4.5 Patch Notes

Characters

Aethertech

1. The Aethertech class has been added to the game.

The Aethertech class uses magical mounts called Bastions to engage in battle, wielding a two-handed Cipher-Blade. These weapons are required in order to ride a Bastion. The Elyos and Asmodians began to develop a new type of weapon after discovering the Petralith, using the designs and parts obtained from the Sauro Supply Base to construct the mechanical parts. They developed the power source from Hyperion's aether skills. The final result was the creation of magical, mechanized mounts. These mounts possesss powerful aether energy and firepower. Skillful utilization of this powerful weapon created a turning point in the tide of battle.
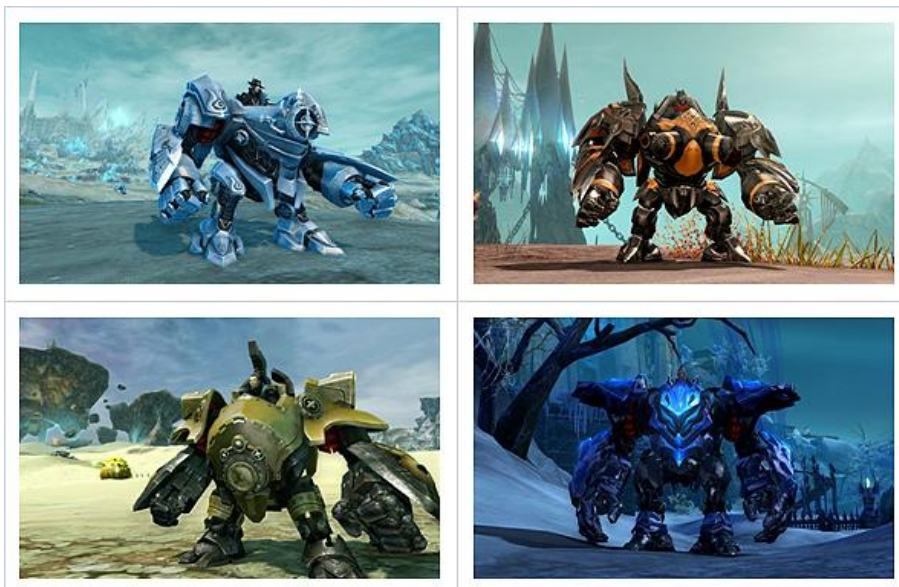
- Complete the Technist ascension campaign to advance as an Aethertech.

2. Abyss Points acquired or deducted through PvP victory and defeat have been adjusted.

- Abyss Points acquired in PvP victory have been adjusted according to rank.

- Abyss Points deducted via PvP defeat have been adjusted according to rank.

- The maximum Abyss Points that can be acquired within a set period of time have been adjusted according to rank.

3. Abyss Points gained from killing mobs are now acquired equally regardless of character rank.

4. Fixed an issue with an awkward appearance for characters jumping with a weapon equipped in the left hand.

5. Fixed a problem with equipped weapons appearing abnormally when the Gunslinger is morphing substances.

6. Targets can no longer be selected while using Windstreams.

7. Fixed a problem with abnormal icon appearances while using the Windstream in Tiamaranta's Eye.

8. Fixed a problem with characters suddenly falling to death while travelling in a Windstream.

9. Corrected some character motions.

Instances

1. New instances have been added to the Idian Depths and the Upper Abyss.

Illuminary Obelisk

The eastern end of the Idian Depths is rich in aether. As the ground is weak, the ancient Danaur built a tower there to protect it from external attacks. The Illuminary Obelisk houses a shield device which absorbs aetheric energy to power its shield. Recently, the Pashid Destruction Unit invaded the tower and destroyed a part of the device, forcing the Daevas to manually supply energy to feed the shield. The Daevas could not use the abundant aether and power of the ancient Danuar while the shield was weakened. The Pashid Destruction Unit took advantage of this weakness to attack and attempt to destroy the protection tower once and for all.

The Elyos and Asmodians realized that if the Danuar's protection tower were destroyed, the ancient power that was incorporated into the device would disappear and the Idian Depths would fall into chaos. The Daevas have scrambled to maintain the shield generator and to defeat the invading Pashid Destruction Unit in order to keep the Illuminary Obelisk safe.

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- The entrance to the Illuminary Obelisk has been placed near the Tower Mausoleum in the Idian Depths.

Instance	Players	Level	Entry Count Reset Time	Entry Count
Illuminary Obelisk	6	65+	Wednesday 9 AM	3

Iron Wall Warfront

In the Eternal Bastion, Governor Pashid suffered heavy losses from previous battles with the Elyos and Asmodians. Commanders of both factions have recognized his weakened condition and dispatched forces to engage the Balaur and reclaim the bind points in the Eternal Bastion. As each faction sought the victory of their own side, they clashed with one another and eventually entered into a war over the Eternal Bastion. The Iron Wall Warfront is now where the Elyos, Asmodians and Balaur engage in decisive battle.
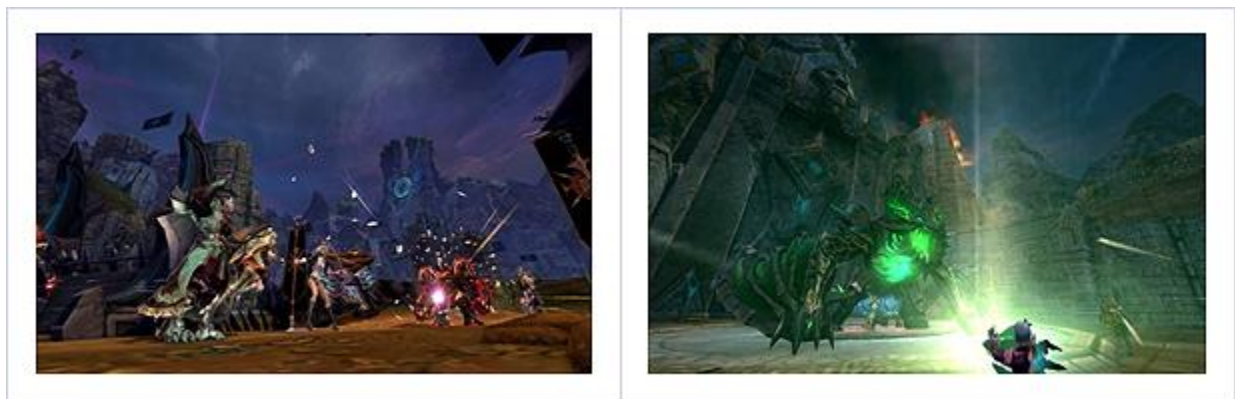
- Iron Wall Warfront is an instance dungeon with a 24 vs 24 alliance format. The time limit is 40 minutes and the goal is to defeat the monsters and the opposing faction.

Entry Requirements	
Entry Level	Level 61 - 65
Entry Type	Group / Alliance Entry, Quick Group / Alliance
Players	Minimum 24 players of the same faction

- Group / Alliance members cannot enter if they do not meet the level requirements.

- The Iron Wall Warfront can only be entered during set hours.

	Entry Days	Entry Times	Entry Count
Entry Times	Saturday and Sunday	1 PM – 3 PM 11 PM – 1 PM	2

- The entry count for Iron Wall Warfront resets on Wednesdays at 9 AM.

- During the entry time, a system message appears and an entry button becomes active in the lower right corner of the screen.

Upper Abyss

The Dragon Lord Beritra made advances into Katalam, Danaria and Reshanta with the aim of expanding his influence. Reshanta's Makarah Legion was greatly weakened by the long war with the rival Elyos and Asmodians. Knowing this, Beritra dispatched the Baranath Legion in secret. The legion's show of the dragon lord's power and authority convinced the Makarah Legion to pledge obedience to Beritra. Thus, the upper Abyss began to fall into Beritra's hands.

