GamezBD patchnotes v.3588

1. Event & System
2. Season servers
3. Game World, NPC & Effects
4. Mount Changes
5. Class Changes
6. Item Changes
7. Monster Changes
8. Quests & Knowledge
9. Interface Changes
10. Resolved Issues
11. Known Issues

Event & System

[Content]

● Added the fourth volume of the Herald's Journal. It records Rubin's journey to be the greatest herald ever.
- Adventurers who have completed the three previous volumes of the Herald's Journal will be able to immediately continue with the fourth volume without requiring any other conditions.
- The fourth volume of the Herald's Journal offers a new type of quest objective that's different from previous timed quests. Regardless of the state of the adventurer's gear or class, all will be dealing with these new type of timed quests on an equal footing. The different objectives including ones where you will need to carry out a bunch of tasks in quick succession, such as moving boxes and carts, sweeping chimneys, while others involve shooting down scarecrows that pop up and disappear in an open field while on the clock, as well as transforming into a Stoneback Crab and dodging explosive obstacles to reach a goal.
● Increased the maximum BPM to 200 on the Compose/Score window of the Music Album.
● Changed the Campsite function window to remain open if attacked when the 'Hide UI When Attacked' option has been deactivated in settings.
- Changed the system message window to turn on and off when attacked, depending on the Hide UI settings.
- Changed the Repair UI to not turn off when attacked.
- Fixed the issue where you could not type in numbers using the numberpad when attacked.
● Changed to display "Unknown Adventurer" above the character's head when the camouflage effect is applied

from the Treant Camouflage and Desert Camouflage outfits.

● Changed the tabs and the order of the tabs displayed when using the Beauty Album/Photo Gallery.

Beauty Album	- Download Ranking (Default) - Creator Ranking - Gallery - My Folder
Photo Gallery	- Popular Photos (Default) - Gallery Ranking - My Gallery

● Added a function that enables you to instantly sell trade goods and items through any warehouse.

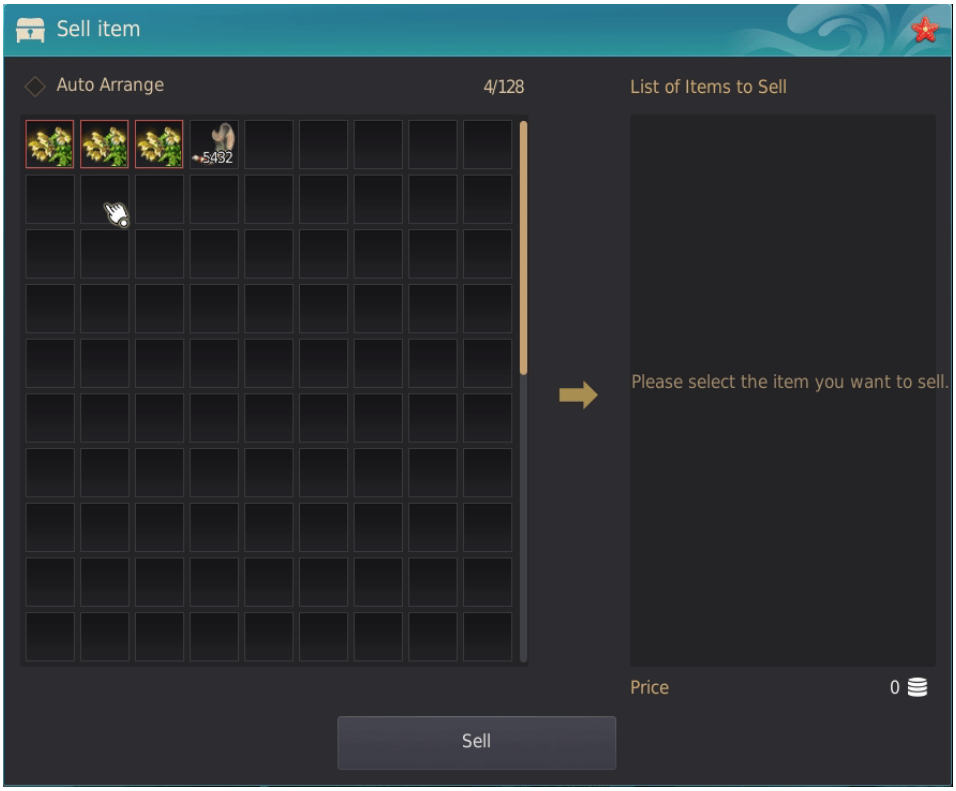
- The items that you can instantly sell through a warehouse are as follows:

* Items that you can sell for Silver

* Items that are not Pearl items

* Gear that is not enhanced

* However, when you use this function to sell items, the items that are sold will not be displayed on the list of repurchase items.



● Changed the text displayed in the Dark Rift window from "Obtainable Items" to "Major Loot."

● Removed Black Stones (Armor & Weapon) from displaying as Dark Rift major loot.

- Black Stones (Armor & Weapon) will still drop as before.

● Added Boss's Latent Auras and Concentrated Boss Crystals to display as major loot for relevant bosses in the Dark Rift window.

● Added Offin Tett's Light Fragment to now be exchangeable for Dark Spirit's Greed.

- You can obtain Dark Spirit's Greed by defeating monsters of the Dark Rift.

● Changed Imperial Delivery for cooking/alchemy boxes daily limit from 400m to 1b
* However, limits for Imperial Delivery proportionate to max Contribution Points remain the same.

Imperial Cuisine	Imperial Alchemy
Apprentice's Cooking Box Skilled Cook's Cooking Box Professional's Cooking Box Artisan's Cooking Box Master's Cooking Box Guru's Cooking Box	Apprentice's Medicine Box Skilled Alchemist's Medicine Box Professional's Medicine Box Artisan's Medicine Box Master's Medicine Box Guru's Medicine Box

● Improved the campsites to be installable on uneven terrain.
- You can see how campsites will be installed on steeper grounds in the image below. However, you cannot install them on grounds that are too uneven.

● Changed the Progression Pass category rewards to now also be obtainable by selecting anywhere in the area of an Objectives Complete arrow that contains a reward.

● Added a visual effect to "collectible rewards" for Progression Pass rewards (rewards for each objective, category completion rewards, and overall completion rate rewards).

● Adjusted the number of completed objectives required in the Quest/Adventure Log category of the Progression Pass to the following:

Before	After	Completion Rewards
x5	x5	Kanpacho's Organic Feed x10
x10	x10	Theiah's Orb x2
x15	x15	Memory Fragment x20
x20	x20	Cron Stone x100
x25	x23	Caphras Stone x100

● Added the function to dye your equipment with specific colors instead of being limited to the preset color palettes.
- After selecting the equipment and specific part of the equipment you wish to dye in the Dye (J) window, select the Merv's Palette tab to find the "Color Palette" button ( ). Click it to open up the window.
* To freely dye your equipment and outfit, you will need to have an active "Merv's Palette."
- Move your cursor or input the appropriate value in the respective R/G/B slots, then press the "Select Color" button to find the color you seek.

● Added the function to dye your character's hair any color instead of being limited to the preset color palettes.
- Through both the Beauty Salon (F4) and when creating a new character, you can now open the Color Palette window via Customization - Hair - Color, move your cursor or input the appropriate value in the respective R/G/B slots to find the color you seek.
- You cannot select colors with too high of a chroma. The color palette will auto-adjust to the color with the highest chroma.

● Changed the Slippery Scallywags Den to now resurrect your character in the Slippery Scallywags Den if you choose to resurrect at the closest town.
● Changed the Marni servers where you access the Grand Prix Horse Race course, Red Battlefield, Battle Arena, and similar content so that it is no longer possible to package Imperial Cook/Alchemy boxes while on those servers.
● Changed the Progression Pass so that Trial Characters cannot receive rewards from it.
● Changed forced PvP (ALT + C) to not activate while in the Red Battlefield.

● Improved the Ancient Relic Crystal summoning device UI with added visual effects to make it more user-friendly.

- When it's possible to register a summon scroll, you will see the respective item slot light up.

- You will see a visual indicator move from the item slot towards the circle in the center of the UI when you register your scroll.

- Once you're able to summon, you will see an effect displayed in the center and around the Activate button in the UI.

- Closing the summoning UI will now remove any registered scrolls.

● Changed Imperial Delivery alerts that displayed at certain times due to the changes made to Imperial Cooking/Alchemy Deliveries so they are no longer restricted in amount by territory nor server.

Before	After
The Imperial Crafting/Fishing Delivery Managers in each territory have begun receiving deliveries.	The Imperial Fishing Delivery Managers in each territory have begun receiving deliveries.

● Quadrupled the time granted to loot the Mole that appears from Farming.

● The third volume of Alustin's Alchemy Journal was discovered among the old books in Calpheon. It's available to Adventurers that completed the first and second volumes. You can uncover more about the story of young Alustin and Caphras, and how their paths crossed with some courageous, unknown adventurers.

● Changed the following completion requirements for the Season Pass due to changes in converting PEN (V) Naru gear to PRI (I) Tuvala gear.

Previous Objective	Changed Objective	Previous Requirement	Changed Requirement
From PEN: Naru to PRI: Tuvala	Blacksmith of Altinova	Exchange PEN: Naru gear with Fughar for Tuvala gear	Speak to Mevo Muranan, the Blacksmith of Altinova

● Improved the following Season Pass objectives for equipping Naru gear to be able to be completed by talking to the Black Spirit (/) when you have already exchanged Tuvala gear without having equipped Naru gear.

- The button will only be displayed when talking to the Black Spirit if you have the PRI (I) - PEN (V) enhanced Tuvala gear pertaining to the Season Pass objectives in your possession.

Previous Season Pass	Completion Requirement	Requirement for Tuvala Gear Exchange
Equipping Naru Adventure Gear 1	Enhance Naru main weapon to +3 or higher then equip it	Say "I've converted an unequipped Naru main weapon into a Tuvala main weapon!"
Equipping Naru Adventure Gear 4	Enhance a Naru Main Weapon to +7 or higher, then equip it	
Equipping Naru Adventure Gear 7	Enhance a Naru Main Weapon to DUO (II) or higher, then equip it	
Equipping Naru Adventure Gear 5	Enhance Naru Sub-weapon to +7, then equip it	Say "I've converted an unequipped Naru sub-weapon into a Tuvala sub-weapon!"
Equipping Naru Adventure Gear 2	Enhance Naru Armor to +3 or higher then equip it	Say "I've converted unequipped Naru Armor into Tuvala Armor!"
Equipping Naru Adventure Gear 3	Enhance Naru Armor to +7 or higher, then equip it	
Equipping Naru Adventure Gear 6	Enhance Naru Armor to DUO (II), then equip it	

● Changed the following Progression Pass objective.

Before	After
[Boss] Defeat the Awakened Saunil Siege Captain	[Boss] Obtain Bheg Summon Scroll from [Special I] Confronting Bheg (1/D)

● Changed to no longer be immune to desert sicknesses when traversing the desert, and sailors' health will now deteriorate while they are out sailing and exploring.

● Changed the method by which you can exchange gold bars with NPCs for 120-min buffs.

- You can exchange gold bars for buffs with the following NPCs in each city:

City	NPC
Velia	Ottavio Ferre
Heidel	Arsen
Calpheon	Leona
Altinova	Zigmund
Valencia City	Nerasabi Alom
Grána	Merindora
Duvencrune	Altar
O'draxxia	Qindir

- Changed the items required to exchange for buffs to the following:

Before	After
Gold Bar 1G x5	Gold Bar 10G x3

- Changed the effects of the 120-min buffs you can get by exchanging Gold Bar 10G x3 with the NPCs mentioned above to the following:

Buff Types	Previous Buffs	Changed Buffs
Attack	1 of All AP +3/5/8 1 of All Accuracy +3/5/8	All AP +8 All Accuracy +8
Protection	1 of All Damage Reduction +3/5/8 1 of Max HP +50/100/150	All Damage Reduction +8 Max HP +150
Experience	1 of Combat EXP +5/10/15% 1 of Skill EXP +5/10/15%	Combat EXP +15% Skill EXP+15%

Sycrakea

● Atoraxxion - Sycrakea, the Last Stronghold built to fend off the dark invaders, has been discovered.
- Atoraxxion's second biome Sycrakea has separate difficulty settings akin to Vahmalkea on normal and Elvia Realm settings.

How to Enter Sycrakea

- You can enter Sycrakea regardless of whether you've cleared Atoraxxion: Vahmalkea as long as you are in possession of Talibre's Tear x1.
* However, you must've also completed the "[Atoraxxion] Talibre's Tear" quest so that you can interact with the Sol Magia inside the Ancient Stone Chamber.

- You can enter through Elribta's Door located in Vaha's Garden of Vahmalkea, Atoraxxion's first biome.
- You can enter Vahmalkea through Elribta's Door located in Syca's Garden in Sycrakea.

Sycrakea Main Questline & Syca's Thread

● Added the new Sycrakea main questline and knowledge category for Syca, the second person of interest in Atoraxxion.
- Complete the Sycrakea main questline to learn more about Syca's story and the hidden side of Atoraxxion, the "Stronghold of Salvation."
- Syca's story is directly connected to Vaha's and will be immediately available upon completing the Vahmalkea main questline.
*** You can still reach Syca's Cradle, the area of Sycrakea's final boss, without having completed the main questline.**

● Throughout Atoraxxion: Sycrakea, you'll find Syca's Threads placed by Syca himself as security measures to ward off the Dark Invaders. Unraveling these threads will either allow you to temporarily control the environmental factors of an area or let you learn a new bit of knowledge.
- You can experience five threads through the main questline alone, and an additional two separately.
- However, in order to reach Syca's Cradle where the last ancient weapon lies, you must unravel "Syca's Thread - Blank."

- Syca's Throat, the path on the way to Syca's Cradle, is blocked by rays of light that mean certain death for any adventurer that comes in contact with them as shown in the image below.

- However, when you unravel the thread, the rays of light blocking Syca's Throat will disappear, thus allowing you to move safely inside. Someone from the inside can also use a device to open it up again.

Areas of Sycrakea

● Atoraxxion: Sycrakea 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.
- The Sol Magia that used to control the Darkened Dawn of Syca's Scale has long been in disrepair, so there are no Darkened Dawn in Syca's Scale.

<table>
<tr><th>Area</th><th>Obtainable Items</th><th>Boss</th><th>Loot</th></tr>
<tr><td rowspan="2">Syca's Scale</td><td>
Syca's Frigid Scale

Egg of an Arid Epoch</td><td>Berurah</td><td>
Syca's Arid Tentacle</td></tr>
<tr><td colspan="3">Use Simple Alchemy (L) with x4 + x2 to obtain Yolun Piece of Envy to summon Berurah</td></tr>
<tr><td rowspan="2">Syca's Grave</td><td>
Syca's Frigid Scale

Egg of a Fearful Epoch</td><td>Serpen</td><td>
Syca's Burning Tentacle</td></tr>
<tr><td colspan="3">Use Simple Alchemy (L) with x4 + x2 to obtain Yolun Piece of Cruelty to summon Serpen</td></tr>
</table>

<table>
<tr><td rowspan="2">Syca's Glare</td><td>-</td><td>Apocros</td><td>
Yolun Dagger</td></tr>
<tr><td colspan="3">Combine + + + to obtain Syca's Contorted Tentacle to summon Apocros</td></tr>
<tr><td>Syca's Garden</td><td colspan="3">Combine + to obtain Corrupt Yolun Dagger
(All party members require Corrupt Yolun Dagger to enter Syca's Cradle)</td></tr>
<tr><td>Syca's Cradle</td><td>-</td><td>Maleficent Centilutos</td><td>
Key of the Sunken Dawn</td></tr>
</table>

- You can loot Syca's Frigid Scale from defeated Ancient Weapons in Sycrakea.
- You can loot Egg of an Arid Epoch and Egg of a Fearful Epoch from defeated Ancient Weapons.
- Yolun Piece of Envy, Yolun Piece of Cruelty, and Syca's Contorted Tentacle can summon bosses and won't be consumed upon use.

● The details of each area in Syca are as follows:

Area	Details
Syca's Scale	Steam that rises up from gaps in the unstable surface can cause devastating burns due to the extreme heat. Lure the cold-insulating Ancient Weapons onto these parts to temporarily cool them down, but be careful not to lower the temperature to extreme levels.
Syca's Grave	Stellagia that were installed to serve as filtration devices soon became contaminated by the poisons emitted by the deep-sea coral in the vicinity. Worker weapons known as "Mala" that used to collect power also were tainted by the poison, which led them to collect even more poisons that would eventually impact all of Syca's Grave.
Syca's Glare	To enter Syca's Glare, you will need to loot the keys off the ancient weapon bosses Berurah and Serpen in order to pass through the Darkened Dawn. Upon entering Syca's Glare, the enormous Apocros who reigns the skies will appear.

Syca's Garden	This is the last area where you can get ready before entering Syca's Cradle where the final boss slumbers.
Syca's Cradle	The area to make your stand against Syca's Last Ancient Weapon, Maleficent Centilutos. Maleficent Centilutos will charge the Rune Magia to cast and unleash merciless attacks upon all the dark invaders.

* You cannot resurrect until all other party members are killed while fighting in Syca's Cradle.

* All items except for the Corrupt Yolun Dagger and loot dropped from defeating the final boss will be removed once you leave Syca's Paradise which you can access after defeating in Syca's Cradle.

* Penalties for dying in Atoraxxion are as follows:

	Normal Server	**Elvia Realm Server**
Field (of each server's Atoraxxion)	No penalty	**Penalty applied**
Final Boss Fight (in Syca's Cradle)	No penalty	No penalty

Maleficent Centilutos

● The final boss slumbers in Syca's Cradle, the last area of Sycrakea. To defeat the boss, you will need to utilize the power supply devices installed around the area.
- The power supply devices in Syca's Cradle are divided into 4 levels. The higher the level, the lower the Centilutos' defense but greater its offense, You will need to properly utilize these devices to defeat the weapon.

Syca's Paradise

● You can obtain "special loot" from Syca's Paradise, which you gain entry to upon defeating Sycrakea's Last Ancient Weapon , twice a week.
- You can obtain such "special loot" from the following quests available via "Syca's Time Capsule" found in Syca's Paradise.
* Unlike Vahmalkea, you can complete the weekly quest for Sycrakea as long as you have the "Key of the Sunken Dawn" looted from the defeated Maleficent Centilutos.

Quests	Objectives	Rewards
[Weekly] Sycrakea: Abyssal Chest	Insert [Elvia] Key of the Sunken Dawn into Syca's Time Capsule Complete the quest Savior of the Sunken Dawn: Abyss	Sycrakea: Abyssal Chest

[Weekly] Sycrakea: Astran Chest	Insert the [Elvia] Key of the Sunken Dawn into Syca's Time Capsule Complete the quest Savior of the Sunken Dawn: Astran	Sycrakea: Astran Chest
[Weekly] Sycrakea: Prottia Chest I	Insert Key of the Sunken Dawn into Syca's Time Capsule Complete the quest Savior of the Sunken Dawn: Prottia I	Sycrakea: Prottia Chest
[Weekly] Sycrakea: Prottia Chest II	Insert Key of the Sunken Dawn into Syca's Time Capsule Complete the quest Savior of the Sunken Dawn: Prottia II	Sycrakea: Prottia Chest

- The above four weekly quests reset every Thursday.
- As explained below, you can complete up to two quests per family every week. You cannot attempt quests with the same character that has already completed them.

Case 1 - If character A completed [Weekly] Sycrakea: Abyssal Chest (Elvia Realm server), character B can proceed with [Weekly] Sycrakea: Astran Chest (Elvia Realm server).
Case 2 - If character A completed [Weekly] Sycrakea: Abyssal Chest (Elvia Realm server), character B can proceed with [Weekly] Sycrakea: Prottia Chest I (normal server).
Case 3- If character A completed [Weekly] Sycrakea: Prottia Chest I (normal server), character B can proceed with [Weekly] Sycrakea: Prottia Chest II (normal server).
*** Character A won't be able to proceed with other quests for the rest of the week.**

- You can obtain the Key of the Sunken Dawn required to complete the aforementioned quests by defeating the final boss of Sycrakea, .
- In order to accept each of the aforementioned quests, you need 10,000 Agris Fever Points, which will be consumed immediately upon accepting each quest. Do note that you won't recover any points if you end up forfeiting a quest.
- You can accept the quests with the second type of quest objective mentioned above from the Syca's Time Capsule NPC and can instantly complete them via Interaction while doing a [Weekly] quest.

Recover the Knowledge Quests

● Damaged records were discovered in the Sol Magia of Atoraxxion: Sycrakea - Syca's Scale. Lafi Bedmountain, the archaeologist, believes that these bits of knowledge scattered throughout Sycrakea can be used to restore the Sol Magia.
- Added the following quests which you can complete once per family in Atoraxxion: Sycrakea.

Quests	NPC	Objectives	Rewards
[Atoraxxion] Recover the Knowledge of Sycrakea I	Syca's Scale Exchange Sol Magia	Learn 50 or more Knowledge related to Sycrakea;	Enchanted Scroll (+70) Vaha's Dawn x1 1,000 Contribution EXP Title
[Atoraxxion] Recover the Knowledge of Sycrakea II	Syca's Scale Exchange Sol Magia	Learn 130 or more Knowledge related to Sycrakea;	Enchanted Scroll (+130) Vaha's Dawn x1 1,000 Contribution EXP Title

Challenges

● Added 2 new challenges that you can complete in Atoraxxion: Sycrakea.
- You can complete the Atoraxxion: Sycrakea challenges once per family.
- When you reconnect to your character after acquiring knowledge by defeating Maleficent Centilutos of Atoraxxion: Sycrakea, the challenges will be completed and you can obtain the rewards.

Challenges	Objectives	Rewards	Server
On the Corrupt Yolun Dagger!	Defeat the Maleficent Centilutos and acquire the knowledge, "On the Corrupt Yolun Dagger"	Sycrakea: Prottia Chest x2	Normal server
Infested Centilutos	Defeat the Maleficent Centilutos and acquire the knowledge, "Infested Centilutos"	Sycrakea: Abyssal Chest x2	Elvia Realm server

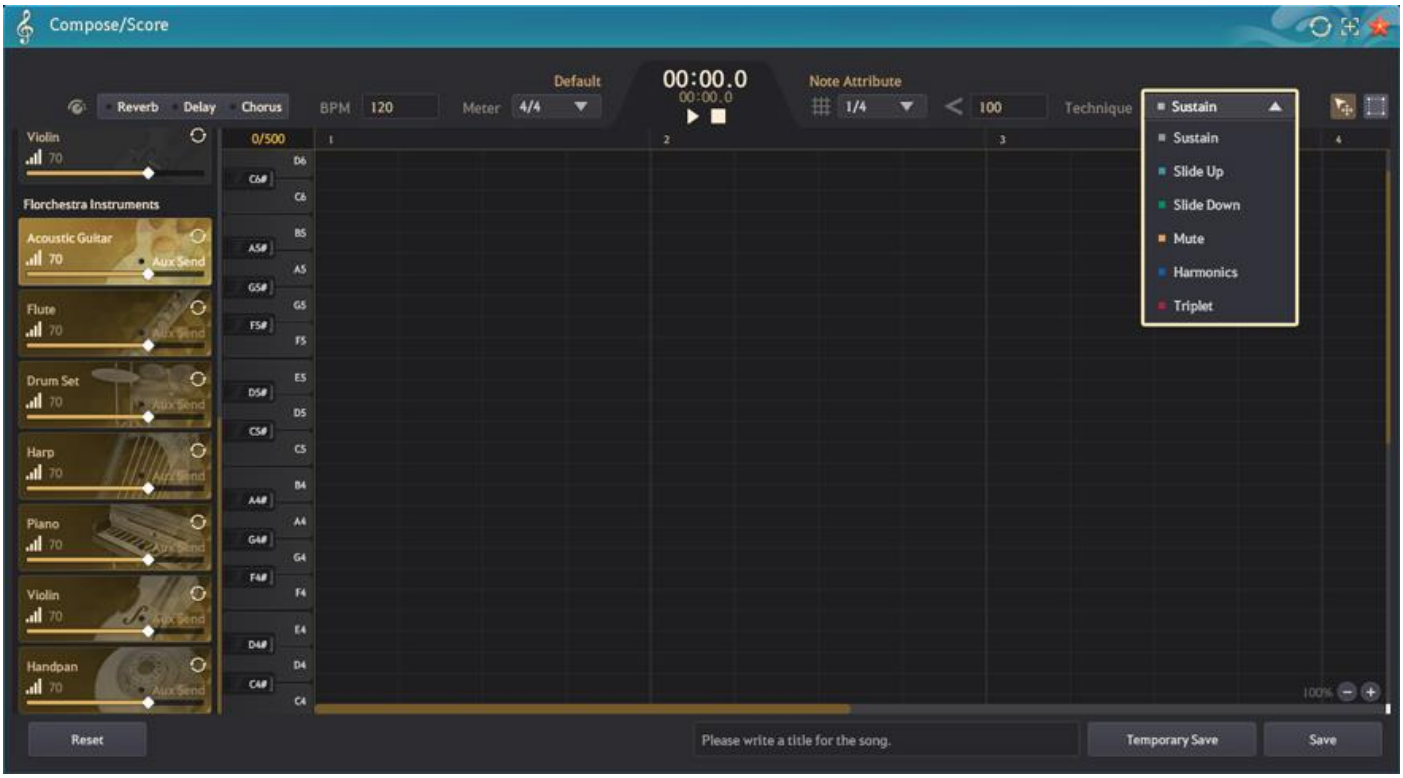
Florchestra

● The instruments of Florchestra, the maestro of a famous wandering musician named Artina who brought out the musical talent of Shais, have been revealed to the world.
- Florchestra instruments boast a more exquisite design and richer timbre than the old beginner instruments, and their sounds can be modulated through a processor called an Effector. Also, the musical technique differs for each type of instrument.
● Added a Florchestra Instruments category on the Compose window. You can set the Effector and musical technique when you select a Florchestra instrument.
- You can adjust settings for the Effector from the upper left of the Compose window.
- The Effector has 5 types of effects.

Effects	Description
Reverb Time	Provides a sense of space by adding reverberation.
Delay FeedBack	Adjusts the number of echoes.
Chorus FeedBack	Adjusts the Effector's amount of repeated sounds.
Chorus LFO Depth	Adjusts the Effector's modulation depth.
Chorus LFO Frequency	Adjusts the Effector's modulation frequency.

- You can adjust the amount of sounds transferred from your instrument to the Effector by using AuxSend from the Florchestra Instruments category. When it lights up, it means that the sounds are being transferred to the Effector.

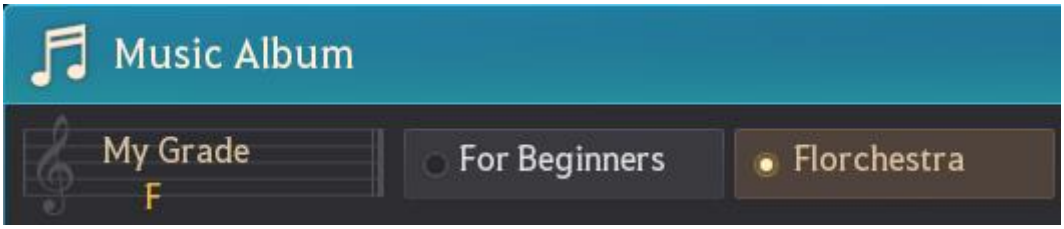
- The settings for the Effector affects the entire song.
- You can adjust the settings for the musical technique on the upper right of the Compose window. Musical techniques refer to ways of playing music, and they differ for each different type of instrument.



- You can see the default musical technique on the uppermost part of the screen.
- You can see that notes of the same color as the selected color on the musical technique selection window will appear when you enter a note after changing musical techniques.
- You cannot enter many different musical techniques for the same beat. Also, the last musical technique you selected will be applied to all.

● Changed the Music Album window to categorize beginner instruments and Florchestra instruments differently.

- Select the Florchestra category and press the button for playing to use a Florchestra instrument to play solo or in an ensemble.



● Florchestra's apprentice, Artina, found the blueprints for Florchestra's instruments in the seventh home she left behind, letting the world know how of the method to craft these instruments.
- According to what's written on the blueprints, there is a tree called the Tree of Seven Sounds, which is invisible to regular people and is said to be the source of all sounds. They say the blessing of young spirits who guarded the Tree of Seven Sounds is necessary to craft a special instrument that can tug at one's heartstrings.

● You can craft Florchestra's instruments through Processing(L) using the blessing of young spirits obtained through quests.

Florchestra Instruments	How to Craft
Florchestra Acoustic Guitar	[Blueprint] Florchestra Acoustic Guitar x1 Maple Plywood x10 Platinum Ingot x50 Copper Ingot x50 Dewdrop of River's Glee x10
Florchestra Flute	[Blueprint] Florchestra Flute x1 Platinum Ingot x50 Silver Ingot x50 Gold Ingot x50 Dewdrop of Forest's Mirth x10
Florchestra Piano	[Blueprint] Florchestra Piano x1 Birch Plywood x30 Translucent Crystal x52 Black Crystal x36 Dewdrop of Daylight's Passion x10
Florchestra Harp	[Blueprint] Florchestra Harp x1 Maple Plywood x10 Platinum Ingot x50 Copper Ingot x50 Dewdrop of Star's Memory x10
Florchestra Violin	[Blueprint] Florchestra Violin x1 Maple Plywood x10 Platinum Ingot x50 Copper Ingot x50 Dewdrop of Night's Hope x10

- You can purchase blueprints for Florchestra instruments at Lake Kaia, Lake Flondor, Salanar Pond, and Artina's Instrument Shop in Ancado Inner Harbor.

- Right-clicking on an instrument blueprint will navigate you to an Artina NPC of an Instrument Shop for the blessings of young spirits (dewdrops) required to craft an instrument.
- You can only accept the following quests when you have the respective instrument's blueprint in your inventory. Also, these are daily quests.

Quest	Completion Requirement	Quest Reward
[Daily] Dewdrop of River's Glee	Hand over Bottle of River Water x20 to Artina	Dewdrop of River's Glee x1
[Daily] Dewdrop of Forest's Mirth	Defeat 250 Polly Mushrooms for Artina	Dewdrop of Forest's Mirth x1
[Daily] Dewdrop of Daylight's Passion	Deliver Flondor Golden Egg Perform a solo for Artina	Dewdrop of Daylight's Passion x1
[Daily] Dewdrop of Star's Memory	Hand over Ancient Kingdom of Orzeca Coin x5 to Artina Hand over Refined Delotia Reagent x5	Dewdrop of Star's Memory x1
[Daily] Dewdrop of Night's Hope	Gather and hand over Delotia x10 and Thornwood Timber x10 to Artina	Dewdrop of Night's Hope x1

Florchestra Instrument	How to Craft
Florchestra Drum Set	[Blueprint] Florchestra Drum Set x1 Birch Plywood x10 Platinum Ingot x50 Fine Soft Hide x30 Dewdrop of Moon's Rhythm x10
Florchestra Handpan	[Blueprint] Florchestra Handpan x1 Platinum Ingot x50 Iron Ingot x50 Red Crystal x30 Dewdrop of Fire's Pride x10

- The quests for obtaining dewdrops required to craft the two types of instruments mentioned above are recurring weekly quests and cannot be completed simultaneously.
- To accept a recurring weekly quest, you must complete a preceding quest from Artina once per family.
- Preceding quest for "[Weekly] Dewdrop of Moon's Rhythm": Reach musicianship grade C
- Preceding quest for "[Weekly] Dewdrop of Fire's Pride": Complete Artina's Music Journal Knowledge category

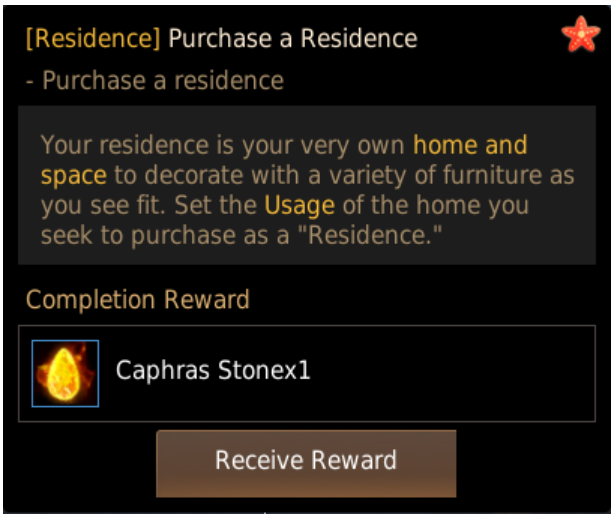
Quest	Completion Requirement	Quest Reward
[Weekly] Dewdrop of Moon's Rhythm	Complete concert tour in Calpheon territory with Shai performers;	Dewdrop of Moon's Rhythm x10
[Weekly] Dewdrop of Fire's Pride	Complete concert tour in Valencia territory with Shai performers;	Dewdrop of Fire's Pride x10

*** You must stick to the tour order mentioned in the notice you get upon accepting the quest, and must perform in an "ensemble" as well.**
● You can obtain knowledge when you craft a Florchestra instrument.
- Added a Florchestra Instrument Knowledge category to Adventure Log → Travel Log
- You can obtain the title, when you acquire all of the Florchestra Instrument Knowledge entries.
- You cannot register crafted Florchestra instruments on the Central Market.

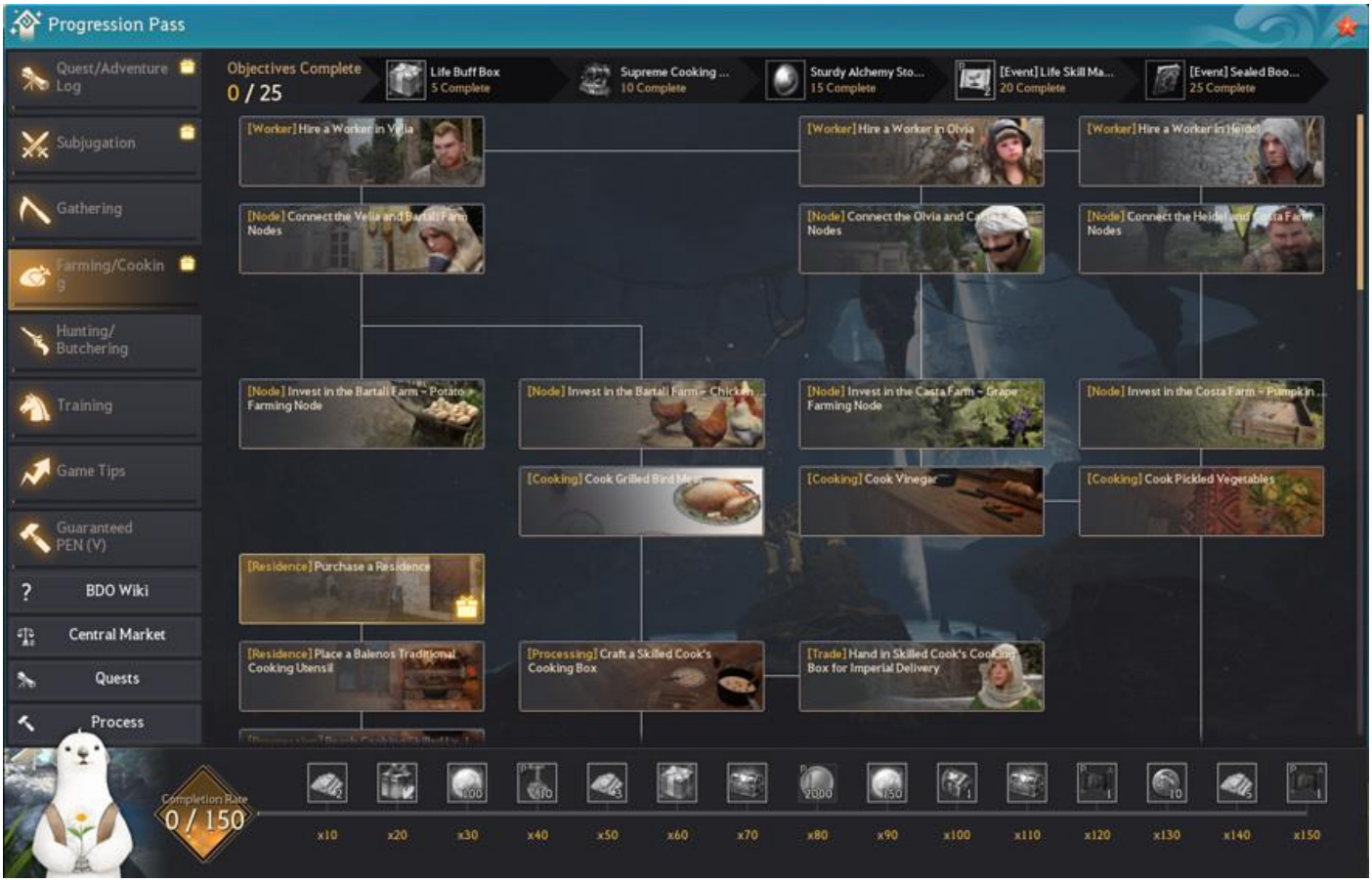
Progression Pass

● Added the Progression Pass which, along with the Season Servers, aims to help New Adventurers adjust to the diverse content available in the world of Black Desert.
*** Upon logging into the game, the Progression Pass will automatically update your data. This may take around 5 minutes. Afterward, you'll be able to proceed with the Progression Pass update.**

- The Progression Pass is divided into seven categories that include Quest/Adventure Log, PvE, Farming/Cooking, Hunting/Butchering, Training, and Game Tips. Completing these categories will not only increase your in-game knowledge but also greatly help you with adjusting to the game.
- Please note that you cannot proceed with the Progression Pass using a Season Character.
* You cannot complete the [Main] quest objectives with a character that has either proceeded with the Simplified or pre-revamp Main Questline.
- You can obtain rewards each time you complete an objective within a specific category.



- You can also earn up to five types of rewards depending on the number of objectives you've completed per category, for a maximum of fifteen different reward types based on your overall progress.
- Certain objectives require you to talk with the Black Spirit, while the [Game Tips] category require you to simply read each description.
- If an objective contains a scroll ( ) icon, it will refer you to the relevant Adventurer's Board post with more information.



- You can obtain the following rewards according to the number of Progression Pass objectives completed per category.

Rewards for Objectives Completed by Category		
Category	**Objectives Completed**	**Rewards**
Quest/Adventure Log	x5	Kanpacho's Organic Feed x10
	x10	Theiah's Orb x2
	x15	Memory Fragment x20
	x20	Cron Stone x100
	x25	Caphras Stone x100
Subjugation	x5	[Event] Magical Elixir x3
	x10	Item Collection Increase Scroll (60 min) x5

	x15	Item Collection Increase Scroll: Advanced (60 min) x5
	x20	[Event] Supreme Old Moon Scroll
	x25	[Event] Sealed Book of Combat (7 Days)
Gathering	x5	Life Buff Box
	x10	Demihar's Life Tool Box
	x15	[Event] Energy Tonic (L) x5
	x20	[Event] Life Skill Mastery Increase Scroll x2
	x25	Choose Your Manos Tool Box
Farming/Cooking	x5	Life Buff Box
	x10	Supreme Cooking Utensil
	x15	Sturdy Alchemy Stone of Life (Green)
	x20	[Event] Life Skill Mastery Increase Scroll x2
	x25	[Event] Sealed Book of Life (7 Days)
Hunting/Butchering	x4	Ship License: Epheria Cog (Kalis-Certified)
	x8	[Event] Beginner Hunter's Matchlock
	x12	Breath of Narcion
	x16	[Event] Item Brand Spell Stone

	x20	Breath of Narcion
Training	x3	Horse Emblem : Requested Stallion
	x6	[Event] Extra Mount EXP Scroll x2
	x9	[Event] Mount Skill Training Coupon
	x12	Mount Skill Change Coupon
	x15	[Event] Rare Courser Training Box x2
Game Tips	x8	Laila's Petal
	x16	Laila's Petal
	x24	Laila's Petal
	x32	Laila's Petal
	x40	Laila's Petal x2

- You can obtain the following rewards for the number of Progression Pass categories completed.

Progression Pass Rewards	
Categories Completed	**Rewards**
x10	Gold Bar 1,000G x2
x20	Splendid Magic Crystal Box
x30	Cron Stone x100
x40	[Event] Artisan's Memory x10

x50	Gold Bar 1,000G x3
x60	Enhancement Aid Box
x70	Custom Storage Box
x80	2,000 Loyalties
x90	Cron Stone x150
x100	Supreme Old Moon Box
x110	Custom Growth Box
x120	Advice of Valks (+80)
x130	[Event] Shining Shakatu's Seal x10
x140	Gold Bar 1,000G x5
x150	Advice of Valks (+100)

The Old Moon Guild's New Deal

● Jetina is offering a new deal for Adventurers. Found in any major city, Jetina now offers quests pertaining to each equipment slot to be completed once per Family for a guaranteed opportunity to obtain PEN (V) boss gear.
● Added quests for Resplendent gear of Jetina's Old Moon Guild pertaining to each equipment slot to be completed once per Family for the following gear.
- PEN (V) Tuvala gear converted with Tuvala Conversion Stones.
- TET (IV) Boss gear obtained via [Season] Boss Gear Exchange Coupon.
- TET (IV) Boss gear that can be registered on the Central Market.
* "Old Moon Guild's Trade Offer" can be accepted from the Black Spirit (,) - Suggested with a Lv. 56 or higher character after completing "A Cry for Help."
● Added the following quests that you can accept from Jetina with a Lv. 60 or higher character.
- [Weekly] Imperfect Beings
- Resplendent Weapon Reform Stone: Oquilla Sky Crystal I
- Resplendent Armor Reform Stone: Oquilla Earth Crystal I
● Once you accept Jetina's quest, she will grant you a new piece of TET (IV) boss gear which she'll have you upgrade with the Old Moon's Resplendent Reform Stones to draw out your gear's untapped potential.
- The newly obtained TET (IV) boss gear cannot be registered on the Central Market, nor enhanced normally/with Caphras Stones.

Quest	Requires	Rewards

Helmet		
Old Moon Guild's Resplendent Helmet: Tuvala	PEN (V) Tuvala Helmet converted with the [Season] Conversion Stone in possession	TET (IV) Giath's Helmet OR TET (IV) Griffon's Helmet
Old Moon Guild's Resplendent Helmet: [Season] Giath	TET (IV) Giath's Helmet converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Giath's Helmet
Old Moon Guild's Resplendent Helmet: Giath	TET (IV) Giath's Helmet in possession	TET (IV) Giath's Helmet
Old Moon Guild's Resplendent Helmet: Griffon	TET (IV) Griffon's Helmet in possession	TET (IV) Griffon's Helmet
Gloves		
Old Moon Guild's Resplendent Gloves: Tuvala	PEN (V) Tuvala Gloves converted with the [Season] Conversion Stone in possession	TET (IV) Bheg's Gloves OR TET (IV) Leebur's Gloves
Old Moon Guild's Resplendent Gloves: [Season] Bheg	TET (IV) Bheg's Gloves converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Bheg's Gloves
Old Moon Guild's Resplendent Gloves: Bheg	TET (IV) Bheg's Gloves in possession	TET (IV) Bheg's Gloves
Old Moon Guild's Resplendent Gloves: Leebur	TET (IV) Leebur's Gloves in possession	TET (IV) Leebur's Gloves
Shoes		
Old Moon Guild's Resplendent Shoes: Tuvala	PEN (V) Tuvala Shoes converted with the [Season] Conversion Stone in possession	TET (IV) Muskan's Shoes OR TET (IV) Urugon's Shoes

Old Moon Guild's Resplendent Shoes: [Season] Muskan	TET (IV) Muskan's Shoes converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Muskan's Shoes
Old Moon Guild's Resplendent Shoes: Muskan	TET (IV) Muskan's Shoes in possession	TET (IV) Muskan's Shoes
Old Moon Guild's Resplendent Shoes: Urugon	TET (IV) Urugon's Shoes in possession	TET (IV) Urugon's Shoes
Armor		
Old Moon Guild's Resplendent Armor: Tuvala	PEN (V) Tuvala Armor converted with the [Season] Conversion Stone in possession	TET (IV) Dim Tree Spirit's Armor OR TET (IV) Red Nose's Armor
Old Moon Guild's Resplendent Armor: [Season] Dim Tree Spirit	TET (IV) Dim Tree Spirit's Armor converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Dim Tree Spirit's Armor
Old Moon Guild's Resplendent Armor: Dim Tree Spirit	TET (IV) Dim Tree Spirit's Armor in possession	TET (IV) Dim Tree Spirit's Armor
Old Moon Guild's Resplendent Armor: Red Nose	TET (IV) Red Nose's Armor in possession	TET (IV) Red Nose's Armor
Main Weapon		
Old Moon Guild's Resplendent Main Weapon: Tuvala	PEN (V) Tuvala Main Weapon converted with the [Season] Conversion Stone in possession	TET (IV) Kzarka Main Weapon Box OR TET (IV) Offin Tett's Radiant Main Weapon Box
Old Moon Guild's Resplendent Main Weapon: [Season] Kzarka	TET (IV) Kzarka Main Weapon with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Kzarka Main Weapon Box

Old Moon Guild's Resplendent Main Weapon: Kzarka	TET (IV) Kzarka Main Weapon in possession	TET (IV) Kzarka Main Weapon Box
Old Moon Guild's Resplendent Main Weapon: Offin Tett	TET (IV) Offin Tett's Radiant Main Weapon in possession	TET (IV) Offin Tett's Radiant Main Weapon Box
Sub-weapon		
Old Moon Guild's Resplendent Sub-weapon: Tuvala	PEN (V) Tuvala Sub-weapon converted with the [Season] Conversion Stone in possession	TET (IV) Nouver Sub-weapon Box OR TET (IV) Kutum Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: [Season] Kutum	TET (IV) Kutum Sub-weapon converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Kutum Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: Nouver	TET (IV) Nouver Sub-weapon in possession	TET (IV) Nouver Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: Kutum	TET (IV) Kutum Sub-weapon in possession	TET (IV) Kutum Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: [Season] Fiery Kutum	TET (IV) Fiery Kutum Sub-weapon converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Fiery Kutum Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: Fiery Nouver	TET (IV) Fiery Nouver Sub-weapon in possession	TET (IV) Fiery Nouver Sub-weapon Box
Old Moon Guild's Resplendent Sub-weapon: Fiery Kutum	TET (IV) Fiery Kutum Sub-weapon in possession	TET (IV) Fiery Kutum Sub-weapon Box
Awakening Weapon		

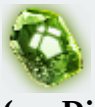
Old Moon Guild's Resplendent Awakening Weapon: Tuvala	PEN (V) Tuvala Awakening Weapon converted with the [Season] Conversion Stone in possession	TET (IV) Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: [Season] Dandelion	TET (IV) Dandelion Awakening Weapon converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: Dandelion	TET (IV) Dandelion Awakening Weapon in possession	TET (IV) Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: [Season] Fiery Dandelion	TET (IV) Fiery Dandelion Awakening Weapon converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Fiery Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: Fiery Dandelion	TET (IV) Fiery Dandelion Awakening Weapon in possession	TET (IV) Fiery Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: [Season] Storm Devoured Dandelion	TET (IV) Storm Devoured Dandelion Awakening Weapon converted with the [Season] Boss Gear Exchange Coupon in possession	TET (IV) Storm Devoured Dandelion Awakening Weapon Box
Old Moon Guild's Resplendent Awakening Weapon: Storm Devoured Dandelion	TET (IV) Storm Devoured Dandelion Awakening Weapon in possession	TET (IV) Storm Devoured Dandelion Awakening Weapon Box

- You cannot exchange Caphras-enhanced boss gear with Jetina.
* If you have two pieces of TET (IV) boss gear in your inventory, and one has gone through with Caphras Enhancement, the quest will attempt to hand in whichever piece is sitting in the top-most slot of your inventory.
* Make sure to proceed with the exchange only after you've extracted any crystals and Caphras Enhancements from your boss gear.
- Shai's cannot complete the awakening weapon questline with their Talent weapon, the Sol.
● Once you've obtained an upgradeable TET (IV) boss gear from completing the quest mentioned above, you'll be able to upgrade it from Reform Levels I to V with Reform Stones specific to each piece of gear.

- Each piece of boss gear will require a Reform Stone specific to each equipment slot. There are five Reform Stones from Reform Levels I through V, and using each will upgrade the Reform Level of your TET (IV) boss gear.

● Upgrading your weapon or armor with a crafted reform stone will add the following effects per reform level.

Gear Type	Reform Stone	Extra Effects

 Main, Awakening Weapon *** Main/awakening weapon AP increased** **(ex: Kzarka)**	Resplendent Weapon Reform Stone I	AP +1
	Resplendent Weapon Reform Stone II	AP +1
	Resplendent Weapon Reform Stone III	AP +1
	Resplendent Weapon Reform Stone IV	AP +2
	Resplendent Weapon Reform Stone V	AP +2
Sub-weapon *** Also affects** **main/awakening AP**	Resplendent Weapon Reform Stone I	Damage Reduction +1
	Resplendent Weapon Reform Stone II	AP +1
	Resplendent Weapon Reform Stone III	Evasion +1
	Resplendent Weapon Reform Stone IV	AP +1
	Resplendent Weapon Reform Stone V	Accuracy +1
 **Armor (ex: Dim Tree Spirit)**	Resplendent Armor Reform Stone I	Evasion +1, Bonus Evasion +1, Bonus Damage Reduction+1
	Resplendent Armor Reform Stone II	Damage Reduction +1, Bonus Evasion +1, Bonus Damage Reduction+1
	Resplendent Armor Reform Stone III	Evasion +1, Bonus Evasion +1, Bonus Damage Reduction+1
	Resplendent Armor Reform Stone IV	Damage Reduction +1, Bonus Evasion +1, Bonus Damage Reduction+1

	Resplendent Armor Reform Stone V	Damage Reduction +1, Bonus Evasion +1, Bonus Damage Reduction+1

● You can craft each boss's Reform Stone by Heating the items below.

Reform Stone Example	
 ▲ Resplendent Kzarka Main Weapon Reform Stone I~V	 ▲ Resplendent Dim Tree Spirit's Armor Reform Stone I~V

* You can differentiate between the reform stones' levels by the borders of their icon.
- The crafting method (via Heating) of reform stones for boss weapons are as follows.
- You can obtain the knowledge for Resplendent Weapon Reform Stone when you craft Resplendent Weapon Reform Stone I.
- You can use Grinding (L) on a Resplendent Weapon Reform Stone (I-V) to reobtain the original crafting materials.

Reform Stone	**Materials**
 Resplendent Weapon Reform Stone I (ex: Kzarka)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Weapon) x10 Memory Fragment x50 Magical Shard x20 Rough Opal x1
 Resplendent Weapon Reform Stone II (ex: Kzarka)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Weapon) x20 Memory Fragment x100 Magical Shard x30 Polished Opal x1
 Resplendent Weapon Reform Stone III (ex: Kzarka)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Weapon) x30 Memory Fragment x150 Magical Shard x50 Brilliant Opal x1

 Resplendent Weapon Reform Stone IV (ex: Kzarka)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Weapon) x40 Memory Fragment x250 Magical Shard x100 Moonlight Opal x1
 Resplendent Weapon Reform Stone V (ex: Kzarka)	Concentrated Boss Crystal x120 Concentrated Magical Black Stone (Weapon) x50 Memory Fragment x450 Concentrated Boss's Aura x30 Oquilla Sky Crystal x1

- The crafting method (via Heating) of reform stones for boss defense gear are as follows.
- You can obtain the knowledge for Resplendent Armor Reform Stone when you craft Resplendent Armor Reform Stone I.
- You can use Grinding (L) on a Resplendent Armor Reform Stone (I-V) to reobtain the original crafting materials.

Reform Stone	Materials
 Resplendent Armor Reform Stone I (ex: Dim Tree Spirit's Armor)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Armor) x10 Memory Fragment x50 Magical Shard x20 Rough Opal x1
 Resplendent Armor Reform Stone II (ex: Dim Tree Spirit's Armor)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Armor) x20 Memory Fragment x100 Magical Shard x30 Polished Opal x1
 Resplendent Armor Reform Stone III (ex: Dim Tree Spirit's Armor)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Armor) x30 Memory Fragment x150 Magical Shard x50 Brilliant Opal x1

 Resplendent Armor Reform Stone IV (ex: Dim Tree Spirit's Armor)	Concentrated Boss Crystal x60 Concentrated Magical Black Stone (Armor) x40 Memory Fragment x250 Magical Shard x100 Moonlight Opal x1
 Resplendent Armor Reform Stone V (ex: Dim Tree Spirit's Armor)	Concentrated Boss Crystal x120 Concentrated Magical Black Stone (Armor) x50 Memory Fragment x450 Concentrated Boss's Aura x30 Oquilla Earth Crystal x1

*** You will require Concentrated Boss Crystals of the same boss as the type of gear you're seeking to upgrade with the Reform Stone.**
(For example, if you're trying to craft a Resplendent Kzarka's Main Weapon Reform Stone, you will need Concentrated Kzarka Crystals.)
● You can obtain Concentrated Boss Crystals required to craft Resplendent Reform Stones through the following weekly quests.
- These quests reset every Thursday at midnight and cannot be completed more than once per week.

Quest	Objective	Rewards
[Weekly] Imperfect Beings: Giath	 Hand over Giath's Latent Aura x2 to Jetina	 Concentrated Giath Crystal x115
[Weekly] Imperfect Beings: Griffon	 Hand over Griffon's Latent Aura x2 to Jetina	 Concentrated Griffon Crystal x115
[Weekly] Imperfect Beings: Bheg	 Hand over Bheg's Latent Aura x2 to Jetina	 Concentrated Bheg Crystal x115
[Weekly] Imperfect Beings: Leebur	 Hand over Leebur's Latent Aura x2 to Jetina	 Concentrated Leebur Crystal x115

[Weekly] Imperfect Beings: Urugon	Hand over Urugon's Latent Aura x2 to Jetina	Concentrated Urugon Crystal x115
[Weekly] Imperfect Beings: Muskan	Hand over Muskan's Latent Aura x2 to Jetina	Concentrated Muskan Crystal x115
[Weekly] Imperfect Beings: Dim Tree Spirit	Hand over Dim Tree Spirit's Latent Aura x2 to Jetina	Concentrated Dim Tree Spirit Crystal x115
[Weekly] Imperfect Beings: Red Nose	Hand over Red Nose's Latent Aura x2 to Jetina	Concentrated Red Nose Crystal x115
[Weekly] Imperfect Beings: Kzarka	Hand over Kzarka's Latent Aura x2 to Jetina	Concentrated Kzarka Crystal x115
[Weekly] Imperfect Beings: Offin Tett	Hand over Offin Tett's Light Fragment x2 to Jetina	Concentrated Offin Tett Crystal x115
[Weekly] Imperfect Beings: Nouver	Hand over Nouver's Latent Aura x2 to Jetina	Concentrated Nouver Crystal x115
[Weekly] Imperfect Beings: Kutum	Hand over Kutum's Latent Aura x2 to Jetina	Concentrated Kutum Crystal x115
[Weekly] Imperfect Beings: Karanda	Hand over Karanda's Latent Aura x2 to Jetina	Concentrated Karanda Crystal x115

● Changed the following items so you can now store them in your Family Inventory.

Item	
Kzarka's Latent Aura Nouver's Latent Aura Karanda's Latent Aura	Kutum's Latent Aura Offin Tett's Light Fragment

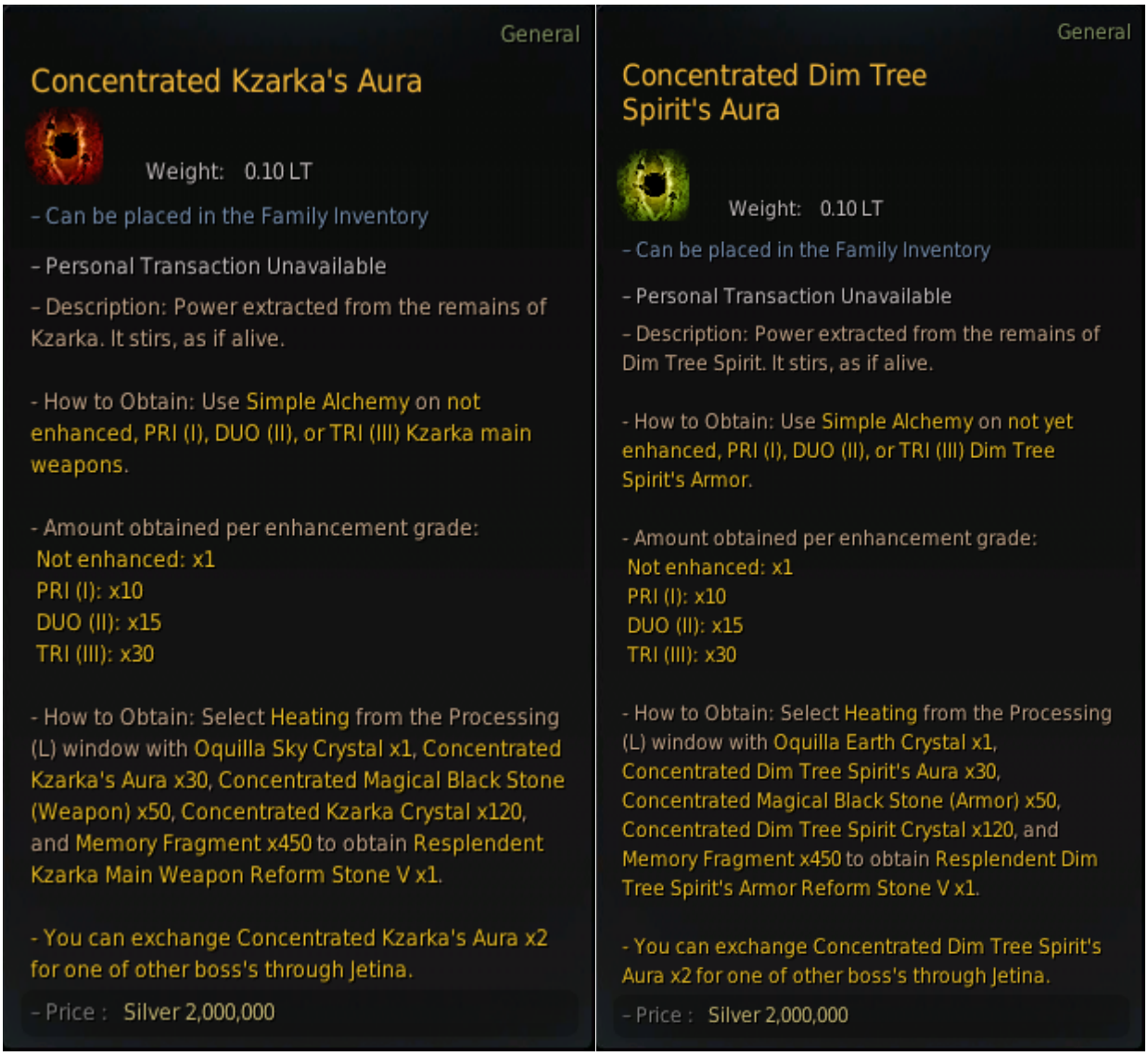
● Added Concentrated Boss Crystals and Boss's Latent Auras to the loot tables of the following bosses.
- Boss's Latent Auras that dropped from defeated World Bosses remain the same as before.

Type	Monster
World Boss	Kzarka, Nightmarish Kzarka, Nouver, Bloodstorm Nouver, Kutum, Thundercloud Kutum, Karanda, Stormbringer Karanda, Offin Tett
Field Boss	Dim Tree Spirit, Red Nose, Bheg
Dark Rift	Red Nose, Bheg, Muskan, Dim Tree Spirit, Griffon
Normal Boss Summon Scroll	Red Nose, Giath, Bheg, Muskan, Dim Tree Spirit, Griffon, Urugon, Leebur
Awakened Boss Summon Scroll	Red Nose, Giath, Bheg, Muskan, Dim Tree Spirit, Griffon, Urugon
Darkened Boss Summon Scroll	Red Nose, Giath, Bheg, Muskan, Dim Tree Spirit, Griffon, Urugon

- Boss's Latent Auras can be obtained by defeating bosses from normal/awakened boss summon scrolls according to a set probability but are guaranteed drops from defeating world/field bosses, Dark Rift bosses, and Darkened Boss Summon Scroll bosses.
* The probability of obtaining Boss's Latent Auras from Kzarka, Nouver, Kutum, Karanda, Offin Tett, and other world bosses remain the same as before.
- Offin Tett will drop Offin Tett's Light Fragments instead of a Boss's Latent Aura.
● You can obtain Concentrated Boss's Aura, the item required to craft the Resplendent Weapon/Armor Reform Stone V, by using Simple Alchemy with boss gear.
*** You can only use Simple Alchemy on boss gear that can be registered on the Central Market.**

Enhancement Level	Product
Not Enhanced	Concentrated Boss's Aura x1

PRI (I)	Concentrated Boss's Aura x10
DUO (II)	Concentrated Boss's Aura x15
TRI (III)	Concentrated Boss's Aura x30



● You can exchange Concentrated Boss's Auras required to craft the Resplendent Weapon/Armor Reform Stone V for the Concentrated Boss's Aura of another boss at a 2:1 ratio through Jetina.
For example, if you bring Concentrated Kzarka's Aura x2 to Jetina, she can exchange them for Concentrated Offin Tett's Aura x1.

● Added quests to obtain a special material required to craft the Resplendent Weapon/Armor Reform Stone V.
- You can accept the following quests from Jetina to obtain the Oquilla Sky Crystal or Oquilla Earth Crystal, which you will need one of per equipment slot to craft the relevant Reform Stone.
- The following quests help with crafting the Resplendent Weapon Reform Stone V.

Quest	Objective	Reward

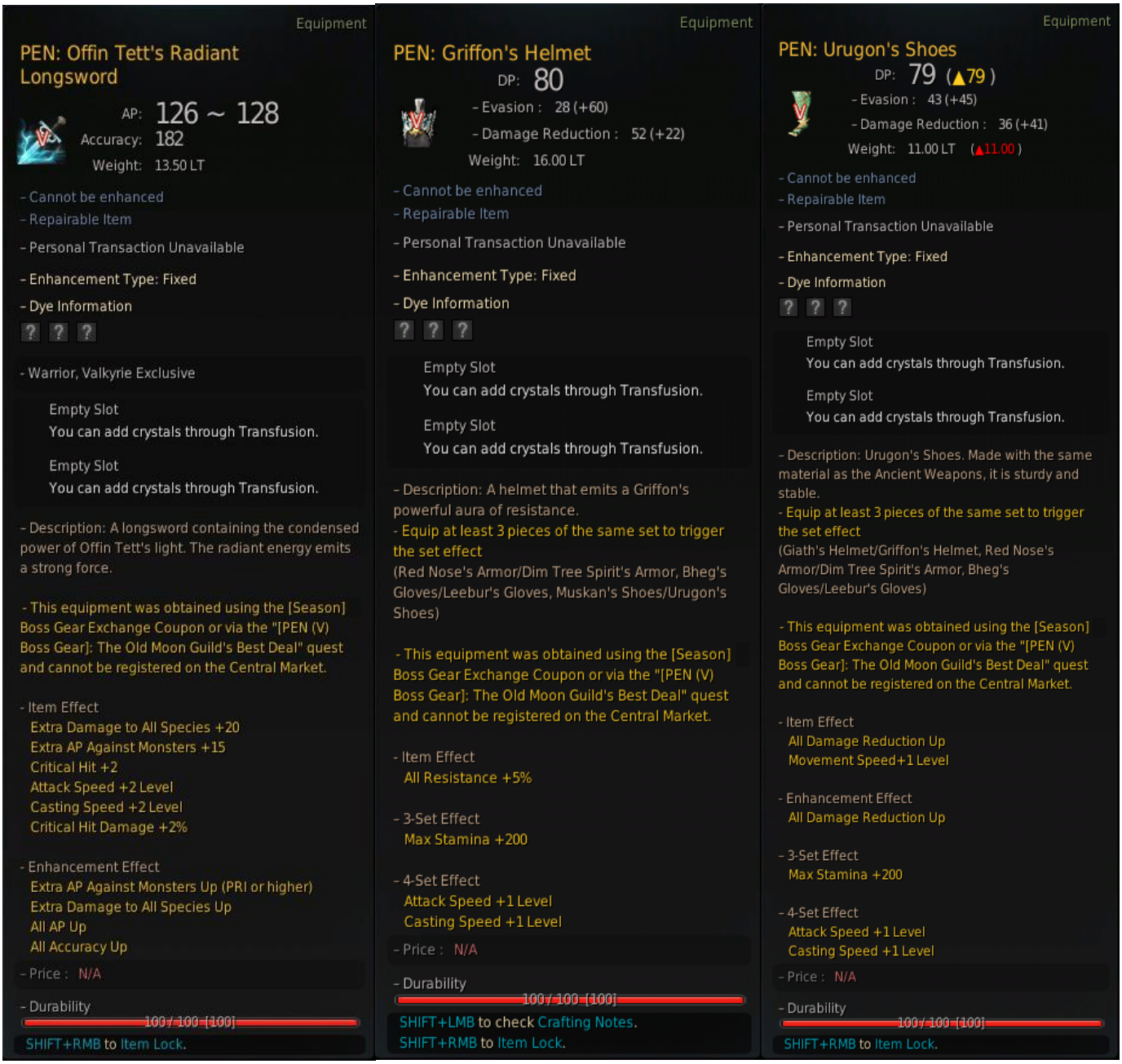
Resplendent Weapon Reform Stone : Oquilla Sky Crystal I	Hand over Oquilla's Piece of the Old Moon x30	Oquilla Sky Crystal x1
Resplendent Weapon Reform Stone : Oquilla Sky Crystal II	Hand over Oquilla's Piece of the Old Moon x70	Oquilla Sky Crystal x1
Resplendent Weapon Reform Stone : Oquilla Sky Crystal III	Hand over Oquilla's Piece of the Old Moon x120	Oquilla Sky Crystal x1

- The following quests help with crafting the Resplendent Armor Reform Stone V.

Quest	Objective	Reward
Resplendent Armor Reform Stone: Oquilla Earth Crystal I	Hand over Oquilla's Piece of the Old Moon x80	Oquilla Earth Crystal x1
Resplendent Armor Reform Stone: Oquilla Earth Crystal II	Hand over Oquilla's Piece of the Old Moon x120	Oquilla Earth Crystal x1
Resplendent Armor Reform Stone: Oquilla Earth Crystal III	Hand over Oquilla's Piece of the Old Moon x160	Oquilla Earth Crystal x1
Resplendent Armor Reform Stone: Oquilla Earth Crystal IV	Hand over Oquilla's Piece of the Old Moon x220	Oquilla Earth Crystal x1

- You can purchase Oquilla's Piece of the Old Moon from NPCs located in any major city for 50,000,000 Silver.
- You can use the Find NPC function found on the upper-right portion of the screen to search for Old Moon Manager NPCs located in any major city if you have already learned their Knowledge.

● Once you've upgraded your TET (IV) boss gear to Reform Level V and have it in your Inventory, you can talk to Jetina to proceed with the "Old Moon's Brilliant" quest for the relevant equipment slot.
- Upon completing the quest and handing in your TET (IV) boss gear, you'll be rewarded with the same boss gear enhanced to PEN (V) along with an Item Brand Spell Stone x1 and Crystal Extraction Tool x2.
* You can use the PEN (V) Dim Tree Spirit and PEN (V) Red Nose's Armor obtained from completing the "Old Moon's Brilliant Armor" quests to craft the Fallen God's Armor.



Guaranteed PEN (V) Boss Gear in a Nutshell

First, obtain upgradeable boss gear from Jetina.
- To obtain upgradeable boss gear, you must complete a simple quest.
- You can exchange PEN (V) Tuvala gear that can be equipped by a normal character, TET (IV) boss gear obtained via a Boss Gear Exchange Coupon,
or TET (IV) boss gear that can be registered on the Central Market for the upgradeable boss gear!

Second, upgrade your boss gear through Reform Levels I-IV.
- Concentrated Boss Crystals are required (via Heating) to craft the Reform Stone
and can be obtained from weekly quests, defeating world/field bosses, Dark Rift bosses, summon scroll bosses, etc..

Third, upgrade your boss gear to Reform Level V.
- Concentrated Boss's Aura are obtained via Simple Alchemy with +0/PRI/DUO/TRI boss gear.
- Oquilla Sky/Earth Crystals are purchased via Old Moon Manager vendors.

Fourth, hand in your boss gear, upgraded to Reform Level V, to Jetina to obtain your PEN (V) boss gear!

Blue Maned Lion's Manor

● Between Serendia's central city of Heidel and the Eastern Border, the construction of the manor that caught the eyes of countless passerby has now been completed. This newly finished structure has been christened as the "Blue Maned Lion's Manor."

- As speculation continues to swell among tavern patrons on who the exact owner of this incredible manor might be, Lord Crucio Domongatt of Heidel is reported to be seeking Adventurers who wish to reside within the manor. You can find out more by proceeding with the relevant quests.

● The Blue Maned Lion's Manor is divided into outdoor and interior areas. You can install manor-exclusive furniture along with previously existing residence furniture in the interior area of the manor.

- You can only install manor-exclusive objects in the outdoor area.

- You can also freely place all sorts of vegetation (trees, flowers, grass, etc.) along with other objects in the outdoor area.

- You cannot install manor-exclusive furniture inside a normal residence.

● Added [Manor] Crucio Domongatt's Summon, the pre-requisite quest to be able to rent the Blue Maned Lion's Manor. Once you've completed the questline up to [Manor] A Father's Heart, you will then be able to rent the Blue Maned Lion's Manor for 5 Contribution Points. You'll be able to accept this quest after completing either [Boss] Witch of Horrors OR Looking for Adventurers OR [Special Growth] Fughar's Memorandum - Chapter 6 from the Black Spirit (,) under Suggested quests.

* You must have activated the "Life" Quest Type in your Quests window to see this quest.

- The Blue Maned Lion's Manor requires a daily rental fee of 1 million Silver. You can get a discount for this fee

depending on the number of days you sign to rent the manor.

* You can withdraw the required fee from either your inventory or your storage in Heidel.

Contracted Days	Discount (%)
29 days or below	n/a
30-89 days	5%
90-179 days	8%
180-364 days	12%

365 days	20%

- Upon cancellation, you will be refunded the usage cost for the remaining days left in your contract minus a certain surcharge.

* Once your rental period expires, you will no longer be able to access the manor. You can get all the items installed in the manor returned to your storage in Heidel by selecting to "Return the Manor."

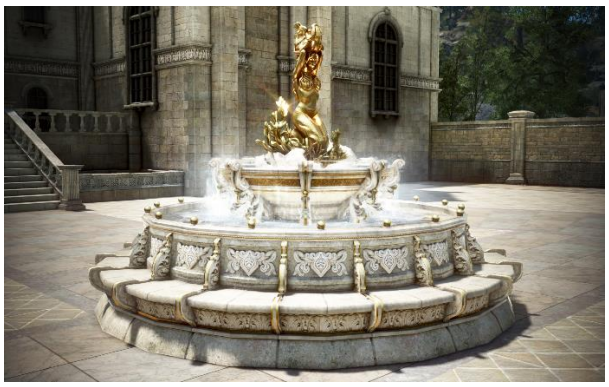
Contracted Days	Discount (%)
29 days or below	15%
30-89 days	20%
90-179 days	23%
180-364 days	27%
365 days	35%

- From time to time, you may find the "Blue Maned Lion's Manor Deed" available on the Imperial Auction House. If you can get your hands on this deed, you will no longer have to invest the 5 CP nor pay the daily tax to use the manor, permanently. We will post more details regarding this Imperial Auction in the future.

● Badane, the groundskeeper of the Blue Maned Lion's Manor, is now available. Badane had long overseen a now-defunct manor, and thus knows all there is to know regarding how to manage a manor. He is a certified manor groundskeeper and claims that he's come to help you tend to your new manor.

● Added manor-exclusive furniture, vegetation, and objects. You can obtain these pieces of furniture through various means and/or crafting recipes with varying difficulty. They may take a bit more time and effort compared to normal residence furniture, but once you've obtained them all, they will definitely add to your enjoyment of spending each day in your manor.

Item	Item Description
	[Manor] Dreaming Golden Mermaid Fountain

	A three-tiered fountain with a realistic singing golden mermaid. A great piece of outdoor ornament to add to the sense of grandeur to the manor. This fountain can only be owned by outstanding treasure hunters of the seas. After completing the quest from Naruo at the Slippery Scallywags Isle, use the Clickety-clack Key to open the Slippery Scallywags Treasure Chest buried in the sea near the Slippery Scallywags Isle to obtain the Golden Mermaid Statue. The three-tiered fountain can be crafted at a level 5 Furniture Workshop.
	[Manor] Leaping Golden Deer Fountain
	A three-tiered fountain with a golden deer leaping towards the sky and touching the clouds. A great outdoor ornament to add a sense of grandeur to the manor. This fountain can only be owned by veteran hunters. After completing the quest that you can accept from Remitaronsom at the Tooth Fairy Cabin in Kamasylvia or Lejenti at Narcion of O'dyllita, you can collect special hunting loot to obtain the Golden Deer Statue. The three-tiered fountain can be crafted at a level 5 Furniture Workshop
	[Manor] Rearing Golden Horse Fountain
	A three-tiered fountain with a magnificent golden horse rearing at the top. A great piece of outdoor ornament to add to the sense of grandeur to the manor. This fountain can only be owned by riders that have ridden their steeds towards a great goal. After completing the quest from Gula at Stonetail Horse Ranch, collect trophies by participating in the Old Moon Grand Prix to obtain the Golden Horse Statue. The three-tiered fountain can be crafted at a level 5 Furniture Workshop.
	[Manor] Starspun Chandelier

A Starspun Chandelier that was crafted in the Ancient Kingdom of Orzeca. According to records, it was crafted by a father for his daughter who loved to go out to see the stars. She started to go out every night to gaze up at the stars because she was told that her mother became a star in the sky when she departed too early from this world. However, her father heard a prediction from an astrologist that claimed his daughter will die on a night when she goes out to see the stars. Therefore, he made it so that she can look at the stars without having to leave the house.

After receiving the blessing of Queen Viorencia Odore of O'dyllita, you can purchase the design from Amarin, the Luxury Vendor, to craft it at a level 5 Furniture Workshop.

[Manor] Sunflare Chandelier

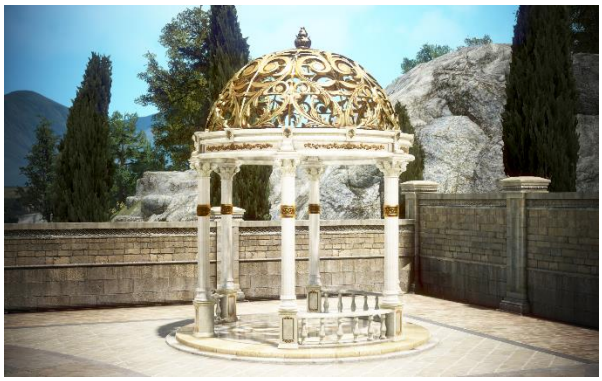
A Sunflare Chandelier crafted in the Ancient Kingdom of Orzeca. According to records, a father crafted it for his son who was turning pale. This was because the family was prohibited from seeing the sun due to the grave sins they have committed.

After receiving the blessing of Queen Viorencia Odore of O'dyllita, you can purchase the design from Amarin, the Luxury Vendor, to craft it at a level 5 Furniture Workshop.

[Manor] Glory of Serendia Wall Decor

A Glory of Serendia Wall Decor crafted by the famous noble family that used to live on the spot for generations is where the Elion Church in Heidel stands today. The family had five sons, but the family came to ruin when all of them went to war and died during Calpheon's invasion of Valencia. Eli discovered it when he came to found the church long after the family was forgotten. Now, only people that have a deep understanding of Serendia can get it from Eil.

	After completing the quest from Eil at the Elion Church of Heidel, you can obtain the Lion that Serenades the Sun and Design: Crown of Honor then craft the Crown of Honor at a level 5 Furniture Workshop and combine items to obtain Glory of Serendia Wall Decor.
	[Manor] Aal's Sanctuary Wall Candle Stand An Aal's Sanctuary Candle Stand crafted by the artisan craftsman of the Royal Palace of Valencia. It was used to light the secret basement below the royal palace used in war time. It is said to be used to pray for sanctuary. After obtaining the Golden Mane Glass Vase by fishing at Ibellab Oasis, take the vase to Kiyak, a bookseller in Valencia, who longs to know the story behind the glass vase, to obtain Aal's Sanctuary Candle Stand.
	[Manor] Runn Lamp A lamp that was used to light the currently deserted city of Runn back in the day. It was created with the Runn's Light Fragment, a stone that never burns out to stay bright throughout the night. After learning the Knowledge on the Inextinguishable Stone, find Shakatu to complete the quest from him to learn the Knowledge on the Runn Light Fragment. Only a skilled alchemist who has this Knowledge can obtain the Runn Light Fragment. You can craft the other parts that make up the Runn Lamp at a level 5 Furniture Workshop.

	**[Manor] Skabiosa's Gazebo** Skabiosa, the work supervisor in Kamasylvia, was shocked to find out that people coined the term "Skabiosa's midnight oil" as she was infamous for working day and night without rest. She then decided to go to Lake Flondor and rest, but she went all the way down to Okiara River where she was inspired to build the Skabiosa's Gazebo. Skabiosa made it to represent the winds of the forest and the flow of the river. After completing the quest from Skabiosa, the work supervisor of Kamasylvia, brint Peridot Petals to obtain the design for Skabiosa's Gazebo. Then, you can craft it at a level 5 Furniture Workshop.
	[Manor] Little Sun The Little Sun was used to light the Calpheon Slum. The stone inside stays bright like the sun, even during the night. The stones are a rare product of numerous alchemical experiments. After you learn the Knowledge on the "Inextinguishable Stone," that is hidden among the pile of books in the library in Calpheon, you can obtain the Inextinguishable Stone according to a certain probability. You can use Processing with an Alchemist's Lamp and an Inextinguishable Stone to craft the Little Sun. You can obtain the Inextinguishable Stone by collecting a certain number of Charred Stone, the result of failed Alchemy, and taking them to Yisar Pjetyo, the Alchemist in Tarif.
	[Manor] Flondor Pond

A Grándiha style outdoor stone structure with fresh Apu Apu Waterstarwort planted in it. You can smell the flowery fragrance of Vedelona and running your hand slowly through the leaves and the cold water reminds you of being at Lake Flondor.

Find Vilentia, the Seed Vendor in Kamasylvia, and complete a quest to obtain Vilentia's Vedelona Bouquet. Find Miloberry, the fruit vendor in Flondor, and accept and complete a quest to learn the Knowledge on Miloberry's Apu Apu Waterstarwort. Once you have the Knowledge, you can use Alchemy to obtain Miloberry's Apu Apu Waterstarwort. Then, you can complete Flondor Pond after crafting Grándiha Style Outdoor Stone Base at a level 5 Furniture Workshop.

[Manor] Life Guru Trophy

A glorious trophy crafted by the Old Moon Guild awarded only to people that have reached the pinnacle of every Life Skill category. Anyone that owns it should be proud of themselves and showcase the trophy to gaze upon tirelessly.

The Old Moon Guild members will come to the manor when you reach the Guru level in any Life Skill category. Talk to them to obtain the glorious trophy and combine items after crafting the Pedestal of Honor at a level 5 Furniture Workshop to obtain the Life Guru Trophy.

[Manor] Laurus Nobilis Trophy

The Laurus Nobilis Nest that Lara, who runs the orphanage, carefully crafted with the orphans is placed on top of the Angel's Pedestal that the Heidel Villagers made for Lara. The fresh leaves gently sway on the breeze and you can feel a sense of warmth from somewhere.

You can accept a weekly quest from Melissa Brady in Heidel. If you have Laurel Leaves in your Inventory, that you can obtain as a weekly quest reward, you can accept a quest

	from someone and complete it to obtain the Laurus Nobilis Nest. Craft Angel's Pedestal at a level 5 Furniture Workshop, then combine items with the Laurus Nobilis Nest to obtain Laurus Nobilis Trophy.
	[Manor] Stella's Hope Ornament A vase made by Izella in Florin for the adventurer that shared in the pains with her son Stella. The bouquet of Vedelona in the vase is giving off a pleasant scent. Much like the sincere hopes of Stella for someone, the flowers give off sentimental feelings. Find Izella in Florin to complete the daily quest to get the Vase of Florin's Hope. Afterwards, combine it with the Vilentia's Vedelona Bouquet to get Stella's Hope Ornament.
	[Manor] Glory of Heidel An Indomitable Lion statue that was only awarded to the great heroes of Serendia. The lion appears so grand and powerful that none other than a great hero can meet its gaze. With the honorable title obtained from the Elvia Realm equipped, seek out the Ahib Lejenti beneath Glish to accept a special quest to obtain the Serendia Indomitable Lion, whichyou can use to complete the Glory of Heidel at a level 5 Furniture Workshop.
	[Manor] Fountain of Blessed Springs

A water fountain that depicts the wings of an angel with the beautiful song-like sound of water flowing down the fountain. The most unique fact about this fountain is that no one knows who crafted each part of the fountain. However, it would seem like the people wish to protect the mysterious legend of the water fountain, as no one has stepped forward with any information about it. So, the water fountain is still treated as something that was sent down from heaven.

Find Soryu in Port Ratt to listen to the story about the Fountain of Blessed Springs.
First, the Fountain of Divine Melodies can be obtain at Crow's Nest.
Second, the Heaven's Tower can be obtained from a treasure chest on the legendary island, that has been passed down at Port Ratt, by using the Ocean Horizon Key.
Third, the Wings of Frozen Tides can be obtained by handing over the Iridescent Pebble and Blue Spirit Essence to the leaders on Papua Crinea.
These three piece then can only be combined by Bindo, the blacksmith at Port Ratt, to make the Fountain of Blessed Springs.

[Manor] Florchestra Music Stand

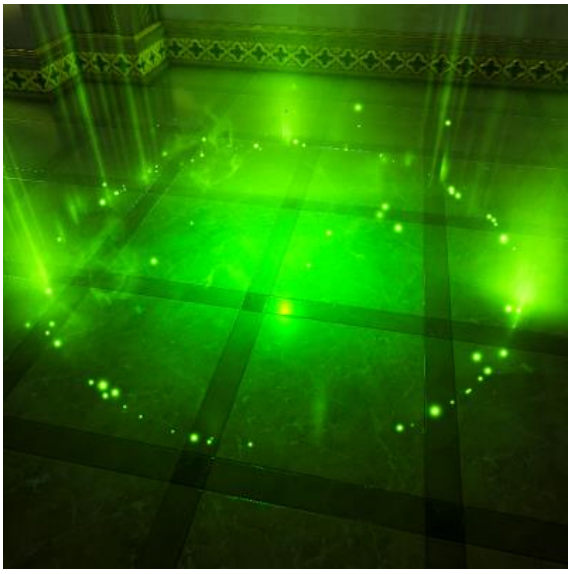
A music stand made of wood from a tree hit by lighting that has the Florchestra's Music Textbook from Artina's teacher placed on it. The textbook has faded over time, but no great musician could resist trying to get one.

A Shai with Musicianship Grade C or higher can go to Artina and get her the clothes she wants to wear to get the Florchestra's Music Textbook. Then bring the dewdrops that can be obtained from Artina by doing the Florchestra daily quests to Valentine, the chief of Florin, to get the Thunderstruck Wooden Music Stand. Combine the music textbook and the music stand to get the Florchestra Music Stand.

[Manor] Spirit's Echo Contrabass

	A contrabass found in the rubble left by the Thousand Year War between the Papus and Otters. It isn't making a sound right now, but the Papu soldiers claim to have heard the sound of a spirit dwelling within it. Hand over the Lamute Gang's Benns Coin to Benns Ruberen in Port Grándiha to get the Lamute Handmade Stand. Complete the quests where you need to hand over the Papu or Otter coin with Benns Lamute on Papua Crinea Island to get the Spirit's Echo. Combine the two items to get the Spirit's Echo Contrabass.
	[Manor] Dim Runn Lamp A Runn Lamp that gives off a gentle light crafted on Crow's Nest. Walking in the soft light of the lamp makes you feel like you are strolling through the peaceful depths of space. After learning about the Knowledge for Runn's Light Fragment, seek out Patrigio at the Crow's Nest to accept the quest to earn the right to craft the Dim Runn Lamp. Hand over the materials to earn a Crafting Token, and after a certain period of time, you'll be able to obtain the Tidal Blue Lamp Post and Hero's Small Lamp. You will then be able to complete the Dim Runn Lamp at a level 5 Furniture Workshop.
	[Manor] Morning Mist's Embrace A hot spring bath that contains Dragon's Tears, the best hot spring water in Duvencrune. The hot spring water relieves you of all your tension and calms your nerves with the added effect of the morning mist that clears your mind of all your worries. Dipping your body in it even for a short moment washes your fatigue away built up during the day. Its design is also recognized as the best in Duvencrune. With the "Commissioned Officer" title equipped, go find Camira to accept a daily quest to obtain the Jar of Dawn's Mist, then proceed with a quest from Odelphin at the

	Mercenary Office to learn the Knowledge to craft the Dragon's Tears. Use Simple Alchemy to craft the Dragon's Tears, then craft piece by piece at a level 5 Furniture Workshop until you complete the Morning Mist's Embrace.
	[Manor] Carpet of a Forgotten King A red carpet made of a now-extinct creature called a Keplan Horn Cocoon. The texture of the carpet is so soft that it feels like you are walking on clouds. Obtaining the Fertile Oil-Rich Soil from a Mole that appears while Farming in the secret location revealed in someone's journal in Keplan will let you proceed with this quest. Take the Keplan Horn Cocoon you're awarded from the quest to Merv in Calpheon to extract the silk, which you can use at a level 5 Furniture Workshop to complete the Carpet of a Forgotten King.
	[Manor] Shattered Star Partition A Shattered Star Partition that Pavino Greko, the storage keeper in Epheria, kept in his 23rd storage. Its color will never fade as it is decorated with real star fragments from the star that crashed in Star's End. Upon completing Pavino Greko's Collection Vol II, seek out Pavino Greko, storage keeper of Port Epheria, with the materials he asks for to obtain the Shattered Star Partition he's kept in his 23rd storage.
	[Manor] Fairy's Abode of Sunlight

	A Fairy's Abode where fairies that adore the bright twilight in the sky congregate. They are known to return to the abode after getting tired from sliding down slides made of clouds dyed in the twilight. Upon completing the "Fairy, Mysterious Companion" quest, find Laila, Queen of the Fairies, at Kamasylve Temple to proceed with a quest to summon forth fairies of different shapes and colors. Bring the materials each group of fairies enjoys, and you'll be able to bring them into your manor as well.
	**[Manor] Fairy's Abode of Nature's Light** A Fairy's Abode where fairies that adore the emerald trees and grass congregate. They are known to return to the abode after getting tired from playing with the dew drops in the forest. Upon completing the "Fairy, Mysterious Companion" quest, find Laila, Queen of the Fairies, at Kamasylve Temple to proceed with a quest to summon forth fairies of different shapes and colors. Bring the materials each group of fairies enjoys, and you'll be able to bring them into your manor as well.
	[Manor] Fairy's Abode of Moonglade A Fairy's Abode where fairies that adore the moonglade congregate. They are known to return to the abode after getting tired from playing with the droplets of waves. Upon completing the "Fairy, Mysterious Companion" quest, find Laila, Queen of the Fairies, at Kamasylve Temple to proceed with a quest to summon forth fairies of different shapes and colors. Bring the materials each group of fairies enjoys, and you'll be able to bring them into your manor as well.
	[Manor] Fairy's Abode of Flame's Light

	A Fairy's Abode where fairies that adore the hot burning flames congregate. They are known to return to the abode after getting tired from chattering among themselves in small groups by the flames. Upon completing the "Fairy, Mysterious Companion" quest, find Laila, Queen of the Fairies, at Kamasylve Temple to proceed with a quest to summon forth fairies of different shapes and colors. Bring the materials each group of fairies enjoys, and you'll be able to bring them into your manor as well.
	[Manor] Atanis Fireflies of Sunlight
	A group of fireflies that hatched in the shadows after the rain that Narc God poured down ended and the twilight was cast on the Atanis Pond. They tend to group up together to be more like the light of Narc's deeply placed bond. Accept the quest from Maery at Atanis Pond to proceed with a quest to call forth fireflies of different shapes and colors. Bring the materials each group of fireflies enjoys, and you'll be able to bring them into your manor as well.
	[Manor] Atanis Fireflies of Nature's Light

A group of fireflies that hatched at the center of everyone's attention due to the discovery of Tunta God's footprint at Atanis Pond. They tend to group up together to resist the light of Tunta's deeply placed loneliness.

Accept the quest from Maery at Atanis Pond to proceed with a quest to call forth fireflies of different shapes and colors.
Bring the materials each group of fireflies enjoys, and you'll be able to bring them into your manor as well.

[Manor] Atanis Fireflies of Moonglade

A group of fireflies that hatched in the glint of the eyes of Okiara when Okiara came upstream to take a quick glimpse of Atanis Pond. They tend to group up together to be more like the light of Okiara's deeply placed kindness.

Accept the quest from Maery at Atanis Pond to proceed with a quest to call forth fireflies of different shapes and colors.
Bring the materials each group of fireflies enjoys, and you'll be able to bring them into your manor as well.

[Manor] Atanis Fireflies of Flame's Light

A group of fireflies that hatched while giggling from the sudden shake of the earth as Valtarra tossed and turned its body. They tend to group up together to be more like the light of Valtarra's deeply placed passion.

Accept the quest from Maery at Atanis Pond to proceed with a quest to call forth fireflies of different shapes and colors.
Bring the materials each group of fireflies enjoys, and you'll be able to bring them into your manor as well.

[Manor] Herald of Dawn Fireplace

A Fireplace crafted in Crow's Nest. It's a special fireplace decorated with a mirror imbued with the flame and spirit of Hesed's Crystal. You can see the following text written when you look closely.
"Never forget the reason you can stay in the highest places is because the ones below are supporting you and that countless sacrifices were made to become the center of the world. Look into the mirror every morning and repent for the person you were yesterday then start the day anew. Never forget that we are all fulfilling our important purpose in life even if we don't appear to be important beings to the outside world."

Obtain Lavala's special invitations from Morco the Crow Merchant's Weekly Shop or by Fishing in the locations revealed by Patrigio found in Grána, Calpheon, Duvencrune, O'draxxia, and Velia, then gather the materials mentioned in the letter and bring them to the Crow's Nest with the invitation in hand to obtain a fireplace that can only be crafted from the Crow's Nest.

[Manor] A Breezy Day at the Manor

The painting "A Breezy Day at the Manor" done by the artist Leordo Dias. It is truly a magical painting that washes your worries away just by looking at it. It is an extremely realistic painting that makes you feel like a gentle breeze is coming.

After renting the manor, meet with the artist Leordo Dias, then purchase the Top-Quality Thornwood Timber Frame from O'draxxia's Luxury Vendor, Amarin, to obtain the painting. You can complete additional weekly quests from Leordo Dias at Dias Farm to obtain more.

[Manor] Handcrafted Ancient Kingdom Bookshelf

A Handcrafted Ancient Kingdom Bookshelf that was restored by Denulo, the gravekeeper at Crypt of Resting Thoughts in O'dyllita. Its luxurious gold decorations really stand out. It contains records about the everyday life stories, culture, and hopes of the people in Orzeca. However, parts of the texts cannot be interpreted as they are written in an ancient language that isn't native to Orzeca.

Proceed with the quest through Denulo, the gravekeeper at Crypt of Resting Thoughts, then bring her some rare and valuable items to obtain each part of the restored bookshelf. Once you have all the parts, you can combine them at a level 5 Furniture Workshop.

[Manor] Handcrafted Serazad Chair

A handcrafted chair made by Serazad the Villa Keeper during her stay in the villa. Its clean looks and cozy colors makes it easy to place anywhere.

You can obtain this by bringing a Crimson Echo Flower, rewarded from daily Villa quests, and a large amount of Sweet Fig Pie for the Villa Keepers themselves, to Shakatu's right-hand man, Dellus.

	[Manor] Handcrafted Serazad Bedside Table
	A handcrafted bedside table made by Serazad the Villa Keeper during her stay in the villa. Its clean looks and cozy colors makes it easy to place anywhere. You can obtain this by bringing a Crimson Echo Flower, rewarded from daily Villa quests, and a large amount of Spicy Teff Sandwich for the Villa Keepers themselves, to Shakatu's right-hand man, Dellus.
	[Manor] Olvian Bookshelf **[Manor] Olvian Sofa** **[Manor] Olvian Wardrobe** **[Manor] Olvian Bed**
	An Olvian Dining Table crafted by Wocester, the Olvian furniture dealer. He said he crafted the furniture while reminiscing about the charming, timeless town of Olvia. Both Sturdy Maple and Pine Plywood were used to make this furniture, but the grain on each piece of wood matches the others perfectly. You can truly feel Wocester's fondness for Olvia. Proceed with the quest through Wocestor, the furniture vendor of Olvia, then you'll be able to obtain the furniture design via two different means. You could either learn all about the Rare Hunting Guide Category, then consume Energy to obtain the design, OR obtain Energy-exuding Hide from Hunting Rare Animals, then trade them for the design as well. Then gather all the necessary materials with the design in a level 5 Furniture Workshop to craft the furniture.
	[Manor] Lion's Reach Fountain

A northern Heidelian style water fountain that was put out of production after Serendia was conquered by Calpheon. In the past, it was used in ceremonies where someone returning from war would wash their bodies of the stench of their enemies and swear upon the peace of Serendia before an audience with the king. You can read the following text when looking at it closely. "Be always vigilant like a lion"

Find Jemkas Wyrmsbane at Heidel Northern Guard Camp to complete the quest, then gather Dark Spirit's Greed to obtain the Northern Heidel Gothic Fountain. Make Jemkas Wyrmsbane remember a certain someone in Calpheon who will let you obtain the Lion's Gaze for Moonlight Opal. Only then will you be able to obtain the Lion's Reach Fountain at a level 5 Furniture Workshop.

[Manor] Marzana's Starpaved Table
[Manor] Marzana's Path of Stars Chair

A table crafted by Marzana, the leader of the Lavania League, and artisan Dwarves in Gavinya Great Crater. The galaxy as she imagines it is engraved on it beautifully.

Bring Bluish Sulfur to Marzana to obtain a crafting token, which you can hand over to Muturan who watches over Gavinya Great Crater to obtain Marzana's Starpaved Table.

[Manor] Stonetail Outdoor Shed

A Stonetail outdoor shed that clip-clops in the wind. The shed stays cool even in the blazing mid-day heat. It makes you feel the warmth of the countryside as you feel the breeze you feel as you lie inside the shed.

After you've passed Shamhain's test to take the first step towards becoming a fine horse trainer at Stonetail Horse Ranch, collect Golden Seal - [Imperial Training] to obtain the Clip-clop Stonetail Mobile, and you'll be able to manufacture the remaining objects at a level 5 Furniture Workshop.

	[Manor] Fireflies A group of fireflies giving off a gentle light. The light from these fireflies looks even more mesmerizing at night and adds a nice touch to the manor. Search for them near a village of powerful magic south of the Lava Cave, a crater where the Black Star fell, by the vilest criminals in the Great Desert, and amongst walking aquatic creatures.

● Norma Leight of the Northern Wheat Plantation has begun exchanging Tulip Seeds. Bring Gold Bar 1G to Norma Leight to exchange for seeds, which you can turn into harvest Tulips via Farming. Based on a set probability, you can harvest up to 3 Budding, Blossoming, or Fully Bloomed Tulips. Bring your picked Tulips to Norma Leight to exchange them for Tulips you can install in your manor.

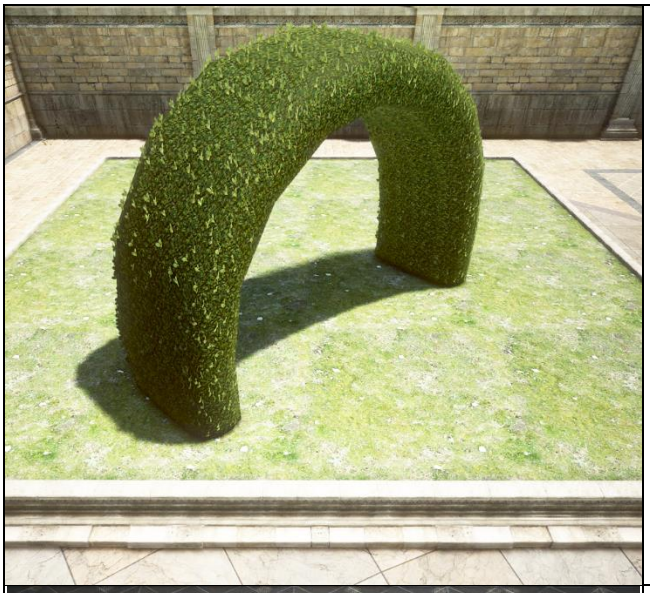
Required Items	Exchanged for
Budding Red Tulip x5	[Manor] Budding Red Tulip x1 or [Manor] Budding Yellow Tulip x1
Blossoming Red Tulip x3	[Manor] Blossoming Red Tulip x1 or [Manor] Blossoming Yellow Tulip x1
Fully Bloomed Red Tulip x2	[Manor] Fully Bloomed Red Tulip x1 or [Manor] Fully Bloomed Yellow Tulip x1

● Lebyos, the Furniture Vendor of Heidel, is now selling the [Manor] Maze Shrub and other natural vegetation available in different sizes.

- The furniture items sold by Lebyos of Heidel are as follows.

Preview	Furniture	Price

	[Manor] Long Maze Shrub	2,000,000 Silver
	[Manor] Maze Shrub	1,000,000 Silver
	[Manor] Maze Corner Shrub	2,000,000 Silver

	[Manor] Maze Arch Shrub	4,000,000 Silver
	[Manor] Turf Tile (1X1)	1,000,000 Silver
	[Manor] Turf Tile (2X1)	2,000,000 Silver

	[Manor] Turf Tile (2X2)	4,000,000 Silver
	[Manor] Turf Tile (2X6)	12,000,000 Silver
	[Manor] Turf Tile (4X4)	16,000,000 Silver
	[Manor] Wing Turf	2,000,000 Silver
	[Manor] Circular Turf (Large)	2,000,000 Silver
	[Manor] Crescent Turf	2,000,000 Silver
	[Manor] Circular Turf (Small)	1,000,000 Silver

● Wocester in Olvia, Gustuk in Port Epheria, and Benns Ruberen in Grándiha have recently added new furniture to their wares, and are said to be selling them for a price. Mayeri in Trent is also selling some trees for to be used

to decorate homes.