Meanwhile, the Elyos and Asmodians discovered this infiltration and strengthened the defenses of their fortresses in preparation. The factions must now engage one another in even greater battles at the Abyss fortresses in order to possess the artifacts and maintain access to siege weapons for protection… or conquest!
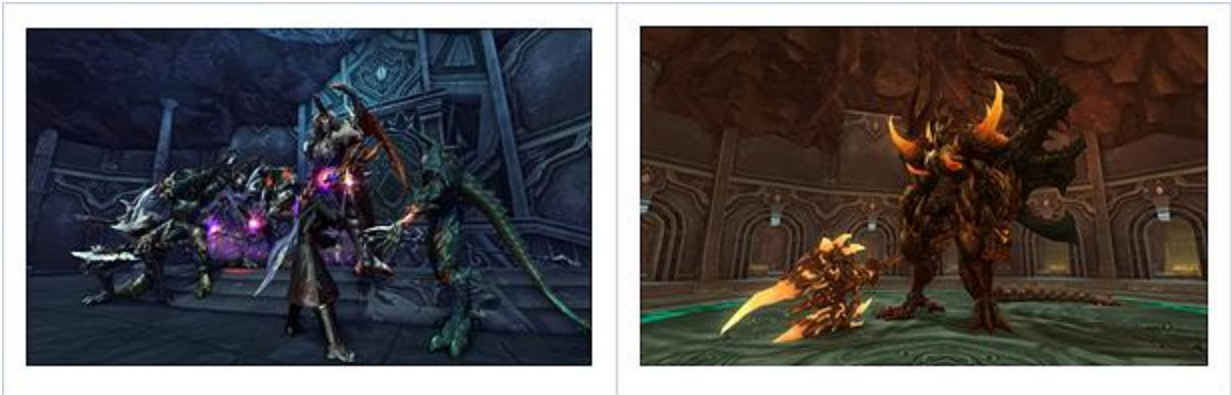
- Instance dungeons for characters 61 and higher have been added to the upper level of the Abyss.

- The new instances follow the same setup as the existing instance dungeons for characters above level 40. Players can choose to enter either instance depending on their level.

- Characters of the conquering faction can enter Krotan, Kysis, and Miren Barracks.

- Normal characters can enter through an NPC at the same location as the existing entrances. Characters of the conquering legion can enter through a special legion NPC.

Instance	Players	Level	Entry Count Reset Time	Entry Count
Krotan Barracks	6	61 - 65	Daily 9 AM	1 (shared)
Legion's Krotan Barracks	6	61 - 65	Daily 9 AM	
Kysis Barracks	6	61 - 65	Daily 9 AM	1 (shared)
Legion's Kysis Barracks	6	61 - 65	Daily 9 AM	
Miren Barracks	6	61 - 65	Daily 9 AM	1 (shared)
Legion's Miren Barracks	6	61 – 65	Daily 9 AM	

Engulfed Ophidan Bridge

Engulfed Ophidan Bridge is a secret attack route built by Beritra's forces in the event their attack on the Eternal Bastion failed. Beritra's Avran squad installed special siege artillery units and tried to attack Katalam, but the Asmodians reacted quickly to fend off the attack. A deeply embarrassed Captain Avran became bent on reclaiming the attack route to restore his honor.

The Asmodians who succeeded in destroying the artillery understood the region's distinct characteristics and named tried to occupy the area before the other races would have a chance. Unfortunately,

everyone arrived at the same time. As the Avran squad is also present, the battle between the three races is primed to begin.

- Engulfed Ophidan Bridge is an instance dungeon where players must defeat monsters and the enemy faction in a 30 minute battle to occupy the crucial posts.

Entry Requirements	
Entry Level	61 - 65
Entry Type	Group Entry / Quick Group Entry
Players	Minimum 6 players of the same faction

- Engulfed Ophidan Bridge can only be entered during set hours.

	Entry Days	Entry Times	Entry Count
Entry Times	Daily	12 PM – 2 PM 7 PM – 9 PM 11 PM – 1 AM	1

- The entry count for Engulfed Ophidan Bridge resets on Monday, Wednesday, Friday, and Sunday at 9 AM.

- During the entry time, a system message appears and an entry button becomes active in the lower right corner of the screen.

Lucky Danuar Reliquary

A special practice version of Danuar Reliquary has been added.

- Related NPCs have been added at Icethorn Frontier Post and Segarunerk's Bazaar.

- The instance functions similarly to the normal version, but Daevas receive a buff while in the instance.

- Certain items cannot be received in the instance normally but can alternatively be received by completing related quests.

- The instance can be accessed through a special NPC at the normal Danuar Reliquary entrance.

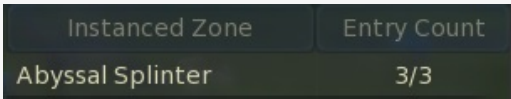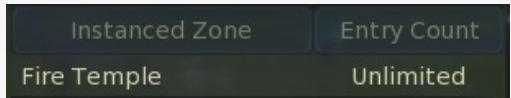| Instance	Players	Level	Entry Count Reset Time	Entry Count
Lucky Danuar Reliquary	6	65+	Daily 9 AM	3

2. The instance dungeon entry reset system has changed from using cooldowns to entry counts.

Before	After
Instance Shugo Imperial Tomb Max Players 3 Level 51 + Cooldown Every Day 9:00 AM Cooldown Rem... None	Instance Dark Poeta Max Players 6 Level 48 + Entry Count Re... Every Day 9:00 AM Entry Count 2/2

- The remaining entry count decreases upon entry.

- When all available entries have been used, the time remaining until the entry count reset time is shown.

- The instance information window displays the number of possible entries.

Image	Explanation
Instanced Zone — Entry Count Abyssal Splinter — 3/3	The Entry Count shows the amount of runs remaining out of the maximum.
Instanced Zone — Entry Count Fire Temple — Unlimited	Some instances can be run repeatedly without restriction.

- Below is the list of instance dungeons that permit multiple entries, and their entry number reset times.

Entry Count	Instance Name			Entry Count Reset Time
Unlimited	Arena	Arena of Chaos	Arena of Discipline	
		Arena of Harmony	Arena of Glory	
	Group	Fire Temple	Indratu Fortress	
		Azoturan Fotress	-	
16	Solo	Haramel	-	Daily 9 AM
10	Group	Theobomos Lab	Adma Stronghold	Daily 9 AM
		Aetherogenetics Lab	Alquimia Research Center	
5	Solo	Steel Rake Cabin	Kromede's Trial	Daily 9 AM
	Group	Draupnir Cave	Nochsana Training Camp	
		Steel Rake	Udas Temple	
		Raksang	Lower Udas Temple	
	Alliance	Dragon Lord's Refuge	-	Wednesday 9 AM
3	Alliance	Abyssal Splinter	Unstable Abyssal Splinter	Wednesday 9 AM
	Group	Danuar Reliquary	Danuar Sanctuary	
		Ophidan Bridge	Illuminary Obelisk	
	Dredgion	Baranath Dredgion	Chantra Dredgion	

		Terath Dredgion	-	
2	Group	Dark Poeta	Beshmundir Temple	Daily 9 AM
		Rentus Base	-	
	PvP	Iron Wall Warfront	-	Wednesday 9 AM
	Alliance	Infinity Shard	-	

- The following instances have a single entry count. The count resets at 9 AM on the days shown.

Instance	Entry Count Reset Time	Instance	Entry Count Reset Time
Padmarashka's Cave	Wednesday	Sulfur Tree Nest Right Wing Chamber Left Wing Chamber Asteria Chamber Chamber of Roah Krotan Chamber Kysis Chamber Miren Chamber Taloc's Hollow Elementis Forest Argent Manor Aturam Sky Fortress Esoterrace Crucible Coliseum Crucible Challenge Muada's Trencher Satra Treasure Hoard Tiamat Stronghold Hexway Krotan Barracks Legion's Krotan Barracks Krotan Barracks Legion's Kysis Barracks Kysis Barracks Legion's Miren Barracks Miren Barracks	Daily
Steel Rose Cargo Steel Rose Quarters Steel Rose Deck Danuar Mysticarium Engulfed Ophidan Bridge	Monday, Wednesday, Friday, Sunday	Idgel Research Center Legion's Idgel R.C. Eternal Bastion Kamar Battlefield Sauro Supply Base Void Cube Legion's Void Cube Legion's D.M.	Tuesday, Thursday, Saturday, Sunday

- Solo instances will reset 10 minutes after exiting.

- Group instances reset after exiting, dissolving the party, and forming a new party.

- Battlefields, Arenas, and Dredgions are entered as before at the possible entry times.

- Time Scroll items have been renamed as Bonus Entry Scrolls and now add to the entry count.

3. A rank table has been added to show rank information for points-based instances.

- Players can check their ranks and records by clicking on the top right near the score.
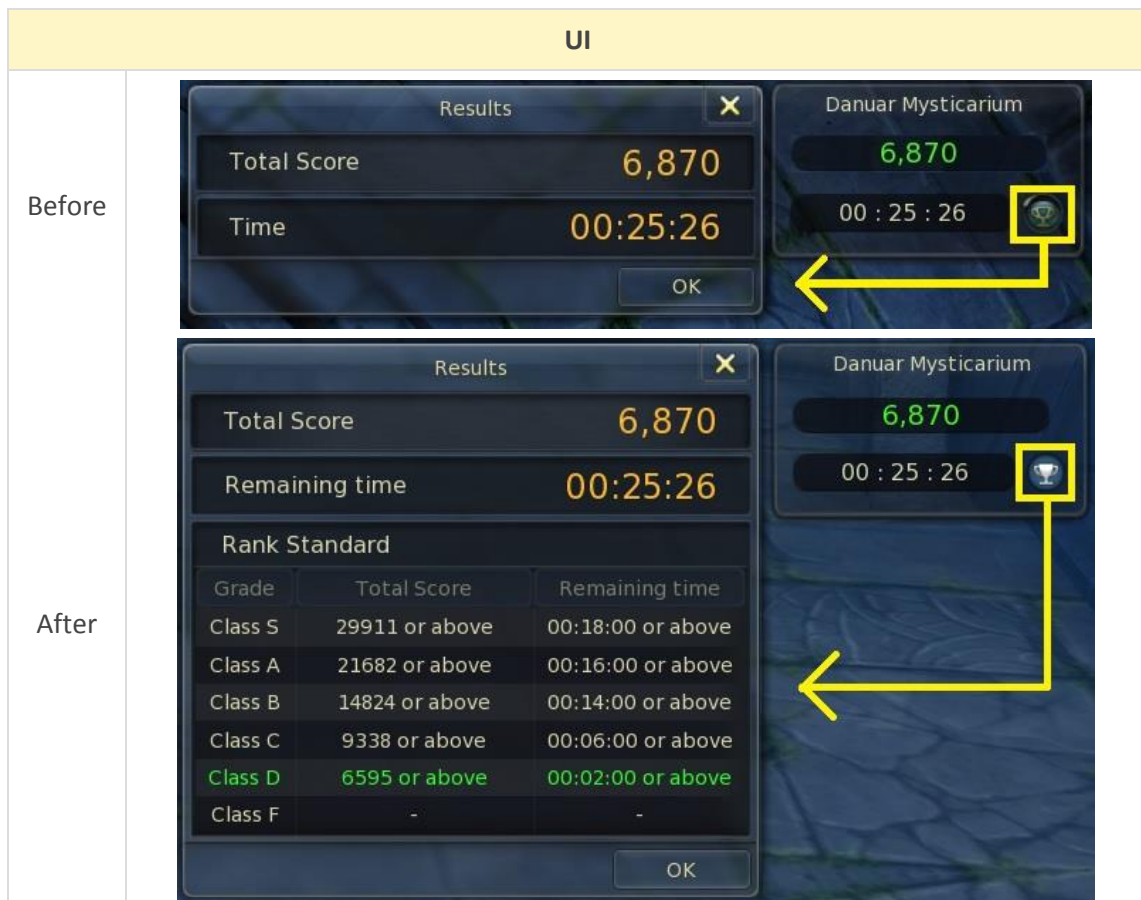
UI	
Before	
After	

Instances	
Danuar Mysticarium	Legion's Danuar Mysticarium
Idgel Research Center	Legion's Idgel Research Center
Void Cube	Legion's Void Cube
Eternal Bastion	-

4. The entrance times for Kamar Battlefield have changed.

Instance	Entry Times
Kamar Battlefield	Daily 9 PM – 11 PM

5. Increased Abyss Points received from Kamar Battlefield.

6. Some instance dungeon monsters have been adjusted as follows.

Instance		Change
Nochsana Training Camp	Indratu Fortress	Adjusted Monster Stats
Aetherogenetics Lab	Udas Temple	
Alquimia Research Center	Lower Udas Temple	
Azoturan Fortress	-	
Fire Temple	Theobomos Lab	Adjusted Monster Stats, Placement, and Population
Steel Rake	Adma Stronghold	

7. The results window for instances where rewards are given according to points / time / win and loss has been adjusted.

- Items that are not given will no longer appear.

- The changes apply to the following instances.

Instances	
Danuar Mysticarium	Legion's Danuar Mysticarium
Idgel Research Center	Legion's Idgel Research Center
Void Cube	Legion's Void Cube
Eternal Bastion	Kamar Battlefield
Engulfed Ophidan Bridge	-

8. Fixed the problem with characters resurrecting on the standard servers after dying on the Fast-Track Server.

9. Fixed the problem where attacking some NPC's in Aturam Sky Fortress would prevent further play.

10. A system message will now be displayed when relevant NPC's disappear in Idgel Research Center and Legion's Idgel Research Center.

11. Points can now be obtained from the winning faction when hunting certain monsters in Kamar Battlefield.

12. Some of Modor's fighting patterns in Danuar Reliquary have been adjusted.

13. Some of the monsters' fighting patterns in Sauro Supply Base have been adjusted.

14. Fixed a problem where characters transformed into a Guardian General could transfer to the Instance Server.

15. Corrected some skill effects of Governor Pashid and other NPC's in the Eternal Bastion.

16. The scoring system of the Eternal Bastion has been modified.

- Protect the commander for 30 minutes and receive rewards according to the rank.

17. XP gained from monsters in the Eternal Bastion has been decreased.

18. Some individual scores in the Eternal Bastion have been adjusted.

19. The Suspicious Pot in Idgel Research Center and Legion's Idgel Research Center can no longer be distinguished in an unintended way.

20. Adjusted fighting patterns of Sheba in Saruo Supply Base.

21. Decreased stats for Sheba and Ahuradim in Sauro Supply Base.

22. In Danuar Sanctuary, the boss will now disappear slightly later.

23. Decreased the number of monsters in Danuar Sanctuary's Catacombs, as well as their HP.

24. The battery ram key in Danuar Sanctuary can now be used repeatedly for 3 minutes.

25. Fixed a bug where the boss in Danuar Sanctuary could be reached in an unintended manner.

26. The Beritra's Army Supplies box that can be obtained in Idgel Research Center, Legion's Idgel Research Center, Void Cube, and Legion's Void Cube can now be received by all group members. Its individual reward rates have also been adjusted.

27. Fixed an issue with shared item cooldown times in Idgel Research Center, Legion's Idgel Research Center, Void Cube, and Legion's Void Cube.

28. Fixed an issue where the Stone Jar and Ancient Danuar Coffin would not disappear from the radar in Danuar Sanctuary.

29. Greatly increased the drop rate of the Weapon Shard in Sauro Supply Base.

30. Ceramium Medals and Fragmented Ceramium can now be obtained from the Sanctuary Treasure Crate from Danuar Sanctuary.

31. In Danuar Sanctuary, Chief Medic Tagnu now drops the Weapon Shard item.

32. Changed some monster skills in Idgel Research Center.

33. Fixed bugs involving Modor and Modor's copies in Danuar Reliquary.

34. Fixed a problem with objects not disappearing correctly in Danuar Reliquary.

35. Fixed a problem where characters dying in instances automatically consumed revival stones.

36. Characters dying in Nochsana Training Camp will respawn at the instance starting point.

37. Lowered stats of some monsters in the Eternal Bastion.

38. Fixed bugs related to the Retributive Effigy in Idgel Research Center not functioning properly.

39. The waiting time in the Eternal Bastion has been changed to 3 minutes.

40. Decreased stats for Governor Pashid in the Eternal Bastion.

41. The Sturdy Boulder in Danuar Sanctuary can now be removed in fewer hits.

42. Modified fighting patterns of Purifying Sweetsteppe in Idgel Research Center.

43. Fixed a bug with the Plaza Flame Thrower's points appearing incorrectly in the Arena of Chaos.

44. Modified locations of monsters and lowered rank requirements in Danuar Mysticarium and Legion's Danuar Mysticarium.

45. Fixed a problem with skill items appearing in the cube after leaving Kromede's Trial.

46. The acquisition and loss of points in the Eternal Bastion have been modified to be easier.

47. Exits that appear after completing Infinity Shard and Danuar Reliquary have been modified.

48. Corrected the appearance of Tamer Anikiki in Steel Rake Cabin.

Skills

1. New skills have been added for existing classes.

- They can be purchased from the preceptors in the capital cities.