- The furniture items sold by Wocester in Olvia are as follows.

Preview	Furniture	Price
	[Manor] Olvian Dining Table	15,000,000 Silver
	[Manor] Olvian Table	10,000,000 Silver
	[Manor] Olvian Bedside Table	4,000,000 Silver

	[Manor] Olvian Chair	4,000,000 Silver
	[Manor] Olvian Drawers	15,000,000 Silver

- The furniture item sold by Gustuk of Port Epheria is as follows.

Preview	Furniture	Price
	[Manor] Shattered Star Partition	2,000,000 Silver

- The furniture items sold by Benns Ruberen in Grándiha are as follows.

Preview	Furniture	Price
	[Manor] Spirit's Echo Contrabass	30,000,000 Silver

	[Manor] Florchestra Music Stand	20,000,000 Silver
	Manor] Breaking Wave Chair	3,000,000 Silver

- The furniture items sold by Mayeri of Trent are as follows.

Preview	Furniture	Price
	[Manor] Small Acacia Tree	3,000,000 Silver

	[Manor] Small Birch Tree	3,000,000 Silver

● Improved Place Mode so you can place housing items more quickly inside the manor when you hold CTRL.

● Improved Place Mode so you can rotate the camera angle up and down inside the Blue Maned Lion's Manor by entering Q or E.

● Improved Place Mode so you can arrange furniture more exquisitely in the Blue Maned Lion's Manor by pressing Shift with] or [which rotates the furniture more slowly.

● Added the Decorate function for other Adventurers visiting a Adventurer's manor.

- You can use the Decorate function to arrange Pearl furniture and installments in another Adventurer's manor and can give gifts to the owner of the manor.

- You can check walls and flooring gifted through the Decorate function via mail.

- Other types of furniture will be given as complete installments in the manor.

● Added an icon for the location of the Blue Maned Lion's Manor between Heidel and the Eastern Border to be displayed on the World Map (M) window.

● Changed the way summoning works with the Ancient Relic Crystal Summon Scroll.

Before	After
Party leader uses the scroll at the designated location to summon monsters. Party leader gets loot and quest reward. Party members get loot.	Go to the designated spawn location to interact with the Faded Ancient Relic and use the UI to summon. The party leader puts in the number of scrolls according to the stage the party wishes to attempt. The rest of the party member put in the same number of scrolls. The party leader and members all get their rewards as loot. * The summon scrolls can still be used in the old method!

*** The summon scrolls can still be used in the old method where the party leader just summons the boss.**

- The Faded Ancient Relic has up to five different "stages" in which monsters can be summoned. The different amount of scrolls and recommended AP per stage are as follows.

Stage	Required Scrolls	Recommend AP
1	1 each	150 AP or higher, Co-op
2	2 each	190 AP or higher, Co-op
3	3 each	220 AP or higher, Co-op
4	4 each	240 AP or higher, Co-op
5	5 each	260 AP or higher, Co-op

* The difficulty of the boss is determined by the number of scrolls used regardless of the size of your party. In other words, we strongly recommend you bring as many party members as you can.

For example, the Stage 1 boss summoned by one person registering one summon scroll versus one party of five members registering one summon scroll each will be of the same difficulty level. Therefore, bringing as many party members as you can will greatly increase the efficiency of taking down these bosses.

- Higher stages summon more powerful monsters that drop greater rewards.
- Using this revamped method of summoning these bosses has a low chance to spawn monsters who are [drawn to the Ancient Relic].
* Defeat these monsters to obtain additional loot.

● Changed party special deals so that the effect "+30% Silver Collection upon Central Market Sales" can be applied when you have an active Value Pack buff.
- You can adjust the settings for special deals by pressing the cogwheel-shaped icon on the upper left of the party widget.
- Added an icon that allows you to check whether or not the Value Pack buff is active on the area of the screen where you can adjust settings on the upper part of the party widget.

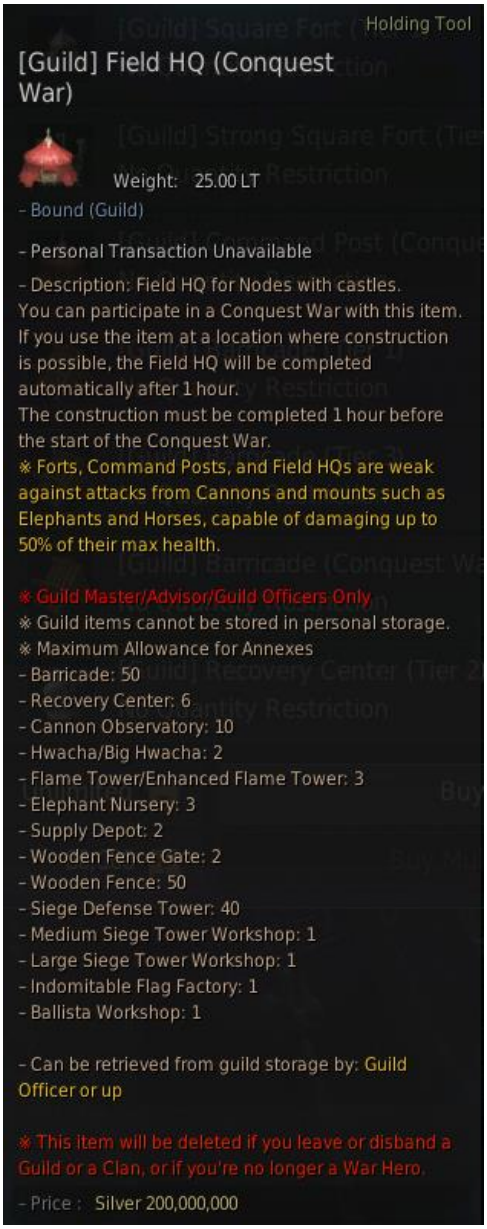
[Conquest War, Node War]

● Added an effect that is visible to allies when using the Blessing of Battle skill during Node/Conquest War that occurs when the Spirit of Battle gauge is filled to 100%.
- The effect will be displayed once when the Blessing of Battle skill is used and the buff is applied.

● Changed a part of the way that the Spirit of Battle Gauge would accumulate during Node/Conquest Wars.

Before	After
Spirit of Battle Gauge -1% when defeating enemies	Spirit of Battle Gauge -2% when defeating enemies

● Added details about particular attacks in the item description of Forts/Command Posts/Field HQ, Flame Towers, Wooden Fences, and annexes used in Node/Conquest Wars.



● Increased the damage of your horse's hits by 10% when dealt on a wooden fence or a wooden fence gates during a Node/Conquest War.

● Increased the damage of your guild elephant's basic skills, Horn Attack, Charge Attack, and Fore Chop hits by 10% when dealt upon a wooden fence or wooden fence gate during a Node/Conquest War.

● Changed to display info of the passengers mounted upon an ogre or a troll in Conquest Wars.

● Changed the maximum number of Flame Towers you can construct from 3 to 2 in a Tier 4 Node War.

● Changed the maximum number of Elephant Nurseries you can construct from 2 to 1 in a Tier 4 Node War.

● Added the Flimsy Barricade and Flimsy Wooden Fence items to Node/Conquest Wars.

● Simplified all the annex-related items that are used in Node/Conquest Wars into one item.

- You can now build all annexes including Hwachas and Flame Towers with an "Annex Construction Tool."

- When you use this item, a new window opens where you can select an annex and choose what you want to build from the window.

- An annex suitable for your current level (Node Tier and so on) will automatically be displayed on the new UI.

- You can purchase an "Annex Construction Tool" from the Guild Military Supply Shop with 1,000,000 from the

guild fund. Due to this, all the annex-related items in different tiers that were sold at the Guild Military Supply Shop were removed.

- When you construct your desired annex, the used Annex Construction Tool disappears. This item does not stack in your Inventory.

* The following UI will be added so that you can use it on a Gamepad:

● Changed the selling price of all the annex-related items previously owned and used in Node/Conquest Wars to match the price you purchased them at.

● Changed the item description for all tiers of wooden fences, wooden fence gates, and barricades to read more naturally.

● You can receive rewards from your mailbox according to the results of the guild you served in as War Hero. You can do so once your contract expires after having participated in a Node/Conquest War as a War Hero, and if you have not yet claimed a participation reward.

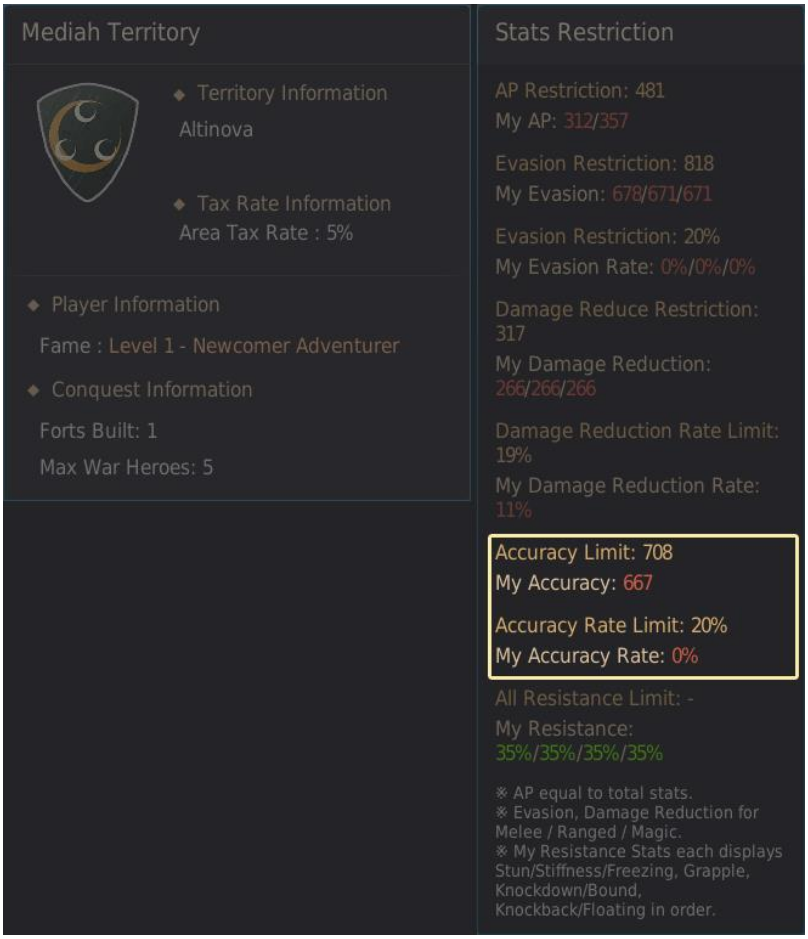
● Added limits to Max Accuracy, Accuracy Rate, and All Resistance for Tier 1 Node Wars.

Node Tier	Accuracy Limit	Accuracy Rate Limit	All Resistance Limit
Tier 1 Beginner	652	15%	20%

Tier 1 Intermediate	671		30%
Tier 1 Advanced	686		

● Added limits to Max Accuracy and Accuracy Rate for Conquest Wars in Mediah and Valencia Territories.

Territory	Accuracy Limit	Accuracy Rate Limit
Mediah	708	20%
Valencia	716	



● Increased the max durability of the inner and outer gates of Calpheon/Mediah/Valencia for Conquest Wars.

Name	Durability
Outer Gate	130%
Inner Gate	165%

● Changed the appearance of Flimsy Barricades/Wooden Fences to differ from normal Barricades/Wooden Fences for Node/Conquest Wars.

▲ Wooden Fence vs Flimsy Wooden Fence

▲ Barricade vs Flimsy Barricade

● Changed the number of Flame Towers and Elephant Nurseries you can install on the item description of [Guild] Sturdy Square Fort (Tier 4) to match the actual number of the aforementioned items you can install.
● Alleviated abnormal movements and animations during Node/Conquest War.

● Revamped "liberation" for territory Conquest Wars into a point rank system.

- In the event there is no victorious guild/alliances, rankings will be determined based on the remaining durability of Command Post/Field HQ and annexes from each of the guilds if there are two or more guilds/alliances remaining at the end of the Conquest War.

- The highest ranking guild/alliance will win and become the lords of the territory.

- From the remaining guilds/alliances when the Conquest War ends, the top 5 guilds/guild alliances, excluding the highest-ranking guild/guild alliance, will now receive more rewards for defeats than the previous defeat rewards.

- The points for the rankings are based on the following:

Points based on Conquest War progress	
Command Post/Field HQ	100 points per 1% remaining durability
Points based on types of remaning annexes	
Flimsy Barricade	10 Points
Barricade	20 Points
Iron Barricade	40 Points
Flimsy Wooden Fence	50 Points
Wooden Fence	100 Points
Wooden Fence Gate	100 Points
Siege Defense Tower	50 Points
Recovery Center	300 Points
Cannon Observatory	500 Points

Elephant Nursery	500 Points
Flame Tower	400 Points
Hwacha	400 Points
Enhanced Flame Tower	800 Points
Big Hwacha	800 Points
Supply Depot	700 Points
Indomitable Flag	400 Points
Indomitable Flag Factory	300 Points
Medium Siege Tower Factory	300 Points
Large Siege Tower Factory	600 Points
Ballista Workshop	900 Points

- The rewards for each rank are as follows:

* Rewards will only be available once and the higher rank rewards will be sent.

Ranks	Items	Rewards
1st (Lord)	Glorious Victor Reward	Gold Bar of the Glorious Battlefield 10,000G x2 Ancient Spirit Dust x1,000 Cron Stone x100 Resplendent Medal of Honor x84 Item Collection Increase Scroll (60 min) x3 [Event] Scroll of the Glorious Battlefield x3

2nd	 Burning Spirit Reward (V)	Gold Bar of the Glorious Battlefield 1,000G x7 Resplendent Medal of Honor x36
3rd	 Burning Spirit Reward (IV)	Gold Bar of the Glorious Battlefield 1,000G x6 Resplendent Medal of Honor x36
4th	 Burning Spirit Reward (III)	Gold Bar of the Glorious Battlefield 1,000G x5 Resplendent Medal of Honor x36
5th	 Burning Spirit Reward (II)	Gold Bar of the Glorious Battlefield 1,000G x4 Resplendent Medal of Honor x36
6th	 Burning Spirit Reward (I)	Gold Bar of the Glorious Battlefield 1,000G x3 Resplendent Medal of Honor x36
Guilds/Alliances have a Command Post/Field HQ at the end of Conquest War	 Burning Inspiration Reward	Gold Bar of the Glorious Battlefield 1,000G x2 Gold Bar of the Glorious Battlefield 100G x5 Resplendent Medal of Honor x36
Guilds/Alliances do not have a Command Post/Field HQ at the end of Conquest War	 Fighting Spirit Reward	Gold Bar of the Glorious Battlefield 1,000G x1 Gold Bar of the Glorious Battlefield 100G x5 Resplendent Medal of Honor x10

Special Items

Glorious Victor Reward

Weight: 0.10 LT

- Personal Transaction Unavailable

- Expires In: 12D 22h

- 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 of the Glorious Battlefield 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

Shift+RMB to Item Lock.

Special Items

Burning Spirit Reward (V)

Weight: 0.10 LT

- Personal Transaction Unavailable

- Expires In: 12D 22h

- Description: A reward obtained after a fierce battle. Issued to those achieved the highest honors on the never-ending battlefield.

- Press RMB to obtain all of the following items:
Gold Bar of the Glorious Battlefield 1,000G x7
Resplendent Medal of Honor x36

- Price : N/A

Shift+RMB to Item Lock.

Special Items

Burning Spirit Reward (IV)

Weight: 0.10 LT

- Personal Transaction Unavailable

- Expires In: 12D 22h

- Description: A reward obtained after a fierce battle. Issued to those who achieved excellence on the never-ending battlefield.

- Press RMB to obtain all of the following items:
Gold Bar of the Glorious Battlefield 1,000G x6
Resplendent Medal of Honor x36

- Price : N/A

Shift+RMB to Item Lock.

Special Items

Burning Spirit Reward (III)

Weight: 0.10 LT

- Personal Transaction Unavailable

- Expires In: 12D 22h

- Description: A reward obtained after a fierce battle. Issued to those who made notable achievements on the never-ending battlefield.

- Press RMB to obtain all of the following items:
Gold Bar of the Glorious Battlefield 1,000G x5
Resplendent Medal of Honor x36

- Price : N/A

Shift+RMB to Item Lock.

Special Items

Burning Spirit Reward (II)

Weight: 0.10 LT

- Personal Transaction Unavailable

- Expires In: 12D 22h

- Description: A reward obtained after a fierce battle. Issued to those who displayed a higher level of skill in the never-ending battlefield.

- Press RMB to obtain all of the following items:
Gold Bar of the Glorious Battlefield 1,000G x4
Resplendent Medal of Honor x36

- Price : N/A

Shift+RMB to Item Lock.

Special Items

Burning Spirit Reward (I)

Weight: 0.10 LT

- Personal Transaction Unavailable

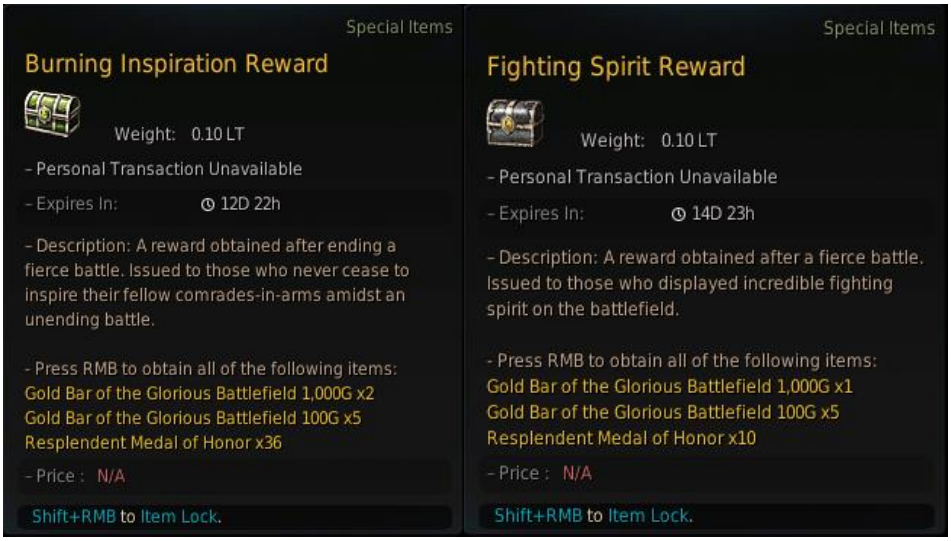
- Expires In: 12D 22h

- Description: A reward obtained after ending a fierce battle. Issued to those who achieved outstanding results in the never-ending battlefield.

- Press RMB to obtain all of the following items:
Gold Bar of the Glorious Battlefield 1,000G x3
Resplendent Medal of Honor x36

- Price : N/A

Shift+RMB to Item Lock.



● Improved the feature that allows you to differentiate each participating guild by color during Conquest War.

- This feature is used during the official Black Desert broadcast of Conquest War.

● Fixed an issue where removing a Conquest War Wooden Fence also removed other Wooden Fences nearby.

● Changed the Gold Bars obtained for participating in Conquest War to the items listed below (however, the value of the item remains the same):

Items
Gold Bar of the Glorious Battlefield 10,000G
Gold Bar of the Glorious Battlefield 1,000G
Gold Bar of the Glorious Battlefield 100G

● Changed the appearance of your maid/butler to be invisible in the following circumstances for a better Node/Conquest War play.

- When using (summoning) a maid/butler in the server where a Node/Conquest War is in progress.

- When a loading screen is displayed when using a guild skill such as resurrecting at a Node/Conquest War or Command to Gather in the server where a Node/Conquest War is in progress.

* You can still use the maid/butler function normally, although your maid/butler will be invisible.

● Fixed the issue where dying while mounted atop a cannon would prevent you from seeing the cannon's appearance once you resurrected during Node/Conquest Wars.

● Work has begun to optimize Node/Conquest War servers.

● Improved the Node/Conquest Wars annex assembly tool UI to now display descriptions for each annex installation you mouse over.

● Fixed the issue where certain parts of the Node/Conquest Wars annex assembly tool UI displayed abnormally while using the tool.

● Fixed the issue where moving with your character during Placement mode while using the Node/Conquest Wars annex assembly tool would cause the UI to display abnormally.

● Changed the Node/Conquest Wars annex assembly tool's search function to no longer be case-sensitive.

● Changed the message displayed when building Conquest War forts during special circumstances as follows:

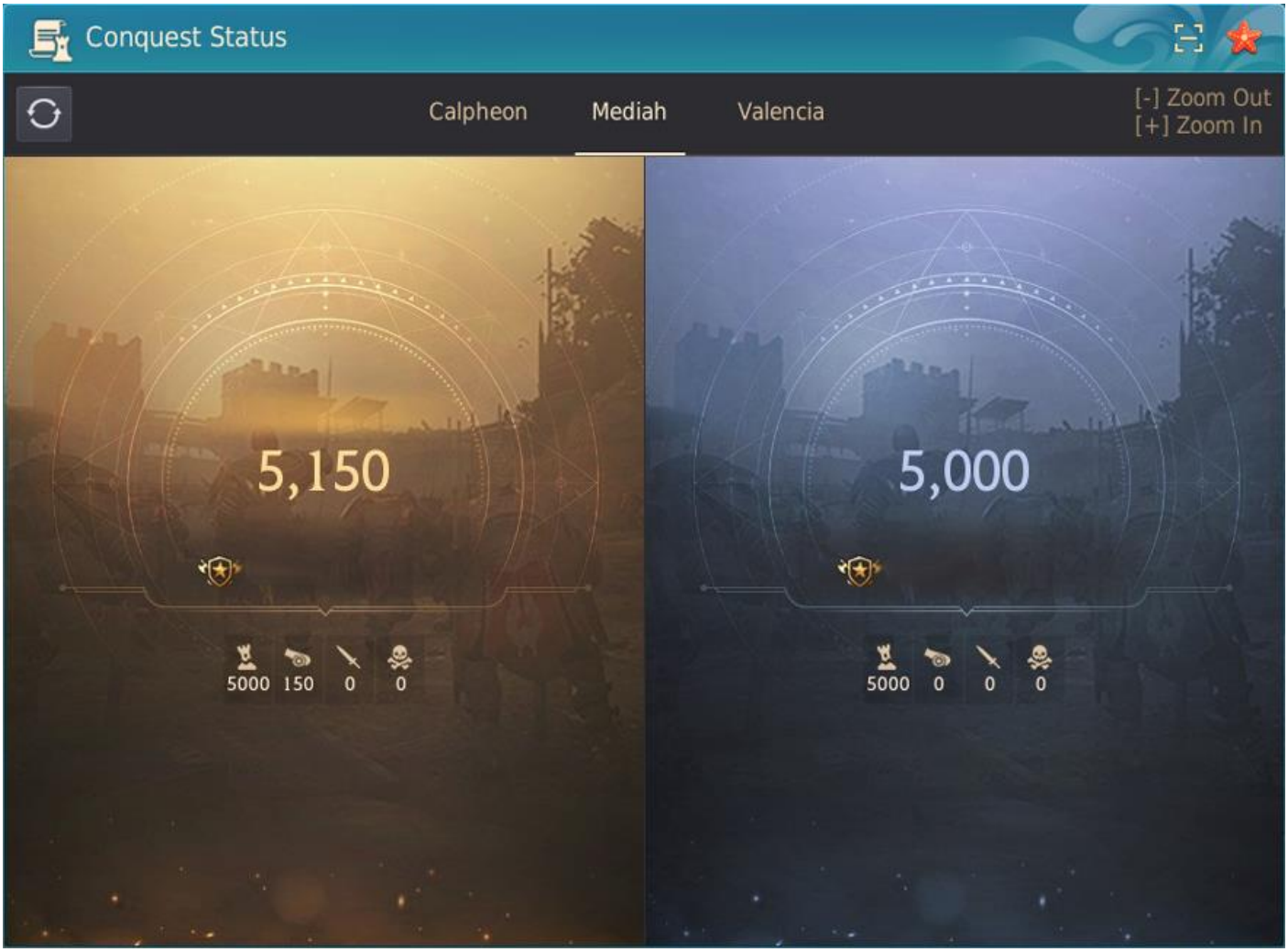
Before	After
You can start building your Conquest War Fort/Command Post the day after you have successfully occupied a Tier 3 or 4 node.	You can start building your Conquest War Fort/Command Post the day after you have successfully occupied a Tier 1 or higher node.

● Carried out server optimization to improve Node/Conquest War performance.

● Added guild (alliance) ranks and points to display via the Conquest Status window.

- Guild (Alliance) rankings and points are displayed once either there are no more defensive guilds or from the moment a defensive guild is destroyed.

Also, rewards will be issued as long as there are two or more guilds/alliances remaining by the end of the Node/Conquest War based on ranking determined from the point there are no defensive guilds/alliances remaining, just as before.



● Added the Kamasylvia Node Wars.

- Changed Season 5 server to Kamasylvia 1 server.

Day	Territory		
Mon	Balenos	Calpheon	Kamasylvia
Tue	Serendia	Mediah	-
Wed	Calpheon	Valencia	-
Thu	Mediah	Balenos	Kamasylvia
Fri	Valencia	Serendia	-
Sun	**All Territories**		

- You can now engage in Node Wars in Kamasylvia, the land blessed by nature. All new terrains await you and your fellow guild members, who will embark on and battle over vast plains, forests, ancient ruins, and the like.

- Kamasylvia's nodes consists of tiers 2 to 4.

Kamasylvia	
Node	**Tier**
Ash Forest	2
Acher Guard Post	2
Loopy Tree Forest	2
Tooth Fairy Forest	2
Lemoria Beacon Towers	2
White Wood Forest	2
Mirumok Ruins	3
Polly's Forest	3
Manshaum Forest	3
Southern Kamasylvia	3
Grándiha	4
Navarn Steppe	4
Tooth Fairy Cabin	4
13 Total	

● Added the new outfit "Sun's Resolve," exclusive to guild members who participated in Conquest Wars.

- Sun's Resolve can be purchased from the for 100,000 Silver from your Guild Fund.

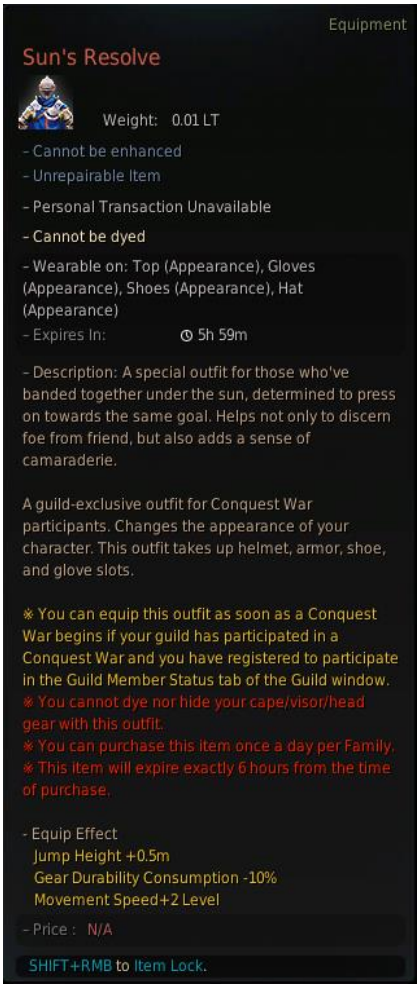
- Sun's Resolve can be purchased once per day and will expire in 6 hr.

- Any guild member can purchase the Sun's Resolve, however, they must meet the following requirements to

equip it:

- Built a fort in the Conquest War area.
- Applied to participate in Conquest War by pressing the button under "Participate" in the Guild (G) - Guild Member Status tab.
- Conquest War must be underway

- The "Sun's Resolve" outfit of all guild members will be dyed a specific color for the guild.
- The Sun's Resolve item will go into the Helmet, Armor, Gloves, and Shoes outfit slots. Equipping the item will give you the following effects: Jump Height +0.5 m, Gear Durability Consumption -10%, and Movement Speed +2.



- The color of the outfit will be maintained throughout the entirety of Conquest War even if the guild's Fort/Command Post/Field HQ is destroyed.
- The color of the outfit will change to its default color if you change servers from the Conquest War server to a normal server even during Conquest War.
- The color of the outfit will be maintained as long as you do not change servers or log in again.
* The color of the outfit will change to its default color if you change servers or log in again.

● Optimized the movement of characters during Node/Conquest War.

● Fixed the issue where the Oct 20 (Wed) update to "reduce issues where the incorrect AP/DP Limit would be applied" wasn't being applied to certain territories and areas.

● Lowered the AP limits for certain Node/Conquest Wars to allow for more Adventurers to participate.

- Tier 1 Easy & Medium Node Wars

- Mediah Conquest Wars

- Valencia Conquest Wars

* All stat limits are based on your character's Total Stats available in the View My Stats window.

Tier	Before	After
Tier 1 Easy Node Wars	AP 261 Accuracy 652	AP 238 Accuracy 637
Tier 1 Medium Node Wars	AP 300 Accuracy 671	AP 268 Accuracy 655
Mediah Conquest Wars	AP 481	AP 457

Valencia Conquest Wars	AP 500	AP 475

● Added the max Special Evasion limit to the Node/Conquest Wars that have Stat Limits.

- "Special Evasion" is a stat that allows your character to evade Critical Hit, Back Attack, Down Attack, and Air Attack damage.

- The Special Evasion stat limits are as follows for each of the Node/Conquest Wars:

Node War	
Node Level	**Limits**
Lv. 1	0 % (Special Evasion stats are not applied.)
Lv. 2	No Limits
Lv. 3	
Lv. 4	
Conquest War	
Territory	**Limits**
Calpheon	No Limits
Mediah	20%
Valencia	30%

● Improved to be able to resurrect without going to the loading screen when you die within a certain vicinity of the fort/command post/field HQ during Node/Conquest War.
- When resurrecting without going to the loading screen, the character will be invincible for 12 sec.
● Added a new skill to the Enhanced Flame Tower that can be used in Node/Conquest War.

- After performing 4 basic attacks, hold F to fill the gauge to use the skill "Incinerating Flame."
- Fill the gauge to the max to use Oil for Enhanced Flame Tower x8 then use the skill "Incinerating Flame" for 5 sec.
- The Enhanced Flame Tower will become overheated after using the skill "Incinerating Flame" and cannot be used for the next 15 sec.

● Changed the requirement to equip and the time the guild color is applied to the Conquest War-exclusive outfit "Sun's Resolve" to the following:

Categories	Before	After
Requirement	Able to equip after Conquest War begins	Able to equip 1 hr before Conquest War begins
Color Applied	After Conquest War begins	1 hr before Conquest War begins

- The following requirements must be met to equip the outfit, which still remain the same as before:

- Installed a fort in the Conquest War territory.
- Pressed the button under the "Participate" column in the Guild (G) window > Guild Member Status tab.

● Fixed the issue during Conquest War where a member of the alliance cannot hit the enemy in certain situations.
● Changed the "Sun's Resolve" outfit to retain the specific colors applied for each guild/alliance when you log back in during a Conquest War.
● Changed the "Sun's Resolve" outfit to return to its default color when a Conquest War ends.
● Changed the days available to participate per territory.

Before	After

3 days specific to each territory	Sun, Tues, Wed, Thurs, Fri for all territories (Mon/Sat excluded)

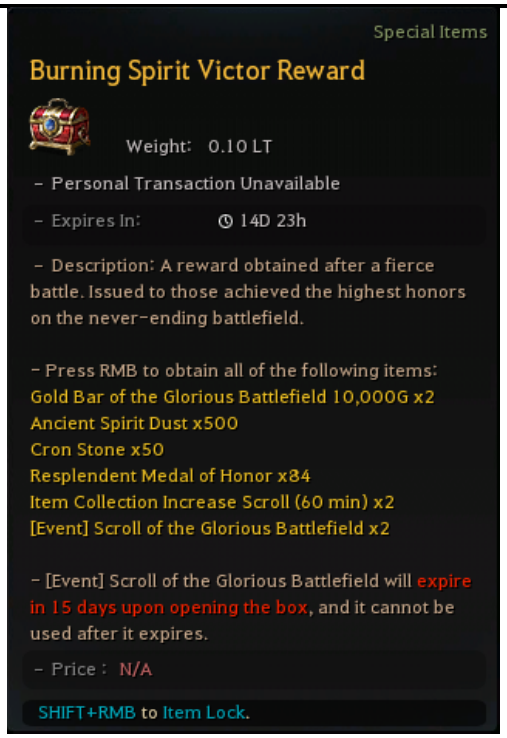
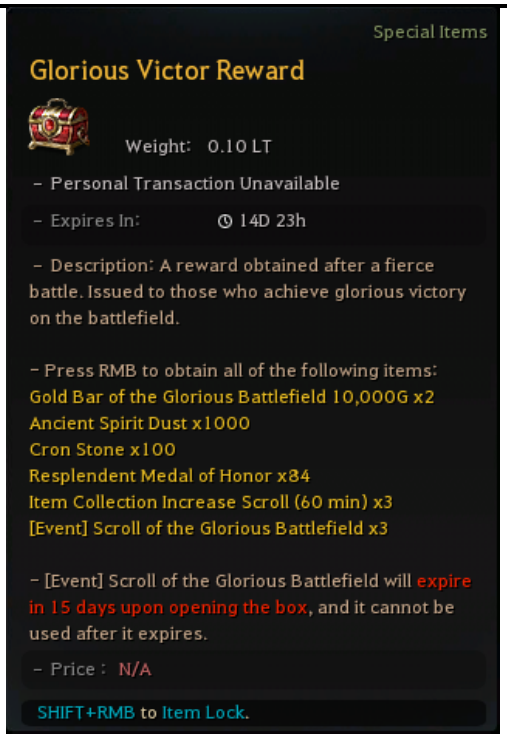
● Changed the node tiers determined by territory.
- Mediah Territory becomes a Tier 2 node, Valencia Tier 3, and Calpheon and Kamasylvia both become Tier 4 nodes.

Territory	Node War Tier
Balenos	Tier 1 -Beginner (no change)
Serendia	Tier 1 - Intermediate (no change)
Mediah	Tier 2
Valencia	Tier 3
Calpheon	Tier 4
Kamasylvia	Tier 4

● Changed the maximum number of participants allowed per Node War tier.
- Whereas up to 100 participants could take part in Node War tiers 1-4, the following limits have been implemented.

Node War Tier	Participants
Tier 1 -Beginner (Balenos Territory)	25
Tier 1 - Intermediate (Serendia Territory)	30
Tier 2 (Mediah Territory)	40
Tier 3 (Valencia Territory)	50
Tier 4 (Kamasylvia Territory)	50
Tier 4 (Calpheon Territory)	100

● Changed the reward received upon becoming a Lord of a Territory and achieving victory in Conquest Wars via the points system.
- Glorious Victor Reward will be awarded to guilds that win the Conquest War by destroying all enemy forts before the end of Conquest War.
- Burning Spirit Victor Reward will be awarded to guilds that win the Conquest War by the number of points they have at the end.

Item	Contents
Burning Spirit Victor Reward	Gold Bar of the Glorious Battlefield 10,000G x2 Ancient Spirit Dust x500 Cron Stone x50 Resplendent Medal of Honor x84 Item Collection Increase Scroll (60 min) x2 [Event] Scroll of the Glorious Battlefield x2
 ▲ Reward for winners decided by points.	 ▲ Reward for winners decided by destroying all enemy forts.

● Improved the system message to display the family name of the Adventurer that destroyed the fort/command post/field HQ during Node/Conquest War.

● Changed Node War so that Lord guilds/alliances can participate in Node Wars of other territories.

※ However, they will not be able to participate in Level 1 Node Wars in Balenos/Serendia nor Node Wars within the territory they are lord of.

- Lord guilds/alliances can participate in Node Wars but they cannot occupy the nodes.

* Therefore, the node will be liberated if the Lord guild/alliance wins the Node War.

- The Node War victory condition is the same as before, that is to say the guild/alliance's fort has to be the only one remaining on the node.

- The Lord guild/alliance will get the same number of Resplendent Medal of Honor rewards for winning/liberating/losing in a Node War according to the level of the node.

- When the Lord guild/alliance wins a Node War, they won't be able to occupy the node, but they will be able to gain access to the war vendor according to the node tier they won up to 2 hours after the conclusion of the Node War.

※ Lord guilds/alliances that won a Node War can only use the war vendors on the Node War server in which they control a node.

● Made the following improvements to the Ballista siege weapon:

- Increased movement speed and turning of the Ballista by 50%.

- Increased movement command response speed (stopping after moving, moving after stopping, etc.) of the Ballista by 50%.

- Increased the hit damage of the Ballista on castle gates by 30%.

- Increased the hit damage of the Ballista on characters by 20%.

- Increased the hit damage of the Ballista on forts/command posts/field HQs by 30%.

- Increased the hit damage of the Ballista on annexes like Supply Depot, Recovery Center, and Cannon Observatory by 100%.

※ The Ballista can only be used by offensive guilds in Conquest War by constructing a Ballista Workshop to make the Ballista.

● Added a visual on the World Map (M) during Conquest War showing the state of the outer/inner castles gates in Calpheon, Mediah, and Valencia.

- The castle gates will be displayed as destroyed if they are destroyed.

● Fixed the issue where installing forts at a certain time would prevent you from installing forts in a node on the following day.

● Fixed the issue where occupying a node on a Thursday, then occupying it again on a Friday, wouldn't reset the purchase limit of the War Vendors.

● Increased the max number of guild alliance members from 100 to 150.
- However, up to 100 members can participate in a Node/Conquest War.
- The maximum number of guilds that can join an alliance when an alliance is formed remains at 10. Guilds already occupying a node or territory cannot join an alliance.
- Also, guilds cannot join an alliance when a Node/Conquest War is in progress.
- As before, guild alliance leaders cannot allocate fewer people than their current number of guild members.
* Guilds who have accepted the Guild Alliance invite cannot accept more guild members than allowed by the alliance.
● Fixed the issue where Adventurers on Flame Towers, Enhanced Flame Towers, and Hwachas received damage from enemy attacks during Node/Conquest Wars.

● Changed Node Wars so that War Heroes can participate in some of them.

Node War	War Heroes

Tier 1: Beginner	None
Tier 1: Intermediate	None
Tier 2	3
Tier 3	4
Tier 4	5

● Fixed the issue where a member in your guild alliance couldn't install the maximum number of Siege Defense Towers.

● Fixed the issue where the War Vendor, available when the Lord's guild wins a Node War, did not work properly for some Adventurers.

● Added the remote installation feature of forts and annexes for guilds participating in Node War.

- Remote installation can only be used on the server that the Node War will be held in by guild members that have the authority to build annexes like the Guild Master, Advisors, Officers, Quartermasters, and Cannoneers.

- Activate the Node War Information filter in the top right corner of the World Map (M) window. Then select the node you wish to build in to enter Remote Installation mode.

- You will only be able to move in Remote Installation mode if you selected a node that is part of Node War.

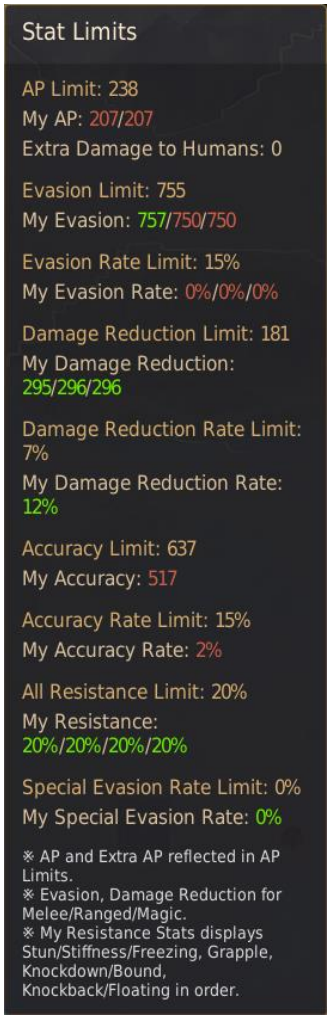
- You can build annexes after you have installed a fort in the node. You must have the fort and annexes in your Inventory (I) to install them.

* Forts and annexes may be difficult to be built in nodes with areas of high altitude like the Elder's Bridge, Ivory Wasteland, and Acher Guard Post. This is will be improved upon in a later update.

* You can use the Remote Installation mode together with other guild members. However, the annexes the other members installed may not be displayed properly. To see the installed annexes properly, you can leave Remote Installation mode by selecting the Exit button then coming back into the mode.

● Added the Extra Damage to Humans numbers in the stat limit UI for Node/Conquest War in the World Map (M) window.

- AP limit is applied to the sum of AP and Extra Damage.



● Made the following improvements on the Remote Installation mode for Node War Forts and annexes.

- Added a key guide for moving camera angles.

- Improved so that you can hover your mouse over an annex item in Remote Installation mode to check information.

- Changed so that you can place and cancel placement of installments via hotkeys in Remote Installation mode.

- Changed so that you can check the message window for cancelling placement when selecting another annex from the list.

- Fixed the issue where certain texts would appear abnormal in Remote Installation mode.

● Changed to end Remote Installation mode when you're banned from a guild during remote installation.

● Changed the region names and backgrounds to be displayed normally when reconnecting during remote installation.

● Fixed the issue where the mount icon would appear empty when you're in possession of the Celestial Horse Calling Horn when remote installation ends.

● Fixed the issue where the appearances of your garden and residence would appear abnormal when ending Remote Installation mode.

● Fixed the issue where the scroll would appear unnatural on the Remote Installation UI depending on the resolution or interface size.

● Fixed the issue where the game crashed while installing forts and annexes through the remote installation mode.

● Fixed the issue where the number in War Installation Info appeared abnormal when removing annexes through re-installing.

[Red Battlefield]

● Changed the colors displayed on the minimap for your own team and guild members in the Red Battlefield.

- Whether they be of the same guild or not, the way your own team members are displayed on the minimap was changed as follows:

- If Color Vision Aid has been turned on, the icons will be displayed in blue on the minimap.

Own Team	Other Team
White	Red

● The following quests will no longer be available due to the changes to the aforementioned content:
- The following quests are no longer available due to the changes to the Savage Rift:

Quest

- [Repeat] Face the Endless Army - Darkness between Rocks - Document Hidden By Cultists - Black Seal - Trace of the Fallen Kingdom - The Last Prophecy - Shadow upon Iliya Island - Difficulties of Vigilantes - Do-Or-Die Resistance - Invasion from Above - Shadow behind the Rift - Black Ambition

- The following quests are no longer available due to the changes to the Altar of Blood:

Quest
- [Altar of Blood] Yaz and the Mountain of Sanctity - [Altar of Blood] Edan's Whereabouts - [Altar of Blood] Grave of the Ancient Relic - [Altar of Blood] Gem of Balance - [Altar of Blood] The Long Road Back... - [Altar of Blood] Secret Chamber of Hasrah - [Altar of Blood] End of the Border

● "[Lv. 56] The Altar of Blood at Star's End" will no longer be available from the Quest (O) - Suggested tab.

● Changed the objective for "Into the Abyss," the final chapter of Caphras' Journal Vol. 4, as follows:

Before	After
Prepare to enter the Altar of Blood; (Obtain knowledge via the Altar of Blood entry quest)	Speak with the Ahib guarding the Altar of Blood

● Changed the completion requirements for "[Autumn Season] Grad. Support - Fughar's Secrets to Success Chapter 18: Those Savages" due to the Savage Rift being closed temporarily.

Before	After
Talk to the NPC after entering the Savage Rift	Hear about the Savage Rift from Croix, the wharf manager of Velia

● Removed Altar of Blood, Savage Rift, and Altar of Blood Ranking from ESC - (New) Menu.

New Red Battlefield - Valencia City

● Added "Valencia City," a new battlefield in Red Battlefield.
- You battle over 5 contested areas in the Red Battlefield of Valencia City.

- The area is marked for each territory, and you can occupy the relevant areas when only your allies are in them.

Unoccupied Areas	Black Desert Occupied Areas	Red Desert Occupied Areas
Yellow	Blue	Red

- Each team can earn 1 point per second for each area occupied. The team that first earns 3,000 points wins.

- Occupying an area takes a certain period of time and timer progression will stop when an enemy enters the area.

- You can continue occupying the area by defeating all enemies encroaching upon the occupied area.

- Also, strategies and cooperation are important since a debuff will be applied to reduce a certain level of damage reduction and evasion stats around the occupied areas.

* Please note that you must deactivate non-combat stance (from Tabs and Skill Use) to enter the combat zone from the starting point of each team.

Success at Occupying Area (Black Desert Team)	In Combat to Occupy Area (Black Desert Team)	Failure to Occupy Area (Black Desert Team)

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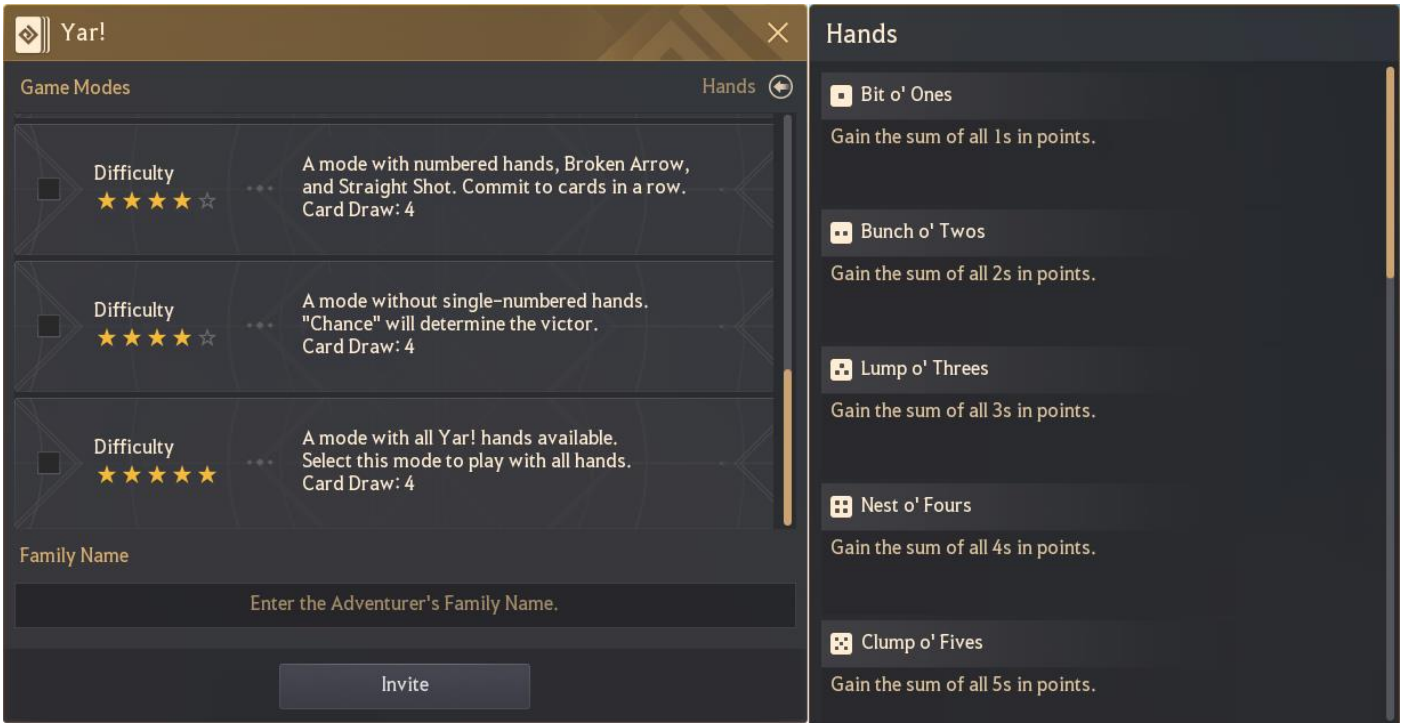
* You can check out the Red Battlefield content and Valencia City battlefield content by going to **[Adventurer's Guide - Red Battlefield: Valencia City]**.

Yar!

● A new game is gaining popularity among the villagers of the Black Desert world. The game, "Yar!", was introduced to the villagers by a Shai girl named Yar who suddenly appeared in Velia one day.

- The "Yar!" deck consists of cards with symbols of a sun, moon, star, and flower as well as numbers 1(A) to 6.

- Go to ESC (New) Menu > Community (F9) > Yar! to start the game.
- Select the game mode which will determine the types of hands in play and enter the Family Name of your opponent to send an invite.



- When your opponent accepts your invite, the "Yar!" minigame begins!

[Yar! in a Nutshell]

"Yar!" is a minigame where you draw cards and score points based on the matching hands.

1. Select "Draw!" on your turn to draw cards up to a set number of times.

- Here, you can select the cards you wish to keep then re-draw the rest.

2. The points each hand will earn you are listed on the left side of the Yar! window.

- Select the hand you want to commit and earn the pertaining points.

3. Take turns with your opponent until you have committed points to all the hands.

The Adventurer with the most points wins!

- The possible hands you can score points for are listed below. When you play the game, you can score each hand only once.

Hands	Description
Bit o' Ones	Gain the sum of all 1s (A) in points
Bunch o' Twos	Gain the sum of all 2s in points
Lump o' Threes	Gain the sum of all 3s in points
Nest o' Fours	Gain the sum of all 4s in points
Clump o' Fives	Gain the sum of all 5s in points
Stack o' Sixes	Gain the sum of all 6s in points
Mates	Two of a kind. Gain their sum in points.
Peak	Three of a kind. Gain their sum in points.
Dragon Claw	Four of a kind. Gain their sum in points.
Double Trouble	Two pairs. Gain 15 points. (Each pair must be different.)
Den of Wolves	Full house (a pair and three of a kind). Gain 25 points. (Each set must be different.)
Yar!	Five of a kind. Gain 50 points.

Broken Arrow	Small straight (four in a row). Gain 30 points.
Straight Shot	Large straight (five in a row). Gain 40 points.
Chance	Earn the combined total of all cards in your hand.

● You can enjoy playing Yar! with some villagers in Velia.
- You can play Yar! with the following NPCs in Velia.

NPCs
Eileen Islin Bartali Crio

● Added the following titles that can be obtained depending on the total number of victories you've achieved against either Adventurers or NPCs.

Titles from Adventurer Match Victories	**Titles from NPC Match Victories**
Gettin' Yar Feet Wet	Welcome to Yar
Looking for Yar Players	Heart of Yar Cards
Yar-mageddon	Yar Outta Time
Yar Incarnate	Yar Arena Master

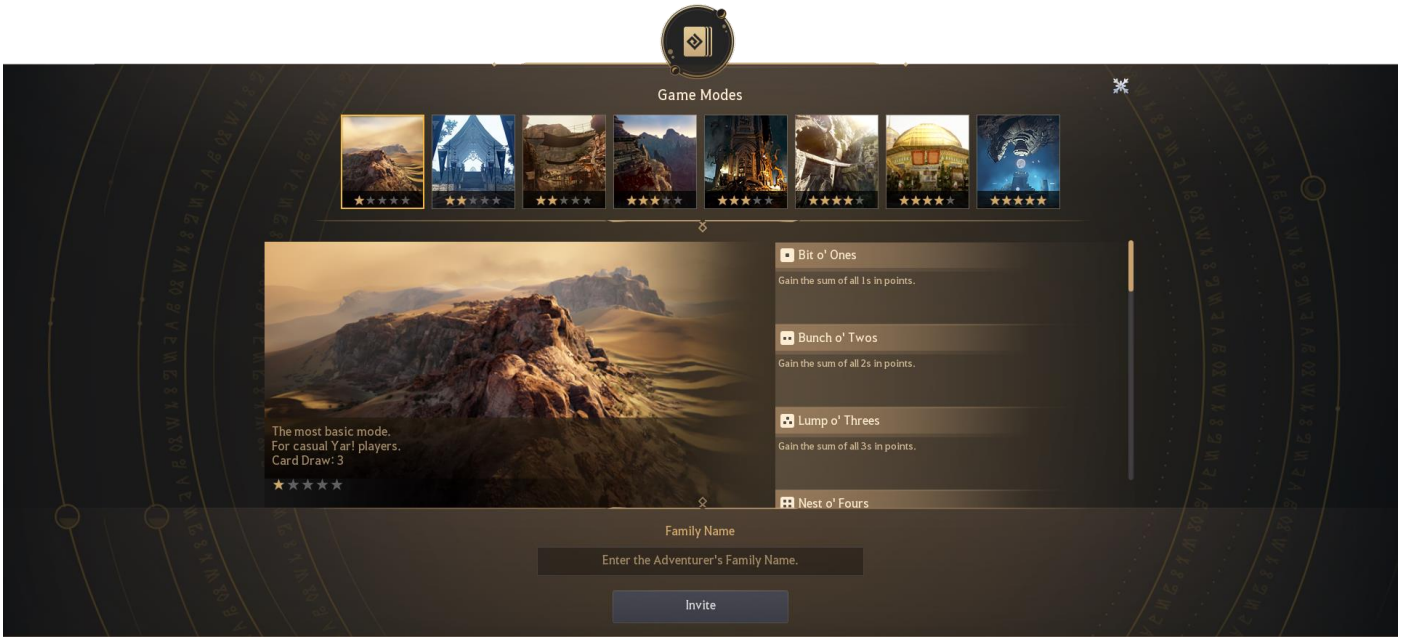
● Changed the way summoning works with the Ibedor's Scroll.

* The summon scrolls can still be used in the old method of simply summoning a boss by using a scroll.

Before	After
Party leader uses the scroll at the designated location to summon monsters. Party leader and members get loot upon defeating said monsters.	Go to the designated spawn location to interact with the NPC and use the UI to summon. The party leader puts in the number of scrolls according to the stage the party wishes to attempt. The rest of the party member put in the same number of scrolls. The party leader and members all get their rewards as loot.

Stage	Required Scrolls
1	1 each

● Changed the design of the Yar! invite window.
- Now when you select a mode, you will also be able to see information on the types of hands that will be in play.
- Each game mode now has its own unique background image to accompany the different difficulty levels and descriptions.

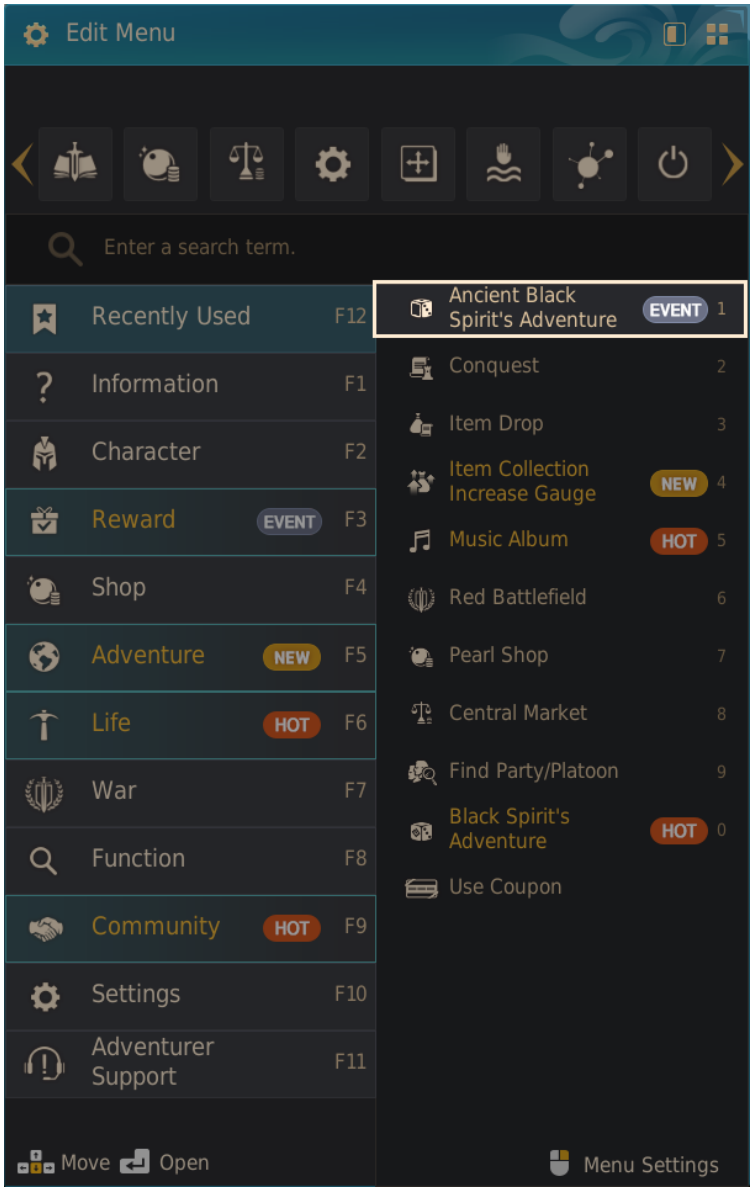


● Slightly moved the location of the text in the middle of the Yar! board.

● Adjusted the dialog text of Yar! NPC opponents to no longer touch the outer margins of the speech bubbles.

● Added Ancient Black Spirit's Adventure: Christmas in time for winter.

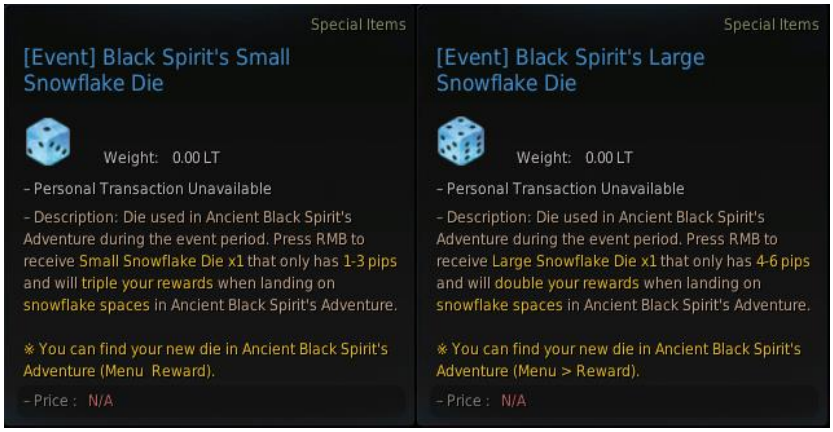
- Go to (New) Menu(ESC) -> Reward (F3) -> Ancient Black Spirit's Adventure.

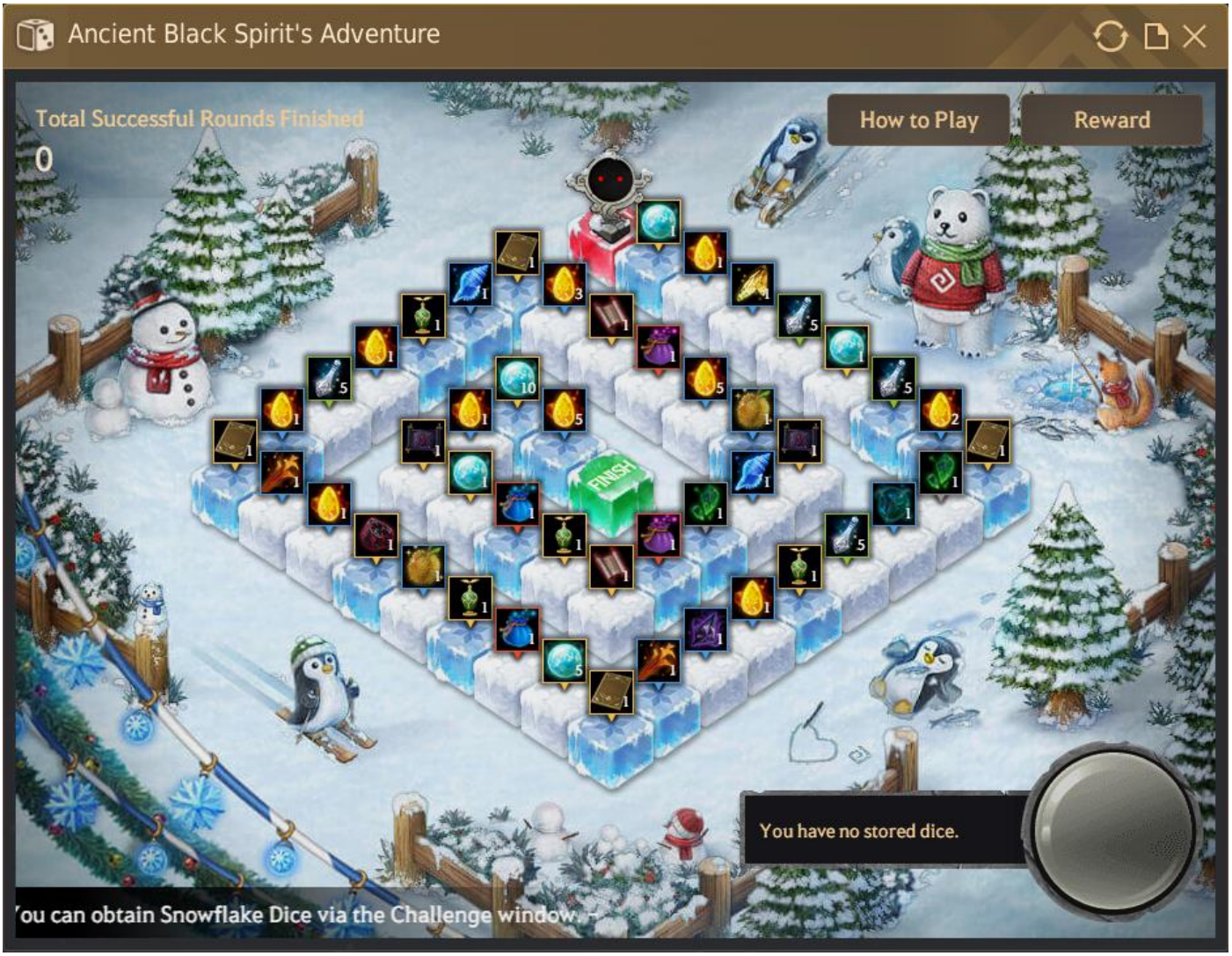


- Only two dice are used for the Ancient Black Spirit's Adventure, as this is a separate content from the Black Spirit's Adventure.

- You can obtain the dice used for this content from Challenges (Y) and through event participation.

* Right-click the [Event] Black Spirit's Small/Large Snowflake Die that you obtained from your Inventory (I) to use for the Ancient Black Spirit's Adventure.





- You can obtain the reward from the space that the Black Spirit lands on when you roll your die.

* Your rewards will triple when landing on snowflake spaces when you use the [Event] Black Spirit's Small Snowflake Die that only has 1-3 pips.

* Your rewards will double when landing on snowflake spaces when you use the [Event] Black Spirit's Large

Snowflake Die that only has 4-6 pips.

- The rewards for each of the number of rounds you complete are as follows:

Reward for Each Completion	
[Event] Black Spirit's Gift Bundle x1	
Rewards for Rounds Completed	
1 Round	[Event] Black Spirit's Small Snowflake Die x5
2 Rounds	[Event] Black Spirit's Big Snowflake Die x 5
3 Rounds	Fine Accessory Box II x1
4 Rounds	[Event] Shakatu's Luxury Box x1

● Igor Bartali, the chief of Velia, is looking for Adventurers to play "Yar!" with him.

- However, Islin Bartali, Igor's wife, apparently took all of the good cards, which left him with all the low number cards. This makes him a great "Yar!" opponent for Adventurers that are not familiar with the game yet.

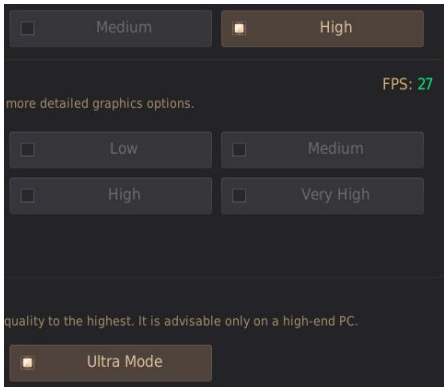
● Added so that you can now obtain Caphras Stones when butchering the following hunted monsters after Hunting.

Hunted Monsters		
Giant Boar Giant Elk Giant Wolf Giant Fox Giant Brown Bear Giant Lioness Giant Lion Giant Mountain Sheep Giant Fox	Weasel Raccoon Seagull Mischievous Raccoon Sensitive Giant Elk Verdure Deer Verdure Doe Drieghan Male Goat Drieghan Female Goat Grass Rhino Shadow Wolf	Llama Yak Belladonna Elephant Gazelle Feather Wolf Black Leopard Ferrica Ferrina Baby Belladonna Elephant Phnyl Shadow Lion

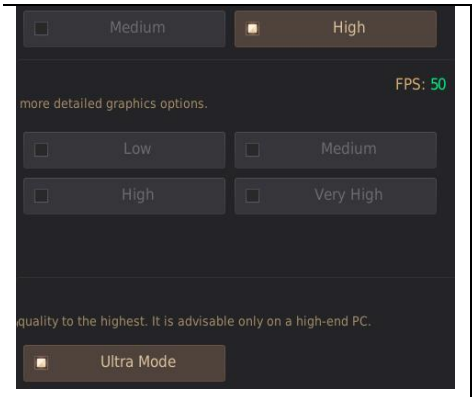
[System]

● Reduced the waiting time for changing servers from 15 min to 10 min.
● Improved the Chat window to work more efficiently.
● Made improvements to better deal with forged/fake game access.
● Added an AMD FSR function you can apply when playing Black Desert.
- The FidelityFx Super Resolution(FSR) function is an upscaling technology that delivers high frame rates and quality details while maintaining high-resolution graphics.
- You can enjoy adventures in the world of Black Desert in a smoother and more pleasant environment, depending on the settings.
* The AMD FSR function includes a feature that displays high-end graphics. For Adventurers who have set the Sharpening function from the Graphics Card settings, please keep this in mind. (Added)
* To enable the AMD FSR function, you have to enable High-End Graphics - Remastered Mode, Anti-aliasing TAA, and Upscale settings. Performance may vary according to computer specifications.

Upscale Not Applied

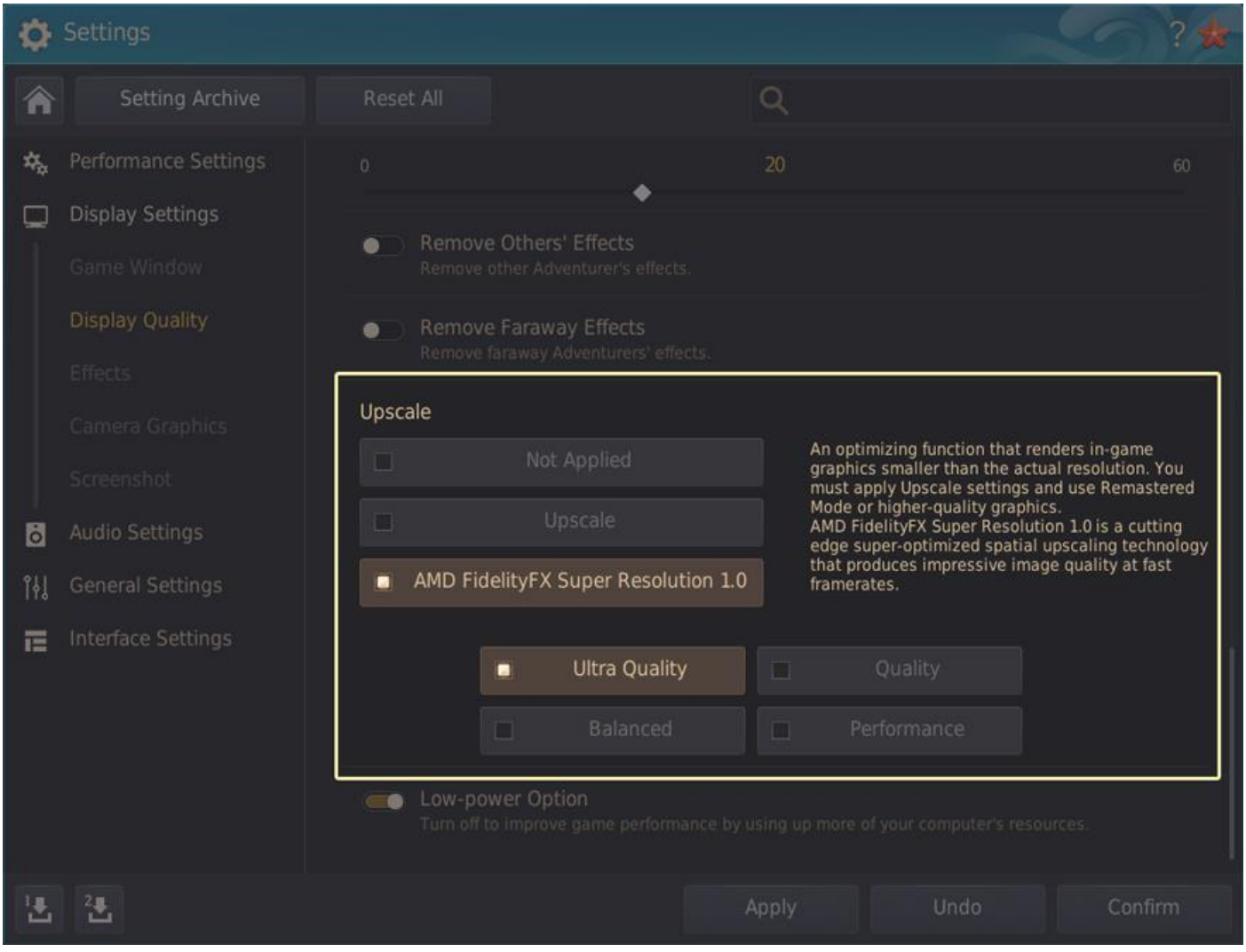


▲Upscale FSR - Ultra Quality



▲ Upscale FSR - Performance

● Changed to apply the AMD FidelityFx Super Resolution(FSR) function to the Upscale function.
- You can set this function by going to the ESC menu > Settings > Display Settings > Quality > Upscale OR Settings > Performance Settings > Optimization > Upscale menu.
(However, you can adjust the detailed options of the AMD FSR function by going to Display Settings > Graphic Quality > Upscale.)



● Added a feature that allows you to check the copyright information of AMD(Advanced Micro Devices) FSR from the following menus:
- ESC(New) menu > Information(F1) > Copyright(8) menu (Copyright Information)
- ESC(New) menu > Settings(F10) > Settings(1) menu (Copyright)
* The function works not only for graphic hardware of AMD but also for other graphic hardware. You can check the types of graphic hardware you can use via "Supported Graphic Hardware."
* It is recommended that you use the most up-to-date version of your graphics driver when using the AMD FSR function. You do not need to install an additional software.

Supported Graphic Hardware	
AMD Radeon™ 6000 Series AMD Radeon™ 5000M Series AMD Radeon™ 600 Series AMD Ryzen™ Desktop Processors with AMD Radeon™ Graphics NVIDIA® GeForce RTX™ 20 Series AMD Radeon™ 6000M Series AMD Radeon™ VII Graphics	AMD Radeon™ RX 500 Series AMD Ryzen™ Mobile Processors with Radeon™ Graphics NVIDIA® GeForce® 16 Series AMD Radeon™ 5000 Series AMD Radeon™ RX Vega Series AMD Radeon™ RX 480/470/460 Graphics NVIDIA® GeForce RTX™ 30 Series NVIDIA® GeForce® 10 Series

● Fixed the issue where the message, "Couldn't load the information from the Central Market. Try again." would sometimes be displayed and you couldn't use the Central Market.
● Fixed the issue where Silver wouldn't be displayed sometimes when purchasing items by reinforcing the system verification for obtaining Silver.
● Fixed the issue where there'd sometimes be a slight delay during gameplay.
● Improved the performance of the chat window.
● Carried out the process to optimize the database.
● Improved on the issue where the framerate would drop when playing the game for an extended period of time.

● Adjusted the time of World Bosses, Node/Conquest Wars, and Tribute Wagons by 1 hour as summer daylight saving time ended.

- The Gathering Item Drop Rate Boost will be applied next week.

● Adjusted the times for World Bosses, Node/Conquest Wars, and Tribute Wagons by 1 hr on the NA server as the daylight saving ended.

● Optimized memory use by removing unnecessary and repetitive data related to items.

● Optimized server stability related to summoned creatures.

● Optimized unnecessary data relevant to starting the game and game logs.

● Optimized performance for the Party UI.

● Optimized memory for accepting and completing quests.

● Changed so that you cannot use the Item Copy and Single Copy functions with a character that has Karma below 0.

● Optimized memory usage when initially logging into the game.

● Optimized the Party widget UI.

Season Servers

● Season+ has begun! Thus, the number of maximum character slots have been expanded to 25 slots.

- Black Desert's Season Servers help new adventurers to settle in quickly and help them rapidly level up.

* The conditions for connecting to the Season-1 (Novice Only) are as follows:

New Adventurer with a total character level of 150 or below	Adventurers logging in within 30 days (720 hours) of creating their family
Returning Adventurer with a total character level of 150 or below	Total character level of your family is 150 or below, Adventurers logging in within 30 days (720 hours) in-game and haven't used the web Central Market

- Only season characters may enter the season servers.

- Season characters cannot use Combat/Skill EXP Exchange Coupons.

- You can use the same mounts, pets, and fairies on the season server as the normal server. However, season characters cannot mount Dream Horses.

- 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 "Naru" and season-exclusive "Tuvala" gear. "Naru" gear can be obtained by completing the main questline (from the very beginning to Mediah) from Lv. 1 – Lv. 55. Season characters can equip gear that have the following icons:

- Season characters can exchange PEN (V) Naru gear for PRI (I) Tuvala gear via [Crow Merchants Guild Chief Manager] Fughar, as such gear will help you continue your adventure onward to new horizons.

- You can obtain Tuvala gear by enhancing Naru gear up to PEN (V) from the NPC Fughar. 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).

*** Unclaimed seasonal challenge (Y) rewards will be deleted once the season ends.**

*** Season exclusive items obtainable during the season will also be deleted once the season ends.**

*** Season characters cannot accept quests for obtaining Narchillan gear and cannot equip Narchillan gear..**

● Take Tuvala Ores that you obtain by killing monsters to a blacksmith in a major city to exchange for a season character exclusive Tuvala gear.

- You can obtain Tuvala Ores by defeating monsters in the Valencia, Kamasylvia, 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.

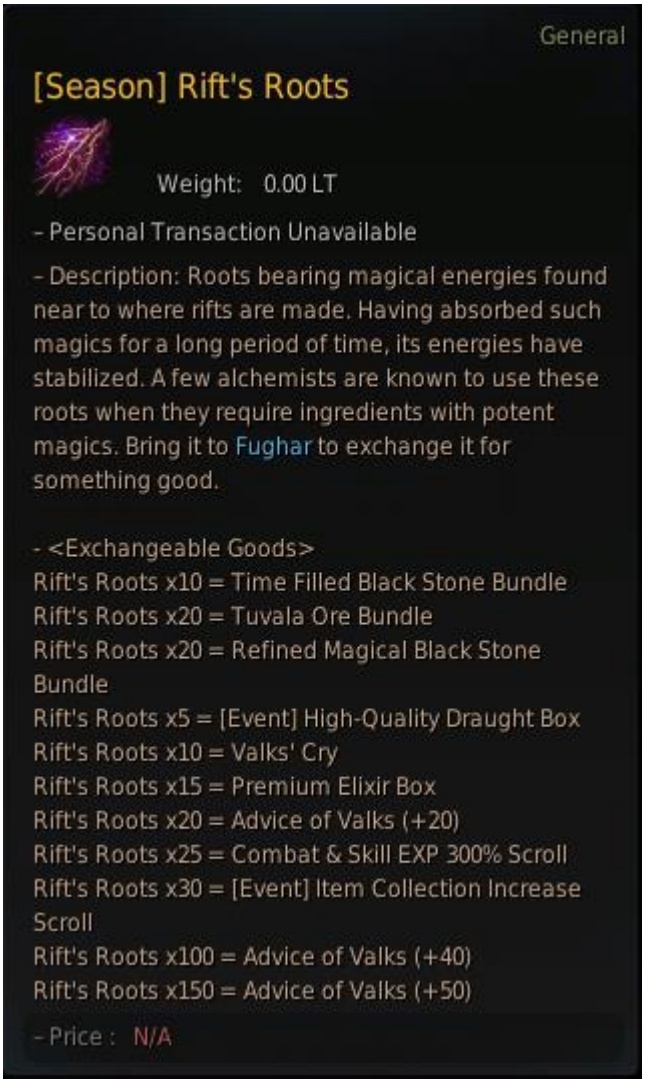
● Time-filled Black Stones can be exchanged through Fughar for a variety of enhancement-related materials.

● Reaching Lv. 60 and Lv. 61 with a season character will fulfill challenges (Y) where you can get a PEN (V) Tuvala Ring x1 and a PEN (V) Tuvala Earring x1.

● Season characters are able to use ~~Girgo Viano's~~ Ellie's (Fixed) Oasis Shop, but season characters cannot equip Oasis exclusive gear.

● Add the item "[Season] Rift's Roots" to be dropped in monster zones in Valencia, Kamasylvia, Drieghan, and O'dyllita territory.

- The item "[Season] Rift's Roots" can be exchanged through Fughar for items useful to progressing your character.



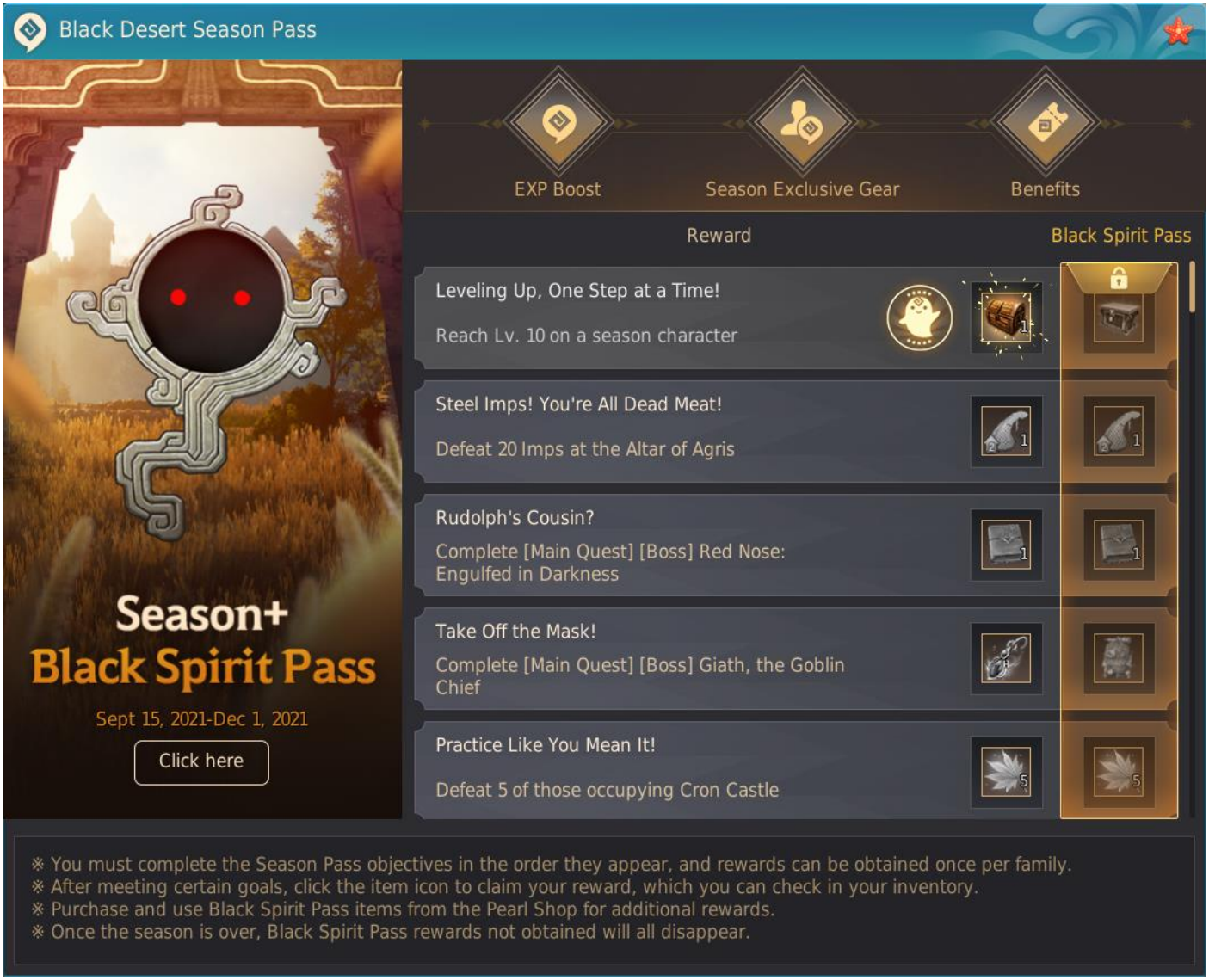
● Added the Season Pass where special rewards can be obtained when a season character completes certain objectives.

- 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.

- When proceeding with the simplified main questline, talk to the Black Spirit (,) after completing each chapter of Fughar's Memorandum to complete each Season Pass objective.

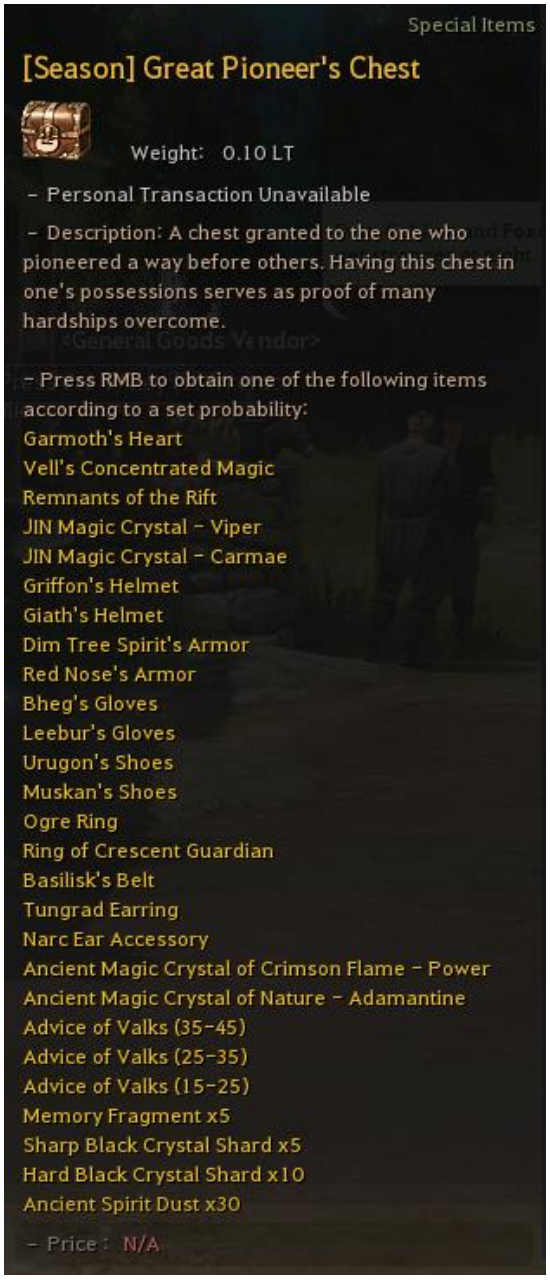


● Added the items "[Season] Crow Merchants Guild Contribution Certificate I/II." 15 of these items can each be obtained through the Season Pass and the Black Spirit Pass. They can be used to complete daily quests from Fughar.

- 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.

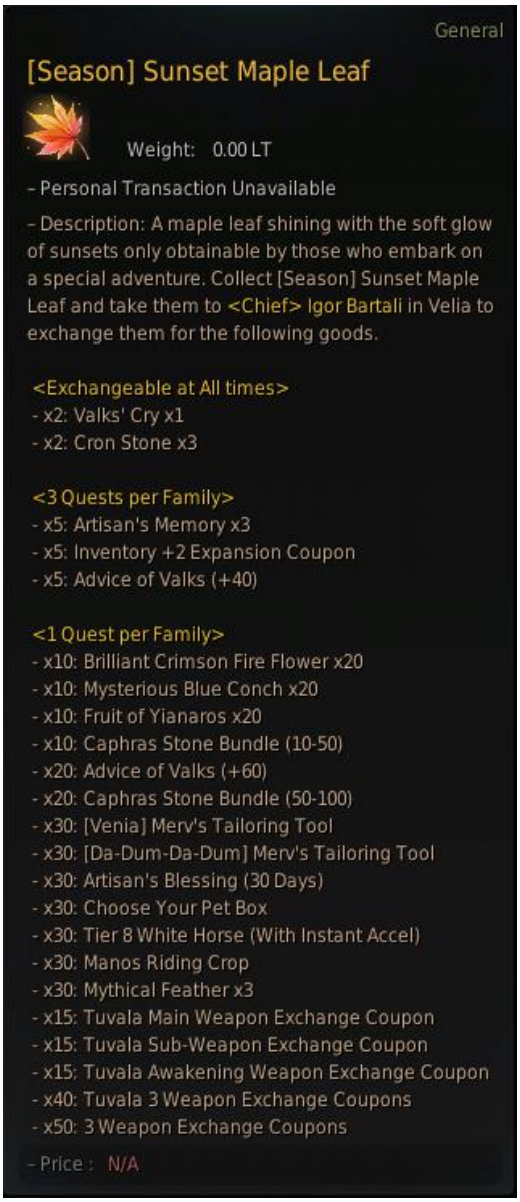
Items	Rewards
[Season] Crow Merchants Guild Contribution Certificate I	Item Collection Increase Scroll (60 min) x1
[Season] Crow Merchants Guild Contribution Certificate II	Advice of Valks (+20) x1

	 [Season] Great Pioneer's Chest x1



● Added the item, "[Season] Sunset Maple Leaf." You can obtain this item by opening a Leveling Aid Box that you obtain as a season pass reward, and can exchange it for the following items via the NPC, Velia [Chief] Igor

Bartali.



● Changed the success rates for enhancing Tuvala gear and accessories.

- The changed enhancement success rates for Tuvala gear are as follows:

Enhancement Level	Current Chance	Current Success Rate	Changed Success Rate
DUO (II)	20	36.00%	60.00%
TRI (III)	30	32.00%	60.00%
TET (IV)	40	25.00%	35.00%

PEN (V)	60	21.00%	35.00%

- The changed enhancement success rates for Tuvala accessories are as follows:

Enhancement Level	Current Chance	Current Success Rate	Changed Success Rate
PRI (I)	10	84.00%	84.00%
DUO (II)	20	70.00%	77.00%
TRI (III)	30	64.00%	72.00%
TET (IV)	35	51.00%	59.50%
PEN (V)	40	36.00%	50.40%

● Changed Tuvala Ores to be usable for repairing Tuvala gear to max durability.

● Added information on the how and where to obtain Time-filled Black Stone, Tuvala Ore, and Refined Magical

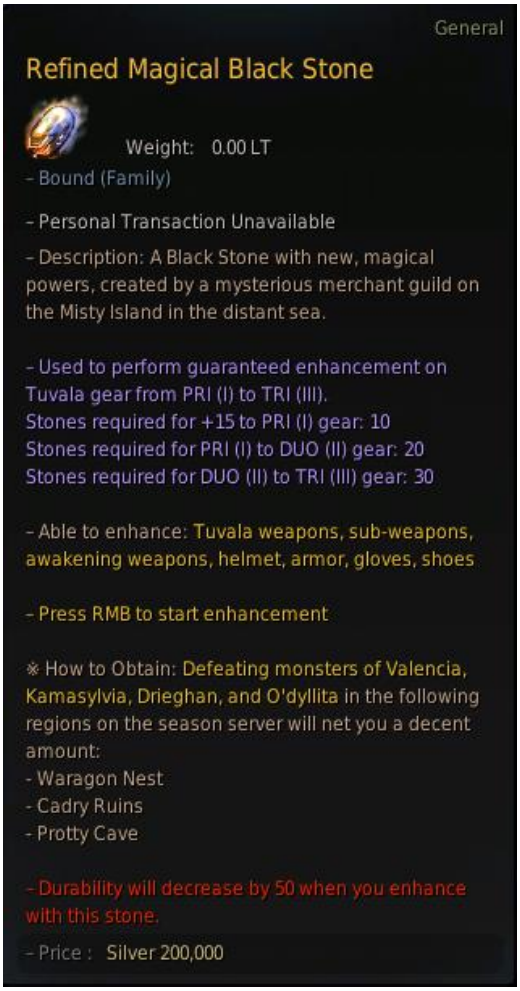
Black Stone to their respective item descriptions.

● Changed the amount of Refined Magical Black Stones consumed for guaranteed enhancement of Tuvala weapons and defense gear as follows:

Enhancement Level	Before	After
+15 → PRI (I)	x10	x10
PRI (I) → DUO (II)	x20	x15
DUO (II) → TRI (III)	x30	x20

● Changed the amount of Max Durability consumed for guaranteed enhancement of Tuvala weapons and defense gear with Refined Magical Black Stones.

Before	After
50	20



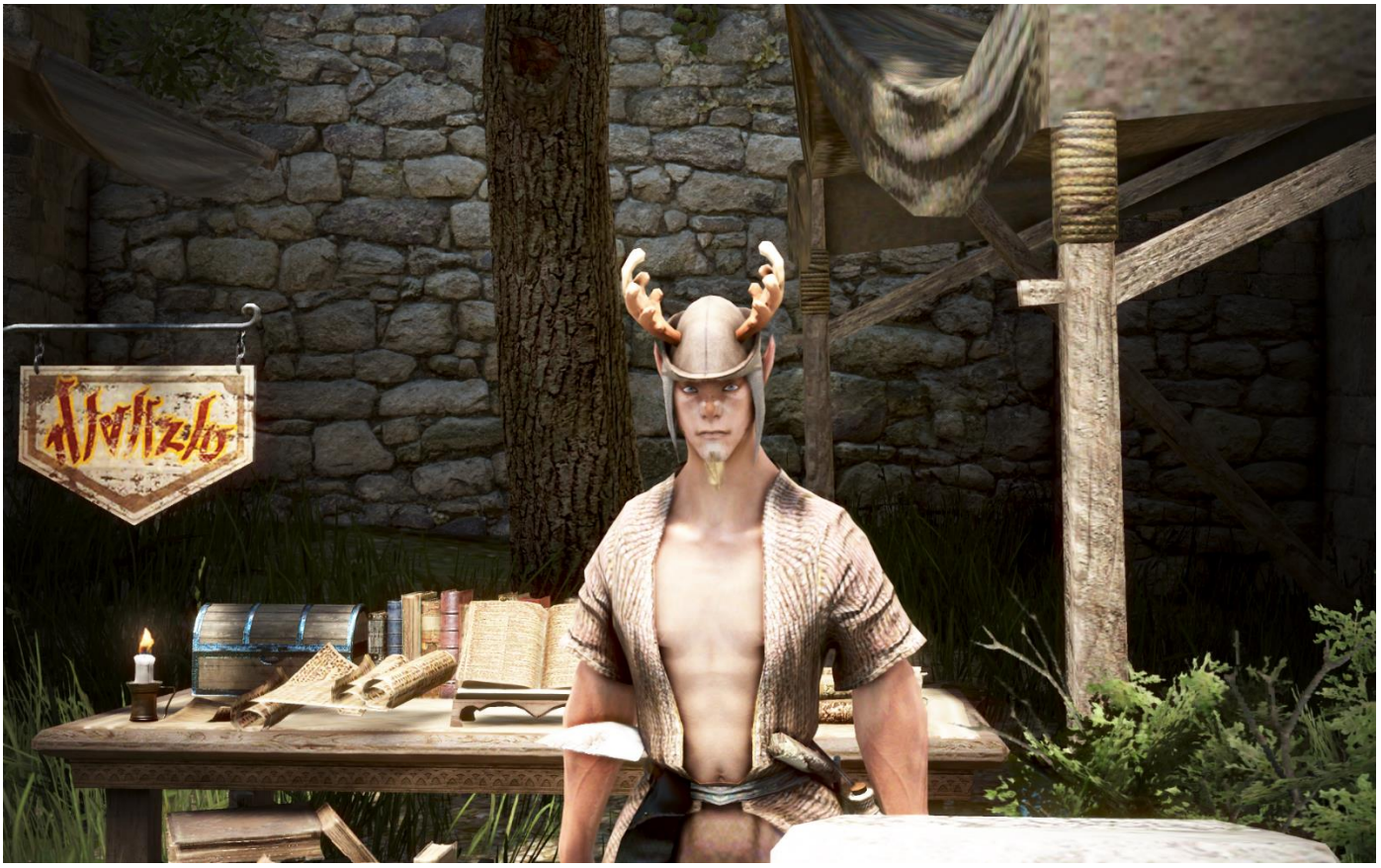
● Increased the drop rate chance for regular and enhanced Tuvala accessories to drop from defeating monsters summoned from the Rift's Echo.
- Changed the type of accessories dropped from defeating Kavali summoned from the Rift's Echo.

Before	After
Unenhanced Tuvala accessory PRI (I) Tuvala accessory	DUO (II) Tuvala accessory

● Added a quest to obtain the Serendian Soldier Armor from the Black Spirit upon completing Fughar's Memorandum - Chapter 2.
● Changed the "[Season] Beyond the Limits" quest acceptable via the Black Spirit as follows:

Requirements Before	Requirements After
Season character who has completed the Mediah main questline	 Beginner Black Stone (Weapon) x100 Beginner Black Stone (Armor) x200
Requirements After	**Rewards After**
Season character who has either completed the Mediah main questline OR the simplified main questline up to Fughar's Memorandum - Chapter 8	 Time-filled Black Stone x100

● Pulvio has taken on the role of exchanging "Swell Sea Shells" from the 2021 Summer Season and "Sunset Maple Leaves" of Season+ from Igor Bartali.



▲ NPC Pulvio is located next to Zaaira in Velia.

● Changed the 7 types of boss gear exchange coupon quests to now be unified as one type regardless of the specific season said coupon was acquired from.

- As long as you have a Boss Gear Exchange Coupon in your inventory, you can accept and proceed with any of the exchange quests with Fughar. You may only accept and proceed with one quest at a time, but once

completed, you may proceed immediately with another exchange quest.

* While you cannot obtain a [Season] Boss Gear Exchange Coupon from Season+, if you have acquired any coupons from previous seasons, you may proceed with the following quests with said coupon in your inventory:

Quest
[Season] Even Sharper Weapon: Main Weapon [Season] Even Sharper Weapon: Sub-weapon [Season] Even Sharper Weapon: Awakening Weapon [Season] Even Sturdier Armor: Helmet [Season] Even Sturdier Armor: Armor [Season] Even Sturdier Armor: Shoes [Season] Even Sturdier Armor: Gloves

Game World, NPC, & Effects

[Game World]

● Removed the cross pattern from the Keplan area in Calpheon.
● Changed the Slippery Scallywags Den to no longer be a town, but a regular area.

[NPC]

● Changed the locations of some NPCs and sailors in the Lunar Halo Inn in Velia.
● The Relief Aid Priest Laderr has appeared at the Abandoned Monastery node. You can purchase various potions and Atanis Fireflies from Laderr.
● Changed Cheremio of Glish to move more naturally.
● Changed Jursin of Valencia City so her eyes are naturally displayed in Ultra graphics settings.
● Changed Freharau, chief of Glish village, so his facial skin tone is more visible at night, along with his permanent scar.
● Improved the dialogue of several Stonetail Horse Ranch villagers to flow more naturally.
● Queen Viorencia Odore has now allowed [Old Moon Manager] Jetina and [Oasis Vendor] Ellie to set up shop in O'draxxia.
● Changed the overall presentation of the fight with Lucretia in Vaha's Cradle of Atoraxxion: Vahmalkea.
● Changed the dialog of certain villagers of Port Epheria to sound more natural.
● Expanded the inaccessible area in Atoraxxion: Vahmalkea and Atoraxxion: Sycrakea.
● Fixed the issue where certain topography would appear abnormal in Atoraxxion: Sycrakea.
● Changed the areas you cannot move to from Syca's Glare, Atoraxxion: Sycrakea.
● The following NPCs of Velia and Valencia were moved to near Alustin and Nassr respectively due to the winter festival.
- War Vendor (Tier 1), Ray Poilet
- War Vendor (Tier 2), Torex Bekin
- War Vendor (Tier 3), Eulicas
- War Vendor (Tier 4), Baghulas Portia
- War Vendor (Guild Master), Faimal Arhan

[Effects]

● Changed so that the sound from Grace Lauren's voiced dialog and base dialog wouldn't overlap during the Atoraxxion main questline.

Mounts

● Alleviated the issue where your horse's location wouldn't sync properly.
● Added the new mount "Fwuzzy Alpaca" that only Shai characters can ride.

- The item "Registration: Fwuzzy Alpaca" needs to be registered via Stable Keeper NPC to ride this mount.

● Changed so that you cannot change directions by moving your mouse during midair motions during Wings of Wind, Wings of Freedom, and Flight, skills of Arduanatt and Mythical Arduanatt.

Class Changes

[All Classes]

● Reduced the cooldown of the 'Change Skill Preset' function in the Secret Book of Old Moon from 60 min to 10 min.

● Added the new 'OX Quiz' social action.

- Using this social action will display your character holding up a sign with either an O or an X.

- There's no prerequisite to be able to use this action.

● Changed the means of receiving the Ancient Spirits' power so that now you can obtain it through a buff instead of a weapon on the Elvia Realm server.
- Now you can interact with the Ancient Spirits Okiara, Narc, Valtarra and select the type of weapon (Main or Awakening) you wish to buff. However, the duration remains the same as before.
- Acquiring the spirits' buffs in the following circumstances will refresh the previous buff:
- Upon opening a box of an Elvia Realm spirit buff (previously contained an Elvia Realm spirit weapon).
- Upon interacting with a spirit to reobtain the spirit buff while a main/awakening weapon spirit buff is already active.

● Characters can now Sprint while using Auto-run.
- The "Set Auto-sprint" prompt will appear near the stamina UI when moving right after setting a navigation path when dismounted or carrying trade items, or when "Set Looped Auto-Path" or "Auto-run" is used.
- Ticking the box will make your character Sprint when you have enough Stamina while moving on the set path or towards the direction of where the camera is facing.
- Moving the Stamina UI will also move the Set Auto-run UI.
- The game will save whether you ticked Set Auto-run or not.

● Trial characters that end up in restricted areas will automatically be moved to the Battle Arena.
● Added the following text to the Elvia Spirit buff you can obtain from the Elvia Realm:
- The duration of this effect will decrease even after disconnecting.

● Fixed the issue where the character did not naturally transition when using Emergency Escape, interacting to gather, or other actions suddenly when changing weapons while moving. This fix was applied to the following classes:

Classes Fixed
Warrior, Sorceress, Valkyrie, Ninja, Dark Knight, Striker, Mystic, Lahn, Archer, Shai, Guardian, Nova, Sage, Corsair

● Fixed the issue where the character could not use Emergency Escape, interact to gather, or perform other actions suddenly when sprinting in non-combat stance. This fix was applied to the following classes:

Classes Fixed
Berserker, Corsair

● Fixed the issue where the character could not use Emergency Escape while moving foward in non-combat stance. This fix was applied to the following classes:

Classes Fixed
Musa, Witch, Wizard, Nova, Corsair

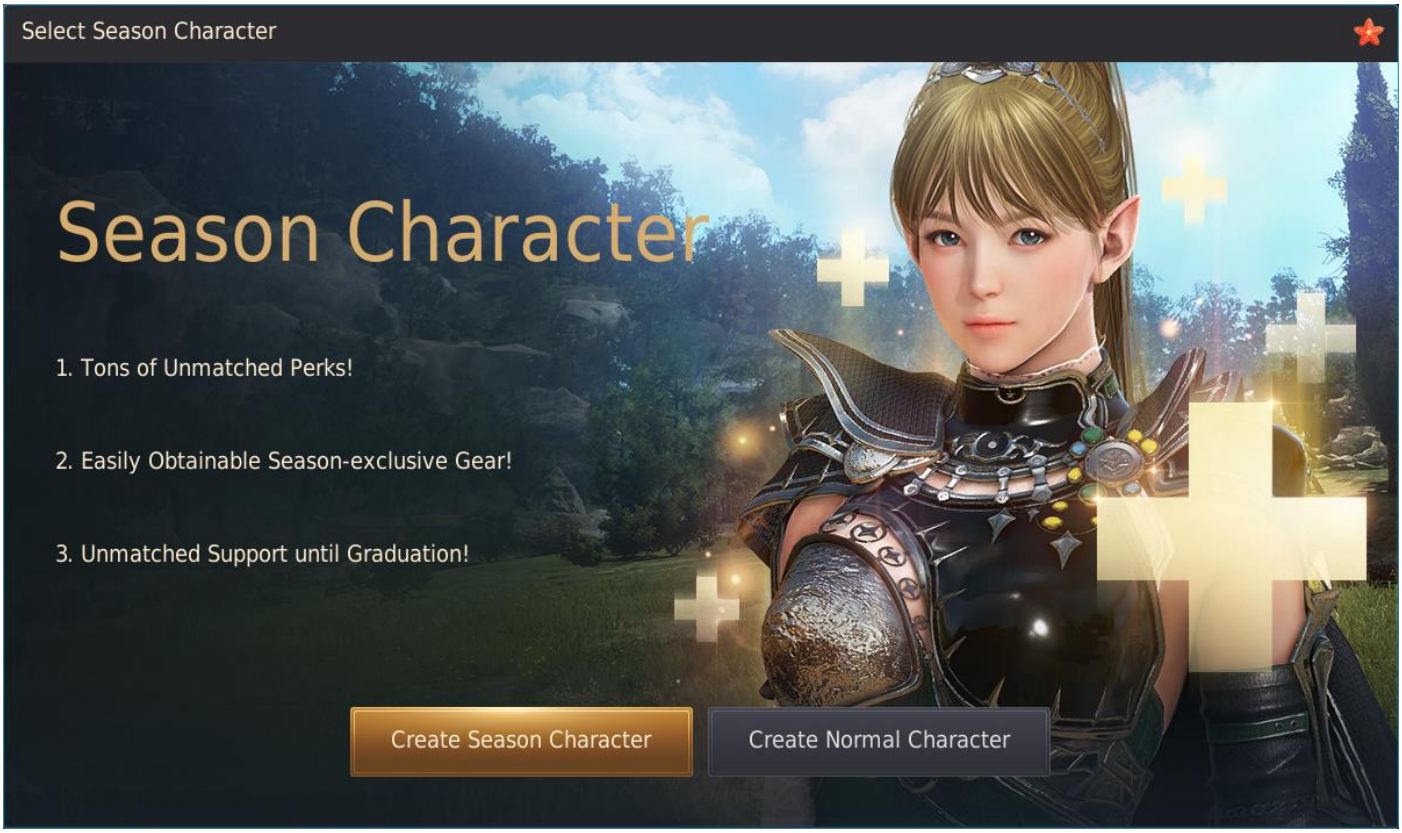
● Changed to display effects of the following skills even when you select the "Remove others' effects" option from settings.

Classes	Skills
Sorceress	Black Spirit: Cartian's Protection
Musa	Black Spirit: Projection
Valkyrie	Wave of Light
Mystic	Dragon's Rip
Shai	Over Here!
Hashashin	Black Spirit: Quicksand
Nova	Winter Testudo Star's Ring
Sage	Illusion Compression

● Fixed the issue where your character would move abnormally after being attacked with debuff effects while dismounting.
● Fixed the issue where summoned minions would sometimes not disappear if they attacked a Wooden Fence after being summoned inside the fence.
● Changed to no longer allow characters Lv. 20 or below to be challenged to a duel.
● Improved the character change function in the End Game window to now automatically display the Server Change window if you attempt to switch to a different character while logged in as your season character.

● Added a new banner with information on Season Characters, their benefits, plus the option to create one after pressing the button to create a new character from the Character Selection screen.

- This UI will only be displayed for Adventurers who are able to create a Season Character.



● Changed the "test NPCs" in Battle Arena from monster-type to character-type.

- When skills are used on these test NPCs, any inflicted debuffs/CCs and the number of times the corresponding debuffs/CCs are inflicted will now be displayed.

● Fixed the issue where the Invincible effect wouldn't go away if your screen froze temporarily while your character had the effect applied.
● Increased the max number of character slots obtainable via Character Slot Expansion Coupons to 26.
- You will be able to expand up to 28 character slots after a future update. We will announce if we make plans to expand the max number of character slots beyond 28.

● Added Unyielding Might, a passive skill you can learn once you reach Lv. 62.

● Changed to apply an upper limit or a lower limit for the increase and decrease in Movement Speed, Attack Speed, and Casting Speed that can be applied all at once to your character (With the assumption that your character's default speed is at 100%.)

- Changed to get up to a total of an extra 150% for Movement Speed, Attack Speed, and Casting Speed that increase with buffs, enhancement levels, and skill add-ons.

* Therefore, the maximum stats for your character's Movement Speed, Attack Speed, and Casting Speed are 250%.

- Changed to apply a total of up to 50% for the stats for Movement Speed, Attack Speed, and Casting Speed that decrease due to debuffs.

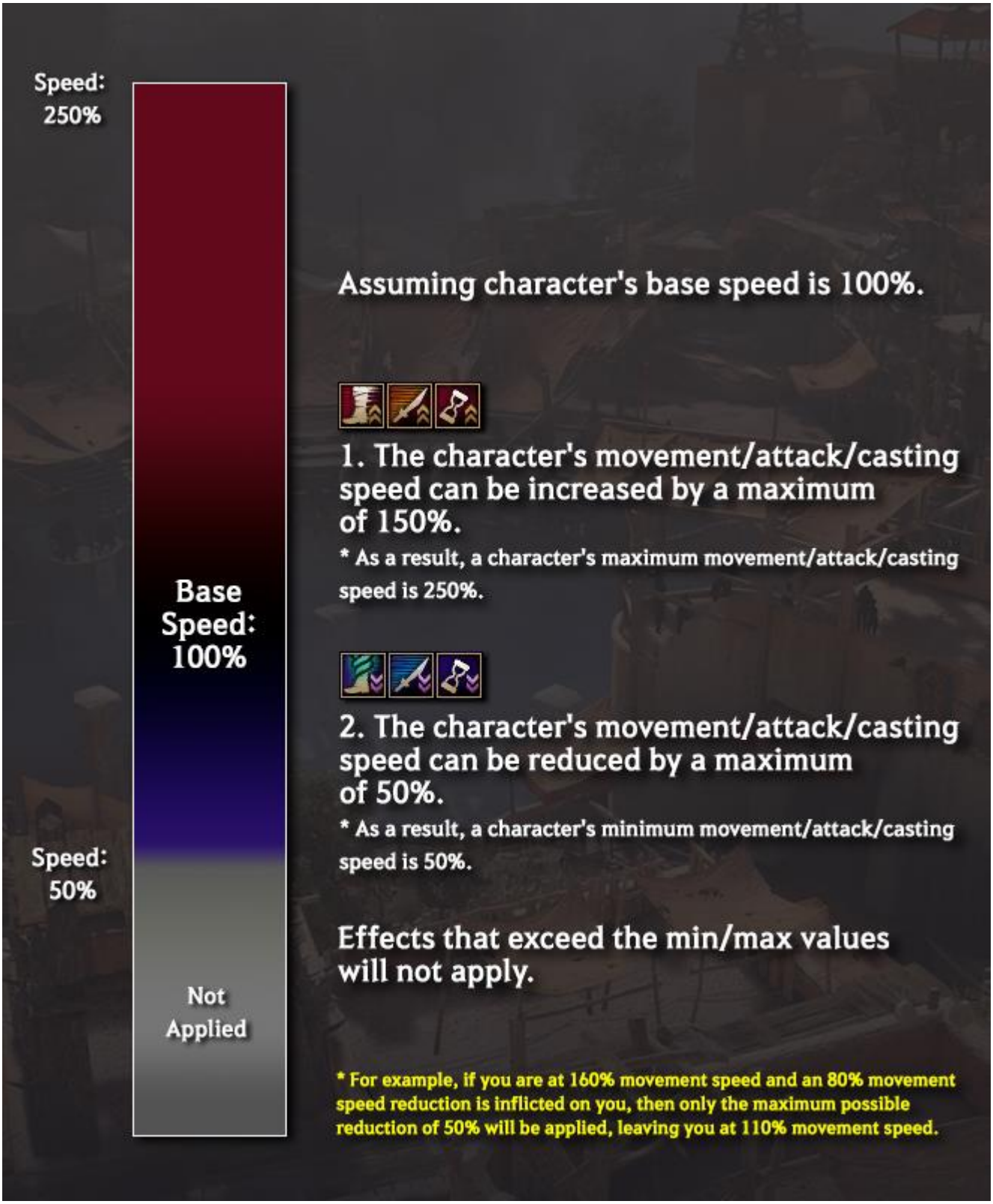
* Therefore, the minimum stats for your character's Movement Speed, Attack Speed, and Casting Speed are 50%.

* Therefore, only up to 50% will be applied for decrease in Movement Speed, Attack Speed, and Casting Speed even if you can get more than 50%.

For example, when the "Movement Speed -80%" effect is applied when your character's Movement Speed is at 160%, only "Movement Speed -50%" will be applied and your character's Movement Speed will be at 110%. (The extra 30% that exceeds the 50% will not be applied.)

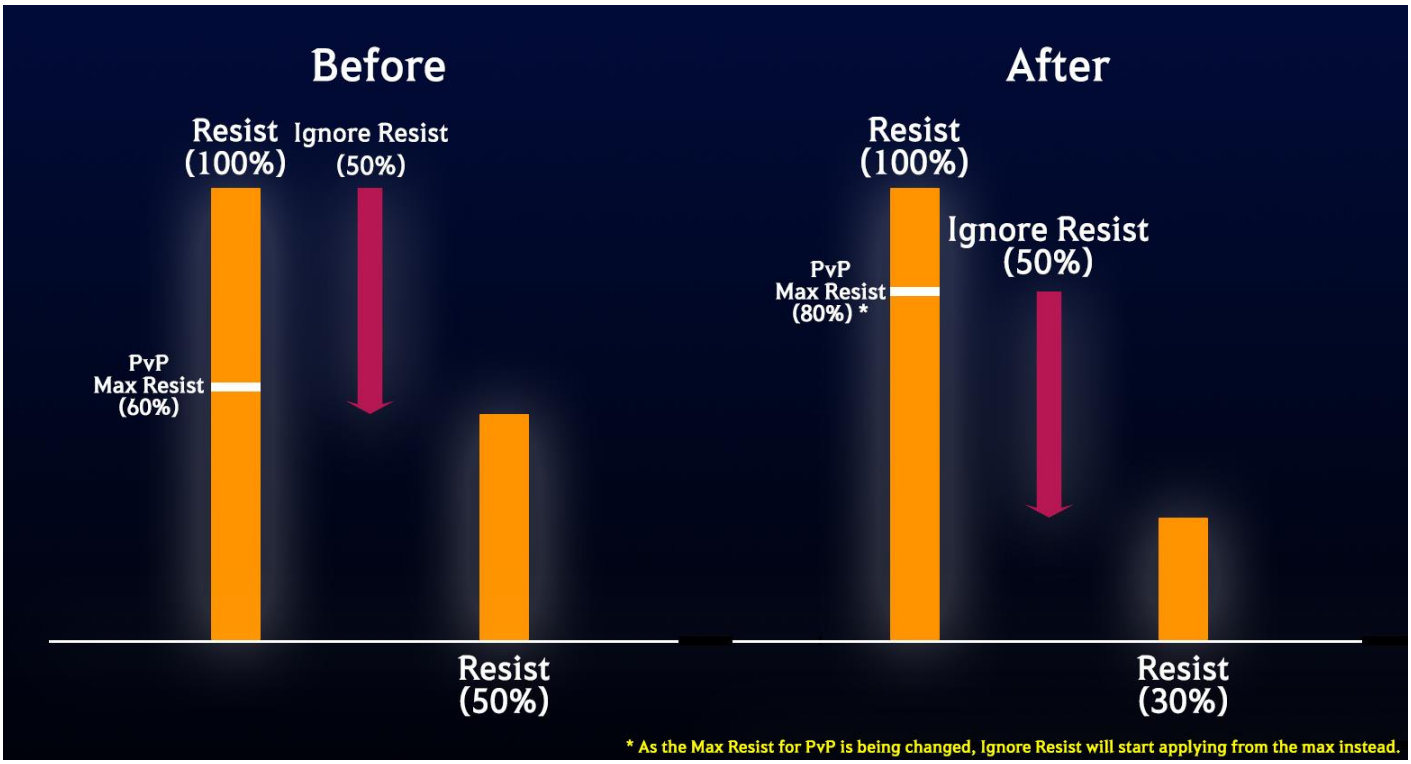
Another example would be when your character's Movement Speed is at 100% and "Movement Speed -80%" is applied, only 50% will be applied, which means your character's Movement Speed will be at 50%. (The extra 30% that exceeds the 50% will not be applied.)

Previously, even if your character's Movement Speed was at 250%, it could drop to 50%, the lowest stats that would be applied for speed, when the Movement Speed decrease effect was applied. However, with the added upper limit and lower limit applications, it was changed so that the increase and decrease effects (especially decrease) wouldn't be applied after a certain point.



● Changed to apply up to Resistance +80% in PvP and changed Ignore Resistance to ignore starting from the +80% Resistance applied in PvP.

Before	Reboot
- Apply up to Resistance +60% in PvP - Ignore enemies' Max Resistance (Max +100%) instead of Max Resistance in PvP (60%)	- Apply up to +80% Resistance in PvP - Ignore Max Resistance in PvP (Max +80%)



● Made changes to the grab skills for all classes as follows:

Before	Reboot
- Super Armor while using skill for certain classes only	- Super Armor on Grapple for all classes - Decreased lateral attack range * Attack range in front is the same as before

● Changed for all classes to have "No Guard Gauge recovery" and display a guard break motion in s-block or Guard skills.

- Changed to not apply Forward Guard when moving backward while your Guard Gauge is at 0.

- Changed to not apply Forward Guard during the guard break motion.

● Changed the rules for the AP applied to summons.

- Removed all summons' AP and changed to now apply the summoner's AP and extra AP to them instead. Therefore, the damage of the summons' attack skills was adjusted.

- Changed to apply the exact Critical Hit Rate of the summoner's to the summons.

● Reduced the CC points of Knockback skills from 1.0 point to 0.7 point.

● Improved attack decision effects to match differences in elevation when performing the following skills.

Classes	Skills
Ranger	Fire an arrow after Evasive Explosion Shot Descending Current, Ultimate: Descending Current
Dark Knight	Black Spirit: Obsidian Ashes
Sage	Spatial Collapse

● Alleviated the issue where the falling motion would be displayed in certain topography while using a movement skill.

● Fixed the issue where certain classes' motions when landing from a low elevation jump would be slower than a high elevation jump landing while wielding a main or awakening weapon.

● Changed the cooldown for deleting a level 45 or lower normal or trial character to 3 minutes, which is the same as the cooldown for deleting a season character.

[By Class]

● Take Down (I to Absolute, Prime) - Changed the skill descriptions as shown below

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Before	After
on hit	on grapple

● Improved the appearance (customization) of Warrior as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Made changes to the following skills:

Skill	Before	Reboot
Executioner	-	- Added All AP +20 for 30 sec
Jump Slash	-	- Increased movement distance - Can be learned after learning Prime: Spinning Slash * However, damage and defense effects are the same as Spinning Slash

 Upper Shield Strike	- Floating on hits	- Floating on hits (PvE only)
 Guard	- Quick Slot available	- Quick Slot unavailable - Able to withstand more damage than before - Cannot be activated when your Guard Gauge is at 0
 Charging Thrust	- Automatically activates Kick on hits	- Automatically activates Kick only when holding F - Forward Guard while moving
 War Cry (I to III)	- Cooldown: 3 sec - All DP Reduction +7/13/20 for 10 sec on hits - Attack range equals area "in front of your character"	- 60 sec cooldown - All DP +7/13/20 for 20 sec to self and allies - Attack range equals circular area "around your character" - Draws the attention of surrounding foes.
 Counter (II to III), Absolute: Counter	- Down Attack on Energy Counter Damage - "Hold SPACE + LMB" to activate Spin Counter	- Down Attack on Spin Counter hits - "Hold SPACE" to activate Spin Counter - Hold ↓ to activate the defense motion longer before attack

 Frenzied Dash, Absolute: Frenzied Dash	- Knockback on 1st and 2nd hits - Knockdown on last hit	- Floating on hits - LMB while moving to perform upward strike attacks - Added SHIFT+Q command keys - Improved the sensation of the skill's hit - Unified motions with the Absolute level of the skill
 Frenzied Dash	- Cooldown: 20 sec - Hit damage 730% +50 x 1, Max 3 hits	- 17 sec cooldown - Upward strike attack damage 730% x 6
 Absolute: Frenzied Dash	- Hit damage 1314% x 2, Max 3 hits - Required WP 90	- Upward strike attack damage 1314% x 6 - Required Stamina 300 - Increased activation speed - Increased rotation speed while moving - Increased Movement Speed and movement distance before attack
 Fitness Training	- Melee DP + 8 - Ranged DP +9 - Magic DP +9 - Max HP +210	- All DP +20 - Max HP +300
 Meditation	-	- Added new visual effect

 Take Down (I to Absolute)	- Cooldown: 8 sec	- 15 sec cooldown
 Ground Slash, Prime: Ground Slash	- Skill Add-on unavailable	- 2nd Skill Add-on
 Scars of Dusk, Absolute: Scars of Dusk, Prime: Scars of Dusk (I to III)	-	- Increased attack range - Increased activation speed
 Prime: Scars of Dusk (I to III)	- Hit damage 938/1046/1154 x 4, Max 2 hits - Last Hit damage 1220/1359/1450% x 5	- Attack damage 1220/1359/1450% x 4, max 2 hits - Last attack damage 1220/1359/1450% x 7 * PvP damage and number of hits remains the same - Changed skill description

 Prime: Ground Smash (I to IV)	- Bound on hits (PvE only) - Reduces the number of hits by 2 in PvP in the IV level of the skill	- Bound on hits - Number of hits not reduced in PvP in the IV level of the skill - Increased attack range
 Prime: Shield Strike	- Stun on last hit - Forward Guard * Effect nullified on cooldown	- Knockdown on last attack hits - Forward Guard before last attack * Effect nullified on cooldown
 Prime: Heavy Strike (I to III)	- Hit damage 945/1122/1407% x 4, Max 3 hits Last Hit damage 945/1122/1407% x 4, Max 2 hits	- Attack damage 945/1122/1407% x 6, max 2 hits - Last attack damage 945/1122/1407% x 8 - Damage reduced on cooldown
 Prime: Counter	- Air Attack on Counter, Energy Counter hits - Down Attack on Energy Counter hits - Hold SPACE + LMB to activate Spin Counter	- Air Attack on Counter and Energy Counter hits - Down Attack on Spin Counter hits - Hold SPACE to activate Spin Counter - Increased number of hits by one for Spin Counter and Energy Counter - Improved attack range of Energy Counter - Hold ↓ to activate the defense motion before attack longer

 Prime: Solar Flare	- Hit damage 953% x4	- Attack damage 1430% x4 - All Evasion Rate -6% for 10 sec on hits
 Prime: Evasion	- Cooldown: 5 sec	- 3.5 sec cooldown
 Prime: Take Down	- Cooldown: 13 sec	- 15 sec cooldown
 Prime: Earth Tremor	- Cooldown: 15 sec	- 12 sec cooldown - Changed attack motion, increased attack range
 Prime: Ground Slash	-	- Increased range of energy attack damage
 Prime: Pulverize	-	- Critical Hit Rate +50%

● Added Succession: War Cry and changed the effects applied in Succession when using the skill as follows:

	Before	Reboot
Skill	War Cry	Succession : War Cry
Skill Description	All DP +20 to nearby allies for 20 sec	All DP +20 to nearby allies for 20 sec, All AP +10 to self for 20 sec

● Added certain skills as basic effects/combo movements for different skills.

- Removed the following skills as their basic effects/combo movements were added to different skills:

Removed	Skill with the Added Effect
Sideways WP Cut	Sideways Cut I
Ultimate: Spinning Slash	Spinning Slash
Instant Grapple	Take Down
Ultimate: Chopping Kick	Chopping Kick
Guard - Pressure (I to II)	Guard
Ultimate: Shield Charge, Double Shield Charge	Shield Charge
Whirlwind Slash	Spinning Slash
Successive Charging Slash (I to II)	Charging Slash
Precise Thrust	Deep Thrust
Jump Thrust	
Double Jump Thrust	
Exploding Jump Thrust	

Ultimate: Deep Thrust	
Whirlwind Strike	Heavy Strike
Quick Heavy Strike	
Charging Heavy Strike	
Ultimate: Heavy Strike	
Quick Charging Thrust	Charging Thrust
Double Dash	
Charging WP Slash	(Removed Skill)
Charged Shield Strike	

● Charging Slash - Added Successive Charging Slash I and II to the skill's basic effects and combo movements and therefore, adjusted the damage as follows:

Before	Reboot
Hit damage 102% x 1 / Hit damage 137% x 1	Combo attack damage 222% / 264% / 448% / 1342% x 1, max 2 hits

● Deep Thrust - Adjusted the extra damage to account for the effects of Ultimate: Deep Thrust.

Before	Reboot
150% x 3 extra damage if activated as Ultimate skill	Bleeding damage every 3 sec for 18 sec on hits

● Shield Assault, Shield Tide - Changed the preceding skill of these enhanced skills you can learn once you reach Lv. 57 from Ultimate: Shield Charge to Shield Charge II.

● Heavy Strike - Improved the skill so it activates naturally even when LMB is slightly delayed for the LMB +

RMB command.

● Prime: Spinning Slash - Changed to now attack in the direction of the camera angle when activating Jump Slash.

● Kick, Chopping Kick, Deep Thrust, Jump Attack, and Upper Shield Strike - Improved the hit quality of these skills.

● War Cry (I to III) - Changed to combo more naturally into certain skills.

● Prime: Counter - Changed the motion for comboing into Energy Counter and Spin Counter to be more natural.

● Spinning Slash (I to Absolute), and Jump Slash - Improved to combo more smoothly into other skills.

● Piercing Spear – Improved to combo more smoothly with other skills.

● Prime: Heavy Strike - Improved to combo more smoothly into certain skills.

● Jump Slash, Prime: Scars of Dusk - Improved to combo into the last attack when comboing with Prime: Shield Strike after attacks 2 and 3.

● Prime: Shield Strike - Changed the attack 3 motion to continue even after Chopping Kick and Prime: Ground Slash.

● Ground Smash - Changed the motion that flows into an idle stance to be more natural.

● War Cry - Changed the visual effect to be displayed in a spot where it looks more natural.

● War Cry - Improved to combo more quickly into other skills.

● War Cry - Changed the motion that flows into an idle stance to be more natural.

● Frenzied Dash, Absolute: Frenzied Dash - Changed the camera effect to be more natural.

● Scars of Dusk - Changed the camera rotation before the attack to rotate to the direction the character is facing.

● Charging Thrust – Improved the camera rotation to be smoother.

● Shield Strike - Fixed the issue where the skill was activated prior to another skill that had RMB in their skill commands.

● Prime: Ground Slash (III to IV) - Fixed the issue where it wouldn't combo smoothly into certain skills when using it while not on cooldown.

● Prime: Shield Strike - Fixed the issue where comboing into attack 3 after using certain skills would activate different motions depending on whether or not it is on cooldown.

● Solar Flare, Charging Thrust, Frenzied Dash, Forward Slash, Shield Charge, Prime: Earth Tremor - Fixed the issue where your character's movements would appear abnormal when using the skills while airborne.

Awakening

● All attacks made in Awakening were changed to occur after other attack skills have been activated.

- However, you can still cancel the motions for Greatsword Defense and Awakening: Goyen's Greatsword while using them.

● Improved the motion to be more natural when comboing into other skills while pressing ← or → + LMB. Activation will be delayed for certain skills.

● Made the following changes to the skills:

Skill	Before	Reboot
Burning Moxie	- Recover WP +200 - All DP +20 for 10 sec	- Recover WP +500 - Movement Speed +10% for 10 sec
Solar Flare I~IV	- Hit damage 680/776/867/953% x 4 - 15 Burn Damage every 3 sec for 9 sec on hits	- Attack damage 748/931/1170/1430% x 5 - All Evasion Rate -6% for 10 sec on hits - Increased movement distance - Increased attack range
Flow: Overwhelm	- Hit damage 835% x 3	- Attack damage 1174% x 4 - Increased attack range
Merciless	-	- Adjusted attack range - Increased number of hits by 2

 Greatsword Defense	- Quick Slot available	- Quick Slot unavailable - Cannot be activated when your Guard Gauge is at 0.
 Flow: Hilt Strike	- Quick Slot available - Stun on hits - All DP+20 for 10 sec on hits	- Quick Slot unavailable - Stiffness on hits - All Accuracy Rate +6% for 5 sec on hits - Improved attack range
 Flow: Reckless Blow	- Cooldown: 15 sec	- 10 sec cooldown - Can activate Pulverize after using the skill - Increased charging speed - Greatly increased attack range after charging - Slightly increased normal attack range - Increased number of hits by 1 for normal attacks - Can be activated after using Head Chase once
 Flow: Armor Break	- Hit damage 1019% x 5 - Number of hits decreased on cooldown	- Attack damage 1347% x 5 - Number of hits not decreased on cooldown - Adjusted attack range
 Flow: Ankle Break	- Hit damage 813% x 5	- Attack damage 1147% x 5 - Critical Hit Rate +100% for 1 sec - Adjusted attack range to hit a wider area in front

 Flow: Slashing the Dead	- Grave Digging Smash Attack Hit damage x 5	- Grave Digging smash attack damage x 6 - Increased attack range - Improved to be activated with other skills more quickly - Increased Super Armor to be applied by around 0.3 more sec
 Grave Digging	- Smash Attack Hit damage 1389% x 5 - Rules for hits and damage differ for each level of Black Spirit skills	- Smash attack damage 1389% x 6 - Rules for attacks and damage are the same for each level of Black Spirit skills - Increased Super Armor to be applied by 0.3 more sec for Black Spirit skills. - Increased attack range
 Frenzied Strikes	- Critical Hit Rate +100% (PvE only) - 1st Hit damage 791/904/1018% x 4 - 2nd Hit damage 791/904/1018% x 4 - Last Hit damage 791/904/1018% x 5	- Critical Hit Rate +50% (PvE only) - Attack 1 damage 870/1084/1221% x 6 - Attack 2 damage 870/1084/1221% x 6 - Last attack damage 870/1084/1221% x 6 - Increased attack range of last attack - Can be canceled with Head Chase
 Chain: Heaven's Cleave	- 2nd Hit damage 1356% x 3	- Attack 2 damage 1356% x 5 - Improved hit quality and motion - Adjusted attack range of the upward strike
 Pulverize	- Pushes the target on hits (PvE only) - Critical Hit Rate +25%(PvE only)	- Increased attack range - Critical Hit Rate +50% (PvE only)

 Flow: Tempest	- 12 sec cooldown - Critical Hit Rate +25% (PvE only) - Pushes the target on hits (PvE only)	- 9 sec cooldown - Critical Hit Rate +50% (PvE only) - Increased attack range
 Flow: Knee Kick	- Applies Balance Strike Damage x 4 - Pushes the target on hits (PvE only)	- Attack damage 1524% x 4 - Critical Hit Rate +100% (PvE only)
 Balance Strike	- Hit damage 1250% x 5 (PvE only)	- Attack damage 1250% x 3 (PvE only) - Unified movement distance to level III of the skill
 Flow: Hilt Strike	- Hit damage 1300% x 2 (PvE only)	- Attack damage 1300% x 3 (PvE only)

● Solar Flare (I to IV) - Improved to combo more quickly into Balance Strike.

● Chain: Heaven's Cleave - Changed to no longer be activated by pressing ↑.

● Greatsword Defense - Improved to be able to combo with other skills during the Guard motion.

● Flow: Overwhelm - Improved to be able to activate Greatsword Defense instantly.

● Flow: Knee Kick - Changed to no longer activate by pressing ↓.

● Flow: Slashing the Dead - Fixed the issue where the distance traveled would be reduced when hitting a target while moving.

● Flow: Reckless Blow - Improved to activate Greatsword Defense(Q) on hits.

● Chain: Heaven's Cleave - Changed the command to "RMB during another skill."

● Balance Strike - Improved to activate Flow: Hilt Strike quickly on hits.

● Grave Digging - Improved to combo with other skills more smoothly on Smash Attack hits.

● Black Spirit: Slashing the Dead - Fixed the issue where Greatsword Defense would activate during the jumping

motion.

● Greatsword Defense, Flow: Knee Kick, Flow: Armor Break - Fixed the issue where you would abnormally consume resources when holding the F or SPACE respectively for the skills.

● Flow: Reckless Blow - Fixed the issue where a charging skill would be activated in certain situations even after a skill other than Head Chase after charging.

● Improved the appearance (customization) of Ranger as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

● Improved to apply Back Attack damage when hitting an enemy from the back.

● Adjusted the character's shoulder height in idle stance.

Main Weapon, Succession

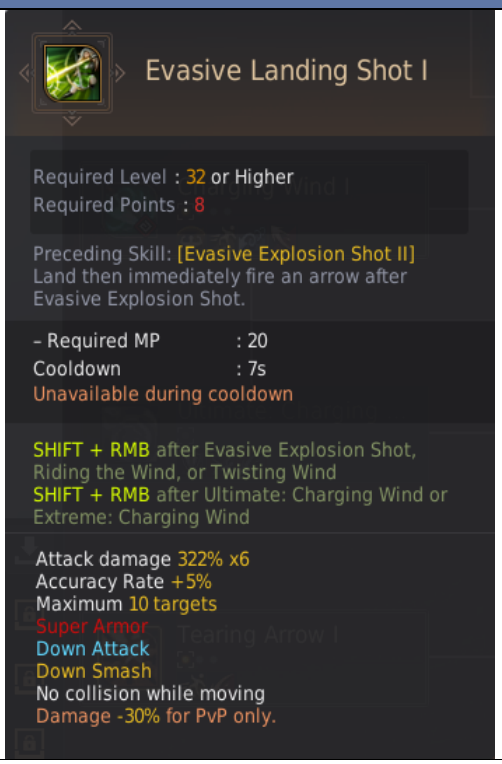
● Call of the Earth - Removed the spirit enhancement buff from the skill and combined it with the basic Succession skill. An extra spirit attack effect will now be applied to certain Succession skills without having to use Call of the Earth.

● Evasive Landing Shot - Made the following changes:

- Changed the skill's motion.

- Increased damage and number of hits.

- Added Down Attack and Down Smash.

Skill	Before	Reboot
Evasive Landing Shot		

● Flow: Bypassing Wind - Made the following changes:

- Changed the skill description.

- Changed the camera effect.

- Improved to combo more smoothly into Tearing Arrow.

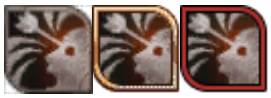
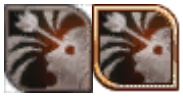
- Improved your character to rotate in the direction of the camera when moving laterally.

Skill	Before	Reboot

 Flow: Bypassing Wind		

● Made changes to the following skills:

Skill	Before	Reboot
 Will of the Wind	- (I, III) Ranged DP - 4/8 for 5 sec - (IV, Absolute) Ranged DP -8/12 for 10 sec	- I, III: Ranged DP -4/8 for 10 sec - IV, Absolute: Ranged DP -15/15 for 10 sec
 Will of Descending Wind	- Attacks designated spot	- Attack applied to targeted spot * Attack delayed for the duration of the arrow's flight

 Blasting Gust (I to III), Absolute, Prime (I to III)	- Damage equally applied to targets when hitting more than 2 targets	- Damage Reduction +5% when hitting more than 2 targets in PvP * Only 70% damage applied when hitting more than 7 targets
 Blasting Gust (I to Absolute)	- Required MP 52 (Absolute)	- Can activate Moving Shot after learning Ultimate: Evasive Shot * Directional Key + LMB * Due to this, required Stamina equals 150 (Absolute)
 Prime: Ultimate: Blasting Gust	- Hit damage 754% x 3, Max 6 hits - Damage -59.9% in PvP - Knockdown on the last hit	- Attack damage 830% x 3, max 6 hits - Damage -63.6% in PvP - Knockdown on last attack hits (PvE only) - Down Attack - Spirit attack damage applied on hits
 Spirit's Shackles	- Cooldown:10 sec	- 15 sec cooldown

 Tearing Arrow (I to III), Absolute, Prime (I to IV)	- Air Attack - Damage equally applied to targets when hitting more than 2 targets	- Down Attack - Damage -5% when hitting more than 2 targets in PvP * Only 70% damage applied when hitting more than 7 targets - Increases activation speed of preceding motion before firing
 Prime: Tearing Arrow (I to IV)	- Hit damage 1032/1332/1452/1602% x 2 after charging, Max 5 hits - Cooldown: 6/6/5/5 sec - Stamina -100 while charging	- Attack damage 860/1110/1210/1335% x 2 after charging, max 5 hits - 8/8/7/7 sec cooldown - Stamina -200 (Super Armor) while charging - Super Armor while charging
 Prime: Regeneration	- Hit damage 1250% x 7 - Damage -39.1% in PvP - Cooldown: 17 sec	- Attack damage 1450% x 10 - Damage -47.5% in PvP - 12 sec cooldown
 Prime: Nature's Tremble	- Hit damage 1337% x 8 - Damage -41.2% in PvP - Cooldown: 14 sec - All DP -15 for 10 sec	- Attack damage 1511% x 8 - Damage -52.1% in PvP - 12 sec cooldown - All DP -20 for 10 sec - Increased attack range
 Descending Current	- Knockdown on hits (PvE only)	- Bound on hits (PvE only) * Nullified when used on cooldown

 Prime: Descending Current	- Knockdown on hits (PvE only) - Cooldown: 7/6/5 sec - Accuracy -10% (I) - Accuracy -5% (II)	- Bound on hits - 12/11/10 sec cooldown
 Prime: Penetrating Wind	- Cooldown: 6 sec - Knockdown on hits (PvE only) - Number of hits decreased by 2 in PvP	- 7 sec cooldown - Stun on hits * Nullified when used on cooldown - Number of hits not decreased in PvP
 Evasive Landing Shot	-	- Skill motion changed - Damage and number of attacks increased - Down Attack - Down Smash
 Charging Wind	- 4th Charged Hit damage 314/388/776% x 2 (III to Absolute) - 5th Charged Hit damage 811/1585% x 2 (IV to Absolute)	- 4 times charged attack damage 314/388/776% x 3 (III to Absolute) - 5 times charged attack damage 811/1585% x 3 (IV to Absolute) - Super Armor while charging (I to Absolute) * Cooldown added accordingly, 6 sec at Absolute level - Attack range gradually increased when charging (II to Absolute) - Forward Guard added (Ultimate, Extreme, Absolute: Extreme, Prime: Extreme) * Effect nullified on cooldown

 Prime: Charging Wind	- Knockback on hits (PvE only) - Knockdown on charged hits (PvE only)	- Knockback on hits * Nullified when used on cooldown - Knockdown on charged attack hits * Nullified when used on cooldown
 Prime: Razor Wind	- Critical Hit Rate +20%(PvE only) * Nullified when used on cooldown	- Critical Hit Rate +20% * Nullified when used on cooldown
 Call of the Earth	- Cannot be used with kamasylven sword	- Can be used with your kamasylven sword
 Pinpoint	- Required Stamina 100/100/100/100 (I to Absolute)	- I to III: required Stamina 20/30/40/50
 Evasive Explosion Shot	- Cooldown: 15/13/11/9/12 sec (I to III, Absolute, Prime)	- I to III, Absolute, Prime: 13/11/10/9/7 sec cooldown
 Wind Explosion Shot	- Ranged DP -12 for 10 sec on hits	- Movement Speed -25% for 10 sec on hits - Super Armor applied until landing - Combos into Evasive Shot while airborne when comboing with Ultimate: Evasive Shot

 Spirit Healing, Dagger of Protection (I to Absolute)	- MP recovery effect	- Removed MP recovery effect
 Spirit Healing	- Max Stamina +300 - Recover MP +22 - Bow Skill can recover MP +68 per hit	- Max Stamina +300 - All AP +6
 Riding the Wind	- Required Stamina 200 - Can be used midair	- Required Stamina 150 - Can be used on the ground * Separated to Twisting Wind

● Added certain skills as basic effects for different skills.

- Removed the following skills as their effects were added to different skills:

Skill	Removed Skills
Charging Wind	Flow: Wings of Freedom
Flow: Bypassing Wind	Flow: Breath of Air I, II, Flow: Crossing Wind I, II
Penetrating Wind	Flow: Sharp Feather (I to III), Flow: Kiss of the Wind
Blasting Gust	Flow: Pinpointing Gust I, II
Evasive Explosion Shot	Flow: Wings of Wind I, Flow: Wall Breaker (I to II)

● Ultimate: Blasting Gust, Descending Current - Improved to apply skill add-on.

● Riding the Wind - Changed to apply no collision when moving using the skill.

● Squall Shot - Changed the firing motion to match the visual effect.

● Flow: Riding the Wind - Improved to activate Riding the Wind when pressing ← or → + SHIFT.

● Riding the Wind - Improved to be activated in charging stance when comboing with Prime: Tearing Arrow.

● Crossing Wind - Added "No collision while moving" to the skill description.

● Ultimate: Evasive Shot - Changed to be activated first when pressing Directional Key + LMB during other skills.

● Ultimate: Charging Wind, Extreme: Charging Wind - Added so that you can combo into Evasive Landing Shot.

● Prime: Blasting Gust - Improved to continue the skill more quickly when using forward.

- Therefore, changed Prime: Blasting Gust to no longer be able to combo during Spin Kick.

● Improved to flow more naturally into movement, skill add-on, and combo into skills on Quick Slot more naturally.

● Riding the Wind - Improved your character to rotate in the direction of the camera angle.

● Evasive Explosion Shot – Fixed the issue where invincibility would be applied when using the skill a second time while on cooldown.

● Evasive Explosion Shot - Improved to maintain Invincibility even when changing directions.

● Prime: Nature's Tremble - Fixed the issue where the "All DP decrease" effect would differ from the actual effect.

● Blasting Gust, Prime: Blasting Gust - Fixed the issue where you couldn't recover MP in certain situations.

● Blasting Gust, Prime: Blasting Gust - Fixed the issue where the amount of MP you recover would be abnormal when moving after learning Ultimate: Evasive Shot.

● Prime: Ultimate: Blasting Gust - Fixed the issue where the spirit's attack would be applied every attack.

● Changed the icons for the following skills: **(Added)**

- Evasive Landing Shot, Flow: Bypassing Wind, Twisting Wind

● Twisting Wind - Improved to perform upward shot when pressing LMB. **(Added)**

● Twisting Wind - Improved to combo more smoothly with the following skills: **(Added)**

- Ultimate: Charging Wind, Extreme: Charging Wind, Absolute: Extreme Charging Wind, Prime: Extreme Charging Wind

● Extreme: Charging Wind - Improved to combo more smoothly with Razor Wind and Tearing Arrow. **(Added)**

- However, it will not be applied when Tearing Arrow starts charging.

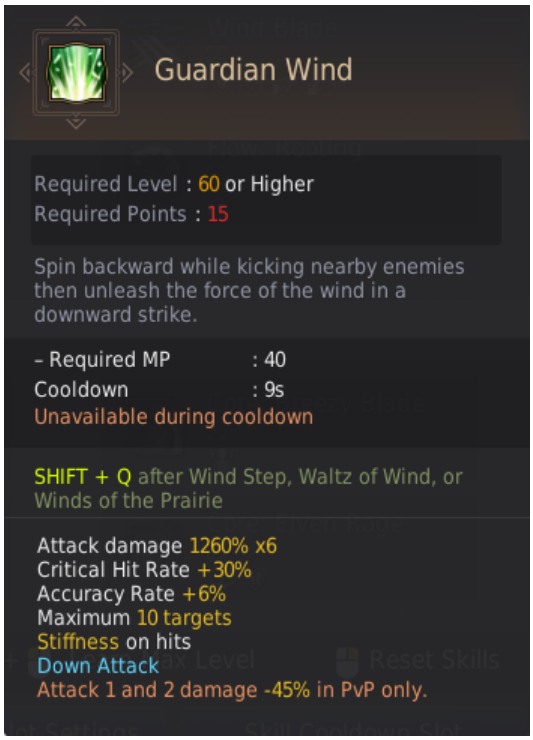
● Charging Wind, Prime: Charging Wind - Changed the required Stamina for moving while charging. **(Added)**

Before	After
Required Stamina 100	Required Stamina 300

Awakening

● Added the skills, Spirit's Haven, Guardian Wind, and Winds of the Prairie.

Skill	Description
Spirit's Haven	

 Guardian Wind	
 Winds of the Prairie	

● Removed the following skill and added its base effect to certain skills.

Removed	Skill with the Added Effect
Flow: Piercing Wind	Breezy Blade

	Waltz of Wind
	Flow: Rushing Wind
Flow: Heavenly Knot	Vine Knot

● Made changes to the following skills:

Skill	Before	Reboot
Guardian	- Shift + Q	- Quick Slot available
Wind Step	- Cooldown: 3 sec	- 2 sec cooldown - Movement distance increased when using it forward
Waltz of Wind	- Cooldown: 7 sec - III: Hit damage 1110% x 6 - III: Hit damage -37% in PvP	- 5 sec cooldown - III: attack damage 1060% x 6 - Attack damage -34.1% in PvP - Increased attack range - Can be used via Quick Slot with your longbow and in non-combat states
Breezy Blade	- Hit damage 1120/1335/1510% x 4 - III: Hit damage -44.8% in PvP - Movement distance decreased on cooldown	- Attack damage 896/1068/1208% x 4 - III: attack damage -41.2% in PvP - Increased attack range

 Flow: Rushing Wind	- Hit damage 1425% x 6 - Hit damage -31.9% in PvP - 6 sec cooldown	- Attack damage 1185% x 6 - Attack damage -18.1% in PvP - 4 sec cooldown - Increased attack range
 Nature's Tremble (I to III)	- Hit damage 1244/1376/1426% x 8 - III: Hit damage -46.7% in PvP - Cooldown: 19/17/15 sec - All DP -15 for 10 sec on hits	- Attack damage 1008/1144/1212% x 8 - III: attack damage -37.3% in PvP - 16/14/12 sec coooldown - All DP -20 for 10 sec on hits - Increased attack range
 Regeneration	- Hit damage 1447% x 10 - Hit damage -61.6% in PvP	- Attack damage 1157% x 10 - Damage -51.7% in PvP - Activation speed increased - Increased attack range
 Regeneration [Seed of Nature]	- Hit damage 1581% x 6, Max 2 hits - Cannot be activated through Quick Slot in non-combat stance - Critical Hit Rate +100% (PvE only)	- Attack damage 1106% x 6, max 2 hits - Can be used via Quick Slot in a non-combat stance
 Elven Rage (I to IV)	- Hit damage 817/978/1127/1384% x 6 - Recover MP +15 per hit	- Attack damage 980/1124/1269/1522% x1, max 6 hits - Recover 50 HP per hit - Activation speed increased

 Flow: Disillusion	-	- All hits applied regardless of the distance
 Wailing Wind	- IV: Hit damage 1464% x 6 - IV: Hit damage - 44.5% in PvP	- IV: attack damage 1244% x 6 - IV: attack damage -34.6% in PvP - All hits applied regardless of the distance
 Flow: Tempest	- Hit damage 1324% x 13 - Hit damage -47.3% in PvP	- Attack damage 1060% x 13 - Damage - 24.5% in PvP
 Wind Blade	- 2nd Hit damage 1426% x 7 - 2nd Hit damage -45% in PvP	- Attack 2 damage 1150% x 7 - Damage -31.8% in PvP - Attack range increased for attack 2

● Wind Step - Improved to combo more smoothly into other skills when used forward.

● Wind Step - Changed to combo with the following skills more smoothly.

- Nature's Tremble, Elven Rage, Wailing Wind, Flow: Tempest

● Elven Rage - Improved to activate more quickly after using certain skills.

● Flow: Tempest - Fixed the issue where debuffs would stack in PvE.

● Flow: Tempest - Improved to combo more smoothly into other skills.

● Regeneration - Improved to combo more smoothly into other skills.

● Wind Step - Improved to be activated when pressing ↑+ RMB or ↓+ RMB after Breezy Blade.

● Fixed the issue where no MP was recovered when using the following skills.
- Ultimate: Charging Wind, Extreme: Charging Wind, Absolute: Extreme Charging Wind, Prime: Extreme Charging Wind

● Fixed the issue where MP was recovered even if no targets were hit when using the following skills.

- Penetrating Wind (I to Absolute)
- Prime: Penetrating Wind
● Fixed the issue where no MP was consumed when using the following skills on cooldown.
- Penetrating Wind (I to Absolute)
- Prime: Penetrating Wind

● Grim Reaper's Judgment - Fixed the issue where the skill could be used without going on cooldown in certain situations.

● Improved the appearance (customization) of Sorceress as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

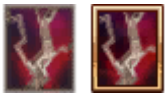
Main Weapon, Succession

● Removed the following skills and added their base effects to certain skills.

Removed	Skill with the Added Effect
High Kick	Shadow Kick
Guilty Conscience	Midnight Stinger II
Eruption of Guilt	Midnight Stinger (Absolute, Prime)
Sharp Nails (I to Absolute)	Dark Split
Shield of Darkness (I to III)	Dark Trade (I to III)
Scattering Shadow	(Removed)
Shadow Riot	
Low Kick	
Sinister Shadow (I to III)	

● Made changes to the following skills:

Skill	Before	Reboot
Imminent Doom	- Cooldown 24 sec	- 18 sec cooldown
Black Wave (I to Absolute)	-	- Increased attack range - All attack ranges unified
Dream of Doom	- LMB to fire after casting	- LMB or RMB to fire after casting
Changed from Dark Armor to Dark Maneuver	- All DP +6 - All Evasion Rate +4%	- All Evasion Rate +10% - Max Stamina increase +150
Dark Trade	-	- All DP +9/15/20 for 300 sec * Combined effects of Shield of Darkness
Absolute: Bloody Calamity	- Cooldown 30 sec	- 20 sec cooldown

Claws of Darkness	- ↓ + LMB	- ↑ + LMB - Dark Flame activated without using the skill
Night Crow	-	- Invincible applied when used while airborne * Not applied when used consecutively in a spot where the elevation is too high
 Mark of the Shadow (I to Absolute)	-	- Increased attack range
Abyssal Blow	-	- Forward Guard at the start of the skill
Dark Backstep	-	- Forward Guard during skill
Signs of Agony (I to Absolute)	-	- Activation speed increased - Projectile movement speed unified for each level - Projectile movement speed increased
Shadow Kick	- Required level 15 or higher - Cooldown 5 sec	- Required level 1 or higher - 4 sec cooldown - Accuracy Rate +3% - Magic Accuracy Rate +6% for 10 sec

 Absolute: Shadow Kick	- Cooldown 5 sec	- 2 sec cooldown - Accuracy Rate +6% - Magic Accuracy Rate +6% for 10 sec
 Black Wave (I to Absolute)	-	- Floating on attack 1 hits
 Prime: Black Wave (I to III)	- Lv. III Hit damage 1250% x 5, Max 4 Hits - Damage -52.7/52.7/60.6% in PvP - Pushes target on hits (PvE only)	- III: attack damage 1375% x7, max 3 hits - Damage -62.9/63/63% in PvP - Floating on attack 1 hits (PvE only) - Down Smash on last attack hits - Air Attack - Increase attack range
 Claws of Darkness (I to Absolute), Prime: Claws of Darkness (I to III)	- Pushes the target on hits (PvE only)	- Removed "Push the target on hits (PvE only)"
 Darkness Released		- Changed to a circular area
 Ultimate: Dark Flame	- Knockdown on the last hit	- Knockdown on last attack hits (PvE only)

Shadow Eruption (I to Absolute) Prime: Shadow Eruption (I to IV)	-	- Super Armor
Ultimate: Shadow Eruption	- Cooldown 20 sec	- 12 sec cooldown
Shard Explosion	-	- Added attack damage 4600% x 1 when consuming 4 Shards
Prime: Bloody Calamity	- Cooldown 20 sec - Hit damage 1013% x 6 - Hit damage 1013% x 3 when used instantly, Max 2 hits - Last Hit damage 1013% x 5 - Damage -62.2% in PvP	- 16 sec cooldown - Attack damage 1418% x 6 - Attack damage 1418% x 3 when used instantly, max 2 hits - Last attack damage 1418% x 5 - Therefore, damage for Black Spirit skill adjusted - Damage -73% in PvP
Prime: Dark Flame	- Hit damage 1204% x 3 - Extra Hit damage 1204% x 3 - Damage -74.8% in PvP	- Attack damage 1591% x 3 - Extra attack damage 1591% x 4 - Damage -78.1% in PvP - Increased attack range
Prime: Violation	- Critical Hit Rate +25%(PvE only) - Spin Hit damage 1065% x 6 - Extra hit damage 1224% x 6 - Spin Hit damage - 70.2% in PvP - Extra Hit damage -58.9% in PvP	- Critical Hit Rate +25% - Spin attack damage 1225% x 6 - Extra attack damage 1346% x 6 - Spin attack damage -74.1% in PvP - Extra attack damage -62.6% in PvP - Decreased push distance for targets in PvE

 Prime: Shadow Eruption	- IV Hit damage 1233% x 4	- IV: attack damage 1356% x 4 - Super Armor
 Succession: Imminent Doom	- Cooldown 18 sec	- 14 sec cooldown
 Prime: Turn-back Slash	- Hit damage 947% x 2 - Last Hit damage 1334% x 3	- Attack damage 947% x 3 - Last attack damage 1334% x 4
 Prime: Claws of Darkness	- Hit damage 622/710/721/754% x 3, Max 3 hits - Damage -47.4/47.5/47.4/47.5% in PvP - Pushes the target on hits (PvE only)	- Attack damage 715/852/937/1055% x 3, max 3 hits - Damage -55/55/60/60% in PvP - Floating on attack 1 hits (PvE only) - Forward Guard during skill * Nullified on cooldown - Air Attack
 Succession: Ultimate: Dark Flame	- Cooldown 15 sec - Knockdown on extra hit * Nullified when used on cooldown - Damage -74.8% in PvP	- 12 sec cooldown - Knockdown on last attack hits (PvE only) - Adjusted to attack the same area - Damage -78.1% in PvP

● Darkness Released - Improved to activate more quickly when used forward.

● Midnight Stinger - Improved to combo more smoothly into Dark Flame.

● Shadow Eruption - Improved to combo more smoothly with other skills.

● Prime: Black Wave (I to III) - Improved to apply the hit effect more quickly.

● Prime: Bloody Calamity - Improved to combo with the following skills.

- Prime: Violation, Prime: Turn-back Slash, Prime: Midnight Stinger, Succession: Ultimate: Dark Flame

● Prime: Midnight Stinger - Changed to now activate Shadow Kick before Shadow Eruption after the skill.

● Prime: Black Wave - Fixed the issue where activating the last hit immediately would increase the number of targets hit.

Awakening

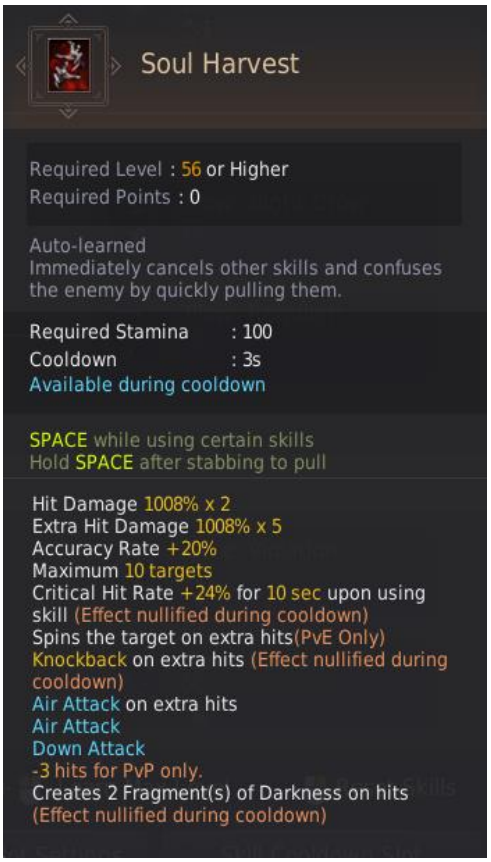
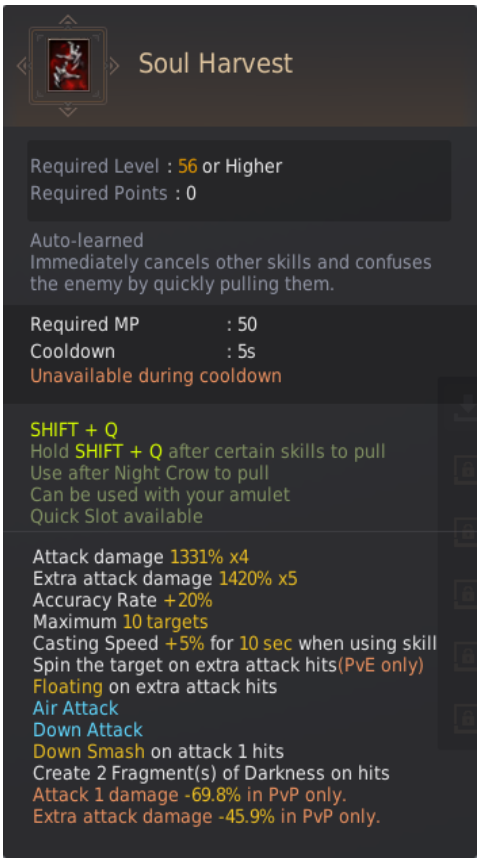
● Flow: Crow Rush - Changed to Wings of the Crow.

<table>
<tr><th></th><th>Before</th><th>Reboot</th></tr>
<tr><td>Skill</td><td>
Flow: Crow Rush</td><td>
Wings of the Crow</td></tr>
<tr><td>Description</td><td colspan="2">

- Critical Hit Rate +40% for 10 sec when using skill
- Increased distance traveled compared to Flow: Rushing Crow</td></tr>
</table>

● Changed the Soul Harvest skill.

Skill	Before	Reboot

 Soul Harvest		

● Removed the following skill and added its base effect to a certain skill.

Removed	Skill with the Added Effect
Flow: Revived Nightmare	Cartian's Nightmare

● Made changes to the following skills:

Skill	Before	Reboot

 Flow: Revived Nightmare	- SPACE during Cartian's Nightmare - Consume 15 Fragments of Darkness	- SHIFT + E * Applied to Cartian's Nightmare - Fragment of Darkness not consumed
 Cartian's Nightmare	- Damage -12.4/11.7/10.9/10% in PvP	- Damage -20% in PvP - ←/→ + RMB to move laterally during the skill * In this case, activate the next level by consuming 10 Fragments of Darkness
 Flow: Night Crow	- Cooldown 2 sec	- 1 sec cooldown
 Soul Harvest	- SPACE during a certain skill - Hit damage 1008% x 2 - Extra Hit damage : 1302% x 5 - Cooldown 3 sec - Required Stamina 100 - Available on cooldown - Knockback on extra hits - Air Attack or Down Attack on extra hit - Critical Hit Rate +24% for 10 sec	- SHIFT + Q - Attack damage : 1331% x 4 - Extra attack damage : 1420% x 5 - 5 sec cooldown - Required MP 50 - Cannot be used on cooldown - Floating on extra attack hits - Air Attack/Down Attack always applied - Casting Speed +5% for 15 sec - Creates 2 Fragments of Darkness on hits - Combos attack without having to hold SHIFT + Q
 Grim Reaper's Judgment	- Number of hits reduced by one in PvP - Shard Usage, Grim Reaper Extra Charged Hit damage 1950% x 6 - Damage -37.4% in PvP	- Number of hits not decreased in PvP - Shard Usage, Grim Reaper extra charged attack damage 1950% x 7 - Damage ~~-43.7~~ 49.3% in PvP - Shards of Darkness effect refreshed while charging

 Shadow Leap	- "All AP Increase" extra effect of Fragment of Darkness	- Removed "All AP Increase" effect of Fragment of Darkness
 Turn-back Slash	- III: Number of hits decreased by 2 in PvP	- Number of hits not decreased in PvP - Changed visual effect
 Cartian's Protection	- Hit damage 437% x 1 - Quick Slot available	- Attack damage 1337% x 3 - Quick Slot unavailable - Cannot be activated when your Guard Gauge is at 0.
 Flow: Vile Plan	- Stiffness on hits (PvE only) - Floating on extra hits (PvE only) - Hit damage 382% x 6 - Forward Guard	- Stiffness on hits - Floating on extra attack hits - Attack damage 1340% x 6 * Damage -35% in PvP
 Flow: Requiem **(Modified)**	-	- Increased movement speed during skill
 Violation	- Spin hit damage 856/973/1199% x 8 (Changed) - Chop hit damage 856/973/1199% x 4 (Changed) - Spin hit damage -59.5/59.4/63.1% in PvP - Chop hit damage -41.1/41.1/46.5% in PvP - No damage reduction on cooldown	- Spin attack damage 856/973/1199% x 8 - Chop attack damage 856/973/1199% x 5 - Spin attack damage -52% in PvP - Chop attack damage -52% in PvP - Damage reduction on cooldown - Increased attack range for smash attacks - Changed visual effect - ↓ + RMB to activate backward during skill * Therefore, damage in PvP was adjusted

Flow: Cry of Darkness	- Cooldown 3 sec - Damage -40.2% in PvP	- 4 sec cooldown - Damage -49.9% in PvP
Dead Hunt	- Number of hits decreased by 2 in PvP	- Number of hits not decreased in PvP

● Turn-back Slash - Improved to activate from attack 2 when comboing with Dead Hunt.

● Soul Harvest - Improved to combo into Soul Reaper.

● Night Crow - Improved to combo into the last hit of Soul Harvest after using with your scythe.

● Dream of Doom - Improve to not cancel and activate the skill when comboing into Night Crow.

● Violation - Improved the camera rotation effect of down slash attacks when used on cooldown.

● Soul Harvest - Fixed the issue where the stats in PvP damage reduction would not be displayed.

● Violation - Fixed the issue where the down slash attacks would be applied before the hit motion.

● Flow: Cry of Darkness - Fixed the issue where Down Smash, applied on Blade of Darkness' hits, would be applied to all attacks.

● Turn-back Slash - Added the "Recover 30 MP per hit" effect.

● Swirling Darkness - Fixed the issue where the commands for the skill were being displayed abnormally on the Skill Guide UI.

● Storming Beast - Fixed the issue where the sound effect of the skill would sound different when the skill is used in a combo during another skill.

● Improved the appearance (customization) of Berserker as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

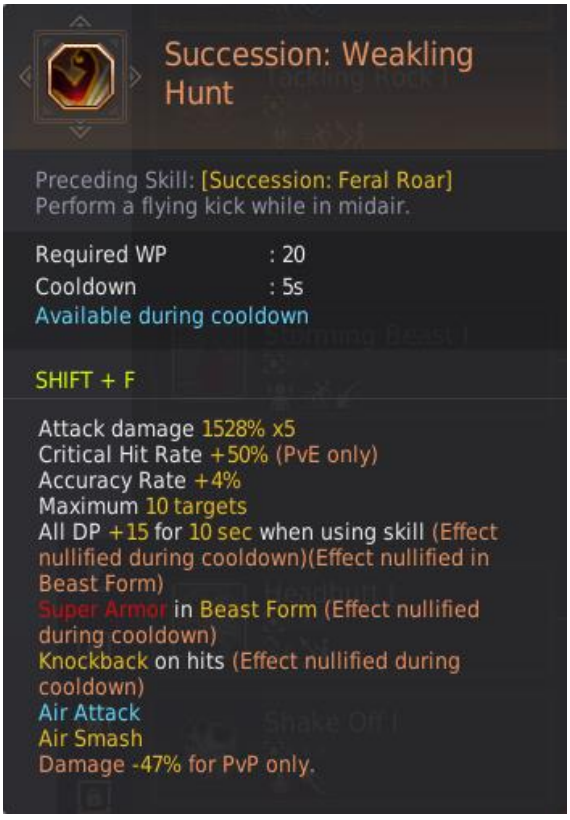
Main Weapon, Succession

● Added Succession: Weakling Hunt.

- Additional effects are applied if it is used during Lava Piercer.

- Gains all DP increase effect during skill.

- Air attack is applied on hit.

Skill	Description
 Succession: Weakling Hunt	

● Made following changes to Flow: Windstorm.

Skill	Before	Reboot
Flow: Windstorm		

● Changed the following skills:

Skill	Before	Reboot
Tackling Rock	- Knockback on charged hit - Forward Guard while charging or start of the skill - Movement Speed -30% for 5 sec - Cooldown applied if it activates while sprinting, Lava Piercer	- Knockback on hits (PvE only) - Forward Guard during skill - Movement Speed -30% for 5 sec * Not applied during cooldown - Cooldown, Forward Guard applied when it activates while Sprinting, Lava Piercer - Removed charging animation (Adjusted damage) - Forward Guard when skill is continued - Changed to match actual skill description

 Beastly Wind Slash, Extreme: Beastly Wind Slash	- Accuracy Rate -3/-3/-2/-2% (Excluding Extreme) - Decrease damage by 28% in PvP - Absolute: Damage -31.2% in PvP	- Accuracy Rate +0% (Excludes extreme skills) - Adjusted damage (Excludes Extreme skills) - Damage -50% in PvP - Absolute version's damage -50% in PvP
 Ultimate: Beastly Wind Slash	- Beastly Wind Slash can be used consecutively	- Beastly Wind Slash can no longer be used continuously - Removed skill
 Storming Beast	-	- Hits the same number of targets even when Knee Kick activates
 Seizing Fear	- Critical Hit Rate +10% - All Accuracy Rate +7%	- All DP +20 - All Accuracy Rate +5%
 Fierce Strike	- Recover 5 WP if used when there is insufficient WP	- Recover 50 WP if used when there is insufficient WP - Can move immediately after attack 2 or last attack

Claw Scar	- Different levels of skill (I-V) - Inflict 15 bleeding damage every 3 seconds for 27 seconds	- Single skill - Removed "15 bleeding damage per 3 sec for 27 sec" - Added effect that reduces all DP by 20 for 10 sec
Headbutt	- Melee Accuracy Rate +15% for 10 sec after 2nd hit or strong Headbutt - Activates after charging for strong headbutt	- Removed extra attack, Melee Accuracy Rate +15% for 10 sec on hits - Can activate without charging for strong headbutt
Frenzied Destroyer, Prime: Frenzied Destroyer	- When more than 2 targets are hit, the damage dealt will decrease by 5% per hit. When 10 or more targets are hit, only 50% of damage will be dealt.	- When more than 2 targets are hit, the damage dealt will decrease by 5% per hit. When 7 or more targets are hit, only 70% of damage will be dealt.
Ultimate: Frenzied Destroyer	- Cannot activate by itself	- Can activate by itself - Changed to match actual skill description
Wrath of Beast, Ire of Beast	-	- Increased attack range
Smack Down	- Cooldown 12 sec	- 15 sec cooldown - Directional attack can be performed by pressing LMB + directional key

 Feral Stampede	- Charging available - Critical Hit Rate +40% (PvE only) - Cooldown 11 seconds	- Remove charging - Critical Hit Rate +40% - 8 second cooldown - Easier to combo with Flow: Windstorm, Shake Off, Headbutt
 Beast Roar	- Knockdown on the last hit	- Knockdown on last attack hits (PvE only)
 Fearsome Tyrant	-	- Easier to transition to other skills
 Falling Rock	- Quick Slot available - Stun on hits - Able to add skill add-ons	- Cannot equip to Quick Slot - Bound on hits - Cannot add skill add-ons - Changed Predatory Hunt to flow skill - Cannot activate during other skill - Adjusted skill damage - Adjusted attack range - Super Armor - Easier to combo with Evasion, Shake Off, and Flow: Windstorm
 Rock Smash	- 20 sec cooldown	- 25 sec cooldown
 Undertaker	-	- Change camera skill animation - Easier to combo to other skills

Rooting	- 40 sec cooldown	- 35 sec cooldown
Evasion	-	- Increased distance traveled
Prime: Beast Form	-	- Stronger effect during Bestial Rage
Prime: Beastly Wind Slash	- Applied Final Strike effect - Reduces all DP by 15 for 10 sec when final strike is active - Number of hits decreases by 1 in PvP - Reduced number of hits on cooldown - Floating on smash attack (PvE only) - Air smash - Beastly Maneuver when used in feral state - Reduces movement speed by 30% on smash attack - Increases movement speed by 20% for 10 seconds on smash attack - Reduces first Hit damage in PvP: 55.6/55.6/55.7/27.6% - Reduces chop Hit damage in PvP: 44.4/44.4/44.4/44.3%	- Adjusted damage, removed Final Strike effect - Reduces all DP by 20 for 10 seconds on hits - Number of hits not decreased in PvP - Number of hits not decreased during cooldown - Floating on hits * Nullified when used on cooldown - Beastly Maneuver not activated (activates when using Succession: Weakling Hunt) - Reduces Movement Speed by 30% for 10 seconds on hits * Nullified when used on cooldown - Increase Movement Speed by 20% for 10 seconds after using skill * Nullified when used on cooldown (Edited) - Damage -65/65/65/75% in PvP

 Prime: Beastly Wind Slash III, IV	- Hit damage 944/1105% x 6 - Smash attack Hit damage 944/1105% x5	- Attack damage 1012/1300% x 6 - Smash attack damage 1012/1300% x5
 Prime: Fierce Strike	- All DP -15 for 10 sec on hits - Floating on additional hits - Reduces 1st hit damage in PvP 27.6/27.6/27.6/27.5% - Reduces additional Hit damage by 24.1% in PvP	- Removed "All DP -15 for 10 sec on hits" - Floating on extra attack hits * Nullified when used on cooldown - First attack damage - 27.6/27.6/27.6/37.4% in PvP - Extra attack damage - 24.1/24.1/24.1/34.4% in PvP - Changed attack range to inflict damage around the character
 Prime: Tackling Rock	- Charging available - Knockback on charged hit - Reduces movement speed by 30% for 5 seconds on hit - Counter attack	- Removed charging, extra attacks on collision - Knockback on hits (PvE only) * Nullified when used on cooldown - Reduces Movement Speed by 30% for 5 seconds on hits * Nullified when used on cooldown - Air Attack - Cooldown and Forward Guard applied if it activates during Sprint, Lava Piercer - Forward Guard when skill is continued, does not consume Stamina - Reduces damage by 40% in PvP
 Prime: Predatory Hunt	- Cooldown: 20 sec	- 13 sec cooldown - Changed skill's animation - Increases distance traveled when skill is continued - Removed the Final Strike effect due to changes made to it, adjusted damage - Transform when using skill - Damage -35% in PvP

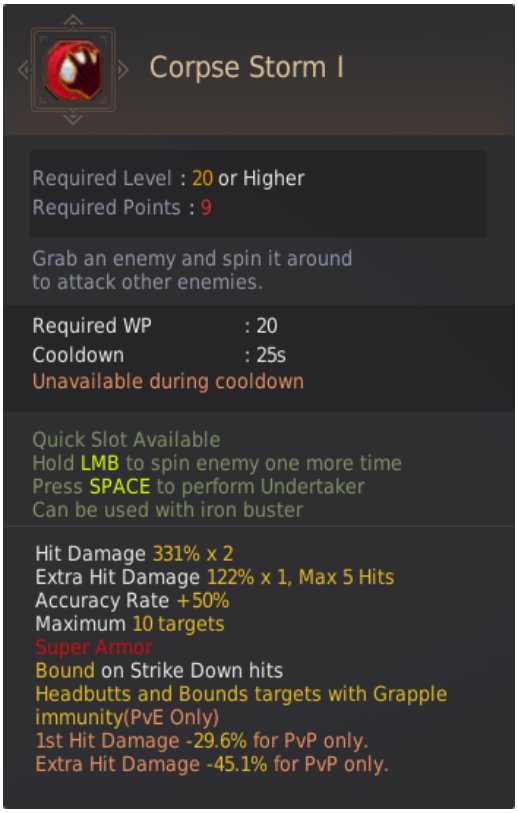
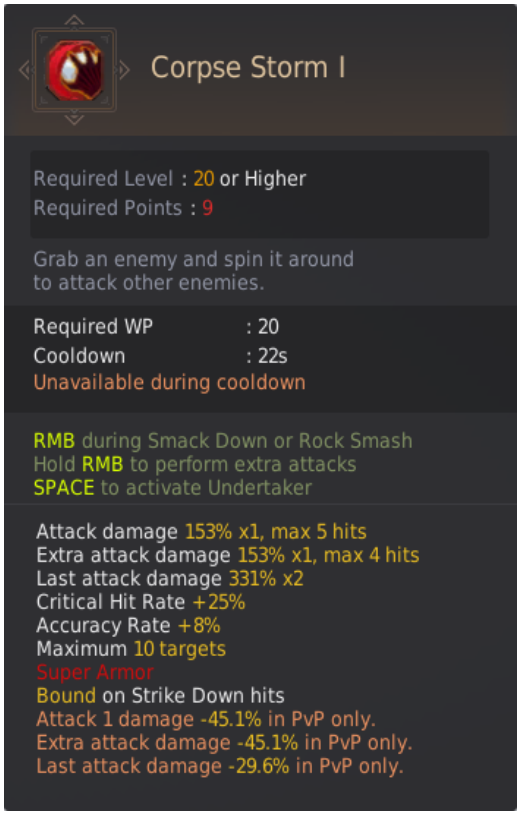
 Prime: Fearsome Tyrant	- Final Strike animation - Bestial Rage effect applied after skill ends - Reduces the number of hits by 5 in PvP - Super Armor applied at start of the skill - Hit damage 826/1033/1342% x 14 - Hit damage while mounted 826/1033/1342 x 6	- Changed the Final Strike animation to basic effect (includes Black Spirit skill) - 'Bestial Rage' effect not applied after the skill ends - Number of hits not reduced in PvP - Super Armor during all motions - Attack damage 925/1157/1503% x14 - Attack damage while mounted 925/1157/1503% x14 - Changed the damage reduction rate in PvP - Movement Speed Reduction effect applied to all targets - Stun on attack 1 hits - Stun on last attack hits
 Prime: Lava Piercer	-	- Can activate Lava Piercer while on cooldown by pressing SHIFT + SPACE - Beastly Maneuver in Feral mode while in Beast Form or during Bestial Rage
 Prime: Ancient Wave	- Charging available - Hit damage 1262% x 7, - After charging Hit damage 1956% x 7	- Removed charging, adjusted damage based on that - Attack damage 1562% x7 - Unify attack range to the skill with the widest area - Beastly Maneuver while in Beast Form or during Bestial Rage
 Prime: Devastation	- Hit damage 1489% x 6	- Attack damage 1489% x10 - Change damage reduction rate in PvP
 Prime: Raging Thunder	- All DP -15 for 10 sec on last hit - Skill level III Hit damage 1065% x 1, maximum 61 hits - Skill level III final Hit damage 1065% x 2	- Remove "All DP -15 for 10 sec on last hit" - III: attack damage 1195% x 1, maximum 61 hits - III: last attack damage 1195% x 2 - Character does not collide

● Removed the following skills and added their base effect to certain skills.

Removed	Skill with the Added Effect
Flow: Boulder Crash	Tackling Rock
Flow: Beastly Maneuver III	
Flow: Beastly Instincts	
Ultimate: Storming Beast	Storming Beast
Flow: Tearer	Headbutt
Flow: Stone Bash	Fierce Strike I
Flow: Predator's Avarice	
Flow: Unseen Force	
Flow: Beastly Maneuver III	Frenzied Destroyer
Flow: Beastly Maneuver II	Shake Off
Ultimate: Evasion	Evasion
Flow: Final Strike	Fierce Strike
Ultimate: Headbutt	(Removed Skill)

● Corpse Storm - Made the following changes:

Skill	Before	Reboot

 Corpse Storm		

- Changed from a grab skill to a skill that combos from a grab such as Smack Down and Rock Smash

- Changed so you cannot fire via Quick Slot.

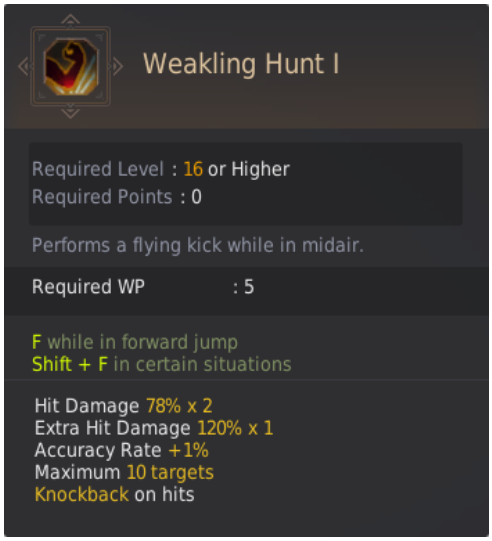
- Changed the cooldown from 23 sec to 20 sec to match the Absolute version.

- Adjusted skill's damage and Accuracy Rate.

- Damage reduction adjusted in PvP.

● Changed the Weakling Hunt skill.

Skill	Before	Reboot

 Weakling Hunt		

- Changed so you can only fire skill using SHIFT + F key.

- Added cooldown

- Adjusted damage of skill.

- Damage -30% in PvP.

- Increased the attack range.

Changed so Knockback debuff effect is applied for all levels.

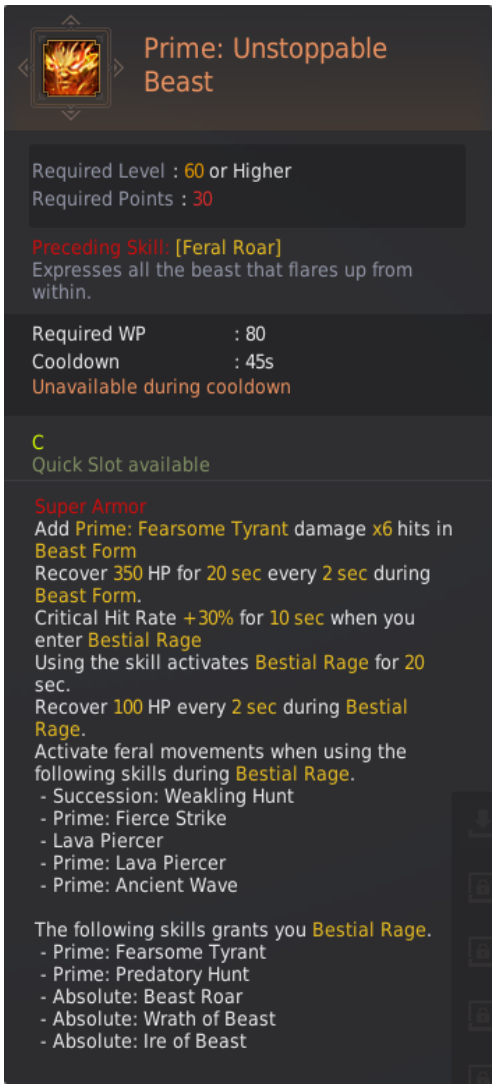
- Added Air Smash effect.

- Changed so pressing SHIFT + F during Fierce Strike attack 3, Flow: Windstorm, lateral Raging Thunder, and Lava Piercer will now activate Weakling Hunt before Storming Beast .

- Improved to combo more smoothly into Evasion, Shake Off, Predatory Hunt, and Flow: Windstorm.

● Changed Prime: Final Strike to Prime: Unstoppable Beast.

	Before	Reboot
Skill	 Prime: Final Strike	 Prime: Unstoppable Beast
Major Changes	Passive Skill Extra effect to other skills	Active Skill Grants buffs upon skill use

Skill Description	 - Changed to instantly grant the "Bestial Rage" effect when using skills that place you in Beast Form. - While Bestial Rage is active, certain skills will activate Beastly Maneuver. - While Bestial Rage is maintained, recover 100 HP every 2 sec for 20 sec. - Each time you enter Bestial Rage, gain Critical Hit Rate +30% for 10 sec. - Increased Bestial Rage duration from 10 sec to 20 sec.

● Predatory Hunt - Changed to no longer be activated when pressing ↑ + SPACE after a Sprinting attack.

● Fierce Strike - Improved to turn your character according to the direction your camera is facing when used in Beast Form.

● Prime: Ancient Wave - Improved to combo more smoothly into Succession: Weakling Hunt after skill use in

Beast Form.

● Beastly Wind Slash - Changed to no longer have collision detection when used in Beast Form.

● Beastly Wind Slash - Changed to no longer Push enemies when used in Beast Form.

● Beastly Wind Slash - Changed to combo more smoothly into Flow: Windstorm and Fierce Strike.

● Flow: Windstorm - Changed to combo more smoothly into Fierce Strike.

● Evasion - Changed to turn your character more smoothly to the direction your camera is facing.

● Prime: Beast Form - Changed the description to match the actual effect.

● Prime: Beastly Wind Slash - Changed the description to match the actual effect.

● Prime: Fierce Strike - Changed to combo more smoothly into Prime: Devastation, Prime: Ancient Wave, and other movements.

● Prime: Tackling Rock - Changed the description to match the actual movements.

● Prime: Predatory Hunt - Improved to turn your character according to the direction your camera is facing during the last hit.

● Prime: Lava Piercer - Changed to match the actual effect.

● Evasion - Fixed the issue where the Invincibility effect wouldn't apply for PvE in certain situations.

● Fierce Strike - Fixed the issue where Raging Thunder wouldn't activate during skill use in Beast Form.

● Beastly Maneuver - Fixed the issue where comboing into Fierce Strike from certain skills while in Beast Form wouldn't activate the skill.

● Improved so that you can ride mounts in Beast Form.

- However, Beast Form will be deactivated when riding your mount.

● Falling Rock - Improved to continue motions more naturally.

● Prime: Fierce Strike, Succession: Weakling Hunt - Made the following changes to these skills used in beast mode.

- Cooldown will now be applied when using the aforementioned skills in beast mode.

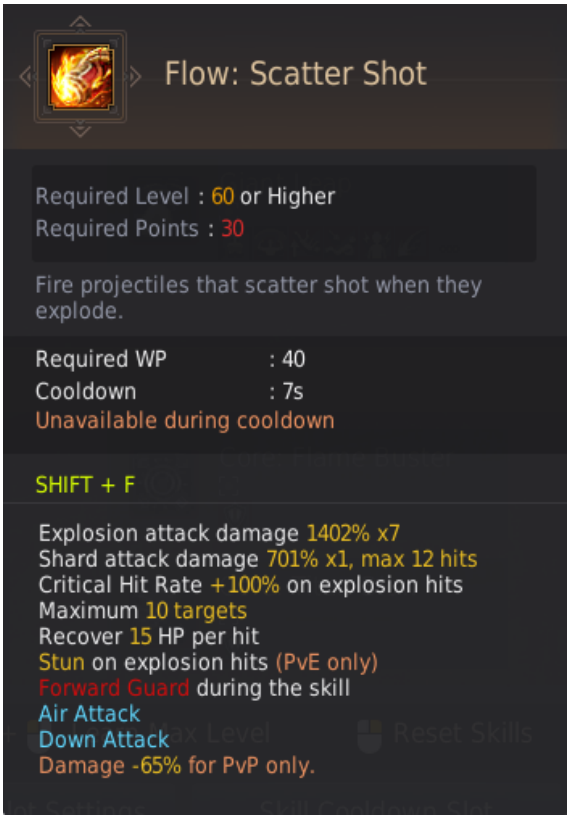
* Due to this change, some effects will not be applied when using the pertaining skills on cooldown.

* All effects including defensive effects and debuffs will be applied when using the skills mentioned above in beast mode when not on cooldown.

* Activating beast mode with Unstoppable Beast will also apply all the effects when the skills mentioned above are not on cooldown.

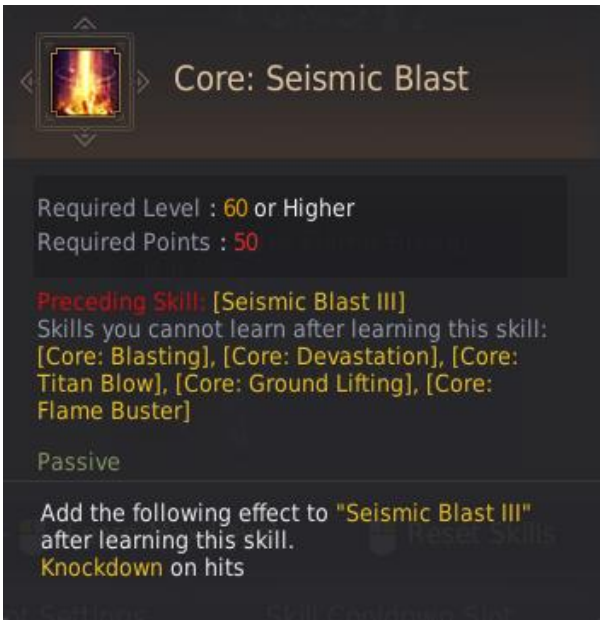
Awakening

● Flow: Scatter Shot - Added the skill.

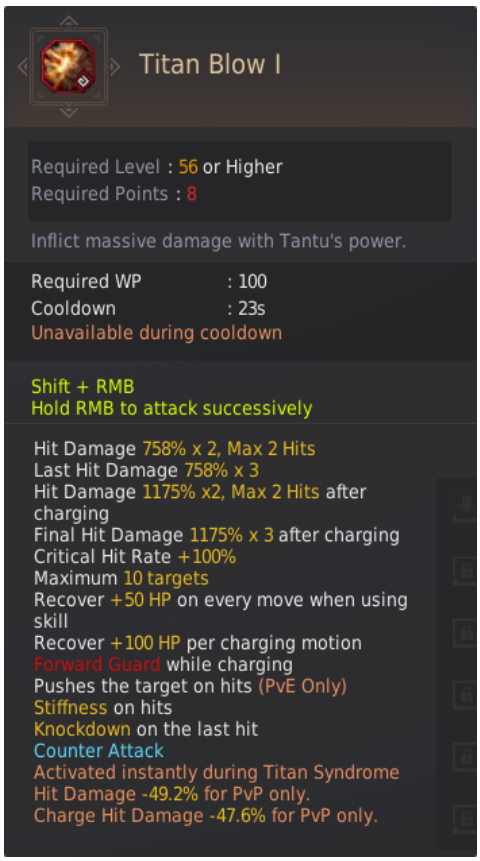
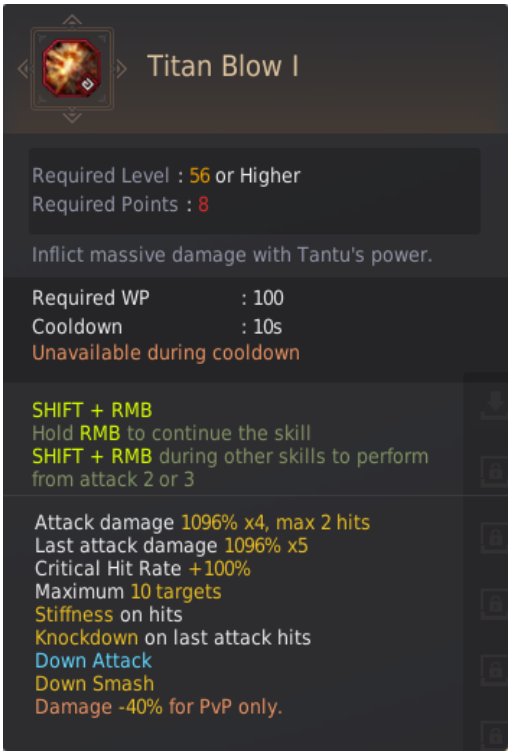
Skill	
 Flow: Scatter Shot	

● Core: Seismic Blast - Added the skill.

Skill	

 Core: Seismic Blast	

● Titan Blow - Added the skill.

Skill	Before	Reboot
 Titan Blow		

- Changed the attack method from attacking targets near the character to firing a long-ranged projectile.

- Increased the skill's activation speed.

- Removed the "Push on hits" effect.

- Removed charging motion and effects. Damage has been adjusted accordingly.

- Removed the "Frontal Guard while charging" effect due to charging being removed.

- Removed the HP Recovery effect during skill use.

- Added the Down Smash effect.

- IV: Changed the cooldown from 20 sec to 7 sec.

- Changed from 3rd to 2nd Skill Add-on.

- Replaced Counter Attack with Down Attack.

- Changed to now combo from attack 2 of Flow: Seismic Blast, Flame Buster, Flow: Ancient Power, Flow: Slugfest, Shake Off, Titan Step, and Crouch Shot.

- Changed "Normal Hit damage -49.2% and Charging Hit damage -47.5% in PvP" to "Damage -40% in PvP."

● Removed the following skill and added its base effect to a certain skill.

Removed	Skill with the Added Effect
Flow: Jump Sequence	Giant Leap (can be activated twice in a row)

● Changed the following skills.

Skill	Before	Reboot
 Titan Step	- Shift + F to activate - Crouch Shot unavailable if activated with Knee Kick - All DP -15 for 10 sec on hit	- Cannot be activated with SHIFT + F - Crouch Shot available if activated with Knee Kick - Removed "All DP -15 for 10 sec on hit"

 Flame Buster	- Charged hit available	- Charged attack unavailable, Charge (RMB) to activate Flow: Ancient Power - Changed activation method * RMB to cast, LMB to fire * Use LMB to fire immediately while casting * Hold RMB to use Flow: Ancient Power - Cooldown applied after 1st shot * Fires normal Flame Buster when cooldown expires after firing continuously
 Flow: Ancient Power	- Unavailable while on cooldown - 13 sec cooldown	- Available on cooldown - 6 sec cooldown * Damage adjusted accordingly - Costs Stamina when charging - Does not apply Knockdown/Air Smash/Down Smash even if in Titan Syndrome state when used on cooldown - Hold RMB during Titan Syndrome to activate Flow: Ancient Power instantly
 Devastation	- Hit damage 1099/1229/1359/1489% x8 - IV: 15 sec cooldown - IV: Reduce 2 hits in PvP	- Attack damage 1099/1229/1359/1489% x 4, max 3 hits - IV: 10 sec cooldown - IV: no reduction in targets hit in PvP - Same number of targets hit for all skill levels
 Flow: Ancient Wave	- Titan Blow charged hit damage x7 - Skill Add-on unavailable - Pushes the target on hits (PvE only)	- Attack damage 1956% x 7 - Damage -45% in PvP - Skill Add-on available - Unified attack range to widest version * Damage adjusted accordingly in PvP

 Giant Leap	- Skill levels I to III available	- Single skill level
 Flow: Seismic Blast	- Single skill level - III: All DP -15 for 10 sec - Damage -35% in PvP	- Changed name to Seismic Blast - Skill levels I to III available - III: All DP -20 for 10 sec - Damage -65% in PvP
 Core: Giant Leap		- Removed skill, replaced with Core: Seismic Blast
 Flow: Split Shot	- 23 sec cooldown - Unavailable while on cooldown - Knockdown on hit - Applies Flame Buster damage x3	- 8 sec cooldown - Available while on cooldown - Knockdown on hits * Nullified when used on cooldown - Applies Flame Buster's damage x 4 - Flow skill to Seismic Blast * Changed preceding skill - Reduced by 1 hit in PvP
 Flow: Slugfest	- Critical Hit Rate +30%(in PvP) - Critical Hit Rate +50%(PvE only) - 1st Hit damage -69.5% in PvP - Last Hit damage -57.5% in PvP - Invincible during 1st and 2nd hits (PvE only) - Recover 5 WP per hit - Skill Add-on unavailable	- Critical Hit Rate +50% - Damage -42% in PvP - Removed Invincible effect - Recover 15 WP per hit - Skill Add-on available - Damage adjusted accordingly

● Flow: Slugfest - Improved to combo more smoothly after Flow: Split Shot, Ground Lifting, and Flow: General Disarray.

● Devastation - Improved to combo more smoothly into other skills and movements.

● Titan Blow, Flow: Slugfest, Devastation - Changed to combo more quickly into Ground Lifting.

● Lava Piercer - Changed to activate first over Flow: General Disarray if used during the beginning motions of Sprint.

● Black Spirit: Slugfest, Black Spirit: Titan Blow - Changed the descriptions to reflect the skill changes.

● Giant Leap - Fixed the issue where the Stiffness would also be applied in PvP while maintaining the skill backward.

● Fearsome Tyrant - Fixed the issue where the skill's Push effect (in PvE) was pushing monsters back too far when used while mounted.

● Prime: Fearsome Tyrant - Fixed the skill description to match the actual number of targets hit when used while mounted.

● Fearsome Tyrant (I to Absolute) - Fixed the issue where the Stun effect wasn't applied when used while mounted.

● Fearsome Tyrant III - Fixed the issue where the skill description did not list the Push effect (for PvE).

● Evasion, Evasive Attack, Flowing Water - Improved to turn the character towards the direction of the camera.

● Forward Evasion - Changed the skill to activate by pressing ↑ + Shift (continuous Shift).

● Improved the appearance (customization) of Tamer as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Changed Heilang as follows.

- Adjusted Heilang's damage, and improved descriptions of skills that summon Heilang to now display his

number of attacks and damage amount.

- Changed all of Heilang's movements to match those of Prime: Heilang skills regardless of skill level.

- Changed the Heilang effect to no longer apply debuffs if skills that apply the effect are used on cooldown.

- Changed Heilang's basic attacks to no longer apply debuffs while in normal state.

- Removed Heilang's Critical Hit Rate buff. Heilang will now be affected by Tamer's Critical Hit Rate buff.

● Changed the following skills available while riding Heilang.

- Removed all relevant effects and command prompts in descriptions of skills previously available while riding Heilang, and changed their skill names accordingly as well.

- Improved skills available while riding Heilang to be displayed differently.

New Skills while Riding Heilang	Improved Skills while Riding Heilang
Heilang: Whiplash Heilang: Throat-Burn Heilang: Fearful Trembling Heilang: Legendary Beast's Power	Heilang: Leaf Slash Heilang: Void Lightning Heilang: Scratch Heilang: Lightning of Earth Heilang: Surging Tide Heilang: Roaring Heilang: Trample

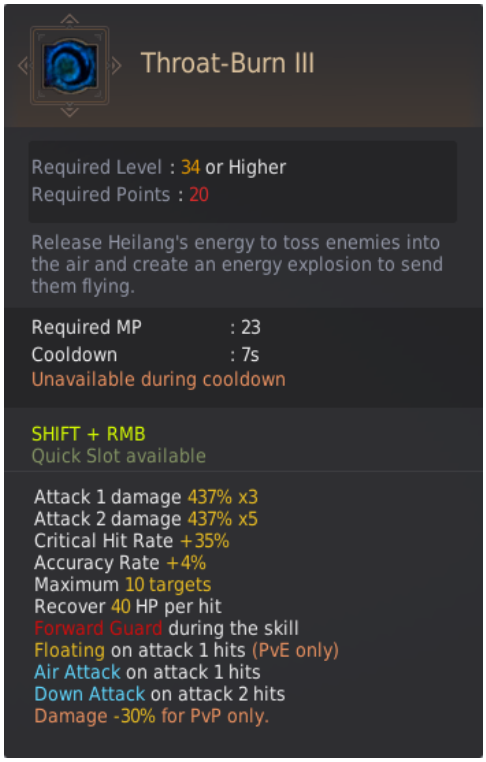
● Changed Command skills as follows.

- Command: Wait and Command: Sit has been changed to Command: Guard and Command: Help, respectively.

 Command: Attack	Heilang's basic attacks now apply debuffs. When Heilang effect is activated, Heilang moves to the targeted foe and attacks them. Attacks with a wider variety of basic attacks compared to normal state.
 Command: Guard	Heilang always positions himself next to Tamer. Heilang's basic attacks now apply debuffs.

 Command: Follow	If Heilang is idle, Tamer can now mount him in this state. Heilang's basic attacks do not apply debuffs.
 Command: Help	Heilang now ignores all Tamer skills with the Heilang effect and attacks on his own. Heilang's basic attacks now apply debuffs. Heilang now uses attacks formerly used only for Command skills with the Heilang effect as basic attacks.

● Heilang: Throat-Burn - Improved the skill.

Skill	Before	Reboot
 Heilang: Throat-Burn		

● Removed the following skills, and added them as basic effects of other skills.

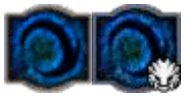
Removed	Skill with the Added Effect
Ultimate: Bolt Wave	Bolt Wave
Ultimate: Jolt Wave	Jolt Wave III, Absolute

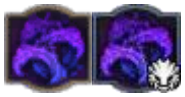
Flow: Scatter Stance	Bolt Wave
Flow: Spray Scratch, Flow: Hidden Claw	Scratch
Flow: Tree Bound	Flurry of Kicks
Flow: Geyser	Surging Tide
Flow: Flashing Step	Flash
Flow: Water Slice	Upward Claw
Streaming Flow	Flowing Water (Knockback applied in PvP as well)

● Changed the following skills.