Class	Level	Skill Name	Skill Description
Gladiator	65	Mocking Blast I	Grants a sharp increase in enmity and deals damage.
Templar	65	Grasping Winds I	Requires flight. Deals physical damage to an enemy and hooks them, dragging them towards you.
Assassin	65	Sadistic Blade I	Requires flight. Inflicts physical damage on a target, dealing bonus damage if the target is stunned. *Chain skill level 2: Throw Dagger -> Sadistic Blade*
	63	Chain Evasion II	Evade an attack to increase your chances of evading even more.
Ranger	65	Dizzying Arrow I	Fires a projectile that inflicts physical damage and lowers your target's parry, evasion, and block.
Sorcerer	65	Conflagration I	Inflicts magical fire damage on a target. *Chain skill level 3: Blaze -> Conflagration*
	63	Refracting Shard II	Inflicts magical water damage on a target and restores a certain percentage of the inflicted damage as MP.
Spiritmaster	65	Stone-Scour I	A charging skill that inflicts magical earth damage on a target.
	63	Backdraft II	Inflicts magical fire damage on a target and absorbs a certain percentage of inflicted damage as HP.
Chanter	65	Heaving Strike I	Inflicts physical damage to a target. *Chain skill level 4: Crashing Strike -> Heaving Strike.*
Cleric	65	Traumatic Blow I	Inflicts physical damage and increases the casting time of a target for a set period of time.
Gunslinger	65	Turbulence	Requires Flight. Blasts an enemy with wind damage and decreases their flight speed for a short duration.

| | 19 | Manifest Wall | Create a shield that blocks attacks until a certain amount of damage is inflicted. |
| Songweaver | 65 | Song of Celerity I | Increases your attack speed by a set percentage for a certain period of time. |

2. Some class skills have been adjusted.

Class	Skill Name	Change
Gladiator	Magical Defense I	Magic suppression buff has been increased from 300 to 500.
Templar	Punishing Thrust I	Increased damage inflicted to the target.
Ranger	Venomfinder Shot I	Adjusted to 3-stage charge skill and increased damage dealt.
	Storm Mine	Increased damage when the mine explodes.
Chanter	Leaping Flash I	Expanded the damage range to 6m when the skill is fully charged.
Cleric	Summon Holy Servant I - V	Increased the effectiveness of the Holy Servant's attack.
Songweaver	Bright Stroke I - IV	Decreased the MP usage for the skill.
	Resonant Melody I - IV	Removed MP usage for the skill.
	Resonant Hymn I - VII	Increased MP regeneration and increased range of the third stage from 4m to 10m.

3. Some Songweaver skills have been adjusted.

- Delays and motion speeds have been adjusted to be faster.

Motion Speed Increased	Delay Decreased
Harpist's Pod	Captivate
Harpist's Herd	Freestyle
Dance Off	Moonlight Lament
Freestyle	Composer's Bar
Song of Earth	Half-Stop
Thronesong	Stinging Note
Sonic Splash	Fluttered Note
Pulse	Syncopated Echo

Syncopated Echo	Paean of Pain
Sonic Gust	Staggered Rest
Fluttered Note	
Half-Stop	
Minstrel's Flair	
Symphony of Destruction	
Captivate	
Composer's Bar	
Treble Cleave	
Soothing Hymn	
Fiery Descant	

4. Changed the required Seeds of Transformation for Transformation: Guardian General skills.

5. Corrected the delay that occurs when using a skill on a target during flight.

6. Fixed a bug where the Assassin's Venomous Strike skill wouldn't deal damage while Massacre was applied.

7. Fixed a bug where the Chanter's lower level skills were applied while Recovery Spell is in effect.

8. Fixed an issue with the Spiritmaster's Command: Bodyguard I skill not functioning properly.

9. Magic resistance information has been added to the tooltip for the Songweaver's Freestyle skill.

10. Food, potions, scrolls, and candy items will no longer affect your status when using DP hiding skills or being in advanced hide mode.

- Does not affect Hide I.

11. Fixed a problem with Sorcerer skills not appearing in the skills window.

12. Fixed a bug where HP/MP recovery effects of potions and skills functioned incorrectly when reconnecting.

13. Fixed a bug where the Greater Healing Potion's effect would disappear suddenly.

14. Temporary enchantments for equipped items will no longer be consumed when a spell is started but not completed.

15. Evasion and defense effects of some skills have increased.

- Focused Evasion I, Aethertwisting I, Spelldodging I, Nature's Resolve I, Bulletproof I, Illusion I, Contract of Resistance I

- Some skills that couldn't be dodged or blocked now can be.

16. Fixed a bug with skills not resetting after reconnection.

17. Fixed a bug where group members could not be summoned using the Spiritmaster's Summon Group Member I skill in the Abyss.

- The skill cannot be used in the Miren Fortress, Kysis Fortress, and Krotan Fortress regions of the upper Abyss.

18. Fixed a bug where the Assassin's Apply Poison skill would not weaken conditioning and Idian effects.

19. The Spiritmaster's spirit summoning skills can now be used while flying.

20. Various skills have been adjusted.

- The cooldown of the Gladiator's Strengthen Wings I skill has changed to 3 minutes.

- The magical accuracy of the Templar's Punishing Wave V skill has been increased.

- The magical accuracy of the Assassin's Pain Rune skill has been increased.

- The magical accuracy of the Gunslinger's Freeze Cannon (stage 3) skill has been increased.

- The magical accuracy of the Songweaver's Dance Off and Freestyle skills has been increased.

- The magical accuracy of the Cleric's Root I skill has been increased.

- The magical accuracy of the Sorcerer's Sleep I and Curse of Roots I skills has been increased.

- The magical accuracy boost of the Chanter's Magic Mantra IV and V skill has been increased to 50 and 60 points respectively.

Abyss

1. Krotan, Miren, and Kysis Fortresses in the upper Abyss have been updated to level 65 standards.

- NPC levels have changed from 50 to 65.

- The Guardian General that appears when a fortress is vulnerable has changed from level 50 to 65.

- General Goods merchants, legion exclusive NPC's, and other NPC's have been added to the fortresses.

- When the fortress is vulnerable, some siege weapons no longer appear and a defense turret has been added.

- The defense turret that appears when the fortress is vulnerable can only be used by members of the conquering legion. Special items are needed for their use.

- Rewards received after successfully attacking or defending in a siege have been raised.

Fortress	Hero Decoration		Medal		Elite Soldier		Veteran Soldier	
	Players	Reward	Players	Reward	Players	Reward	Players	Reward
Krotan Kysis Miren	12	3 Ceramium Medals	40	2 Ceramium Medals	40	1 Ceramium Medal	100	2 Mithril Medals

- When a legion successfully defends a fortress, Brigade General rewards have been increased.

2. Artifacts in the inner upper Abyss have been updated to level 65.

- NPC's guarding the artifact have changed from level 50 to 65.

- The names and effects of some artifacts has changed.

- Changed the item needed to activate the artifact.

3. Added a new artifact base to the inner upper Abyss.

- You must defeat the guardian in order to occupy the artifact base.

- Guard NPC's and consumable merchants appear in the artifact base.

- After the base is occupied, an activation stone can be used to employ the artifact's skills.

- When the artifact is occupied, mountable cannons and defense towers will appear during nearby fortress sieges.

4. The maximum number of participants who can receive rewards from Balaur and Katalam / Danaria sieges have been changed to 180 and 200 respectively.

5. Decreased the chance that a Dredgion will appear during Reshanta Fortress vulnerabilities.

6. Abyss siege times have changed.

- Divine Fortress in the core of the Abyss now becomes vulnerable at 12 AM on Saturday night.

- Upper and Lower Abyss forts become vulnerable at the following times.

Upper / Lower Abyss Siege Times							
	Monday	**Tuesday**	**Wednesday**	**Thursday**	**Friday**	**Saturday**	**Sunday**
4 PM	Sulfur Asteria Roah	Siel's Forts	Krotan Kysis	Krotan Miren		Roah Asteria Lower Abyss	Krotan Kysis Miren
11 PM	Krotan Miren	Kysis Miren	Sulfur Asteria Roah	Siel's Forts		Krotan Miren Kysis	Roah Asteria Lower Abyss

7. The effects that appear when artifacts in the inner Upper abyss are activated have changed.

Glory Points

1. The Glory Points system has been added.

- Glory Points are new content that will be used in conjunction with Abyss Points.

- A certain number of Glory Points must be reached in order to advance to 1-Star Officer and above ranks.

- For Rank 1 Soldier and below ranks, the current Abyss Point ranking system will continue to apply.

- The ranks are calculated every day at 12 PM. At that time, 1-Star Officer and above players are deducted set Glory Points according to rank. However, no Glory Points are lost when killed by monsters or other players.

- An initial calculation at the 4.5 update provides Glory Points based on a character's ranking and the Abyss Points in their possession. Relics are excluded from this calculation and the Abyss Points are kept.

- Characters below level 50 or possessing less than 30,000 Abyss Points are excluded from this calculation.

- Brigade Generals of legions occupying certain fortresses can retain fortress Glory Points. These points disappear if the legion fails to successfully defend the fortress.

- When a fortress siege is successful, deputies and above acquire some additional Glory Points.

- Glory Points are only used to calculate rank. Abyss items are still purchased using Abyss Points as before.

- Glory Points can be acquired through fortress battles, defeating Hyperion, quests, and instance dungeons. Even after failing to defend or conquer a fortress, some Glory Points are acquired according to contribution.