Skill	Before	Reboot
 Riding Heilang	- Dismount if lower than 10% MP	- Does not dismount if lower than 10% MP - Movement Speed increases when sprinting - Changing directions with basic movements is more fluid
 Evasive Attack	- Pushes the target on hits (PvE only)	- Removed "Push the target on hits (PvE only)" - Adjusted damage

 Void Lightning	-	- Added extra attack to closing attack - Applies Casting Speed -20% for Absolute skill hits - Not holding Q will cause skill to end faster
 Air Lightning	-	- Increased distance traveled when used backward -Now applies extra attack damage - Now applies Super Armor and Heilang effect - Now applies Attack/Casting Speed Reduction effect
 Scratch	- Distance traveled varies by skill level - Pushes the target on hits (PvE only)	- Unified distance traveled with the Absolute version - Increased distance traveled - Removed "Push the target on hits (PvE only)" - I to IV: Removed "Max MP extra damage" - Removed Air Attack when comboed into after jumping
 Flash: Pole Thrust	- Pushes the target on hits (PvE only)	- Changed skill's visual effects - Changed number of hits for I to III to match the Absolute version * Damage adjusted accordingly - Unified attack range with the widest version

 Flash: Stance Shift	- Recover +3 MP per targets hit	- Recover 40 MP per hit regardless of number of targets hit * Recovered amount adjusted accordingly - Changed skill's visual effects - I to II: Changed attacks to match the Absolute version * Damage adjusted accordingly
 Sharpening Claws	- Able to learn I to IV	- Changed to one learnable skill - Changed to be the Flow version of Flash: Stance Shift * Removed the bleeding damage effect * Removed the extra MP recovery effect * Applies AP reduction to Flash: Stance Shift hits * Added increased AP to self on Flash: Stance Shift hits
 Bestial Instincts	- All Accuracy Rate +6%	- All Accuracy Rate +5%, - Max Stamina +150
 Heilang: Throat-Burn	- Quick Slot unavailable - Knockback on hits - 5 sec cooldown - Recover HP on hit	- Quick Slot available - Floating on attack 1 hits (PvE only) - 7 sec cooldown - Recover HP per hit regardless of number of targets hit * HP recovered increased accordingly - Changed skill movements - Adjusted skill damage - Frontal Guard during use - Air Attack on attack 1 hits - Down Attack on attack 2 hits

 Surging Tide	- Reduced attack range when used on cooldown - Reduced number of hits when used on cooldown - Movement Speed -20% for the Absolute version even when used on cooldown	- No attack range reduction when used on cooldown - No reduced number of hits when used on cooldown - No Movement Speed -20% for the Absolute version when used on cooldown - Unified attack range with the widest version
 Roaring	- Movement Speed -30% for the Absolute version - Floating on extra hits (PvE only) * Nullified when used on cooldown - Air Attack on extra hits	- Movement Speed -30% for the Absolute version * Nullified when used on cooldown - Floating on extra attack hits * Nullified when used on cooldown - Air Attack on extra attack hits - Recovers HP per hit regardless of the number of targets hit * Therefore, the amount of HP recovered by the skill was changed - Increased activation speed - Removed last attack - Adjusted damage amount - Reduced damage amount when used on cooldown
 Tree Climb	-	- Hold F for extra attack - Invincibility not applied for returning motion if extra attack not activated * Recover Stamina as soon as Invincibility ends
 Soaring Kick	- 10 sec cooldown	- 15 sec cooldown

 Prime: Void Lightning	- Hit damage 650/866/1101% x 13 - Extra Hit damage 650/866/1101% x 13 - Damage -23.8% in PvP - All DP +20 for 10 sec - Attack Speed -20% for 10 sec - Floating on extra hits - Air Attack on extra hits	- Attack damage 840/1002/1230% x 13 - Extra attack damage 840/1002/1230% x 4 - Damage -35% in PvP - Critical Hit Rate +100% for extra attacks * Nullified when used on cooldown - All DP +20 for 10 sec * Nullified when used on cooldown - Attack/Casting Speed -20% for 10 sec * Nullified when used on cooldown - Not holding Q will cause skill to end faster - Extra hit activates when skill ends - Increased attack range
 Prime: Surging Tide	- Attack range and hits reduced when used on cooldown - All Evasion Rate -6% for 10 sec - Movement Speed -20% for 10 sec	- Attack range and attacks are not reduced when used on cooldown - All Evasion Rate -6% for 10 sec * Nullified when used on cooldown - Movement Speed -20% for 10 sec * Nullified when used on cooldown - Unified the attack range to the widest version - Slightly reduced attack range
 Prime: Throat-Burn	- Can use on cooldown - 5 sec cooldown - Stun on hits * Nullified when used on cooldown	- Unavailable while on cooldown - 7 sec cooldown - Floating on attack 1 hits (PvE only) - Changed skill movements - Adjusted skill damage - Frontal Guard during skill use - Recover HP on hits regardless of number of targets hit * Recovered amount adjusted accordingly - Air Attack on attack 1 hits - Down Attack/Down Smash on attack 2 hits

 Prime: Lightning of Earth	- 1st and 2nd Hit damage -51.5% in PvP - 3rd Hit damage -23.8% in PvP - Recover 10/12/15 HP per 1st/2nd/3rd hit - All DP -20 for 10 sec - Unable to recover Stamina during skill use - No damage reduction when used on cooldown	- Damage -40% in PvP - Recover 50 HP per hit * Nullified when used on cooldown - All DP -20 for 10 sec * Nullified when used on cooldown - Recover Stamina during skill use - Reduced damage when used on cooldown - Activates last attack only during skill use - Adjusted skill damage - Unified attack range to widest version
 Black Spirit: Prime: Upward Claw	- All Accuracy Rate +9% for 10 sec - IV: Hit damage 1079% x 3, Extra Hit damage 1187% x 6 - IV: Damage -40% in PvP	- All Accuracy Rate +9% for 10 sec * Nullified when used on cooldown - IV: attack damage 1209% x 3, extra attack damage 1330% x 6 - IV: damage -45% in PvP - Increased attack 1 range - Unified extra attack range to widest version
 Prime: Roaring	- 1st Hit damage -34.1/-28.1/-22.1/-16.1% in PvP - Extra Hit damage -40.1/-40.1/-40.1/-40.9% in PvP - Movement Speed -30% for 10 sec - Critical Hit Rate +50%(PvE only) - Cooldown 20 sec - Same damage when used during cooldown - Recover 10 HP per hit - Floating on extra hits - Air Attack on extra hits	- Damage -35/-35/-35/-45% in PvP - Movement Speed -30% for 10 sec * Nullified when used on cooldown - Critical Hit Rate +50% - 16/14/12/10 sec cooldown - Damaged reduced when used on cooldown - Recover 20 HP per hit - Can be activated with SHIFT + C after Succession skills - Increased activation speed - Removed last motion - Adjusted damage - Unified attack range to the IV version - Down Attack
 Prime: Jolt Wave	- Frontal Guard while charging	- Forward Guard during skill use

● Tree Climb - Improved to combo more smoothly into other skills and movements.

● Evasion - Improved to combo more smoothly into Tree Climb.

● Lateral Evasion - Improved to combo more smoothly into other skills and movements.

● Prime: Roaring - Improved to combo more smoothly from the following skills.

- Jolt Wave, Prime: Jolt Wave, Prime: Lightning of Earth, Prime: Upward Claw, Flash, Flash: Stance Shift

● Void Lightning - Fixed the description to match the movements and actual effects.

● Evasion - Changed the description on defensive effects to match the actual effects.

● Surging Tide - Fixed the issue where the visual effects differed from the skill's actual area of effect when used on cooldown.

● Void Lightning - Fixed the issue where the Super Armor effect wasn't applying during the start of the skill.

● Prime: Void Lightning - Fixed the description to match the movements and actual effects.

● Prime: Void Lightning - Fixed the issue where the Super Armor effect wasn't applying during the start of the skill.

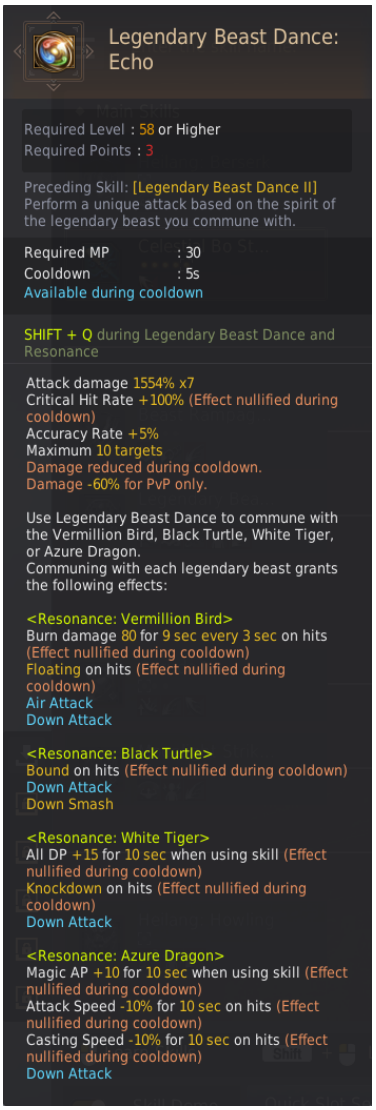
● Scratch - Fixed the issue where the skill would not be activated during Jump with ←/→ + SPACE.

● Scratch - Fixed the issue where the Stun effect was being applied repeatedly for certain hits.

Awakening

● Ultimate: Echo Pierce - Changed to Legendary Beast Dance's Flow version, Legendary Beast Dance: Echo.

	Before	Reboot
Skill	Ultimate: Echo Pierce	Legendary Beast Dance: Echo

Description	
	- Use each directional Legendary Beast Dance skill to enter a state of communion with the legendary beasts. * Communing with a legendary beast will add extra effects. - Changed into a skill that can be activated separately with a different command prompt.

● Removed the following skill and added its base effect to a certain skill.

Removed	Skill with the Added Effect
Flow: Cloud Ride	Cloud Stomping

● Changed the following skills.

Skill	Before	Reboot
 Cloud Stomping	- Required MP: 60 - Accuracy Rate +50% - Damage -35.5% in PvP on normal hit - Damage -40.9% in PvP on extra hit	- Costs 250 Stamina - Accuracy +20% - All Accuracy Rate +15% for 3 sec - Damage adjusted - Activation speed increased - Increased attack 1 range - Continuous attacks activates base attack - Increased distance traveled - Damage -62% in PvP
 Beast Rampage (I to IV)	- Floating on extra hits - Damage -9.1% in PvP - IV: Hit damage 1192% x 3, max 3 hits - IV: Extra Hit damage 1192 % x 3	- Down Smash on extra attacks - Damage -20.9%/-20.9%/-20.9%/-26.8% in PvP - Changed extra attack motion - Changed to now combo into Flow: Intimidation after extra attack - Increased attack range - IV: attack damage 1322% x 3, max 3 hits - IV: extra attack damage 1322 % x 6
 Flow: Intimidation	-	- Increased attack range
 Rain Curtain	-	- Does not activate if Guard Gauge is 0
 Garuda	- Air Attack on extra hit - Air Smash on extra hit - Reduce 3 hits in PvP - 1st Hit damage -22.1/-22.1/-22% in PvP - Extra Hit damage -48.1/-48.1/-48% in PvP	- Down Attack on chop attack hits - Air Attack on upward strike attack hits - No reduction in number of targets hit in PvP - Damage -60% in PvP

 Flow: Ascension	- Garuda Extra Hit damage x 6 - Reduce 2 hits in PvP - Down Attack on chop hits	- Attack damage 1302% x 6 - No reduction in number of targets hit in PvP - Damage -60% in PvP - Removed chop attacks, Down Attack applied at all times
 Moonlight Strike	- Reduce 2 hits in PvP - Damage -11.2/-11.2/-26% in PvP	- No reduction in number of targets hit in PvP - Damage -30/-30/-50% in PvP - Increased distance traveled - Unified number of hits for I and II levels with III
 Flow: Full Moon	- Costs 300 Stamina - Spins target on hits (PvE only) - Reduce 4 hits in PvP - Damage -46.9% in PvP	- Costs 80 MP - Removed "Spins target on hits (PvE only)" - Bound on hits (PvE only) - No reduction in number of targets hit in PvP - Damage -60% in PvP - Down Smash - Changed skill motion - Increased attack range
 Allround Spinner	- III/IV: Hit damage 903/1246% x 7 - III/IV: Extra Hit damage 903/1246% x 4 - Damage -61/-61/-61/-64.8% in PvP	- III/IV: attack damage 1085/1085% x 7 - III/IV: extra attack damage 1446/1446% x 4 - Damage -67.6/-67.6/-67.6/-69.6% in PvP - Increased attack range for extra attacks
 Flow: Soaring Strike	- Applies Allround Spinner damage x 6 - 18 sec cooldown - Quick slot unavailable - Reduce 2 hits in PvP	- Attack damage 1521% x 8 - 10 sec cooldown - Quick slot available - No reduction in number of targets hit in PvP - Increased attack range - Damage -58% in PvP

 Legendary Beast Dance: Vermillion Bird	- 80 Burning Damage every 3 sec for 9 sec on hit - Pushes the target on hits (PvE only) - Critical Hit Rate +50%(PvE only) - Damage -35/-35/-35/-48.6% in PvP	- Applies the following effects regardless of direction (for IV level) * Movement Speed -30% for 5 sec on hits * Recover 8 HP & 8 MP per hit - Critical Hit Rate +50% * Damage reduction adjusted accordingly in PvP - Damage -50% in PvP
 Legendary Beast Dance: Black Turtle	- All DP +10 for 10 sec on skill use - Movement Speed -30% for 5 sec on hits - Critical Hit Rate +50%(PvE only) - Damage -35/-35/-35/-48.6% in PvP	
 Legendary Beast Dance: Azure Dragon	- Recover 8 HP & 8 MP per hit - Movement Speed -30% for 5 sec on hit - Critical Hit Rate +50%(PvE only) - Damage -35/-35/-35/-48.6% in PvP	
 Legendary Beast Dance: White Tiger	- All DP +10 for 10 sec on skill use - Movement Speed -30% for 5 sec on hit - Critical Hit Rate +50%(PvE only) - Damage -35/-35/-35/-48.6% in PvP	
 Echo Pierce	- III: Reduce 3 hits in PvP - Forward Hit damage -19.4% in PvP - Backward Hit damage -38% in PvP	- III: No reduction in number of targets hit in PvP - Damage -70% in PvP - Applies Ultimate: Echo Pierce's attack range * Unified activation speed to version prior to learning Ultimate: Echo Pierce * Damage adjusted accordingly

Heilang: Howling	- 45 sec cooldown - Applies PvP damage to Summon Heilang	- 10 sec cooldown - Damage -40% in PvP - Changed skill motions and visual effects - Added direct damage inflicted by Tamer

● Flow: Full Moon - Improved to be available for any direction of Legendary Beast Dance.
● Flow: Full Moon - Changed to now combo into Celestial Bo Staff Training's attack 3 and Beast Rampage's extra attack.
● Flow: Intimidation - Changed the description by adding more details.
● Garuda - Changed the description to better reflect the skill's motions.
● Legendary Beast Dance: Vermillion Bird - Changed to be activated by pressing RMB during Legendary Beast Dance: Azure Dragon and Legendary Beast Dance: White Tiger.
● Prime: Summon Heilang - Improved the following skills' Heilang effects to increase activation speed upon learning this skill.
- Surging Tide, Void Lightning, Roaring
● Prime: Summon Heilang - Changed Void Lightning's and Roaring's Helinag effects to cause Heilang's motions to apply the Stiffness effect upon learning this skill.
● Prime: Roaring - Changed to no longer cancel the skill when pressing the ↓ key during the skill.
● Command: Follow - Changed Heilang to now counter attack if Tamer is struck during the skill.
● Prime: Void Lightning - Fixed the issue where the Increase All DP effect wasn't applied when using the skill while mounted.
● Roaring - Fixed the issue where the last attack's hits were applying the Stiffness effect even when used on cooldown.
● Command: Attack - Fixed the issue where Heilang wouldn't continue attacking the target after Void Lightning or Roaring even during the skill.
● Surging Tide - Fixed the issue where Heilang's attacks wouldn't activate the Heilang effects when using the skill.
● Roaring - Fixed the issue where Heilang effects would apply the Stiffness effect even when using the skill on cooldown while mounted.
● Surging Tide - Fixed the issue where the Heilang effects weren't activated when using the skill while mounted.
● Absolute: Roaring, Prime: Roaring IV - Added to the skill description that using the skill will taunt nearby enemies.
● Surging Tide - Fixed the issue where the Heilang effect of applying Stiffness was being applied even when using the skill on cooldown.

● Improved the appearance (customization) of Valkyrie as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For

existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Made changes to the following skills:

Skill	Before	Reboot
Shield Chase	- II, III 10/17 sec cooldown	- II, III: 9/13 sec cooldown
Guard	- Quick Slot Available	- Quick Slot unavailable - Endures more damage than before - Cannot be activated when Guard Gauge is 0
Heaven's Echo	-	- Increased aggro range
Divine Power	- Bound on hits - Prime III/IV: 10/9 sec cooldown	- Bound on hits (PvE only) - Super Armor - Prime III/IV: 9/8 sec cooldown

 Prime: Divine Power	- 1st Hit Damage -21.3/-21.2/-21.1/-21.3% in PvP - Extra Hit Damage -71.7/-71.6/-71.6/-71.7% in PvP	- Attack 1 damage -34.4% in PvP - Extra attack damage -71.6% in PvP
 Fitness Training	- Melee DP +8 - Ranged DP +9 - Magic DP +9 - Max HP +210	- All DP +20, - Max HP +300
 Ultimate: Divine Power	- Hit Damage 1012% x 9 - 25 sec cooldown	- Attack damage 1518% x 6 - 16 sec cooldown - Super Armor
 Prime: Judgment of Light	- II to III: 15 sec cooldown	- Last attack damage 1588% x 5 - Invincible at the start of the skill - 9 sec cooldown - Increased attack range - Aggros targets nearby after landing.
 Prime: Sanctitas de Enslar	- Last Hit Damage 1588% x 3 - Invincible on airborne moves - 12 sec cooldown	- Last attack damage 1588% x 5 - Invincible at the start of the skill - 9 sec cooldown - Increased attack range - Aggros targets nearby after landing.

 Prime: Purificatione	- All DP -10 on hit for 10 sec	- All DP -20 on hit for 10 sec
 Prime: Shield Throw	- Hit Damage 779/897/1015% x 5	- Attack damage 857/985/1116% x 5 * PvP damage the same as before.
 Prime: Glaring Slash	- Hit Damage 678/799/988/1446% x5 - Damage -31.7/-31.8/-31.8/-43.2% in PvP	- Attack damage 755/890/1099/1486% x7 - Damage -43.2/43.1/43.1/52.7% in PvP
 Prime: Shining Dash	- Forward Guard	- Forward Guard while moving - Super Armor while attacking

● Prime: Judgment of Light - Changed as follows.

- Changed to now activate by pressing SHIFT + C.

- Improved to activate faster when pressing SHIFT + C after certain skills.

- Improved to activate after Succession: Shield Chase, Sword of Judgment attack 3, and Prime: Sanctitas de Enslar.

- Fixed the issue where the Stun effect was stackable.

- Improved to now combo into the following skills.

* Celestial Spear, Prime: Celestial Spear, Prime: Sanctitas de Enslar, Evasion, Shield Chase, Prime: Shield Chase.

● Evasion - Improved to combo into Righteous Charge.

● Prime: Sword of Judgment attack 3, Ultimate: Sword of Judgment - Improved to now activate faster.

● Punishment - Improved to combo into Prime: Shining Dash.

● Evasion - Improved to combo into Prime: Shining Dash.

● Prime: Judgment of Light - Improved to activate more smoothly after Evasion.

● Divine Slam - Fixed the issue where the Down Smash effect was being applied to all hits.

● Shield Chase - Fixed the issue where getting hit during the skill would reduce the distance traveled.

● Skyward Strike - Changed the skill motions.

● Prime: Celestial Spear - Improved to combo more smoothly into Prime: Shield Throw.

● Prime: Sword of Judgment, Ultimate: Sword of Judgment, Prime: Judgment of Light - Reduced the camera effect.

● Prime: Sword of Judgment (3rd hit) - Fixed the issue where the character would freeze on hits.

● Prime: Sword of Judgment (3rd hit) - Improved to combo more smoothly into Prime: Divine Power.

● Prime: Glaring Slash - Fixed the issue where the Skill Add-on effects could stack.

Awakening

● Added the skill Flow: Divina Vult

Skill	Description

 Flow: Divina Vult	

● Strong Defense - Changed to Vindicta.

	Before	Reboot
Skill	 Strong Defense	 Vindicta

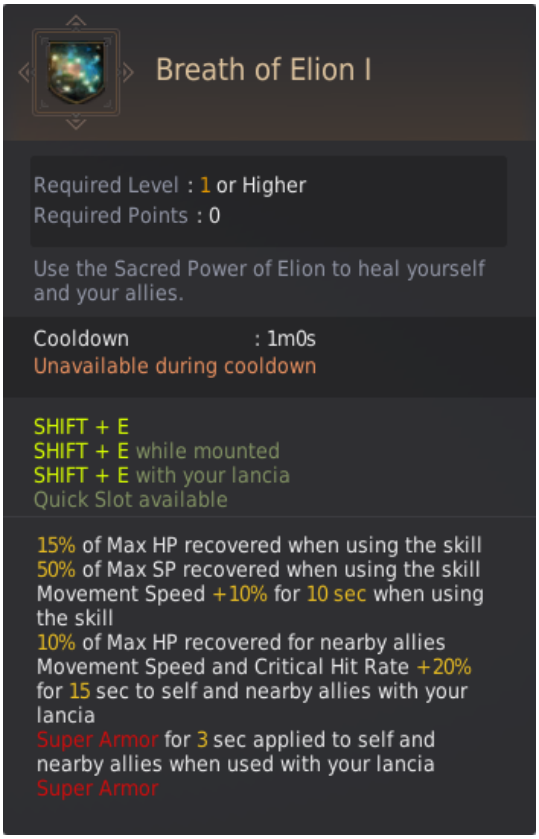
Description	 - Added "Movement Speed -30% on hits" effect. - Added "Attack Speed -20% on hits" effect. - Changed the skill's command input.

● Flow: Breath of Elion - Removed the skill. Added the following effects to Breath of Elion accordingly.

- Critical Hit Rate +20% for 15 sec to self and nearby allies when used with lancia

- Super Armor for 3 sec to self and nearby allies when used with Lancia

Skill	Before	Reboot

 Breath of Elion		

● Removed the following skills and added their basic effects to certain skills.

Removed	Skill with the Added Effect
Flow: Breath of Elion	Breath of Elion * Available with lancia
Flow: Revelation Sanctus	Verdict: Lancia Iustitiae

● Made changes to the following skills:

Skill	Before	Reboot
 Purificatione	- All DP -10 on hit for 10 sec - 10/9/8 sec cooldown **(Added)**	- All DP -20 on hits for 10 sec - 10/8/7 sec cooldown **(Added)**

 Guard	-	- Greatly reduced pushback from taking damage
 Noble Spirit	- Control Key E	- Quick Slot available
 Punishment	- Quick Slot Available - Cooldown 10 sec	- Can now use E when used with your lancia - 15 sec cooldown
 Verdict: Lancia Iustitiae	- 30/27/24/17 sec cooldown - Accuracy Rate +3% - 3rd Skill Add-on	- 15/13/11/9 sec cooldown - II to IV: Accuracy +5/6/8% - 2nd Skill Add-on - Increased attack range - Air Attack on last attack hits - Down Smash on last attack hits

 Sanctitas de Enslar	- Last Hit Damage 938/1126/1324% x 5 - 14/13/12 sec cooldown - Bound on last hits (PvE only) - PvP damage -25,1%	- Last attack damage 1125/1351/1588% x 5 * Black Spirit's skill damage remains the same as before. - 12/11/9 sec cooldown - Knockdown on last attack hits (PvE only) - Damage -45% in PvP - Increased attack range - Taunt nearby enemies on landing.
 Death Line Chase	- 3 sec cooldown	- 2 sec cooldown - Increased Movement Speed * Distance traveled when used on cooldown same as before
 Hastiludium	-	- Increased attack range of last attack
 Sacrum Ferit	- Critical Hit Rate +20% for 10 sec on 1st hit - II to IV: 8 sec cooldown - Damage -18.6/18.7/18.7/37.8% in PvP	- Critical Hit Rate +80% for 5 sec on attack 1 - II to IV: 7/6/5 sec cooldown * Damage reduced when used on cooldown - Damage -55% in PvP - Increased Movement Speed when used laterally - Down Attack - Increased attack range
 Divina Inpulsa	- 1st Hit Damage 1260% x2 - 2nd Hit Damage 1260% x3 - Last Hit Damage 1260% x4 - Last Hit Damage -35% in PvP	- Attack 1 damage 1386% x2 - Attack 2 damage 1386% x3 - Last attack damage 1386% x4 - Attack 1 damage -41% in PvP - Attack 2 damage -55% in PvP - Increased attack range

 Promptness	- 5 sec cooldown - Stiffness on hits - Speed Attack	- 4 sec cooldown - Stiffness on hits (PvE only) - Down Attack - Increased attack range - Super Armor during skill use - Increased Movement Speed
 Flow: Lucem Fluxum	- Sacrum Ferit damage x 4 applied for all damage - 7 sec cooldown - Evasion Rate -9% for 10 sec on hits	- Sacrum Ferit damage x 7 applied for all damage - 8 sec cooldown - Increased activation speed - Increased attack range
 Wave of Light	- 25 sec cooldown	- 20 sec cooldown
 Castigatio	- 1st, 2nd Hit Damage 693/915/1137/1359% x 2 - 3rd Hit Damage 693/915/1137/1359% x 3 - Critical Hit Rate +20% (PvE only)	- Attacks 1 and 2 damage 693/915/1137/1359% x 3 - Attack 3 damage 693/915/1137/1359% x 4 - Critical Hit Rate +50% (PvE only) - Increased attack range
 Terra Sancta	- 15 sec cooldown - 2nd Skill Add-on	- 12 sec cooldown - 3rd Skill Add-on - Increased attack range

 Blitz Stab	- Hit Damage 1038% x8 - 8 sec cooldown - Damage -56.2% in PvP - Knockback on hits	- Attack damage 1409% x6 - 7 sec cooldown - Damage -65% in PvP - Knockdown on hits - Increased attack range - Instant Ultimate: Blitz Stab on hits - Improved combo speed into Ultimate: Blitz Stab
 Promptness	-	- Floating effect when comboed from Death Line Chase (PvE only)
 Ultimate: Blitz Stab	- Blitz Stab damage x 8 applied to all damage - 8 sec cooldown - Knockdown on hits	- Attack damage 1409 x 6 - PvP damage -65% - 7 sec cooldown - Knockback on hits (PvE only) - Increased attack range - Skill Add-on available - Down Attack

● Promptness - Improved to combo more smoothly into Sacrum Ferit.

● Sacrum Ferit - Improved to combo more smoothly into Flow: Lucem Fluxum.

● Flow: Lucem Fluxum - Improved to combo more smoothly into Castigatio, Blitz Stab, Purificatione, and Terra Sancta.

● Fixed the issue where the Forward Guard effect wouldn't be applied when moving backwards in certain situations.

● Death Line Chase - Fixed the issue where getting hit during the skill would reduce the distance traveled.

● Death Line Chase (forward) - Fixed the issue where immunity to all debuffs (excluding grapple) wouldn't be applied when moving forward after skill use.

● Sanctitas de Enslar - Fixed the issue where Flow: Divina Vult would activate first when comboing into certain skills.

● Sanctitas de Enslar - Improved to combo more smoothly into Verdict: Lancia Iustitiae.

● Blitz Stab, Ultimate: Blitz Stab - Changed the skill's area range to match its linear visual effect.

● Sacrum Ferit (I to IV) - Changed to match the attack range of Flow: Lucem Fluxum.

● Meteor Shower (I to III, Absolute), Prime: Meteor Shower: Areal/Focus - Changed the skills to activate automatically after a set amount of time when used on a mount.

● Prime: Blizzard: Domain - Changed so the summon that appears during the skill will vanish immediately if it attacks a Wooden Fence.

Main Weapon, Succession

● Made changes to the following skills:

Skill	Before	Reboot
 Teleport (I to III), Ultimate: Teleport	– Required MP: 30/40/50, 50	– Required Stamina: 200
 Mana Absorption	- Required Stamina 150 - Max 3 targets - Absorbs 40% of MP of target - Stun on last hit	- No required Stamina - Max 4 targets - Absorbs 30% of MP of target - Attacks designated spot - Forward Guard

 Swift Earthquake	- 30 sec cooldown	- 20 sec cooldown
 Trembling Thunder	- 30 sec cooldown	- 20 sec cooldown - Down Smash
 Spellbound Heart	- 60 sec cooldown	- 30 sec cooldown
 Dagger Stab	- 18 sec cooldown	- 10 sec cooldown
 Magic Lighthouse	- 30/25/20 sec cooldown - 20 sec duration	- 25/20/15 sec cooldown - 15 sec duration

 Resurrection	- Resurrect by interacting with a dead ally	- Resurrect dead ally nearby
 Prime: Multiple Magic Arrows (Wizard)	-	- Increased attack range
 Prime: Bolide of Destruction	- Hit damage 1170% x6 - Damage -37.5% in PvP - Attacks designated spot - Bound on hits (PvE only)	- Attack damage 1273% x8 - Damage -50% in PvP - Attacks targeted area - Bound on hits
 Prime: Earthquake: Destruction	- Hit damage 1156% x8 - Extra hit damage 1156% x10 - Cooldown 20 sec	- Attack damage 1271% x8 - Extra attack damage 1271% x10 - 15 sec cooldown - Critical Hit +50% (PvE only)

 Prime: Earth Arrow	-	- Increased attack range - Increased arrow speed
 Prime: Residual Lightning	- 10 sec cooldown - Damage -27/37/37% in PvP	- 9 sec cooldown - Damage -44/43.5/43.5% in PvP - Improved effect (Prime: Residual Lightning: Combo) - Increased Casting Speed (Prime: Residual Lightning: Combo)
 Prime: Lightning Storm	- 10 sec cooldown - Hit damage 1208% x8 (Prime: Lightning Storm: High Voltage) - Damage -40% in PvP (Prime: Lightning Storm: High Voltage)	- 9 sec cooldown - Attack damage 1380% x8 (Prime: Lightning Storm: High Voltage) - Damage -45% in PvP (Prime: Lightning Storm: High Voltage)
 Prime: Voltaic Pulse	- Hit damage 1058% x7 - All Evasion Rate - 15% for 10 sec - Damage -26.9% in PvP	- Attack damage 1258% x7 - All Evasion Rate - 6% for 10 sec - Damage -36% in PvP - Super Armor - Critical Hit Rate +50% (PvE only)
 Prime: Aqua Jail Explosion	- Hit damage 591% x13 - All Evasion Rate - 15% for 10 sec	- Attack damage 709% x13 - All Evasion Rate - 6% for 10 sec

 Prime: Frigid Fog: Disrupt	- Attacks designated spot - Hit damage 723/868/1102% x5 - Super Armor - Movement Speed -50% for 5 sec on hits	- Attacks a targeted area - Attack damage 867/1041/1322% x5 - Forward Guard - Movement Speed -15% for 5 sec on hits - Character rotates in the direction of the camera angle
 Prime: Frigid Fog: Control	- Super Armor	- Removed Super Armor
 Prime: Equilibrium Break	- Hit damage 936% x9 - Damage -42.5% in PvP	- Attack damage 1263% x9 - Damage -57.4% in PvP - Magical Evasion available after using skill
 Prime: Fireball Explosion: Focus	-	- Increased attack range

● Prime: Elemental Flow - Changed to be activated without the casting motion when using command keys after Magical Evasion.

● Prime: Aqua Jail Explosion - Improved to be able to be used after using the skills Teleport and Magical Evasion without a casting motion.

● Prime: Bolide of Destruction - Increased the casting speed when comboing with other skills.

● Prime: Blizzard: Domain - Improved to activate more quickly when using the skill consecutively.

● Prime: Earth Arrow - Improved the extra attack of the skill to activate with attack 1.

● Lava Field - Changed so the summon that appears during the skill will vanish immediately if it attacks a Wooden Fence.

● Improved the appearance (customization) of Wizard as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

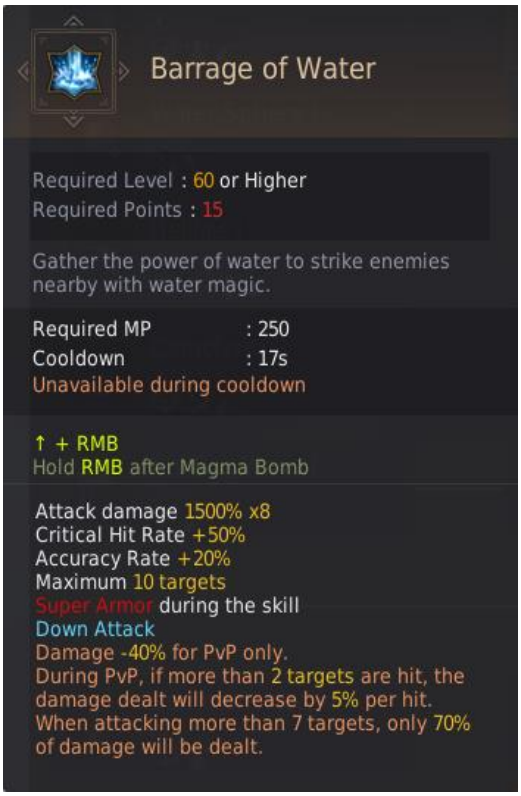
* You can continue to select the existing face types and hair styles.

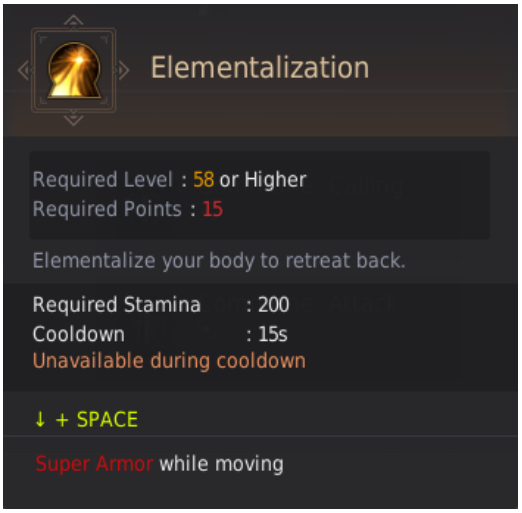
Awakening

● Added Barrage of Water, Flame's Calling, Elementalization.

- When the skill Barrage of Water hits more than 2 targets, the damage will be reduced by 5% per additional target. If it hits more than 7 targets, then the only 70% of the damage will be applied.

Skill	Description

 Barrage of Water	
 Flame's Calling	

 Elementalization	

● Summon: Keeper Marg, Summon: Keeper Arne - Made the following changes:

- "Marg's Rage" and "Arne's Touch" buffs can be obtained when Marg, Arne are summoned.

- The following skills are enhanced when "Marg's Rage" and "Arne's Touch" buffs are applied.

Effect	Skill	Skill Enhancement
Marg's Rage	Cataclysm	- Added attack 2 to the Marg effect.
Marg's Rage	Bolide of Destruction	- Added attack 3 to the Marg effect. - Burn damage 50 every 3 sec for 9 sec on hits
Arne's Touch	Aqua Jail Explosion	- Changed attack range. - Gain DP +20 for 5 sec. - Changed "Movement Speed -20% for 10 sec on hit" to "Movement Speed -40% for 10 sec on hits."
Arne's Touch	Chilling Wave	- Change Arne effect attack range. - Added attack 4 to the Arne effect

● Flow: Arne's Stream - Combined with Aqua Jail Explosion.

- Removed the "Damage Reduction Rate +12.8% in PvP" effect to not be applied in PvP.

● Flow: Fire Fist Marg - Added as a basic effect of Hellfire.

- Changed the "Damage Reduction Rate +12.7% in PvP" effect to not be applied in PvP.

● Flow: Fire Breath Marg - Added as a basic effect of Cataclysm.

- Changed the "Damage Reduction Rate +12.7% in PvP" to not be applied in PvP.

● Changed Marg and Arne to prioritize following the summoner.

● Commune: Calling - Changed your summon to prioritize following the summoner.

● Commune: Attack - Changed your summon to attack enemies that are far away.

● Made changes to the following skills:

Skill	Before	Reboot
Mind Training (Main Weapon)	- Casting Speed +12%	- Casting Speed +10% - All AP +12
Flow: Magical Evasion	- 5 sec cooldown	- 4 sec cooldown - Changed skill motions - Visual effects differ depending on your summon
Cataclysm	- [Marg Effect] Hit damage 1045% x4 - [Marg Effect] Critical Hit Rate +100% (PvE only) - [Marg Effect] Critical Hit Rate +40% (PvP only)	- [Marg Effect] Attack damage 775% x4 - Casting Speed +10% for 10 sec

 Bolide of Destruction	- Bound on hits for Core level of the skill - Casting Speed +10% for 10 sec	- Knockdown on hits for Core level of the skill
 Flame Knot	- 10 sec cooldown	- 15 sec cooldown
 Chilling Wave	- Knockback on hits (PvP only)	- Forward Guard during skill use - Improved to combo more naturally into another skill - Knockback on hits for Core level of the skill (PvP only)
 Aqua Jail Explosion	- Hit damage 448/515/583/748% x13 - [Arne Effect] Hit damage 942% x4 - [Arne Effect] Critical Hit Rate +100% (PvE only) - [Arne Effect] Critical Hit Rate +50% (PvP only) - Damage -45.1/45/44.9/45.1% in PvP	- Attack damage 537/618/699/897% x13 - [Arne Effect] Attack damage 763% x4 - Damage -45.1/45/45.1/45% in PvP
 Magma Bomb	- Hit damage 1422 % x1, Max10 hits	- Attack damage 1422% x8 * Damage in PvP adjusted - All hits applied regardless of distance

 Lava Field	- Hit damage 1500% x23 - Damage -51.9% in PvP	- Attack damage 1000% x23 - Damage -27% in PvP
 Hellfire [Marg Effect]	- Hit damage 1040% x5 - Critical Hit Rate +25% (PvE only)	- Attack damage 775% x5
 Flow: Arne's Guidance	- Hit damage 1090% x12 - Critical Hit Rate +50% - Damage - 22.8% in PvP	- Attack damage 763% x12 - Damage not decreased in PvP
 Flow: Aqua Bomb	- 8 sec cooldown	- 5 sec cooldown

● Magma Bomb - Changed your character to rotate in the direction of the camera angle when used after Hellfire and Aqua Bomb.

● Flame's calling - Improved the summon to attack more quickly when casting the skill.

● Magma Bomb - Improved to combo more smoothly into Barrage of Water when holding RMB.

● Flame's Calling - Fixed the skill's visual effects to match the actual attacks.

● Flame's Calling - Fixed the issue where the skill demo was displayed abnormally.

● Aad Sphera Training - Fixed the issue where the skill would not activate when RMB is pressed in certain situations.

● Toxic Flood - Changed so the summon that appears during the skill will vanish immediately if it attacks a Wooden Fence.

● Improved the appearance (customization) of Witch as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

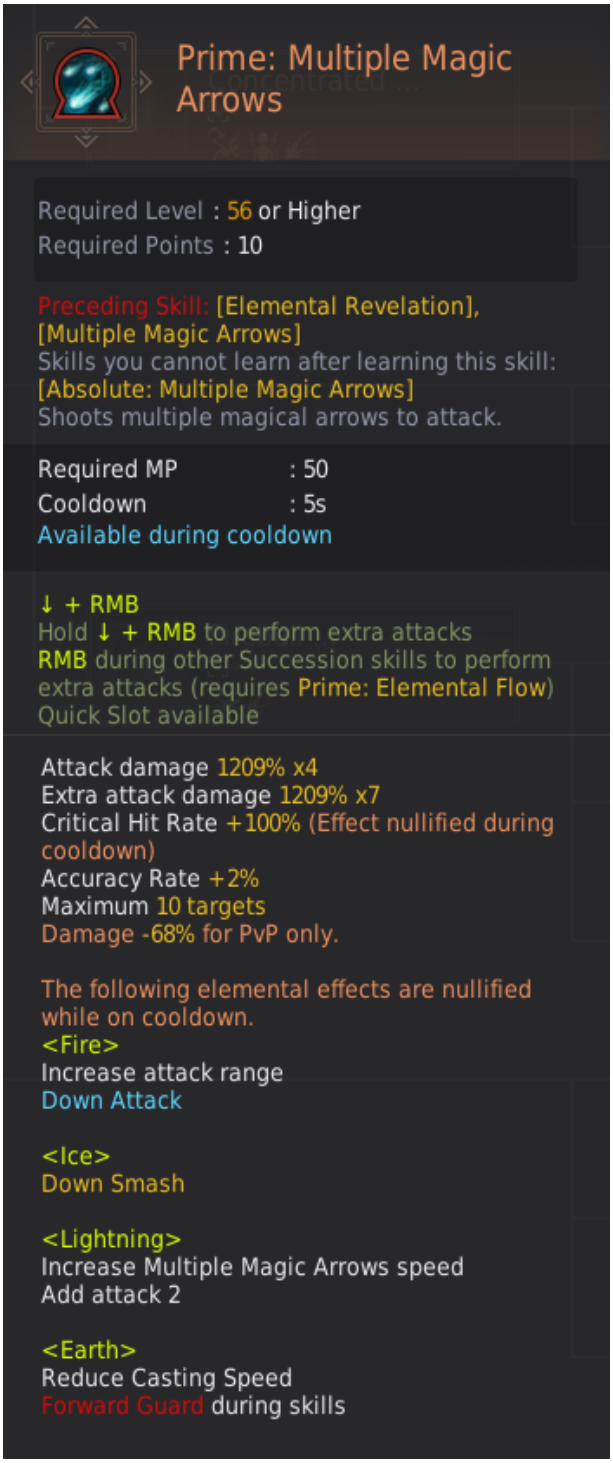
Main Weapon, Succession

● Prime: Multiple Magic Arrows - Made the following changes:

- Changed to be able to be used during cooldown.

* However, the Critical Hit Rate effect on the skill is nullified during cooldown.

Skill	Description

 Prime: Multiple Magic Arrows	

● Made changes to the following skills:

Skill	Before	Reboot

 Mind Training	- Casting Speed +12%	- Casting Speed +10% - All AP +12
 Lightning Arrows	-	- Increased attack range - Improved to activate extra hits more quickly

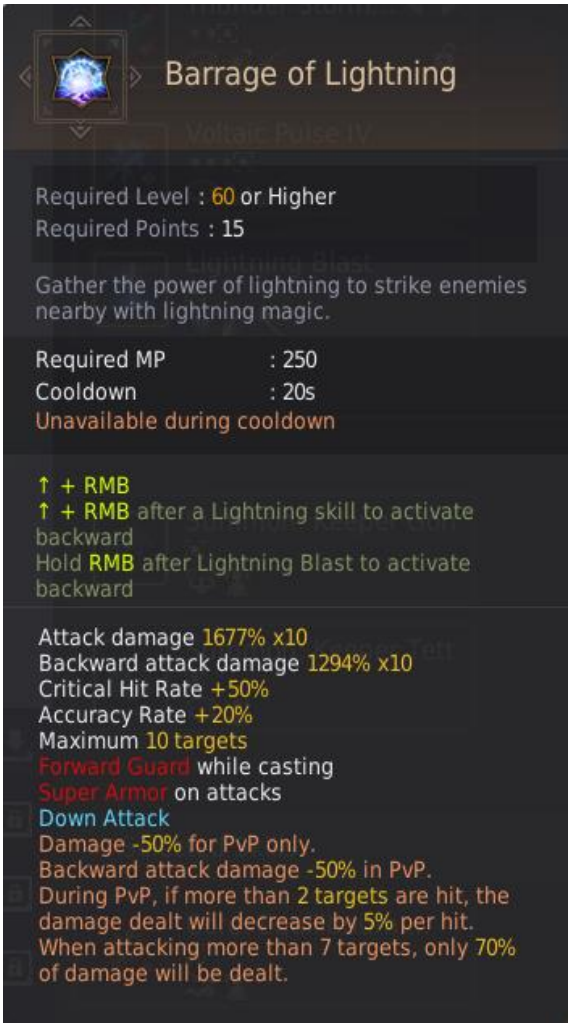
● Lightning Arrows - Changed to combo with Residual Lightning by holding RMB.

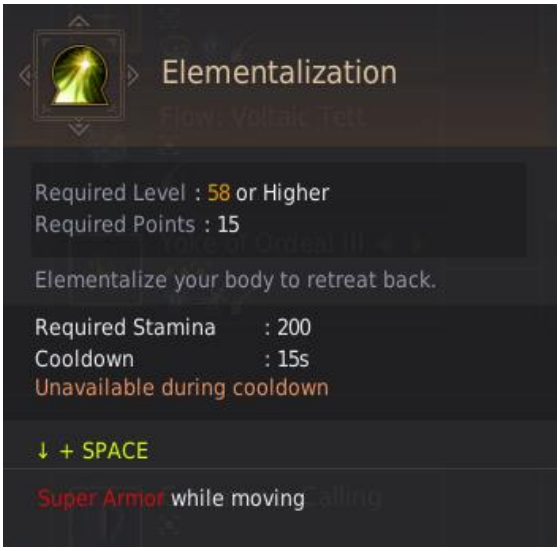
● Prime Elemental Flow - Changed so that you can use the skill without the casting motion after Teleport by using the command keys.

Awakening

● Added Barrage of Lightning, Earth's Calling, and Elementalization.

Skill	Description

 Barrage of Lightning	
 Earth's Calling	

 Elementalization	

● Made changes to the following skills:

Skill	Before	Reboot
 Flow: Magical Evasion	- 5 sec cooldown	- 4 sec cooldown - Changed skill's motions - Visual effect differ depending on your summon
 Protection of Crevice	- Ends after a certain period of time	- Maintained when using the skill - Cannot be activated when your Guard Gauge is at 0

 Equilibrium Break	- Hit damage 641/713/785/1236% x9 - Damage -37.3/37.3/37.3/56.5% in PvP - Critical Hit Rate +50% (PvE only) - [Gorr Effect] Hit damage 962% x4 - [Gorr Effect] Critical Hit Rate +100% (PvE only) - [Gorr Effect] Critical Hit Rate +50% (PvP only)	- Attack damage 961/1069/1177/1322% x9 - Damage -53% in PvP - Critical Hit Rate +50% - [Gorr Effect] attack damage 765% x4
 Fissure Wave	- Hit damage 710/792/875/1226% x10 - Stun on hits with - Floating on hits (PvE only) - Knockback on earthquake hits (PvP only) - Pushed the target on hits (PvE only) - Air Attack on earthquake hits	- Attack damage 923/1029/1137/1287% x10 - Knockdown on hits - Down Attack - Forward Guard during Core level of the skill
 Flow: Gorr Roll	- Hit damage 1090% x12 - Critical Hit Rate +50% - Damage -8.5% in PvP	- Attack damage 763% x12 - Damage not decreased in PvP
 Thunder Storm	- Hit damage 620/820/1222% x6 - [Tett Effect] Hit damage 1012% x4 - [Tett Effect] Critical Hit Rate +50% (PvE only) - [Tett Effect] Critical Hit Rate +25% (PvP only) - Damage -34.2/34.1/45.2% in PvP	- Attack damage 868/1148/1405% x6 - [Tett Effect] attack damage 792% x4 - Damage -50/50/45.8% in PvP
 Flow: Voltaic Tett	- Hit damage 1008% x5 - Critical Hit Rate +50% (PvE only) - Critical Hit Rate +25% (PvP only) - Damage -12.7% in PvP	- Attack damage 792% x5 - Damage not decreased in PvP

 Voltaic Pulse	- Hit damage 795/915/1035/1400% x7 - Damage -33.5/33.6/33.5/44.6% in PvP	- Attack damage 954/1098/1242/1456% x7 - Damage -33.5/33.5/33.5/44.6% in PvP
 Yoke of Ordeal	- Hit damage 570/758/1116% x12 - Damage -42.8/47.6/59.6% in PvP	- Attack damage 826/1099/1339% x12 - Damage -62% in PvP
 Toxic Flood	- Hit damage 1500% x23 - Damage -51.9% in PvP	- Attack damage 1000% x23 - Damage -27% in PvP

● Summon: Keeper Gorr and Summon: Keeper Tett - Made the following changes:

- The "Gorr's Blessing" and "Tett's Ascent" buffs will be applied when Gorr and Tett are summoned.

- The following skills will be enhanced when the "Gorr's Blessing" and "Tett's Ascent" buffs are applied.

Effect	Skill	Skill Enhancement
Gorr's Blessing	Equilibrium Break	- Increased attack range - Casting Speed - Added 2 hits to the Gorr effect
Gorr's Blessing	Fissure Wave	- Increased attack range of Perfect Sign - Added attack 3 to Perfect Sign

Tett's Ascent	Thunder Storm	- Added attack 3 to the Tett effect. - Added "Shock on hits" effect
Tett's Ascent	Voltaic Pulse	- Added Voltaic Pulse (I to III) damage x3

● Flow: Perfect Sign - Added as a basic effect to Fissure Wave.

● Flow: Gorr Launch - Added as a basic effect of Equilibrium Break.

- Changed to no longer apply the "Damage Reduction Rate +12.8%" effect in PvP.

● Flow: Rage Tett - Added as a basic effect of Thunder Storm.

- Changed to no longer apply the "Damage Reduction Rate +12.7%" effect in PvP.

● Changed Tett or Gorr to prioritize following the summoner.

● Commune: Calling - Changed your summon to prioritize following the summoner.

● Commune: Attack - Changed your summon to attack distant targets.

● Fissure Wave - Changed to activate the Perfect Sign effect when holding ↓ + LMB + RMB.

● Earth's Calling - Improved the summon to attack more quickly.

● Lightning Blast - Improved to combo into Barrage of Lightning by holding RMB after the skill.

Musa, Maehwa

Main Weapon, Succession

● Stub Arrow - Made the following changes:

- Changed to not be available for Quick Slot.

- Changed to not be available on cooldown.

- Added a feature where Stub Arrow now conjures an arrow and fires a shot the first time it's used.

- You can fire as many stub arrows as you possess by using the skill again.

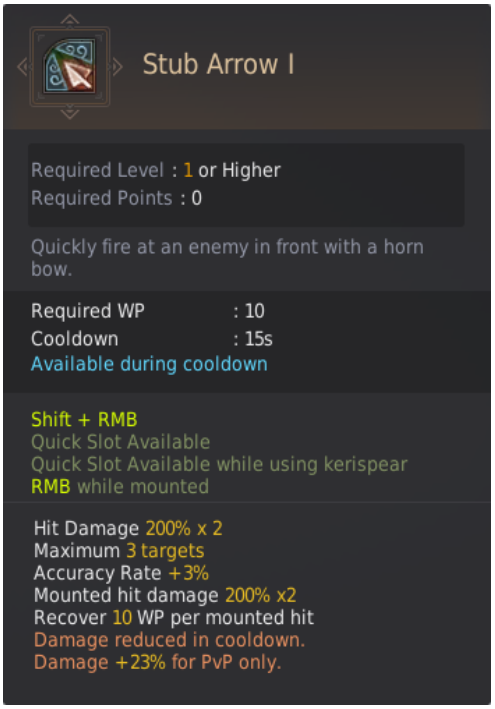
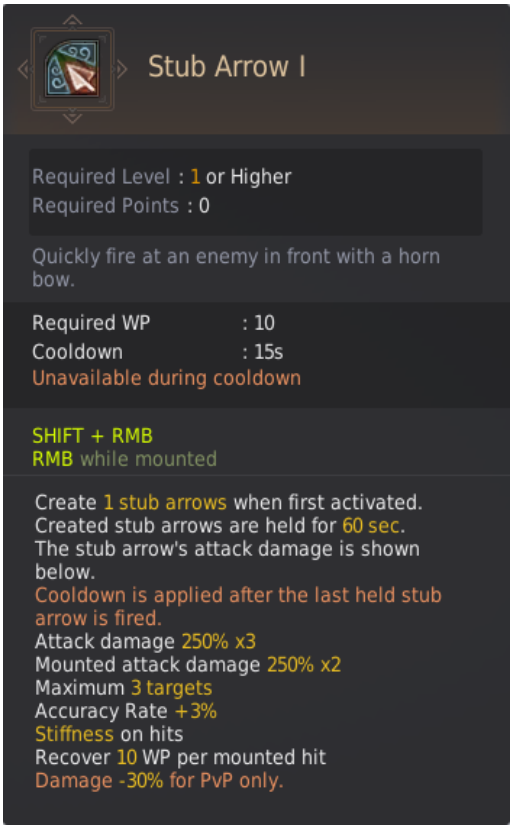
* Therefore, the cooldown was changed to be applied after firing the last stub arrow.

- Changed so that you can use Chase by pressing ↑/↓ + RMB after using Stub Arrow.

- Changed to not be activated when holding LMB.

- Changed "Damage +23% in PvP" to "Damage -30% in PvP."

- Absolute: Stub Arrow - Changed "Damage -20% in PvP" to "Damage -30% in PvP."

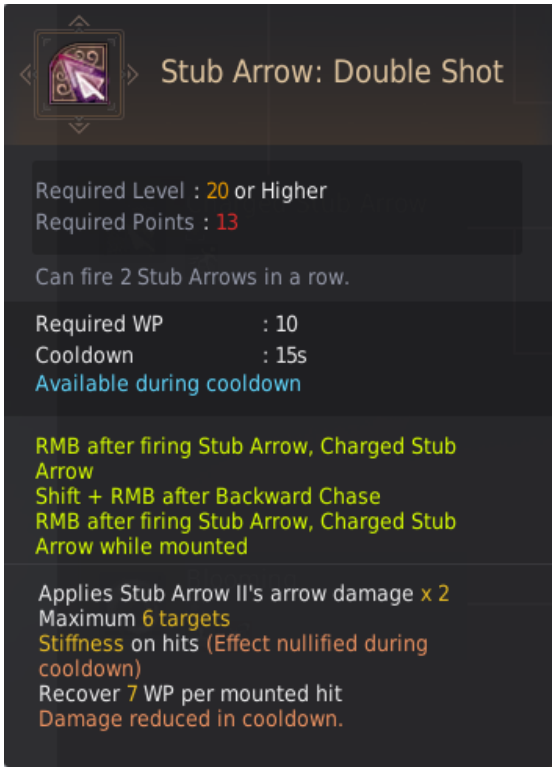
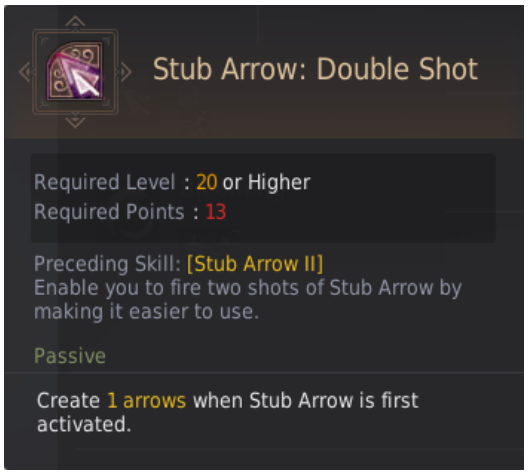
Skill	Before	Reboot
Stub Arrow		

● Stub Arrow: Double Shot - Made the following changes:

- Changed to a passive skill.

- Increased the number of stub arrows created when using Stub Arrow by one upon learning the skill.

Skill	Before	Reboot

 Stub Arrow: Double Shot		

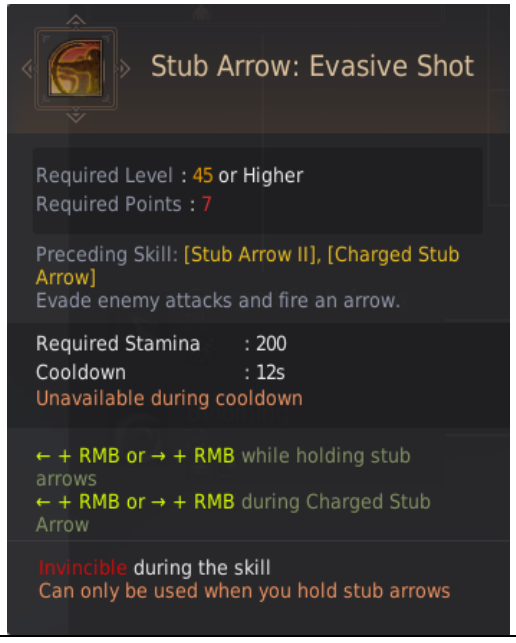
● Stub Arrow: Evasive Shot, Charged Stub Arrow: Evasion - Made the following changes:

- Charged Stub Arrow: Evasion - Removed and combined into Stub Arrow: Evasive Shot.

- Can only be activated when in possession of stub arrows created using Stub Arrow.

- Changed the cooldown from 6 sec to 12 sec for Musa and to 8 sec for Maehwa.

- Changed to fire charged stub arrows when activated during Charged Stub Arrow.

Skill	Before	Reboot
 Stub Arrow: Evasive Shot		

● Charged Stub Arrow - Made the following changes:

- Changed the attack style from firing projectiles to piercing through enemies. Therefore, the damage was changed.

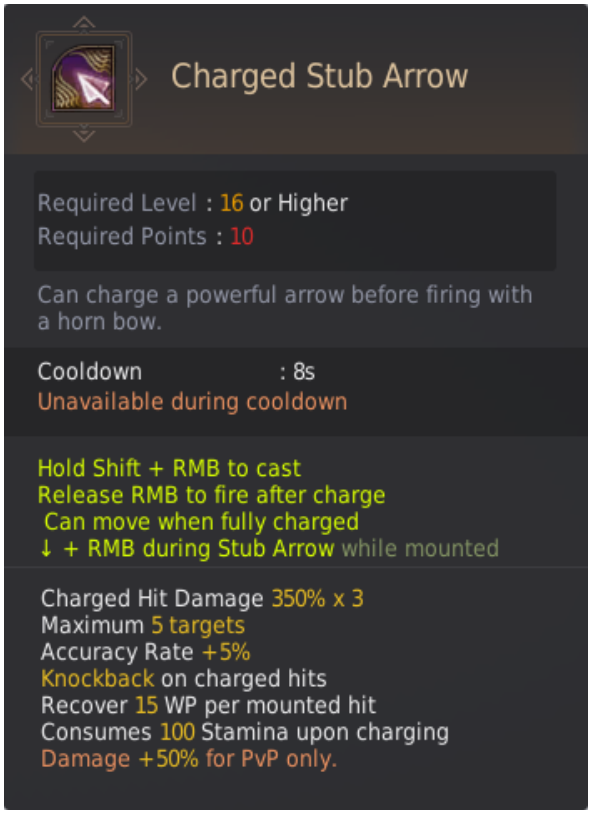
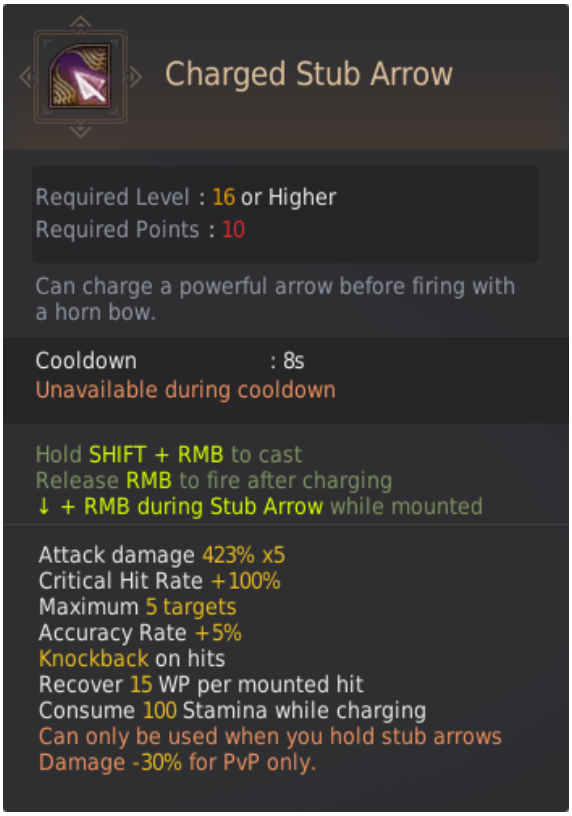
- Changed so you cannot discontinue charging.

- Changed to combo into another skill when all hits are applied.

- Changed so that you can only move during Stub Arrow: Evasive Shot

- Charge Stub Arrow, Charge Stub Arrow: Enhanced - Changed "Damage +50% in PvP" to "Damage -30% in PvP."

- Absolute: Charged Stub Arrow - Changed "Damage -10% in PvP" to "Damage -30% in PvP."

Skill	Before	Reboot
Charged Stub Arrow		

● Arrow Grapple - Made the following changes:

- Changed the motions.

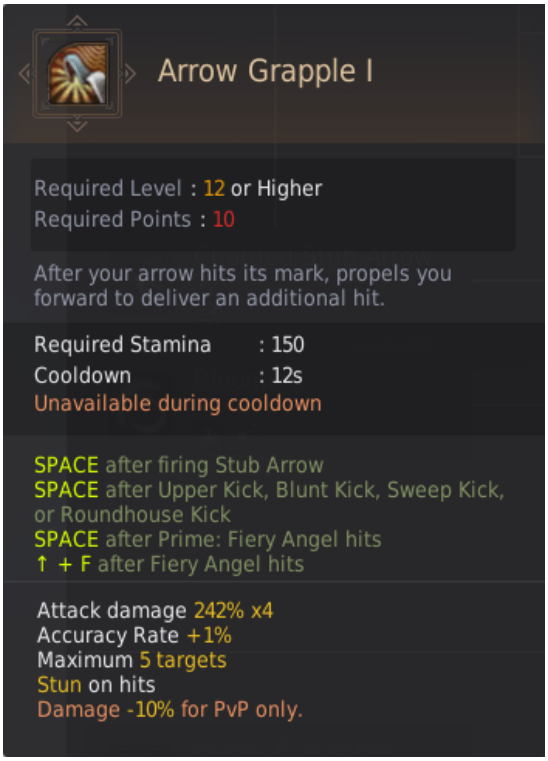
- Adjusted the damage.

- Changed to be activated even when a hit misses with Stub Arrow or Charged Stub Arrow.

- Added the "Stun on hits" effect.

- Added to combo with Upper Kick, Blunt Kick, Sweep Kick, and Roundhouse Kick.

- Changed "Damage -60% in PvP" to "Damage -10% in PvP."

Skill	Before	Reboot
Arow Grapple		

● Stub Arrow: Triple Shot - Removed the skill.

● Chase - Removed the falling motion at the start of the skill.

● Retaliation - Changed to not automatically be activated even on blocks while in Retaliation.

● Earth's Calling - Fixed the skill's visual effects to match the actual attacks.

● Earth's Calling - Fixed the issue where the skill demo was displayed abnormally.

● Chase - Fixed the issue where the skill Carver would activate first when pressing the commands (Shift + LMB + RMB) during the skill.

● Improved the appearance (customization) of Musa as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Prime: Serene Mind - Made the following changes:

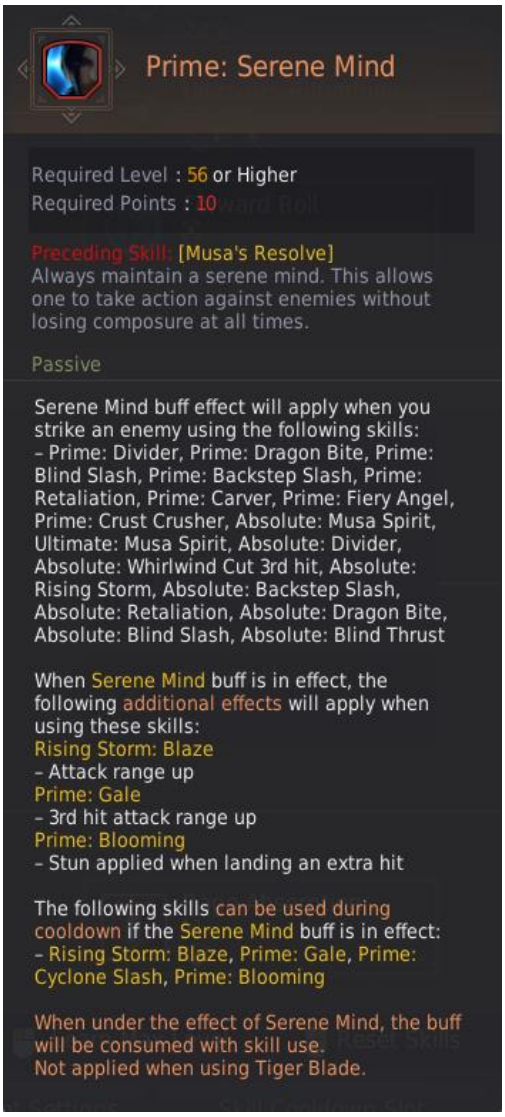
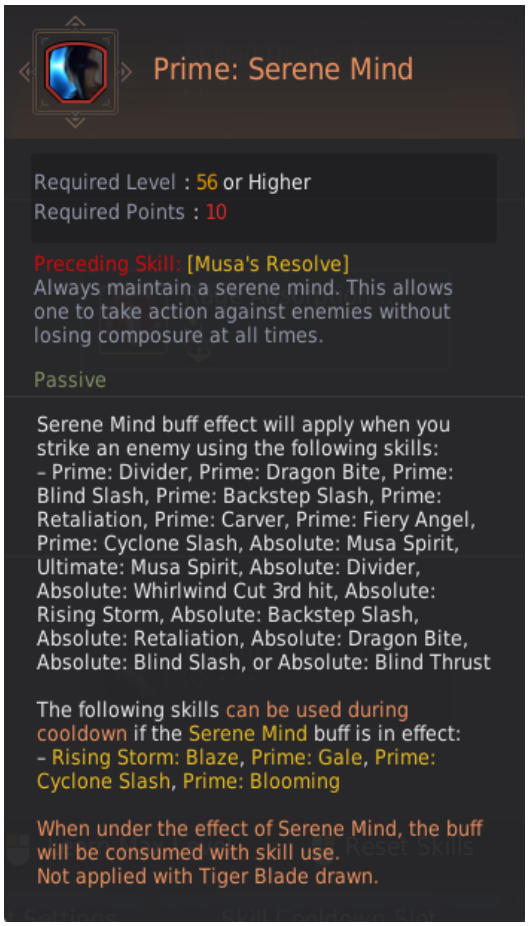
- The extra effects that were added to the following skills with the Serene Mind buff were added into each skill as base effects.

* The extra effects that were added to Succession: Rising Storm: Blaze, Prime: Gale, Prime: Blooming with the Serene Mind buff were added into the skills as basic effects.

- Removed Prime: Cyclone Slash from and added Prime: Crust Crusher to the skills that get the buff from Serene Mind.

- Only the buffs that can be activated by consuming the Serene Mind buff will remain when Succession: Rising Storm: Blaze, Prime: Gale, Prime: Blooming, Prime: Crust Crusher are on cooldown.

Skill	Before	Reboot

 Prime: Serene Mind		

● Removed and added certain skills as base effects for different skills

Removed	Skill with the Added Effect
Ultimate: Rising Storm	Rising Storm
Ultimate: Chase	Chase
Whirlwind Cut: Grinder	Whirlwind Cut

● Made changes to the following skills:

Skill	Before	Reboot

 Prime: Eye of the Storm	-	- Movement Speed +20% for 30 sec - Melee Accuracy Rate +15% for 30 sec
 Carver	- Hit Damage 126/156/198% x 2 - Extra Hit Damage 126/156/198% x 3	- Attack damage 126/156/198% x 4 - Skill activated with the same motion - Increased distance traveled
 Carver: Typhoon	- 13 sec cooldown - Hit Damage 240% x 5 - 6% of Max WP extra damage	- 8 sec cooldown - Extra attack damage x 3 of Cyclone Slash when performing Carver - Preceding Skill: Cyclone Slash I
 Prime: Carver	- All DP -15 for 10 sec on hits - Hit Damage 958% x 2 - Extra Hit Damage 958% x 3	- All DP -20 on hits for 10 sec - Attack damage 958% x 4 - Increased distance traveled
 Ultimate: Gale	- 10% of Max WP extra damage on last hit	- All AP +10 for 10 sec - Increased attack range

 Prime: Gale	- Super Armor while attacking with 3rd hit - Down Attack on 3rd hit - Critical Hit Rate +30/40/50% (PvE only) - Floating on 1st hit - All Evasion Rate -12% for 10 sec on 3rd hit - Pushes targets on hits (PvE only)	- Super Armor - Down Attack - Critical Hit Rate +30/40/50% - Floating on attack 1 (PvE only) - All Evasion Rate -12% for 10 sec on hits - Can be comboed into attack 3 during Chase - Increased distance traveled on attack 3 - Increased attack range - Guard Gauge decreased on hits
 Prime: Retaliation	- Cooldown: 15 sec	- 10 sec cooldown - Attack range of attack 1 and damage unified with Retaliation: Decapitation
 Retaliation Stance	-	- Cannot be activated when your Guard Gauge is at 0.
 Steel Gale	- Cooldown: 20 sec	- 15 sec cooldown - Can be comboed into Rising Storm: Blaze
 Prime: Cyclone Slash	- Critical Hit Rate +30/40/50% (PvP only) - Extra Hit Critical Hit Rate +30/40/50% (PvEP only) - Extra Hit Critical Hit Rate +10/10/10% (PvP only) - Not available on cooldown - Available for Quick Slot - Serene Mind buff applied	- Critical Hit Rate +30/40/50% - Available on cooldown - Not available for Quick Slot - Serene Mind buff not applied * Serene Mind buff applied on hits - Increased attack range for extra attacks

 Prime: Blooming	- Hit Damage 754% x3 - Extra Hit Damage 1255% x3 - 1st Hit Damage -38.9% in PvP - Extra Hit Damage -67.3% in PvP	- Attack damage 1255% x4 - Extra attack damage 1255% x12 - Damage -63.1% in PvP
 Prime: Rising Storm	- 11/11/10/9 sec cooldown	- 10/9/8/7 sec cooldown - Increased attack range - Guard Gauge decreased on hits
 Succession : Rising Storm : Blaze	-	- All hits applied regardless of distance - Increased attack range
 Prime: Crust Crusher	- Serene Mind effect applied on hits - Unavailable during cooldown - Movement Speed -15% for 10 sec	- Serene Mind buff not applied on hits - Available on cooldown * Serene Mind effect
 Prime: Divider	- Critical Hit Rate +50% (PvE only) - Air Attack on extra hits - Recover HP of 5% Max WP - Stiffness on 2nd hit - Pushes targets on hits (PvE only)	- Critical Hit Rate +50% - Air Attack - Recover 50 HP on hits - Floating on attack 1 hits - All DP -20 on hits for 10 sec - Extra attack performed only by pressing E

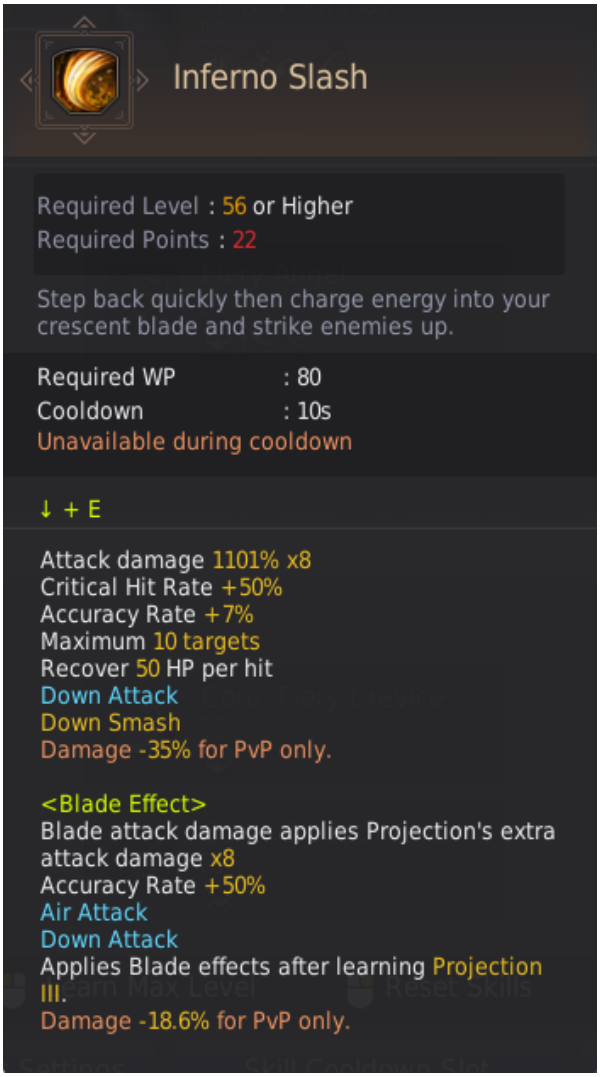
 Prime: Blooming	- Starting motion - Stun on hits	- No starting motion * Therefore, Invincible at the start of the skill nullified - Stun on extra attack hits - All hits applied regardless of distance * Therefore, damage in PvP was adjusted - Improved to activate more quickly
 Prime: Blind Slash	-	- Unified to the largest hit/extra hit range
 Blind Thrust	- Extra motion when pressing SPACE/RMB	- Removed extra motion when pressing SPACE/RMB

● Arrow Grapple - Added the skill to be comboed after Prime: Backstep Slash, Prime: Divider on last attack, Prime: Fiery Angel attacks.
● Prime: Carver - Improved to combo into Gale.
● Divider, Prime: Divider - Changed to not be activated when pressing↓.
● Prime: Carver, Prime: Gale - Changed so that you can combo with Prime: Cyclone Slash after attack 3.
● Prime: Rising Storm - Improved to combo more smoothly with Prime: Divider attack 2, Prime: Gale attack 3, Prime: Backstep Slash, and Prime: Retaliation.
● Prime: Retaliation - Improved to combo with Prime: Divider attack 2 and Prime: Backstep Slash.
● Prime: Fiery Angel - Improved to change directions more easily.
● Chase - Changed the skill description to match its actual effects.
● Whirlwind Cut - Changed the skill description to match its actual motions.
● Arrow Grapple - Improved to combo more smoothly into other skills.

Awakening

● Removed the hit applied with Blade Summon. Changed the Blade Summon to be applied to another skill after learning Projection III.

● Flow: Nemesis Slash - Changed to Inferno Slash.

	Before	Reboot
Skill	Flow: Nemesis Slash	Inferno Slash
Description		

● Made changes to the following skills:

Skill	Before	Reboot

 Musa's Soul	-	- Movement Speed +20% for 30 sec - Melee Accuracy Rate +15% for 20 sec
 Chase	-	- Invincible for 0.2 more sec in Awakening - Increased Movement Speed when using forward Chase in Awakening
 Flow: Dash Slash	- Hit Damage 1048% x 4 - 1st Hit Damage -35,2% in PvP - Last Hit Damage - 47.4% in PvP - Super Armor while attacking - Extra Hit Critical Hit Rate +100% - All DP -15 for 10 sec on hits - 8 sec cooldown	- Attack damage 1258% x 4 - Damage -40% in PvP - Removed Super Armor - Critical Hit Rate +50% - All DP -20 on hits for 10 sec - 5 sec cooldown - Increased attack range - Knockdown on hits
 Crosscut	- 1-Spin 536% x 5 - 2-Spin 1139% x 3 - 1st Hit Damage -14.6/14.8/14,7/14,7% in PvP - Last Hit Damage -28.7/28.8/28,7/28,7% in PvP - Number of hits decreased on cooldown - Critical Hit Rate +10% for 10 sec on 2-Spin attacks - Stiffness on 2nd hit when learning Core level of the skill	- Attack 1 damage 1069% x 1, max 5 hits - Attack 2 damage 1069% x 3 * Nullified on cooldown - Damage -20% in PvP - Number of hits not decreased on cooldown - Attack Speed +10% for 10 sec when using skill * Nullified on cooldown - Floating on attack 2 hits after learning the Core level - Blade attack 2 performed after learning Projection III - Attack 1 applied to the entire area around your character - Recover 50 WP per hit on attack 2 * Nullified on cooldown - Can be activated with your blade when Whirlwind Cut is locked

 Flow: Foul Play	- Hit Damage 1674% x 8 - Damage -50.3% in PvP	- Attack damage 1523% x 8 - Damage -45,4% in PvP - Guard Gauge decreased on hits
 Projection	- Summon Hit Damage 1002/1214/1403% x11 - Summon Critical Hit Rate +100% (PvE only) - Hit Damage - 35.2/35.1/35.2% in PvP - Summon Hit Damage -41.6% in PvP	- Extra attack damage 615/745/862% x 3, max 3 hits - Stiffness on extra attack hits - Increased activation speed - Air Attack - Attack damage - 35.2/35.1/35.2% in PvP - Extra attack damage -18.5/18.5/18.6% in PvP
 Fiery Angel	- Floating on hits - Activates hits on character collision	- Floating on hits (PvE only) - No character collision while moving - Super Armor during skill
 Sword Training	- Melee AP +12 - Melee Evasion Rate +10%	- All AP +12 - All Evasion Rate +10% (revised) * Removed Maneuver Training
 Fiery Crevice	- Hit Damage 1555/1733/1912 x 5 - Critical Hit Rate +50%(PvE only) - Bound on hits - Available on cooldown	- Attack damage 1120/1247/1377% x 7 - Critical Hit Rate +20/35/50% - Knockdown on hits - Not available on cooldown - Increased attack range

 Spinner	- 1st, 2nd, and 3rd Hit Damage 481/573/666/1061% x 2 - Last Hit Damage 408/486/564/803% x 8 - 1st, 2nd, 3rd Hit Damage -22/22.1/44.3% in PvP - Last Hit Damage Reduction Rate 8.1/8.2/8.2/26.7% in PvP - Attack Speed +10% for 10 sec when using skill - Floating on 1st hit - Pushes targets on hits (PvE only)	- Attacks 1, 2, and 3 damage 631/823/1016/1308% x 2 - Last attack damage 631/823/1016/1308% x 8 - Attacks 1, 2, and 3 damage - 30% in PvP - Last attack damage -30% in PvP - Critical Hit Rate +30% for 10 sec when using skill - Stun on attack 2 hits - Down Smash on last attack hits - Increased attack range for certain hits - Increased continued activation speed
 Crust Crusher	- Hit Damage 1105/1209/1311 x6 - IV: Hit Damage 1583% x8 - Knockdown on hits - Forward Guard until the motion before attack - IV: Number of hits decreased by 2 in PvP - Damage -33.9/33.9/33.9/41% in PvP - 20/19/19/17 sec cooldown	- Attack damage 1006/1100/1193/1441% x8 - Knockdown on hits (PvE only) - Forward Guard during skill - IV: Number of hits not decreased in PvP - Damage -42.8% in PvP - 18/16/14/12 sec cooldown - Increased attack range - Down Smash - Guard Gauge decreased on hits
 Eradicate	- RMB during Crust Crusher, Fiery Angel - RMB during Flow: Backflow, Forward Chase - Number of hits decreased by 2 in PvP - Damage -27% in PvP	- ↑ + E command keys - Number of hits not decreased in PvP - Damage -40% in PvP

 One Step Back	- Hit Damage 730% x 4 - Damage -2.7% in PvP - 9 sec cooldown - Stiffness on hits (PvE only)	- Hit damage 1033% x 4 - Damage -20% in PvP - 5 sec cooldown - Increased activation speed - No character collision while moving * Collision on cooldown - Increased distance traveled backward - Movement Speed -50% for 10 sec - Increased attack range after learning Projection III - Blade effect applied after learning Projection III
 Projection	- Summon Hit Damage 1002/1214/1403% x 11	- Extra attack damage 615/745/862% x 3, max 3 hits - Stiffness on extra attack hits - Increased activation speed - Air Attack
 Flow: Extra Credit	- 12 sec cooldown - Hit Damage 972% x 2 - Hit Damage -13.6% in PvP	- 10 sec cooldown - Attack damage and Projection attack damage x 2 - Extra attack damage and Projection extra attack damage x 3, max 3 hits - Projection damage applied in PvP
 Flow: Backflow	- 12 sec cooldown - Number of hits decreased by 2 in PvP - Damage -8.2% in PvP	- 7 sec cooldown - Number of hits not decreased in PvP - Damage -30% in PvP - Air Attack - Blade effect that is activated after learning Projection III added

 Twister	- 2 sec cooldown - Required Stamina 150 - Critical Hit Rate +50% (PvE only) - Number of hits decreased by 3 in PvP - Damage -65.2% in PvP	- 4 sec cooldown - Required Stamina 100 - Critical Hit Rate +50% - Number of hits not decreased in PvP - Damage -70% in PvP - Damage not decreased on cooldown - Air Attack applied on cooldown
 Counter Assassination	- Stun on counter hits	- Extra attacks only activated when holding Q - Attack Speed and Casting Speed -25% for 10 sec on hits
 Below the Belt	- Extra Hit Critical Hit Rate +100%	- Critical Hit Rate +50% - Increased attack range
 Musa's Resolve	- Hit Damage 724% x 3 (PvE only) - 20 sec cooldown - Required Stamina 150	- Attack damage 1044% x 4 - 9 sec cooldown - Required WP 40 - Draws the attention of monsters that are far away

● Projection - Improved so that Flow: Extra Credit can be activated when Projection is on cooldown.

● Flow: Extra Credit, Projection - Improved to combo more naturally into the following skills:

- Chase, Fiery Angel, Twister, Musa Spirit, Skill Enhancement, Fiery Crevice, Counter Assassination, and One Step Back

● Flow: Backflow - Changed so that you can activate the skill whenever you enter the command keys.

● Crust Crusher - Changed to combo into Chase instantly after attack.

● Spinner - Improved to combo more naturally into another skill.

● Crust Crusher - Improved to combo more naturally into the skill after Spinner's attack 1 and One Step Back.

● Crust Crusher - Improved so that the character would rotate in the direction of the camera angle before the attack is applied.

● Flow: Foul Play - Improved so that your character can rotate in the direction of the camera angle before the hit is applied.

● Spinner - Fixed the issue where the last attack activated in a different position would only be applied to the 7th hit.

● Crosscut Changed the skill description to match its actual motions.

● Fiery Angel - Improved to combo into Arrow Grapple by holding ↑ + F after Fiery Angel's attacks.

● Below the Belt - Improved to combo more smoothly with Chase or Fiery Angel.

● Flow: Backflow - Improved to activate more quickly.

● Stub Arrow (I to II) - Fixed the issue where 3 hits instead of 2 hits were being performed when using the skill while mounted.

● Charged Stub Arrow - Fixed the issue where using the last stub arrow attack of this skill while mounted wouldn't activate Stub Arrow's cooldown.

● Ultimate: Gale - Fixed the issue where using Prime: Gale (II to III) while mounted wouldn't apply the Increase AP buff upon learning this skill.

● Cyclone Slash, Charged Stub Arrow - Fixed the issue where the command inputs for the skills appeared unnatural.

● Arrow Grapple III - Fixed the issue where the skill description didn't match the I and II versions.

● Improved the appearance (customization) of Maehwa as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For

existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

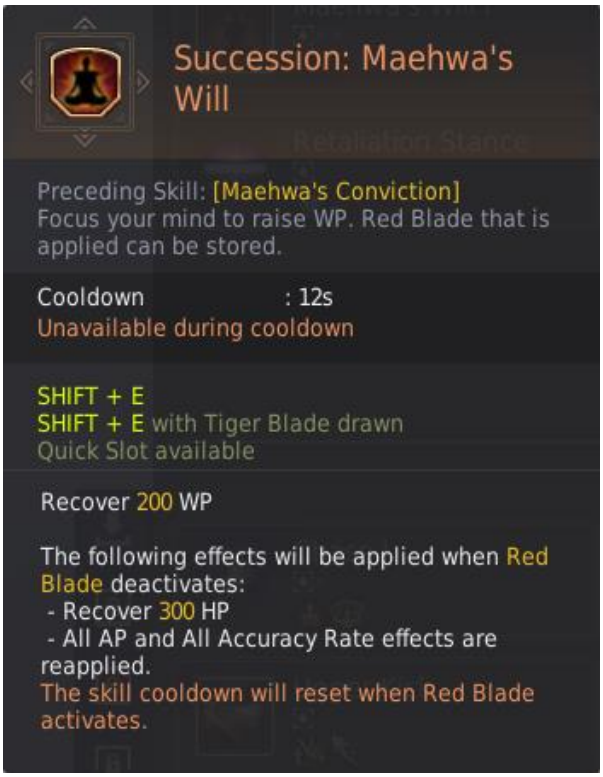
Main Weapon, Succession

● Succession: Maehwa's Will - Added the skill. .

- Can be used in Succession after learning Absolute: Maehwa's Will.

- Succession: Maehwa's Will - Resets cooldown when Red Blade is activated.

- Deactivates Red Blade when used while in Red Blade and recovers HP. However, this is not applied when Maehwa's Will is on cooldown.

Skill	Description
Succession : Maehwa's Will	

● Red Blade - Made the following changes to the effect:

- Separated the description for the skill activated when Red Blade is in effect.

- Made the following changes for Red Blade's effect activation/reset/deactivation.

Effect	Before	Reboot

Red Blade	- The following effects applied when you have 1 or 2 Red Petals created from using Prime: Dragon Bite and Prime: Divider. * All AP Increase, All Accuracy Rate Increase effects - Super Armor of Prime: Dragon Bite during Red Blade	- The following effects will be applied instantly during Red Blade. * All AP increased, All Accuracy Rate increased - Prime: Divider Super Armor with Red Blade - Red Blade duration is refreshed when Prime: Decapitation is used * All AP increased, All Accuracy Rate increased duration is also refreshed - Separated the skill description of skills used with Red Blade - Red Blade removed when Succession: Maehwa's Will is used - Enhancement effect removed from Prime: Dragon Bite, added to Prime: Divider * Therefore, Red Blade is activated with Prime: Divider. It will no longer activate with Prime: Dragon Bite.

● Prime: Charged Stub Arrow - Made the following changes:

- Changed the cooldown from 6 sec to 4 sec.

- Decreased the time it takes to switch from Stub Arrow to Charged Stub Arrow.

- Removed the following effects:

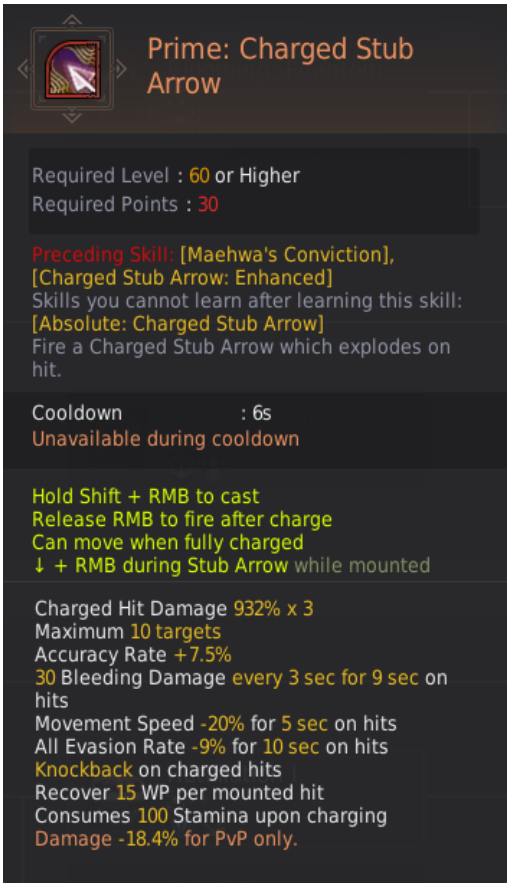
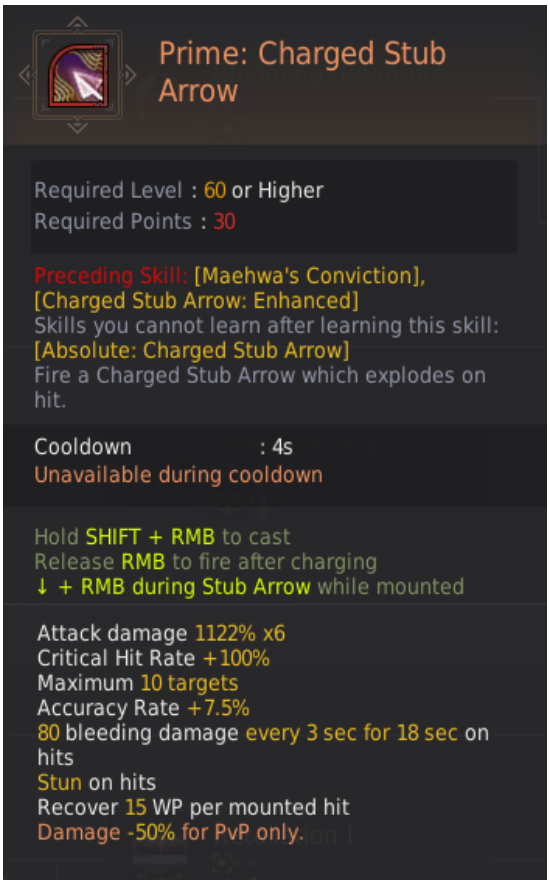
* "Movement Speed decreased on hits" and "Evasion rate reduced on hits"

- Added the following effects:

* Bleeding damage 80 every 3 sec for 18 sec

- Changed the "Knockback on hits" effect to the "Stun on hits" effect.

Skill	Before	Reboot

 Prime: Charged Stub Arrow		

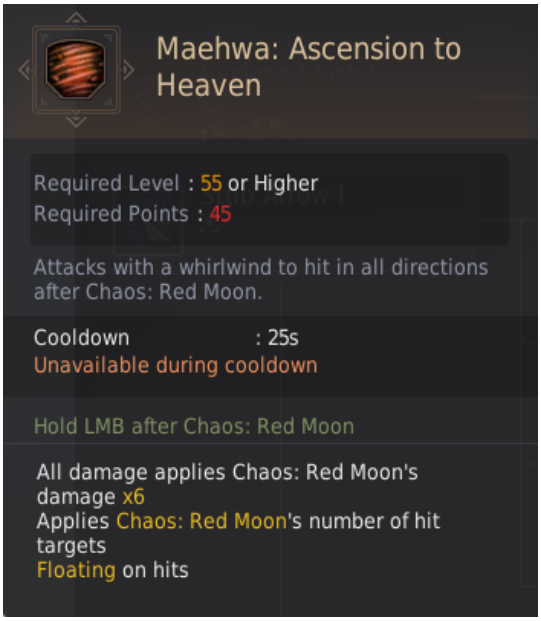
● Maehwa: Ascension to Heaven - Made the following changes:

- Removed all of the attack damage and changed to a skill that changes the effects of Chaos: Red Moon.

- Changed the motions and attack range of Chaos: Red Moon after learning the skill and changed so that the Floating effect is not applied on attack 3 after learning the skill.

* Therefore, decreased the number of attacks by 2 for Chaos: Red Moon in PvP.

Skill	Before	Reboot

Maehwa: Ascension to Heaven		

● Ultimate: Whirlwind Cut - Made the following changes:

- Removed the "Stiffness on hits" effect and changed the last attack of Whirlwind Cut to apply the damage of Chaos: Red Moon.

Skill	Before	Reboot
Ultimate: Whirlwind Cut		

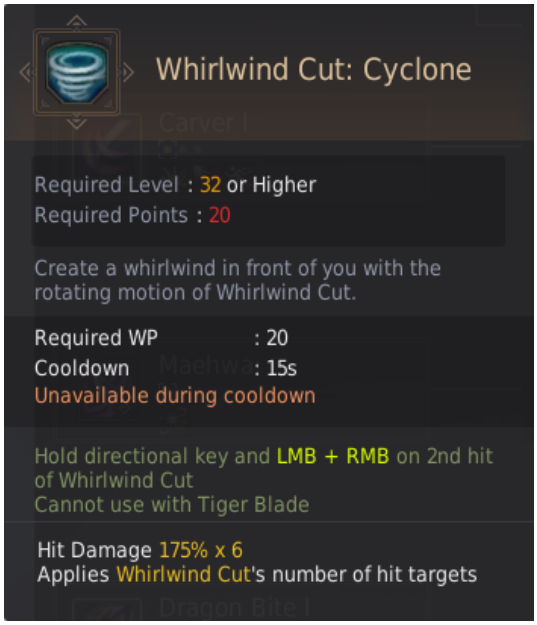
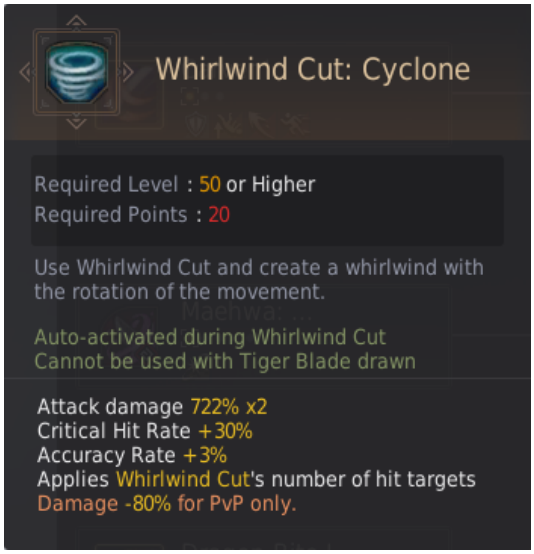
● Whirlwind Cut: Cyclone - Made the following changes:

- Changed to a passive skill where all extra attacks are applied to all attacks of Whirlwind Cut.

- Changed the level the skill can be learned to Lv. 50.

- Adjusted the damage of the skill as follows:

- Damage -80% will be applied in PvP.

Skill	Before	Reboot
Whirlwind Cut: Cyclone		

● Carver: Typhoon - Made the following changes:

- Removed the previous damage and % of Max WP extra damage and changed to apply the damage of Carver.

- Removed the cooldown.

- Removed the Knockdown effect and added the Down Smash effect.

- Increased the attack range.

- Changed to apply Down Attack.

Skill	Before	Reboot

Carver: Typhoon		

● Removed the following skills and added their basic effects to certain skills.

Removed	Skill with the Added Effect
Ultimate: Chaos: Red Moon	Chaos: Red Moon
Ultimate: Chase	Chase
Whirlwind Cut: Grinder	Whirlwind Cut
Ultimate: Maehwa: Decapitation	(Removed skill)

● Made changes to the following skills:

Skill	Before	Reboot
Prime: Blade of Maehwa	-	- Increased Movement Speed +20% for 30 sec - All AP +20 for 30 sec

 Whirlwind Cut	- Absolute version's Hit Damage 565% x 3	- Absolute: attack damage 895% x 3, total 3 attacks - Damage -30% in PvP - Increased lateral attack range
 Chaos: Red Moon	- I to III version's Damage -28.8/24.9/56% in PvP	- Increased attack range for attack 1 and 3 - Last attack applied to the entire area around your character - Guard Gauge decreased on hits - I to III: damage -29/25/~~40~~ 21.1% in PvP **(Modified)**
 Carver	-	- Increased Movement Speed - Attacks after instant charge - Forward Guard during attack 1 * Nullified on cooldown
 Backstab	- 12 sec cooldown - Stun on hits - Pushes targets on hits (PvE only) - Hit Damage 327% x 2 - Number of hits increased in Succession	- 20 sec cooldown - Removed "Stun on hits" - Removed "Push targets on hits (PvE only)" - Attack damage 1520% x 4 - Number of hits not increased in Succession - Damage -40% in PvP
 Retaliation Stance	-	- Cannot be activated when your Guard Gauge is at 0.

 Chaos: Crimson Gust	- 20 sec cooldown - Air Attack - Floating on hits	- 15 sec cooldown - Down Attack - Down Smash
 Retaliation	- Knockdown on hits	- Knockdown on hits (PvE only)
 Sword Training	- Melee AP +12 - Melee Evasion Rate +10%	- All AP +12 - All Evasion Rate +10% * Removed Maneuver Training
 Carver, Prime: Carver	- Forward Guard when used while Red Blade is in effect * Nullified on cooldown	- Forward Guard during skill * Nullified on cooldown

 Prime: Whirlwind Cut	- Hit Damage 772% x 3, Max 3 hits - Hit Damage -18.4% in PvP - Extra Hit Damage 462% x 2, Max 3 hits after learning Whirlwind Cut: Cyclone * Nullified on cooldown	- Attack damage 901% x 3, Total of 3 attacks - Attack damage -66.3% in PvP - 901% x 2 per hit after learning Whirlwind Cut: Cyclone - Super Armor for 0,4 more sec for last attack - All DP -20 for 10 sec * Nullified on cooldown
 Prime: Blind Thrust	- Hit Damage 608% x 4 - SPACE or RMB for extra hit	- Attack damage 1028% x 4 - Removed extra attack - Unified attack range of all motions to forward Blind Thrust
 Prime: Dragon Bite	-	- Less Stamina consumed when continuously stabbing while Tiger Blade is drawn
 Prime: Decapitation	- Hit Damage 977% x 3 - 1st Hit Damage -59.2% in PvP - Extra Hit Damage -57.2/57.2/57.2/57.1% in PvP - Number of extra hits increased for IV level of the skill - Damage decreased on cooldown - Number of hits decreased by 2 in PvP	- Attack damage 1388% x 3 - Damage -63% in PvP - Number of extra attacks increased for all levels of the skill - Slightly decreased damage on cooldown - Number of hits not decreased in PvP * Therefore, damage was adjusted in PvP - Stun not applied while Red Blade is drawn - Super Armor even when only extra attack is performed during Red Blade - Movement Speed increased when Tiger Blade is drawn/during Red Blade

 Prime: Carver	- Hit Damage 762% x 3 - Extra Hit Damage 765% x 6 -Damage -18.4% in PvP - Speed Attack - All DP -15 for 10 sec * Nullified on cooldown	- Attack damage 1002% x 3 - Extra attack damage 1002% x 6 - Damage -42.8% in PvP - Air Attack - All DP -20 for 10 sec * Nullified on cooldown - Floating not applied during Red Blade - Increased attack range - Guard Gauge decreased on hits
 Prime: Divider	- Hit Damage 722% x 3, Max 3 hits - Extra Hit Damage 963% x 4 - Recover HP +30 per hit - Pushes targets on hits (PvE only)	- Attack damage 1159% x 3, max 3 hits - Extra attack damage 1159% x 3 - Recover 60 HP per hit * Nullified on cooldown - Enhancement during Red Blade - Increased attack range during Red Blade
 Red: Divider (I to III)	- Recover HP on hits	- Removed "Recover HP on hits"
 Prime: Red Moon	- 9 sec cooldown - Damage -64.3% in PvP	- 7 sec cooldown - Damage -62% in PvP - Changed attack range during Red Blade * All hits applied regardless of distance - Guard Gauge decreased on hits
 Prime: Blooming	- Starting motion	- No starting motion * Therefore Invincible at the start of the skill will not be applied - Improved activation speed

 Prime: Charged Stub Arrow	- 6 sec cooldown - Damage -18.4% in PvP - Charged Hit Damage 932% x 3	- 4 sec cooldown - Damage -50% in PvP - Decreased time for switching from Stub Arrow to Charged Stub Arrow
 Prime: Sticky Snowflake	-	- Largest attack range of skill applied to all hits

● Arrow Grapple - Added so that you can combo with Backstep Slash and Prime: Stigma.

● Prime: Decapitation - Changed to combo into Prime: Sticky Snowflake when holding LMB.

● Chaos: Red Moon - Improved to activate Chaos: Crimson Gust when holding LMB.

● Chaos: Red Moon - Improved to combo more smoothly into Blooming.

● Prime: Blooming - Improved to combo more naturally into Chase, Backstep Slash, and Prime: Stigma.

● Whirlwind Cut - Changed the skill description to match its actual motions.

● Chase II - Fixed the issue where the Super Armor effect was not applied at the end of the skill motion when used from the back.

● Chaos: Red Moon - Fixed the issue where Air Attack would be applied to the last attack.

● Backstab - Fixed the issue where Air Attack would be applied.

● Arrow Grapple - Improved to combo more smoothly into other skills.

Awakening

● Ice Fang - Added the skill.

Skill	Description

 Ice Fang	

● Made changes to the following skills:

Skill	Before	Reboot
 General Apricot	-	- Increased Movement Speed +20% for 30 sec - All AP +20 for 30 sec
 Chase	-	- Increased Movement Speed when used forward in Awakening - Invincible for 0.2 sec longer in Awakening

 Oppression	- 20 sec cooldown	- 9 sec cooldown - Greatly increased range where you pull in target (PvE only)
 Petal Drill	- Hit Damage 1106% x 4 - III: 7 sec cooldown - All DP -10 for 10 sec - III: Damage -11.6% in PvP	- Attack damage 1106% x 4 - Extra attack damage 1106% x 6 - III: 5 sec cooldown 5 sec - All DP -20 for 10 sec - III: Damage -30% in PvP - Instantly attack nearby enemies
 Moonrise	- IV version's 1st Hit Damage 1086% x 3 - IV version's 2nd Hit Damage 1041% x 4 - IV version's 3rd Hit Damage 1041% x 3 * Stun on 1st hit after learning the Absolute level of the skill - Recover WP +25 per hit on 1st hit * Nullified on cooldown - Critical Hit Rate +0/10/20/30% (PvE only) - Damage -23.4/23.4/23.4/10.4% in PvP	- IV: Removed attack 1 (changed attack 2 and 3 to attack 1 and 2) - IV: attack 1 damage 1206% x 4 - IV: attack 2 damage 1206% x 4 * Super Armor during skill after learning the Absolute level of the skill - Recover WP +25 per hit * Nullified on cooldown - Critical Hit Rate +10/20/30/40% - Damage -34.8% in PvP - Increased lateral attack range
 Sticky Snowflake	- Hit Damage 870/932/948/1111% x 4 - Damage -20.9/20.9/21/21% in PvP - Following effects applied to a max of 7 targets on hits * Movement/attack speed - 20% for 10 sec - Critical Hit Rate +25%(PvE only) * Nullified on cooldown	- Attack damage 870/932/948/1111% x 7 - Damage -54/54/42.5/42.5% in PvP * Damage reduced on cooldown - Following effects applied to a max of 10 targets on hits * Movement/Attack Speed -20% for 10 sec - Critical Hit Rate +25% * Nullified on cooldown - Changed presentation of Black Spirit skill

 Frost Pillars	- Critical Hit Rate +20% for 10 sec * Nullified on cooldown - Number of hits decreased by 2 in PvP - III: Damage -33% in PvP	- Critical Hit Rate +30% for 10 sec * Nullified on cooldown - Number of hits not decreased in PvP - Damage -42.7% in PvP - Increased attack range
 Full Moon Wall	- Quick Slot Available	- Quick Slot unavailable - Cannot be activated when your Guard Gauge is at 0.
 Flow: Tip of an Iceberg	- Hit Damage 1503% x 5 - 13 sec cooldown - Damage -24.5% in PvP	- Attack Speed +10% for 10 sec * Nullified on cooldown - Increased distance traveled
 Flow: Moonlight Dash	-	- Increased attack range
 Petal Bloom	- Charged Hit Damage 1105/1467/1762% x 8 - Damage -39.1/39.1/40.6% in PvP	- Charged attack damage 1105/1467/1762% x 10 - Damage -59.3% in PvP - Guard Gauge decreased on hits - Increased charging speed - Increased attack range after charging

 Sleet Steps	- Critical Hit Rate +12% for 10 sec * Nullified on cooldown	- Attack Speed +10% for 10 sec * Nullified on cooldown - Increased distance traveled
 Stigma	-	- Increased movement speed when used from the back * Therefore, increased attack range when used in front
 Flow: Frostflower	- AP +10 for 10 sec	- All AP +20 for 10 sec - Combos from attack 2 of Stigma - Knockdown on extra attack hits
 Flow: Cloud Stab	- Hit Damage 960% x 6 - 16 sec cooldown - Damage -21.5% in PvP - Can be comboed with Stigma	- Attack damage 1082% x 6 - 9 sec cooldown - Damage -30% in PvP - Cannot be comboed with Stigma
 Scale	- Forward Guard - Increased Attack Speed +10% for 10 sec	- Removed Forward Guard * Combined into an effect of Ice Fang - Removed Increased Attack Speed +10 for 10 sec * Combined into an effect of Ice Fang

● Removed the following skills and added their basic effects to certain skills.

Removed	Skill with the Added Effect
Flow: December	Extra hit of Petal Drill

● Stub Arrow: Evasive Shot - Improved to be available with your awakening weapon.

● Flow: Tip of an Iceberg - Fixed the issue where the skill would activate unintentionally after Stigma.

- Stigma - Changed to combo into Flow: Tip of an Iceberg by pressing F one more time.

● Moonrise - Fixed the issue where Stigma would unintentionally be activated.

- Moonrise - Changed to combo into Stigma by pressing F one more time.

● Petal Drill - Improved to be able to combo into extra hit of the skill after using Flow: Moonlight Dash.

● Flow: Tip of an Iceberg - Improved to combo more smoothly into Moonrise.

● Frost Pillars - Improved to combo more smoothly after using Flow: Moonlight Dash.

● Flow: Tip of an Iceberg - Improved to be able to combo after using the skills Petal Bloom and Stigma.

● Stigma - Improved to combo into Flow: Moonlight Dash

● Flow: Tip of an Iceberg - Improved to combo more smoothly after using other skills.

● Petal Bloom - Improved your character to turn in the direction of the camera angle until before the attack is applied after charging.

● Black Spirit: Sticky Snowflake - Fixed the issue where the attack range was smaller than Sticky Snowflake.

Kunoichi, Ninja

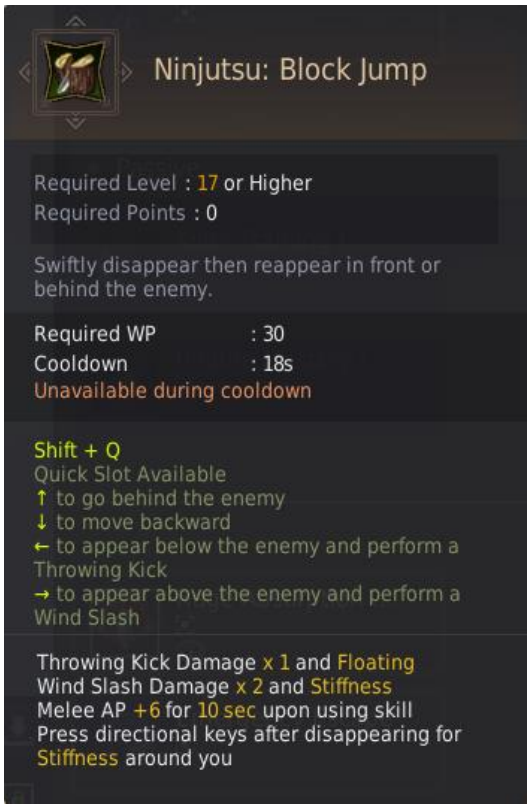
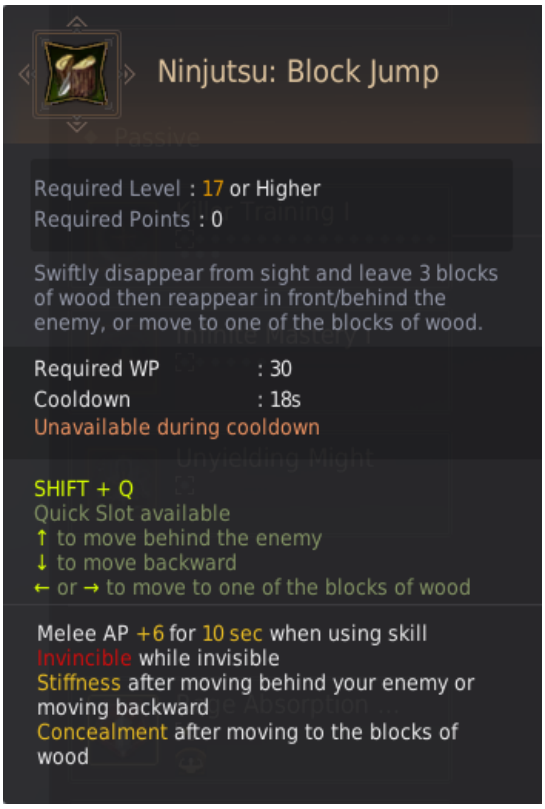
● Ninjutsu: Block Jump - Made improvements as follows:

- Changed to summon forth a total of three wooden blocks in the shape of an equilateral triangle.

- Removed the Throwing Kick and Wind Slash combo attacks activated when continuing ←/→ and added a function where you move to each of the blocks of wood when pressing the ←/→ directional keys.

- You cannot move behind the enemy again when you move to one of the blocks of wood by pressing the ←/→ directional keys, but you can combo into other normal skills.

Skill	Before	Reboot

 Ninjutsu: Block Jump		

● Shadow Slash - Changed the command keys for comboing into Heart Aiming or Smokescreen as shown below.

Activating Smokescreen	Activating Heart Aiming
SPACE while using Shadow Slash	LMB + RMB during Shadow Slash

● Made changes to the following skills:

Skill	Before	Reboot
 Prime: Malicious Cut	-	- Critical Hit Rate +30% for 30 sec

 Ghost Step	- Invincibility -> Super Armor	- Invincibility
 Floor Sweeping, Throwing Kick	Unavailable through Quick Slot	Available via Quick Slot
 Ninjutsu: Shadow Stomp	- Shadow Clone for 7 sec	- Removed Shadow Clone for 7 sec - SPACE to activate Smokescreen
 Ninjutsu: Shadow Clone	- SPACE to activate after Shadow Stomp - Activated through Quick Slot while Shadow Clone buff is applied - Attack range forward - Critical Hit Rate +100% (PvP only)	- Quick Slot available (Ninja, Kunoichi) - ↓ + RMB (Kunoichi) - Changed to hit the area around the character - Critical Hit Rate +100% - Changed attack motions
 Death's Descent	- 10 sec cooldown	- 15 sec cooldown

Ninjutsu: Shadow Clone (I to Absolute)	- 18/16/14/13 sec cooldown	- 15/13/12/10 sec cooldown
Heart Aiming	- 27 sec cooldown for Absolute level of the skill - Unavailable during cooldown	- 20 sec cooldown for Absolute level of the skill - Available during Cooldown
Kunai Throw, Shuriken Throw	-	- Increased attack range when used while airborne * Stiffness applied to the same area as before for Succession Kunoichi - Added skill lock function
Ninja Evasion	- Invincible at the start of the skill, no description	- Super Armor at the start of the skill, description added - Increased leap distance
Flash Slash	- Super Armor while attacking	- Super Armor during skill

● Floor Sweeping - Improved the speed of the motions when used consecutively.

● Ghost Step - Changed so that you can combo into Smokescreen (I to V) by pressing SPACE.

● Ghost Step - Improved to maintain Sprint just by holding directional keys or SHIFT while Target Chase's buffs are applied.

● Ghost Step - Improved to continue the Sprint motion more naturally when holding directional keys or Shift.

● Floor Sweeping - Improved to continue the motion more naturally when continuing the skill.

● Flow: Sky Stepping - Improved the continuing motions to be more natural when continuing the skill in a non-combat stance.

● Flow: Sky Stepping - Changed to have your character fall naturally when attempting to activate the skill again after its been used twice consecutively.

● Shadow Clone - Changed the skill's attack motions to be more natural and improved to combo more quickly into another skill.

● Shadow Clone - Improved to combo more quickly with Shadow Stomp.

● Death's Descent - Improved the speed of the motion continued on Grapple.

● Ghost Greeting - Improved the attack motions to be quicker.

● Added a description that matches the actual defensive effects applied when using the following skills:

- Ninjutsu: Concealment, Ninjutsu: Oni Shadow, Ninjutsu: Sinew Cut, Ninjutsu: Block Jump, and Ghost Greeting

- "Invincible while vanished"

● Ninjutsu: Block Jump - Changed the visual effects displayed when used while airborne to match the actual effects.

● Changed the description for the defensive effect of certain skills as follows. However, the actual effect applied remains the same.

Before	Reboot
Invincible when vanished	Invincible while invisible

● Smokescreen - Improved to combo Smokescreen, a skill that activates instantly by pressing SPACE after certain skills.
● Smokescreen - Changed the timing when the hit is applied to match the actual attack motion and improved to combo more quickly into other skills.
● Shadow Stomp - Improved to combo more quickly with Fatal Blow, Flow: Fatal Blow Combo, Kunai Stab, Heart Aiming.
● Ghost Greeting - Fixed the issue where the skill would be activated first instead of Ankle Cutter when pressing SHIFT + LMB while Sprinting.
● Ghost Greeting - Fixed the issue where it wouldn't be activated when pressing LMB while Sprinting in certain situations.
● Heart Aiming - Fixed the issue where the skill would automatically be activated when holding SPACE when going into Ninjutsu: Concealment after using Smokescreen by pressing SPACE after using certain skills.
● Heart Aiming - Changed to activate by pressing SPACE again when going into Concealment with the aforementioned command keys.
● Ninjutsu: Oni Shadow - Changed to apply the stealth effect of Oni Shadow first while using Ninjutsu: Oni Shadow during Ninjutsu Concealment.
- At this point, the previously stackable Ninjutsu: Concealment effect will disappear.
● Fatal Blow, Flow: Fatal Blow Combo, Kunai Stab, Heart Aiming - Fixed the issue where you couldn't recover

Stamina during the skills.
● Ghost Greeting - Fixed the issue where Invincible would be applied on cooldown.
● Ninjutsu: Block Jump - Fixed the issue where the AP buff would not be applied when comboing into another motion quickly.
● Ninjutsu: Concealment - Fixed the issue where the stealth effect would not be applied when comboing with ←/→ of Ninjutsu: Block Jump without learning the skill.
● Ninjutsu: Concealment - Fixed the issue where Invincible would not be applied to the starting motion.
● Flow: Sky Stepping - Fixed the issue where the sound effect would sound awkward when using Death's Descent while airborne.
● Flow: Block Jump - Fixed the issue where "Quick Slot available" would appear twice in the description.
● Prime: Ninjutsu Commence - Fixed the issue where the skill would combo more slowly into Shadow Stomp after Succession: Ghost Step while the buff is maintained.
● Removed "Super Armor at the start of the skill" from Ninja Evasion and added "Forward Guard during the skill" to Ankle Cutter.
● Ankle Cutter - Changed the Bound effect to only apply in PvE.
● Stub Arrow - Fixed the issue where cooldown wouldn't be applied when using the last stub arrow with Charged Stub Arrow while mounted.
● Charged Stub Arrow - Fixed the issue where the description for the command keys would be unnatural.
● Maehwa's Will - Fixed the issue where the sound effects would not play in Succession.

● Suicide Fall (I to Absolute) - Changed the skill descriptions as shown below.

Before	After
on hit	on grapple

● Improved the appearance (customization) of Ninja as follows:

- Added a new face type and hair style.

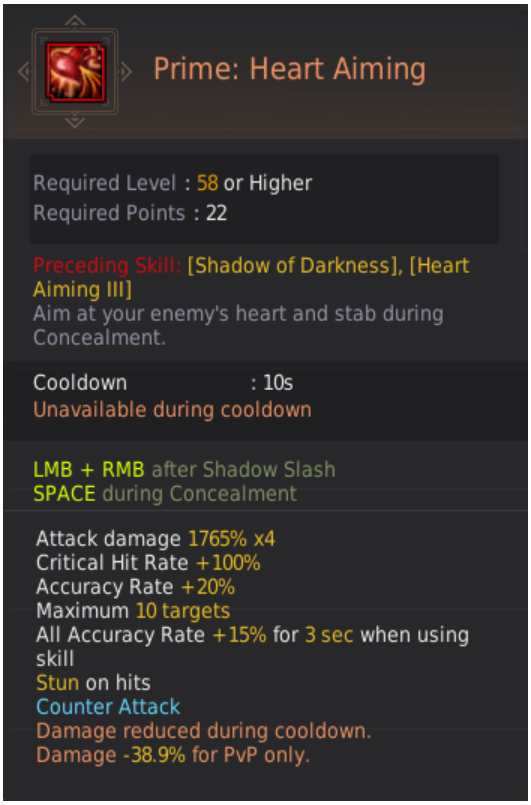
- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

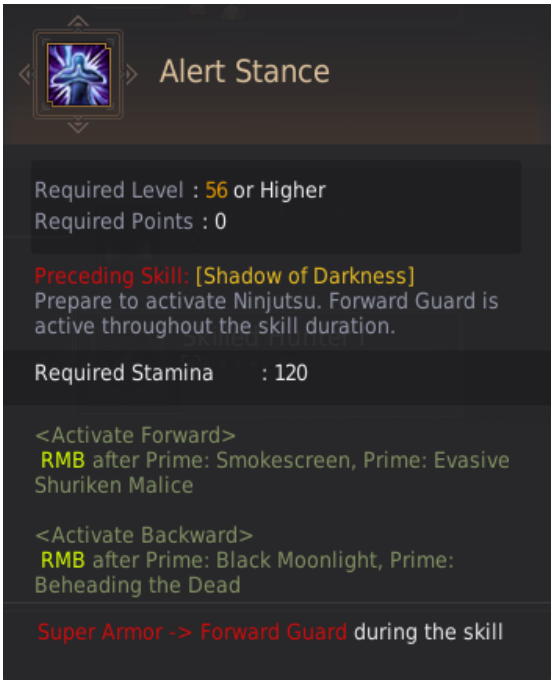
* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Added Prime: Heart Aiming skill.

Skill	Description
Prime: Heart Aiming	

● Improved Alert Stance skill.

Skill	Description
Alert Stance	

● Made changes to the following skills:

Skill	Before	Reboot
Killer Training	- All AP +12 - All Evasion Rate +2.5% - All Accuracy Rate +2.5%	- All AP +12 -All Evasion Rate +10%
Prime: Blade Spin	- Critical Hit Rate +15%(PvE only) - Quickly cast skill when you press space bar	- Critical Hit Rate +50%(PvE only) - Cast skill quickly automatically
Prime: Fox Claw	- 1 Hit Damage 743% x 4 - 2 Hit Damage 743% x 2 - 3 Hit Damage 1652% x 4 - 55.6% reduced damage on 1st and 2nd hit in PvP	- Attack 1 damage 965% x 4 - Attack 2 damage 965% x 2 - Attack 3 damage 1652% x 4 - Attacks 1 and 2 -65.8% in PvP - Critical Hit Rate +50% (PvE only) * Not applied during cooldown
Prime: Black Moonlight	-	- Applied the widest attack range of the skill on all attacks - Critical Hit Rate +50% (PvE only)
Prime: Red Rain	- 1 Hit Damage 1000% x 1 - 2 Hit Damage 1000% x 7 * 1st and 2nd hit: Damage -31.7% in PvP	- Attack 1 damage 1200% x 1 - Attack 2 damage 1200% x 7 * Attacks 1 and 2 damage -34.8% in PvP - Critical Hit Rate +100%(PvE only)

 Prime: Rampage	- 1st Hit Damage 628% x8 - 2nd Hit Damage 628% x4 - 3rd Hit Damage 628% x3 - Critical Hit Rate +40% - Damage -38.9% in PvP	- Attacks 1, 2, and 3 damage 1082% x8/4/3 - Critical Hit Rate +50% - Damage -44% in PvP - Down Attack
 Prime: Shuriken Flight	- Air Smash on 2 hits	- Removed Air Smash - Critical Hit Rate +50% (PvE only)
 Prime: Shuriken Malice	- IV Hit Damage 1444% x 3 - Damage -50.1% in PvP	- IV: attack damage 1444% x 5 - Damage -68.9% in PvP
 Prime: Evasive Shuriken Malice	- Hit Damage 1444% x 3 - Required Stamina 150 - 50.1% reduced damage in PvP	- Attack damage 1444% x 5 - Required Stamina 100 - Damage -68.9% in PvP
 Prime: Beheading the Dead	- IV Hit Damage 1309% x 2 - IV Extra Hit Damage 1309% x 5 - Damage -59.1% in PvP	- IV: attack damage 1409% x 5 - IV: extra attack damage 1409% x 5 - 71.3% reduced damage in PvP

● Prime: Dark Frenzy - Improved to activate Red Rain when holding ↓ + RMB after using the skill.

● Smokescreen - Improved to combo into Prime: Fox Claw quicker.

● Blade Spin (I to Prime) - Fixed the issue where character's motion was slowed upon targeting.

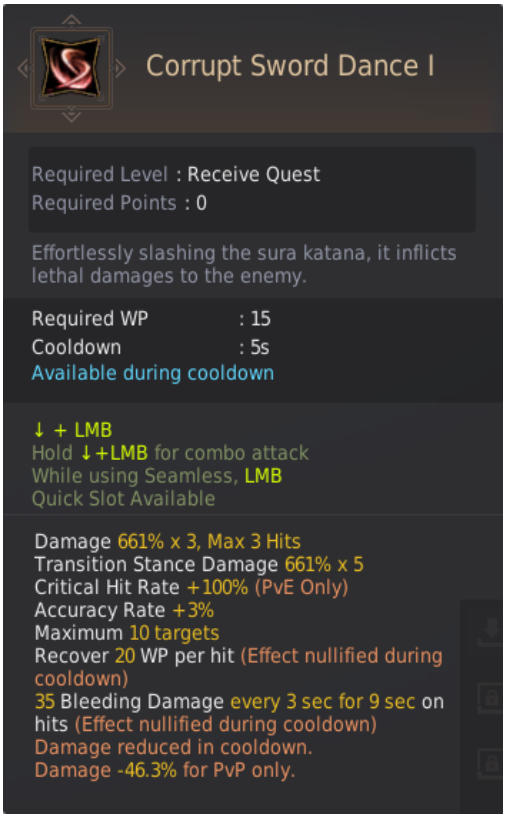
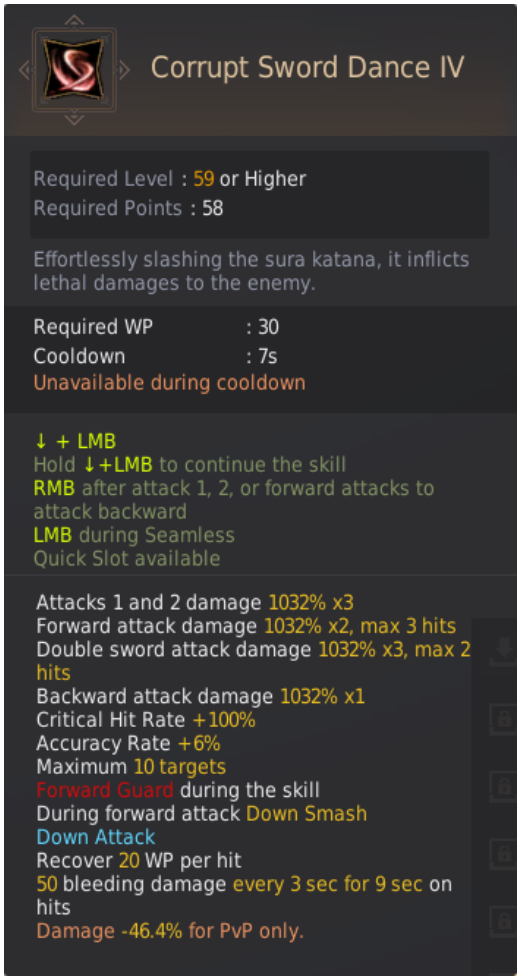
● Shuriken Throw - Fixed the issue where an abnormal amount of Stamina would be consumed when moving laterally or backward during the skill.

Awakening

● Removed the following skill and added as a base effect of a certain skill:

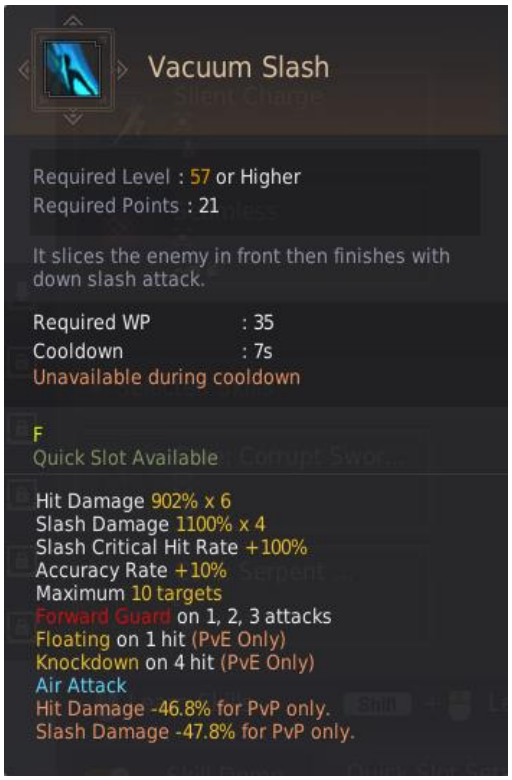
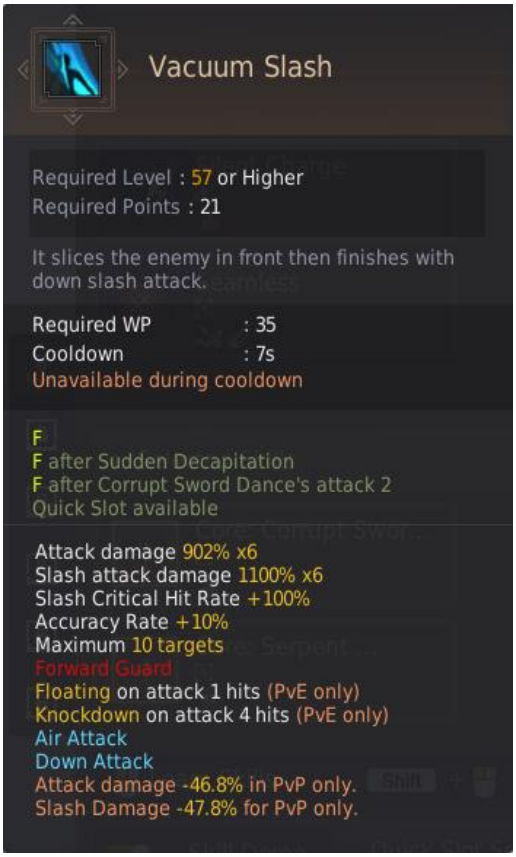
Removed	Skill with the Added Effect
Vengeful Barrier	Corrupt Sword Dance

● Changed the Corrupt Sword Dance skill.

Skill	Before	Reboot
Corrupt Sword Dance		

● Changed the Vacuum Slash skill.

Skill	Before	Reboot

 Vacuum Slash		

● Made changes to the following skills:

Skill	Before	Reboot
 Bloodthirst: Katana Shower IV	- Reduced hit number by 2 in PvP	- Removed hit number reduction in PvP
 Murderous Intent	- Reduced hit number by 2 in PvP	- Removed hit number reduction in PvP - Increased Super Armor duration after learning Core - Activated via Quick Slot with your shortsword

 Flow: Mach Explosion	- Cooldown for 17 sec - Blade Damage 824% x 1 - Explosion Damage 1422% x 7 - 16% Reduced Blade Damage in PvP - PvP explosive hit damage -40.6%	- 12 sec cooldown - Blade attack damage 1220% x 4 - Explosive attack damage 1620% x 7 - PvP blade attack damage -43.3% - Explosive attack damage -47% in PvP
 Vacuum Slash	- Forward Guard while 1, 2, or 3 attack - Slash Damage 1100% x 4	- Forward Guard - Slash attack damage 1100% x 6 - Added Down Attack - Adjust attack range - Press F to perform Vacuum Slash after attack 2 with Sudden Decapitation/Corrupt Sword Dance
 Drastic Measure	- Super Armor while charging - Bound on hits - Super Armor after learning Bon	- Super Armor - Bound on hits (PvE only) - Bound after learning Core
 Seamless	-	- Increase activation speed

 Serpent Ascension	- Hit Damage 653/766/1161% x 7 - Blade Hit Damage 959/1038/1344% x 6 - Hit Damage -37.1/36.9/52.2% in PvP - Blade Hit Damage -34.4/34.4/45.3% in PvP	- Changed to a motion where you only strike once - Attack damage 853/966/1361% x 7 - Blade attack damage 1159/1238/1544% x 6 - Normal attack damage -51.8/50/59,2% in PvP - Blade attack damage -45.7/45/52.4% in PvP
 Flow: Execution	-	- Adjusted attack range - Applied to all attacks regardless of range
 Sudden Decapitation	- 2 Hits, Transition Stance, Double Sword Stance 2 Bound on hits Floating on third sword hit(s)	- Attack 2, Transition Stance, Bound on 2nd attack hits while in Double Sword Stance (PvE only) - Floating on attack 3 hits while in Double Sword Stance (PvE only) - Bound/Floating effect applies to players as well after learning Core - Increased attack range - Attack Speed +10% for 10 sec - Forward Guard during skill

 Flash Bondage	- Cooldown for 18 sec	- 20 sec cooldown
 Sura ChaoSpree	- Cooldown for 25 sec	- 15 sec cooldown - Down Attack
Guard with sura katana	-	- Maintain stance while guarding - Cannot activate when Guard Gauge is 0

● Flashing Light - Improved to activate Flow: Mach Explosion by holding RMB after the skill.

● Serpent Ascension - Fixed the issue where character would be slowed when using the skill.

● Ninja Evasion - Removed the required Stamina.

● Asura - Removed the text that says Super Armor will be applied during Drastic Measure, due to the changes in adding Super Armor to Drastic Measure.

● Serpent Ascension (I to III) - Made the following changes:

- Adjusted the attack damage from 3 hits to 7 hits.

Before	After
Attack damage 1361% x 3 Blade attack damage 1544% x 6	Attack damage 1361% x 7 Blade attack damage 1544% x 6

- Adjusted the attack damage reduction rate in PvP to match that of the blade attack damage reduction in PvP.

Before	After

Attack damage -63% in PvP Blade attack damage -53% in PvP	Attack damage -63% in PvP Blade attack damage -63% in PvP

- Improved to apply damage evenly to nearby enemies by adjusting the attack area. However, the attack area for Floating remains the same.)

● Succession: Ankle Cutter - Added the following text so that the description on defense effects and debuffs match the actual effects.
- Forward Guard during the skill
- Bound on hits (PvE only)

● Halo - Fixed the issue where the skill's sound effects were inaudible when using Moon Storm after using the skill.

● Improved the appearance (customization) of Kunoichi as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Added a UI that displays the Kunoichi's skill resources.

● Made changes to the following skills:

Skill	Before	Reboot

 Tendon Cutter, Absolute: Tendon Cutter	- Quick Slot available	- Quick Slot available - Press ↑ + Q - Press ↑ during skill to activate frontal slash attack
 Ninjutsu: Shadow Explosion I~V, Absolute: Shadow Explosion	- Cooldown 28/27/25/23/19/16 sec	- 22/21/20/18/16/12 sec cooldown
 Flash Slash	-	- Press directional keys to move once in the designated direction and attack
 Kunai Throw	-	- Increases attack area when used while airborne * Stiffness area is the same as before
 Kunai Block	-	- Cannot activate if Guard Gauge is 0

 Killer Training	- All AP +12 - All Evasion Rate +2.5% - All Accuracy Rate +2.5%	- All AP +12 - All Evasion Rate +10%
[Ninjutsu: Ghost], [Ninjutsu: Soul], [Ninjutsu: Spirit]	- Applies effect on hit with certain skills	- Applies effect on hits with certain skills
[Release: Spirit + Ghost], [Release: Ghost+Soul], [Release: Soul+Spirit]	- Removes buff effect when activated - Cannot activate when all Ninjutsu buffs have been applied	- Removed "Removes buff effect when activated" - Can activate when all Ninjutsu buffs have been applied
[Release: Spirit + Ghost]	- Activates while using [Prime: Shadow Stomp]	- Activates during [Prime: Shadow Clone]
[Release: Ghost + Spirit]	- Activates while using [Prime: Shadow Clone]	- Activates during [Prime: Shadow Explosion]
[Release: Soul + Spirit]	- Activates while using [Prime: Shadow Explosion]	- Activates during [Prime: Shadow Stomp]
 Prime: Fox Claw	-	- Applies [Ninjutsu: Soul] buff effect during skill - Critical Hit Rate +50%(PvE only)

 Prime: Tendon Cutter	- Critical Hit Rate +25% (PvE only)	- Critical Hit Rate +100% (PvE only) - Applies [Ninjutsu: Soul] buff effect during skill
 Prime: Shadow Explosion	- 16 sec cooldown - Critical Hit Rate +25% (PvE only)	- Cooldown 9 sec - Critical Hit Rate +100% (PvE only)
 Prime: Shadow Clone	- Press Space after using Shadow Stomp - Quick Slot available - Critical Hit Rate +100% (Only applies to the player) - Frontal attack area - Cooldown 13 sec - Reduced number of hits in PvP	- ↓ + RMB - Quick Slot available - Critical Hit Rate +100% - Perform circular attack around the character - Cooldown 10 sec - No reduced number of hits in PvP - Activates Smokescreen when pressing SPACE. - Press ↑ while performing the skill to activate frontal slash attack - Changed skill animation
 Prime: Flash Slash	- I to III: Hit Damage 1132%/1396%/1701% x4 - IV: Hit Damage 1652% x5 - Stiffness before hitting - 15 sec cooldown	- I to III: attack damage 1132%/1396%/1701% x3, max 2 hits - IV: attack damage 1652% x5, max 2 hits - Stiffness on attack 1 hits - 9 sec cooldown - Use directional key to move to designated direction and attack after attack 1 - Increase the activation rate on hits when attacking in place

Prime: Crescent Slash	- Invincible at the start of the skill	- Super Armor until the attack motion - Added skill description
Prime: Shackles	- Hit Damage 1774% x 5 - 20 sec cooldown	- Attack damage 1431% x 7 - 12 sec cooldown
Prime: Wheel of Wrath	- 2 Hit Damage 1214% x 8 - 2 Hits on Ninjutsu Release Damage 1214% x 12 - Cannot activate when Ninjutsu Release hit damage is in cooldown	- Attack 2 damage 1387% x 8 - Ninjutsu Release attack 2 damage 1387% x 15 - Can activate when Ninjutsu Release attack damage is on cooldown * Damage same as before while on cooldown in PvP - frontal circular attack 2
Prime: Danse Macabre	- Normal Hit Damage 924% x 4 - Ninjutsu Release Hit Damage 1871% x 6	- Normal attack damage 1288% x 8 - Ninjutsu Release attack damage 1871% x 8 * PvP damage same as before
Absolute: Black Moonlight	- 20 sec cooldown	- 12 sec cooldown - Critical Hit Rate +100% (PvE only)

Prime: Fatal Blow	- 7 sec cooldown	- 4 sec cooldown
Prime: Shadow Stomp	-	- Reduced number of hits by 2 with Ninjutsu Release in PvP

● Prime: Shadow Clone - Improved to combo more quickly into other skills.

● Prime: Shadow Clone - Improved to combo more quickly into Shadow Stomp.

● Prime: Shadow Stomp, Prime: Shadow Clone - Improved to combo more quickly into Smokescreen.

● Tendon Cutter, Absolute: Tendon Cutter - Increased to activate faster when pressing W + Q after using certain skills.

● Prime: Tendon Cutter - Increased to activate more quickly when pressing ↑ + Q to combo after using certain skills.

● Prime: Commence - Increased to combo more quickly to some skills.

● Kunai Stab - Increased to combo more quickly to other skills.

● Prime: Wheel of Wrath - Increased to transition more quickly from attack 1 to attack 2.

● Tendon Cutter, Prime: Ankle Cutter, Flash Slash, Danse Macabre, Sah Spree of Sonan, Lunar Dash - Changed the character's movement to be more natural when using the skills in air.

- Ghost Greeting - Changed the character's movement to be more natural after using the skill.

● Changed the skill description to match the actual effects to the following.

Skill	Before	Reboot
Skills that have extra hits with Ninjutsu Release	Ninjutsu Release Additional Hit Damage	Ninjutsu Release attack damage

Tendon Cutter	Blade Damage x 9 Slash Damage x 6	Blade attack damage x3, max 3 hits Slash attack damage x2, max 3 hits

● Succession: Kunai Throw - Added a description about damage reduction in PvP.

● Succession: Ghost Step - Removed the following skill description.

- 'Press LMB during [Ghost Step] to combo into [Ghost Step]'

● Tendon Cutter, Prime: Tendon Cutter - Improved the speed of the skill slightly and changed the skill to maintain its speed on hits

● Prime: Tendon Cutter - Changed the direction of the attack to face where the player is looking when performing the last attack with the skill and changed to activate on attack 1, 2, or 3.

● Flash Slash, Prime: Flash Slash - Improved the speed of the skill's attack motion.

● Kunai Throw - Improved the speed of the motion if the skill is used while airborne.

● Prime: Crescent Slash - Fixed the issue where the cost of Stamina for using a skill was not displayed on the skill description.

● Prime: Fatal Blow - Fixed the issue where Stamina would not be recovered while using the skill.

● Prime: Crescent Slash - Fixed the issue where the character would sometimes stop if the skill was used if there was insufficient Stamina.

● Prime: Shadow Explosion - Fixed the issue where the character's movement appeared abnormally if a double jump was performed while the skill was in cooldown.

● Fixed the issue where Succession: Kunai Throw effect was applied even though Absolute: Kunai Throw was not learned while in Succession.

● Prime: Shadow Explosion - Fixed the issue where some of the skill's attack area was different from the actual effect.

● Fox Claw - Fixed the issue where the skill would not combo with certain skills smoothly when continuing the skill.

● Kunai Throw - Adjusted the attack range to match the actual attack range where Stiffness is applied on hits while airborne with the [Ninjutsu: Ghost] buff in effect.

● Prime: Ninjutsu Commence - Changed Ghost Step's travel distance to match its normal version even when used during the skill. Changed to consume half the Stamina when used while the buff is in effect.

● Prime: Ankle Cutter - Changed the resource cost as follows.

Before	After
15 WP	150 Stamina

● Prime: Shadow Explosion - Changed where Super Armor is in effect when used on the ground.

Before	After
Super Armor at the start of the skill	Super Armor during the skill

● Half Moon Slash - Changed the Super Armor effect as follows.

Before	After
Super Armor during the skill	Super Armor

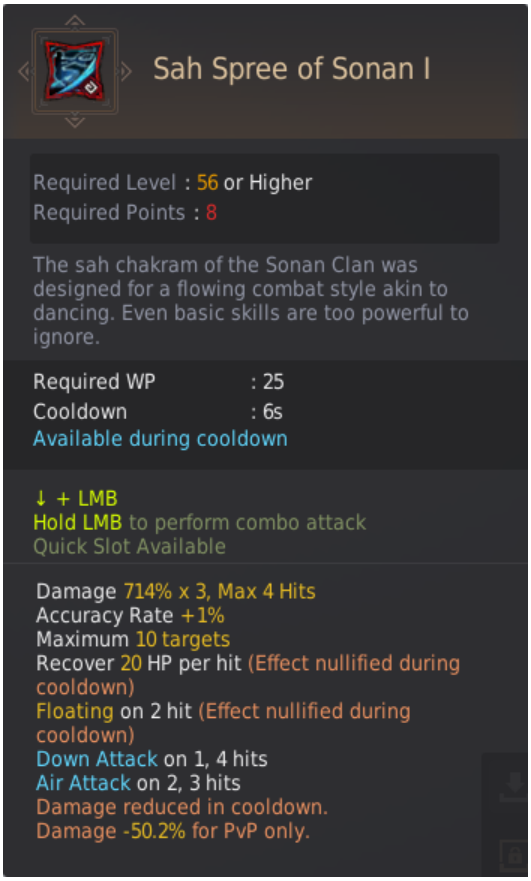
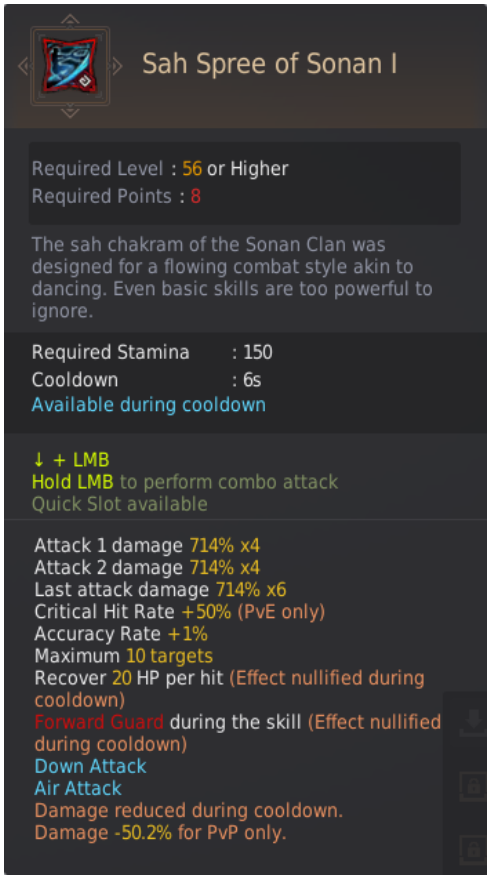
● Black Spirit: Prime: Flash Slash, Black Spirit: Prime: Shadow Clone - Simplified the descriptions to match its main weapon versions.

- "Auto-activated when using Flash Slash/Shadow Clone and consumes Black Spirit's Rage"

Awakening

● Changed Sah Spree of Sonan skill.

Skill	Before	Reboot

 Sah Spree of Sonan (I to IV)		

● Made changes to the following skills:

Skill	Before	Reboot
 Crimson Eclipse	- Quick Slot Available - Press E to use	- Quick Slot available
 Death's Descent	- Quick Slot Available	- Quick Slot available - Press E to use in Awakening

 Lunar Dash	- Stiffness on hit - Forward Guard when using skill after learning Core - Press LMB to attack while using skill	- Super Armor during skill - Stiffness on hits after learning Core - Press LMB or RMB to attack during skill - No collision when pressing ↑ + E
 Lunar Veil	-	- Guard maintained when using Ghost Step through command - Cannot activate when Guard Gauge is 0.
 Sah Spree of Sonan (I to IV)	- Floating on 2 hits - Forward Guard after learning Core - Required WP 25/30/35/40 - Hit Damage 714/854/994/1134% x 3, Max 4 hits - Down attack on 1st and 4th hit - Air Attack on 2nd and 3rd hit	- Forward Guard during skill - Floating on attack 1 hits - Required WP 150 - Attacks 1 and 2 damage 714/854/994/1134% x 4 - Last attack damage 714/854/994/1134% x 6 - Down Attack - Air Attack - Increased attack range of last attacks - Attack while moving forward on attack 1 and last attacks - Critical Hit Rate 50% (PvE only)
 Half Moon Slash	- Hit Damage 617/661/705/849% x4 - IV: Damage -24.3% in PvP	- Attack damage 617/761/905/1149% x2, max 2 hits - IV: Damage -30% in PvP - Attack Speed +10% for 10 sec

Danse Macabre	-	- Increased the attack range of your sah chakram - Increased distance
Chain Crash: Sah Chakram	- Critical Hit Rate +50% (PvE only)	- Critical Hit Rate +50%(PvE only) - Critical Hit Rate +25%(applied to player)
Lethal Spin Spree	- IV Hit Damage 969% x 12 - IV Extra Hit Damage 969% x 8 - Damage reduction rate 60.3% in PvP	- Attack damage 1169% x 12 - Extra attack damage 1169% x 8 - PvP damage -56.3% - Increased attack range
Flow: Chakram Rise	-	- Quick Slot available with your shortsword
Lunatic Discus	- Pushes the target on (hits PvE only)	- Removed "Pushes the target on hits (PvE only)"

- Improved to combo into other skills after Half Moon Slash.
- Improved to combo more quickly into other skills after Lunar Veil.
- Increased to combo into other skills after attack 1 of Sah Spree of Sonan.
- Improved to combo more quickly into Flow: Indignation after Danse Macabre or Wheel of Wrath.
- Improved to combo more quickly into other skills after Flow: Wrath.

● Improved to combo more quickly into other skills after last attack of Sah Spree of Sonan.

● Improved to combo more quickly into other Awakening skills after motion for switching into Awakening.

●Improved the motion speed of Moon Storm and to combo more quickly into other skills.

● Improved to combo more quickly into another skill in the following situations:

- Lunar Dash

After using Flow: Indignation

- After last hit of Wheel of Wrath

● Flow: Indignation - Increased the speed of motion before attack.

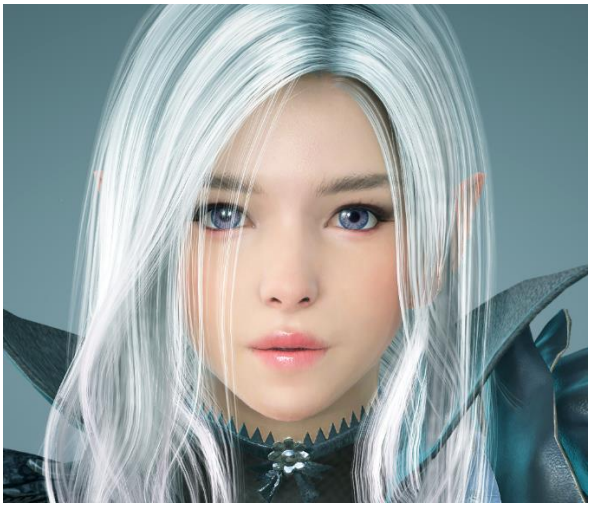
● Half Moon Slash - Changed the description on attack damage to match its actual effects.

Before	Reboot
IV Hit Damage 849% x 4	Attack damage 1149% x 2, max 2 hits

● Wheel of Wrath - Changed to activate after the attack is applied when comboing into a certain skill after the last attack .
● Lunar Veil - Fixed the issue where the guard wouldn't deactivate properly by re-entering Q.
● Flash Slash, Prime: Flash Slash - Fixed the issue where the visual effect wouldn't be displayed on hits.
● Lunar Dash - Fixed the issue where your character would stop for a moment when used through Quick Slot when switching from your sah chakram to your shortsword.
● Lunar Dash - Fixed the issue where the extra hit would be activated first when comboing with the following skills:
- Sah Spree of Sonan, Half Moon Slash, Lethal Spin Spree
● Fixed the issue where you wouldn't recover Stamina for a moment when switching to your shortsword from using your sah chakram forward.
● Ninja Evasion - Removed the required Stamina.
● Fixed the issue where your character's motions midair would continue unnaturally when jumping laterally or backward with your sah chakram.
● Flow: Sky Stepping - Fixed the issue where you could continue the skill laterally or backward with your sah chakram.
● Flow: Sky Stepping - Added the following text to the description. However, skill activation remains the same.
- "Cannot continue the skill in the same direction."
● Absolute: Flash Slash - Fixed the issue where a low number of maximum targets hit would be applied to certain attacks.

● Improved the face and skin types offered during Character Creation and in the Customization (F4) window.

- The following three face types saw improvements made to their skin textures, and can be found in Character Creation or Customization (F4) - Face - Face Type.

Face Type - Before	Face Type - After
 ▲ Face Type 1 - Before	 ▲ Face Type 1 - After
 ▲ Face Type 2 - Before	 ▲ Face Type 2 - After
 ▲ Face Type 3 - Before	 ▲ Face Type 3 - After

- The following skin type was improved and can be found in Character Creation or Customization (F4) - Face - Skin.

Skin Type - Before

Skin Type - After

● Improved the appearance (customization) of Dark Knight as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Added Flow: Vedir Strike.

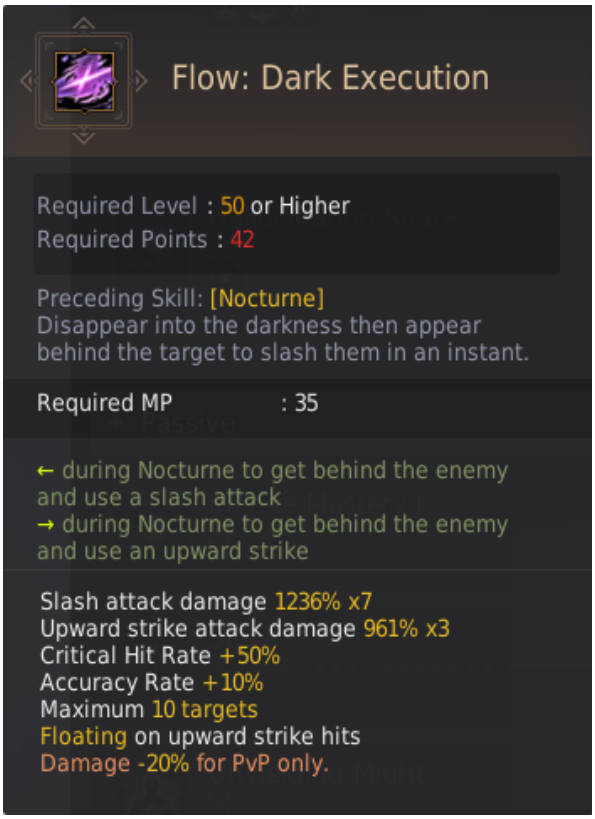
Skill	Description
 Flow: Vedir Strike	

● Changed Luscious Snare to Hallucination Snare.

	Before	Reboot
Skill	 Luscious Snare	 Hallucination Snare

Description	 - Hallucination Snare combos with Chain: Dusk when pressing ←/→ + F and activates to the right and left. Activates while in place when used through Quick Slot. - When activated to the right and left, snares will be created on opposite ends of your character, and when activated in place, a snare will be created where your character is standing.

● Repeated Annihilation - Changed to Flow: Dark Execution, a flow skill of Nocturne.

	Before	Reboot
Skill	Repeated Annihilation	Flow: Dark Execution
Description	 - Move behind the enemy during Nocturne by pressing ←/→ to slash/upward strike.	

● Made changes to the following skills:

Skill	Before	Reboot

 Chain: Dusk	-	- Can be activated other than as a combo movement for Dust I, II
 Obsidian Ashes, Prime: Obsidian Ashes	-	- Increased speed of skill's motions - Can be comboed with Smoky Haze - Improved to combo more quickly into another skill
 Smoky Haze	- No character collision while using skill	- No character collision while using skill
 Dark Shadow	- DP buff nullified when comboing into another skill - Quick Slot available	- DP buff applied before comboing into another skill - Quick Slot unavailable - Cannot be activated when your Guard Gauge is at 0
 Spirit Combustion	- All Accuracy Rate +12% - Magic AP +10	- All Accuracy Rate +5%, - Critical Hit Damage +10%
 Corrupt Ground	-	- Increased speed of skill motions - Changed attack range of certain hits to match the actual description

 Absolute: Corrupt Ground	- Hit damage 1550% x6	- Attack damage 1550% x7
 Pervasive Darkness	-	- Combos with Enforcement after hits are applied
 Combo with Flow: Termination during Enforcement	- Hold ↓ + RMB after Enforcement	-Hold RMB after Enforcement
 Prime: Wheel of Fortune	- Critical Hit Rate +50%	- Critical Hit Rate +0% - Increased attack range
 Prime: Ravage Rake	- 1 Hit damage 714/867/1020/1173% x2 - 2, 3 Hit damage 714/867/1020/1173% x3	- Attack 1 damage 714/867/1020/1173% x3 - Attacks 2 and 3 damage 714/867/1020/1173% x4 - Slightly increased attack range - Improved to activate attacks 2 and 3 more quickly

 Prime: Nocturne	-	- Increase max range approx. +23%
 Prime: Air Strike	- Hit damage 997% x3 - Extra hit damage 997% x4 - Damage -30.5% in PvP	- Attack damage 1156% x3 - Extra attack damage 1156% x4 - Damage -35% in PvP * Includes comboing with Flow: Vedir Strike - Slightly increased speed before attack (max distance traveled remains the same) - Guard extra damage on attack 1
 Prime: Kamasylvia Slash	-	- Improved to combo more quickly with Dusk while charging - Can activate combo attacks with Smoky Haze
 Prime: Lunacy of Vedir	- 12 sec cooldown - Critical Hit Rate +100%	- 9 sec cooldown - Critical Hit Rate +100% (PvP only) - Critical Hit Rate +50% (PvE only) - Improved to combo more quickly into another skill - Improved to combo more quickly into Dusk - Can be activated with SHIFT + RMB - Increased attack range
 Prime: Spirit Legacy III	- 11 sec cooldown - Hit damage 1128% x8	- 8 sec cooldown - Attack damage 1297% x8

 Prime: Twilight Dash	- Hit damage 1056% x6 - Extra hit damage 840% x6 - Critical Hit Rate +50%	- Attack damage 1173% x6 - Extra attack damage 1056% x6 - Critical Hit Rate +50%(PvP only) - Activated in the direction of the camera angle
 Prime: Slanted Balance	-	- Critical Hit Rate +100% (PvE only) - Slightly increased range where Floating is applied
 Prime: Slanted Balance, Slanted Balance	-	- Slightly increased speed when comboing into Pervasive Darkness
 Prime: Enforcement	-	- Slightly increased speed of comboing into Flow: Termination
 Shadow Strike	-	- Changed to activate combo with another skill only after attack - Changed the point when attack is applied to match the actual motions of your character

Air Strike, Twilight Dash, Trap of Vedir, Spirit Hunt, Flow: Darkness Outpouring, Balanced Strike	-	- Continues your character's motions more naturally when used in the air

● Prime: Lunacy of Vedir - Increased the speed of attack motions slightly when using the command keys after the following skills:

- Prime: Wheel of Fortune, Prime: Enforcement, Flow: Termination, Prime: Kamasylvia Slash

● Spirit Legacy - Fixed the issue where the motion appeared abnormal when attacking or getting struck during the skill.

● Prime: Nocturne - Fixed the issue where the skill would activate first after learning when comboing with the following skills while using a certain skill.

* Ravage Rake, Enforcement, Prime: Lunacy of Vedir, and Shadow Bullet

● Flow: Termination - Fixed the issue where the Floating effect would stack.

● Smoky Haze - Fixed the where the damage was not being applied properly when comboed after Obsidian Ashes (I to Absolute).

● Nocturne - Improved your character to disappear more naturally to match skill motions.

● Flow: Dark Execution - Improved to combo more quickly into other skills during Nocturne.

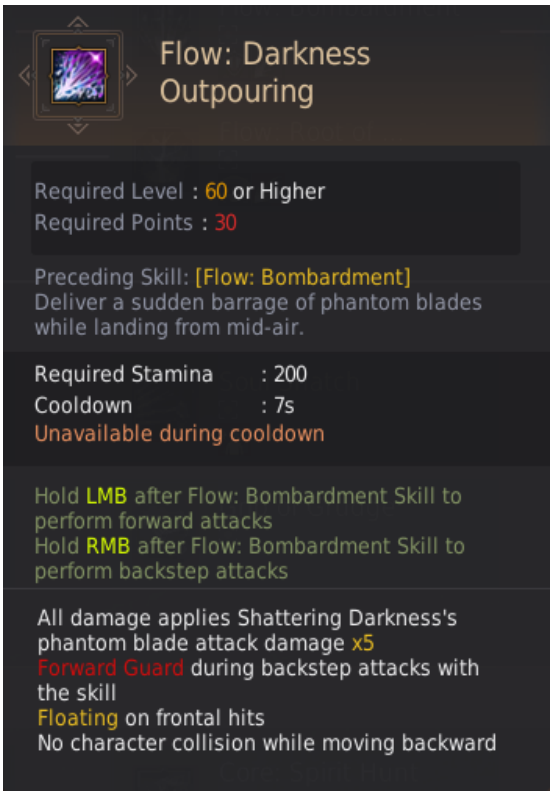
● Hallucination Snare - Improved to combo more quickly into other skills.

Awakening

● Added Flow: Darkness Outpouring.

- You can move forward/backward to attack by holding LMB/RMB after Flow: Bombardment.

Skill	Description

 Flow: Darkness Outpouring	

● Made changes to the following skills:

Skill	Before	Reboot
 Twilight Dash	-	- Activated in the direction of the camera angle
 Touch of Exploitation (I to IV)	- Hit damage 423/607/760/923% x3, Max 4 hits - Bound on last hit - "Forward Guard while using skill" after learning the Core level of the skill	- Attack damage 423/607/760/923% x4, max 3 hits - Last attack damage 423/607/760/923% x5 - Forward Guard during the skill - "Bound on last attack hits" upon learning Core level of the skill - Changed speed of motions - Changed attack range - Improved to combo more quickly into another skill

 Flow: Root of Catastrophe	- 11 sec cooldown	- 8.5 sec cooldown - Super Armor during attack
 Seed of Catastrophe IV	- 9 sec cooldown	- 8 sec cooldown
 Grip of Grudge	- Hit damage 988% x1, Max 8 hits	- Attack damage 1251% x9 - Increased attack range
 Shadow Bullet (I to II), Absolute: Shadow Bullet	- Cannot be activated in Awakening	- Can be activated in Awakening
 Spirit Legacy	-	- Improved to combo more smoothly into another skill
 Spirit Hunt I~III	- Hit damage 932/1047/1338% x4	- Attack damage 932/1047/1338% x5

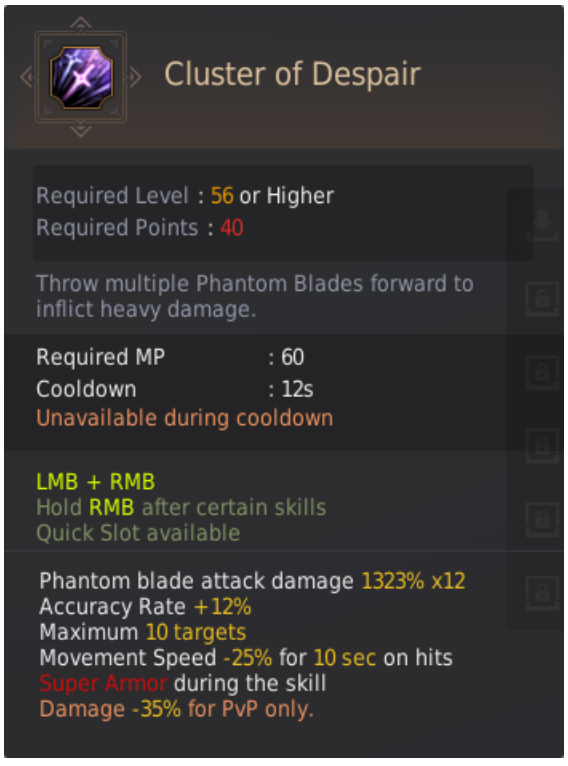
 Dark Nebula	- 1st hit damage 1341% x6 - 2nd hit damage 1341% x4	- Attack 1 damage 1341% x5 - Attack 2 damage 1341% x5
 Flow: Bombardment	-	- Changed motions to be more natural when comboing with another skill after using it forward
 Dusk: Hallucination	- Can be learned in Awakening	- Changed to a basic passive effect of Dusk I,II

● Cluster of Despair - Made the following improvements:

- Increased attack range.

- Can be comboed with certain skills by pressing RMB.

- Improved to combo with certain skills more quickly.

Skill	Before	Reboot
 Cluster of Despair		

● Smoky Haze - Fixed the issue where your character would collide with other characters while moving when using in Awakening.

● Shattering Darkness, Flow: Bombardment - Changed the skill demo to now begin in phantom blade mode.

● Improved the appearance (customization) of Striker as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Increase Grip - Added the skill.

- Hell Break - Removed the "Increased Grapple Success Rate" effect.

Skill	Description
Increase Grip	

● Made changes to the following skills:

Skill	Before	Reboot
Flow: Savage Fang	- Air Smash	-
Bloody Fang	- Automatically activates when using Crimson Fang - Critical Hit Rate +5% for 10 sec	- Automatically activates when using Martial Spirit consuming skills - Critical Hit Rate +30% for 10 sec when using Martial Spirit consuming skills that increase damage
Wolf's Fang	- Charging available	- Removed charging - Increased activation speed
Rising Wolf Fang	- Twisted Collision Hit damage 1213% x5 applied to all upstrike damage - Critical Hit Rate +100% (PvE only) - Damage -48.2% in PvP	- Attack 1 damage 1320% x4, attack 2 damage 1320% x5 - Critical Hit Rate +50% - Damage -50% in PvP - Increased attack 1 activation speed

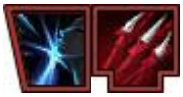
 Wolf's Explosive Fangs	- 16 sec cooldown - 1st and 2nd Hit damage 782% x6 - Damage -60.1% in PvP	- Cooldown 8 sec - Attacks 1 and 2 damage 1082% x6 - Damage -69% in PvP - Increased attack range - Increased activation speed - Hidden Claw or backward evasion unavailable after attack 1
 Explosive Jolt	-	- Increased attack 2's attack range - Changed camera effect
 Massive Suppression	- 7 sec cooldown	- 15 sec cooldown - ↓ for backward evasion after failing grapple
 Taeback Kick	- Damage -38/-38/-20% in PvP - Absolute: 3rd hit damage -30% in PvP	- Damage -30% in PvP - Removed attacks 1 and 2 * Adjusted damage - Changed visual effects - Stiffness on hits - Down Smash
 Sweeping Kick	-	- Can be used separately for attacks 1 and 2

 Stalking Wolf	-	- Increased activation speed of attack 1 - Changed to gradually increase damage when casting consecutively * Adjusted damage - Air Attack
 Flow: Nimbus Strike, Flow: Landslide	-	- Super Armor maintained until end of attack
 Crouching Wolf	- Attack Speed +20% for 10 sec when consuming 30 Martial Spirit Shards	- Attack Speed +20% for 20 sec when consuming 30 Martial Spirit Shards
 Mountain Aura	- All DP +10	- All DP +20, - Critical Hit Rate +20%
 Flow: Rock Smash	- Bound on hits	- Bound on hits (PvE only)

 Succession: Ankle Hook	- Reduce the number of Discharge Energy hits by 2 in PvP	- Reduce the number of Discharge Energy hits by 3 in PvP - Forward Guard during skill use
 Succession: Martial Deva	- Reduce the number of Discharge Energy hits by 2 in PvP - Bound on hits	- Reduce the number of Discharge Energy hits by 3 in PvP - Bound on hits (PvE only) - Forward Guard during skill use
 Succession: Flow: Savage Fang	- Reduce the number of Discharge Energy hits by 1 in PvP - Air Smash	- Reduce the number of Discharge Energy hits by 2 in PvP
 Succession: Flow: Bombardment	- Reduce the number of Discharge Energy hits by 1 in PvP	- Reduce the number of Discharge Energy hits by 2 in PvP
 Succession: Combo: Final Blow	- Reduce the number of Discharge Energy hits by 1 in PvP	- Reduce the number of Discharge Energy hits by 2 in PvP

 Prime: Wolf's Hunger	- Stun on 1st hit	- Stun on Attack 1 (PvE only) - Increased distance traveled for attacks 2 and 3 - Super Armor during attacks
 Prime: Rampaging Predator	- Number of hits decreased by 2 in PvP - Damage -13.5% in PvP	- Damage -48% in PvP
 Prime: Wolf's Fang	- "Attack range increases during Energy Explosion" - "Reduced number of hits when used instead of Discharge Energy." - Stamina consumed while charging	- Largest attack area applied in all situations - Increased attack range - Increased attack range after charging - Increased activation speed - Stun always applied even without Flow: Prey Hunt or completing charging
 Prime: Rage Hammer	- Discharge Energy 4 hits - Bound on hits (PvE only) - Attack range differs for every hit - Number of hit increased during Energy Explosion - Damage -28% in PvP	- Discharge Energy number of hits is 6 - Bound on hits - Largest attack area applied for all attacks - Attack range increased during Energy Explosion - Damage -41% in PvP - Prime: Discharge Energy's effects applied * Prime: Wolf's Fang can be activated instantly after Discharge Energy - Movement Speed -20% for 10 sec on hits

 Prime: Somersault	- II: Hit damage 1047% x4, Discharge Energy damage 1047% x1, Max 2 hits - III: Hit damage 1266% x4, Discharge Energy damage 1266% x1, Max2 hits	- II: attack damage 1154% x4, Discharge Energy damage 1154% x1, max 2 hits - III: attack damage 1400% x4, Discharge Energy damage 1400% x1, max 2 hits * Damage adjusted in PvP
 Prime: Crimson Fang	- IV: Hit damage 1311% x3, Discharge Energy damage 1311% x2 - Damage -40.7% in PvP	- IV: attack damage 1415% x3, discharge energy damage 1415% x2 - Damage -45% in PvP
 Prime: Skull Crusher	- Hit damage 821% x7 - Critical Hit Rate +100% (PvE only) - Critical Hit Rate +50% (PvP only) - Damage -31.9% in PvP	- Attack damage 1105% x7 * Adjusted damage reduction rate in PvP - Critical Hit Rate +100% - Damage -49% in PvP
 Prime: Knee Hammer	-	- All AP +8/12/20 for 10 sec

 Prime: Somersault III, Prime: Hidden Claw III	- All DP -15 for 10 sec	- All DP -20 for 10 sec
 Prime: Hidden Claw	- Damage -54.7% in PvP	- Increased duration of Invincible by 0.3 sec - Damage -65% in PvP
 Prime: Roaring Tiger	- Reduce the number of Discharge Energy hits by 2 in PvP	- Reduce the number of discharge energy hits by 3 in PvP

● Crouching Wolf, Massive Suppression, Hell Break, Wolf's Hunger, Prime: Wolf's Hunger - Decreased the Stamina consumed during the backward evasion motion that can be activated during the skills.

● Wolf's Explosive Fangs - Improved to activate Prime: Wolf's Fang instantly after using the skill.

● Succession: Flash Step - Changed to consume Stamina only twice when activating the skill consecutively.

● Twisted Collision - Changed to display the falling motion when used in an area of higher elevation than before.

● Flash Step, Silent Step - Changed to not display the falling motion at the start of the skill.

● Prime: Skull Crusher - Fixed the issue where attacks would be activated in the air when used in an area of high elevation.

● Prime: Skull Crusher - Changed to display the falling motion when used in an area of higher elevation than before.

● Prime: Adamantine - Improved Flow: Deathstrike to not be activated when pressing ←/→.

● Wolf's Explosive Fangs - Improved to combo more naturally into Rampaging Predator and Prime: Rampaging

Predator.

● Taeback Kick - Changed to apply the effect where damage increases by consuming Martial Spirits even when activated with Dash Kick.

● Taeback Kick - Improved to combo into Martial Deva, Flow: Explosive Blow, and Skull Crusher.

● Flow: Stalking Wolf - Made the following changes:

- Changed to activate from attack 2 when comboing with Hidden Claw.

- Improved to combo into Flow: Savage Fang and Roaring Tiger.

- Improved to combo more smoothly into another skill.

- Improved to combo with Taeback Kick.

● Flow: Deathstrike, Combo: Final Blow - Improved to combo more smoothly into enhanced skills.

● Silent Step - Improved to combo more smoothly into Flow: Mass Destruction.

● Silent Step - Improved to combo into Rampaging Predator with your main weapon.

● Rising Wolf Fang - Improved to combo more smoothly into Prime: Skull Crusher.

● Iron Fist Fury - Improved to combo more smoothly into Crimson Fang, Adamantine, Twisted Collision, Rampaging Predator, and Prime: Rampaging Predator.

● Perfect Blow - Improved to combo more smoothly into Rage Hammer, Autumn Blaze, Prime: Skull Crusher, and Skull Crusher.

● Adamantine - Improved to combo into Flow: Deathstrike when holding RMB.

● Martial Deva - Improved to combo into Flow: Bombardment when holding RMB.

● Improved to now combo into Flow: Nimbus Strike after 1st hit of Flow: Landslide and Flow: Fatal Smash.

● Flow: Tornado Kick - Improved to combo more smoothly into Flow: Stalking Wolf and Hidden Claw.

● Wolf's Fang, Prime: Wolf's Fang - Improved to combo into Wolf's Explosive Fangs when holding LMB.

● Flash Step, Silent Step - Improved to combo more smoothly into Prime: Rampaging Predator.

● Prime: Somersault - Improved to combo more smoothly into another skill.

● Prime: Somersault - Improved to combo into Combo: Hurricane when pressing F.

● Prime: Hidden Claw - Improved to combo more smoothly into Flash Step.

● Flow: Mass Destruction - Improved to now combo into Succession: Ankle Hook.

● Flow: Mass Destruction - Improved to combo into Flow: Explosive Blow when pressing LMB.

● Flow: Mass Destruction - Improved to combo more smoothly into Prime: Somersault and Prime: Rage

Hammer.

● Prime: Wolf's Hunger - Changed to move during attacks when activating Prime: Rage Hammer.

● Prime: Wolf's Hunger - Improved to now combo into Flow: Explosive Blow and Taeback Kick.

● Prime: Skull Crusher - Improved to combo more smoothly into Somersault, Wolf's Hunger, Knee Hammer, and Hidden Claw.

● Iron Fist Fury, Perfect Blow - Alleviated the issue where your character would become slow when hitting your enemies.

● Wolf's Hunger - Fixed the issue where Stamina wouldn't be consumed on backward evasion.

● Prime: Wolf's Fang - Fixed the issue where Forward Guard would be applied even on cooldown when activated instantly.

● Prime: Rampaging Predator - Improved on the issue where your character would get stuck in certain locations when changing the way of approaching enemies.

Awakening

● Added a visual effect that lets you know that Martial Spirit Shards are consumed when activating the following skills by consuming Martial Spirit Shards in Awakening.

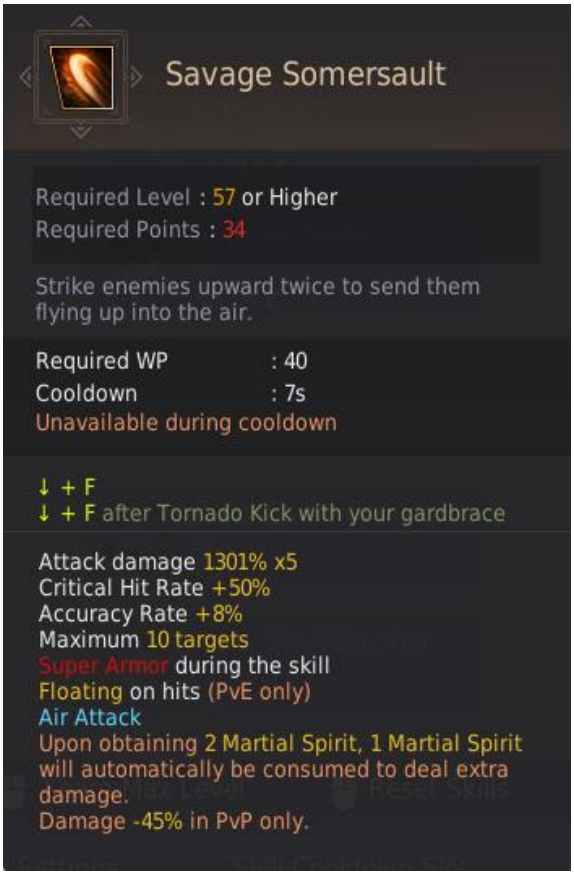
● Changed skill from Land Buster to Battle Cry.

	Before	Reboot
Skill	Land Buster	Battle Cry

Description	 - Changed the motion. - Added Super Armor effect. - Changed to 7 sec cooldown. - Added Recover 50 HP effect on hits - Added Stun effect against monsters.

● Changed skill from Flow: Skull Hammer to Savage Somersault.

	Before	Reboot
Skill	 Flow: Skull Hammer	 Savage Somersault

Description	 - Changed the motion. - Separated as individual skill and changed control keys. Adjusted damage with this change. - Added the "Increases damage by consuming Martial Spirit Shards" effect. - Changed the debuff applied in PvE from Knockdown to Floating. - Changed special attack from Down Attack to Air Attack.

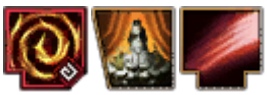
● Made changes to the following skills:

Skill	Before	Reboot
 Fallout	- Hit damage 1183% x6 - Critical Hit Rate +50% (PvE only) - Decreases number of hits by 3 in PvP - Damage -29.8% in PvP	- Attack damage 1542% x6 - Number of hits not decreased in PvP - Damage -45% in PvP - Increased attack range - Increase damage by consuming Martial Spirit Shards

 Endless Fight	- Stun on hit. - 1st Hit damage 1066% x3 - 2nd Hit damage 959% x3 -1st Hit damage -37.1% in PvP - 2nd Hit damage -47.5% in PvP	- Stiffness on hits. - Attack damage 1066% x4 - Down Smash - Damage -40% in PvP
 Spiral Cannon	- All DP -15 for 10 sec on successful hits for III skills.	- III: All DP -20 for 10 sec on successful hits. - Extra attacks activated when holding LMB - Increased duration of Super Armor for Core: Spiral Cannon
 Echo Spirit	- Hit damage 617% x16	- Attack damage 1228% x16 - Changed skill's visual effect
 Hell Break	- 10 sec cooldown	- 25 sec cooldown

 Endless Explosion	- 1, 2, 3 Hit damage 868/967/1041% x3 - 4th Hit damage 868/967/1041% 4 - Critical Hit Rate +30/50/70%(PvE only) - Air Attack on last hit - Floating on last hit - HP Recovery +20/25/30 per hit	- Attacks 1, 2. and 3 damage 916/1032/1201% x3 - Attack 4 damage 916/1032/1201% x4 * Decreased damage applied on cooldown - Critical Hit Rate +10/15/20% - Air Attack - Floating on attack 1 - Recover 30 HP per hit
 Infernal Destruction	- Down Smash - IV: 1st Hit damage 1248% x6 - IV: Last Hit damage 1248% x2	- Down Smash on last attack - IV: attack 1 damage 1355% x6, max 2 hits - IV: last attack damage 1355% x2 * Adjusted damage in PvP
 Skull Crusher	- III, IV: hit damage 877/1282% x7 - III, IV: Extra hit damage 877/1282% x5 - Damage -44.5/44.5/44.6/53% in PvP	- III, IV: attack damage 990/1372% x7 - III, IV: extra attack damage 990/1372% x5 - Damage -50/50/58.5/65.9% in PvP
 Ultimate Crush	- Consumes 200/150/100/100 Stamina - WP Recovery +10/12/15/15 on hits - All DP -10/12/15/15 for 10 sec on 1st hit - (II to IV) 1st, 2nd Hit damage 799/955/1111% x3 - (II to IV) 3rd Hit damage 799/955/1111% x1, Max4 hits - II to IV: Damage -59.7/60.6/61.3% in PvP	- Consumes 150/100/50/50 Stamina - Recover WP +15 on hits - All DP -10/12/15/20 for 10 sec on hits - II to IV: attacks 1 and 2 damage 821/1032/1321% x3 - I to IV: attack 3 damage 821/1032/1321% x1, max 4 hits - II to IV: Damage -60.8/63.6/67.4% in PvP - Recover 2 times the Martial Spirit Shards on hits

 Double Flash	- Active skill - Cooldown - Consumes Stamina	- Passive skill - Consume Stamina only twice when activating Flash Step consecutively * Activate Flash Step after Silent Step in Awakening
 Rampaging Predator	- Attack range differs for every hit - Number of hits decreased by 2 in PvP	- Largest attack area applied for all attacks - Number of hits not decreased in PvP
 Silent Step	-	- Invincible/Super Armor +0.2 sec in Awakening
 Flow: Prey Hunt	- Echo Spirit uses Stiffness when consuming shards with your gauntlet	- Echo Spirit uses Stiffness when consuming shards with your gauntlet (PvE only)

 Flow: Bite Off	- Rampaging Predator damage applied in PvP - Damage -72.1% in PvP	- Added damage applied when Striker attacks * Changed Echo Spirit damage to Echo Spirit effect - Changed skill's motions - Can be activated when Rampaging Predator is on cooldown - Damage -55% in PvP
 Ferocious Assault	-	- Can recover Stamina when Super Armor is no longer in effect
 Ferocious Assault, Flow: Crosswind, Endless Fight	- Increase damage by consuming 10 Martial Spirit Shards when you have 30	- Increase damage by consuming 10 Martial Spirit Shards when you have 20 or more
 Flow: Crosswind	- Damage -14.2% in PvP when consuming Martial Spirit	- Damage -30% in PvP when consuming Martial Spirit

Echo Spirit damage for skills excluding Rampaging Predator, Flow: Bite Off, Echo Spirit	- Hit damage 501%	- Attack damage 932% * Damage decreased in PvP

● Added Enhanced: Mass Destruction.

- The skill will be activated with your gardbrace when using Flow: Mass Destruction with your gardbrace after learning the skill.

Skill	Description
 Enhanced: Mass Destruction	

● Echo Spirit - Reduced the damage reduction rate from 60% to 78.5% in PvP for all that appear in the following Awakening skills.

- Ultimate Crush, Infernal Destruction, Endless Explosion, and Skull Crusher

● Land Buster - Changed the effects of the skill to apply as a standard effect after learning the skills Infernal Destruction III, IV.

● Flow: Skull Hammer - Changed the effects of the skill to apply to the skills Skull Crusher III, IV as extra attacks.

- Therefore. The attack area of Flow: Skull Hammer was made the same as the attack area of Skull Crusher.

● Changed to move backward with Super Armor applied in case of guard break when moving backward while Descent of Fury is in effect.

● Flow: Mass Destruction - Improved to now combo into Crimson Fang in Awakening.

● Taeback Kick - Changed to not be activated when holding SHIFT with your gardbrace.

● Flash Step, Silent Step - Changed to activate Skull Crusher before Taeback Kick when pressing command keys for Skull Crusher.

● Hell Break - Improved to activate the backward evasion motion activated when pressing ↓ to activate more quickly when Grapple fails.

● Flow: Crosswind - Changed to activate the falling motion at an area of higher elevation.

● Ferocious Assault - Improved to now combo into Endless Fight when holding LMB.

● Flow: Crosswind - Improved to combo more smoothly into Skull Crusher.

● Ultimate Crush - Improved to combo more smoothly into another skill.

● Endless Explosion - Improved to combo more smoothly into another skill.

● Ferocious Assault - Improved to combo more smoothly into another skill.

● Improved to combo into other skills and movements after the backward evasion motion in Awakening.

● Silent Step - Improved to combo more smoothly into another skill when consuming Martial Spirit Shards in Awakening.

● Flash Step, Silent Step - Improved to combo more smoothly into Rampaging Predator in Awakening.

● Silent Step - Improved to combo more smoothly into Flash Step, Flow: Mass Destruction, Echo Spirit, Rampaging Predator in Awakening.

● Endless Fight - Improved to combo more smoothly into Autumn Blaze, Tornado Kick, Ultimate Crush, Endless Explosion, and Fallout.

● Ferocious Assault - Changed the motion where your character falls from a place of high elevation to be more natural when used consecutively or comboed with Spiral Cannon.

● Fixed the issue where comboing with Spiral Cannon - Ferocious Assault at a high elevation would activate the falling motion instantly.

● Spiral Cannon - Fixed the issue where Fist of True Strength would be activated first while sprinting even when pressing the command keys for Spiral Cannon.

● Skull Crusher, Core: Skull Crusher, Black Spirit: Skull Crusher - Improved on the issue where the attack would

activate in midair.

● Skull Crusher - Fixed the issue where your character would display its falling animation when used from a certain height.

● Rampaging Predator - Improved on the issue where he would get stuck in certain locations by changing the way he approaches enemies.

● Savage Somersault - Alleviated the issue where you couldn't combo into Skull Crusher in certain situations.

● Changed the movements to flow more naturally when holding ↑ OR Shift + ↑ while Jumping during Sprint in non-combat mode.
● Adjusted the movement speed of your character to match its movements when stopping Sprint in non-combat mode.

● Fixed the issue where she would stop moving for a moment when using Backward Evasion due to not having enough stamina to perform certain skills.

● Prime: Roaring Tiger - Fixed the issue where she would stop moving for a moment using the skill to consume 30 Martial Spirit Shards then comboing into another Martial Spirit Shard consuming skill.

● Improved the appearance (customization) of Mystic as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Changed to Martial Spirits consumed on the description of skills that uses Martial Spirit Shards consumption.

* 10 Martial Spirit Shards make up 1 Martial Spirit.

● Added the skill Increase Grip.

Skill	Description
 Increase Grip	

● Made changes to the following skills:

Skill	Before	Reboot
 Roaring Tiger	- Critical Hit Rate +25% (PvE only) - 7 sec cooldown - Air Smash	- Critical Hit Rate +50% (PvE only) - 5 sec cooldown - Increased attack range
 Flow: Prey Hunt	- Stiffness on hits (PvE only)	- Stiffness on hits
 Rage Hammer	- Critical Hit Rate +50% (PvE only)	- Critical Hit Rate +100% (PvE only) - Increased attack range

 Thunder Pound	-	- Increased attack range - Prime Skill Critical Hit Rate +10/15/20/25% (PvE only)
 Adamantine	- Stiffness on hits	- Stiffness on hits (PvE only)
 Twisted Collision	-	- Forward Guard during skill use
 Elbow Edge	-	- Attack range increased for attack 2
 Binding	- 7 sec cooldown	- 15 sec cooldown
 Scissor Kick	- Super Armor	- Super Armor during skill - Recover Stamina at the end of the skill motion.

 Mountain Aura	- All DP +10	- All DP +20 - Critical Hit Rate +20%
 Prime: Tornado Kick	- III Hit damage 1156% x6 - Reduced evasion rate when used on cooldown	- III: attack damage 1288% x6 - No reduced Evasion Rate when used on cooldown
 Prime: Soul Basher III	- Hit damage 880% x3 - Consecutive Hit damage 880% x6 - Last Hit damage 880% x6 - Damage -58.3% in PvP	- Attack damage 1010% x3 - Continued attack damage 1010% x6 - Last attack damage 1010% x6 - Damage -63.7% in PvP
 Prime: Scissor Kick	- Floating on 1st hit with Prime skills	- Increased distance traveled - Floating on last hit with Prime skills
 Prime: Hidden Claw	- III, IV Hit damage 516/632% x3 - III, IV Consecutive Hit damage 516/632% x4, Max 2 hits - III, IV Last Hit damage 516/632% x3 - Damage -29.9% in PvP	- III, IV: attack damage 682/868% x3 - III, IV: continued attack damage 682/868% x4, max 2 hits - III, IV: last attack damage 682/868% x3 - Damage -43.1% in PvP
 Prime: Fist Fury	-	- Critical Hit Rate +10% (PvE only)

 Prime: Sea Burial	- Press ↑ + RMB to use Flow: Strikethrough after using the skill	- Cannot activate Flow: Strikethrough by pressing ↑ + RMB after using the skill - Press RMB to use Flow: Fatal Smash after using the skill - Increase activation speed - Increase distance traveled
 Prime: Wave Orb	- Hit damage 968% x7 - Hit damage 1439% x9 when using Martial Spirit - Normal Hit damage -30% in PvP - Hit damage -36% in PvP when using Martial Spirit	- Attack damage 1602% x7 - Attack damage 1602% x10 when using Martial Spirit - Normal attack damage -56% in PvP - Attack damage -46% in PvP when using Martial Spirit - Recovers 200 HP when it activates while using Martial Spirit
 Prime: Sweeping Kick	- 1st Hit damage 413/620/930% x4 - 2nd Hit damage 413/620/930% x5 - Damage -46% in PvP	- Attack 1 damage 623/935/1203% x4 - Attack 2 damage 623/935/1203% x5 - Damage -55.1% in PvP - All AP +8/12/20 for 10 sec when using Prime skills

● Silent Step - Increased the duration of the defensive effect on the skill by 0.2 sec.

● Increased the duration of the Block effect by 0.2 sec during the Backward Evasion motion after using certain skills.

● Improved the increased amount of Martial Spirit is applied when you combo into Absolute skills in Succession state.

● Changed the Prime: Wave Orb to automatically activate after evading backward when you combo into Prime: Hidden Claw while charging Prime: Wave Orb.

● Double Flash - Improved the skill to be available with the main weapon. However, she will change to her awakening weapon when the skill is used.

● Crouching Wolf, Flow: Prey Hunt, Wolf's Frenzy - Reduced the Stamina consumed when pressing ↓ after the skills to evade backward.

● Flash Step - Improved her movements to appear less awkward when comboing into Elbow Edge.

● Elbow Edge - Changed to now move the same distance when used in place as when comboing into Flash Step.

● Improved to immediately land when performing a jump attack from a high place.

● Flash Step - Improved to combo more smoothly into Crouching Wolf after using the skill.

● Tornado Kick - Improved to be activated after Prime: Scissor Kick when holding ↑ + F.

● Prime: Hidden Claw - Improved to combo more naturally into Flash Step and Silent Step.

● Prime: Wave Orb - Improved to combo more smoothly into Prime: Wave Orb after the 1st hit of Prime: Sweeping Kick and Prime: Tornado Kick.

● Prime: Tornado Kick - Improved to combo more smoothly into Roaring Tiger after using the skill.

● Succession: Crouching Wolf - Removed the description regarding that and unified it to match the normal Crouching Wolf.

● Flow: Prey Hunt will automatically activate when you have 30 Martial Spirit Shards, and similar to when using Cestus it does not use any Martial Spirit when it's activated.

● Flow: Prey Hunt - Fixed the issue where using Flash Step with your main weapon then comboing into the skill consumed Martial Spirit.

● Flash Step - Fixed the issue where skills like Prime: Sea Burial, Prime: Wave Orb did not activate when the skill was used after Flow: Prey Hunt with your main weapon.

Awakening

● Added the skills Raging Wind and Earth Splitter.

Skill	Description

Raging Wind	
Earth Splitter	

● Changed the skill Dragon Shatter to Dragon Strike.

	Before	Reboot

Skill	Dragon Shatter	Dragon Strike
Description		

- Changed the motion to perform a single powerful strike.

- Changed the cooldown from 3 seconds to 6 seconds.

- Adjusted damage of skill.

- Decreased attack 1 damage -54.1% and decreased the last attack damage from -47.4% to 50% in PvP.

● Wolf's Frenzy - Changed effect of the skill due to removal of Enhance: Wolf's Frenzy.

- Wolf's Frenzy can be used in Awakening

- Increased number of attacks by 1

- Maximum of 10 hits

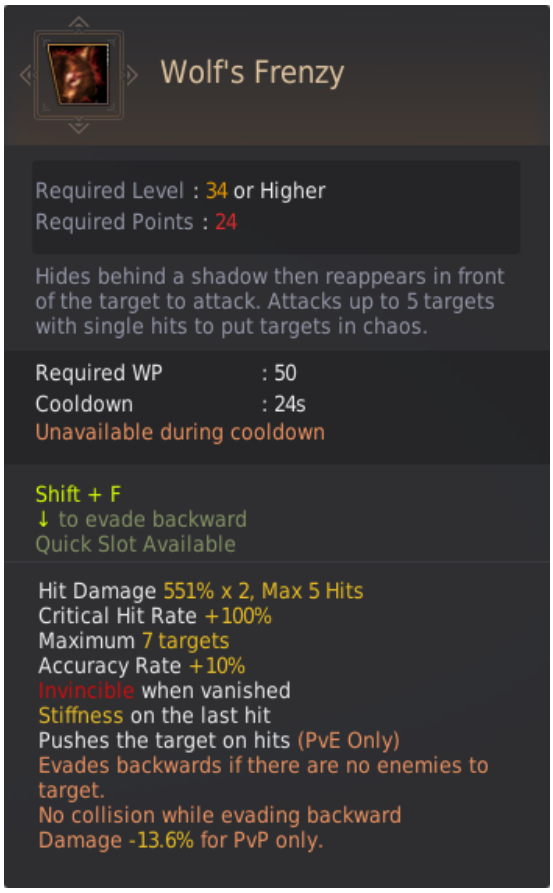
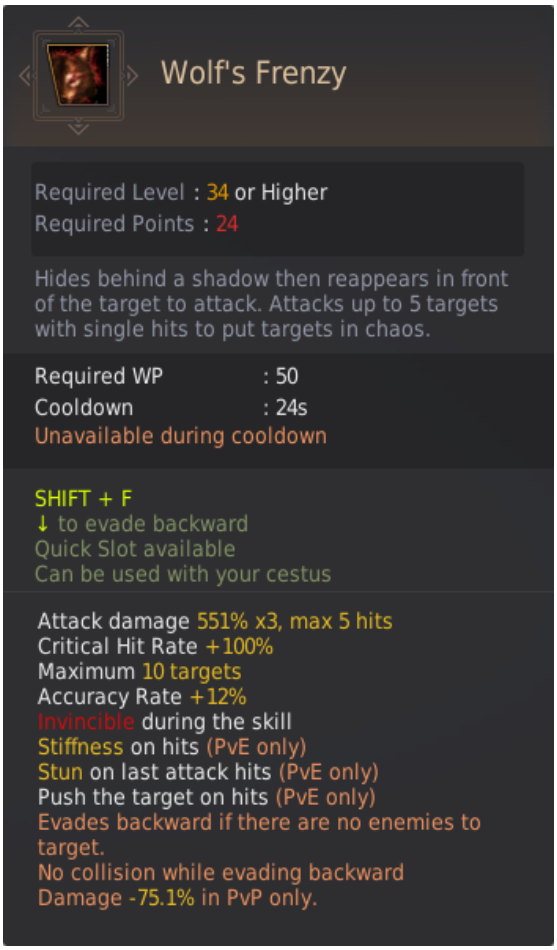
- Accuracy Rate +12%

- Invincible during skill

- Applies stiffness on hits (PvE only)

- Stun on last attack hits (PvE only)

- Changed reduced damage from -13.6% to -75.1% in PvP.

Skill	Before	Reboot
Wolf's Frenzy		

● Removed the following skill and added its base effect to certain skills.

Removed	Skill with the Added Effect
Enhance: Wolf's Frenzy	Wolf's Frenzy

Flow: Wave Orb	Wave Orb * Changed Dragonize attack damage to Wave Orb damage

● Made changes to the following skills:

Skill	Before	Reboot
 Dragon's Rip	- Movement speed by -30%	- Removed "Movement Speed by -30%"
 Rising Dragon IV	- Critical Hit Rate +50% (PvE only) - Critical Hit Rate +25% (PvP only) - I to IV: Damage -55/55/55/27.1% in PvP - I to IV: Damage -40.1% in PvP	- Critical Hit Rate +50% - Damage -55% in PvP
 Double Flash	- Active skill - Consumes Stamina	- Passive skill - Consumes Stamina only 2 times if Flash Step activates consecutively * Flash Step activates after Silent Step in Awakened
 Tidal Burst, Rapid Stream	- Reduced damage when used on cooldown	- No reduced damage when used on cooldown

 Rapid Stream	- All DP -20 for 20 seconds on 1st and last hit * Nullified when used on cooldown	- All DP -20 for 20 seconds on attack 1 and last attack hits
 Wave Orb	- Cooldown: 15/14/13 sec - II, III: Hit damage 1103/1202% x7 - Damage -46.9% in PvP	- 13/12/11 sec cooldown - II, III: attack damage 1213/1422% x7 - Damage -73% in PvP
 Flow: Sea Burial	- Required Stamina 200 - Hold RMB after Sea Burial	- Does not require Stamina - Auto-activated after Sea Burial

● Tidal Burst - Improved the last attack to combo faster into Wave Orb.
● Dragonize - Changed so if your guard is broken while moving backward in this state, you will now gain Super Armor.
● Flow: Sea Burial - Changed to now auto-activate when using Sea Burial.
- Changed the reduced damage value from 35/35/55.4% to 62.6/67.9/74.7% in PvP.
- Changed the Dragonize effect and reduced damage value from 29.9/30/29.9% to 62.2/67.9/74.7% in PvP
● Hurricane Sweep - Improved to combo more smoothly from attacks 2 and 3.
● Gushing Waters - Alleviated the issue where you would slow down when the skill hits.
● Flash Step - Fixed the issue where the "Quick Slot available" text would appear in the description.

● Fixed the issue with where the minions summoned from the following skills could not deal damage to annexes

in Node/Conquest Wars other than the Flame Tower and Hwacha.

- Guards summoned with the skill Passed Pawn.

- Axian summoned with the skill Prime: King of the Dead.

● Star's Ring - Fixed the issue where the stars summoned by the skill would sometimes not disappear when summoning them with Fuse Gravity.
● Star's Ring - Fixed the issue where the stars summoned by the skill would move abnormally when they couldn't return to Nova.

● Star's Call, Frozen Ring - Fixed the issue where Fuse Gravity would start and the skill effect would be applied even when there were no summoned stars after using the skill.
● Core: Frozen Ring - Fixed the issue where you would recover Star's Breath even if you didn't hit a target when using the skill.
● Core: Frozen Ring - Fixed the issue where you would recover double the amount of Star's Breath if you hit a target when using the skill.
● Changed the Thornwood Guards that appeared during the following skills to vanish immediately if they hit a Wooden Fence:
- Passed Pawn, Prime: Passed Pawn - Guards that appeared when using these skills.
● Command: Opening - Fixed the issue where the skill wouldn't activate even after blocking during Quoratum's Protection.
● Changed the way Axian enrages as follows:
- Axian will now enrage when Nova's HP drops to 40% or below.
- Axian's enrage lasts for approx. 1 minute, and will last for its entire duration even if Nova's HP is restored to 40% or higher.
- The enrage will end after approx. 1 minute, and will not re-activate even if Nova's HP drops to 40% or below for a certain period of time.
- Axian will no longer obey any of Nova's commands while enraged.
● Quoratum's Aura - Changed the effects gained at all levels of the skill.

- The other passive skill (Quoratum's Adjuvant) and the effects that can be obtained by leveling the skill were folded into Quoratum's Aura.

Before	After
All DP +12 Max HP +200	All DP +20 Max HP +300

● Absolute: Quoratum's Protection - Changed to consume guard gauge faster.

- However, Succession: Quoratum's Protection was not changed.

● Punishing Trap (I and Absolute) - Changed each of their cooldown from 20/15 sec to 25/20 sec.

● Quoratum's Protection - Changed to be unavailable when guard gauge is 0.

● Removed the Critical Hit Rate of summons from the following skills in PvE as the Critical Hit Rate of the summoner will now apply to summons:

- Guards and Axian summoned from Passed Pawn, Prime: Passed Pawn, Prime: King of the Dead

● Passed Pawn, Prime: Passed Pawn, Prime: King of the Dead - Changed the damage reduced in PvP to the following:

Skills	Before	After

Passed Pawn (I to Absolute)	Damage -48% in PvP	Damage -70% in PvP
Prime: Passed Pawn (I to III)	Damage -55% in PvP	Damage -65% in PvP
Prime: King of the Dead	Damage -60% in PvP	Damage -70% in PvP

Awakening

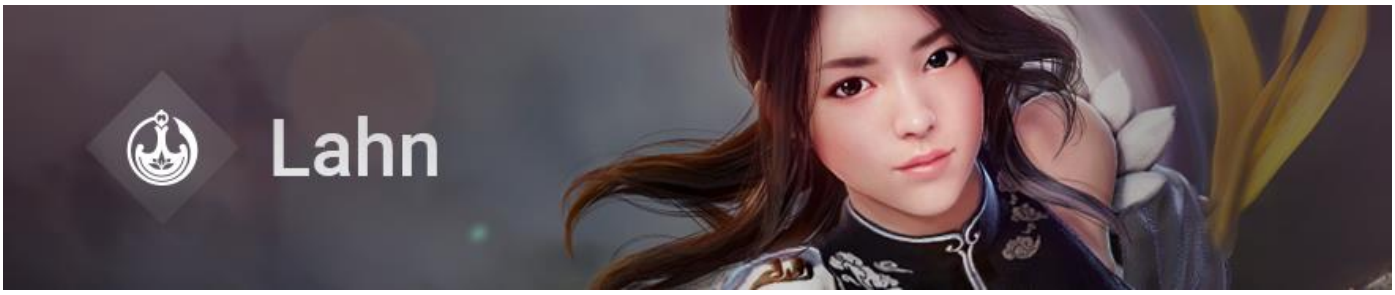
● Accel: Royal Fencing: Fleche - Improved to be able to combo into Royal Fencing: Lunge during the skill.

● Changed the following skills:

Skills	Before	After
Frozen Ring (I to IV)	Critical Hit Rate +25% (PvE Only) IV: Hit damage 876% x 2, Max 12 Hits * Damage -55% in PvP	Critical Hit Rate +50% (PvE Only) IV: attack damage 1051% x 2, max 12 hits * Therefore, adjusted damage -63.9% in PvP All DP -10 for 10 sec
Brutal Ring	Hit damage 1031% x 6 * Damage -60% in PvP Critical Hit Rate +50% 9 sec cooldown	Attack damage 1340% x 10 * Therefore, adjusted damage -80% in PvP Critical Hit Rate +100% 6 sec cooldown
Combust Life	Recover +50% Star's Breath when using skill Consume 1000 HP when using skill	Recover +25% Star's Breath when using skill Consume 500 HP when using skill

● Quoratum's Guard - Changed to be unavailable when Combust Life is learned.

● Combust Life - Added the Super Armor for 10 sec effect that used to be applied by using En Garde.



● Fixed the issue where the transition into basic movements appeared unnatural after you stopped sprinting while in Awakening combat state.
● Improved the appearance (customization) of Lahn as follows:

- Added a new face type and hair style.

- Changed the default outfit and portrait on the character creation window.

- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.

* You can continue to select the existing face types and hair styles.

Main Weapon, Succession

● Made changes to the following skills:

Skill	Before	Reboot
Stately Dignity	- No WP required - Cannot be used while on cooldown - Recovers WP +100/150/200 when used	- Requires 150 WP - Can be used on cooldown - Recovers 150/200/250 HP on use - Only applies the "draws the attention of surrounding foes" effect when used on cooldown

Nimbus Stride	- Collides with characters and monsters	- No collision when using the skill
Flow: Nimbus Stride	- 35 sec cooldown	- 30 sec cooldown
Flow: Sacred Dance	- Knockdown on upward strike, upward slash hit	- Knockdown on upward strike and upward slash attack hits (PvE only)
Zephyr	- Increase Attack Speed +3.5% - Increase Movement Speed +2.5% * Nirvana Step	- Increase Attack Speed +10% - Increase All Accuracy Rate 5%, * Removed Nirvana Step
Prime: Bleeding Hearts	- 12 sec cooldown - Damage -40% in PvP	- 10 sec cooldown - Damage -51.8% in PvP
Prime: Cymbidium	-	- Able to combo into Prime: Phantom Dance after attack 1 - Able to combo into Prime: Phantom Dance, Prime: Furious Chase, Prime: Salp'uri Purge smoothly
Prime: Primrose Sprint	-	- Able to combo with Prime: Salp'uri Purge

 Prime: Spring Breeze	- Able to use Prime: Primrose Sprint while gliding	- Able to use Prime: Primrose Sprint, Succession: Nimbus Stride, Succession: Flow: Nimbus Stride while gliding - Able to combo into Prime: Salp'uri Purge while gliding - Able to keep gliding during Nimbus Stride after learning Lv. III
 Prime: Pendulum Kick	-	- Able to combo into Prime: Phantom Dance, Prime: Primrose Sprint, Prime: Furious Chase smoothly - Increase activation speed - Increased attack range - Improved to hit the same area - Critical Hit Rate + 25%
 Prime: Blooming Nether Flower IV	- Hit Damage 1124% x1, Max 31 Hit - IV: Damage -62% in PvP	- Attack damage 1236% x1, max 31 hits - IV: damage -65.5% in PvP
 Prime: Crescent Barrage	-	- Reduced the jump height of attack 4
 Prime: Salp'uri Purge	-	- Super Armor during skill - Able to combo into Prime: Furious Chase, Prime: Blooming Nether Flower smoothly
 Prime: Phantom Dance	-	- Able to combo into Prime: Furious Chase smoothly

Prime: Blade Dance	-	- Added +10% damage against enemies on Guard to attack 1

● Prime: Pendulum Kick - Improved to be able to combo into Prime: Cymbidium after the attack 1 of the skill.