Instance Dungeon List		
Kamar Battlefield	Iron Wall Warfront	Engulfed Ophidan Brdige
Infinity Shard	Arena of Glory (Level 61 - 65)	

Quests

1. New campaigns and quests have been added for the Aethertech class.

- Aethertech items have been added as campaign and quest rewards.

2. New quests have been added for Iron Wall Warfront and Illuminary Obelisk.

- Iron Wall Warfront quests can be received from the NPC that appears at Beritra's Bane Encampment and Battlegroup Encampment in Danaria.

- Illuminary Obelisk quests can be received from the NPC that appears in the Idian Depths Development Zone.

Iron Wall Warfront Quests			
Faction	Level	Quest Name	NPC
Elyos	65	[Alliance] Face the Commander	Demades
		[Alliance] Reclaim the Battle	Demades (Inside Instance)
		[Alliance] Forward March	Demades (Inside Instance)
Asmodian	65	[Alliance] Face the Commander	Lundvarr
		[Alliance] Capture the Bastion	Lundvarr (Inside Instance)
		[Alliance] Storm the Gateway	Lundvarr (Inside Instance)

Illuminary Obelisk Quests			
Faction	Level	Quest Name	NPC
Elyos	65	Strengthen the Defense	Liponia
		Destroy the Destroyers	Tolanda (Inside Instance)
		A Test Weapon	Tolanda (Inside Instance)
Asmodian	65	Protection Tower Researcher Kamaz	Maeve
		Defending the Pashid Destruction Unit	Kamaz (Inside Instance)
		The Powerful Mechanical Weapon	Kamaz (Inside Instance)

3. New quests related to the upper Abyss instance dungeons have been added.

- New quests are available in the new instances and legion instances.

Abyss Instance Quests			
Faction	Level	Quest Name	NPC
Elyos	61	Killing the Krotan Guardian General	Dirandera
		Killing the Kysis Guardian General	Paean
		Killing the Miren Guardian General	Poeas
Asmodians	61	Eliminating the Krotan Guardian General	Lifton
		Eliminating the Kysis Guardian General	Eraugea
		Eliminate Miren Guardian General	Herder

4. New Abyss siege quests have been added.

- New quests have been added to accompany the level adjustment of the upper Abyss fortresses (Krotan, Kysis, Miren) to level 65.

- Existing Abyss siege quests can no longer be acquired. Those in progress will change to a completed status.

New Elyos Siege Quests	
Quest Name	Level
[Group] Attack the Krotan Archon	61
[Group] Attack the Krotan Garrison	61
[Group] Attack the Kysis Archon	61
[Group] Attack the Kysis Garrison	61
[Group] Attack the Miren Archon	61
[Group] Attack the Miren Garrison	61
[Group] Ambush on Krotan	61
[Group] Ambush on Kysis	61
[Group] Ambush on Miren	61

New Asmodian Siege Quests	
Quest Name	Level
[Group] Attack the Krotan Guardians	61
[Group] Attack the Krotan Garrison	61
[Group] Attack the Kysis Guardians	61
[Group] Attack the Kysis Garrison	61
[Group] Attack the Miren Guardians	61
[Group] Attack the Miren Garrison	61
[Group] Krotan Assault	61
[Group] Kysis Assault	61
[Group] Miren Assault	61

5. New quests for acquiring Glory Points have been added.

- The following quests award Glory Points as quest rewards.

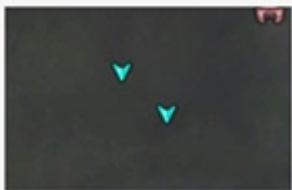| Glory Points Reward Quests			
Faction	Level	Quest Name	Zone
Elyos	65	[Alliance] Keep Up the Defense	The Eternal Bastion
		[Alliance] Face the Commander	Iron Wall Warfront
		[Alliance] Reclaim the Battle	
		[Alliance] Forward March	
		[Urgent Order] Quests	Katalam & Danaria
Asmodian	65	[Alliance] Defend to the End	The Eternal Bastion
		[Alliance] Face the Commander	Iron Wall Warfront
		[Alliance] Capture the Bastion	
		[Alliance] Storm the Gateway	
		[Urgent Order] Quests	Katalam & Danaria

6. New Growth quests have been added. A total of 26 new quests are available for each faction from the special Growth event NPC's.

Growth Quests	
Faction	**Quest Name**
Elyos	[Growth] A Higher Calling, 1st – 26th Edition
Asmodian	[Growth] Be a Better Daeva, 1st – 26th Edition

7. Special quests have been added for the Lucky Danuar Reliquary instance.

8. Locations of monsters that appear under special circumstances and their related quest NPC's will appear differently in the map.

- The special NPC locators are shown below

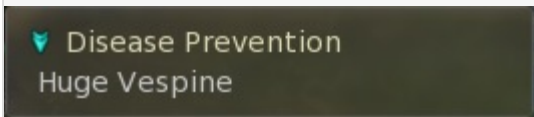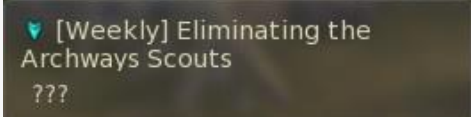| Normal Quest NPC	Special Circumstance Quest NPC

- When hovering over the NPC icon on the map, the following is shown.

Normal Quest NPC	Special Circumstance Quest NPC
Rubirinerk v Daeva Scabs v The Rava of Wrath v Tayga Meat Fit for Vegetarians v Beware Shugos Giving Gifts v No, No, Noborinerk!	Batan v An Unusable Trap v Securing the Retreat v Improving Fortifications v [Weekly] Eliminate Spiralroot Scouts

- The following images show the location of monsters that appear under certain circumstances.

Normal Quest Monster	Special Circumstance Quest Monster

- This is how the monster name appears when hovering over the location on the map.

Normal Quest Monster	Special Circumstance Quest Monster
Disease Prevention Huge Vespine	[Weekly] Eliminating the Archways Scouts ???

9. The difficulty level of some campaigns has been adjusted for additional convenience.

10. Pre-requisites for acquiring some quests have changed.

11. Fixed a problem with the campaign quests "The Oldest of Foes" and "Nemesis" not updating properly.

12. Fixed problems with some Eternal Bastion quests not updating properly.

13. Fixed a problem with the "[Group] Prison Break-In " and "[Group] Raksang: the Prison of Death" quests not updating properly for all group members.

14. The Elyos campaign "The Guiding Hand" now updates properly for all group members when monsters are killed.

15. Some quest items, attributes, tooltips, and icons have changed.

16. Fixed a problem with not being able to find some NPC's.

17. Modified some quest content and corrected typographical errors.

18. Some quest levels, as well as the levels at which they are acquired, have changed.

19. Rewards and XP for some campaigns and quests have changed.

20. Fixed some problems with Blood Mark quests in Katalam.

21. Fixed a bug where quests that weren't registered in the quest window were still appearing.

22. Added new quests for the Engulfed Ophidan Bridge instance.

23. Fixed a problem with cutscenes in the Elyos "Kaisinel's Command" and the Asmodian "Marchutan's Will" quests.

24. Quest items remaining from the Elyos "Idgel If You Ask Me" and the Asmodian "Ide Take Freedom" quests will be deleted after a while.

25. Some "Hero" quests have been adjusted to be easier.

26. Fixed a bug where Hero quest NPC's Rumela and Hultum didn't appear at the set times.

27. Adjusted whether certain items go to the normal cube or the special cube.

28. A weapon can now be selected as a reward from the Elyos "Deliver On Your Promise" quest.

29. Fixed a problem with monsters not disappearing during the "Revelations" and "The Protector's Blessing" quests.

30. Fixed an issue with the Asmodian "An Undead Occupation" quest.

31. Fixed a problem with players abnormally remaining affected by Kahrun's Will during the "Assault on Tiamaranta" and "The Grand Assault" Sarpan campaign quests.

32. Fixed a bug where designs couldn't be obtained after completing the Weaponsmithing Master crafting quests

Items

1. New items have been added for the Aethertech class.

- Cipher-Blade weapons

- Magic chain armor

2. New level 65 Abyss items have been added.

- The new weapons and armor have a rank restriction for equipping the items.

Rank	Item

1-Star and above	Eclipse / Resplendent Chest
	Eclipse / Resplendent Shoes
3-Star and above	Eclipse / Resplendent Shoulders
	Shadowshift / Seraph Weapon
3-Star and above	Eclipse / Resplendent Gloves
4-Star and above	Eclipse / Resplendent Pants
	Eclipse / Resplendent Weapon

- These are sold by the <Patron Officer> at Kaisinel's Beacon and Danuar Spire.

- Click each tab to purchase the appropriate item for your rank.