● Prime: Salp'uri Purge - Changed the commands for the skill.

Before	Reboot
SHIFT + Q during Succession: Nimbus Stride, or while flying during Spring Breeze to perform Forward Attack	Q during Succession: Nimbus Stride, or while flying during Spring Breeze to perform forward attack

● Succession: Nimbus Stride, flying during Spring Breeze - Changed to not be able to combo into Prime: Salp'uri Purge when used in too high of a location.

● Blade of Souls - Fixed the issue where Stiffen did not apply when used on cooldown.

● Stately Dignity - Improved the visual effects. **(Added)**

Awakening

● Made changes to the following skills:

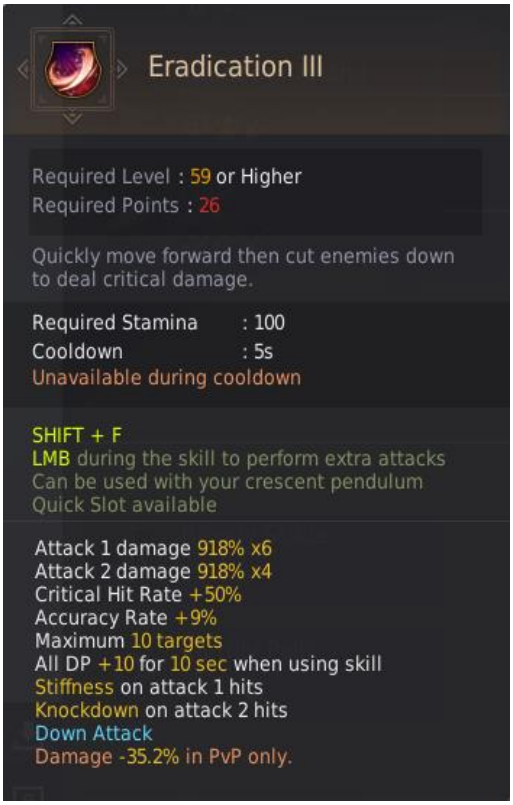
Skill	Before	Reboot
Deadly Dance	-	- Improved to move in the direction the camera is facing
Flow: Mangler	- Hit damage 1279% x10	- Attack damage 1151% x10 - Adjusted attack range - Able to combo into Bleeding Hearts

 Soul Raid	- 11 sec cooldown	- 17 sec cooldown - Super Armor on grab
 Bleeding Hearts	- 12 sec cooldown - Throw Hit Damage 1119% x1 Max 8 Hits - Pull Hit Damage 1119% x1, Max 5 Hits	- 7 sec cooldown - Throw attack damage 1008% x8 - Pull attack damage 1008% x1, max 5 hits - Adjusted to attack the same area - Able to combo into Taunting Death smoothly
 Tailspin	- 10/9.5/9 sec cooldown - Knockdown on 1st Hit hit - 1st Hit Damage 885/1187/1418% x4 - 2nd Hit Damage 885/1187/1418% x4	- 9/8/7 sec cooldown - Floating on attack 2 hits - Attack 1 damage 885/1187/1418% x2 - Attack 2 damage 885/1187/1418% x6 - Activates attack 2 if used after Mangler, Eradication attack 1, Deadly Dance, Bloody Stride, Bridled Despair, Earthly Pain attack 1
 Furor	-	- Adjusted attack range of attack 1 and 2 - Increased attack range of attack 1
 Flow: Dancing with Death	- All damage applies Furor damage x6	- All damage applies Furor damage x8

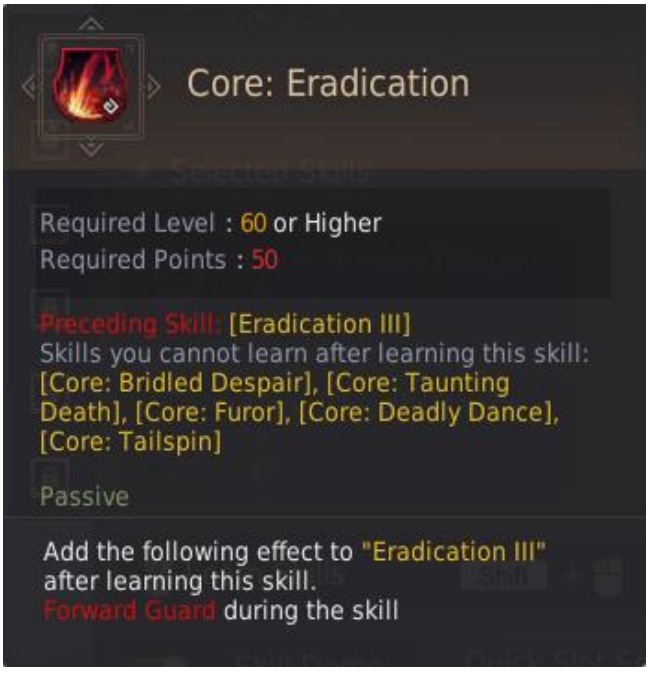
 Taunting Death	- Required Stamina: 400 - Stiffen on hit - Hit Damage 703/854/1005/1156% x6	- Required Stamina: 200 - Stiffen on hits (PvE only) - Attack damage 844/1024/1206/1387% x6 - Increased attack range - Activation speed increased while attacking - Super Armor - Stiffen when Core: Taunting Death is learned - Improved on the issue where the character stopped on hits
 Earthly Pain	- Able to learn levels I to IV - Able to learn Core: Earthly Pain	- Changed to have only 1 level - Removed Core: Earthly Pain and replaced it with Core: Bridled Despair
 Bridled Despair	- Only 1 level	- Changed to be able to learn levels I to IV (damage is the same as before) - Adjusted attack range to hit farther away - Holding RMB will combo into Flow: Mangler after the skill (Does not combo when holding ↓ + RMB) - Stun when Core: Bridled Despair is learned
 Flailing Blades	- Able to learn levels I to IV - Increase Attack Speed +15% for 10 sec	- Changed to have only 1 level - Increase Attack Speed +15% for 15 sec - Removed Core: Flailing Blades, Replaced with Core: Eradication

● Eradication - Made the following changes:

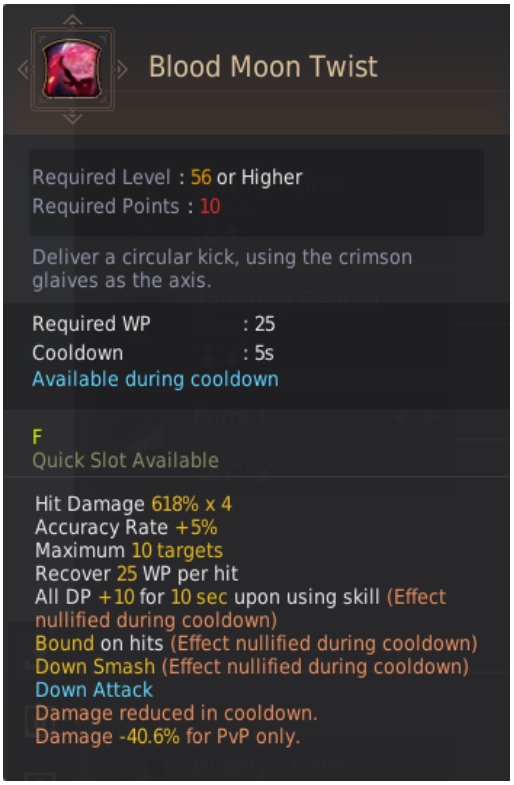
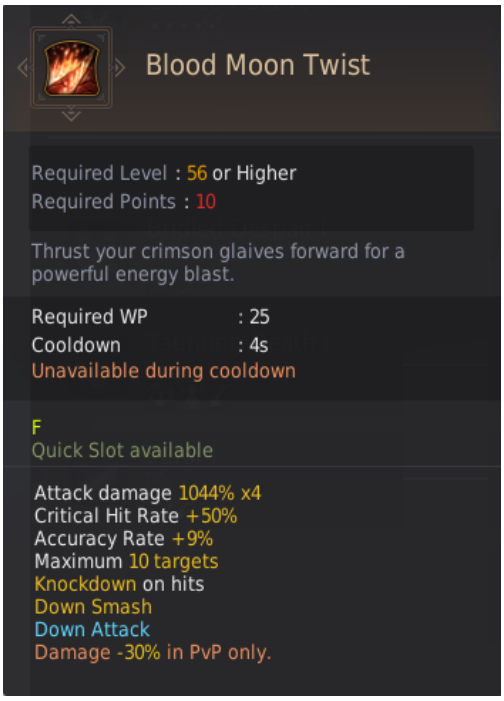
Skill	Before	Reboot

 Eradication		

● Added the skill Core: Eradication.

Skill	Description
 Core: Eradication	

● Blood Moon Twist - Made the following changes:

Skill	Before	Reboot
Blood Moon Twist		

● Black Spirit: Bleeding Hearts - Fixed the issue where less targets were being hit than the number shown in the skill description.

● Flow: Dancing with Death - Fixed the issue where the Knockdown effect was being applied multiple times.

● Deadly Dance - Fixed the issue where the Floating effect was being applied multiple times on certain targets.

● Deadly Dance - Fixed the issue where the Air Smash effect was being applied multiple times on certain targets.

● Deadly Dance - Fixed the issue where the Air Smash effect was not being applied occasionally.

● Core: Eradication - Fixed the issue where the icon was different from the icon for the normal version of the skill.

● Purging Shot - Fixed the issue where damage would not be inflicted when the skill's current level was lower than that of Volant Kick.

● Improved the appearance (customization) of Archer as follows:
- Added a new face type and hair style.
- Changed the default outfit and portrait on the character creation window.
- The new customization features will be applied to the default appearance when creating a new character. For existing characters, you can apply the changed customization features via the Beauty Album (F4) UI.
* You can continue to select the existing face types and hair styles.
● Improved to apply Back Attack damage when hitting an enemy from the back.

Main Weapon

● Made changes to the following skills:

Skill	Before	Reboot
Watcher	-	- Added All AP +20 for 30 sec - Added All Accuracy Rate +12% for 30 sec
Storm of Light (I to Absolute)	- Movement Speed -10%/15%/20% for 10 sec - Stiffen on 1st, 2nd Hit hit (PvE Only) - Knockdown on Last Hit hit	- All DP -15 for 10 sec on hit - Super Armor until attack motion - 8 sec cooldown - Increase motion speed of the motion before the attack and consecutive skill activation - Able to combo into Glide during consecutive skill activation
Absolute: Storm of Light	- Hit Damage 997% x2, Max 8 Hits	- Attack damage 1260% x2, max 8 hits

 Wrath of Nature	- Hit Damage 101/178/334/494/788/1047% x5 - Ranged AP +2/4/6/8/10/12 for 10 sec upon using the skill - Down Smash - Down Attack	- Added charge effect - Slightly increased the motion speed before the attack - Able to attack after Glide when charged - Attack damage before charging 101/178/334/494/788/1047% x5 - Attack damage after charging 101/178/334/494/788/1047% x10 - Super Armor while charging
 Earth Shatter	- Attack twice - Hit Damage 88/167/314/569/712/942% x4/5/6/7/8/8, Max 2 Hit - Push on hits (PvE Only)	- One attack - Attack damage 88/167/314/569/712/1158% x12 - Increased motion speed before the attack to activate the skill faster - Improved the range where max hits are being applied - Pain damage 65 every 3 sec for 18 sec on hits
 Grace of Sylvia	- Critical Hit Rate +12% - Ranged AP +10	- Increase All Accuracy Rate +5% - All AP +12
 Arrow Explosion (VI, Absolute)	-	- Adjusted attack range to hit enemies nearby
 Absolute: Arrow Explosion	-	- Changed PvP number of hits to match PvE number of hits

Gaping Darkness	-	- Changed the motion to be shorter - Slightly increased the traveled distance - Increased combo speed with Flow: Shadow Hack
Volant Kick, Ascending Spirit	-	- Changed to be the Flow skills of Earth Kick
Mountain Breeze, Uproot	-	- Able to be used with your crossbow
Earth's Judgment	- Hit damage 1031% x2, Max 5 Hits	- Attack damage 1031% x6 - Improved the range where max hits are being applied
Covering Fire (I to Absolute)	- Hit Damage x84/132/257/382/522/758% x1, Max 4/5/6/7/8/8 Hits	- Attack damage 84/132/389/573/842/1156% x2, max 4/5/6/7/8/8 hits

● Changed the effects of Breath skills to the following:

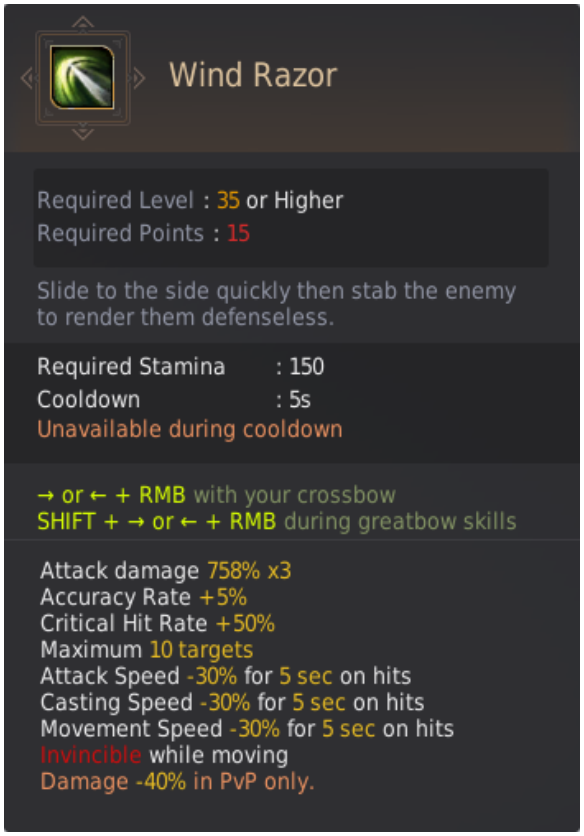
Before	Reboot	Skills Applied	Breath Effects
Breath: Deceleration	Breath: Deceleration	Meteor Dive	Movement Speed -30% for 10 sec on Meteor Dive hits (Nullified during cooldown)

Breath: Recover	Breath: Recover	Wrath of Nature	Recover 300 HP when Wrath of Nature charging is complete
Breath: Stun	Breath: Stigma	Arrow Explosion	Activates Light's Mark effect for 3 sec on Arrow Explosion hits

* Combined the additional effects applied to skills upon learning the previous Breath skills to Breath of the Spirit.

● Changed Ra'ghon's Spirit to Wind Razor.

	Before	Reboot
Skill	Ra'ghon's Spirit	Wind Razor

Description	

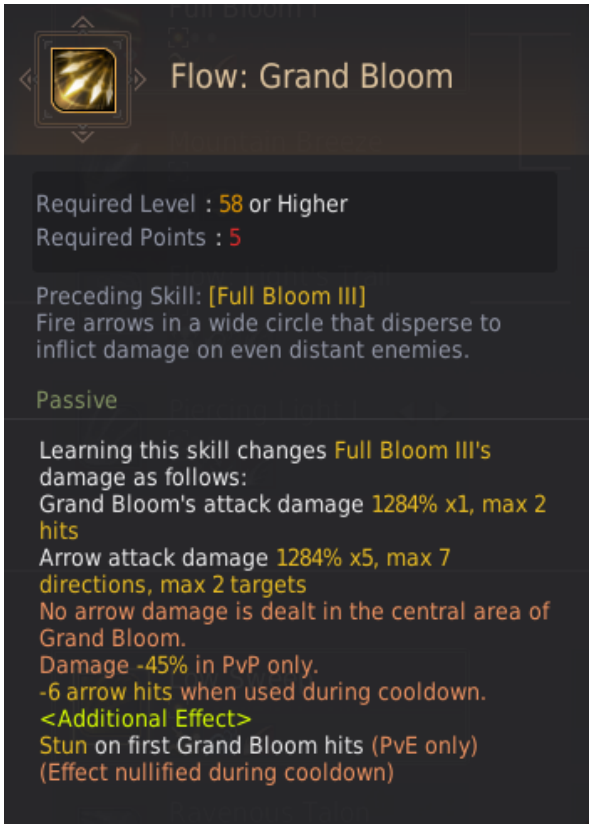
● Breath: Recover - Fixed the issue where the additional damage was being applied less than the numbers in the Breath of the Spirit skill description.

Ascension

● Added the skill Flow: Grand Bloom.

- Changed the number of targets hit and attack range of Full Bloom III when Flow: Grand Bloom is learned.

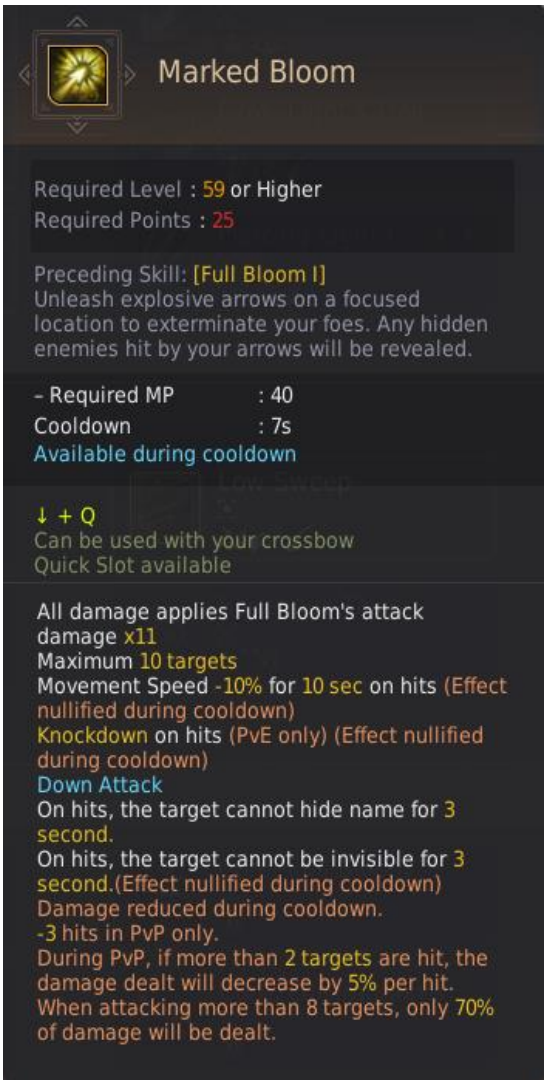
Skill	Description

 Flow: Grand Bloom	

● Added the skill Marked Bloom.

- Marked Bloom applies the arrow attack damage of the skill Full Bloom (I to III). Added the following effects on top of the Full Bloom skill effects to apply on hits.

Skill	Description

 Marked Bloom	

● Made changes to the following skills:

Skill	Before	Reboot
 Light's Path	-	- Able to adjust the intensity of the skill visual effect by adjusting the Camera Effects in game settings

Piercing Light (I to III)	- Charges twice - Stiffen upon charging once - Knockdown upon charging twice	- Changed to charge once - Knockdown on charged hits - Hold E to perform standing attack
Piercing Light (II to III)	- 25/23 sec cooldown	- 20/15 sec cooldown
Righteous Smite	- Hit damage 1756% x7 - Damage -25% in PvP	- Attack damage 1756% x10 - Damage ~~-36.25~~ 45% in PvP **(Modified)** - Super Armor during the skill
Glissade	- 1st hit damage 688% x2 - 2nd hit damage 688% x2 - 3rd hit damage 1032% x2	- Attack 1 damage 688% x2 - Attack 2 damage 1032% x2 - Attack 3 damage 1032% x4 - Ranged AP +12 for 10 sec
Tactical Strike	- 3 hit motions - 1st Hit Damage 872% x2 - 2nd Hit Damage 872% x2 - 3rd Hit Damage 872% x3	- 1 attack motion - Attack damage 872% x5
Radiant Explosion IV	- Hit Damage 1260% x6 - Damage reduced by -40% in PvP	- Attack damage 1430% x8 - Damage ~~-46~~ -55% in PvP

Ravenous Talon	- Extra Hit Damage 722% x4, Max 1 Hit	- Extra attack damage 722% x6 - Adjusted attack motion speed
Nature Shattering Arrow	- 24 sec cooldown	- 20 sec cooldown

● Full Bloom (I to III) - Changed the damage applied when using the skill on cooldown to match the skill description.

● Righteous Smite - Fixed the issue where you would change to main weapon stance when comboed with Glide, Ultimate: Zephyr Leap.

● Mountain Breeze - Changed the character motion to appear more natural when used while airborne.

● Glissade, Glide - Improved your character to move more naturally in the air in an area with difference in elevation.

● Full Bloom - Changed attacks 1 and 2 to be performed in the same direction.

● Marked Bloom - Changed the casting motions to match the actual motions.

● Over There! - Changed so the summon that appears during the skill will vanish immediately if it attacks a Wooden Fence.

● Increased the damage that the Shai class deals to the Ninja class by 34.09%.

● Added the skill Yippee!.

- You can use boost and jump by pressing F or SPACE.

Skill	Description
Yippee!	

● Added the skill Try This!.

Skill	Description

 Try This!	

● Made changes to the following skills:

Skill	Before	Improvements & Changes
All attack skills	-	- Damage +20%
All skills where you throw your florang	-	- Increased attack range
 Hop, Tuck-and-Roll	- Cannot be used during Come Out, Come Out	- Can be used during Come Out, Come Out
 Hop	- Quick Slot available	- Cannot be used with Quick Slot

Tuck-and-Roll	-	- Switches from Talent to florang
Gather Around!	-	- Increase Gathering (R) speed after using skill

● Increased the buff duration for self and allies of the following skills:

Increased Buff Duration on Self (60 sec)		Increased Buff Duration on Allies (30 sec)
Sun, Moon, Stars Shout to the Sky Time to Shine!	Summer Rain Outta My Way! Rage Absorption (Innate)	Time to Shine! Summer Rain

● Summer Rain, Time to Shine! - Improved to use the skills by pressing the following commands with your Tute in Talent.

Commands	Plays
→ + F	
← + F	

● Added a forward evade motion.

● Evasion - Added commands ↑+↑/→+→/←+←/↓+↓ to perform the skill (rolls).

● Go Away - Improved to be able to apply skill add-ons.

● Twirl-Three - Improved to be activated instead of One-Two-Three when pressing SHIFT + RMB during a certain skill with your florang.

● Hop - Improved to move more naturally when used consecutively while moving forward or backward.

● Fixed the issue where you wouldn't recover Stamina when your character stops moving.

● Improved the following skills to process hits better on uneven heights.

- Scornful Slash, Dragon's Maw, Pulverization, Mutilation, Black Blood Slaughter

Main Weapon, Succession

● Made changes to the following skills:

Skills	Before	After
Prime: Claw Reveal	- Hit Damage 816% x 3	- Attack damage 1216% x 5
Absolute: Omua's Objurgation	- Hit Damage 705% x 8	- Attack damage 1131% x 8
Absolute: Black Blood's Descent	- Hit Damage 801% x 5	- Attack damage 1447% x 5
Flow: Black Blood Eruption	- All damage applies Black Blood Circle damage x4	- All damage applies Black Blood Circle damage x6

Bone Freezing Wind	- Critical Hit Damage +11.5%	- Critical Attack damage +10% - All AP +12
Chokeslam (I to Absolute)	- 8/8/7 sec cooldown	- 16/16/15 sec cooldown
Prime: Black Blood Circle	- Hit Damage 519/667/815/1107% x 10 - I to III: Damage -35% in PvP - IV: Damage -43.5% in PvP	- Attack damage 667/815/1107/1456% x 10 - I to III: Damage -44.75% in PvP - IV: Damage -52% in PvP
Prime: Savage Hack	- 1st, 2nd Hit Damage 741/906/1071% x3 - 3rd Hit Damage 741/906/1071% x4 - 4th Hit Damage 741/906/1071% x5	- Attack 1, 2, and 3 damage 906/1071/1256% x5 - Last attack damage 906/1071/1256% x7
Prime: Boulder Crush	- 1,2 Hit Damage 813/1045/1277/1509% x 1, Max 3 Hits - 3,4 Hit Damage 813/1045/1277/1509% x 1, Max 4 Hits - Damage -30% in PvP	- Attack 1 and 2 damage 813/1045/1277/1509% x4 - Attack 3 and 4 damage 813/1045/1277/1509% x6 - Damage -37% in PvP
Prime: Mountain Slam	- Hit Damage 508/653/798/1086% x 9	- Attack damage 653/798/1086/1332% x9
Prime: Avalanche Strike	- Hit Damage 748/914/1080% x 7	- Attack damage 914/1080/1236% x9
Omua's Objurgation	- Damage -35% in PVP	- Damage -45% in PVP

● Prime: Mutilation, Prime: Black Blood Slaughter - Changed to apply their max hits within the entire area of effect.

● Fierce Disdain - Improved to combo smoother into other skills when Fierce Disdain is used laterally.

● Mutilation, Black Blood Slaughter - Fixed the issue where comboing into Savage Hack after using these skills would activate Avalanche Strike first.

● Omua's Objurgation - Improved to combo into other skills more moothly after using this skill.

● Omua's Objurgation - Changed the falling speed to appear more natural when the skill is used on a slope.

● Juggernaut, Sturdy Step, Guard - Fixed the issue where trying to combo into Avalanche Strike, Boulder Crush,

Savage Hack during the skills would activate Juggernaut: Smite.

● Sturdy Step - Improved to combo into other skills more smoothly after using it.

Awakening

● Made changes to the following skills:

Skills	Before	After
Scornful Slash	- 1,2 Hit Damage 564/682/793/910% x 3 - Trail of fire Hit Damage 451/546/634/728% x 2, Max 4 Hits - Air Attack	- Removed attack 1 and 2 damage - Trail of fire attack damage 851/1013/1215/1431% x 5, max 2 hits - Changed so max hits apply for all attack ranges
Searing Fang	- 1st Hit Burn Damage 415/549/682% x2, Max 5 Hits - Trail of fire damage -30% in PvP	- Attack 1 trail of fire damage 518/686/852% x8 - Trail of fire damage -65% in PvP
Neck Impaler	- Cooldown 7 sec	- 15 sec cooldown
God Incinerator	- Hit Damage 593/751/909% x 14	- Attack damage 751/909/1056% x 14

● Guard - Changed to be unavailable when the Guard Guage is 0.

● Searing Fang - Changed to apply its max hits in its entire area of effect.

● Searing Fang - Fixed the issue where comboing into Fierce Disdain during the skill activated Flow: Suppress.

● Searing Fang - Improved to combo into certain skills more smoothly after its attack 1 and 2.

● Flow: To Ashes - Improved to combo more smoothly into Glorious Advance after using it.

● Breath of Aal, Prime: Breath of Aal - Changed so the summon that appears during the skills will vanish immediately if it attacks a Wooden Fence.
● Changed so that Forward Guard will not be applied when moving backwards with no Guard Gauge.
- Therefore, the guard breaking motion will no longer be displayed when moving backwards with no Guard Gauge.
● Aal's Protection - Changed to be no longer usable with no Guard Gauge.
- Therefore, you will need to recover Guard Gauge before being able to use the skill Aal's Protection.
● Pilgrim of the Sands - Changed the effects gained at all levels of the skill.
- The other passive skill (Savior of the Sands) and the effects that can be obtained by leveling the skill were folded into Pilgrim of the Sands.

Before	After
Increase All Accuracy Rate +10% All Evasion Rate +5%	All AP +12 All Evasion Rate +10%

● Aal's Protection - Changed to be unavailable when Guard Guage is 0.

● Aal's Mirage - Changed to not display the guard break motion when the Guard Gauge is depleted during the skill.

● Aal's Mirage - Made the following changes:

- Improved to activate the skill immediately as a combo after using another skill, regardless of the hand that is holding the weapon.

* However, this excludes skills that it could not be comboed with previously like Aal's Grace, Ensnaring Sands, Flow: Condemnation, and Flow: Voracity.

- Increased the skill cooldown from 13 sec to 18 sec.

● Dune Slash - Changed the damage and cooldown of the skill to the following:

Skills	Before	After
Dune Slash I	Hit damage 695% x 4 Last hit damage 835% x 3 9 sec cooldown	Attack damage 928% x 4 Last attack damage 928% x 3 8 sec cooldown
Dune Slash II	Hit damage 695% x 4 Last hit damage 1075% x 3 8 sec cooldown	Attack damage 1194% x 4 Last attack damage 1194% x 3 7 sec cooldown
Dune Slash III	Hit damage 695% x 4 Last hit damage 1346% x 3 7 sec cooldown	Attack damage 1496% x 4 Last attack damage 1496% x 3 6 sec cooldown

● Flow: Dune Strike - Improved to combo moire smoothly into Collapse.

● Flow: Dune Strike - Made the following changes:

- Added the Down Smash effect.

- Added the Air Attack effect.

- Removed the cooldown.

- Removed the All Evasion Rate reduction effect.

- Adjusted the damge reduction in PvP from -50% to -40%.

● Collapse III - Adjusted the damage reduction in PvP from -54% to -45%.

● Collapse - Added the All Evasion Rate reduction effect.

● Collapse - Changed to apply to all targets regardless of the attack 1 range.

● Ensnaring Sands - Made the following changes:

- Increase the skill activation speed.

- Changed the pulling hits to apply damage. Therefore, the skill description was changed.

- Changed the Movement Speed reductions from -40% to -30% at level IV. Now, it will reduce Movement Speed, Attack Speed, and Casting Speed.

● Flow: Sand Warp - Changed to activate all the attacks of Retribution when comboing into it after using Flow: Sand Warp backward.

● Flow: Hourglass of Recall - Changed to apply "Invincibility → Super Armor" during the skill.

● Flow: Condemnation - Changed the damage reduced in PvP from -45% to -40%.

● Silent Breach - Made the following changes:

- Changed the command for the skill from "↑+Q during certain skills" to "SPACE during other skills".

* Therefore, Silent Breach will take priority in activating during all Awakening skills over Aal's Dominion.

- Increased the attack range.

- Changed the damage to the following:

Before	After
Hit damage 802% x 4 Damage -40% in PvP	Attack damage 1239% x 5 Damage -50% in PvP

- Changed the "Floating on hits" effect to "Bound on hits (PvE Only)" effect.

- Added Forward Guard to apply during the skill.

- Added the Down Attack effect.

- Improved to combo more smoothly into other skills during the skill.

● Serpent's Coil - Made the following changes:

- Removed the "reduce All Accuracy Rate on hits" effect.

- Changed to not consume Stamina while holding the skill.

- Changed to no longer be able to use repeatedly and adjusted the damage accordingly.

- Added the increase All Evade for 5 sec effect.

- Increased the area of effect.

● Flow: Voracity - Made the following changes:

- Improved to be able to activate quicker at the start of Serpenet's Coil.

- Increased the area of effect.

- Change the damage to the following:

Before	After
Hit damage 1477% x 8 Damage -55% in PvP	Attack damage 1625% x 8 Damage -60% in PvP

● Crown Kick - Made the following changes:

- Removed the "Bound on spin hits" effect.

- Added "increase Attack Speed when using skill" effect.

- Improved to recover MP per hit.

- Improved to attack while turning towards the direction of the camera.

- Improved to combo more smoothly into Crown Kick after using Flow: Sand Warp, Constriction, and Piercing Fang.

- Improved to combo more smoothly into other skills after using Crown Kick.

- Adjusted the damage, Critical Hit Rate, and PvP damage reduction to the following:

Before	After

Spin hit damage 770% x 5 Last hit damage 770% x 2 Damage not reduced in PvP Critical Hit Rate +0%	Spin attack damage 1078% x 5 Last attack damage 1078% x 2 Damage -35% in PvP Critical Hit Rate +50%

● Retribution - Adjusted the damage and damage reduction in PvP to the following:

Before	After
Hit damage 811% x 7 Last hit damage 1201% x 1, Max 4 Hits Damage -20% in PvP	Attack damage 1014% x 7 Last attack damage 1441% x 1, max 4 hits Damage -37% in PvP

● Aal's Grace - Added All AP +20 for 30 sec, Critical Hit Damage +15% for 30 sec.

● Prime: Blade's Pact - Added Critical Hit Rate +30% for 30 sec.

● Aal's Breath, Prime: Aal's Breath - Fixed the issue where all the damage dealt by the summon were being applied to double the hits.

● Added the text, "Can be used with kibelius" in the skill description for the following skills:
- Gravity Rift, Void Gateways, Illusion Expansion, Spatial Collapse, Ator's Energy, Realm of Anguish, Reset
● Form Shift - Removed the Critical Hit Rate effect.
● Fixed the issue where you couldn't jump by pressing the spacebar while your weapons are not equipped.
● Fixed the issue where you could keep Sprinting without consuming Stamina when pressing LMB during a Sprint while your weapons are not equipped.

Awakening

● Lightning Prison - Changed the skill's Critical Hit Rate effect to only be applied for PvE.
● Bolt - Changed so that your character will no longer disappear and changed the Invincible effect to the Super Armor effect.
● Lightning Prison and Flow: Interrogate - Fixed the issue where the skill effect would be applied at a height higher than that at which it is normally applied.

● Black Spirit: Ator's Energy - Fixed the issue where the skill couldn't be used.

● Black Spirit: Flow: Interrogate - Fixed the issue where the extra damage effect wouldn't be applied with the spirit weapon.

● Fixed the issue with where the minions summoned from the following skills could not deal damage to annexes in Node/Conquest Wars other than the Flame Tower and Hwacha.

- Realm of Anguish

- Arkanon summoned with the skill Radiant Annihilation

- Arkanon summoned with the skill Enlightening Bolt

- Arkanon summoned with the skill Flow: Aftershock

Main Weapon, Succession

● Ancients' Wisdom - Changed the effects gained in all levels of the skill.

Before	After
All Accuracy Rate +10% Casting Speed +5% All Special Attack damage +2%	All Accuracy Rate +5% Casting Speed +10%

● Illusion Barrier - Change to be unavailable when Guard Gauge is 0.

● Realm of Anguish - Removed the Critical Hit Rate of summons from the skill in PvE as the Critical Hit Rate of the summoner will now apply to summons.

● Changed the PvE damage of the following skills, however, their PvP damage remains the same as before.

Skills	Before	After
Form Shift (I to Absolute)	Hit damage 240% x 2, Max 7 Hits Hit damage 454% x 2, Max 7 Hits Hit damage 668% x 2, Max 7 Hits Hit damage 882% x 2, Max 7 Hits Hit damage 1176% x 2, Max 7 Hits	Attack damage 209% x 2, max 7 hits Attack damage 395% x 2, max 7 hits Attack damage 581% x 2, max 7 hits Attack damage 767% x 2, max 7 hits Attack damage 1023% x 2, max 7 hits
Prime: Form Shift (I to IV)	Hit damage 843% x 2, Max 7 Hits Hit damage 1013% x 2, Max 7 Hits Hit damage 1182% x 2, Max 7 Hits Hit damage 1352% x 2, Max 7 Hits	Attack damage 717% x 2, max 7 hits Attack damage 861% x 2, max 7 hits Attack damage 1005% x 2, max 7 hits Attack damage 1149% x 2, max 7 hits

Ator's Fist (I to Absolute)	Hit damage 374% x 4, Max 4 Hits Hit damage 495% x 4, Max 4 Hits Hit damage 547% x 4, Max 4 Hits Hit damage 656% x 4, Max 4 Hits Hit damage 758% x 4, Max 4 Hits	Attack damage 318% x 3, max 4 hits Attack damage 421% x 3, max 4 hits Attack damage 465% x 3, max 4 hits Attack damage 558% x 3, max 4 hits Attack damage 664% x 3, max 4 hits
Prime: Ator's Fist (I to III)	Hit damage 803% x 4, Max 4 Hits Hit damage 963% x 4, Max 4 Hits Hit damage 1156% x 4, Max 4 Hits	Attack damage 683% x 3, max 4 hits Attack damage 819% x 3, max 4 hits Attack damage 983% x 3, max 4 hits
Prime: Rift Storm	Hit damage 1221% x 3, 1221% x 8	Attack damage 1099% x 3, 1099% x 8
Illusion Expansion (I to Absolute)	Hit damage 335% x 4, Max 2 Hits Hit damage 426% x 4, Max 2 Hits Hit damage 527% x 4, Max 2 Hits Hit damage 651% x 4, Max 2 Hits Hit damage 768% x 4, Max 2 Hits Hit damage 1145% x 4, Max 2 Hits	Attack damage 302% x 4, max 2 hits Attack damage 383% x 4, max 2 hits Attack damage 474% x 4, max 2 hits Attack damage 586% x 4, max 2 hits Attack damage 691% x 4, max 2 hits Attack damage 1031% x 4, max 2 hits
Prime: Illusion Expansion	Hit damage 1291% x 4, Max 2 Hits	Attack damage 1162% x 4, max 2 hits

● Prime: Overdrive - Made the following change:

- Reduce the cooldown of Reset by 5 sec instead of Prime: Optimization when Overdrive is stacked 10 times.

● Illusion Expansion, Prime: Illusion Expansion - Fixed the issue where the number of hits in the skill description did not match the actual number of hits of the skill.

Awakening

● Seize - Increased the cooldown from 13 sec to 20 sec.

● Enlightening Bolt III - Fixed the issue where casting the skill in a normal state would cause the Arkanon to apply the damage of Lv. II.

● Removed the Critical Hit Rate of summons from the following skills in PvE as the Critical Hit Rate of the summoner will now apply to summons:

- Enlightening Bolt, Flow: Aftershock, Radiant Annihilation

● Flow: Aftershock - Changed the damage reduction of Arkanon in PvP from -40% to -62%.

● Radiant Annihilation - Changed the damage reduction of Arkanon in PvP from -30% to -58%.

● Added Corsair to now be playable as a trial character.

● Black Spirit: Cap'n's Orders: Open Fire! - Fixed the issue where Labao appeared in an awkward position for the skill demo.

● Light 'Em Up - Fixed the issue where the skill demo wouldn't show the Actin' Cap'n.

● Whale Song - Fixed the issue where Corsair would sometimes lose her clothes during the skill.

● Fixed the issue with Corsair's Lv. 56 Skill Enhancement icons appearing abnormal.

● Core: Cap'n's Orders: Open Fire! - Fixed the issue where the audio output would not work properly in certain cases upon learning the skill.

● Fixed the issue where your weapon would appear abnormal when using the auto-navigate function while sprinting in Awakening state.

● Cap'n's Orders: Open Fire!, Cap'n's Orders: Cease Fire! - Changed the skill to have the split damage effect applied in PvP.

● Wind-piercer Patraca - Increased the cooldown from 4 sec to 6 sec.

● Labao on Deck! - Decreased the cooldown from 10 min to 1 min.

● Flow: Earth-render Patraca - Changed to be activated by pressing LMB after using Sun-shielder Patraca.

● Close Quarters: Suppress - Changed to be activated by pressing ↓ + LMB after using Spare No Quarter!.

● Crow's Mark - Changed to be activated by pressing Shift + LMB after using Spare No Quarter!.

● Flow: Earth-render Patraca - Changed to be activated by pressing LMB after using Spare No Quarter!.

● Crow's Mark - Improved the skill to combo better when used after switching from serenaca to patraca.

● Mareca Swing - Fixed the issue where the skill did not activate above water when in awakening.

● Flow: Wave Skedaddle - Fixed the issue where jump would activate first when the commands for the skills were pressed after using Smooth Sailin' going forward.

● No Mercy, Scallywags! - Improved the Scallywags with Secret Weapons to be distinguishable by visual effects.

● Sea Mist, Close Quarters: Charge - Improved to combo smoothly into Crow's Mark.

● Ocean's Allure - Increased the lateral range of damage.

● Crow's Mark - Fixed the issue where the Sprint Attack would activate first if Crow's Mark was input immediately after stopping from a frontal Smooth Sailin' in Awakening state.

● The chatter of Slippery Scallywags and First Mate Labao will no longer flood the chat windows.

● Spare No Quarter! - Fixed the issue where Corsair would sometimes climb on top of monsters during the skill.

● Smooth Sailin' II ~ Absolute - Fixed the issue where using the skill in the front wouldn't combo into Cap'n's Orders: Open Fire!

● Light 'Em Up - Improved to now be usable during Smooth Sailin' in Awakening state.

● Cap'n's Orders: Open Fire! - Added to the skill description that you can combo into Riding Waves and Wave-breaker Patraca.

● Cap'n's Orders: Open Fire! - Fixed the issue where the skill would auto-activate during Riding Waves or Wave-breaker Patraca.

● Cap'n's Orders: Open Fire!, Cap'n's Orders: Cease Fire!, Core: Sea Mist, Core: Close Quarters: Suppress - Fixed the skill demos to play more naturally in the Skills window.

● Fixed the issue where the Cannoneer Duo would disappear if they were too far away from Corsair.

● Add more detail to the descriptions for the UI for the Slippery Scallywags' Secret Weapons.

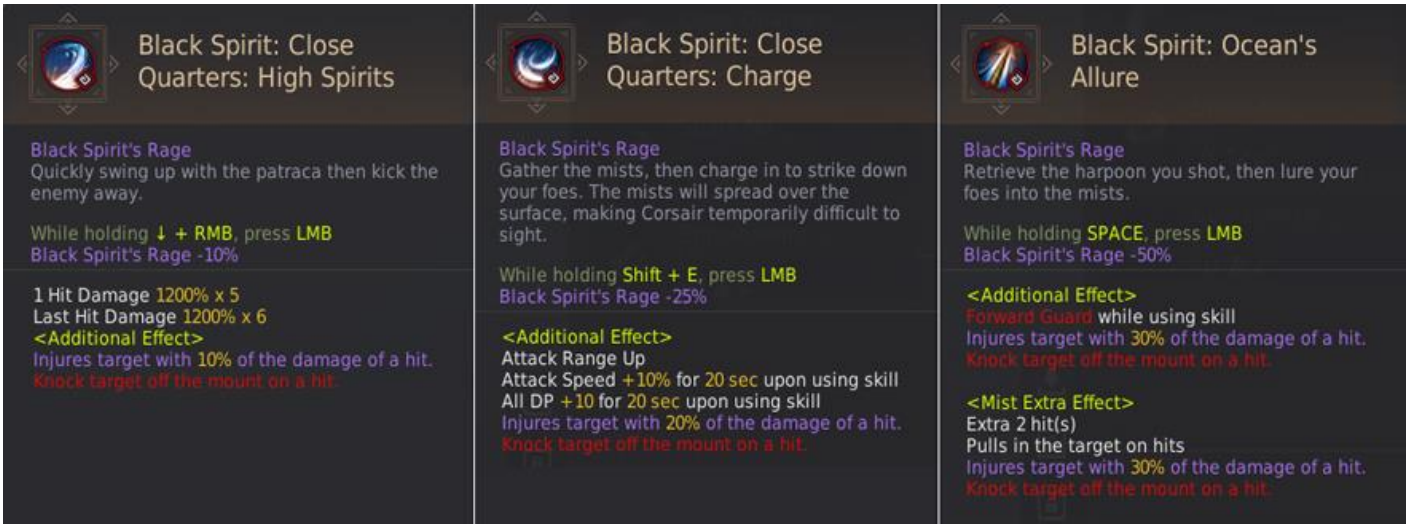
● Fixed the issue where Corsair's appearance appeared abnormal while using Mareca skills.

● No Mercy, Scallywags! - Changed to only be available in Awakening state.

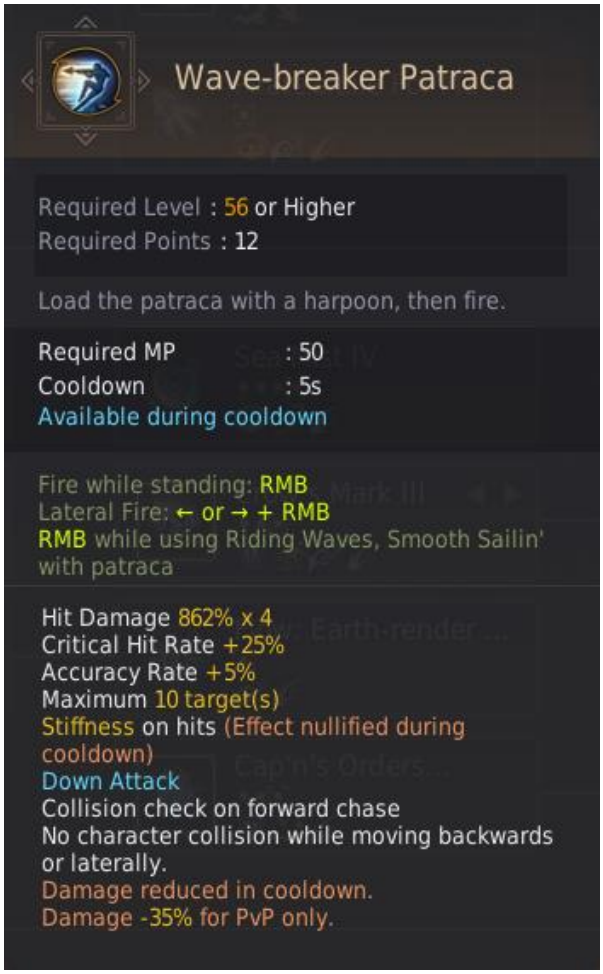
● Labao on Deck! - Fixed the issue where Labao's voice was hard to hear.

● Fixed the issue where pressing the Shift key while auto-running would not allow you to keep sprinting.

● Extended the Black Spirit's Rage to also be usable for Close Quarters: High Spirits, Close Quarters: Charge, and Ocean's Allure.
- Added Black Spirit: Close Quarters: High Spirits, Black Spirit: Close Quarters: Charge, and Black Spirit: Ocean's Allure to the Skill (K) window.
- Each skill can be used by typing in an extra key depending on the situation when Black Spirit's Rage is at 10%< 25%, or 50%, and can be controlled more dynamically.
- You can get special bonuses such as an increased number of hits or an increased casting speed when using each skill.



● Flow: Whirlpool - Fixed the issue where a stun icon would not appear on the Skill (K) window.
● Wave-breaker Patraca - Fixed the issue where your character's appearance would appear abnormal when using the skill during cooldown after using Smooth Sailin'.
● Spare No Quarter! - Fixed the issue where Wave-breaker Patraca would be put into effect when using the skill while using Close Quarters: Suppress.
● Wave-breaker Patraca - Changed the effects of the skill.



▲ Before

▲ After

● Ocean's Allure - Changed the attack range to match the skill effect.
● Ocean's Allure - Improved the pull effect upon hit to pull in the direction of the adventurer.

● Cap'n's Orders: Open Fire! - Fixed the issue where the accuracy reduction effect of the skill would not be applied.
● Changed the text color of the item description for the boxes containing Elvia Spirit buffs.
● Changed the line breaks in the item description of wooden fences to be more natural.
● Added the following text to the item description of the Perfume of Courage, Perfume of Swiftness, Khalk's Elixir, Elixir of Deep Sea, Spirit Perfume Elixir, and Perfume of Charm: Only the effects of the last draught used will be applied.
● Added the Shabby Shovel to be sold by the NPC, Zobadi.
● Added an item description that tells you how to obtain a Shabby Shovel.
● Changed the Crystal Covered in Black Ash to be family bound instead of character bound.
● Fixed the typo in the description that appears on the UI when opening the [Ranger] Treant Camouflage Premium Set.
● Separated the shoes worn upon equipping the [Hashashin] Domtur Armor.
- [Hashashin] Domtur Shoes were sent to the Heidel Storage of an Adventurer with the [Hashashin] Domtur Armor.
- [Hashashin] Domtur Shoes were added to the [Hashashin] Domtur Outfit Set.
● Prime: Ocean's Allure - Changed the last slash motion of the skill to appear more natural.

● Labao on Deck! - Changed the Damage Reduction Rate effect applied to Corsair when she is in danger when

Labao appears to the following:

- The effect that was applied with the Bodily Rejection effect was changed to the First Into The Fray! effect,

changing the duration to 10 min.

* Therefore, the effect of the skill Labao on Deck! was changed to be now stackable with the effects from the

skills Protected Area and Elion's Blessing.

● Labao on Deck! - Improved the effects of the skill when Labao appears to apply more quickly.

● Fixed the issue where the scallywags summoned from the following skills could not deal damage to annexes in

Node/Conquest Wars other than the Flame Tower and Hwacha.

- Actin' Cap'n, Scallywag Trio, and Cannoneer Duo summoned with the skill Code of the Scallywags.

● Fixed the issue where the additional damage from the Cannoneer Duo were not applied to annexes in

Node/Conquest Wars.

● Improved the Actin' Cap'n and Scallywag Trio to be able to call up to 5 scallyways.

● Fixed the issue where Corsair would remain in Mermaid form after attempting to process with Simple

Alchemy during the following skills:

- Mareca: Sea Stroll, Mareca: Whale Song, Mareca: Jet Stream, Mareca: Spiral Soak

Main Weapon, Succession

● Sword Song - Changed the effects gained in all levels of the skill.
- The other passive skill (Cap'n on Deck) and the effects that can be obtained by leveling the skill were combined to Sword Song.

Before	After
All AP +10 Critical Hit Damage +2% All Evasion Rate +4%	All AP +12 All Evasion Rate +10%

● Changed the defensive effects when using the following Mareca skills so that Invincible is applied only when Corsair is underwater and Super Armor is applied in all of the other situations.

- Mareca: Jet Stream, Mareca: Whale Song, Mareca: Spiral Soak, Mareca: Spiral of Dreams, and Mareca: Sea of Dreams

● Mareca: Sea of Dreams - Changed the cooldown from 60 sec to 45 sec.

● Mareca: Spiral of Dreams - Changed the cooldown from 45 sec to 30 sec.

● Prime: Mareca: Spiral Soak - Changed the cooldown for the "No Guard Gauge recovery on hits" from 15 sec to 8 sec.

● Increased the damage in PvE and number of hits in PvE for the following skills. However, the damage and number of hits remain the same in PvP.

Skill	Before	After
Prime: Mareca: Jet Stream	1st Hit Damage 1239% x 8 (PvE Only) 2nd Hit Damage 1304% x 6 Last Hit Damage 1304% x 5	Attack 1 damage 1239% x 13 (PvE only) Attack 2 damage 1568% x 6 Last attack damage 1568% x 5
Prime: Mareca: Whale Song	1st Hit Damage 1308% x 6 2nd HIt Damage 1308% x 10	Attack 1 damage 1528% x 6 Attack 2 damage 1528% x 10
Prime: Mareca: Spiral Soak	1st Hit Damage 1402% x 1, Max 6 Hits 2nd Hit Damage 1402% x 10	Attack 1 damage 1652% x 1, max 6 hits Attack 2 damage 1652% x 16 -6 last attack hits in PvP

● Prime: Ocean's Allure - Changed the first attack motion to where your character draws in her rope and leaps, and added a "Forward Guard before attack" effect.

● Prime: Ocean's Allure - Improved to perform attacks in the direction of the camera angle when it rotates before moving to perform slash attacks.

Awakening

● Heart-catcher Patraca - Changed the cooldown from 15 sec to 17 sec.

● Removed the Critical Hit Rate applied in PvE to the summon of the following skill, due to the summoner's Critical Hit Rate stats being applied to the summon.

- The Slippery Scallywags effect applied when casting an Awakening skill.

● Changed the Damage Reduction Rate in PvP from -40% to -60% for all the Slippery Scallywags that appear when casting an Awakening skill.

● Fixed the issue where the Skill Demos for skills that summon the Slippery Scallywags would not play properly.

● Reduced the weight of the following potions/recovery items by 50%.

- HP Potions
- MP/WP/SP Potions
- Grain Juices
- Herbal Juices

- Accordingly, the weight of items that have [Guild] or [Oasis] in front of their names was also reduced by 50%.

- However, the weight of potions that have content exclusive titles in front such as [Battlefield], [Savage] have the same weight as before of 0.01LT.

● Changed the effect of the last item used to be applied when using normal draught, perfume, elixir and Immortal draught, perfume, and elixir.
● Reduced the cooldown for the following items from 20 min to 10 sec.
- Accordingly, the cooldown for items with [Event], Immortal, Glorious in front of their names were also reduced to 10 sec.
- Perfume of Courage
- Elixir of Deep Sea
- Khalk's Elixir
- Spirit Perfume Elixir
- Perfume of Swiftness
- Perfume of Charm

● Added information to the item description of [Event] Döner Kebab to inform that the item cannot be used to stack with the item Mermaid's Frozen Will.
● Changed the Marine Romance Outfit Box to now be openable by Hashashins, Novas, Sages, and Corsairs.
● Removed the 'Summer Season Exclusive' text from the Marine Romance Outfit tooltip.
● Added text to the Marine Romance Box and Hat warning that accessories will be invisible when equipped together.
● Changed the icon for the items [Archer], [Mystic] Marine Romance Clothes.

● Separated the gloves and shoes that were equipped along with the [Nova] Sephia Armor.

- You can now obtain a separate pair of gloves and shoes when you open the outfit box that includes the [Nova] Sephia Armor.

● Changed the boxes from which you could obtain Elvia Spirit weapons to boxes from which you can obtain buffs, as each spirit of the Elvia Realm provides buff effects.

● Changed to display a global alert when obtaining a Specter's Gaze from the Ash Forest.

● Changed the Marine Romance Gloves icon for Berserkers and Hashashins.

● Changed the Monsterbane Cannon to only be able to be assembled at Oquilla's Eye with a [Guild] Monsterbane Cannon Assembly Kit.

● Removed the Hadum-related text from the Mirror of Equilibrium.

● Added the following text to regular outfit sets and single items for each class:

- Equipping parts of this outfit with those of other outfits may overlap their appearances.

● Separated the shoes from the [Witch] Labreve Clothes.

- Added [Witch] Labreve Shoes to the outfit boxes where [Witch] Labreve Clothes can be obtained.

- Because of this, we have sent the [Witch] Labreve Shoes to the Heidel Storage to Adventurers that own the [Witch] Labreve Clothes.

● Separated the shoes and gloves from the item [Maehwa] Labreve Clothes.

- Added [Maehwa] Labreve Shoes and [Maehwa] Labreve Gloves to the outfit boxes where [Maehwa] Labreve Clothes can be obtained.

- Because of this, we have sent the [Maehwa] Labreve Shoes and [Maehwa] Labreve Gloves to the Heidel Storage to Adventurers that own the [Maehwa] Labreve Clothes.

● Changed the Ancient Ruins Core item to now be sellable to NPC shops.

● Changed the line break on some of the texts on the Wooden Fence Gate's item description to make it look more natural.

● Fixed an issue where the Krogdalo's Horse Gear - Earth 5-Set effect Evasion +3 was being displayed as Evasion Rate.

● Added the information that only the following classes can get an outfit from the [Event] Marine Romance Outfit Box in the item description.

Classes Listed
Warrior, Sorceress, Ranger, Berserker, Tamer, Musa, Valkyrie, Maehwa, Witch, Wizard, Ninja, Kunoichi, Dark Knight, Striker, Mystic, Lahn, Archer, Shai, Guardian, Hashashin, Nova, Sage, Corsair

● Changed the box at Northern Heidel Quarry to drop Silver and various items when broken.

● Added a function that allows you to repair durability of your cooking utensils and alchemy tools. You can repair the following tools:

Item
Advanced Cooking Utensil Supreme Cooking Utensil Advanced Alchemy Tool Supreme Alchemy Tool

- You can repair the durability of a cooking utensils/alchemy tools installed in your residence near your character by pressing the "Repair" ( ) button.

- You must have the appropriate repair tools in your inventory to repair the durability of thec ooking utensils/alchemy tools. You can repair their entire durability by using one repair tool.

● Added four types of repair tools appropriate for each installment that you can set up within your residence.

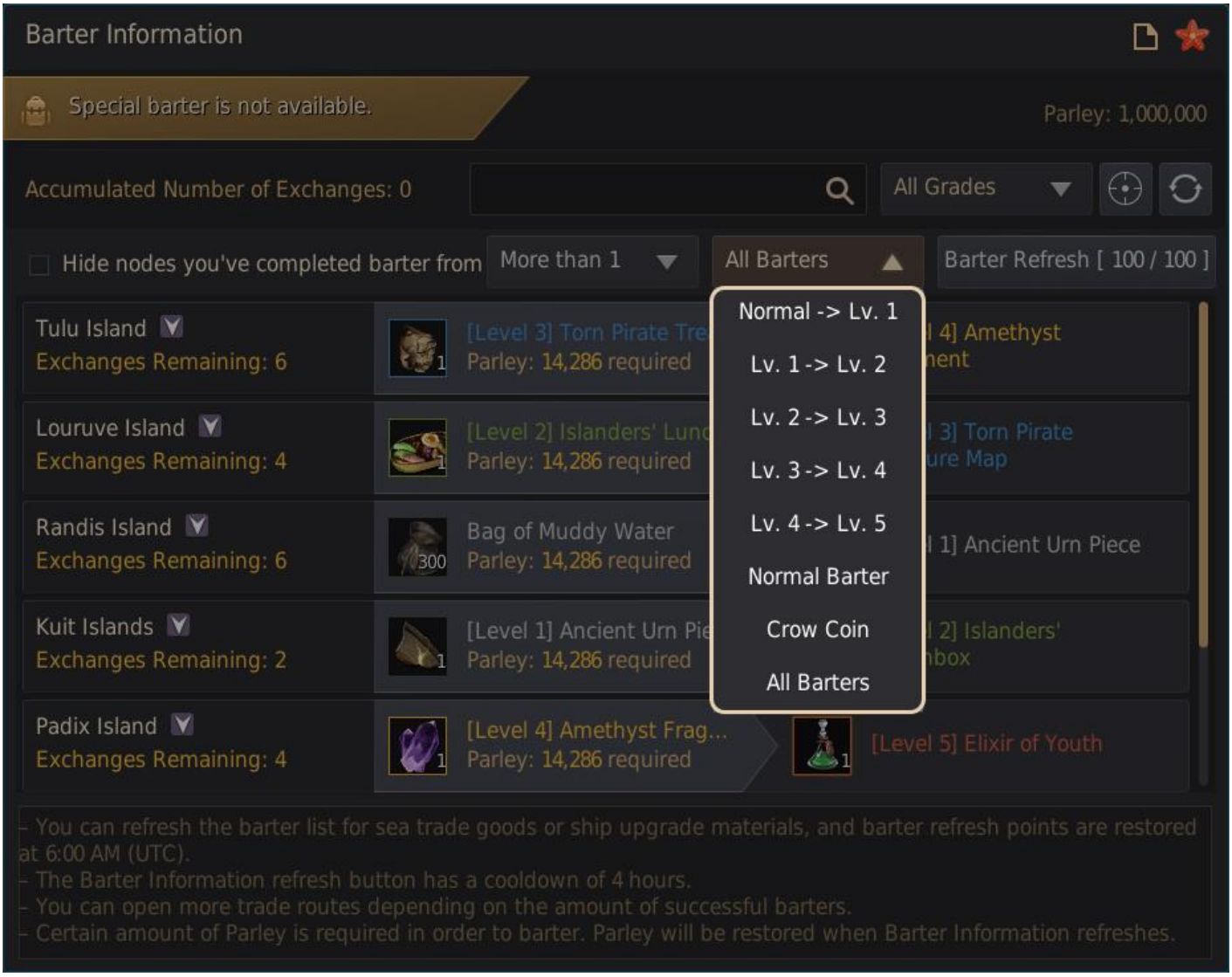
- You can hand over one cooking utensil or alchemy tool with max durability to an NPC in a major city or in Velia to exchange it for one repair tool appropriate for each installment.

* These items can be stacked. They can be placed into Storage and moved by Maids/Butlers.

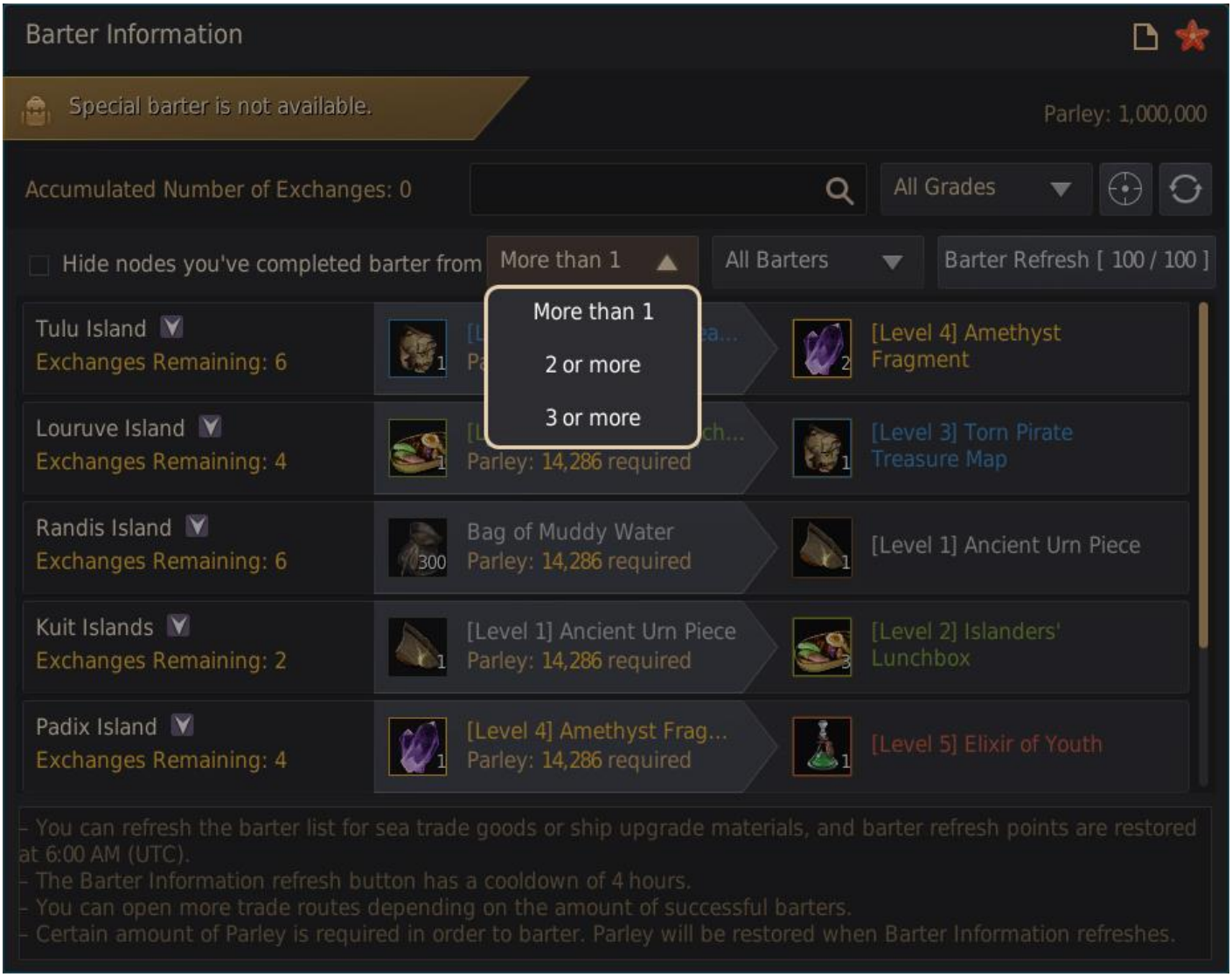
Tools	Repair Tools	How to Obtain
 Advanced Cooking Utensil	 Baermalo Hona's Advanced Cooking Repair Tool	[Velia] Islin Bartali [Heidel] Constante [Calpheon] Fredelles Herba [Altinova] Edman [Valencia] Nerasabi Alom [Grána] Luansei

		[Duvencrune] Maopan [O'draxxia] Elena Kanin
 Supreme Cooking Utensil	 Baermalo Hona's Supreme Cooking Repair Tool	[Velia] Islin Bartali [Heidel] Constante [Calpheon] Fredelles Herba [Altinova] Edman [Valencia] Nerasabi Alom [Gráná] Luansei [Duvencrune] Maopan [O'draxxia] Elena Kanin
 Advanced Alchemy Tool	 Lomerun's Advanced Alchemy Repair Tool	[Wandering Alchemist] Dalishain located in any major city or Velia
 Supreme Alchemy Tool	 Lomerun's Supreme Alchemy Repair Tool	[Wandering Alchemist] Dalishain located in any major city or Velia

● Added a filter on the Barter Information that distinguishes trade information by level.
- The filter that distinguishes the trade information by level are as follows:
- By setting the filter to "All Barters," you can filter items in order by level as was the default prior to the update.



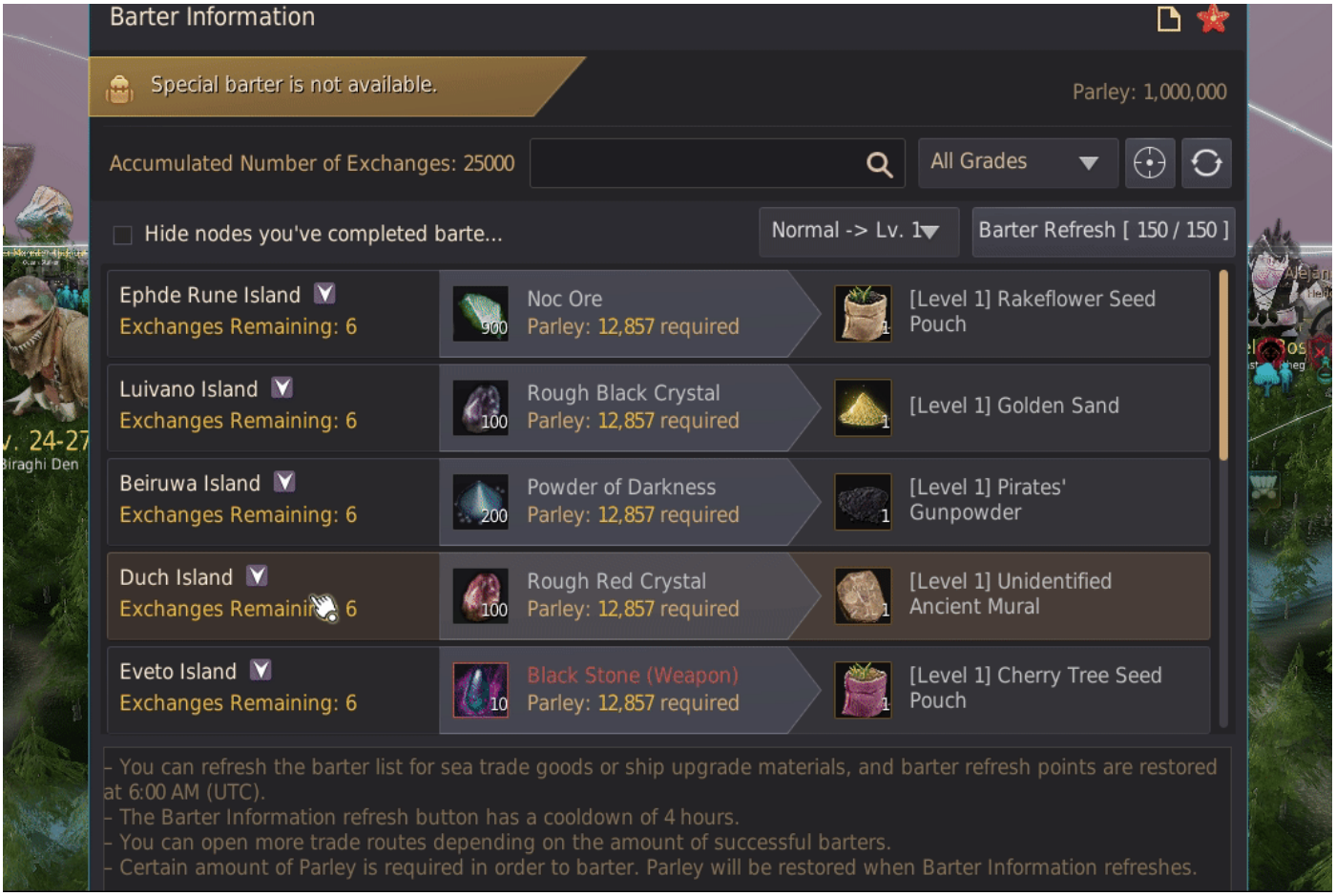
● Added a filter on the Barter Information to distinguish the trade items based on their obtainable amount.
- This filter feature only applies to the following trade information which has a different number of exchanges depending on the island.
* [Lv. 1 -> Lv. 2]
* [Lv. 2 -> Lv. 3]
- Added the following filters to distinguish trade items based on their obtainable amount:
* More than 1
* 2 or more
* 3 or more



- This filter can only be used if the trade information level is set to the following:
* [Lv. 1 -> Lv. 2]
* [Lv. 2 -> Lv. 3]
* All Barters

● Added the button ( ) that sorts the trade routes by distance closest to your location on the Trade Item / Barter Information screen.
- Clicking the button will sort trade routes in order that is closest to your location.
* If this function is used together with the level/quantity filter, it will sort the desired barter item in order based on what is closest to you.

● Added a function to see items in the Central Market by pressing LMB on the button from the World Map (M) and the Barter Information screen for materials that can be obtained on land and through the Central Market.



● Changed the Composition/Score screen to enable the use of Ctrl + C (Copy) and Ctrl + V (Paste) and not have the mouse cursor disappear when the CTRL key is pressed while the Composition Note is open.
● Added different alerts in the 1:1 chat with friends.

- You can use this feature to set individual messenger alerts for each friend in your friend list.
● Changed to no longer display guild recruit announcements if the guild recruit notice hasn't been updated in 3 months.
● Improved resurrecting in the Red Battlefield to automatically resurrect the character in the resurrection area of the Red Battlefield if they try to exit the battlefield while the character is dead.
● Added a new entrance screen when entering the Last Stronghold, Atoraxxion, from the Ancient Stone Chamber, where you can choose which stronghold to enter.
- Please note that you can only enter Vahmalkea at the moment.

● Changed the recovery of Odore's Spirit Essence from 325 to 375 and the cooldown from 6 seconds to 5 seconds, which is the same for the Instant MP Potion (Extra Large).

● Combined MP, WP, SP Recovery potions into a single item.

- You cannot purchase a WP, SP Recovery potion from a Shop or obtain via Exchange due to the combination of the MP, WP, SP Recovery potions. You can still use the existing WP, SP Recovery potions that you own.

- Changed to recover the proper MP, WP, SP for each class when using one of the MP, WP, SP Recovery potions.

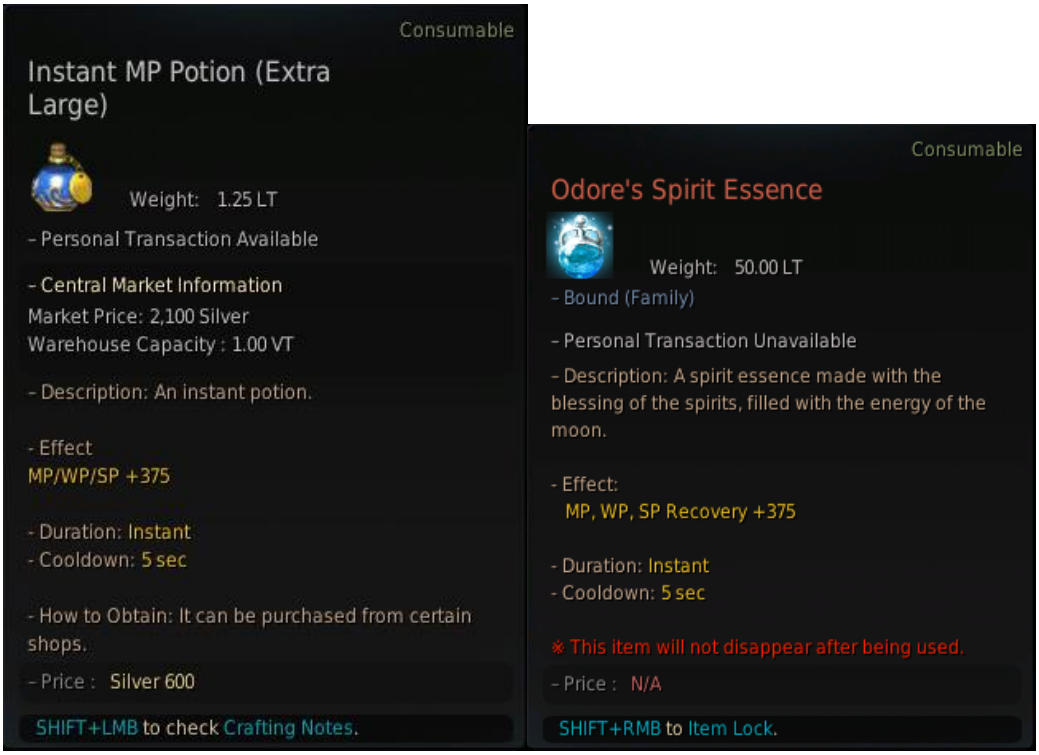
● Changed a text in the item description for Magic Crystal of Infinity - MP Recovery from recover MP to recover MP/WP/SP.

● Changed the cooldown for an herbal juice from 6 seconds to 5 seconds, and changed the Refined Herbal Juice to now recover MP/WP/SP +375 instead of the previous +325.

● Changed the cooldown for WP, SP Recovery potions and Instant MP Recovery potions from 6 seconds to 5

seconds and recovery of Extra Large potions from 325 to 375.

- Changed the sale price of the WP, SP potions listed on the Shop so that they can be sold at the same price that they were purchased at.



● Added loot you can obtain when defeating monsters in each region.

Region	Item
Forest Ronaros	Tranquil Tinniolum
Blood Wolf Settlement	Blood Wolf's Oath
Sherekhan Necropolis	Dragon's Fang
Tshira Ruins	Katzvariak's Venom
Manshaum Forest	Narc's Solace

* When defeating Afuarus that appear in the aforementioned regions, you can obtain the respective loot in each region according to a certain probability.

● Added loot that you can obtain from tanning after defeating some monsters in the following region:

Region	Item
Navarn Steppe	Valtarra's Memory

* You can obtain loot for each region according to a certain probability for loot you can obtain when defeating Afuarus that appear in the aforementioned regions.

● [Eldest Spirit] Merindora of Grána will give the following items that can only be used by a Great Adventurer in possession of 100 items obtained in monster zones.

- You will only need to show the 100 items you obtained to Merindora, and they will NOT be consumed or disappear.

Items to Show	Item Obtained
Tranquil Tinniolum x100	Forest's Whisper x1
Blood Wolf's Oath x100	Crimson Breath of Resentment x1
Dragon's Fang x100	Dragon's Roar x1
Katzvariak's Venom x100	Markthanan's Greed x1
Valtarra's Memory x100	Valtarra's Nail x1
Narc's Solace x100	Narc's Tear x1

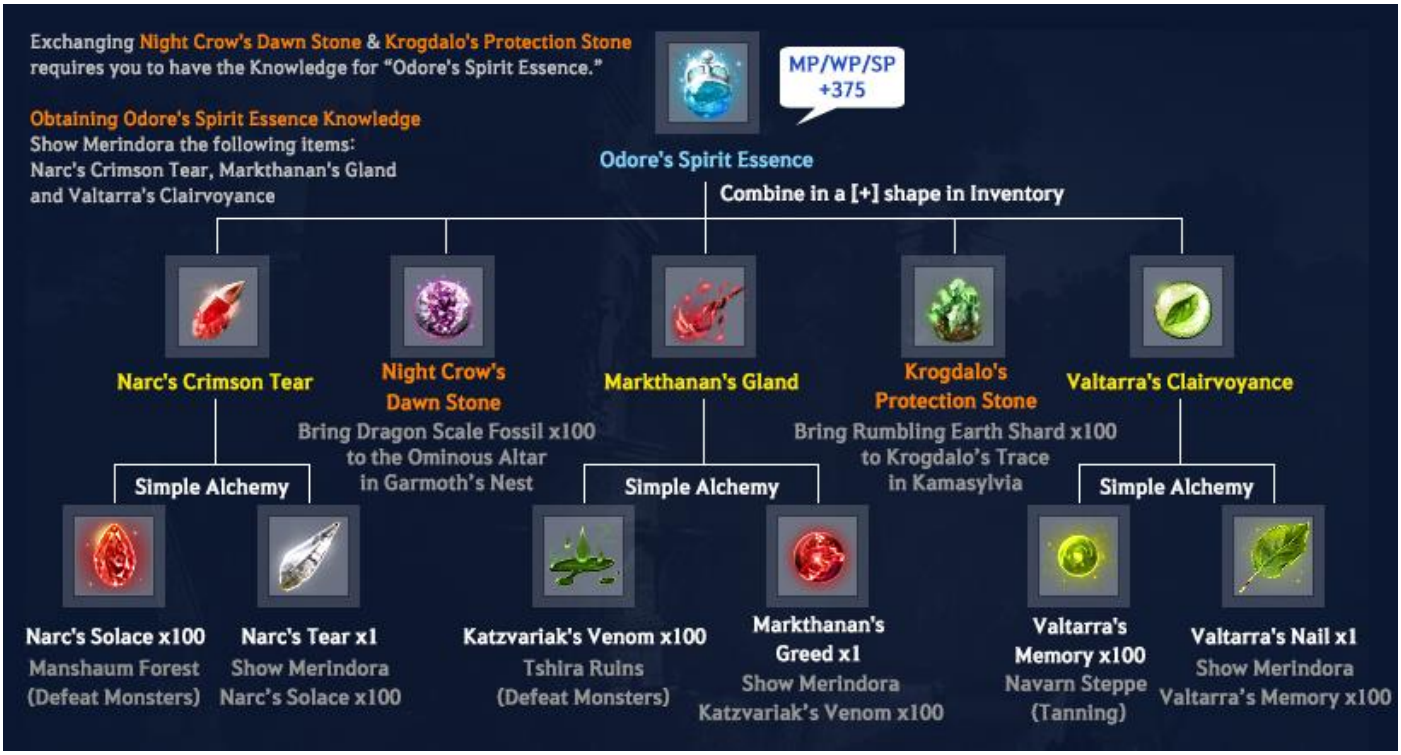
● Added **Processing(L) - Simple Alchemy** to the following items.

Ingredient	Result
Tranquil Tinniolum x100 Forest's Whisper x1	Ron's Tintinnabulum
Blood Wolf's Oath x100 Crimson Breath of Resentment x1	Ash Halfmoon Kagtunak
Dragon's Fang x100 Dragon's Roar x1	Sherekhan's Panacea
Katzvariak's Venom x100	Markthanan's Gland

 Markthanan's Greed x1	
 Valtarra's Memory x100 Valtarra's Nail x1	 Valtarra's Clairvoyance
 Narc's Solace x100 Narc's Tear x1	 Narc's Crimson Tear

*** You can obtain Ornette's Spirit Essence using the aformentioned items via the following method:**

*** You can obtain Ornette's Spirit Essence using the aforementioned items via the following method.**

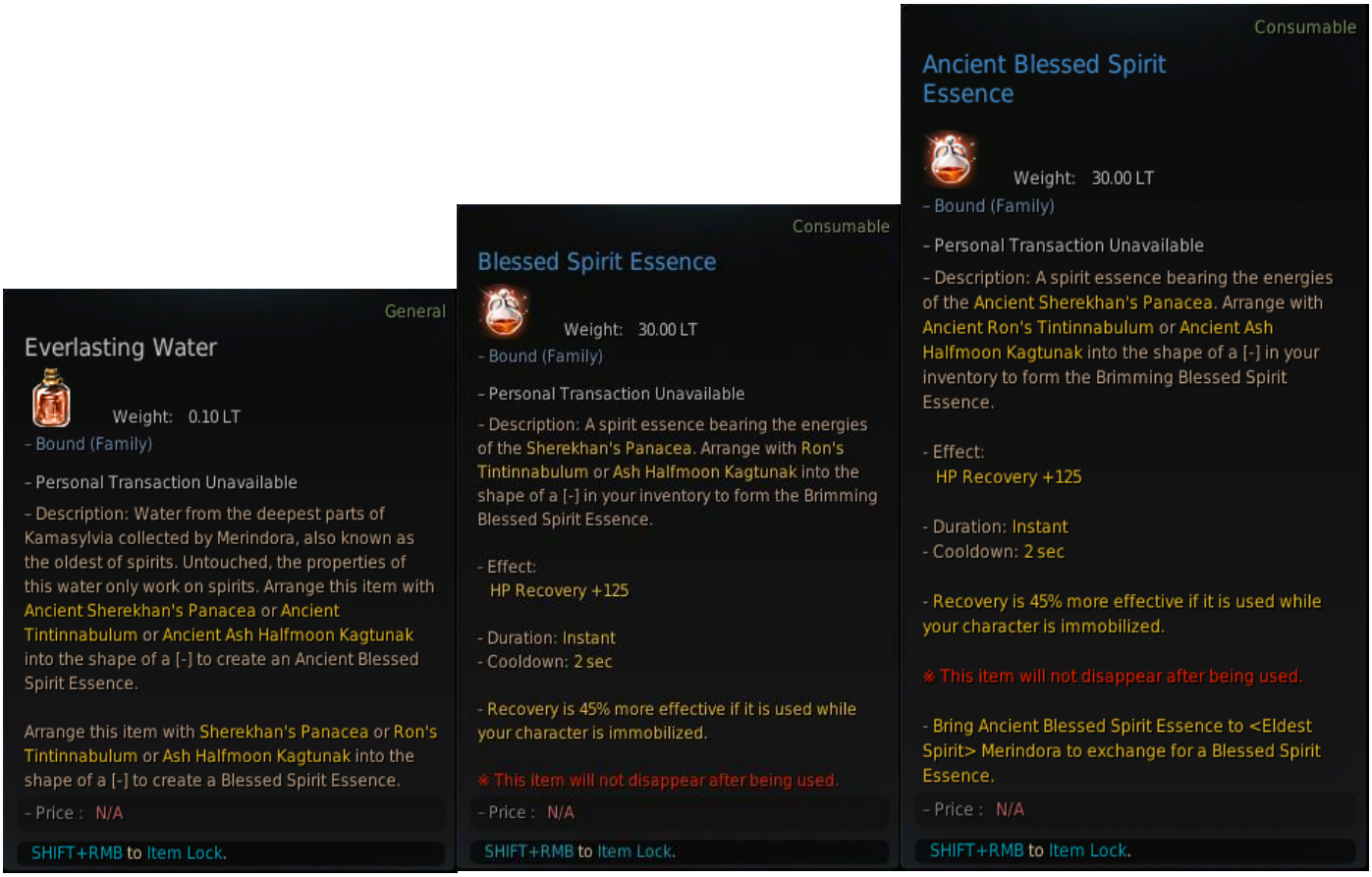


● [Eldest Spirit] Merindora of Grána has begun to give out Everlasting Water to Adventurers who only have some of the items needed to craft Ornette's Spirit Essence, which include Sherekhan's Panacea, Ron's Tintinnabulum, and Ash Halfmoon Kagtunak.

- You can craft a Blessed Spirit Essence by adding Everlasting Water to Sherekhan's Panacea, Ron's Tintinnabulum, OR Ash Halfmoon Kagtunak.

* A Spirit Essence with the "Ancient" tag is one crafted with materials obtained from defeating monsters.

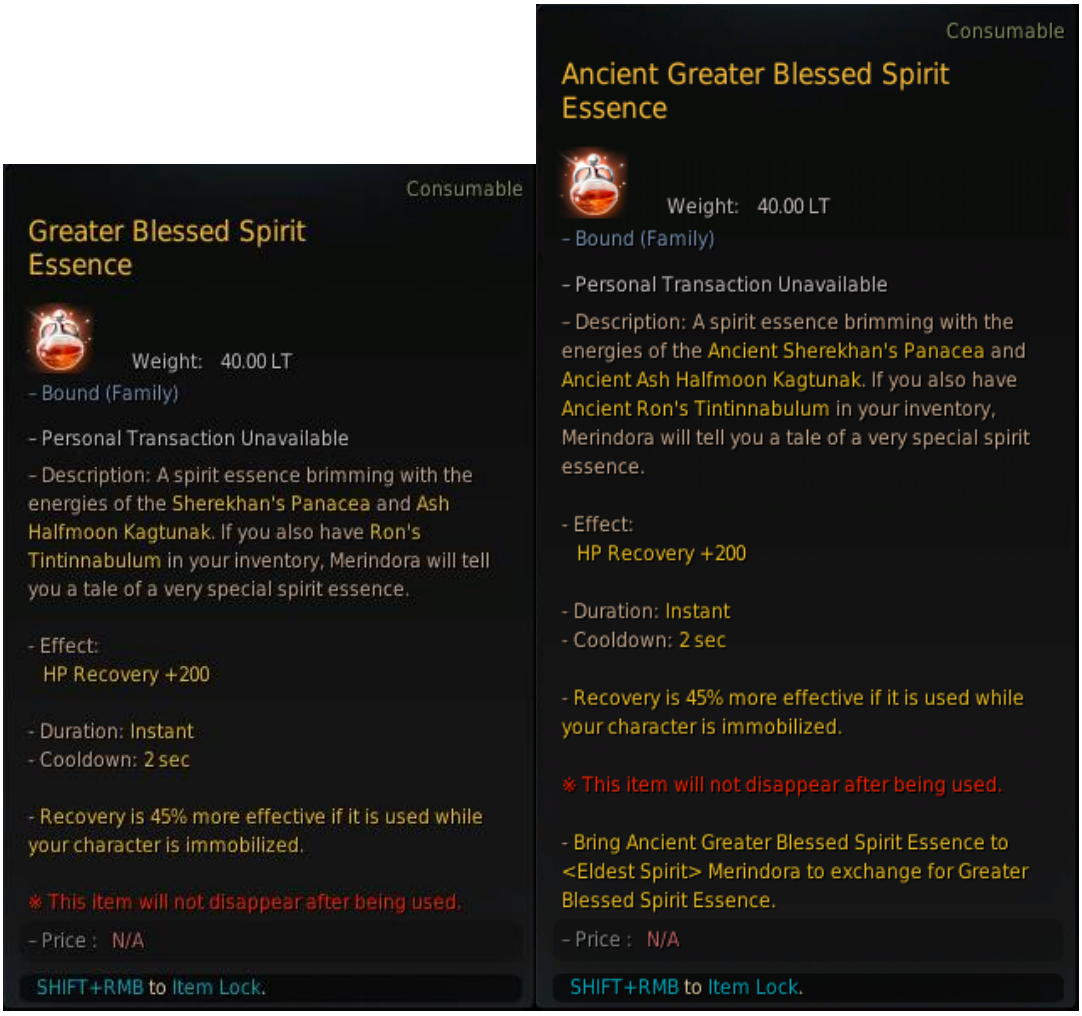
Combined Item	Result
 Sherekhan's Panacea, Ron's Tintinnabulum, OR Ash Halfmoon Kagtunak Everlasting Water Arrange into the shape of [-] in Inventory	 Blessed Spirit Essence



- You can craft a Greater Blessed Spirit Essence by combining one of the two crafting materials that remain after crafting Ornette's Spirit Essence with a Blessed Spirit Essence.

Combined Item	Result
 Blessed Spirit Essence One of the two Sherekhan's Panacea, Ron's Tintinnabulum, or Ash Halfmoon Kagtunak remaining after crafting a Blessed Spirit Essence	 Greater Blessed Spirit Essence

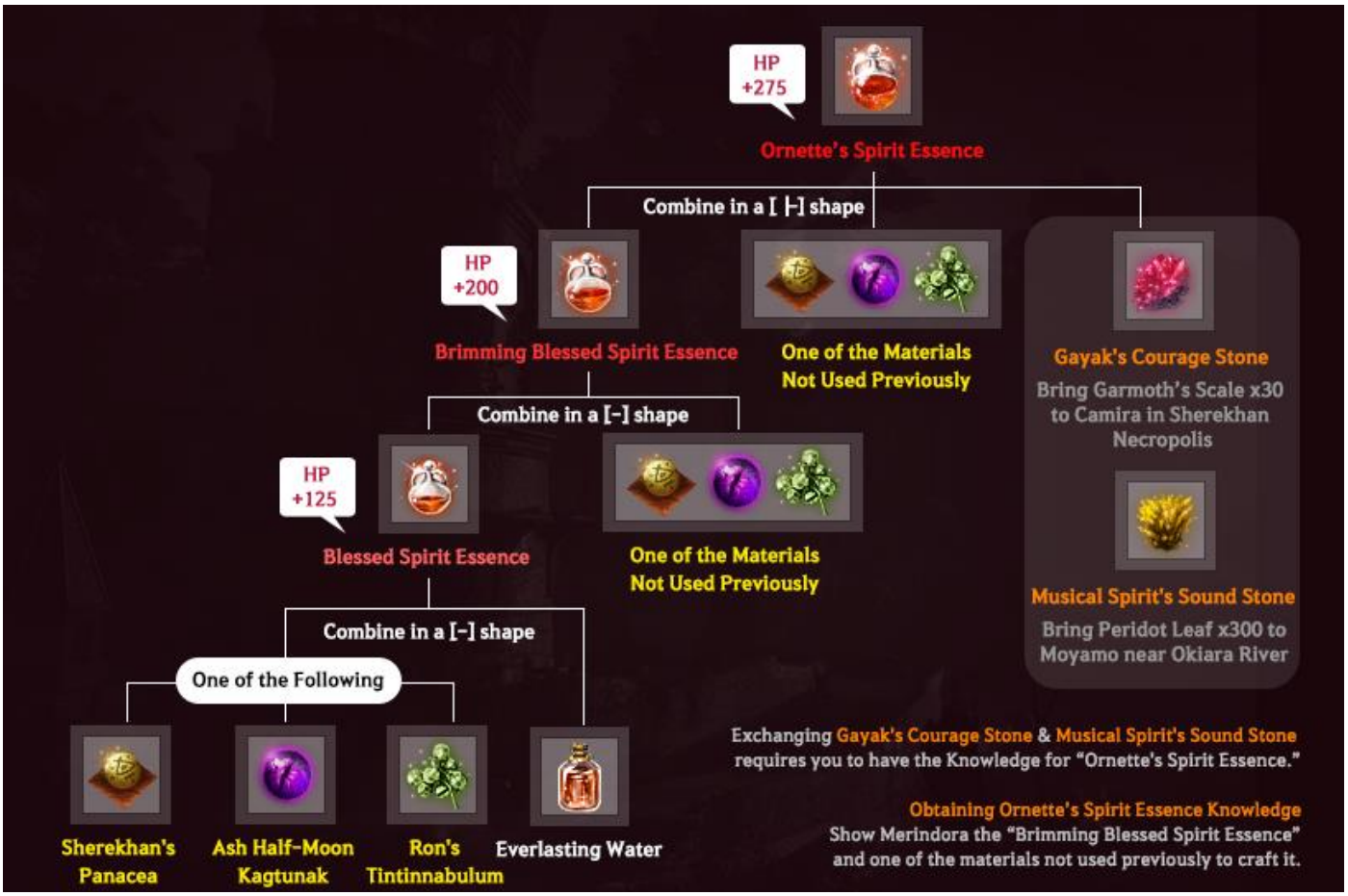
Arrange into the shape of [-] in Inventory	



- You can accept the same quest from which you can craft an Ornette's Spirit Essence by going to Merindora with a Greater Blessed Spirit Essence and one type of remaining material.

Required Item	Reward
 Greater Blessed Spirit Essence 	 Ornette's Spirit Essence

One of the Sherekhan's Panacea, Ron's Tintinnabulum, or Ash Halfmoon Kagtunak remaining after crafting a Greater Blessed Spirit Essence	



● Added "Ornette's Spirit Essence," a quest that you can accept from Merindora when you have one of the crafting materials for Greater Blessed Spirit Essence or materials left after crafting Ornette's Spirit Essence in your inventory.

- You can accept the existing quest when you have all of the three types of items: Sherekhan's Panacea, Ron's Tintinnabulum, and Ash Halfmoon Kagtunak.

- If you are doing or have completed one of the two types of quests, you cannot accept a different quest and the rewards will be the same.

● Changed the names of the following items that you can obtain from defeating monsters.

Before	After
Sherekhan's Panacea	Ancient Sherekhan's Panacea
Valtarra's Clairvoyance	Ancient Valtarra's Clairvoyance
Narc's Crimson Tear	Ancient Narc's Crimson Tear
Ron's Tintinnabulum	Ancient Ron's Tintinnabulum
Ash Halfmoon Kagtunak	Ancient Ash Halfmoon Kagtunak
Markthanan's Gland	Ancient Markthanan's Gland

*** The items you obtain from defeating monsters will have the "Ancient" tag.**

*** Materials or Spirit Essences with the "Ancient" tag can only be crafted via items with the "Ancient" tag, and in this case, you can obtain a Spirit Essence with the "Ancient" tag.**

For instance, when crafting an Ancient Blessed Spirit Essence by combining an Ancient Sherekhan's Panacea with Everlasting Water, you can use an Ancient Ron's Tintinnabulum to craft it. However, you cannot use a Ron's Tintinnabulum without the "Ancient" tag to craft an Ancient Blessed Spirit Essence.

*** You can only craft a normal, higher-tier Spirit Essence using a material or Spirit Essence that does not have the “Ancient” tag. As such, if you want to craft a higher-tier Spirit Essence with materials that have the “Ancient” tag, you can exchange the “Ancient” version of the item with the [Eldest Spirit] Merindora Grána to get the normal item without the “Ancient” tag. However, you will not be able to obtain the "Dawnwish Petal" or "Duskwish Petal" as any Ornette's Spirit Essence crafted this way will not be the Ancient version."**

For example, when you want to craft an Ornette's Spirit Essence with a Ron's Tintinnabulum without the "Ancient" tag while having an Ancient Ash Halfmoon Kagtunak and an Ancient Sherekhan's Panacea in your inventory, you can go to the NPC Merindora by Exchanging them for one without the "Ancient" tag.

● You can exchange an "Ancient" item for one without the tag by going to [Eldest Spirit] Merindora of Grána.

Required Item	Exchanged Item

Ancient Sherekhan's Panacea	Sherekhan's Panacea
Ancient Valtarra's Clairvoyance	Valtarra's Clairvoyance
Ancient Narc's Crimson Tear	Narc's Crimson Tear
Ancient Ron's Tintinnabulum	Ron's Tintinnabulum
Ancient Ash Halfmoon Kagtunak	Ash Halfmoon Kagtunak
Ancient Markthanan's Gland	Markthanan's Gland
Ancient Blessed Spirit Essence	Blessed Spirit Essence

● Added the quests, "Dawnwish Petal" and "Duskwish Petal" to be acceptable once per family from the NPC, [Eldest Spirit] Merindora of Grána.

Acceptance Requirement	Completion Reward
 An Adventurer who has an Ornette's Spirit Essence crafted from an "Ancient" crafting material before maintenance on October 6, 2021 (Wed).	 Dawnwish Petal
 An Adventurer who has an Odore's Spirit Essence crafted from an "Ancient" crafting material before maintenance on October 6, 2021 (Wed).	 Duskwish Petal

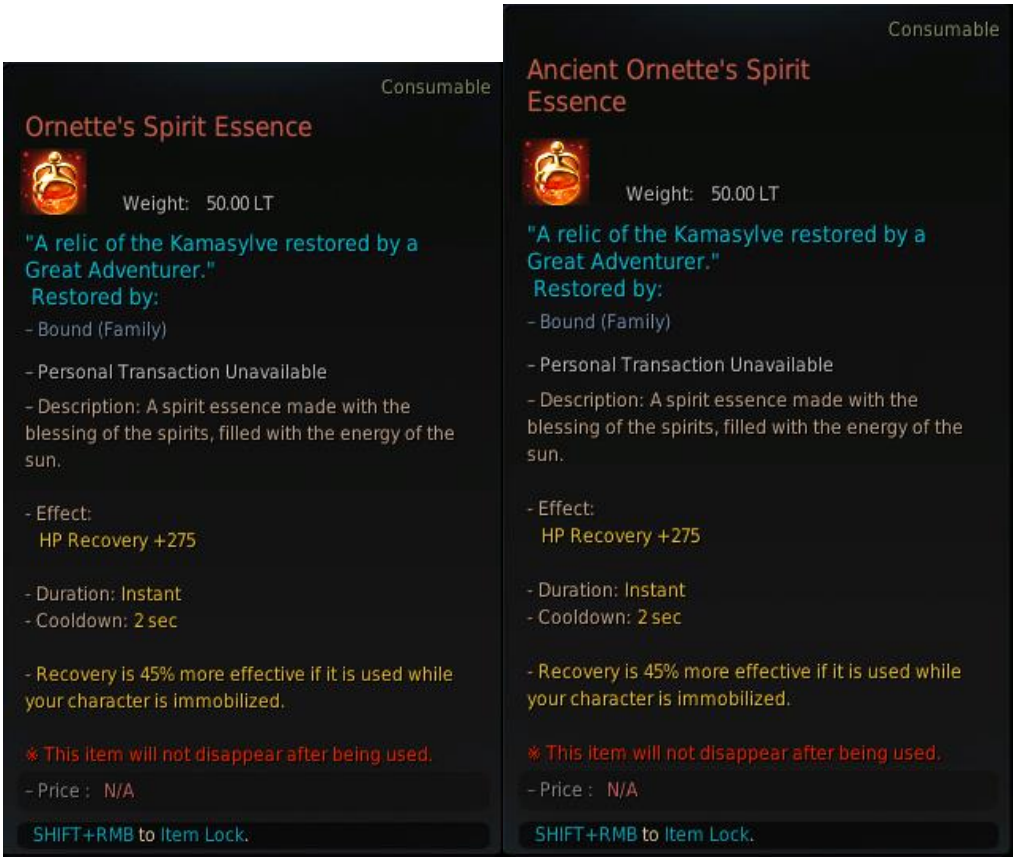
- The petal items can be used via Processing (L) to brand your family name onto Ornette's Spirit Essence and Odore's Spirit Essence, in addition to changing their item names.

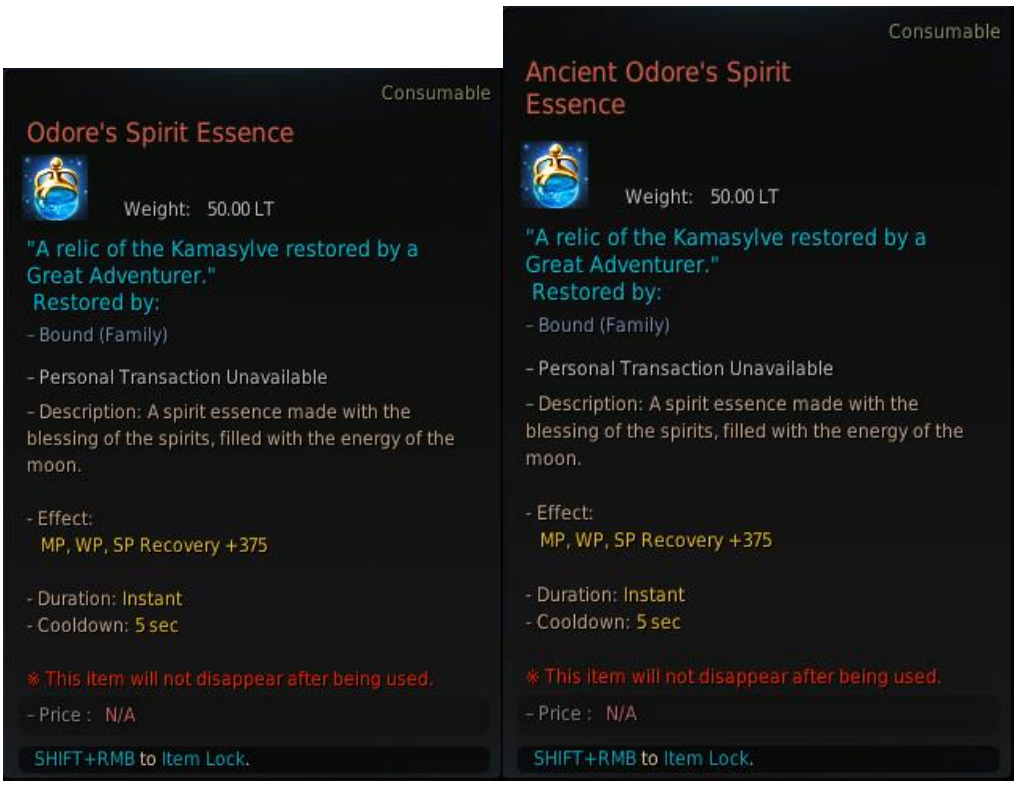
- The following function will be added depending on each of the processing methods including Heating and Simple Alchemy when Processing each Petal and Spirit Essence.

*** However, the Petal that you use for Processing will disappear, which means you can use only one of the following: Heating OR Simple Alchemy.**

Material	Processing Method	Result

 Ornette's Spirit Essence Dawnwish Petal	 Use **Heating** with Powder of Flame x1	 Ornette's Spirit Essence *** The crafter's family name is branded onto the item.**
	 Use **Simple Alchemy** with Powder of Time x1	 Ancient Ornette's Spirit Essence *** The crafter's family name is branded on the item the name is changed as above.**
 Odore's Spirit Essence Duskwish Petal	 Use **Heating** with Powder of Flame x1	 Odore's Spirit Essence *** The crafter's family name is branded onto the item.**
	 Use **Simple Alchemy** with Powder of Time x1	 Ancient Odore's Spirit Essence *** The crafter's family name is branded on the item the name is changed as above.**





● Added a title you can obtain when you have an Ornette's Spirit Essence or Odore's Spirit Essence in your inventory. The quest for this title can be accepted from Merindora if the aforementioned items are in your inventory.

- You can accept and complete the quest, "Herald of Dawn I" from the NPC, Merindora, to obtain a blue title, **[Herald of Dawn]**, when you have an Ornette's Spirit Essence or an Ornette's Spirit Essence processed with

a Dawnwish Petal.

- You can accept and complete the quest, "Herald of Dusk I" from the NPC, Merindora, to obtain a blue title, **[Herald of Dusk]**, when you have an Odore's Spirit Essence or an Odore's Spirit Essence processed with a Duskwish Petal.

- You can accept and complete the quest, "Herald of Dawn II," from the NPC, Merindora, to obtain an additional yellow title, **[Herald of Dawn]**, when you have an Ornette's Spirit Essence processed with a Dawnwish Petal.

- You can accept and complete the quest, "Herald of Dusk II," from the NPC, Merindora,to obtain an additional yellow title, **[Herald of Dusk]**, when you have an Odore's Spirit Essence processed with a Duskwish Petal.

- You can still accept the quest, "Ornette's Spirit Essence," when you either have all of the three items: Sherekhan's Panacea, Ron's Tintinnabulum, and Ash Halfmoon Kagtunak, or when you have an Ancient Greater Blessed Spirit Essence and the remaining Ancient material in your inventory.

* You can only proceed with and complete one of the two potion questlines, and not both "Ancient" and non-"Ancient" questlines.

● Adjusted the junk loot of monster zones in the following regions in Valencia.

- Changed the junk loot items dropped in these monster zones to new junk loot items. (The previous junk loot items still retain their sell price.)

- Changed the monsters zones to now have a 100% chance to drop one of the new junk loot items.

Monster Zone	Junk Loot	Before	After
Desert Naga Temple	Desert Naga's Webfoot	1,750	12,700
Titium Valley	Desert Fogan's Helmet Shard	1,820	14,500
Bashim Base	Bashim Mane	1,925	14,800
Crescent Shrine	Token of Crescent	1,890	10,600
Cadry Ruins	Cadry's Token	2,100	15,700
Gahaz Bandit's Lair	Gahaz Seal	2,400	16,100

Waragon Nest	Stone Waragon Hide	3,150	10,000
Basilisk Den	Basilisk Scale	3,000	8,300
Taphtar Plain (Centaurus Herd)	Centaurus Mane	3,240	21,900
Roud Sulfur Mine	Sulfur Fragment	3,000	18,600
Pila Ku Jail	Warder's Token Piece	3,600	16,400

* The amount of junk loot dropped from using Item Collection Increase Scrolls and/or Agris Fever Points are as follows:

- Item Collection Increase Scroll = x1
- Item Collection Increase Scroll (Advanced) = x2
- Agris Fever = x2
- Item Collection Increase Scroll + Agris Fever (Completed Book of Margahan Chapter 5) = x3
- Item Collection Increase Scroll (Advanced) + Agris Fever (Completed Book of Margahan Chapter 5) = x3

● Changed the drop rate for certain junk loot items from Waragon Nest and Basilisk Den.
- Decreased the drop rates of Scroll Written in Ancient Language and Caphras Stones when defeating normal monsters.
- Increased the drop rates of Scroll Written in Ancient Language and Caphras Stones when defeating rare monsters.

● Adjusted the items you could obtain from Calpheon and Mediah regions.
- The adjusted regions of each territory are as follows:

Balenos & Serendia	
Biraghi Den	
Calpheon	
Abandoned Monastery Calpheon Shrine Keplan Mine Treant Forest Saunil Camp Gehaku Plain Marni's Lab Glutoni Cave Quint Hill	Mask Owl's Forest Bree Tree Ruins Refugee Camp Northern Wheat Plantation & Waragon Cave Old Dandelion Karanda Ridge, Mansha Forest Rhutum Outstation Hexe Sanctuary Lake Kaia

Mediah	
Abandoned Iron Mine Wandering Rogue Den Manes Hideout Sausan Garrison (excluding Shultz Guard) Helms Post	Ancient Ruins Excavation Site Elric Shrine Soldier's Grave Marni's 2nd Lab Hasrah Ancient Ruins (excluding Kratuga Ancient Ruins)

- Removed the following items from the loot tables of the above monster zones:

Item Type	Item Name
Gear	Loure's Lost Helmet, Loure's Lost Armor, Loure's Lost Gloves, Loure's Lost Shoes
Trade	Ancient Iron Coin, Ancient Bronze Coin, Ancient Silver Coin, Ancient Gold Coin, Giant Tribe Statue Fragment, Pure Sulfur Stone, Mane Fang Necklace, Broken Golem's Core, Intact Golem's Core, Cultist's Magic Sack, Soldier's Keepsake, etc.
Other	Melted Iron Shard, Melted Copper Shard, Melted Platinum Shard, Ancient Magic Crystal of Abundance - Armor, etc.

● Replaced some of the items obtainable from the aforementioned monster zones with the following item boxes:
- The same type of boxes will stack in 1 inventory slot.

Before	After
Bares, Yuria, Krea, Seleth, and Kalis main weapons of all classes, total of 85 item types	 Bares Main Weapon Box, Yuria Main Weapon Box, Krea Main Weapon Box, Seleth Main Weapon Box, Kalis Main Weapon Box
Offensive, Accuracy, Defensive, and Krea sub-weapons of all classes, total of 75 item types	

	Offensive Sub-weapon Box, Accuracy Sub-weapon Box, Defensive Sub-weapon Box, Krea Sub-weapon Box
Agerian, Zereth, Talis, Taritas, Grunil, Hercules' Might, Heve's Strength, Fortuna's Luck defense gear of all armor slots, a total of 32 item types	 Agerian Defense Gear Box, Zereth Defense Gear Box, Talis Defense Gear Box, Taritas Defense Gear Box, Grunil Defense Gear Box, Hercules' Might Defense Gear Box, Heve's Strength Defense Gear Box, Fortuna's Luck Defense Gear Box
Yuria, Bares, Hesus, Elisha, Kalis, Talis accessories of all accessory slots, total of 24 item types	 Reliable Adventurer's Necklace Box, Reliable Adventurer's Earring Box, Reliable Adventurer's Ring Box, Reliable Adventurer's Belt Box
Magical Crystals of Infinity, total of 46 item types	 Faintly Magical Crystal Box

* You can obtain one of the following crystals when you open a Faintly Magical Crystal Box.
* Magical Crystal of Infinity – Armor, Vigor, Swiftness, Adamantine, Assault, Valor, Durability, MP Recovery, Back Attack, Down Attack, Air Attack, Critical Hit, Speed Attack, Counter Attack, Siege, Melee Attack, Magic Attack, Ignore Knockback Resistance, Ignore Knockdown Resistance, Ignore Grapple Resistance, Ignore Stun Resistance
- You can obtain one of the item types of all classes according to a certain probability upon opening the aforementioned box. Also, you can only obtain gear and accessories that are not enhanced.
- Added the following Black Stone bundles that are obtainable by defeating monsters in the aforementioned regions.

Item Name	Item Description
 Black Stone (Weapon) Bundle	Open to obtain Black Stone (Weapon) x25-50 according to a set probability.
 Black Stone (Armor) Bundle	Open to obtain Black Stone (Armor) x25-50 according to a set probability.

● Changed the obtainable trade items from destroying objects to a gold bar.

Before	After
Trade Items (when destroying Altar Imp Prison, Bandit Treasure Wagon, Troll Protection Tower, Sausan Golden Wagon, Sausan Supply Chest)	 Gold Bar 1G

● Increased the item drop rate of the Dead Tree Essence you can obtain from lumbering Dry Moss Trees by 20%.
● Added the Dead Tree Essence to be obtainable at a low chance when fluid collecting Loopy Trees and Moss Trees.
● Adjusted the upper limit price of the Dead Tree Essence to be higher by about 20% on the Central Market.
● Adjusted the upper limit price of the Spirit Perfume Elixir to be higher by 30% on the Central Market.
● Added an alchemical formula so that you can use a Purple Pink Flower, Yellow Flower, Sky Blue Flower, or Blue Flower in place of a Violet Flower, an essential material, to craft a Spirit Perfume Elixir.
● Reduced the time for a Violet Flower, Sky Blue Flower, Purple Pink Flower, Yellow Flower, and Blue Flower to re-appear after you gather.

● Added text to the [Event] Moonlight Shard item description regarding a low chance to obtain additional [Event] Moonlight Shards.

● Added an item description text to Talibre's Tear that explains how you can obtain the item and changed to display it on the Crafting Notes (F2).

● Using Simple Alchemy (L) on the Blessed Spirit Essence will now let you reobtain the single ingredient used.

Spirit Essence	Processing Method	1 Type of Ingredient Used
Ancient Blessed Spirit Essence	Simple Alchemy (L)	Ancient Sherekhan's Panacea Ancient Ron's Tintinnabulum Ancient Ash Halfmoon Kagtunak
Blessed Spirit Essence		Sherekhan's Panacea Ron's Tintinnabulum Ash Halfmoon Kagtunak

● Fixed the Naphart Campsite item description to no longer mention WP and SP potions.

● Added info to [Da-Dum-Da-Dum] Merv's Tailoring Tool and [Venia] Merv's Tailoring Tool descriptions regarding how Dyeing data is reset when used.

● Changed the item name and tooltip for Vahmalkea: Rift Chest to Atoraxxion: Rift Chest.

- All relevant [Season] Rift's Thorns that were either deleted or in possession were converted into [Season] Rift's Roots and have been placed in your storage in Heidel along with the rest of your [Season] Rift's Roots.

● Changed the [Season] Rift's Thorn that you could obtain from the Atoraxxion: Rift Chest to [Season] Rift's Roots.

● Separated [Striker] Blazing Inferno Shoes from the [Striker] Blazing Inferno Outfit.

- Added [Striker] Blazing Inferno Shoes to outfit boxes that contain [Striker] Blazing Inferno Armor.

- Adventurers who had the [Striker] Blazing Inferno Armor in their possession will find [Striker] Blazing Inferno Shoes in their storage in Heidel.

● Separated [Warrior] Blazing Inferno Gloves and Shoes from the [Warrior] Blazing Inferno Outfit.

- Added [Warrior] Blazing Inferno Gloves and Shoes to outfit boxes that contain [Warrior] Blazing Inferno Armor.

- Adventurers who had the [Warrior] Blazing Inferno Armor in their possession will find [Warrior] Blazing Inferno Gloves and Shoes in their storage in Heidel.

● Added a Guild Processing recipe for crafting the [Guild] Restored Cadry's Forbidden Book using fewer Cadry's Tokens due to the Valencia loot revamp changing their value.

Guild Processing	Cadry's Token x30 + [Guild] Parchment x1 + Sheep Blood x10 + Powder of Darkness x10

* Attempting to craft the [Guild] Restored Cadry's Forbidden Book using Cadry's Tokens looted before the revamp will follow the old recipe which requires Cadry's Token x100.

● Changed the knowledge text for [Guild] Restored Cadry's Forbidden Book from requiring Cadry's Tokens x100 to x30.

● Separated [Sage] Exclatus Gloves and [Sage] Exclatus Shoes from [Sage] Exclatus Armor.

- Added [Sage] Exclatus Gloves and [Sage] Exclatus Shoes to outfit boxes that contain [Sage] Exclatus Armor.

- Adventurers who had the [Sage] Exclatus Armor in their possession will find [Sage] Exclatus Gloves and [Sage] Exclatus Shoes in their storage in Heidel.

● Separated [Dark Knight] Checkmate Gloves and [Dark Knight] Checkmate Shoes from [Dark Knight] Checkmate Armor.

- Added [Dark Knight] Checkmate Gloves and [Dark Knight] Checkmate Shoes to outfit boxes that contain [Dark Knight] Checkmate Armor.

- Adventurers who had the [Dark Knight] Checkmate Armor in their possession will find [Dark Knight] Checkmate Gloves and [Dark Knight] Checkmate Shoes in their storage in Heidel.

● Changed the Black Energy Residue loot to be obtainable only via defeating monsters in Drieghan.

- Increased the item drop rate of "Black Energy Residue" item dropped by monsters in Drieghan.

● Changed the items you can obtain in the Mediah and Valencia regions.
- The areas of each region where adjustments were made are as follows.

Mediah	Shultz Guard
Valencia	Bashim Base, Basilisk Den, Cadry Ruins, Taphtar Plain, Waragon Nest, Titium Valley, Desert Naga Temple, Gahaz Bandit's Lair

- Improved the gear loot you can obtain by defeating monsters in the aforementioned monster zones of the two regions to box items.

Before	After
Total of 17 types of Rosar main weapons for each class	Rosar Main Weapon Box
Total of 15 types of Rosar sub-weapons for each class	Rosar Sub-weapon Box
4 types of Rocaba defense gear for each part	Rocaba Defense Gear Box

* The boxes in the chart above are stackable in a single slot of your inventory.

* Open the box to obtain one class item according to a set probability.

* You can only obtain gear that has not been enhanced when opening the boxes above.

- Added a Black Stone Bundle to loot you can obtain.

Item	Item Description
Black Stone (Weapon) Bundle	You'll obtain Black Stone (Weapon) x25-50 according to a set probability.
Black Stone (Armor) Bundle	You'll obtain Black Stone (Armor) x25-50 according to a set probability.

● Combined the monster zones that had duplicate lists of items displayed on the Item Drop list to be displayed as one.

▲(Left side) Before/ (Right side) After

● The Calpheon, Mediah, and Valencia regions have had their items simplified and the Item Drop list has been modified to reflect these changes.

- You can check the Item Drop list by going to ESC (New) menu -> Adventure -> Item Drop.

* Although you can craft an Ornette's Spirit Essence or Odore's Spirit Essence with items that have the "Ancient" tagline, you cannot add the "Ancient" tagline in front of the item name.

- The Ancient Blessed Spirit Essence and the Ancient Greater Blessed Spirit Essence can be crafted from ingredients with the "Ancient" tagline.

● Added "Cannot be registered to the Central Market" text to the following pet's item descriptions:

- Polar Bear, Hedgehog, Red Orc (Tier 3), Golem (Tier 3), Tree Spirit (Tier 3), Chimera (Tier 3), Centaurus (Tier 3), Kamasylvia Brown Bear (Tier 3)

● Separated [Wizard] Lord Red Gloves and [Wizard] Lord Red Shoes from [Wizard] Lord Red Clothes.

- Added [Wizard] Lord Red Gloves and [Wizard] Lord Red Shoes to outfit boxes that contain [Wizard] Lord Red Clothes.

- Adventurers who had the [Wizard] Lord Red Clothes in their possession will find the [Wizard] Lord Red Gloves and [Wizard] Lord Red Shoes in their storage in Heidel.

● Separated [Kunoichi] Ayo Gloves and [Kunoichi] Ayo Shoes from the [Kunoichi] Ayo Armor.

- Added [Kunoichi] Ayo Gloves and [Kunoichi] Ayo Shoes to the outfit boxes that contain [Kunoichi] Ayo Armor.

* Adventurers who had the [Kunoichi] Ayo Armor in their possession will receive the [Kunoichi] Ayo Gloves and [Kunoichi] Ayo Shoes in their storage in Heidel.

● Separated [Dark Knight] Checkmate, Eclipse, and Ataraxia Gloves as we mentioned in the Oct 6 (Wed) Pearl Shop Notice.

- Accordingly, the appearances displayed when equipping the outfit's Armor or Gloves were changed to the following:

	Before	**After**
When equipping Armor	Gloves equipped on the left arm (hand) when equipping Armor	Gloves not equipped when equipping Armor
When equipping Gloves	Gloves equipped on the right arm (hand)	Gloves equipped on both arms (hands)

● Changed the text displayed when equipping the following Magic Crystals to read more naturally.

- Black Magic Crystal - Precision

- Magic Crystal of Infinity - Ignore Knockback Resistance/Ignore Knockdown Resistance/Ignore Grapple Resistance/Ignore Stun Resistance

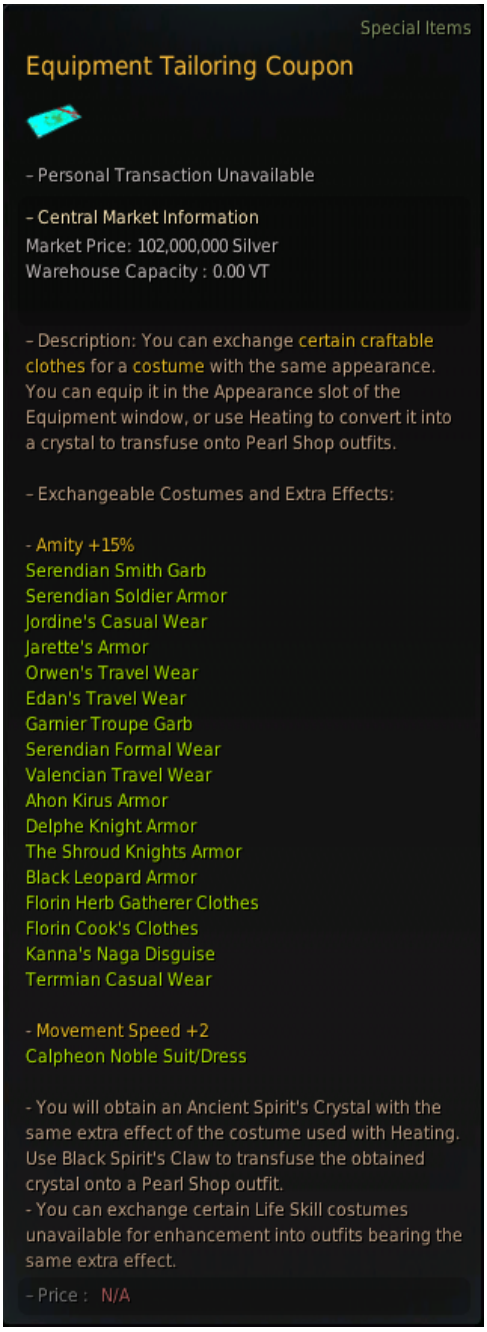
- Magic Crystal of Infinity - Ignore Grapple Resistance

- Magic Crystal of Infinity - Ignore Knockdown Resistance

- Magic Crystal of Infinity - Ignore Stun Resistance

- You can only craft [Guild] Restored Cadry's Forbidden Book via Guild Processing with the Cadry's Token (purchasable for 15,700 Silver at shops) obtainable after the loot upgrade in the Valencia territory.

● Changed the item descriptions of Equipment Tailoring Coupon and [Event] Equipment Tailoring Coupon to categorize the costumes by their stats.



● Changed the description for the Item Collection Increase Scroll to say it can be used to charge time instead of saying time is applied.

● Improved the item description pertaining to "Mass Packaging" for Imperial Cooking/Alchemy Boxes.

● Changed the amount of Ancient Spirit Dust in the item descriptions of the following items to match the actual amount of Ancient Spirit Dust you can obtain.

- [Scroll] Sweep Foliage in the Ruins

- [Scroll] Noisy Blood Wolves

- [Scroll] Specter in the Sunlight

- [Scroll] Specter in the Moonlight

● Fixed the issue where the crafter's Family name would not be branded when enhancing TET (IV) boss gear, obtained via the [Season] Boss Gear Exchange Coupon, to PEN (V).

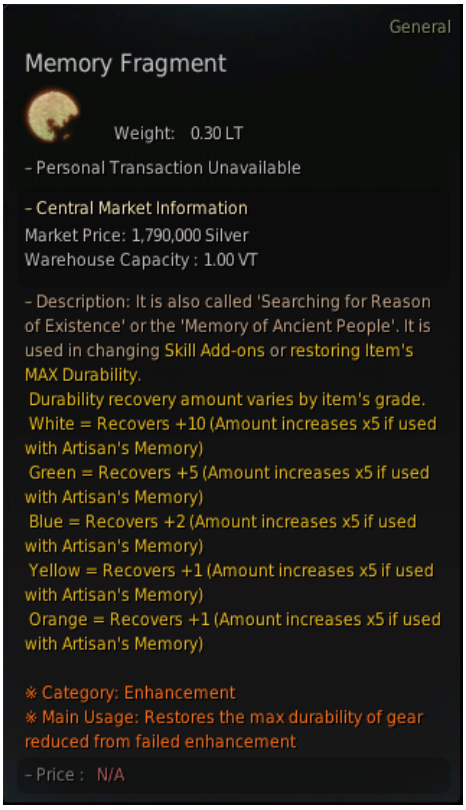
● Added an item description pertaining to the usage of "Origenus Fragments" that are obtainable during the [Sage] Awakening questline and used to craft Canon Kibelius.

● Separated [Musa] Western Frontiers Gloves and [Musa] Western Frontiers Shoes from the [Musa] Western Frontiers Armor.

- Added [Musa] Western Frontiers Gloves and [Musa] Western Frontiers Shoes to the outfit boxes that contain [Musa] Western Frontiers Armor.

* Adventurers who had the [Musa] Western Frontiers Armor in their possession will receive the [Musa] Western Frontiers Gloves and [Musa] Western Frontiers Shoes in their storage in Heidel.

● Added the "Category" and "Main Usage" information to the item description of items that can be received as part of the login rewards (excluding DC coupons and Inventory Slot Expansion Coupons).



● Changed the item "Old Moon Alchemy Catalyst" to be sellable to NPC vendors for 350,000 Silver.

● Separated the [Ninja, Berserker] Narusawa Shoes from the [Ninja, Berserker] Narusawa Armor.

- Added the [Ninja, Berserker] Narusawa Shoes to the outfit boxes that contain [Ninja, Berserker] Narusawa

Armor.

* Adventurers who had the [Ninja, Berserker] Narusawa Armor in their possession with receive the [Ninja, Berserker] Narusawa Shoes in their storage in Heidel.

● Changed the different text color for a part of the item descriptions for certain lumbering axe and butcher knife items to match that of other tools.

● Changed the expiration period applied instantly upon purchase from 6 hours to 24 hours for the "Sun's Resolve" outfit.

● Added to Jojo the pet's item description that you can only take out one pet that can loot items from a slightly further distance at a time.

● Separated [Sorceress, Lahn] Cartian Shoes from [Sorceress, Lahn] Cartian Armor.

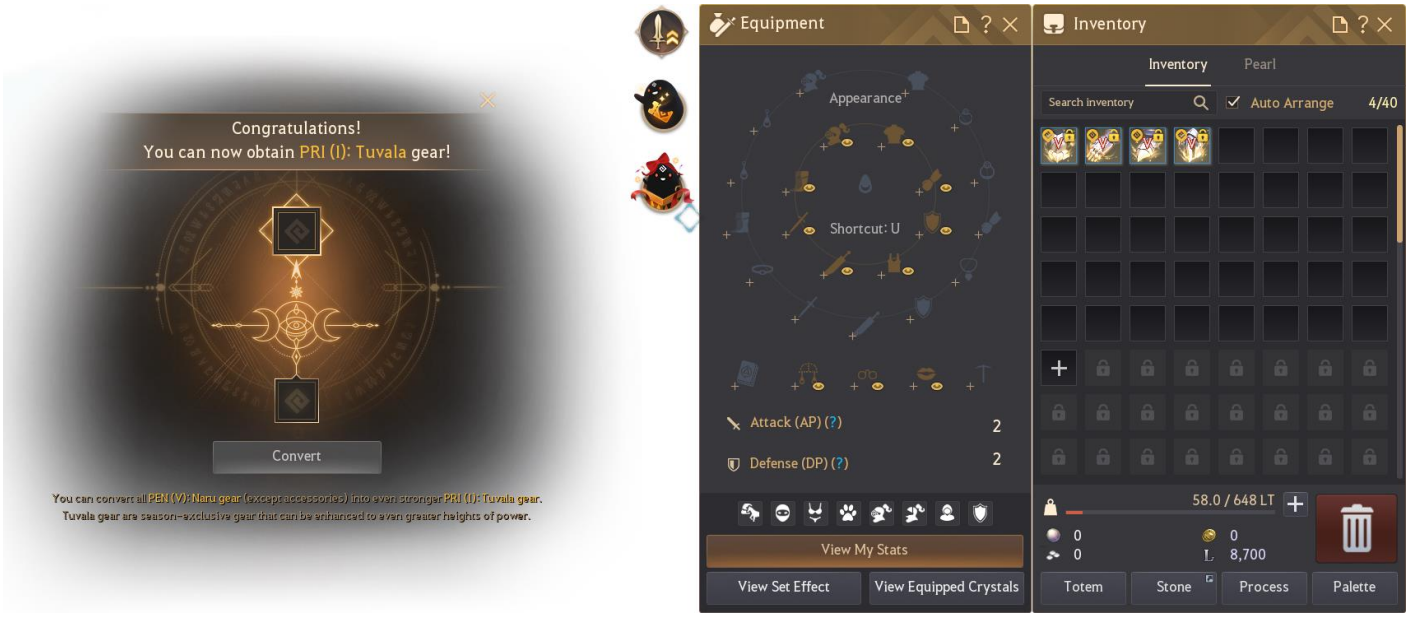
- Added [Sorceress, Lahn] Cartian Shoes to the outfit boxes that contain [Sorceress, Lahn] Cartian Armor.

* Adventurers who had the [Sorceress, Lahn] Cartian Armor in their possession will receive the [Sorceress, Lahn] Cartian Shoes in their storage in Heidel.

● Changed the name of [Sorceress, Lahn, Guardian, Nova, Corsair, Mystic] Nude Deep Black Underwear to Nude Black Underwear.

● Changed the [PEN (V) Boss Gear]: The Best Deal questline's upgradeable equipment to no longer allow characters with less than 0 Karma to equip it. (This does not apply to the final PEN (V) Boss Gear.)

● Added a feature to easily exchange the PEN (V) Naru gear (excluding accessories) obtained by a season character for PRI (I) Tuvala gear through the relevant UI.
- The button for converting to PEN (V) Naru gear will appear in the upper left of the Equipment UI when your season character has a piece of PEN (V) Naru gear equipped or in their Inventory.
- Use the Convert UI to convert your PEN (V) Naru gear into PRI (I) Tuvala gear.
- Changed the Season Pass objectives for converting to PRI (I) Tuvala gear, due to the addition of this feature.



● Added effects to each parts of the Naru gear that improves depending on their enhancement levels, PRI (I), DUO (II), TRI (III), TET (IV), and PEN (V).

Parts	Effects	PRI (I)	DUO (II)	TRI (III)	TET (IV)	PEN (V)
Main Weapon	Extra AP Against Monsters	6	8	10	12	14
Sub-weapon	Extra AP Against Monsters	6	9	12	15	18
Greatbow	Extra AP Against Monsters	2	3	4	5	6
Each Parts of Defense Gear	Monster Damage Reduction	1	2	3	4	5
	Max HP +	10	20	30	40	50

● Changed the description for "Monster Damage Reduction Up," an extra effect gained by enhancing gear.

Before	After
Monster Damage Reduction Up (enhancement level PRI or up)	Monster Damage Reduction Up (PRI or higher)

● Changed your character to display a motion where it cheers with joy when you obtain a Pure Black Stone item.

● Added a note of caution to the item description of Pure Black Stone about its duration and expiration.

● Improved the visual effects of the special actions for the following outfits:

- [Kunoichi] Cloud Umbra

- [Ninja] Sakuragi

- [Mystic] Makalu

- [Wizard] Sleepless Sun outfit.

- [Striker] Burning Soul outfit.

● Added a description on the idle animations to [Striker] Burning Soul Armor, [Wizard] Sleepless Sun Armor, [Mystic] Makalu Armor and their set boxes.

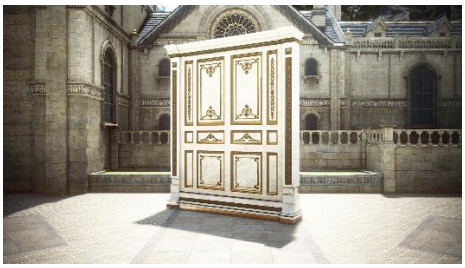
● Changed the location mentioned in the item description for Al Rhundi's Secret Orders obtained from Elvia: Castle Ruins to match the changed location.

● Changed the Horse EXP Increase part of the item description for [Mix] Time-Training Elixir to Mount EXP Increase.

● Added items that you can install in the Blue Maned Lion's Manor.

- The [Manor] Large Shattered Star Partition and [Manor] Curved Shattered Star Partition are big enough to divide a room inside the manor into many rooms.

- You can purchase [Manor] Shattered Star Partitions from Gustuk in Port Epheria and combine them to craft each of the Shattered Star Partition items listed below.

Preview	Furniture	How to Obtain
	[Manor] Large Shattered Star Partition	Combine [Manor] Shattered Star Partitions
	[Manor] Curved Shattered Star Partition	Combine [Manor] Shattered Star Partitions

- You can use the Large Shattered Star Partition and Curved Shattered Star Partition items to divide the space inside the manor or just as decoration.

● Added another type of tree sold by Mayeri in Trent.

Preview	Furniture	Price
	[Manor] Cypress Tree	3,000,000 Silver

● Added Small Palm Tree and Cactus to now be sold by Altas at the Altas Farmland located near Ancado Inner Harbor.

Preview	Furniture	Price
	[Manor] Small Palm Tree	3,000,000 Silver

	[Manor] Cactus	2,000,000 Silver

● Added new [Manor] flowers, maze shrubs, and raised beds to be sold by Lebyos, in Heidel.

Preview	Furniture	Price
	[Manor] Little Angelica	1,000,000 Silver
	[Manor] Little Azalea	1,000,000 Silver
	[Manor] Maze Cloud Shrub	3,000,000 Silver
	[Manor] Maze Donut Shrub	3,000,000 Silver

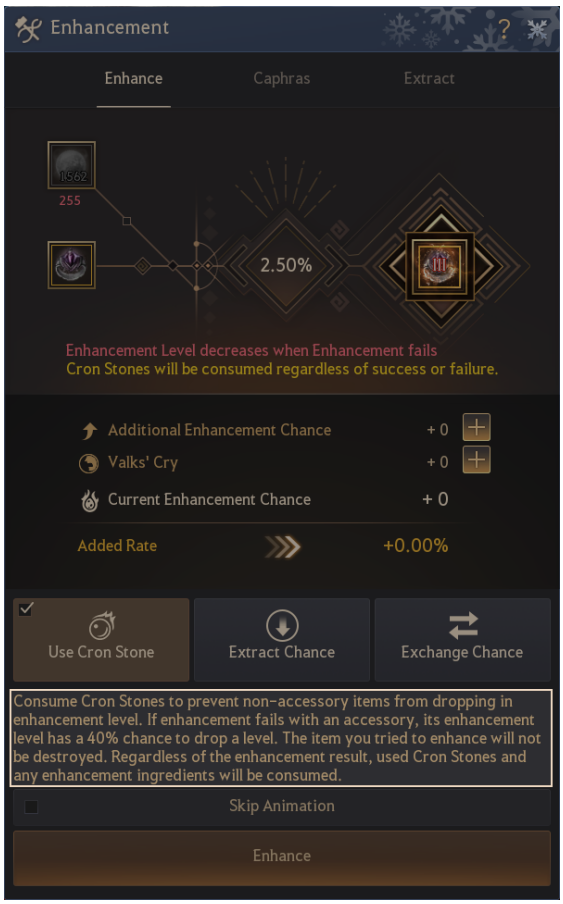
	[Manor] Maze Balled Shrub	3,000,000 Silver
	[Manor] Twisting Shrub	3,000,000 Silver
	[Manor] Wing Raised Bed	2,000,000 Silver
	[Manor] Circular Raised Bed (Large)	2,000,000 Silver
	[Manor] Crescent Raised Bed	2,000,000 Silver
	[Manor] Circular Raised Bed (Small)	1,000,000 Silver

● Changed the "[Event] Old Moon Boss Seal" so that you can store it in your Family Inventory.

● Added outfit boxes for Sage and Corsair to be obtainable by opening the Crayodel Soldier Outfit Box.

● Added text that reveals the success rate of preventing an accessory from dropping in enhancement grade when using Cron Stones.

- Now when you use Cron Stones and fail to successfully enhance an accessory, you'll have a 60% chance for your accessory to retain its enhancement level, or 40% chance to see it drop.



● Changed the maximum number of residences you can purchase as follows.

Before	After
Maximum of 7 including normal residences and manor (after using both Residence +1 Expansion Coupons from quests)	Maximum of 8, including up to 7 normal residences and 1 manor (after using both Residence +1 Expansion Coupons from quests)

● Separated [Warrior, Archer] Goyen Gloves and [Warrior, Archer] Goyen Shoes from [Warrior, Archer] Goyen Armor.

- Added [Warrior, Archer] Goyen Gloves and [Warrior, Archer] Goyen Shoes to the outfit boxes that contain

[Warrior, Archer] Goyen Armor.

* Adventurers who had the [Warrior, Archer] Goyen Armor in their possession will receive the [Warrior, Archer] Goyen Gloves and [Warrior, Archer] Goyen Shoes in their storage in Heidel.

● Changed the description for J's Hammer of Loyalty regarding the item's expiration date.

- This item will be deleted on the May 25, 2022 maintenance.

● [Event} Noel Outfit Box - Changed so Sages and Corsairs can now obtain the Noel Outfit from the box.

● [Nova] Noel Shoes - Changed the item's icon to match its appearance.

● Separated [Tamer] Daru Gloves from [Tamer] Daru Armor.

- Therefore, you'll also get [Tamer] Daru Gloves when you open the outfit box containing the [Tamer] Daru Armor.

* Adventurers in possession of the [Tamer] Daru Armor will find [Tamer] Daru Gloves in their storage in Heidel.

● Changed the names of the following boxes containing items that you can register on the Central Market.

- Changed the names of [Event] High-Quality Draught Box and [Event] High-Quality Food Box to High-Quality Draught Box and High-Quality Food Box.

* Due to the change in names, the description on the items obtainable from the aforementioned items and text displayed upon use were changed.

● Added a visual spark displayed when installing the Winter Wood Furnace inside your residence and manor.

● Changed the thickness of the Winter Wood Furnace displayed when installing it inside your residence and manor.

Monster Changes

● Increased the obtainable Skill EXP when defeating monsters at the following monster zones:

- You can obtain more Skill EXP than before when defeating monsters (excluding [Possessed by Darkness] monsters) at the following monster zones in Valencia:

Monster Zone	Obtainable Skill EXP

Cadry Ruins	Increased by +70%
Centaurus Herd	
Bashim Base	
Waragon Nest	Increased by +50%
Gahaz Bandit's Lair	
Desert Naga Temple	
Titium Valley	
Crescent Shrine	
Roud Sulfur Mine	
Pila Ku Jail	Increased by +30%

- You can obtain more Skill EXP than before when defeating monsters at the following monster zones in Drieghan:

Monster Zone	Obtainable Skill EXP
Tshira Ruins	Increased by +50%
Sherekhan Necropolis (Day, Night)	Increased by +20%
Blood Wolf Settlement	Increased by +10%

- You can obtain more Skill EXP than before when defeating monsters at the following monster zones in

Kamasylvia:

Monster Zone	Obtainable Skill EXP
Forest Ronaros area	Increased by +70%
Fadus Habitat	Increased by +30%

● Fixed the issue where the 2 monsters Sandstorm Plunderer and Shadow of Gahaz appeared abnormally at Gahaz Bandit's Lair.
● Liberated Kagtum Prisoners will no longer attack your character's summons.
● The rare hunting monster Hawk has begun to drop feathers at the spot where it lands when it falls from the sky.

- Successfully hunting down the Hawk will grant you a small amount of Supreme Lightweight Plumes.
● Fixed the issue where Saunil Siege Captain summoned at the dark rift wouldn't return to its original position after leaving its combat range.
● Changed the location where the Shadow of Gahaz appears from its previous location where you could extract the Essence of Garzar required to proceed with the quest, "[Valencia] Enervated Black Dragon."
● Adjusted the AP and HP levels of the Shadow of Gahaz that appears at Gahaz Bandit's Lair to be suitable for the recommended AP level.
● Changed the following monsters to perform ranged attacks to keep you away when they chase after you during combat.

- However, the monsters of the same names in the Elvia Realm are not included.

Monster Zone	Monster
Orc Camp	Red Orc Wizard
Khuruto Habitat	Small Khuruto
Rhutum Outstation	Rhutum Elite Archer
Hexe Sanctuary	Skeleton Archer
Sausan Garrison	Sausan Cannoneer
Manes Hideout	Agile Mane
Abandoned Iron Mine	Red Orc Sentinel

● Changed the monster zones of the Elvia Realm as follows:

Monster Zone	Recommended AP	Changes
Biraghi Den	250 → 240	Adjusted the AP and DP of monsters in the Biraghi Den to match the changed recommended AP. Changed the level of alert for monsters in the Biraghi Den to be applied differently for individuals. Changed the level of alert in the Biraghi Den to accumulate faster than normal. Changed so that you can obtain a treasure key when defeating Biraghis. You can use the key to open the treasure chest in the

		Underground Storage of the Biraghi Den.
Altar Imp Habitat	250 → 240	Adjusted the DP of a normal Imp to be appropriate for the changed recommended AP. Adjusted the HP and DP of the Imps. Expanded the attack range of the Imps. Changed the location where the monsters of the Altar Imp Habitat appear. Changed to an earlier time for the monsters of the Altar Imp Habitat to re-appear.
Castle Ruins	270 → 250	Adjusted the HP, AP, and DP of monsters that appear in the Castle Ruins to be suitable for the changed recommended AP.
Swamp Naga Habitat	270 → 260	Adjusted the HP and DP of the Swamp Nagas to be appropriate for the changed recommended AP. Changed so that the Swamp Naga Commander summons groups of Nagas regardless of other groups of Nagas.
Swamp Fogan Habitat	270 → 260	Adjusted the DP of Swamp Fogans to be appropriate for the changed recommended AP.
Bloody Monastery	-	Increased the number of monsters that appear in some parts of the Bloody Monastery.
Orc Camp		Increased the number of monsters that appear in some parts of the Orc Camp. Changed so that monsters will appear in different locations in some parts of the Orc Camp.

- You can obtain the following keys according to a set probability when defeating monsters in the Biraghi Den.

Item Name
 Glimmering Treasure Key   Sparkling Treasure Key   Dazzling Treasure Key

▲ Where to use the treasure keys:

● Fixed the issue where the following monsters that appeared after using the Crimson Bell item in the Bloody Monastery on the Elvia Realm servers would cause excessive camera shaking when they attacked:
- Cultist Shaman
- Cultist Giant Warrior

● Changed liberated Kagtum Prisoners in Blood Wolf Settlement to no longer attack summoned minions.
● Changed the boss that you can encounter during a main quest in the Drieghan region to be summoned by Interacting with the Dark Portal.
● Changed and deleted the locations of certain monsters that appear at the Orc Camp in the Elvia Realm Server.

● Added an additional spot to the Elvia Realm Castle Ruins where you can summon Al Rhundi with "Al

Rhundi's Secret Orders."

- Using Al Rhundi's Secret Orders near the tents within the Castle Ruins will still summon elite monsters inside the ruins as before.

- Using Al Rhundi's Secret Orders near the tents outside the Castle Ruins will summon elite monsters outside the ruins.

● Fixed the issue where certain debuff effects were incorrectly being applied to the following monsters of Atoraxxion: Sycrakea.

- Berurah, Serpen, Apocros, Maleficent Centilutos
● Fixed the following issues during the boss fight with [Syca's Avarice] Berurah in Syca's Scale of Atoraxxion: Sycrakea.
- Fixed the issue where the boss would sometimes not appear.
- Fixed the issue where the sound files for the cutscene when the boss appears wouldn't play.
- Fixed the issue where changes in the rift patterns were abnormal.
● Fixed and improved on the following issues during the boss fight with [Syca's Avarice] Apocros in Syca's Glare of Atoraxxion: Sycrakea.
- Fixed the issue where summoned Lahtron would get stuck in the terrain.
- Fixed the issue where the small-scale Apocros' shield wouldn't be removed correctly.
- Fixed the issue where Apocros wasn't utilizing all of its attacks.
● Fixed the following issue during the boss fight with in Syca's Cradle of Atoraxxion: Sycrakea.
- Fixed the issue where the Stellagia restraining Adventurers would follow them all the way to the entrance of Syca's Cradle.
- Fixed the issue where Maleficent Centilutos would go through the enrage animations twice.
● Added the ability to resummon Apocros from Syca's Glare: Sol Magia if the attempt to summon Apocros from Syca's Grave: Sol Magia doesn't work properly.
● Fixed the issue where the Darkened Dawn used to move from Syca's Glare to Syca's Garden wasn't working properly in Atoraxxion: Sycrakea.
● Fixed the issue with Serpen's movements appearing abnormal once it was successfully petrified in Syca's Grave of Atoraxxion: Sycrakea.
● The Traitor's Gravestone will now spawn again in Marie Cave.
● Fixed the issue where the boss wouldn't reset when you resurrect after dying during the fight against

Maleficent Centilutos in Atoraxxion: Sycrakea.

● Fixed the issue where the Maleficent Centilutos would sometimes not spawn in Atoraxxion: Sycrakea.

● Fixed the issue where the Halloween boss Innocence Mk XII would still perform the massive AoE attack even

when all the summoned Innocence Mk XI were defeated.

● Increased the attack range by 1.8 times on the ranged attacks of the transformations MOD Oog Mk VIII, MOD

Oog Mk III, and MOD Mago Mk V, that could be used to defeat Innocence Mk XII. Due to this change, the

attack effect was changed to match the new range.

● Changed the scissors effect shape of the Innocence Mk XII, and the transformation versions MOD Oog Mk

VIII, MOD Oog Mk III, and MOD Mago Mk V.

● Increased the drop rates of the following items for the top 20 contributing Adventurers that help defeat the

World Boss, Thundercloud Kutum.

Items	Increased Drop Rates
Belongings of an Adventurer	Increased by 1.3 times
Thundercloud Kutum Box	Increased by 1.1 times
Kutum's Power Stone	Increased by 1.3 times

Ancient Kutum's Fragment	Increased by 1.3 times
Black Magic Crystal - Assault, Memory	Increased by 2.0 times

● Fixed the issue where the scroll bar on the Central Market transaction history would regularly reset after a certain period of time.

● Fixed the issue where the curtain effect would remain even after switching to the Arena of Arsha.

● Fixed the issue where ending the Arena of Arsha with the curtain effect still applied would retain the effect.

● Fixed the issue where relogging as the party leader while fighting a boss summoned from a scroll would prevent your party members from dealing damage to the summoned boss.

● Fixed the issue where monsters summoned in Sycraia Underwater Ruins wouldn't move correctly.

● Fixed the item descriptions of the following items.

- [Ninja] Narusawa Awakening Set

- Gift Box Full of Memories

- Adventurer's Tome

- Chenga - Sherekhan Tome of Wisdom

- Caphras - Journal of Light and Shadow, Journal of Destruction, Journal of Nature, Journal of Glory

- PRI to PEN: Undying Crow's Insignia

- Elion - Tome of the Sun

● Fixed the issue where the Escape function cooldown would reset when entering and leaving the Battle Arena.

● Fixed the dialog of certain NPCs in Altinova to better fit their gender.

● Fixed Lloyd in Casta Farm to no longer appear in an awkward stance.

● Made the quest summary for "[Processing] Trent Worker Experience?" under the "[ADV Support] Inventory Expansion!" Suggested questline tab read more clearly.

● Fixed the issue where "Returning" under the "Nightmare Revealed" main questline wouldn't appear for normal characters.

● Fixed the issue where "Gateway to Heidel" and "Reinforcing the Quarry" under the "The Concerns of Bobby Lauren" main questline wouldn't appear for normal characters.

● Fixed the issue where the quest NPC for "The Origin of the Powerful Energy" and "[Awakening] Bree Tree Ruins" under the Serendia - Part 2 main questline wouldn't appear after activating the "Hide Certain NPCs"

function.

● Fixed the issue where an abnormal message was displayed in the item slot when the Faded Ancient Relic UI was open.

● Fixed the issue where certain classes' visual effects weren't displaying properly on the replay screen for Arena of Arsha.

● Fixed the issue where you couldn't install fences in certain previously installable areas.

● Improved the Agris Fever points consumed when defeating monsters in the following regions to be more efficient.

Region	Monsters	Points Consumed Before	Points Consumed After
Aakman Temple	All monsters	40	20 (200% more efficient)
Hystria Ruins	All monsters	30	20 (166% more efficient)
Kratuga Ancient Ruins	Bamole Belloten Elqueesh Puruko Kimel Bamole Belloten Kimel	30	15 (200% more efficient)
	Belloten Elqueesh	250	125 (200% more efficient)
	Laytenn	500	250 (200% more efficient)

● Increased the drop rate of Caphras Stones from monsters in Olun's Valley.

Monster	Chance at Looting Caphras Stones
Boulder Golem Rock Golem Indomitable Golem	Approx. +150%
Olun's Golem	Approx. +115%

Golem's Left Arm	Approx. +210%

● Increased the Black Magic Crystal item drop rate in the following monster zones. Changed Black Magic Crystals to also drop from monsters that didn't drop them previously. Thus, the drop rates in the following monsters zones have been adjusted accordingly

Monster Zones	Increased Chance
Gahaz Bandit's Lair	Approx. +750%
Waragon Nest	Approx. +180%
Bashim Base	Approx. +600%
Aakman Temple	Approx. +240%
Roud Sulfur Mine	Approx. +15,000%
Crescent Shrine	Approx. +1,500%
Cadry Ruins	Approx. +750%
Pila Ku Jail	Approx. +1,000%
Hystria Ruins	Approx. +120%

● Added Black Magic Crystal items to drop in the following monster zones.
- Added information regarding Black Magic Crystal dropping in the following monster zones to the Item Drop Information UI.

Monster Zones
Desert Naga Temple Titium Valley Kratuga Ancient Ruins

● Changed the loot table for Blue Whales hunted from the seas of Balenos, Calpheon, and Mediah.

- Added the Blue Whale's Oily Skin item.

* You have a low chance to loot the Blue Whale's Oily Skin, which you can exchange into the Blue Whale Wall Decoration from Karon in Velia.

- While Blue Whale Oil and Tendon will now be a guaranteed drop from butchering Blue Whales after hunting

them, we've slightly reduced the maximum amount of Blue Whale Tendons obtainable.

- You can obtain the following items from butchering Blue Whales after hunting them down.

Obtainable Items			
Rich Merchant's Ring Piece x1	Blue Whale's Oily Skin x1	Blue Whale's Cranial Bone x1	Blue Whale's Chest Bone x1
Blue Whale's Tail Bone x1	Shimmering Piece of the Old Moon x1	Sharp Black Crystal Shard x2-3	Hard Black Crystal Shard x2-3
Mass of Pure Magic x1	Black Stone (Weapon) x2-10	Black Stone (Armor) x2-10	Ancient Magic Crystal of Nature - Adamantine x1
Ancient Magic Crystal of Crimson Flame - Power x1	Magic Crystal of Infinity - Experience x1	Gold Bar 10G x1	Gold Bar 100G x1
Ancient Spirit Dust x10-20	Bloody Ruby x1	Ocean Sapphire x1	Gold Topaz x1
Forest Emerald x1	Star Diamond x1	Concentrated Magical Black Gem x1-2	Black Gem Fragment x1-5
Black Gem x1-2	Blue Whale Molar x1	Blue Whale Oil x1	Blue Whale Tendon x1-2
Spirit Pouch of	Blue Whale	-	-

Ferocious Beast x1-2	Meat x2-5		

● Changed Atoraxxion: Vahmalkea so Krahtenn now has a 100% chance to drop "Searing Heart Piece" and "[Elvia] Searing Heart Piece."

Quests & Knowledge

[Quest]

● Added a Help window that appears when talking to Fughar if the character is holding the Honorable Adventurer’s Certificate after becoming a normal character by using a timepiece after accepting the quest, [Season Server Graduation] Into the Big Wide World.
- Since a normal character does not need it, Fughar will take the Honorable Adventurer’s Certificate so that it does not take up space in your Inventory. Also, when you go to Fughar after becoming a season character through a timepiece, you can proceed with the quest again by obtaining the Honorable Adventurer’s Certificate again.
● Fixed the issue where the navigation to the destination appeared awkward after accepting the quest, '[Corsair Awakening] Paruo, Paruo, and Paruo'
● Fixed the quest objective text to appear clearer for the quest, '[Corsair Awakening] Rapscallions of the Sea.'
- Speak to Hurao to receive the Shovel Sprinkled in Tears.
- Use the Shovel Sprinkled in Tears to dig through the sands hiding a buried bomb.
- Defeat the Rapscallions hired by Lantinia
● Added a line of dialogue to the quest '[Corsair Awakening] Rapscallions of the Sea' when the first objective is completed and Hurao guides you to the spot of sand where the bomb is buried.
● Added the line '※ If you forget where the bomb was buried, talk to Hurao and he will guide you once more.' to the quest summary of '[Corsair Awakening] Rapscallions of the Sea.'
● Changed the camera angle at the end of the quest '[Corsair Awakening] Rapscallions of the Sea' to better show Lantinia slumped down on the floor.
● Changed the camera angle when reading the letter during the quest '[Corsair Awakening] Farewell, Again' to appear more natural.
● Changed the awakening tutorial text to yellow in the quest '[Corsair Awakening] Patraca Conquest - Combo.'
● Fixed the typo for the quest objective of the quest '[Corsair Awakening] Rapscallions of the Sea.'
● Fixed the issue where proceeding with the Simplified Main Questline would prevent you from accepting certain Adventure Logs.

Adventure Log	Conditions for Accepting the Quest
Adventure Log: Traces of a Great Adventurer	Can accept after completing [Special Growth] Fughar's Memorandum - Chapter 6

Adventure Journal: From the Bottom to the Top	Can accept after completing [Special Growth] Fughar's Memorandum - Chapter 9

● Improved to allow a character that has not yet done the Atoraxxion main questline to be able to enter Atoraxxion through the Ancient Stone Chamber Sol Magia NPC upon completion of the quest, "[Atoraxxion] Vaha's Time Capsule" that can be accepted once per family during the Atoraxxion: Vahmalkea main quest.
- However, when your Sage is doing the awakening questline, parts of the secret path where the Sol Magia NPC located in the Ancient Stone Chamber could be closed, depending on how much of the questline has been done. Please note that the chamber will open again when you complete your Sage's awakening questline.
● Added a dialog to an NPC that guides you out of Vahmalkea when you Interact with an NPC in each area of Atoraxxion: Vahmalkea. You can now know the location of the nearest NPC that guides you out of the area and into another by talking to the following NPCs:

Area	NPC
Vaha's Sky	Vaha's Sky - Sol Magia
Vaha's Storm	Vaha's Storm - Sol Magia
Vaha's Heart	Vaha's Heart - Sol Magia, Atoraxxion Exchange
Vaha's Head	Vaha's Head - Sol Magia
Vaha's Garden	Vaha's Garden - Sol Magia
Vaha's Paradise	Vaha's Time Capsule

● The quest names and quest requirements of [Elvia] Burning Valtarra, [Elvia] Torrential Okiara, and [Elvia] Thunderous Narc were changed as each spirit of the Elvia Realm provides a buff effect.
- The changes made to the content of the quests are as the following:

Before	After	Quest Requirements After Change	Quest Objectives After Change
[Elvia] Burning Valtarra	[Elvia] Young Ancient Spirits	Complete [Elvia] A Friendly Face OR [Elvia] War of Nerves	Meet a Young Ancient Spirit in the Elvia Realm
[Elvia] Torrential Okiara	[Elvia] Blessing of the Ancient Spirits	Complete [Elvia] Young Ancient Spirits	Speak to Lejenti

[Elvia] Thunderous Narc	[Elvia] Lejenti's Relief	Complete [Elvia] Blessing of the Ancient Spirits	Speak to Lejenti

● Fixed the description for the Suggested quest "Adventure Log: Traces of a Great Adventurer."
● Changed the main questline to no longer be selectable through Alustin via interaction while the crossroads quest window for choosing the simplified main questline is displayed.
● Changed Jordine to disappear at a more natural point during the quest "Confronting Jordine."
● Improved the start and end of the reminiscence dialog between Martha and Lafi that you can see after accepting the quest "[Atoraxxion] Too Adventurous" to appear more natural so that it feels like a reminiscence.
● Improved Yaz's movement of reading Martha's Journal to appear more natural in the quest dialog for "[Atoraxxion] Talibre's Tear."
● Lowered the difficulty of the quest "Task 2: [Crossroad] Indiscriminate Attack - Combat" from Kalicha in

O'dyllita as follows:

Before	After
Hand over 3,500 Moonlight Spirit Powder	Hand over 1,000 Moonlight Spirit Powder

● Changed the quest text for accepting "Watch Your Step While on Patrol" in Calpheon to read naturally.
● Fixed the issue where selecting the "Become Edana" branch of Sage's Awakening questline would leave the secret passageway in the Ancient Stone Chamber placed by Sol Magia open even if you hadn't proceeded with the Atoraxxion main questline.
● Modified the camera to show an effect while doing the quest "A Memorial Service for the Fallen."
● Added a camera that navigates the path to the location you have to go to when Interacting with the Beedle during the quest "Infiltrating Cron Castle."
● Changed the camera that shows Cron Castle in the first dialog that appears upon accepting the quest "Never-ending Troubles" to be more natural.
● Changed the quest, "Hustle and Bustle" to flow more naturally.
● Changed the Giath's Journal NPC to be more natural during the quest "Abandoned Fate."
● Changed the dialog of the quest completion NPC for "Support from the Church," Michael, to read more naturally.
● Expanded the spectrum of Alustin's Relics you can interact with during the quest "On the Top of the Spire."
● Expanded the spectrum of Caphras' Seals you can interact with during the quest "What Was Left Behind."
● Changed the dialog that appears when accepting the quest "Fragment of Earth" to read more naturally.
● Changed the dialog about Origin of Clear Water during the quest "Searching for Clues" to read more naturally.
● Added more details to Marni's Journal that appears during the quest "Marni's Journal."
● Changed the camera angles shown during the quests "Misty Foresight" and "The Essence of Water" to be more natural.
● Changed the quest dialog of "[Mediah] The Awakened Ones" to read more naturally.
● Changed the location of the merchant that you can meet during the quests "[Valencia] [Co-op] Wicked Basilisk" and "[Valencia] [Co-op] The Head of Harnan League" to be easier to reach.
● Changed the quest objective description for the quest "[Valencia] Enervated Black Dragon" to read more naturally.
● Changed the quest objective description for the quest "[Valencia] A Question" to be clearer.
● Changed the quest objective description for the quest "[Valencia] Story of Gahaz Tuval" to be clearer.
● Added 10 Shabby Shovels to the reward for completing the quest "[Valencia] Tracking Zobadi."
● Changed Zobadi's quest dialog during "[Valencia] Moving Ahead" to read more naturally.
● Changed the quest dialog for "[Valencia] Memories of Eliza" to read more naturally.
● Changed the "Invitation from I" quest to flow naturally to the Atoraxxion: Vahmalkea quests.
● Added the knowledge for "Worn Orc Binding Test Records," which is obtainable from the Marni Farm Ruins.
● Added the following knowledge that you can obtain by handing over Silver to Calpheon City's Rubin the Herald.

- The knowledge, "Situation of Casualties in the Slum" is a new addition, and "Enemies of Calpheon I" and "Bree Tree Forest Cave" can be obtained via the same method.

Knowledge Requirement	Knowledge
Hand over 100 Silver	Situation of Casualties in the Slum
Hand over 500 Silver	Enemies of Calpheon I
Hand over 700 Silver	Bree Tree Forest Cave

● Added the "[Daily] Old Moon Subjugation Request" daily quests, which you can accept from Jetina.

- The added the following quests. You can complete them to obtain Burning Moonlight Black Stone Powder x2, which is the same reward for the other "[Daily] Old Moon Subjugation Request" quests.

Quest	Quest Requirement	Quest Reward
[Daily] Old Moon Guild Subjugation Request - Defeat 3,000 monsters	Defeat 3,000 monsters;	Burning Moonlight Black Stone Powder x2
[Daily] Old Moon Guild Subjugation Request - [Elvia] Defeat Vaha's Ancient Weapon	Defeat [Atoraxxion] [Elvia] Urukios;	
[Daily] Old Moon Guild Subjugation Request - Defeat Vaha's Ancient Weapon	Defeat [Atoraxxion] Urukios;	
[Daily] Old Moon Guild Subjugation Request - Kagtum Tribe	Defeat 2,000 Kagtums;	
[Daily] Old Moon Guild Subjugation Request - Sherekhan Necropolis (Day)	Defeat 1,500 monsters in Sherekhan Necropolis (Day);	
[Daily] Old Moon Guild Subjugation Request - Tshira Ruins	Defeat 2,000 monsters in Tshira Ruins;	

● Fixed the issue where you couldn't use the Honorable Adventurer's Certificate to accept the quest "[Season Server Graduation] Into the Big Wide World" if you had already converted your season character to a normal character and previously forfeited the quest as a normal character.
- In the case of the aforementioned character, you can proceed with the quest, "[Season Server Graduation] Into

the Big Wide World" after completing "[Season Server Graduation] At the Crossroad" by receiving guidance from the NPC Leila at the Velia Workshop via "I wish to proceed with the [Season Server Graduation] Completion quest" when talking to Fughar.
- You can complete the quest by talking to Fughar in this case, since you have already used the Honorable Adventurer's Certificate.
● Changed the main quest "[Atoraxxion][Co-op] Recovered Vow" so you can now solve the thread in Atoraxxion - Vahmalkea by yourself.
- Interact with the Exchange located within Vaha's Heart to consume 10 Energy for some supplies while proceeding with this quest. These supplies will let you solve the thread all by yourself.
- To solve the thread by yourself, you will need 4 of these supplies.
- We've also deleted "[Co-op]" from this quest's name.

● Karashu, the alchemist in Sand Grain Bazaar, buried an alchemy device somewhere deep in Hystria Ruins.

When the Ancient Teleporter connects to the Hystria Ruins, the light that seeps out from the alchemy device will reveal where it is connected.

- It is said that Adventurers who help Karashu can see the light that it emits from the ancient teleporter.

- Go to Quest (O) - Preferred Quest Type - Combat in order to accept this quest.

Quests	Starting NPC	Objectives	Completion NPC
Forgotten Core Part	Karashu	Hand over the Alchemy Device's Core Part to Vygun	Vygun
Light of Hystria Ruins	Vygun	Drink the potion in your inventory that Vygun gave you	Vygun

- To accept these quests, your character must be level 57 or higher and have completed one of the quests listed below.

* Mediah Main Quest "[Co-op] Awakened Black Spirit" before the rework

* Mediah Main Quest "Apocalyptic Prophecy" after the rework

* "[Special Growth] Fughar's Memorandum - Chapter 9"

▲ Aakman Temple teleporter / Hystria Ruins teleporter before completing the quest

▲ Hystria Ruins teleporter after completing the quest

● Improved Illezra's movement to appear more natural when she appears behind Tranan Underfoe during the quest "Hammer that Wakes the Morning of Velia."
● Improved the camera effect to appear naturally when talking with Maudi Budar.
● Changed the "Hakuna M'Otters" knowledge keyword to match the actual method of acquiring the knowledge.

● Changed the names of the [Daily] Old Moon Guild Subjugation Request quests that you can accept from the Old Moon Guild Manager Jetina.

Before	After
[Daily] Old Moon Guild Subjugation Request - Defeat 3,000 monsters	[Daily] Old Moon Guild Subjugation Request - All Regions
[Daily] Old Moon Guild Subjugation Request - Defeat [Elvia] Vaha's Ancient Weapon	[Daily] Old Moon Guild Subjugation Request - [Elvia] Vaha's Ancient Weapon
[Daily] Old Moon Guild Subjugation Request - Defeat Vaha's Ancient Weapon	[Daily] Old Moon Guild Subjugation Request - Vaha's Ancient Weapon

● Changed selectable quest rewards that offered SP & WP potions to now offer MP potions.

● Bartali Gold Bar, Lauren Family's Gold Bar, and Gold Bar from the Citizen Bank obtainable as quest rewards have all been changed to Gold Bar 10G (equal in value). All Ancient Coin types awarded from the main questline have also been changed to Gold Bar 10G rewards.

● Added energy potions as quest rewards throughout the Balenos to Mediah main questlines in order to ensure adventurers have enough energy to explore and learn knowledge in the vast world of Black Desert.

● Adjusted the amount of Beginner Black Stones that are obtainable from the simplified main questline to be comparable to the amount obtainable from the regular main questline.

Item	Before	After
Beginner Black Stone (Weapon)	Complete Fughar's Memorandum - Chapter 7 (Reach Lv. 55) and get 610 stones	Complete Fughar's Memorandum - Chapter 7 (Reach Lv. 55) and get 1,580 stones
Beginner Black Stone (Armor)	Complete Fughar's Memorandum - Chapter 7 (Reach Lv. 55) and get 1,220 stones	Complete Fughar's Memorandum - Chapter 7 (Reach Lv. 55) and get 2,220 stones

● Removed Beginner Black Stones as quest rewards from the following simplified main quests.

Quest

[Special Growth] Fughar's Memorandum - Chapter 8 (Reach Lv. 56) [Special Growth] Fughar's Memorandum - Chapter 9 (Reach Lv. 57) [Special Growth] Fughar's Memorandum - Chapter 10 (Reach Lv. 58)

● Simplified the type of food items rewarded from the Balenos to Valencia main questlines to those that give Health EXP, such as Fluffy Milk Bread, Sesame Simit, and Simple Cron Meal.

● Improved the route for the "[Combat Promotion] Uncomfortable Sea Otter" quest, and changed its objectives as follows:

Before	After
Defeat the Helms Defeat monsters at Abandoned Iron Mine Defeat monsters at Elric Shrine	Meet with [Node Manager] Narava Rakum in Sarma Outpost Meet with [Chief] Adam Berney in Kusha Defeat monsters at Elric Shrine

● Added "Porio's Combat Promotion" quests to be suggested by the Black Spirit only for characters who have already completed the Mediah main questline but haven't reached Lv. 56 yet.

- If you proceed with the "Porio's Combat Promotion" questline, you'll be able to obtain a large amount of Combat EXP to help your character reach Lv. 56.

● Changed some of the quest objectives in Deve's Encyclopedia Vol. 1 due to certain Gold Bar and Ancient Coin types becoming unobtainable.

- You can obtain coin items by defeating monsters on pirate islands (Kuit Islands).

Quest	Before	After
Deve's Encyclopedia Volume 1 Chapter 2	Obtain 4 types of coins	Obtain 2 types of coins
Deve's Encyclopedia Volume 1 Chapter 3	Obtain 5 types of Gold Bars	Obtain 4 types of Gold Bars

● Changed the locations of Black Dragon Garzar and Weakened Black Dragons in Gahaz Bandit's Lair. Also, Gahaz Bandits have been relocated to a certain distance further away from the NPCs in the vicinity.

● Changed the quest acceptance requirement from Lv. 57 to Lv. 60 for “Invitation from I,” which is the

preceding quest for the last stronghold of the Ancients, Atoraxxion main questline.

● Changed to move directly to the Karlis Parliament in Calpheon City from the Serendia Shrine upon completing a Calpheon main quest, “A Disaster Foretold.”

- You can continue the quest by talking to Herman Feresio at the Parliament.

● Changed the “[Horse Emblem] Seal of the Secret Guards,” a quest from which you can obtain a horse once per family while the main questline is in progress, to be unacceptable in Trent. Instead, you can proceed with “[Horse Emblem] Seal of the Secret Guards” when you’ve completed the Balenos main questline.

- You cannot accept "[Horse Emblem] Seal of the Secret Guards" if you have already completed it once.

- When the [Horse Emblem] Seal of the Secret Guards quest is already in progress in Trent, you can continue the quest.

● Fixed the Operation Plans in Biraghi Den so characters won't collide with them.

● Completed accepted quests that required the old loot items that were obtained in monster zones before the loot item changes.

● Improved the movements of the Desert Traveler who guides you to Ibellab Oasis during the Valencia Main Quest "[Valencia] Unchained Curiosity."

● Added the quest, "[Pet] Lauren's Fluffy," from which you can obtain a pet that can share your joys and sorrows throughout the long adventure.

- You can complete this quest once per family and must complete all of the quests in the Serendia main questline.

- Upon completion of this quest, you can obtain a Tier 1 pet, "Lauren's Fluffy."

- You can conveniently check this by opening Quest (O) and going to [ADV Support] Pets, Loyal Companions from the Suggested tab.

* You can proceed with the quest upon completion of the following Serendia crossroads main quests.

- [Crossroad] The Lamenting Head of the League of Merchants: The Eyewitness

- [Crossroad] Silence, We're Done Here!: Restless Days

- [Crossroad] Each of Their Reasons: The Securing of Safe Passage

- Beginning of a Journey: Edan's Party

▲ The pet, Lauren's Fluffy

● Fixed the issue where the dialog for obtaining knowledge would appear for the NPC Aliba even after the Altinova Gateway node would be revealed on the map.

● Improved the presentation of the quest, "On the Top of the Spire."

● Fixed the issue where the button for playing the cut scene during the quest, "[Awakening] Bree Tree Cave," would be displayed in duplicates.

● Changed the navigation guide needed to complete the quest, "Calpheon Shrine," to be more natural.

● Improved to steal required items at a higher chance during the following quests: "[Valencia] Afuaru's Hobby,"

"[Valencia] Memories of Eliza," "[Valencia] Rabam's Storage Key," and "[Valencia] The Same Method."

● Added more treasure chests placed throughout the main questlines from Velia to Calpheon.

● Decreased the number of Harpies you have to kill for the quest objective of the following quest: "Reclaiming the Ridge."

● Changed the pigeons in Glish to fly away when you approach them.

● Improved the quest, "[Valencia] Memories of Eliza," so that the same item cannot be stolen when you have a "Lake Jail Key" during the quest.

● Changed Tatar's dialogue during the "[Valencia] Memories of Eliza" quest to read more naturally.

● Changed the dialogue options for Annolisa Rosie in Calpheon and Neruda Shen in Altinova to display the 'How to Use the Gold Key' button for Lv. 60 or lower characters that have a Golden Key item.

● Added Traveler's Map x1 to the quest rewards for 'Purified Ritual.'

● Changed the quest objective for 'The Kingdom of Mediah' to the following:

Before	After
Speak with Prince Bareeds III	Use the Traveler's Map to speak with Prince Bareeds III

* If you lost the Traveler's Map and made your way to Bareeds III, you can talk to Bareeds III to complete the quest.

● Added a guide about stealing in the quest summary of '[Valencia] Afuaru's Hobby' and made the quest objectives clearer.

● Fixed the level requirement written in the Quests (O) > Suggested tab > 'Invitation from I.'

● Changed the location of the Dark Portal when the Cyclops was summoned in the quest 'Retrieve the Sealing Stone.'

● Reduced the AP of Ronin by 25% in the quest '[Kamasylvia] Boss, Ronin' to make the fight easier.

● Added a quest to exchange the accessory obtained from the "Old Moon Guild's Trade Offer" quest for a different accessory.

- Once you've completed the "[EXC] A New Choice I" quest, you can accept the following "[EXC] A New Choice II" quests from Jetina:

Quest Name	Quest Objective	Quest Reward

[EXC] A New Choice II	Hand over TET (IV) grade accessory from NPC Jetina's Old Moon Guild's Trade Offer content	Choose 1 TET (IV) grade Narc Ear Accessory/Tungrad Earring/Ring of Crescent Guardian
[EXC] A New Choice II	Hand over PEN (V) grade accessory from NPC Jetina's Old Moon Guild's Trade Offer content	Choose 1 PEN (V) grade Narc Ear Accessory/Tungrad Earring/Ring of Crescent Guardian

* You must have the relevant accessory enhanced to TET (IV) or PEN (V) grade in your inventory (unequipped) to proceed with and complete the quests.
* If you've used a reform stone on the relevant accessory, you will need to extract the stone before you can proceed with and complete either of the quests.
* You can complete either the TET (IV) or PEN (V) grade accessory quest once per family.
● Changed the name of the following quest due to the addition of the aforementioned exchange quests involving the accessories obtained from the "Old Moon Guild's Trade Offer" content.

Before	After
[EXC] A New Choice	[EXC] A New Choice I

● Changed portions of the quest dialogue for "[EXC] A New Choice I" due to the addition of the "[EXC] A New Choice II" quests.
● Improved the quest "[Valencia] Clean Revenge" to no longer require ancient coins that have been removed as quest rewards.
● Improved the quest "[Gathering Lv. 36] Defense Base Support II" to flow more naturally due to Troll Blood now only being gatherable via using Fluid Collectors on Trolls.
● Changed the Igor Bartali's Adventure Log - Vol. 10 entry's goal from "Sell a Broken Golem's Core" to "Hand over Golem Fragment x10 to Anna Marre of Shuri Farm."
● Improved the Sealed Black Scroll knowledge to be learnable by speaking to the vagabond in Elric Shrine.
● Changed the "A Much-Needed Drop" quest dialogue to read more naturally.
● Fixed the issue where you couldn't proceed with "Fourth Test: Teaching the Fogans a Lesson" right after completing "Third Test: Naga, I Want You!"
● Changed the requirements to accept the following Black Spirit special quests:

Quest	Before	After
[Special I] Confronting Agrakhan (1/D)	Have the knowledge Agrakhan, Complete Valencia Main Questline	Have the knowledge Agrakhan, Lv. 50 or higher
[Special III] Confronting Ancient Puturum (1/W)	Have the knowledge Reanimated Ancient Puturum,	Have the knowledge Reanimated Ancient Puturum, Lv. 56 or higher

	Complete Valencia Main Questline	
[Special Quest IV] Face Narc Brishka (1/D)	Have the knowledge Narc Brishka, Complete Kamaslyvia Main Questline	Have the knowledge Narc Brishka, Lv. 58 or higher
[Special VI] Confronting Ronin (1/D)	Have the knowledge Ronin, Complete Kamaslyvia Main Questline	Have the knowledge Ronin, Lv. 58 or higher
[Special VI] Confronting Urugon (1/W)	Have the knowledge Urugon, Complete Kamaslyvia Main Questline	Have the knowledge Urugon, Lv. 58 or higher
[Special V] The King of Navarn Steppe (1/W)	Don't have the knowledge Ahib Griffon, Complete Quest [Co-op] Proof of Courage ([Valtarra Altar of Training)	Don't have the knowledge Ahib Griffon, Complete Quest "Heart of Kamasylve" (either pre- or post-revamp)
[Special Quest V] Face Ahib Griffon (1/W)	Have the knowledge Ahib Griffon, Complete Quest [Co-op] Proof of Courage ([Valtarra Altar of Training)	Have the knowledge Ahib Griffon, Lv. 58 or higher

● Fixed the location of the relevant Dark Rifts for the sake of completing the following quests.

- Collecting Samples

- The Sherekhans' Approval

- Injured Hunter

- The Last Ritual

● Fixed the keywords for the "Box of Luxuries," "Syca's Treasure Chest," and "Cause of the Destruction of the Cave Wall" Knowledge entries.

● Added the following quests to the Yisar Pjetyo in Tariff available once for every gear slot per Family to exchange an non-upgraded piece of boss gear obtained through Jetina.

- These newly added quests can be completed to exchange the gear you received for another item of the same type of gear.

Quests	**Rewards**

[1 Exchange per Family] Old Moon's Resplendent Helmet	Able to get either Giath's Helmet or Griffon's Helmet (whichever you did not receive first)
[1 Exchange per Family] Old Moon's Resplendent Gloves	Able to get either Bheg's Gloves or Leebur's Gloves (whichever you did not receive first)
[1 Exchange per Family] Old Moon's Resplendent Shoes	Able to get either Muskan's Shoes or Urugon's Shoes (whichever you did not receive first)
[1 Exchange per Family] Old Moon's Resplendent Armor	Able to get either Dim Tree Spirit's Armor or Red Nose's Armor (whichever you did not receive first)
[1 Exchange per Family] Old Moon's Resplendent Main Weapon	Able to get either Kzarka Main Weapon or Offin Tet Main Weapon (whichever you did not receive first)
[1 Exchange per Family] Old Moon's Resplendent Sub-weapon	Able to get either Nouver Sub-weapon or Kutum Sub-weapon (whichever you did not receive first)

● Changed the quest name of "[PEN (V) Boss Gear]: The Old Moon Guild's Best Deal" to "[PEN (V) Boss Gear]: The Best Deal."

● Reduced the amount of Knowledge required to obtain max energy for certain Knowledge categories.

- The max amount of obtainable energy is the same as before, but you need less Knowledges and don't need to complete all Knowledges of the following Knowledge categories to increase your max energy.

Knowledge Categories	Max Energy Increase	Amount of Knowledge Required
Citizens of Calpheon	1	9
	3	17
Beasts (Balenos)	1	2
	2	7
Imps (Serendia)	1	4

	2	11
Beasts (Serendia)	1	2
	3	6
Beasts (Calpheon)	2	8
	5	22
Bandits	1	7
	2	16
Kzarka	2	6
Creatures of Mediah	1	14
	4	27
Ruins	1	6
	2	16
Lake Kaia	1	4
	2	9
Harpy	1	2
	2	6
Khurutos	1	6
	2	11
Secret Societies	1	6

	3	13
Refugee Camp	1	5
	2	13
Red Orcs	1	9
	2	16
Serendia Adventure Journal I	3	9
Serendia Adventure Journal III	4	16
Serendia Adventure Journal IV	1	6
	4	13
Monarch of Darkness Adventure Journal	4	13
Balenos Adventure Journal I	1	4 (Unchanged)
	3	9
Southwestern Calpheon Adventure Journal	2	4
	2	10
Mediah Adventure Journal IV	1	4
	3	10
History I	1	5
	2	15
Rhutum	1	6

	2	13
Node Manager (Balenos Sea)	2	10
	4	19
Creatures of Calpheon	1	5
	3	17

● Moved some of the Knowledge entries for Monarch of Darkness Adventure Journal and Serendia Adventure Journal I categories to the Serendia Adventure Journal V category.

Knowledge
The Origins of the Shadow Knights The Coming of Belmorn and the Knights of Dawn The Fall of the Knights of Dawn I The Fall of the Knights of Dawn II The Secret Guards Departed For Mediah Origin of Clear Water Artifacts in the Extraction Mill

● Changed so that you can proceed with the "Weakness of the Living Legend" quest when you complete the "Punish the Wandering Rogue" quest.

● Changed to clearly mark the equipment part to be crafted when you hand over Specter's Energy to craft Blackstar gear.

● Changed the dialog text of the "[Pet] Lauren's Fluffy" quest that you can accept from Lafi Bedmountain when you choose the first crossroads main quest during the Serendia main questline to be more natural for the quest.

● Changed so that you can only hand over [Event] MOD Oog Power Core to Dellenoa when you have accepted the "[Event] Decisions and Results" quest.

● Changed so that you can complete the Atoraxxion: Sycrakea main quest, [Atoraxxion] Syca's Cradle, by talking to Yaz even when you defeat Maleficent Centilutos first.

● Changed the Crossroads quest window to now indicate how many times you've selected a certain quest route.

- Adventurers who've yet to complete a certain Crossroads quest will not see any indicators for that specific quest.

● Changed the finishing dialog of the [Repeat] Exterminate the Nagas quest.
● Changed the NPC for completing The Origin of the Powerful Energy quest and the NPC for accepting the [Awakening] Bree Tree Ruins quest.
● Changed the item required to complete the "Curing Someone" quest from a trade item to a quest item.
- Due to this change, the reward item for the preceding quest, "Craft Medical Kit" was changed to the pertaining quest item.

● Changed certain quests in the Elvia Realm.

- Fixed the issue where the "[Elvia] Elvia Realm: Dark Knights and the Ahib" quest wouldn't appear in your Suggested tab in the Quests window if you had already completed the quest with a different class.

Quest	Improvements
[Elvia] **Young Ancient Spirits**	- Now marks the monster zones with the highest chance for Young Valtarra, Okiara, and Narc spirits to spawn as the quest objective location.

[Elvia] The Black Sun's Realm	- Added information regarding loot and drop locations for that loot in the quest summary.
[Elvia Co-op] **Kzarka: Barrier of Infestation I-V**	- Changed to now reset every Thursday. - Changed so that you can reobtain the summon scroll from the Black Spirit if you either lose the scroll or fail to defeat any level of Kzarka.

*** Please note that while either accepting the quest, or having completed yet still not handed in the quest will apply the new weekly quest reset rules, completing and handing in the quest before maintenance will still apply the old reset rules (of resetting in seven days), and will implement the new rules once the weekly quest can be re-accepted again.**

Accepted or completed yet didn't hand before Dec 8, 2021 (Wed) maintenance	Applies new rules (reset every Thursday at midnight)
Completed and handed in before Dec 8, 2021 (Wed) maintenance	Can be re-accepted once seven days have passed from the point of completion; Once quest can be re-accepted, new rules go into effect (reset every Thursday at midnight)

● Changed the Timeworn Golden Pendant obtainable from Treasure Chests to now be exchangeable with Heidel's Jeweler, Dora Fonti.

● Added 3 new yellow-colored titles for Adventurers that have been completing quests across the world of Black Desert.

- These titles can be obtained by reading the last page of Rulupee's Travel Log then completing the quests through Black Spirit.

Objective	Description	Title

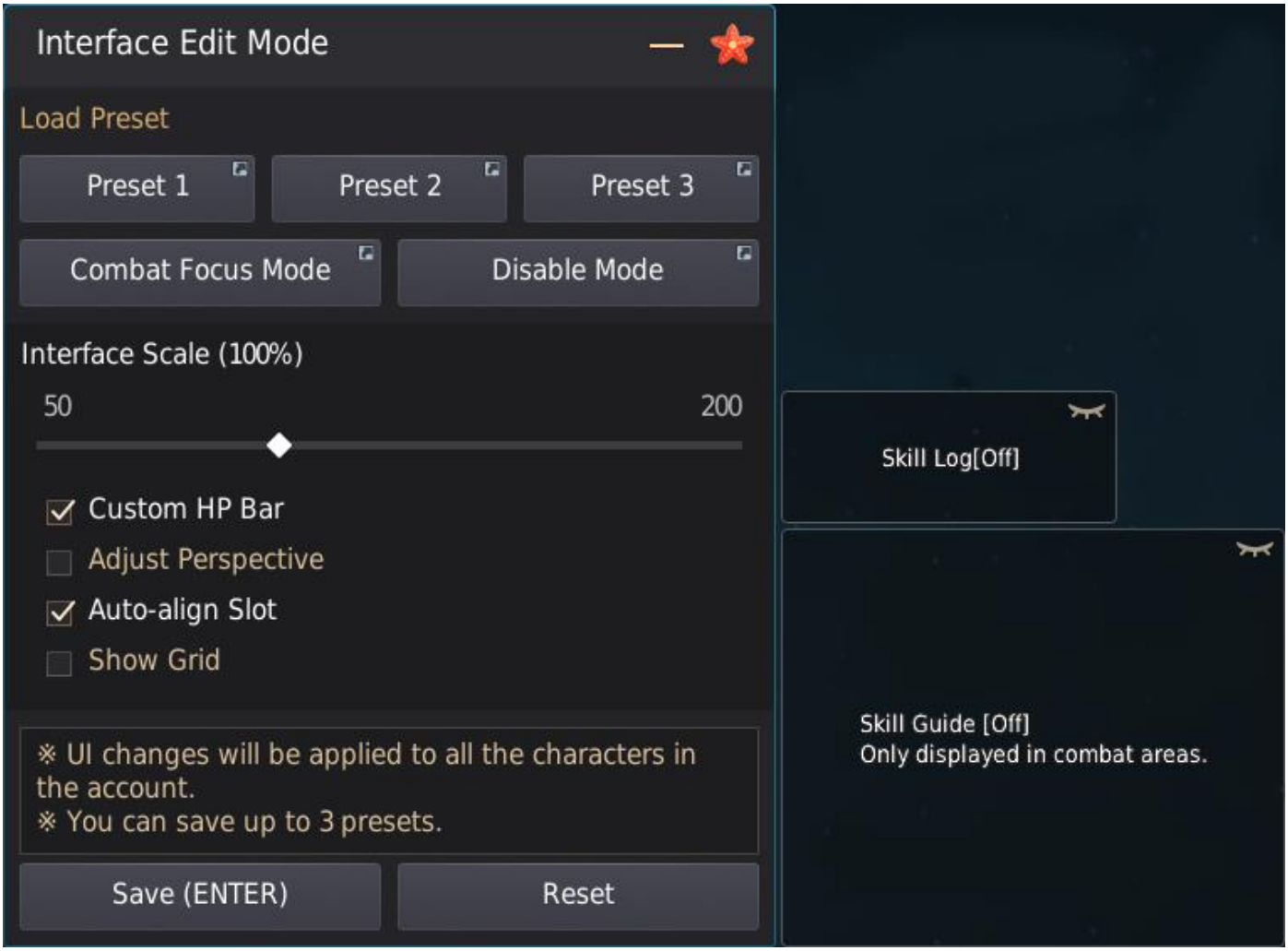
Complete 50,000 quests (excluding Recurring quests)	This is what popularity feels like!	**Quest for Fandom**
Complete 77,777 quests (excluding Recurring quests)	The brightest star in the night sky	**Written in the Stars**
Complete 100,000 quests (excluding Recurring quests)	The world totally revolves around me.	**It's My World Now**

[Knowledge]

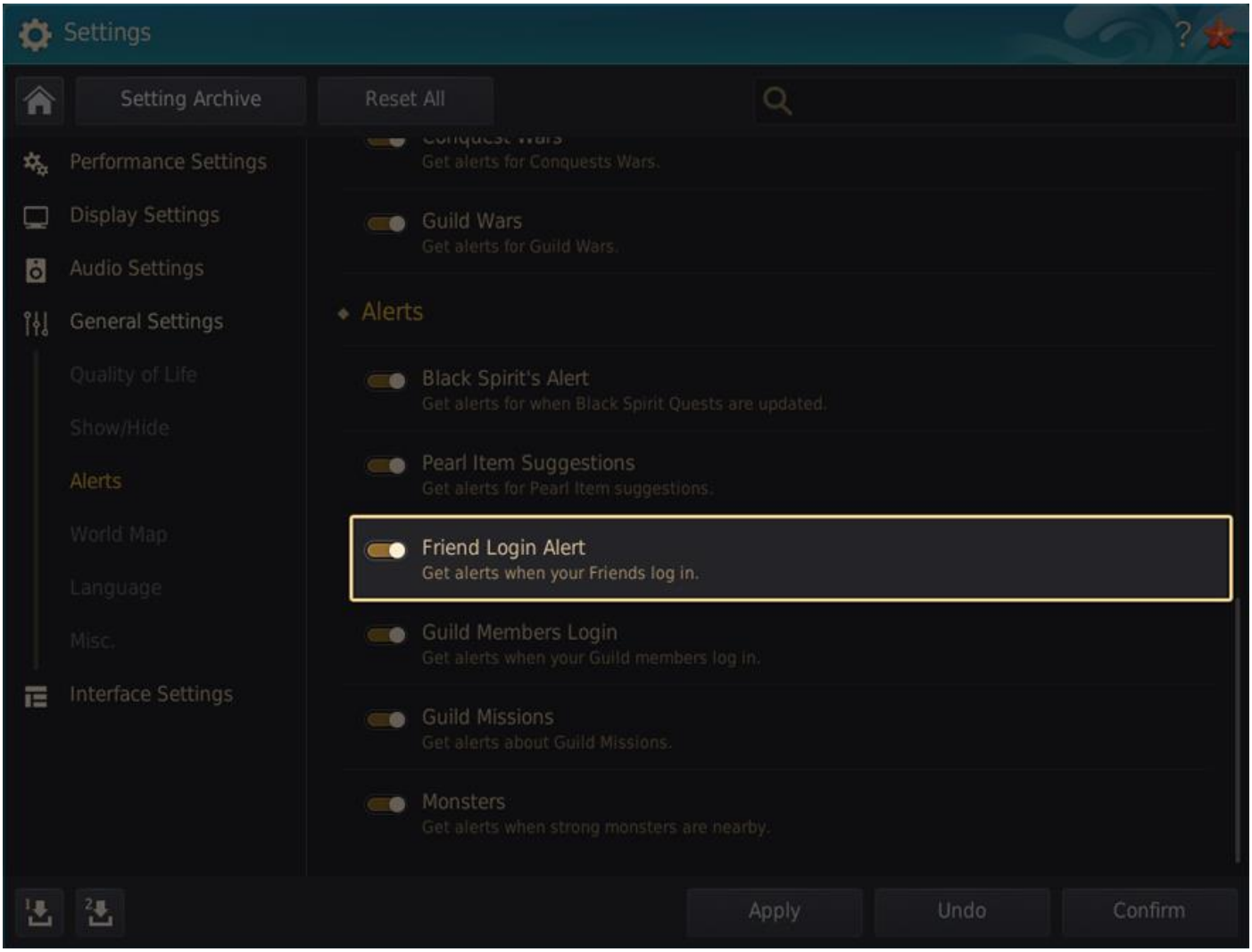
Interface Changes

● Improved the Central Market UI so that you can re-register items listed for sale or ordered.

● Changed the 'Skill Log' previously included in the 'Skill Guide' to be able to be managed separately in the Edit UI window.



● Added a setting through which you can turn on/off the Friend Login Alert that appears in the top center of the screen.
- This setting can be found above the Guild Members Login option in the ESC menu > Game Settings > Notifications.



● Added an effect to make it easier to find the new item you obtained from the Central Market Warehouse.
● Changed the Show Equipment/Inventory window to stay on the Pearl Inventory tab when checking another character while it is selected.
● Changed the Minimap to maintain its zoom state when resetting the UI with the Minimap in 3D mode.
● Changed the Adventurer's Board to open by pressing the hotkey F2.
- It will not be changed if you set F2 as the hotkey for another function.
● Changed the Letter (B) UI to show a message on the bottom right of the screen if you have a letter that will expire soon when it is closed.
● Added a message notifying you that your party/platoon invitation was rejected.
● Added a notification that appears when you attempt to apply for a party that does not exist by clicking the link for the party/platoon in recruitment chat.
● Increased the size of the scroll button on the Processing Knowledge List in the Processing (L) window.
● Increased the size of the scroll button in the Inventory (I) window.
● Changed the search function in Placement mode to only search for items within the selected area of the tab.
● Added a search reset button on the Inventory and Warehouse windows loaded through a maid/butler.
● Added a function that allows you to control the UI by participating in the OX quiz event when using the Gamepad UI.
● Fixed the issue where setting the UI Theme to Season: Summer would prevent the background image of the Time Remaining notification to be displayed.
● Added a Skill Filter to the Skill (K) window to make it easier to find skills with debuff and smash effects

including Black Spirit skills, Skill Add-ons, Stun, and Stiffness.

- Pressing the button on the upper left of the Skill List and selecting the type of Skill Filter will add an

emphasizing effect on the skill.

● Added text that confirms if you want to return a fence when attempting to return an installed fence.

● Improved the mouse cursor to make it easier to distinguish where the cursor will click.

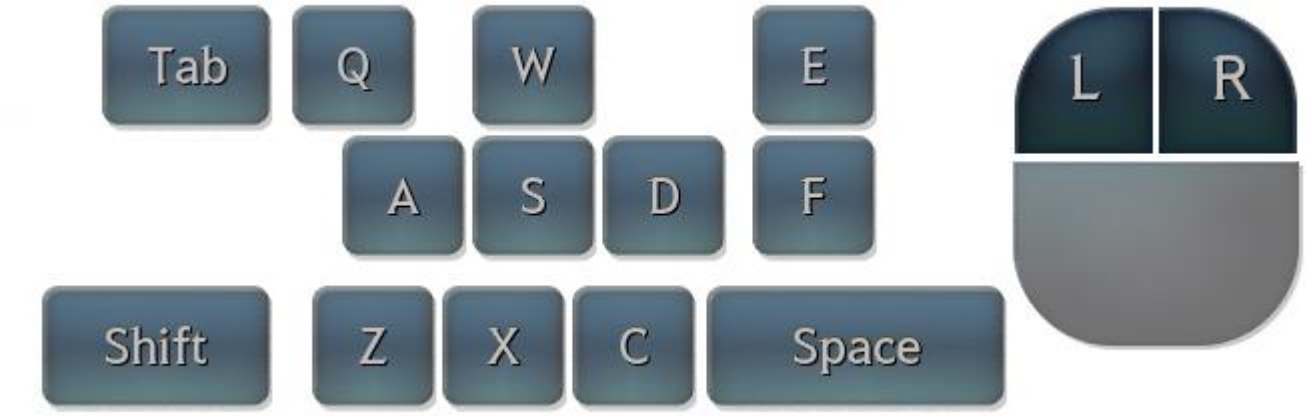
● Added text that provides a guide on the function of each button when hovering your mouse over the Function button on the bottom left of the Beauty (F4) window.

● Changed the Edit History UI to open so that you can check your edit history when changing the settings after opening the Beauty (F4) window.

● Increased the size of the scroll buttons on the following UIs:

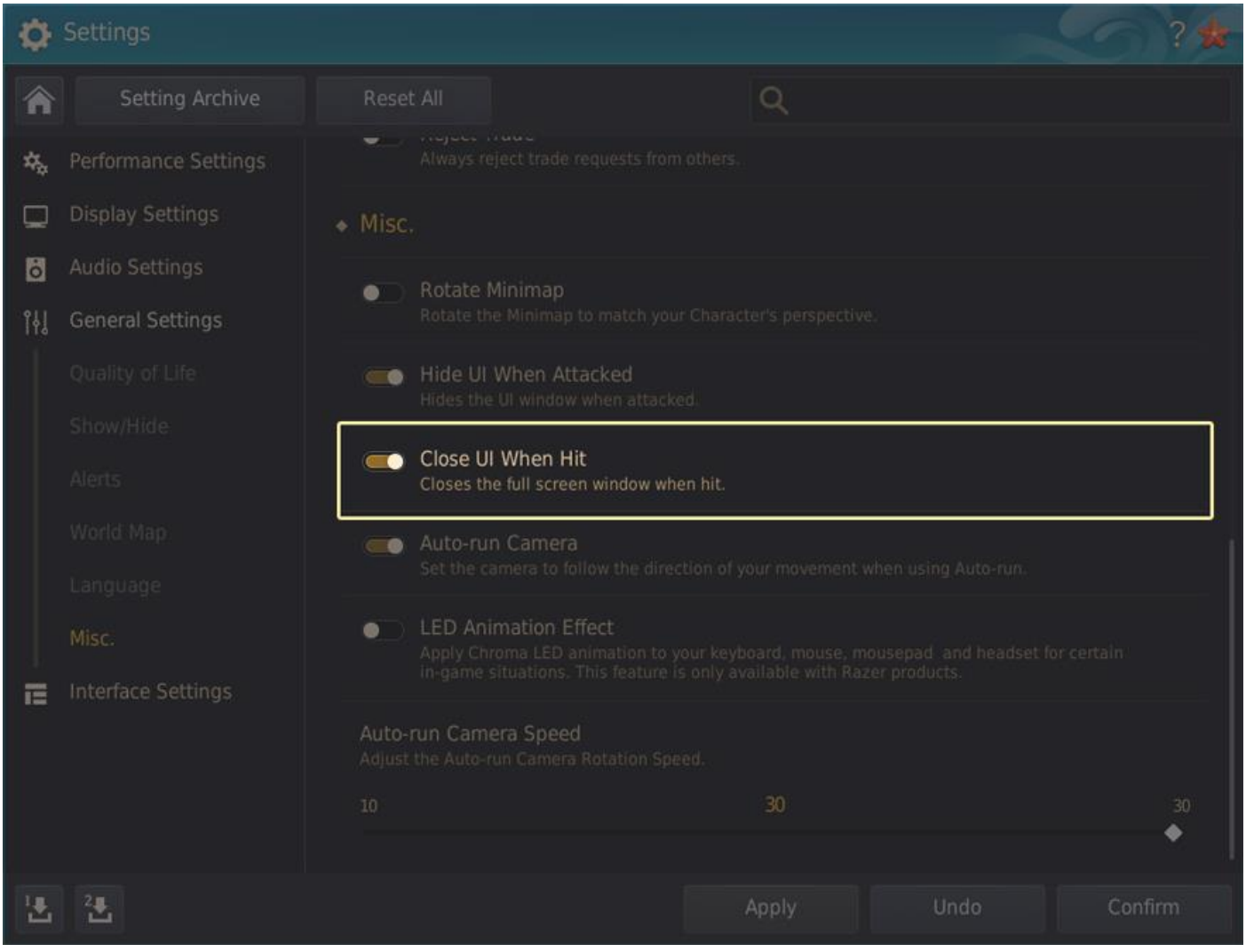
UI	
Storage Warehouse Open Storage Quests (O) Knowledge (H) Guild Member Status Maid/Butler List	Guild Skill Node War/Conquest War Status Central Market Red Battlefield Ranking Friend List (N) Guild (G) NPC Shop

● Added a notification to appear when attempting to switch to Awakening mode (C) without having equipped an awakening weapon while in Awakening state.
● Changed the number of search results displayed on the Search Filter/City list on the upper left of the World Map (M) from 6 to 8 results.
● Added, changed, and fixed the following found in the Friend List (N) UI:
- Added a description to the button for detaching the window on the Friend List (N) window.
- Added a notification to display when getting a new friend request from the Friend List (N) window.
- Added a description to the accept/reject buttons in the Friend Requests UI.
- Changed to add friends by inputting names depending on how viewing the character name/family name is set.
- Changed the main 1:1 Chat window to open when you press the notification for messages from friends.
- Changed to display up to 3 notifications for 1:1 chats with friends.
- Fixed the issue where the Transfer/Party buttons would not be spaced properly when adjusting the size of the detached 1:1 Chat window.
- Fixed the issue where the scroll button would not work properly when adjusting the size of the detached 1:1 Chat window.
- Changed an animation to not appear for a notification when getting a message from the same friend.
● Added the keys X and Z to be visible in the Display Current Key Input UI.
- You can find this UI via ESC (New) Menu - Settings (F10) - Edit UI (2).