Elyos	Asmodian

3. Consumable items have been added at the Convent of Marchutan and Cloister of Kaisinel that can be purchased with Abyss Points if the character is an Officer, General or higher.

- Officer or higher: power shard, serum, and three types of food

- General or higher: four types of Idian and one limited-time pet

- The pet can be used for 30 days. There is a purchase limit of one per day, but it can be purchased again.

- The pet has looting and buffing abilities (2 types of food, 3 types of scroll)

4. NPC's have been added that can enchant Stigma stones to a higher grade.

- Example) The <Flame Spray I> stigma can be strengthened via Abyss Points into the <Flame Spray II> stigma.

Faction	Zone	Combat Stigma NPC	Magic Stigma NPC
Elyos	Cloister of Kaisinel	<Yuroin>	<Cantor>
Asmodian	Convent of Marchutan	<Yonakur>	<Eriu>

5. Flight time recovery items can now be used on the ground.

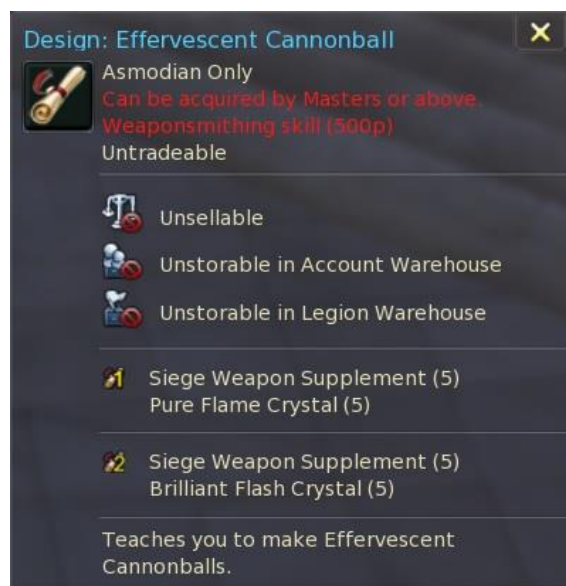6. New crafting designs have been added.

- Cipher-Blades can be crafted through Weaponsmithing.

- Consumable designs such as power shards and cannonballs have also been added.

7. A system has been added allowing multiple options for crafting.

- It allows you to choose from multiple options for crafting materials.

- It currently only applies to some of the new items.

Example) There are two options to craft the Effervescent Cannonball

- Siege Weapon Supplement + Pure Flame Crystal -> Effervescent Cannonball
- Siege Weapon Supplement + Brilliant Flash Crystal -> Effervescent Cannonball

8. A wrapping system has been added to allow package of certain items (weapons, armor, and accessories)

- Allows items that were previously not tradable to be traded.

- A wrapping scroll is required to wrap the items (Fabled / Eternal)

- Currently, only certain items level 60 or below can be wrapped.
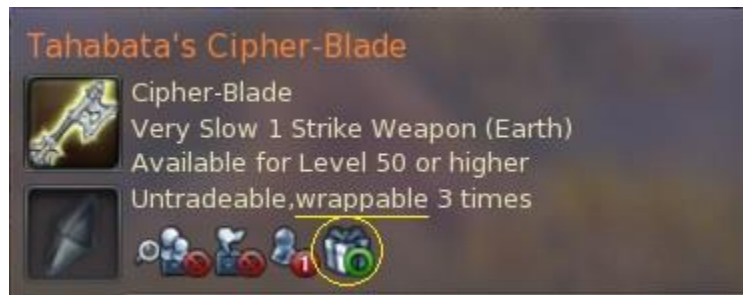
9. Rank requirements for level 65 Abyss items have changed from 1-Star Officer and above to Rank 1 Soldier and above.

Elyos/Asmodian	Before	After
Shepherd / Custodian Series	1-Star Officer and above	Rank1 Soldier and above
Ambassador / Emmisary Series		

10. Mythic wings can now be obtained from the Infinity Shard Expedition's Excavation Box.

11. Greatly increased the success rate of socketing manastones, composite manastones, and ancient manastones.

12. Shortened the socketing time.

- Before: 5 seconds
- After: 2 seconds

13. A morph method has been added to change lower level potions and serums to higher level potions and serums.

- The methods can be purchased from the Alchemy Merchants in the capitals and housing districts.

- Methods have been added for level 50 and below items only.

- There are no additional consumption costs when morphine the material. (DP consumption = 0)

- Details are as follows.

Type	Target	Required Ingredients and Results
Normal Potions	- HP/MP/Recover - Potion/Serum/Elixir	3 lower level items → 1 higher level item
Abyss Serums	- HP/MP	2 Lesser → 1 Regular 2 Regular → 1 Greater 6 Greater → 1 Major

14. Some morphing books available at Abyss fortresses can now be purchased in the capital cities.

Faction	Zone	NPC
Elyos	Sanctum	<Sabotes>, <Maire>
Asmodian	Pandaemonium	<Relir>, <Areke>

15. Platinum and Mithril coin reward NPC's have been added for Muse and Technist classes.

- The NPC's offering these items have changed.

Faction	Zone	Muse	Technist
Elyos	Theobomos	\<Prascilla\>, \<Sarpo\>	\<Paixandius\>, \<Tersilla\>
Elyos	Inggison	\<Edessia\>	\<Susarno\>
Asmodian	Brusthonin	\<Dante\>, \<Regilli\>	\<Marccum\>, \<Vardn\>
Asmodian	Gelkmaros	\<Attion\>	\<Tamjyra\>

16. Iron, Bronze, and Mithril coin reward boxes have been added.

- You can receive enchantment stones, manastones, symbols, medals, and equipment from the reward boxes.

17. Bronze, Silver, Gold, Platinum, and Mithril coin exchange boxes have been added.

- You can use lower level coins to acquire higher level coins.

18. New morph methods have been added for crafting materials for Gunslinger, Songweaver, and Aethertech armor and weapons.

19. Decreased the amount of Mixed Spices needed for cooking recipes.

20. More ingredients can be shown in the crafting screen for necessary ingredients.

21. The rank and abilities of some campaign quest reward equipment items have been increased.

22. The drop rate for items obtained from boss monsters in some instance dungeons has been raised.

- Dark Poeta, Steel Rake, Lower Udas Temple, Udas Temple, Draupnir Cave, Beshmundir Temple, Theobomos Lab, Fire Temple

23. You can now select a class appropriate weapon from the Judge's Fabled Weapon Chest.

24. Fixed a problem with the awkward appearance of the Hot Swimsuit when using the Sit motion.

25. Increased the drop rate for mythic grade equipment from Sheba in Sauro Supply Base.

26. Normal scroll effects will no longer be applied when scrolls that persist through death are active.

27. Timed scroll that persist through death can now be used by buff pets.

28. The Dragonbound Shield can now be dyed.

29. Some previously untradeable Eternal crafting items are now tradable.

30. Fixed a bug related to Idian effects and secondary weapons.

31. Casting speed stats on Modor's Gunslinger Magic Vambrace and Lunatic Modor's Gunslinger Magic Vambrace have been changed to attack speed.

32. The selling prices of some Balic ingredients have been changed.

33. Adjusted stats of some Heroic equipment.

34. Fixed a problem where some drink items incorrectly shared a cooldown with food items.

35. Fixed the awkward appearance of some items when equipped.

36. Some item names and tooltips have been adjusted.

37. Corrected problems related to items not appearing correctly.

38. Fixed a problem with effects not functioning properly for necklaces obtained from Sauro Supply Base.

39. Installation requirements of personal kisks have changed.

- New personal kisks can be installed even when another kisk is already installed.

- This does not apply to group, alliance, or legion kisks.

- Group, alliance, and legion kisks cannot be installed when a personal kisk is already installed.

40. Crucible Insignias can now be traded.

41. Fire Mote, Fire Fragment, and Water Source items can now be traded.

42. Pistols, Aethercannons, and Harps can now be obtained from the legion reward NPC's.

43. Adjusted stats of some items that can be purchased with Protectorate Coins.

44. Ceramium coins can now be obtained as pet rewards for character level 61 to 65.

45. Enmity boost stats have been added to Sarpan's Brogans.

46. Fixed problems related to the stats of Padmarashka's Raging Pistol Set and Rebel Gunslinger's Leather Set.

47. Fixed a problem with Big Opal Ore and Big Nolan Ore not being consumed when crafting.

48. Fixed a problem with transformation candy effects not stacking with the Insignia of Light Protection and Insignia of Darkness Protection.