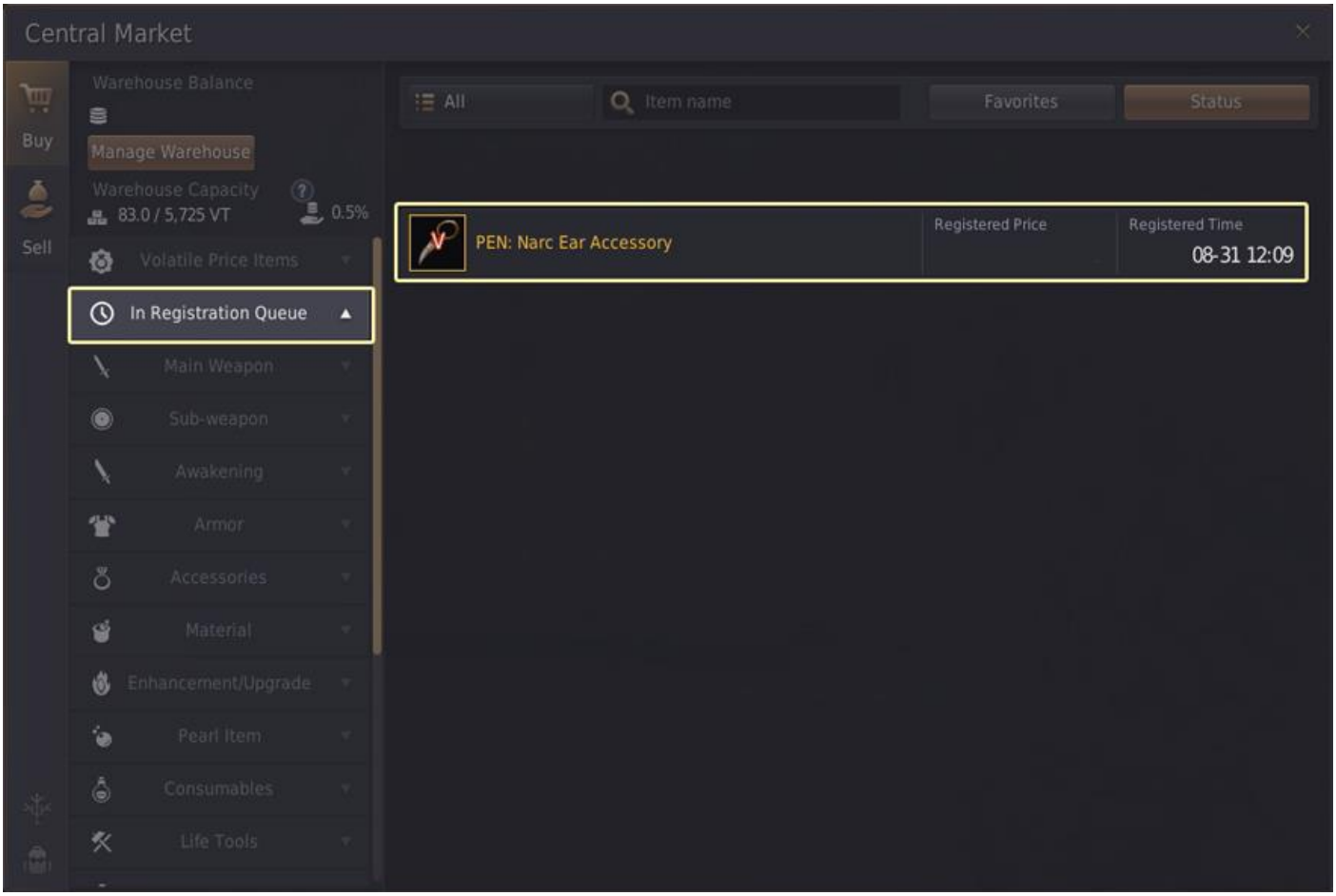
● Added the "Close UI When Hit" setting. Disable this setting to keep the following full screen UIs open even if your character is attacked.

UI Name	
- Conversation with NPCs (including the Black Spirit) - Pearl Shop (F3) - Customization (F4)	- Dye (J) - Knowledge (H) - World Map (M) - Skills (K)



● Added a Sort function to the list of Alliance members.
- When you select each title on the list of Alliance members, the categories will be sorted.
● Changed the spacing in Fughar's Letter of Encouragement for an easier read.
● Added the key guide to be displayed when selecting a placement in Place Mode.
● Added a feature that allows you to turn the durability display on/off for furniture with buff effects in your residence.

● Changed the scroll to move to the bottom of the list so that you can see your recent history when a new history is added to the Edit History UI in the Beauty (F4) window.
● Changed the Fugitive icon to no longer hide your character's name when equipping the Treant/Desert Camouflage Outfit Set.
● Added a category where you can check the list of items in the registration queue on the Central Market.
- The category is "In Registration Queue," and on the category list, the item price upon registration and the actual time it was registered on the Central Market will be displayed upon request. Also, if you press the following items, it will take you to a screen where you can pre-order items.
- The items displayed in the category are either items worth 20 billion Silver OR specific items listed below. These items have a 15-minute cooldown upon registration before you can purchase them.



● Changed the allignment of the Warning UI to display correctly when navigating in the Elvia server under a specific resolution setting.

● Enlarged the scroll buttons on the following UI:

UI	
Stable/Mount, Mount Information Upon Trading, Trade Item Window Skill(K) Dye(J) Manage Crafting	Investment Bank Crafting Residence Guild House (Skill) Cooldown Display Setting

● Improved Skill window (K) by enabling the search function to find the following skills in the "grab" category.

Skills
[Berserker] Smack Down, Undertaker, Rock Smash, Corpse Storm [Tamer] Soaring Kick [Valkyrie] Punishment [Wizard] Flame Knot [Guardian] Chokeslam, Neck Impaler [Hashashin] Constriction [Nova] Punishing Trap

● Improved the Family Inventory to allow items in it to be linked to the chat window.

- To link items, open the chat window (Enter) and press shift + LMB on the item in the Family Inventory.

● Changed the "Steal" interaction with NPCs to show a notification if the character does not have enough energy.

● Changed the scroll to move automatically to the corresponding item if the searched item is available in the Inventory, Storage, or Warehouse.

- You will be notified through a system message if there are no search results.

● Changed Auto-sprint setting button to appear with the Stamina UI.

● Changed the mouse cursor to change its appearance to the input shape when right-clicking on a skill preset slot.

● Changed the following UI to display the amount collected when selling horses at the Horse Market:

- Confirmation message window upon collection.

- System message in the chat window after collectiion.

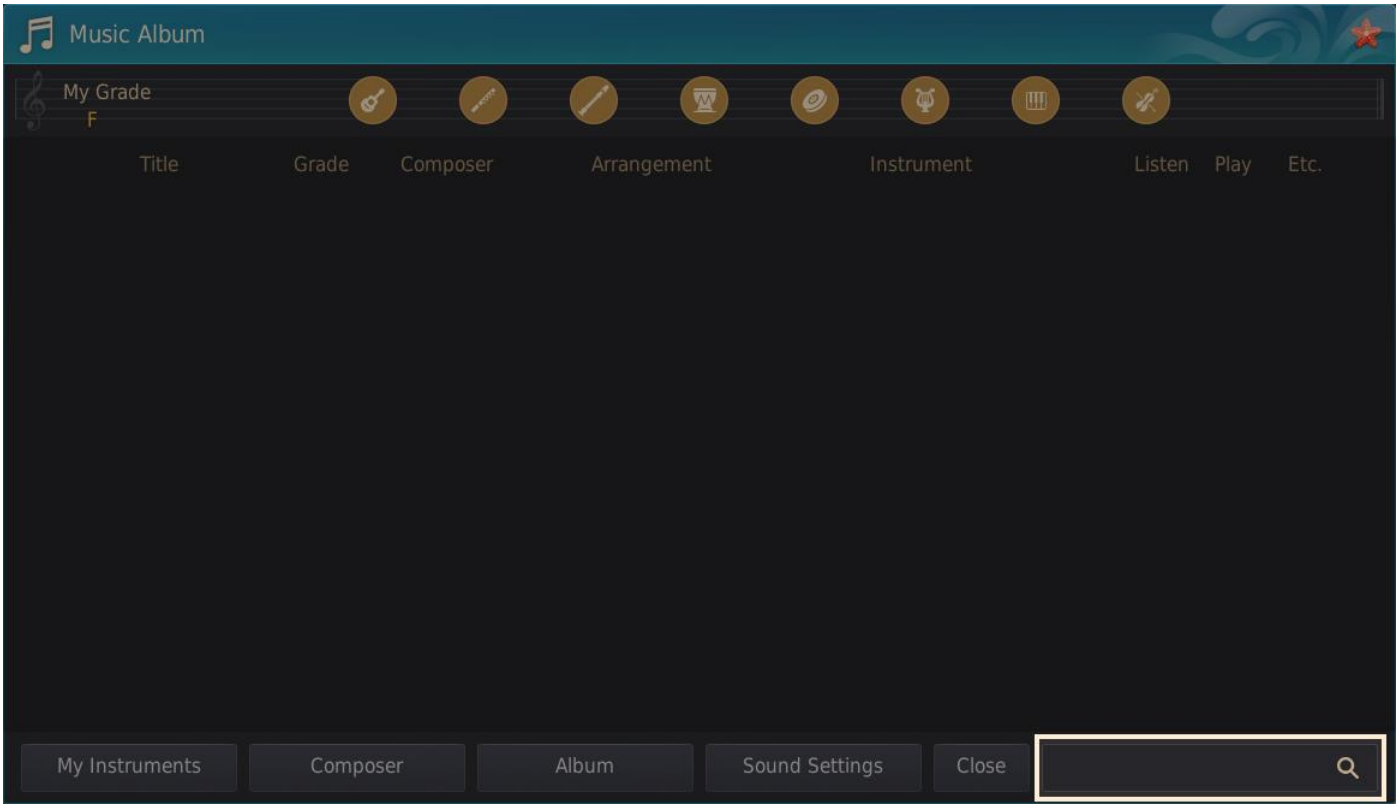
● Changed the error message to be more apparent when an error occurs in certain situations with items that were registered on the Central Market with the 15-min wait time.

● Added a search function to the Music Album.

- A Search UI will appear on the bottom right when you go to ESC (New) Menu -> Community (F9) -> Music

Album (1) to open the Music Album.

- When you use the function to search, only the music that include the searched word will appear on the Music Album.



● Added a tooltip desc. to the guild recruitment information so that you can check the entire description through the tooltip description when it becomes lengthy.
● Extended the size of the area you can press so that it is easier to press the Exit button and the button for setting loot rules on the right-hand side of the Party window.
● Added a background image on the part where the title appears on the following guild feature UI.

Set Allowances Guild Mission Info Set Guild Bonus Guild Crafting Deposit	Register Guild Emblem Promote Guild Save Guild Intro Declaration of War Hire War Hero

● Changed to navigate to the location of the invited party/platoon member when you press RMB on the member.

● Made items with long names in mail automatically line break.

● Re-posted the previous banner about season server character creation.

● Added the clip showing Atoraxxion - Sycrakea to the login screen and loading screen.

● Added notifications for different circumstances under which you use the Follow function so that it'll be easier for you to see what state you're in.

- This function can be used by approaching adventurers and pressing the CTRL key to interact or the Follow button on the party UI.

Circumstance	Notification
Via Interaction and Party UI When using the Follow function	Following [{name}].
Via Interaction and Party UI When using Follow in a combat stance	Following [{name}]. Selecting Follow switches you to a non-combat stance.
When using Follow via the Party UI When the adventurer you Follow is far away	[{member}] is too far to follow.

- Improved to Follow an Adventurer by switching to a non-combat stance when attempting to Follow in a combat stance.

* The Follow function will still automatically be canceled when the character you Follow changes into a combat stance.

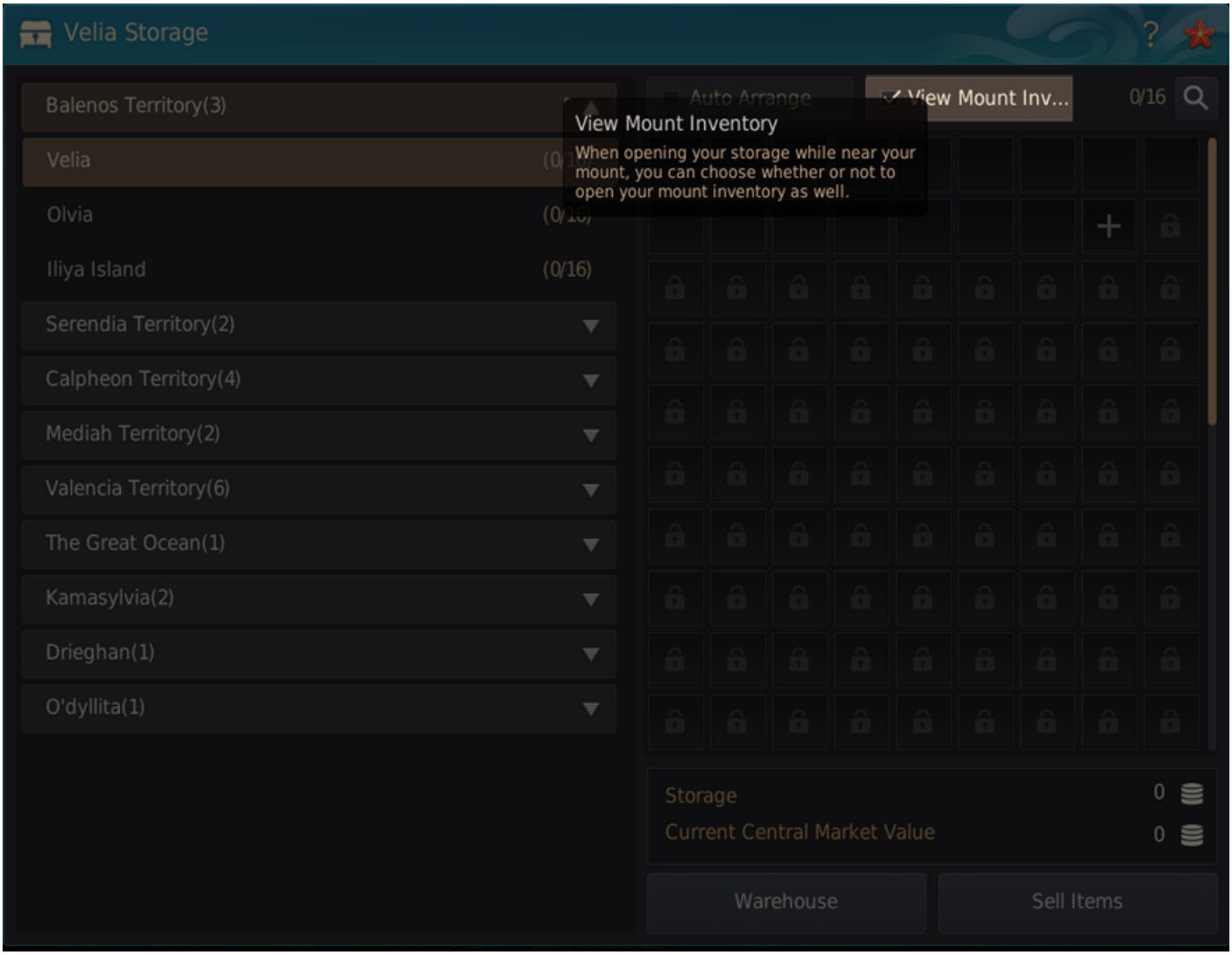
● Added a function that allows you to uncheck the View Mount Inventory box under the following circumstances so that your mount inventory does not open automatically.

- When opening Storage via Interact with the Storage Keeper NPC of a town.

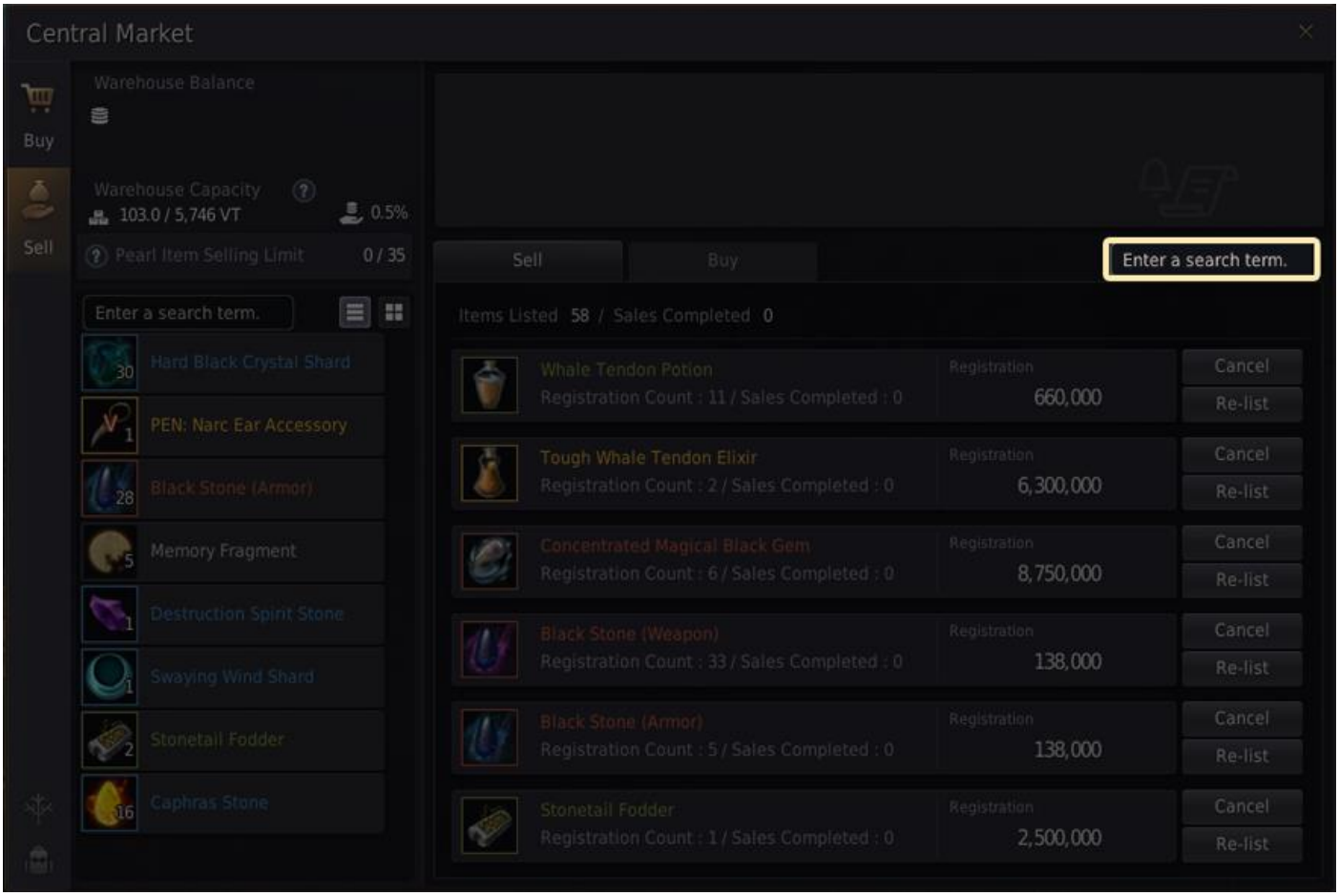
- When opening Storage via the Transaction Maid function.

* Your mount inventory will no longer open when using Storage when you uncheck the View Mount Inventory box via the function shown below even when your mount is nearby.

* You can only use the following function when your mount is nearby when opening Storage. The View Mount Inventory button also only appears when your mount is nearby.



● Changed the quest icon on the Quests (O) window.
● Changed the alert on the bottom right to not appear on top of the Quest widget when the Quest widget and the alert on the bottom right of the screen overlap.
● Changed to display up to three 1:1 Chat notifications on the Friend List(N).
● Changed to maintain 1:1 Chat notifications on the Friend List(N) even after changing characters or reconnecting.
● Improved so you can install an annex by using a Node/Conquest War Annex Assembly Tool when using the Gamepad UI.
● Added an Auto Arrange function you can use when selling items via a Storage NPC when using the Gamepad UI.
● Added a function that allows you to filter the number of items for Barter and level of Barter when using the Gamepad UI.
● Added a search function for Orders and Items Listed on the Central Market.



● Added NEW to the Item Collection Increase Scroll category on the ESC(New) menu.
● Changed the Item Collection Increase Scroll UI to not close even when you move to the Select Character window while the Item Collection Increase Scroll effect is deactivated.
● Fixed the issue where a message not suitable for the situation was displayed when trying to select Valks' Cry as an enhancement material on the Enhancement UI even when you didn't have the item.
● Changed certain alerts to no longer be displayed while playing the following minigames.

- Alerts for Central Market registration, guild notice chat, boss appearance, courser awakening, Golden Bell,

rapidly increasing/sharply declining item prices

Minigame	
Horse Capture Wheelbarrow Flute Medicinal Herb Brewer Extractor Cow-milking	Sniper Rifle Hunting Fishing Harpooning Lakiaro Drums Failure in Using Mount Skill

● Added a new "How to Get Stronger" button to display on the screen when New and Returning Adventurers die.

- Pressing the button will open up to the [Adventurer's Guide - Useful Tips (Raising Combat Stats)] page.

- This Adventurer's Guide entry explores Skill Add-ons, Skill Enhancements, Crystal Transfusion, and

information on a variety of Buff Items that will be incredibly helpful in your adventures.

● Changed key guide for "Auto Arrange" on the Sell Items UI on the Storage window of gamepad mode UI to appear in the top left corner.

● Changed gamepad mode UI to be able to add guild skills to quick slots.

● Changed the exchange of Dehkima: Token of the Oath for Memory Fragment to be able to select how many you want to exchange.

● Added the following functions to the scroll buttons:

- Changed to not move the scroll bar according to the location of the mouse when pressing the scroll buttons.

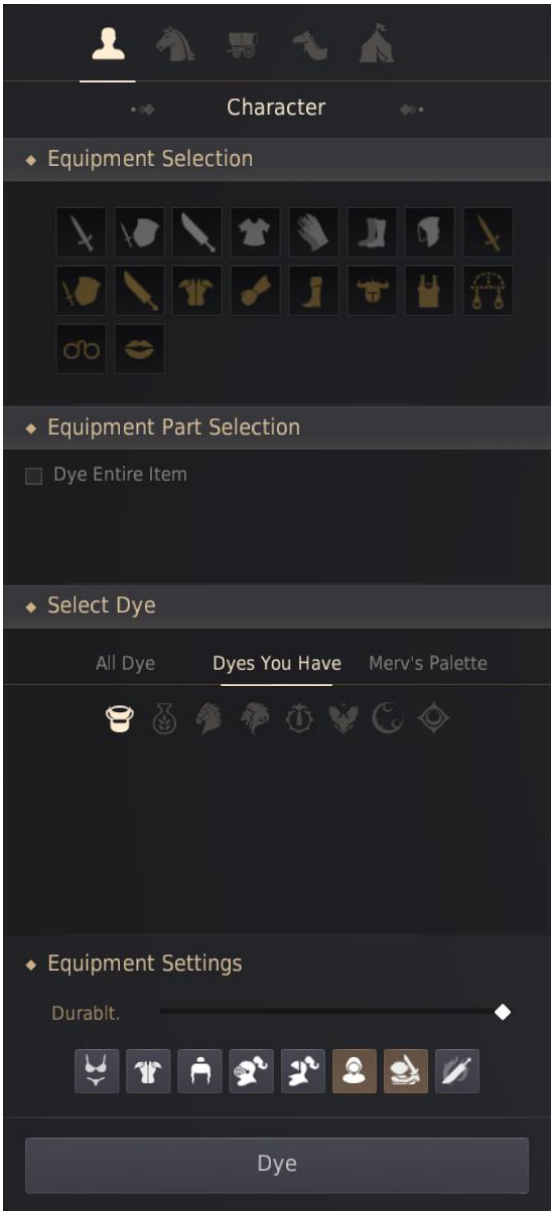
- Changed to not move the location of the mouse while pressing the scroll button.

● Changed the guild contract UI so that if you get 2 or more contracts at the same time, you can check each of the contracts.

● Changed the design of the Node function menu displayed in the upper right of the screen when you select a Node from the World Map on the gamepad UI.

● Changed the in-game watermark logo for screenshots.

● Changed the UI in the Dye (J) window where you can dye your gear and outfit to appear like the following image:

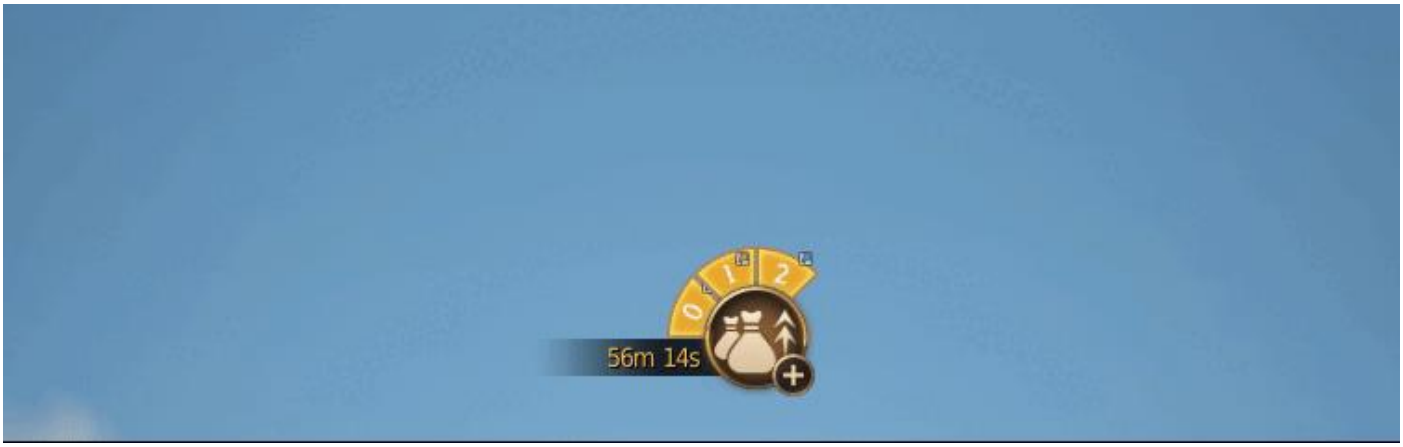


● Made the following changes to the Item Collection Increase Gauge UI:

- Changed to deactivate the gauge when your character approaches a town/city.

* You will be able to activate the gauge in towns/cities, but the charged time will not be consumed.

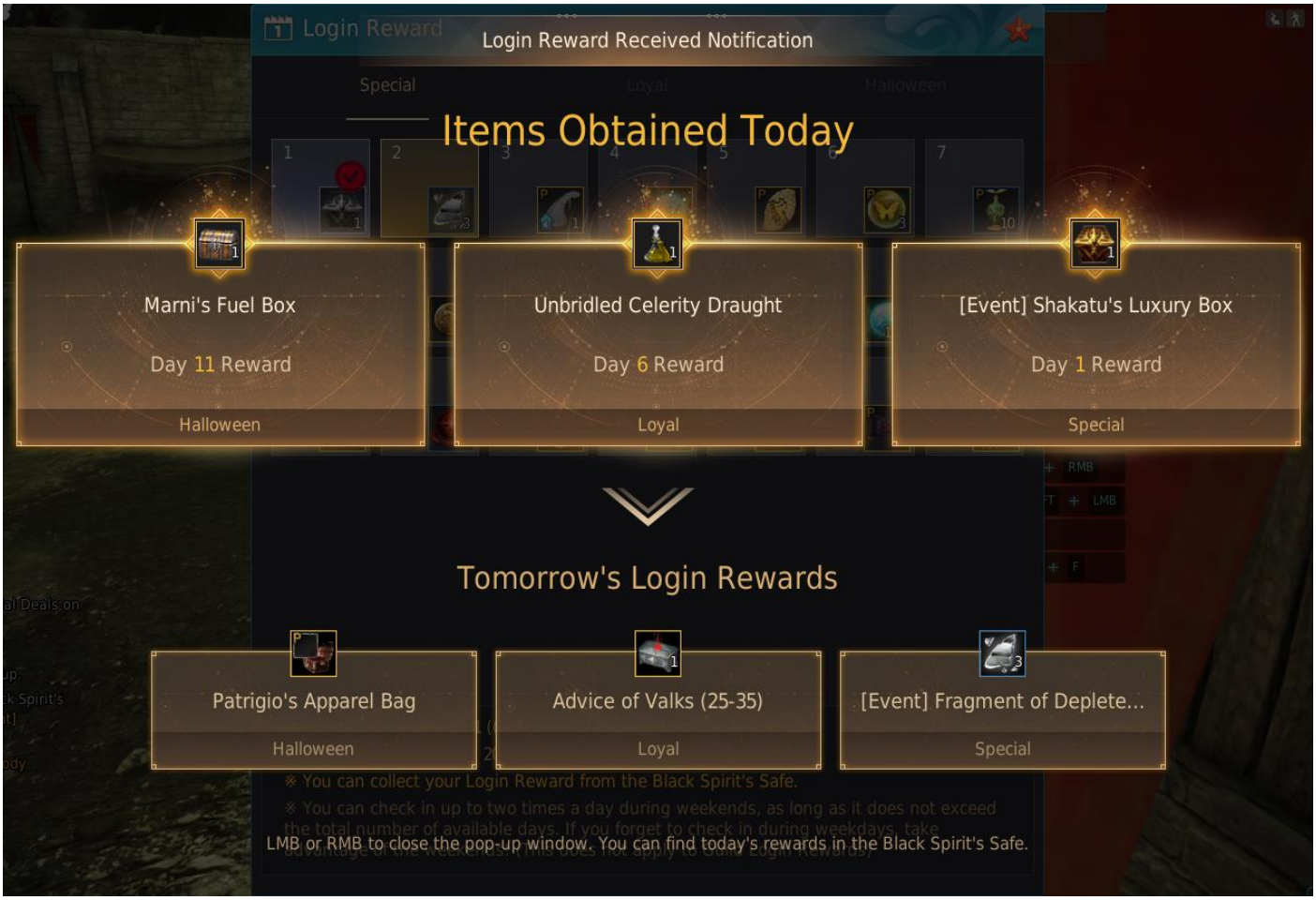
* The gauge setting you set in the town/city will start to consume the time on the gauge once you enter a combat zone.



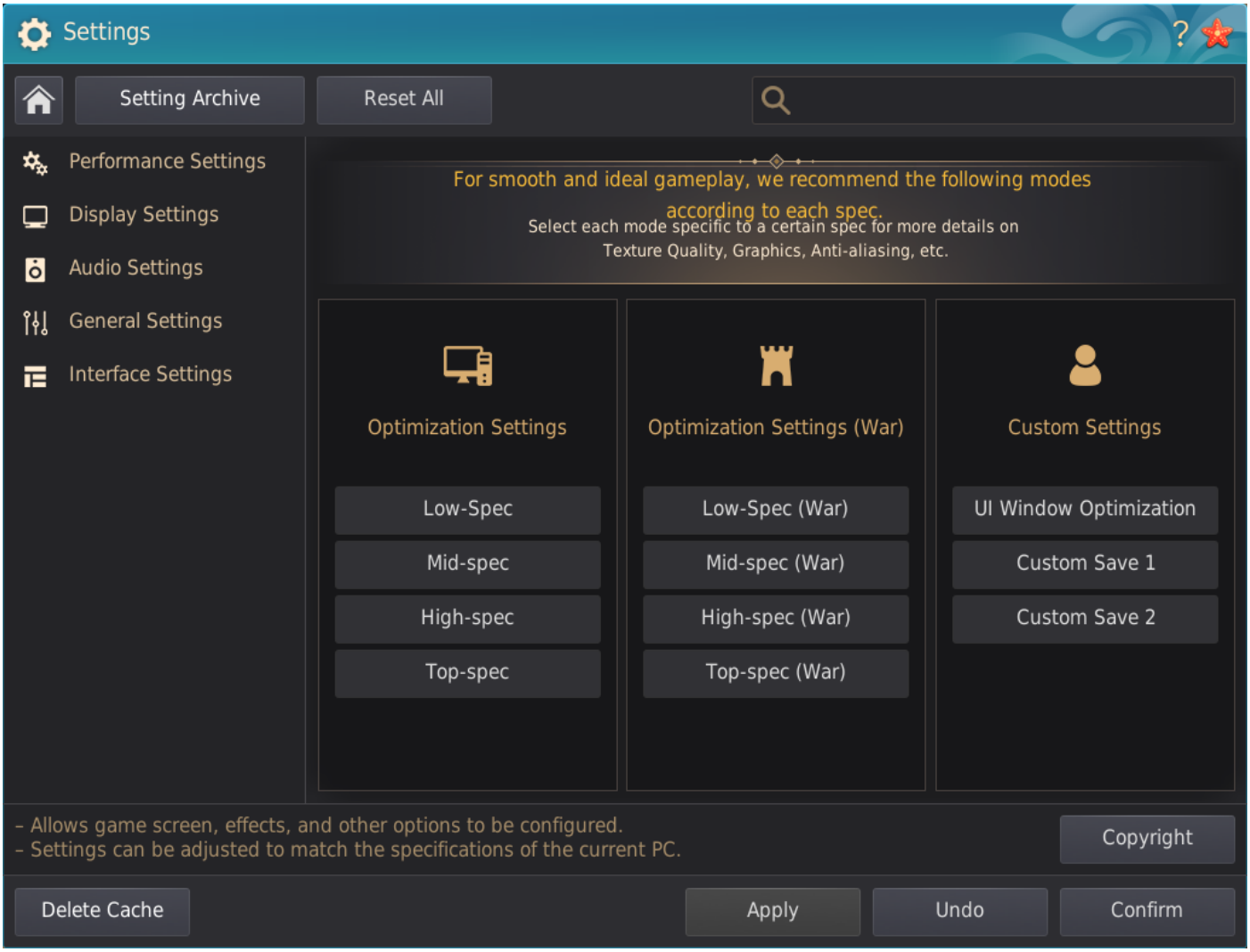
- Changed the cooldown of activating Lv. and changing Lv. to be stored separately per character. (However, the charged time is still applied family-wide, which is the same as before.)

- Changed the Item Collection Increase Gauge UI to stay at the location it was moved to even after exiting the game or after the loading screen that appears when changing servers.

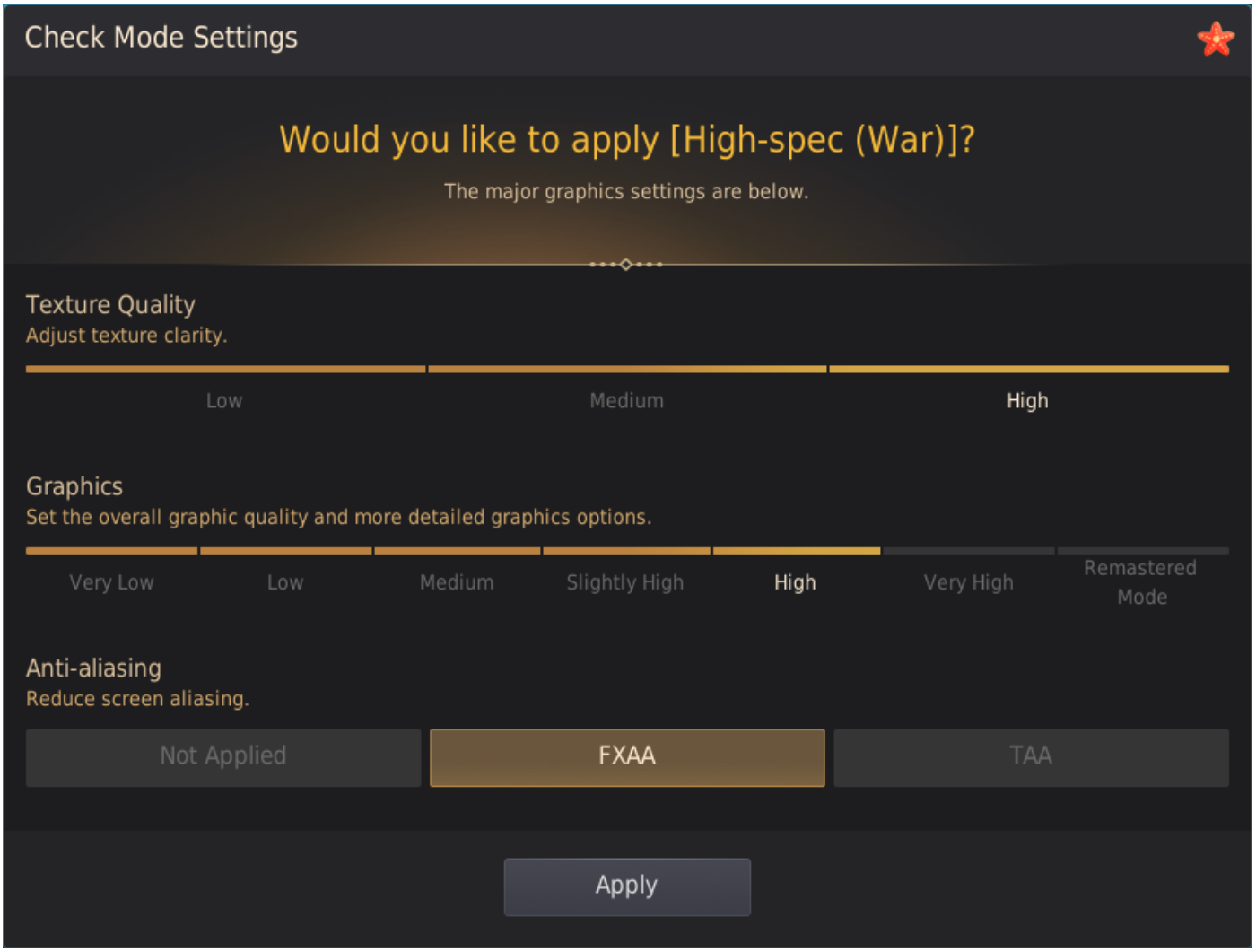
● Added the Login Reward Notification UI to appear when you first login to the game to clearly show what items you are getting today.
- You will be able to see what items you are getting today and what will be available for you to get tomorrow.
- There will be visual effects showing the collected rewards will be stored in the Black Spirit's Safe, located at the bottom right corner of the screen.



● Improved the quick graphics settings in the Settings UI to make them more intuitive.
- Changed the names of the quick graphics settings.



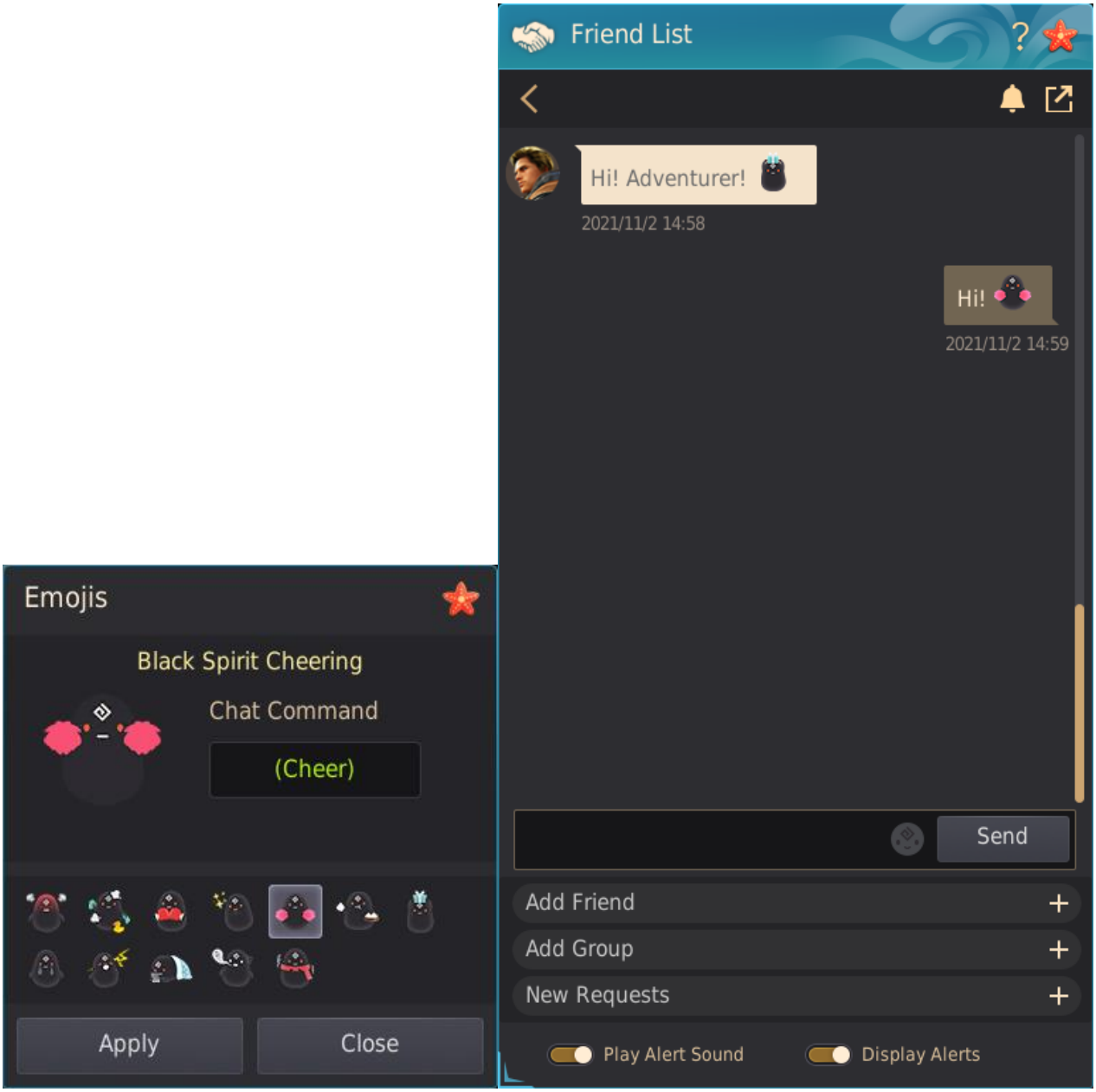
- Added a UI that shows what graphics settings will be applied when using a quick graphics setting.



● Added emojis to the 1:1 Chat in the Friend List (N) window.

- Press the ( ) button while in a 1:1 Chat with a friend in your Friend List to select and use the emojis.

* However, you must own the emojis to use this function.



● Changed the mount icon in the top left corner to the screen to always be displayed to make it easier to discern the state of your mount.

- The mount icon will always be displayed for Lv. 10 or lower characters.

- If the mount died, the mount icon will remain and guide Adventurers on how to resurrect their mounts.

* Clicking on the following icons will lead you to the closest stable.

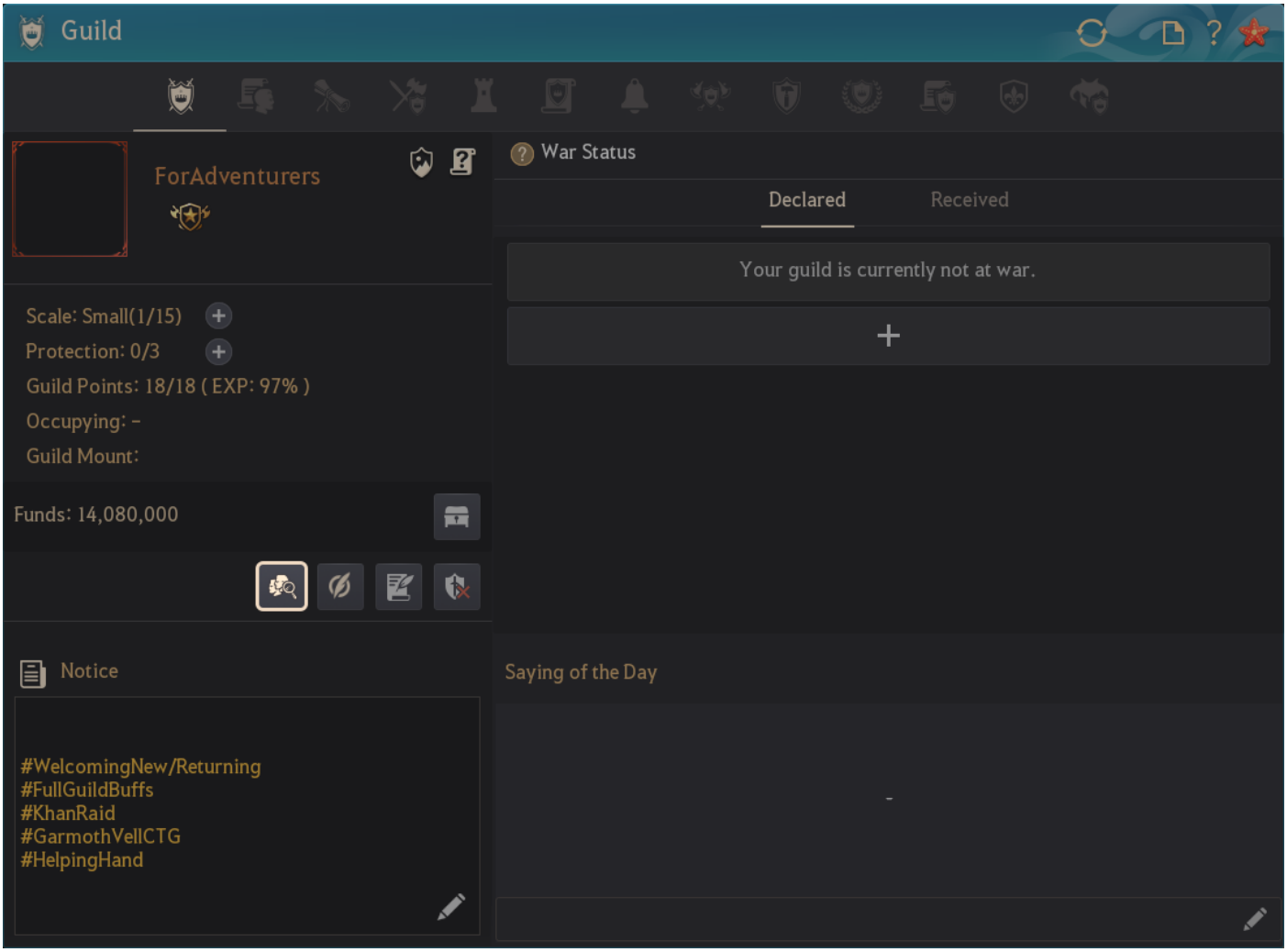
▲ When no mount was taken out

▲ When the mount has died

● Added the UI that allows you to recruit party/platoon members from within the guild easier.

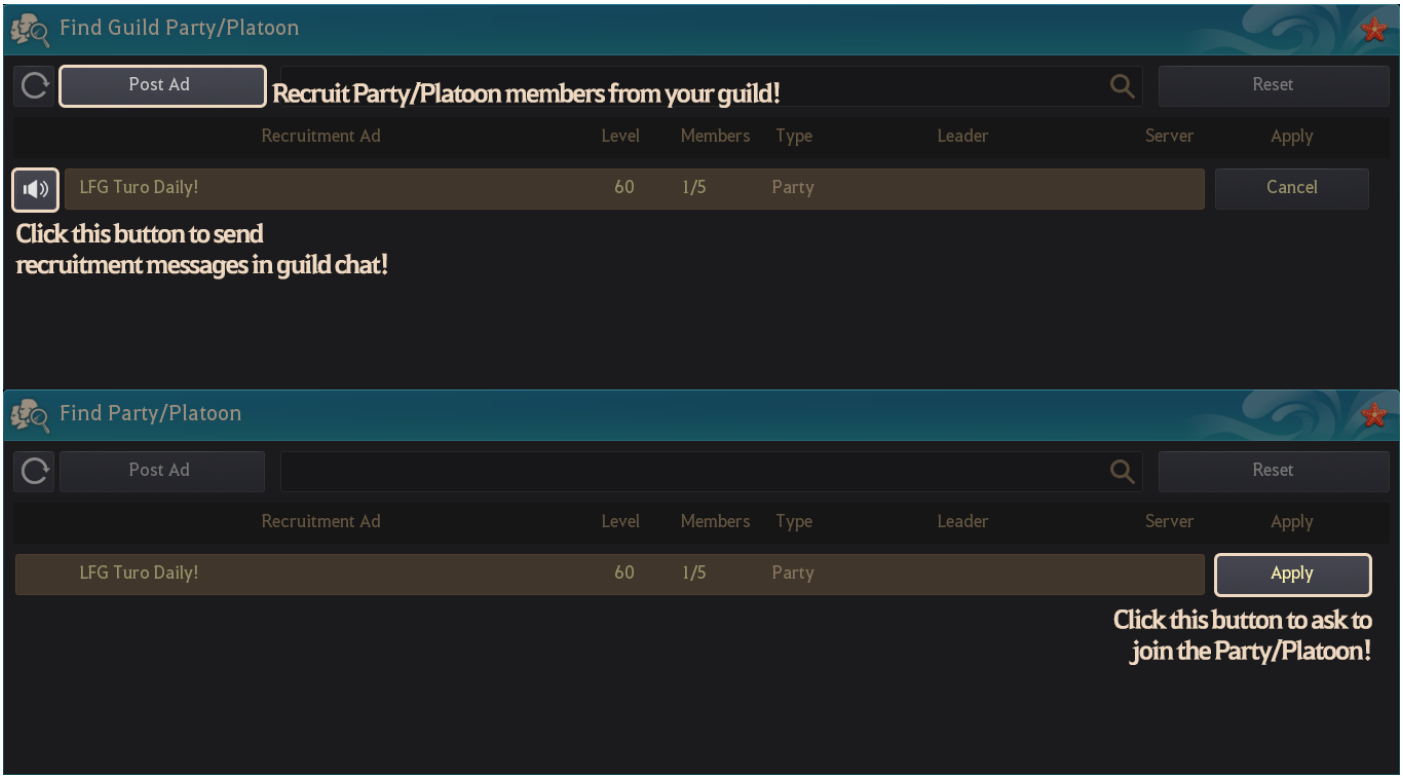
- You can create a party/platoon through the Guild (G) window by clicking on the Party/Platoon Recruitment button.

* The created party/platoon will only be displayed to your guild members.

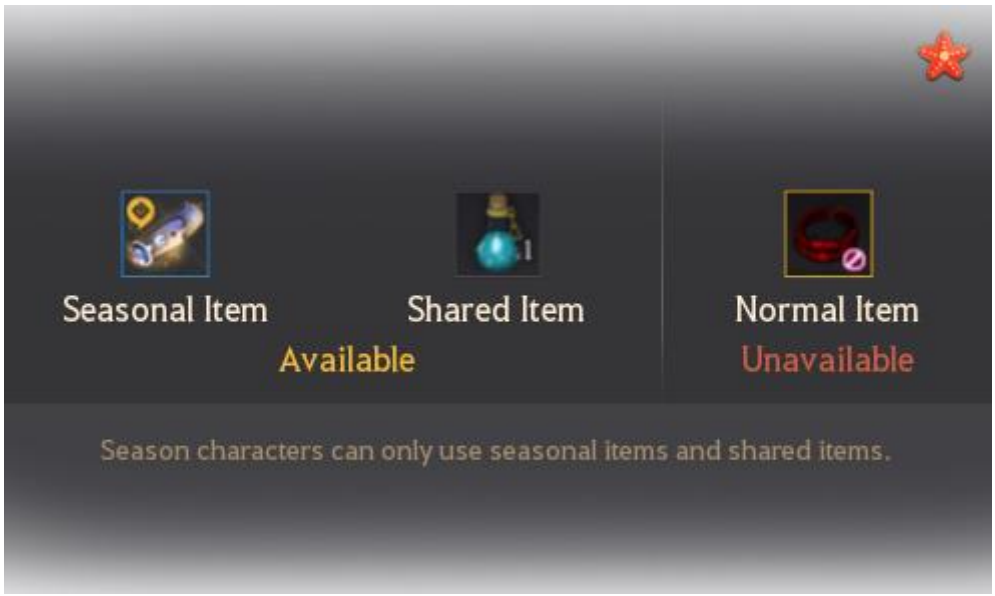


- A party/platoon recruitment message and number of members will be posted on your guild chat when you click on the promote button.

* Adventurers can click on the message to apply to the party/platoon.



● Added a message UI showing how to differentiate items that can and cannot be used by season characters when attempting to use an item that season characters cannot use.



● Added and changed the following for the Progression Pass on the gamepad UI.

- Added an in-game banner on the right-hand part of the menu that will enable you to check and use the Progression Pass.

- Added a function that allows you to check notifications through the Progression Pass icon on the upper right of the in-game screen when Progression Pass content is first available, or when there are rewards you can obtain from completing Progression Pass objectives.

● Fixed the issue where the text goes beyond the UI space on the Select Dye (J) window.

● Added a function that allows you to check the writer of the post when you hover your mouse over the scroll that takes you to the Adventurer's Board from the Progression Pass UI.

● Realigned the icon on the Guild Info button on the Guild window (G) to be centered.

● Changed the "Navigate" text to "Navigate/Cancel", which is displayed on the key guide in the bottom right corner of the World Map in gamepad UI mode.

● Changed the Settings UI to be hidden for a moment when showing the preview of the Simple Settings by PC Specs UI.

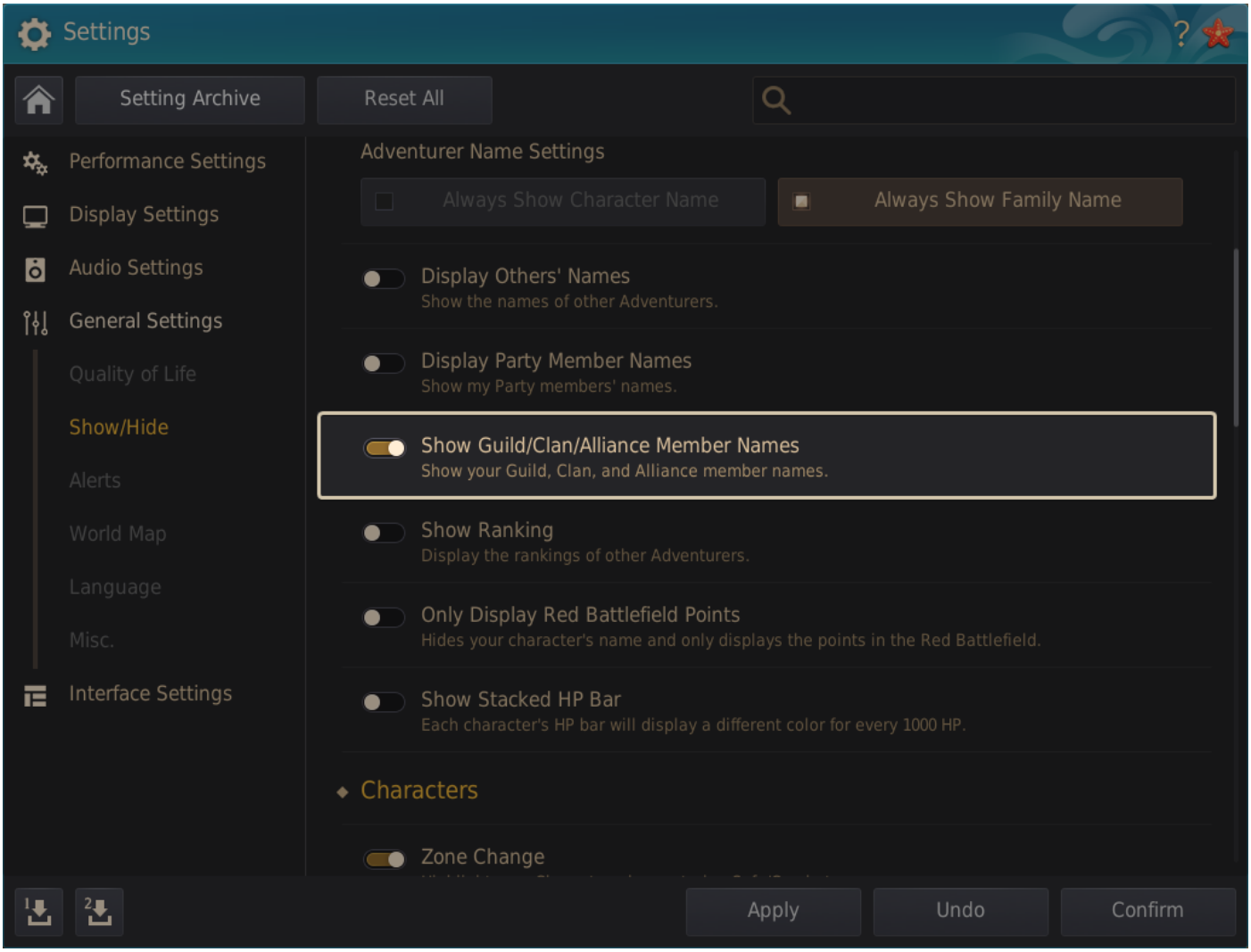
● Reverted the loading screen to the previous image.

● Reverted the Halloween clip that plays in the background for log-in and server selection screens back to the previous clip.

● Expanded the area on the Season Special Gift UI where the description is.

● Adjusted the location of the description text on optimization displayed on the Settings (ESC) UI.

● Changed the Show Guild/Clan Member Names function in the General Settings window of the ESC (New) Menu to now toggle the names of Alliance members as well. The name of this function has been changed accordingly.



● Changed the Black Spirit's Safe icon on the lower right-hand corner of the screen to now light up after closing the Today's Rewards notice.

● Added the Ancient Spirit Dust item to the Aakman Temple's loot table listed in the Item Drop UI.

● Added a camera settings interface to make it easier to adjust the camera location and distance in gamepad UI mode.

- Hold the R stick on the gamepad to open the Adjust Camera UI.

● Changed the gamepad key guide for Node/Conquest War-exclusive mounts so it appears on the lower right-hand corner of the screen for gamepad mode.

● Added the function to save custom colors in the Color Palette for hair/gear (outfit) customizations in the Dye (J) and Beauty Album (F4) windows.

- Open the Color Palette UI, then press the Save Color button to save the desired color.

- These saved colors will remain even after changing servers or disconnecting from the game. You can use them for dying your character's hair or gear (outfit) whenever you please.

● Changed the residence icon to not be displayed when you only own the Blue Maned Lion's Manor.

● Changed the command for switching to your Family Inventory on the Inventory UI from pressing RT to pressing and releasing RT in the gamepad UI mode.

● Fixed the issue where the background for the area of the Adventure Log's citation button would appear abnormally.

● Changed the item drop information of the "Gatekeeper" monsters of the following monster zones to not be displayed on the Item Drop Information UI.

Monster Zones	Item Drop Info Changed to Not Be Displayed
Crescent Shrine	Black Spirit's Claw Piece Yona's Fragment Intricately Patterned Mystical Shard Gold Bar 10G
Desert Naga Temple	Black Magic Crystal - Vigor Black Spirit's Claw Piece Intricately Patterned Mystical Shard Gold Bar 10G
Titium Valley	Black Magic Crystal - Precision Black Spirit's Claw Piece Intricately Patterned Mystical Shard Gold Bar 10G

Cadry Ruins	Black Spirit's Claw Piece Intricately Patterned Mystical Shard Gold Bar 10G

● Changed the time to be displayed in groups of two digits (00:00) when using the 1:1 Chat with a friend.

● Changed the icon for the Black Desert Video Guide button on the upper right of the screen.

● Added a key guide for the Close Window option on the bottom of the Progression Pass Objectives UI in gamepad UI mode.

● Changed the switched equipment to only be displayed on the Dye UI when switching equipment through your Inventory on the Dye (J) window.

● Added a new UI theme befitting the winter season.

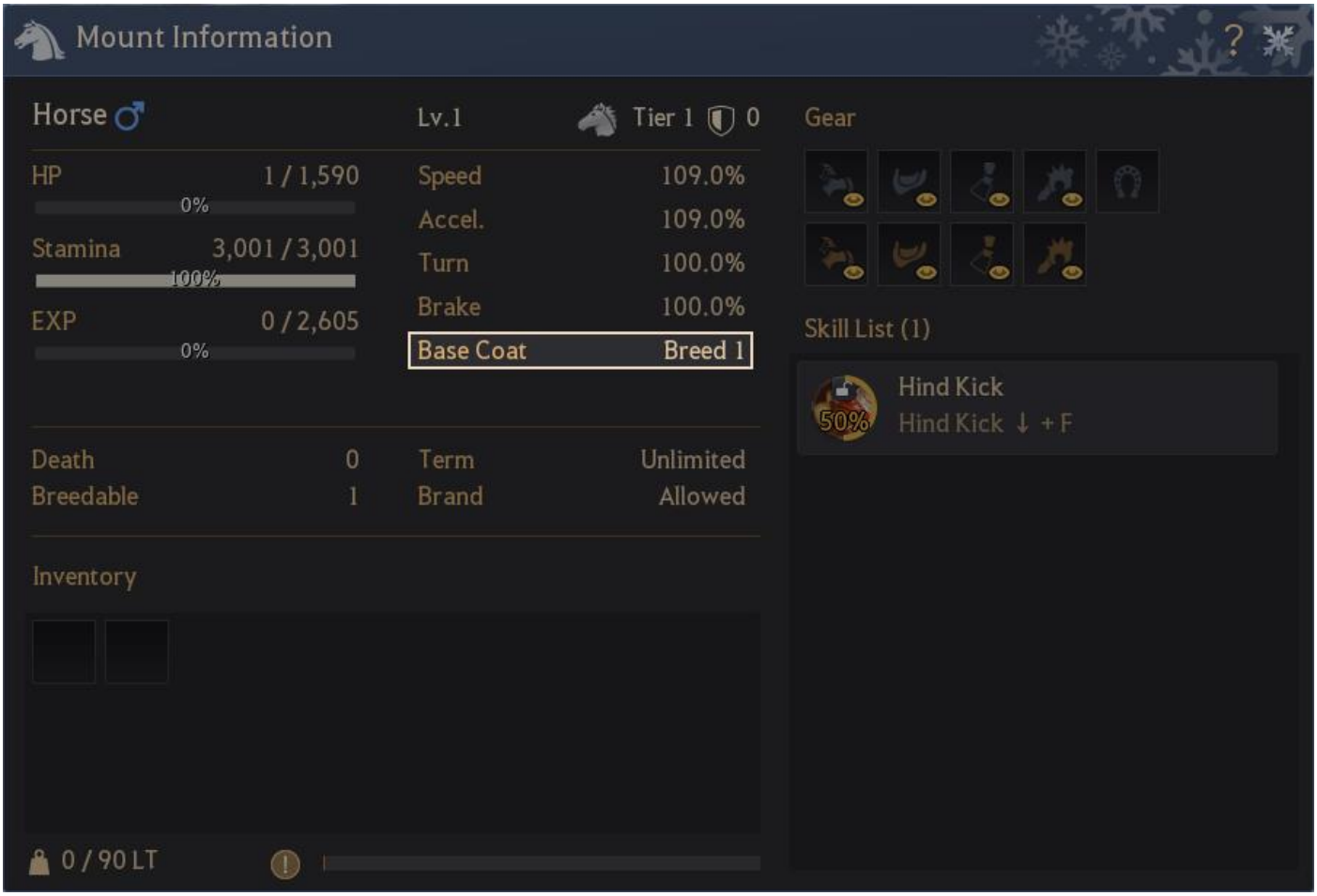
- When you log in for the first time, you will see a pop-up suggesting you switch to the new UI theme.

- Go to (New) Menu (ESC) - Settings (F1) - Misc. to select the new theme.

● Added info regarding appearances by mount tier when checking your horse's mount information.

- The appearance info will be displayed as a breed number depending on the appearance of the relevant horse within its tier.

* However, certain horses with fixed Lv. 1 skills do not have appearance info.



- Accordingly, you can differentiate the appearances of horses by their breed number within its tier. The breed number is decided within its tier, so even if they have the same breed number, the appearances differ if they are of different tiers.

Tier 1 Breed 1		**Tier 6 Breed 1**		**Tier 8 Breed 1**	

● Improved so that you can set the number of Old Moon Boss Seals you want to exchange for the following items.

- Ancient Spirit Dust x20

- Magical Shard x3

- Marni's Unstable Fuel x2

● Changed the TIP text color on the bottom left of the ingame screen to yellow.

● Fixed the issue where your Gosphy would sometimes not pick up items properly.

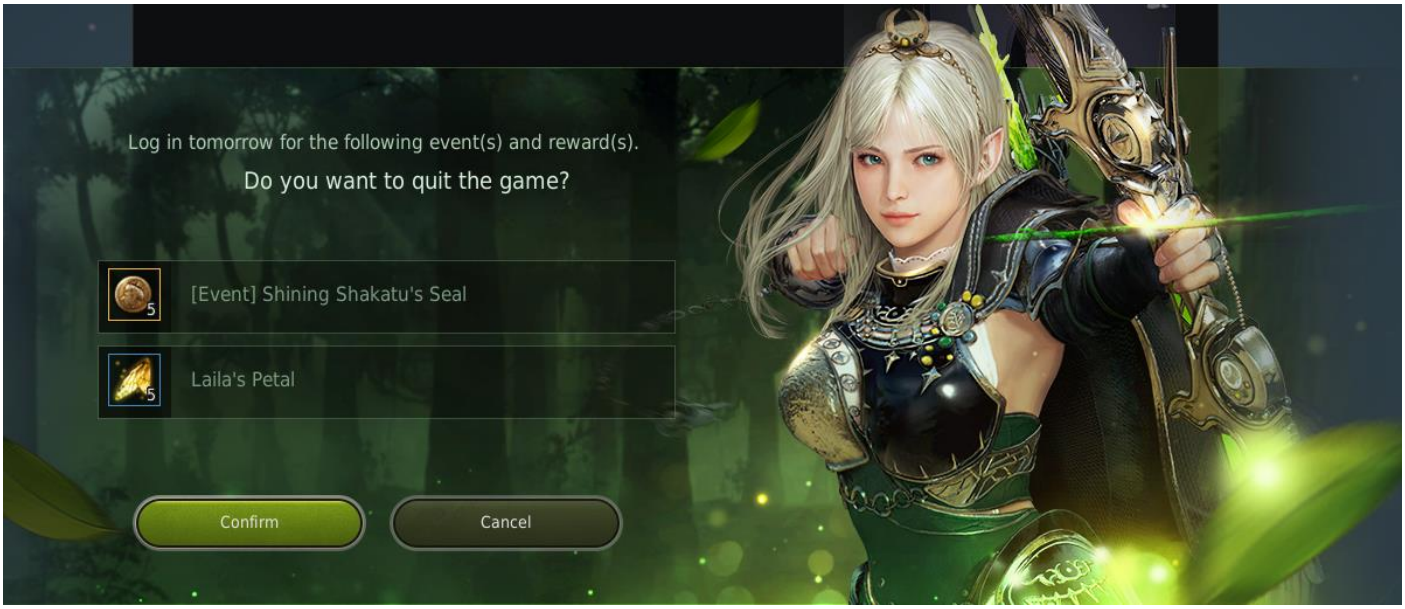
● Changed guild names on the Conquest Status UI to be displayed in a bigger font.

● Changed to display a notification when the person you send a guild invite to cannot join the guild.

● Added the key guide for "Automatically use Sprint" in the bottom right of the screen when your character is on a mount for Gamepad UI mode.

● Added a UI so that you can check the probability for the obtainable skills when exchanging pets.

● Changed the End Game UI from the ESC(New) Menu -> Settings(F10) -> End Game to display the new appearances of classes.



● Changed so that you can always press the Copy button when using the Item Copy UI.

- However, when you are not able to use the Item Copy function, you will get a notification on when you can use it.

* To use the Item Copy function, you must complete [Marni's Suspicious Device] consecutive quests from the Black Spirit's (,) Suggested quests with a Lv. 56 or higher character and the character you want to copy items from and the character you want to copy items to should be linked via the Tag Character function.

● Improved so that you can easily check the location of objectives with the addition of a Navigate button for certain Season Pass objectives.

● Changed the color of the completion reward icons for incomplete objectives from black-and-white to color.

● Changed to an integrated design for the Chat Window Settings UI.

- Added Select All and Deselect All buttons to the Chat Window Settings UI.

- The currently applied filter will be highlighted when you adjust the Chat Color Settings.

- System chat will automatically be activated when activating the following categories even when you don't manually activate system chat.

● Improved the usability of the Chat UI.

- Changed to apply transparency settings immediately to the Chat UI when adjusting transparency of chat windows via the Chat Window Settings UI.

- Improved so that you can adjust transparency for each chat window even when they overlap, without having to separate the chat windows.

● Slightly adjusted the length of the Storage per Territory area of the screen on the Nearby NPC UI.

● Added a notification text that will be displayed when selecting a menu from the ESC(New) Menu that you cannot use.

Resolved Issues

● Fixed the issue where the portrait of the wild horse could overlap with the message that appears to provide registration guidance when registering it.
● Fixed the issue where the background in Atoraxxion: Vahmalkea - Vaha’s Heart appeared abnormal.
● Fixed the issue where your character would get stuck abnormally in certain locations of the following areas:
- Waragon Nest
- Atoraxxion: Vahmalkea – Vaha’s Heart
- Atoraxxion: Vahmalkea – Vaha’s Head
- Stonetail Wasteland
● Fixed an issue where guild promotion priorities apply only to certain servers.
● Fixed the issue where the point of view would appear abnormal when spectating in the Atoraxxion boss room.
● Fixed the issue where the Observe Mode UI and Skill Guide UI would overlap in Atoraxxion: Vahmalkea - Vaha's Cradle.
● Changed the progress to not reset when a player dies 5 minutes into battle during the 'Rapscallions of the Sea' Corsair awakening quest.
● Fixed the issue where the Guild Invitation UI would be displayed when inviting adventurers to a clan through the chat window.
● Fixed the issue where the effect would remain unnaturally when moving the same item from your Inventory to the Warehouse all at once.
● Changed the system message to appear in accordance with the situation when trying to purchase a worker through Worker Exchange.
● Fixed the issue where you couldn't change your group name or delete groups from the Friend UI from time to time.
● Fixed the issue where the content of the 1:1 Chat window would appear abnormal after loading when you select a character, change servers, etc.
- Deleted the existing abnormal content of the chat.
● Changed the notification window for obtaining rewards from a box you select to appear in front of the Select Your Reward UI so that you can properly make adjustments when using the Gamepad UI.
● Fixed the issue where the CI would not be displayed when you first run the game after installing it.
● [Corsair] Fixed the issue where errors occurred when a summon attacked during certain Awakening skills.
● Fixed the issue where the tooltip for the icon on the upper right of the Guild Rank window would appear abnormally.
● Fixed the issue where certain backgrounds of the Oquilla's Eye would appear unnatural.
● Fixed the issue where the sound effects for the intro clip and Kzarka cut scene were still on after turning it off from the settings.
● Fixed the issue where the number of Marni's Stones would not refresh when setting the Marni's Stones on the Item Count window from which you can check the number of collected items such as loot or Marni's Stones.
● Fixed the issue where you couldn't check the number of collected items from the Item Count window when using the Gamepad UI.
● Fixed the issue where you couldn't instantly use an item as soon as it finishes its cooldown.
Fixed the issue where the interaction to loot items off dead monsters would remain even after the monster was looted
● Fixed the issue where the UI appeared abnormal when opening Custom Settings from the Settings menu.
● Fixed the issue where you could meet the Black Spirit Pass requirements with a normal character.
● Fixed the issue where a description would not appear on the Reset button when searching on the Central Market sale tab.

● Fixed the issue where the effect when placing items to be combined in the Inventory (I) does not appear.
● Fixed the issue where attempting to accept Season Pass rewards without any empty slots in your inventory would make items appear abnormally.
● Fixed the typo on the description for the waiting time when changing servers.
● Fixed the issue where the tooltip would keep reappearing when hovering your mouse over the Obtain Black Spirit's Adventure button.
● Fixed the issue where changing the appearance of your Berserker's forehead after wearing [Event] Pirate Bandana would make it look unnatural.
● Fixed the issue where a scroll wouldn't appear when the description on the Guild Skill UI was long.
● Fixed the issue where the following outfit would appear abnormal in certain situations:
- [Hashashin] Marine Romance, [Sage] Marine Romance outfits
● Fixed the issue where a notification would be displayed to a guild member on another server when logging out in Privacy Mode.
● Fixed the issue where the Dark Rift icon would be highlighted again even after checking the Dark Rift via the icon on the bottom right when pressing the Challenge and Knowledge icons.
● Fixed the issue where your character would move to an unusual location in certain areas of the Serendia territory.
● Fixed the issue where certain areas of the Oquilla Coast would appear abnormal.
● Fixed the issue where the scars would appear abnormal when changing the appearance of your Striker's head by equipping the [Striker] Burning Soul (Scarred) Helmet.
● Fixed the issue where some notes wouldn't load in Zoom In mode on the Compose/Score window.
● Fixed the issue where your character's appearance would appear abnormal when wearing the following outfits:
- [Hashashin] Marine Romance Hat
- [Shai] Coco Hat
● Fixed the issue where exchanging Predator's Roots for Valtarra's Flame, Okiara's Tide, Narc's Lightning, or Seed of Void would fulfill the objectives for the quest "[Elvia Daily] The Power of Three Ancient Spirits."
● Fixed the issue where your character's hair would appear abnormal in particular graphic qualities upon equipping [Sorceress] Yianaros and [Nova] Yianaros helmets.
● Fixed the issue where [Event] Leebur summoned at the dark rift wouldn't return to its original position after leaving its combat range.
● Fixed the issue where certain items would disappear when selling the same item on the Central Market while holding the Rich Merchant's Ring.
● Fixed the issue where your character's hair would appear abnormal in certain situations when wearing the [Archer, Hashashin, Sage, Corsair] Marine Romance Hat.
● Fixed the issue where characters would move abnormally in specific locations in the Tuir Valley.
● Fixed the issue where Lekrashan would sometimes not be inflicted with damage in the Juur Sea.
● Fixed the issue where certain parts of the [Lahn] Desert Camouflage/Treant Camouflage main weapon and sub-weapons could not be dyed.
● Fixed the Monster Rank to not show categories that are not totaled in the Kzarka ranking.
● Fixed the issue where the camera did not function properly in certain situations when previewing the Witch class outfits.
● Fixed the issue with the awkward motion that appeared when previewing Premium Sets in awakening stance within the Pearl Shop (F3).
● Fixed the awkward text in the quest summary of the O'dyllita sub-quest "Task 2: [Crossroad] Indiscriminate Attack - Combat."
● Fixed the issue where the Guild Advisor could not get items from the guild mount's Inventory.
● Fixed the issue where clicking on the speech bubble that appears on the Central Market notification that pops-up in the bottom right corner of the screen opened an abnormal page.
● Fixed the issue where Atoraxxion - Vahamalkea could be accessed without Talibre's Tear by using Lafi Bedmountain's Upgraded Compass.
● Fixed the issue where opening the Pearl Shop (F3) while on a mount and pressing the Top-up button would sometimes cause the game try reconnecting.
● Fixed the issue where objects inside the residence occasionally appeared as if they were not set up if you used the numeric keypad to install a chandelier, wall, and floor material.
● Fixed an issue where the Skill Guide UI displayed abnormally in certain situations.
● Fixed the issue where two interaction options were displayed overlapping each other when interacting with the Stellagia during the "[Atoraxxion] Forgotten Vow" quest.

● Fixed the issue where the vegetation of the island near the Oquilla Coast would appear abnormal.
● Fixed the issue where your character could move to an abnormal location while using the Team Battle content.
● Fixed the issue where you couldn't properly Exchange Marni's Stone when the collected Marni's Stones in the Inventory (I) were located behind those that were not collected.
● Fixed the issue where some of the letter-like UIs that you can check by pressing RMB on your Inventory (I) would be abnormally proportioned.
● Fixed the issue where pressing the In Registration Queue category on the Central Market would have no effect when you had no items in the category.
● Fixed the issue where the item description wouldn't appear in the In Registration Queue category on the Central Market.
● Fixed the issue where using skills in certain parts of the Tooth Fairy Forest would cause the terrain to display abnormally.
● Fixed the way Yaz's camera moves while proceeding with the quests "Misty Foresight" and "The Essence of Water."
● Fixed the issue where the warehouse processing button wouldn't display in a city/town without a Central Market Director while having equipped the Venecil Dress or Karki Suit Outfit Set.
● Fixed the issue where resetting the Edit UI window in a Safe Zone would cause the Skill Guide to open.
● Fixed the issue where the sounds of other Adventurers playing a Mystic character were displayed louder than normal while using Black Spirit's training.
● Fixed the issue where accuracy rate was not being properly applied under certain circumstances during Node/Conquest Wars.
● Fixed the issue where the size of the interface would appear abnormal when presetting the interface after adjusting its size from the Edit UI window.
● Fixed the issue where the information on the Item Count UI wouldn't refresh properly when pressing RMB on the loot or Marni's Stone, etc.
● Fixed the issue where the character's outfit would appear abnormal when wearing [Witch] Labreve Shoes or [Witch] Blackstar Armor together with certain outfits.
● Fixed the issue where a key guide for the Warehouse would appear on the Storage window in a town that doesn't have a Warehouse when using the Gamepad UI.
● Fixed the issue where the creator's name of PEN (V) enhanced gear wouldn't display after being reformed from the Inventory (I).
● Fixed the issue where the text regarding the creator of PEN (V) enhanced gear would be displayed in the Horse Gear Info via the Mount Information window if said character had said gear equipped.
● Fixed the issue where the World Map (M) would be displayed dark when applying Territory Resource Information filter after checking information on Node Wars from the World Map(M) UI.
● Fixed the issue where only the Resurrect at the Closest Town button would be displayed when your character dies in a Conquest War territory in another server when a Node War is in progress.
● Fixed the issue where the following UIs would be set to the Season: Summer UI theme, regardless of what theme you set for the UI.
- Sell Items UI via a Storage Keeper NPC
- Barter UI
● Fixed the issue where the creator would not be displayed for items on the Load Cargo UI for ships.
● Changed the text that is displayed when you don't have any items to sell when trying to sell items via a Storage Keeper NPC to read more naturally.
● Fixed the issue where the icon for the enhanced item would not be displayed on the Enhancement UI upon successful enhancement of PEN(V) enhanced gear.
● Fixed the issue where you couldn't use the 1:1 Chat function on the Friend List(N) after leaving a guild.
● Fixed the issue where the rotating function for objects during Placement mode of the residence wasn't working properly.
● Fixed the issue where you couldn't open the Central Market Warehouse while using the Processing window in Storage for Gamepad UI mode.
● Fixed the issue where the Guild Boss wouldn't return to its original position after leaving its combat range.

● Fixed the issue where a system message for awakening weapons would appear without equipping an

awakening weapon even when another UI is displayed when using the Gamepad UI.

● Fixed the issue where toggling Combat Focus Mode off would alter your UI and hide your Quick Slots.

● Fixed the isuse where the icon for the DUO (II) Naru Earring listed as a reward in the Season Pass window wasn't displaying its enhancement level.

● Fixed the issue where you could obtain an extra copy of Atoraxxion - The Last Tome from talking to the Black Spirit (/) while it was already equipped.

● Fixed the issue where the feathers weren't displaying properly when equipping the [Nova] Venslar Shoes.

● Fixed the issue where the underwater background in Atoraxxion: Sycrakea appeared abnormal.

● Fixed the issue where certain areas of the background in Oquilla Coast appeared abnormal.

● Fixed the issue where damage would be applied abnormally on Sycrakea monsters on the Season server.

● Fixed the issue where mass processing materials that do not stack in your Inventory would stop when a message window appears.

● Fixed the issue where the music changed in certain areas of Hystria Ruins.

● [Berserker] Fixed the issue where his hand would appear while standing idle with his awakening weapon while wearing the Glorious Shudad or Kibelius outfits.

● [Dark Knight] Fixed the issue where her hair would appear abnormal with the 6th hair type.

● Fixed the issue where the Adventurer's karma would not drop when using forced PvP (ALT + C) and the target gets killed by the DoT damage of the item, Venom Trap.

● Fixed the issue where the "Exchange" button did not appear even though there were completed Marni's Stones in your Inventory (I).

● Fixed the issue where the name of the dye displayed on the palette was different from the actual dye used in the Dye window (J).

● Fixed the issue where the Phantom of Sherekhan appeared abnormal during the quest "The Sherekhans' Approval."

● Fixed the issue where you couldn't obtain the [Combat EXP +20%] 30 min - Energy Burn buff from the Black Spirit (,).

● Fixed the issue where some of the topography in Atoraxxion: Sycrakea appeared abnormal.

● Fixed the issue where a Shai would summon a Florchestra instrument and play it, but it would appear like the Shai is using a Beginner instrument to other Adventurers.

● Fixed the issue where the skill list appeared abnormal when clicking on the scroll bar in the Skill (K) window then use the mouse wheel to scroll.

● Fixed the issue where the scroll bar on the list of horses in the Stable on the Character List window appeared abnormal.

● Fixed the issue where Shai would still be there even after the performance in which you summon Shai and play ais over when you summon Shai and play a certain instrument.

● Fixed the issue where switching servers from a season server to a normal server would also change your character to a different character in your family.

● Fixed the issue where your Guild History would not update properly in the Journal of your My Information (P) window and the Guild (G) window.

● Fixed a typo in the quest summary of "Mysterious Painting 3: Truth Behind the Painting."

● Fixed the issue where the dialogue about handing over the battle axe and florang would both be displayed during the quest "Old Moon's Resplendent Main Weapon: [Season] Offin Tett" when trying to hand over a battle axe.

● Fixed the issue where the quest "Old Moon's Resplendent Main Weapon: [Season] Offin Tett" did not allow you to proceed with a florang.

● Fixed the issue where the Old Moon Grand Prix records and rankings did not refresh.

● Fixed the issue where the Shai's leg would go through the outfit when standing on steep ground with the [Shai] Fairy Jackie outfit equipped.

● Fixed the issue where the stockings would disappear when wearing the [Ranger] White Owl Outfit Set.

● Fixed the issue where the text that appears on the button for the Main Node function you can use when you occupy at least 2 Nodes was displayed abnormally.

● Fixed the issue where the purchase limit reset timer for Node War Vendors would be displayed abnormally in certain situations.

● Fixed an issue where certain NPCs for the Marni's Spooky Playground event were missing.

● Fixed the issue where Shai would still be there even after the performance in which you summon Shai and play a certain instrument is over.

● Fixed the issue where you could use J's Hammer of Loyalty on boss gear obtained through the "[PEN (V) Boss Gear]: The Best Deal" quest.

● Fixed the issue where you could claim objective and completion rewards in the Progression Pass more than once. **(Added)**

* The Nov 3 (Wed) maintenance will remove any rewards that were claimed more than once.

● Fixed the issue where the following areas had abnormal backgrounds:

- Calpheon Northwestern Outpost

- Oze's House

● Fixed the issue where certain terrain in Atoraxxion: Sycrakea hindered the movement of characters.

● Fixed the issue where the description pertaining to the item during the quest "Memorial Service for the Fallen People" were not progressing.

● Fixed the issue where the crafter's name would appear abnormally when comparing gear of mounts in the Inventory (I).

● Fixed the issue where the instant resurrection item selection UI did not close after an item was selected in the gamepad UI mode.

● Fixed the issue where reward mail were being sent when an Adventurer joined a guild as a War Hero.

● Fixed the issue where the game wouldn't run properly when certain buttons were pressed in the Character Creation window in the gamepad mode UI.

● Fixed the issue where you couldn't store Marni's Stones that hold the max number of samples.

● Fixed the issue where the number of samples stored in each of the Marni's Stones changed when sending them to Storage by using the Maid/Butler Group Command.

● Fixed the issue where the number of skills on the right side of the Mount Information window appeared abnormal when attempting to do Courser Training through the Stable Keeper.

● Fixed the issue where Adventurers were getting Inventory +2 Expansion x1 less through the simplified quests compared to the Main Quest.

● Fixed the typo in the quest summary of "[Weekly] Lucretia's Ruby."

● Fixed the issue where an exploration point that cannot be interacted with in Bambu Valley was being displayed.

● Fixed the issue where the keywords for the Drying: Skilled Knowledge and the Filtering: Skilled Knowledge were switched.

● Fixed the issue where a guild could gain more than the max guild points.

- Adjusted the guild points of guilds that have more than 2002 guild points to 2002 guild points.

* Guilds can learn all the guild skills without reaching the max 2002 guild points.

● Fixed the issue where the Crafter would be displayed on certain Pearl Outfits.

● Fixed the issue where the appearance of [Kunoichi] Ayo Outfit would look abnormal when its durability is low.

● Fixed the issue where the "Auto Arrange" was displayed differently in the Storage Sell Item function in the gamepad mode UI.

● Fixed the issue where the [Nova] Marnist Outfit appeared unnatural on certain body types.

● Fixed the issue where the quest "[Grad. Support] Fughar's Secrets to Success" that was available for 2020 Autumn Season server graduates was being displayed for Adventurers that cannot accept the quest.

● Fixed the incorrect required item listed in the Progression Pass "[Subjugation] Defeat 10 Kratuga Ancient Ruins Monsters" description to enter Kratuga Ancient Ruins.

Before	After
Black Spirit's Claw	Black Spirit's Claw Piece

● Fixed the issue where a defeated seagull in Velia would spin on the ground.

● Fixed the issue where character motion would appear abnormal in certain areas within Atoraxxion: Sycrakea.

● Fixed the issue where the DP debuff would not be applied for a moment when the light explosion occurs in the Orc Camp in Elvia Realm Serendia.

● Fixed the issue where the minimap would not rotate when using auto-navigate function on the Barter UI with the 3D minimap, even though the Rotate Minimap setting is activated.

● Fixed the issue where the World Map would not close with the hotkey when the "Close UI When Hit" option is deactivated and your character dies with the World Map open.

● Fixed the issue where the Central Market window would appear again when it was first opened by clicking the button in the bottom right corner on the World Map (M) window then use a different function then closing the window.

● Fixed the receive reward buttons that were being displayed abnormally for each of the categories in the Progression Pass UI.

● Fixed a typo on the item descriptions of [Maehwa] Kyrill Blade and [Ranger] Lahr Arcien Dagger (R).

● Fixed a typo on the item description and pop-up message that appears after right-clicking on the Gift Box Full of Memories.

● Fixed the awkward text in the item descriptions of Life Buff Box and Faintly Resonant gear.

● Fixed the issue where the Login Reward UI would not be displayed on the following day when one of the categories of login rewards was completed.

● Fixed the issue where the RGB dye info of outfits would disappear when stored in the Patrigio's Apparel Bag.

● Fixed the issue where the navigation for the quest "A House that No One Lives in" appeared abnormal.

● Fixed the issue where characters that selected the first questline of Serendia could not get the quest "[Repeat] Exterminate the Nagas."

● Fixed the issue where the camera did not move when the trade item was clicked on the Barter Information UI in the World Map (M) window.

● Fixed the issue where the Creator's names were not being displayed on certain items.

● Fixed the issue where the description for the Knowledge on the Runn Light Fragment would appear differently.

● Fixed the issue where the end dialog for the [Manor] Runn Light Fragment quest would be awkward.

● Fixed the issue where certain guilds could not install Node Forts in Node Wars.

● Fixed the issue where the vegetation and gathering resources in Gorgo Rock Belt, Glish, and Forest of Seclusion appeared abnormal.

● Fixed the issue where storing Marni's Stones in Storage would cause their item icons to appear abnormal.

● Fixed the issue where an abnormal system message would display upon accepting the "The Fate of a Friend" quest.

● Fixed the issue where the "Top 5% Ranking for Contributions to the Guild's Victory" in Node/Conquest War was including additional Adventurers that did not actually fulfill the 5% ranking.

● Fixed the issue where the Saunil Siege Captain's dark portal, summoned using the Ancient Relic Crystal Summon Scroll, displayed abnormal visual effects.

● Fixed the issue during Manor Place Mode where you could install walls/floors without buying them first.

● Fixed the issue where you would suddenly disconnect from certain servers.

● Fixed the issue where certain monsters of the Orc Camp in the Elvia Realm would re-spawn at a different rate compared to other monsters in the Orc Camp.

● Fixed the issue where monsters at the Altar Imp Habitat in the Elvia Realm would sometimes appear inside of objects on the ground.

● Fixed the issue where the area around the Rock Post would appear abnormal on the minimap.

● Fixed the issue where the skill guide and "How to control a Cannon" guide would overlap when you mount a cannon to fire.

● Fixed the issue where the helmet would not maintain its dye when equipping certain [Shai] equipment.

● Fixed the issue where the guard protecting the "Old Moon's Secret Stash" was blocking the road.

● Fixed the issue where the description displayed when interacting with the "Old Moon's Secret Stash" would be incorrect.

● Fixed the issue where the Create Season Character UI would be displayed when creating a premium character after graduating.

● Fixed the issue where you couldn't use the Use Cron Stone button after using the Courser Training function in gamepad UI mode.

● Fixed the issue where the description on the number of guild alliance members would appear abnormally when checking the Guild Alliance tab on the Guild (G) window the guild is not in an alliance.

● Fixed the issue where the icons of Stabilized Magical Black Stone, Cleansed Magical Black Stone, and Pure Magical Black Stone were not displayed on the Crafting Notes (F2) window.

● Fixed the issue where the Skill Demo UI would not close when your character dies while the Skill Demo function is activated on the Skill (K) window.

● Changed to check the box for "J's Hammer of Loyalty" on the Enhancement UI when it gets selected.

● Fixed the issue where certain dyes would appear unnatural on certain parts of the [Tamer] Marnist Armor.

● Fixed the issue where the gloves part of the [Ranger] Valoren Outfit would not be displayed.

● Fixed the issue where the color for certain occupied territories would be displayed abnormally with the Node filter on the World Map (M) UI.

● Fixed the issue where the visual effects of certain summon skills wouldn't be displayed on the Arena of Arsha Tournament streaming screen and re-play screen.

● [Lahn] Moon Dance - Fixed the Defensive Icon to match its skill description.

● [Nova] La Orzeca Armor - Fixed the issue where switching to Awakening after equipping the armor wouldn't display its effects.

● Fixed the "Activate" button for the Faded Ancient Relic when using awakened summon scrolls to match your current UI theme.

● Fixed the issue where descriptions that displayed when hovering your mouse over the icons on the upper right-hand side of the Crafting Notes page would sometimes be hidden by the UI.

● Fixed the issue where attempting to use Horse Emblems that can no longer be used at the Stablekeeper would display irregular text.

● Fixed the issue where certain parts of the background in Cyclops Land, Alejandro Farm, and Balenos Mountains appeared abnormal.

● Fixed the issue where parts of your character's outfit wouldn't stop flickering when attempting to dye (J) their gear and/or outfit.

● Fixed the issue where you couldn't perform alchemy repeatedly if you required more than two unstackable ingredients in your inventory when using an alchemy tool after installing it in your residence.

● Fixed the issue where the Recently Used section of the (ESC) New Menu would be highlighted upon opening the menu for the first time right after logging in.

● Fixed the issue where using "Reset All" to reset all game settings to default wouldn't revert Game Window settings to Full Screen.

● Fixed the issue where target practice monsters in the Battle Arena would sometimes move awkwardly after getting hit with certain debuffs.

● Fixed the issue where the health of Ogres would sometimes reset while you were fighting them in Mansha Forest.

● Fixed the issue where the cutscene wouldn't play when talking with Norma Leight for the first time.

● Fixed the issue where opening UI that fills the whole screen, such as Skill Demos, would prevent your Fairy's auto-recovery function from activating correctly.

● Fixed the issue where certain functions in the ESC (New) Menu were activating abnormally for Gamepad UI mode.

● Changed the end dialog of the following quests to a text that explains when you can proceed with the subsequent levels of the questline.

Quest

[Elvia Co-op] Kzarka: Barrier of Infestation I [Elvia Co-op] Kzarka: Barrier of Infestation II	[Elvia Co-op] Kzarka: Barrier of Infestation III [Elvia] Kzarka: Barrier of Infestation IV

● Fixed the issue where your character would be immune to "heatstroke" and "hypothermia," desert illnesses, in Tyrant's Hill

● Fixed the issue where an unnatural text would be displayed when opening [Warrior] Goyen Premium/Classic/Awakening Sets and [Warrior] Goyen Classic Set (7 days).

● Changed the item description of Fertile Oil-Rich Soil that guided Adventurers to Keplan to Calpheon.

● [Wizard/Witch] Absolute: Blizzard - Fixed the issue where the skill's effects appeared abnormal.

● [Ranger] Fixed the issue where equipping the Gotha Rensa Armor with Sylvia Shoes would remove the shoes' dyes.

● Fixed the issue where the character's feet would fall through the floor in the residence Port Epheria 2-5 on the 2nd-floor hallway.

● Fixed the issue where certain horse icons appeared abnormal in the stables.

● Fixed the issue where characters could not move normally in certain areas of Basilisk Cave.

● Fixed the issue where the auto-move to storage exclusion setting did not work as intended if the exclusion window is not checked.

● Fixed the issue where Magram summoned from the Pila Fe Scroll failed to activate.

● Fixed the issue where pressing the button for the first game mode in the Yar! UI would display its image abnormally.

● Fixed the issue where your Tier 8 horses, dream horses, and mythical horses could learn skills when connected to a wagon once reaching Lv. 31.

● Fixed the issue where your Tier 8, dream horses, and mythical horses, that can grow up to Lv. 100, would start obtaining less EXP from Lv. 50.

● We are currently looking into the issue where your mounts would gain less EXP and learn extra skills. We will later notify you of the details.

● Changed the decoration in the upper portion of the Central Market UI to be more natural when you select the Winter UI theme.

● Fixed the issue where there was wrong information on the tooltip for [Cooking] Cook Vinegar in the

Farming/Cooking category on the Progression Pass.

● Fixed the issue where you could use the Traveler's Map with a trade item loaded on your mount.

● Fixed the issue where guaranteed enhancement of gear that cannot be registered on the Central Market to PEN enhancement level via Caphras enhancement wouldn't brand the gear with your Family Name.

● Fixed the issue where the Faded Ancient Relic UI, accessed by using Ibedor's Scroll and Ancient Relic Crystal Summon Scroll, displayed text abnormally.

● Fixed the issue where certain parts of the [Guardian] Conquistadora Armor would move unnaturally.

● Fixed the issue where the dye on certain parts of the [Tamer] Celestial Tides Armor would appear unnatural.

● Changed to display special actions when wearing the [Sage] Noel outfit.

● Fixed the issue where the "View Mount Inventory" button would not work when using your guild storage.

● Changed the text for the Conquest Score Status key guide on the Conquest Status UI in Gamepad UI mode.

● Fixed the issue where certain texts would be cut off on the Conquest Status UI in Gamepad UI mode.

● Fixed the issue where certain parts of the background in Trent would appear unnatural.

● Fixed the issue where Shai wouldn't play music properly when summoned with certain game settings were deactivated.

● Fixed the issue where the objective of "Finding Traces of Agris, God of Abundance," a Season Pass entry, would be different.

● Fixed the issue where the description on the cooldown for deleting a normal or premium character Lv. 45 or below would differ from the actual cooldown.

● Fixed the issue where the text on the Exchange button and key guide would overlap on the Pet UI in Gamepad UI mode.

● Fixed the issue where certain parts of the [Sorceress, Ranger, Tamer, Lahn] Sweet Dreams Underwear would appear abnormally when worn.

● Fixed the issue where the appearance of the [Ranger] Sweet Dreams Underwear would look different in certain situations.

● Fixed the issue where the dyes would appear abnormal when wearing the [Ranger] Sweet Dreams Underwear and the [Ranger] Sugar Rush outfit together.

● Fixed the issue where certain parts of the Sugar Rush outfits for the following classes would appear abnormal in certain situations.

- Tamer, Dark Knight, Mystic, Valkyrie, Shai, Kunoichi, and Hashashin

● Fixed the issue where the idle animation for the [Ranger] Kamashella Delore outfit would look different on the Pearl Shop (F3).

● Fixed the issue where certain hair styles would not be displayed for Lahn on Customization -> Hair on the Beauty (F4) window.

● Added the text, "Equipping the crossbow and ra'ghon will make your gloves invisible" to the following [Archer] outfits:

- [Archer] Derictus Gloves, [Archer] Sugar Rush Gloves, and [Archer] Grave Keeper Gloves.

● Fixed the issue where logging in with a character that had the version of the Item Collection Increase Scroll buff before improvements were made to it would reset the remaining time applied.

● Fixed the issue where the order of your Fairy's acquired skills would sometimes change when changing its skill.

● Fixed the issue where certain areas of the Blood Wolf Settlement would appear abnormally on the Minimap window.

● Fixed the issue where the Character Selection UI could be selected from the Disconnect UI on the End Game window in Gamepad UI mode.

● Fixed the issue where the icon would appear abnormally when removing a slot via Ring Menu Settings in Gamepad UI mode.

● Fixed the issue where a shadow would appear abnormally on the key guide text while mounted in Gamepad UI mode.

● Fixed the issue where the order of the chat groups for Corsairs and Hashashins would appear abnormal in the Chat Group window.

● Fixed the issue where the key guide would be displayed abnormally in the Select Appearance window on the Exchange Pet UI.

● Fixed the issue where the titles for the Season Pass objectives displayed when you hover your mouse over would exceed the UI.

● Fixed the issue where the Navigate function would activate even when selecting a completed objective when enabling the Use Gamepad function.

● Fixed the issue where character portraits would appear abnormal after sending a Party Invite from the Party

Settings UI in Gamepad UI mode.

● Fixed the issue where you couldn't log in to the game properly sometimes when logging into the game initially with a PC with different settings.

● Changed the text color of the item description for the Lucky Fluid Collector to match that of other tools.

● Fixed the issue where you couldn't complete the "Traces of Retaliation" quest because you were unable to move to the NPC pertaining to the quest objective.

● Fixed the issue where the text on the Give Gift button on the Pearl Shop would appear abnormal.

Known Issues

- Deboreka Belt now cant be enhanced with same item. It will be implemented in future.
- Winter Zone quest line https://bdocodex.com/kr/quest/7531/1 disabled now, will be enabled in future.
- Fixed the issue where the crafter's Family name would not be branded when enhancing TET (IV) boss gear, obtained via the [Season] Boss Gear Exchange Coupon, to PEN (V). – need recheck.