49. The Crucible Hero's Draft effects will be applied first when used with other drink items.

50. Changed some sound effects when moving Pistols, Aethercannons, and Harps into the inventory.

51. Fixed a bug where Blade Crystal, Bastion Crystal, and Taw Crystal could not be sold.

52. Fixed problems related to instance dungeon drop items not being temporarily tradable.

53. Fixed a bug where aether could not be extracted when using an Aether Extractor.

54. Fixed problems with skinning Dragon Lord's Delight.

55. Fixed problems with tuning being applied to some Wild Kitter weapons.

56. Fixed tuning problems with Innocent Aris' Orb.

57. Fixed incorrect stats of some quest reward items.

58. Fixed problems with skinning some quest reward items.

59. Fixed problems where some quest items could be traded.

60. Fixed the incorrect prices of some items available from merchants.

61. Fixed the visual effects of some items.

62. Fixed a problem where Fine Bracing Water shared a cooldown with other items.

63. Fixed a problem with pets still appearing although they were dismissed.

64. Fixed problems with reward items from pet gifts.

65. Fixed problems where some items bought with Abyss Points were sellable.

66. Fixed incorrect icons for some Green Sack items.

67. Valor's Heart can now be traded.

68. Abex mobs in Katalam now drop Abex Meat.

69. Fixed incorrect restocking times shown in Idian Depths.

70. Fixed a bug where certain items could not be sold in a private store when stacked.

71. Fixed a bug where certain items were unsellable when stacked.

72. Higher level gatherables in Katalam, Danaria, and the Idian depths can now be unwrapped into lower level gatherables.

73. Ceramium Medals now have a chance to be obtained from the Reward Box of Ophidan Victory.

74. Increased the chances of receiving Ancient Coins from the Reward Box of Ophidan Victory.

75. Casting speed stats on the Exalted Katalium Harp and Exalted Noble Katalium Harp have been changed to attack speed.

76. Changed the appearance of some items obtained from the Eternal Bastion.

77. Changed some settings for extracting Abyss Points from Abyss equipment.

- Abyss Points can be extracted from Level 65 Eternal and below Abyss equipment, but not from Mythic Abyss equipment.

78. Pistols, Harps, and Cipher-Blades are now obtainable from the Innocent Aris's Weapon Guestbloom.

79. Accessory Flux will now be used when crafting Katalium belts.

80. Skill books that dropped in the world can now be purchased from class preceptors for all classes except Aethertech, Gunslinger, and Songweaver.

81. Time Scrolls have been renamed as Bonus Entry Scrolls and the Instance Cooldown Pack has been renamed as the Instance Entry Boost Pack due to the instance entry system changes.

UI

1. A function has been added to write memos on the friend list.

2. The method for switching the transparent map has changed.

- At the right side of the map, a button has been added to switch between the small transparent map and the full transparent map.

- When the small transparent map button is active, the small transparent map can be seen when opening the map (default <N> key).

- When the full transparent map button is active, the full transparent map can be seen when opening the map (default <N> key).

- After opening the transparent map with <N>, enter <N> again to close the transparent map.

Small Transparent Map	Large Transparent Map
Switch to Small Transparent Map	Switch to Full Transparent Map
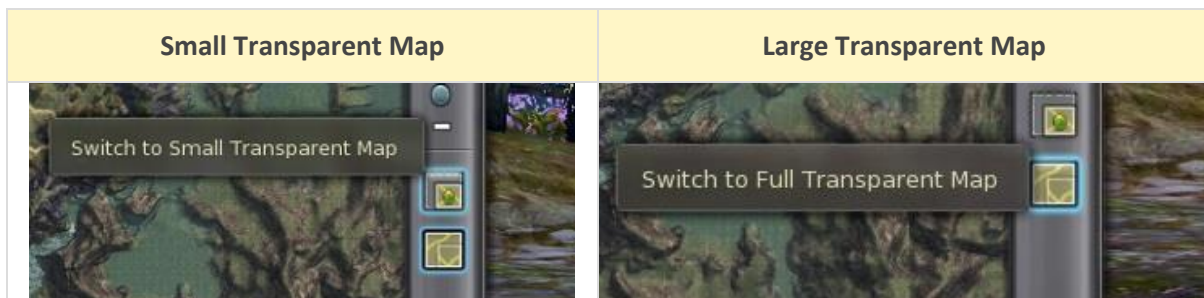
3. When opening the map for the first time, the map menu will not be displayed.

4. When viewing the map on the Fast-Track server, information such as fortresses, bases, and artifacts will be shown as on the character's standard server.

5. Some popup screen locations have changed.

6. A Bastion preview has been added to the Technist's character creation screen.

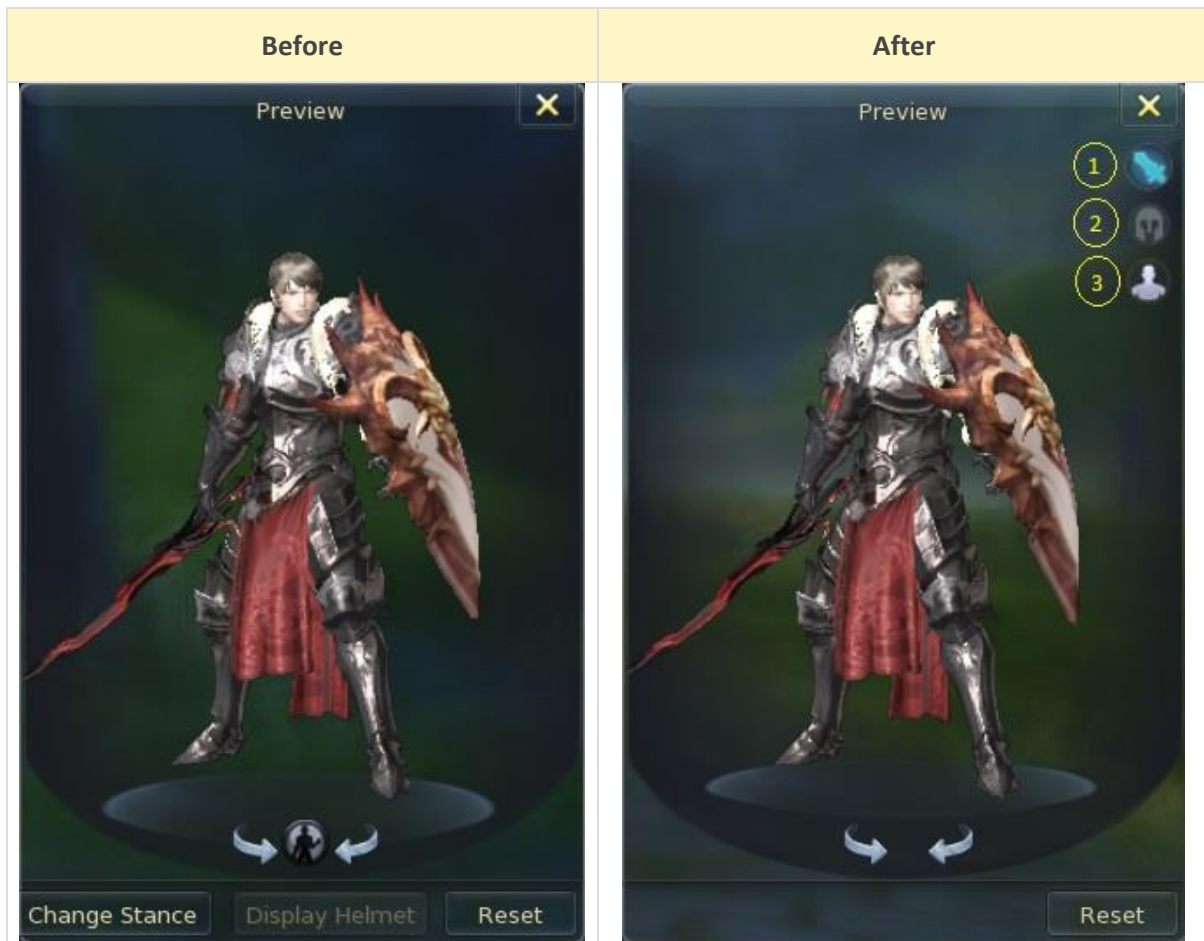7. New hairstyles have been added.

- 2 female hairstyles

- 2 male hairstyles

8. The item preview screen has been improved.

- A function has been added to view Cipher-Blade appearance.

Before	After
Preview	Preview
Change Stance Display Helmet Reset	Reset

Remodelling UI	
Modify Appearance	Modify Appearance
Keruthis	Keruthis
Place the item you want to modify on top and the item whose appearance you want below. (Requires level 10)	Place the item you want to modify on top and the item whose appearance you want below. (Requires level 10)
Target Item (kept)	Target Item (kept)
Appearance Item Destroyed by extraction	Appearance Item Destroyed by extraction
Cost	Cost
OK Cancel	OK Cancel

9. A "Member Info" button has been added to the Find Group UI to check group members more easily.

10. Changed the appearance of buttons in the shop.

Before	After

11. Changed the appearance of the artifact activation window.

Before	After
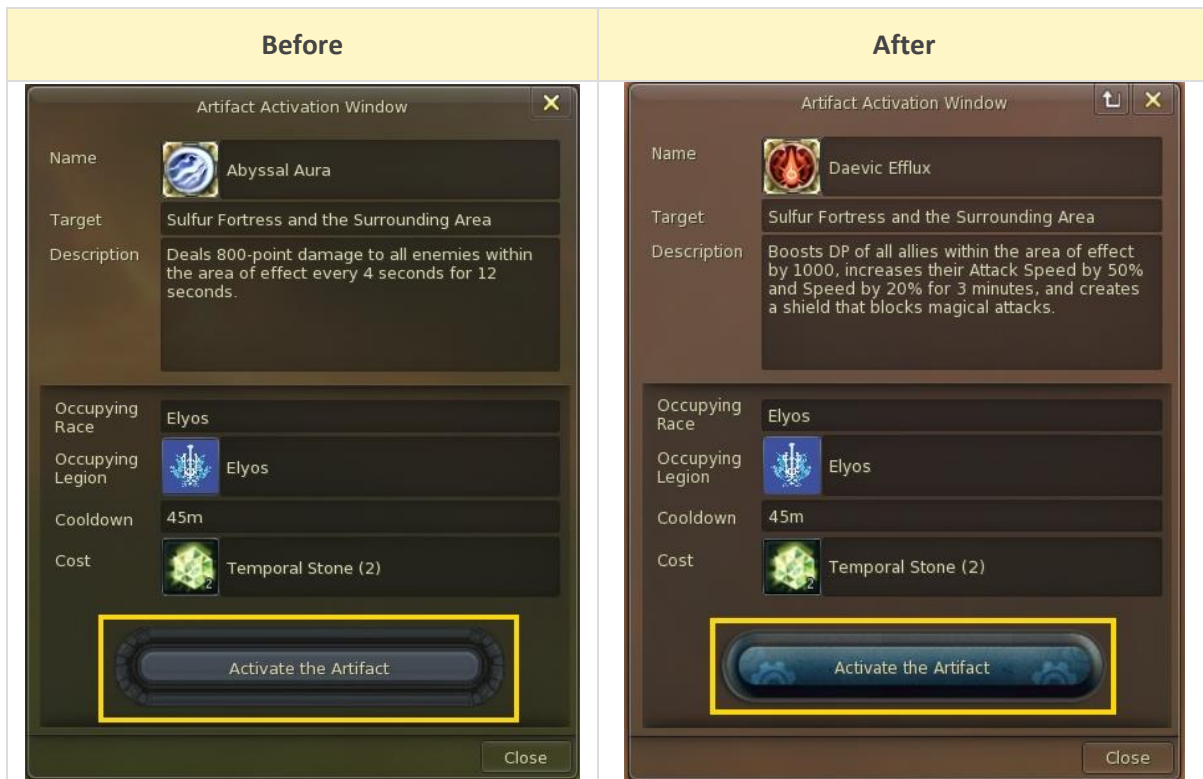
12. Fixed a problem with quest markers not appearing on the map in Katalam and Danaria.

13. Fixed problems with deleted friends being restored to their previous status.

14. Fixed problems related to repeatable skills not appearing correctly in the movable quickbars.

15. Fixed a problem with incorrect information being showed when linking items.

16. Fixed an issue with portions of Danaria not appearing on the map.

17. Fixed problems with the quest tracker.

18. Fixed problems with faces looking strange when switching genders.

19. Fixed a bug where the other faction would not appear on the radar when the Hide Other Characters option in the settings was enabled.

20. Fixed item listings for the Divine Armor merchants in Marchutan Priory and Kaisinel Academy.

21. Modified locations of UI buttons and tooltips.

22. Fixed an issue where the map appeared abnormally smaller in certain situations.

23. Fixed a bug where the transparency and UI size values in the Settings -> Game Settings -> Interface menu displayed incorrectly.

24. Fixed a bug with text selection in the Find Group list.

25. The wait time when adding a Find Group message has changed.

26. Danuar Mysticarium and Legion's Danuar Mysticarium maps will now display correctly.

27. Fixed miscellaneous issues with graphic settings.

28. Fixed an issue where HP/MP recovery rates of untargeted opponents were displayed.

29. Modified map display functions related to fortress sieges.

30. Some new tips have been added to the zone loading screens.

Siege

1. Katalam and Danaria siege times have changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
14:00 to 15:00		Silona			Silona	Sillus	Silona Pradeth
21:00 to 22:00	Sillus		Pradeth	Sillus	Pradeth		

2. Tiamaranta siege times have changed.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
14:00 to 15:00	All Hearts		All Hearts	All Hearts			
18:00 to 19:00	All Hearts	All Hearts	All Hearts	All Hearts	All Hearts	All Hearts	All Hearts
21:00 to 22:00		All Hearts				All Hearts	All Hearts

3. Siege times for Inggison and Gelkmaros fortresses are as follows.

Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun
13:00 to 14:00				Temple of Scales, Vorgaltem Citadel	Altar of Avarice, Crimson Temple	All	
20:00 to 21:00	Temple of Scales, Vorgaltem Citadel	Altar of Avarice, Crimson Temple	All				All

4. The range of mounts around Pradeth Fortress has been adjusted.

5. The chance for the Dredgion to appear during Katalam and Danaria sieges has changed.

6. Brigade General Tarbosch has a chance to appear along with the Dredgion Commander at Katalam and Danaria sieges.

7. Fixed a bug where system messages would not display at the start and end of Gelkmaros sieges.

8. Drastically reduced the chance for the Dredgion to appear in Inggison and Gelkmaros sieges.

9. Fixed a bug where a character would teleport outside of the fortress in Inggison and Gelkmaros after logging back into the game, even if the fortress was occupied.

10. The amount of participants who can receive the Hero rank when succeeding in conquering or defending all fortresses has been increased.

Fortress	Before	After
Katalam / Danaria	10	12
Inggison / Gelkmaros	10	12
Inner Upper Abyss	10	12
Lower Abyss	10	12
Divine	20	24
Outer Upper Abyss	15	18

11. The amount of consumables a Brigade General can receive from succeeding at all sieges has been increased.

12. A Brigade General can now receive more Major Danuar Relics, Blood Marks, and Recovery Crystals by successfully defending fortresses in Katalam and Danaria.

Bases

1. Altered locations of some guard NPC's at Primeval Ruins.

2. When the enemy faction kills NPC's that appear when occupying bases in Katalam and Danaria, they will no longer respawn until the next time the base is captured.

3. Increased the HP of NPC's that sell limited items at bases in Katalam and Danaria.

NPC

1. A teleporter NPC named Bulundur has been added to Beluslan, allowing Asmodian players easy travel between Frost Spirit Valley and Red Mane Cavern.

2. Some abilities of monsters related to Hero quests in the Idian Depths have been adjusted.

3. Fixed a bug where Hypora dropped the wrong kind of weapon.

4. Fixed the incorrect display of stats for some Dreka items.

5. Increased the amount of Stigma Shards that drop in Katalam and Danaria.

6. Adjusted the locations of some NPC's in Katalam.

7. Adjusted the stats of some NPC's in Katalam.

8. Fixed problems related to teleport devices in Katalam and Danaria.

9. Adjusted the locations of some monsters in Danaria's Redfang Territory.

10. Fixed various typos and errors in NPC dialogs.

Housing

1. Dye Plants can no longer be located via pathfinding.

2. A confirmation window will now appear when installing / removing 1-time use decoration items.

3. Increased the probability of collecting Major Construction Flux in the housing regions.

Environment

1. Adjusted the topography of various zones and instances.

2. Fixed problems with characters getting stuck in Windstreams in Katalam.

3. Added an info board near Red Mane Cavern in Beluslan.

4. Fixed bugs preventing normal use of teleportation devices in Danaria.

5. Fixed a bug where small players got stuck when sitting on chairs in certain regions.

Miscellaneous

1. Lockboxes have been updated with new rewards.

2. Asmodian incentive survey have been removed from Siel server.

3. Israphel has been set as the recommended server when logging in for the first time.

4. An "Enable 3G Memory" function has been added.

- This option is located in Options -> System Settings -> System

- This function requires Windows Vista 32-bit. If your system as 4GB of memory or more, 3GB of memory will be dedicated to gameplay.

Known Issues

1. The confirmation dialog that appears when attempting to enchant an item displays strangely when no supplements are used.

- The enchanting process itself is not affected.

2. Entry through the dredgion UI is sometimes only allowed when the local PC clock matches the server time.