



Additional Content Update
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Fishing System Renewal



- The fishing system is now automated:
 - When a character moves to a fishing area, the 'Start Fishing' icon appears automatically.
 - The Fishing icon is displayed regardless of whether or not a Fishing Rod and Bait are equipped.
 - Fishing starts automatically when the icon is clicked, but you must still have a fishing rod and bait equipped in order to begin fishing.
 - **You must be level 85 and higher to fish.**
 - New fish caught by fishing will give XP and SP.
 - Night fishing has been integrated into general fishing.
 - **The Fishing Competition System has been deleted.**
 - Changed the required items for fishing such as Fishing Rod, Bait, and Normal Fishing Shot (Prize-winning) to new items.
 - New fishing items can be bought through the Fishing Guild Member:

New Fishing Rods:

Fishing Rod	Price	Acquiring Method	Number of Normal Fishing Shot Consumed
Normal Fishing Rod (30-day)	6,000,000 Adena (without tax)	Purchase from Fishing Guild Member	1 Fishing Shot
Sturdy Fishing Rod	-	Fishing Rewards	1 Fishing Shot

New Bait:

Bait	Fish That Can be Caught	Acquiring Method	Price
Normal Bait	Fresh Fish	Fishing Guild Member	3,600 Adena
Special Bait	Shiny Fish	Fishing Rewards	-

- The old Fishing Rod, Bait, and Normal Fishing Shots can be exchanged for new the Fishing Rod and Adena through the Fishing Guild Member NPC.
- Deleted fishing related skills, 'Fishing', 'Reeling', 'Pumping', and 'Fishing Expertise' skills.
 - Completely removed the existing fishing related skills (Expand Warehouse/Trade/Craft/Inventory Skills are NOT removed).
 - The Adena that was used to acquire fishing skills will be refunded to the Private Storage.
- New fish have been added to the list of fish that can be caught by fishing.
 - The new fish can be exchanged for Stew or dismantled for other items by double-clicking.
 - The conversion to another item may fail, which will result in no items.
 - Crafted Fish and Fish Pearls earned by dismantling new fish can be exchanged for new reward items through the Fishing Guild Member NPC.
 - Existing fish and dismantled rewards can be exchanged for items through the Fishing Guild Member just like before.

Fishing Rewards:

Normal Bait		Special Bait	
Fishing Rewards	Dismantled Items (Probability)	Fishing Rewards	Dismantled Items (Probability)
Fresh Blue Mackerel	Crafted Fish	Fresh Marlin	Fish Pearl
Fresh Minnow	Crafted Fish	Fresh Catfish	Fish Pearl
Fresh Flatfish	Crafted Fish	Fresh Tuna	Fish Pearl
Fresh Mandarin Fish	Crafted Fish	Fresh Carp	Fish Pearl
Fresh Rockfish	Crafted Fish	Fresh Whale	Fresh Whale Blubber
Fresh Goldfish	Crafted Fish	Silver Treasure Chest	-
Fresh Salmon	Crafted Fish	Gold Treasure Chest	-
Fresh Eel	Crafted Fish		
Wooden Treasure Chest	-		

Treasure Chest Rewards:

Treasure Chest	Acquired Items
Wooden Treasure Chest	SP Scroll Box Special Bait Pack
Silver Treasure Chest	SP Scroll Box Rainbow Springs Clan Hall War Decree Sturdy Fishing Rod Zodiac Agathion Pack (15-day)
Golden Treasure Chest	Radiant Zodiac Agathion Pack (30-day) Twinkling Zodiac Agathion Pack (30-day)

- The ingredients of recipes that required existing fishing items have been changed to new ingredients.
- 'Whale Blubber' and 'Fish Jewel' items, which are now unusable due to fishing renewal, can be exchanged for other reward items through the Fishing Guild Member NPC.
- Changed the list of fishing items sold by the Fishing Guild Member NPC.
- 'Fantasy Fishing Dock' content has been removed.
 - Removed 'Entrance Pass: Fantasy Isle Fishing Dock (1-hour)' item.
 - The Goldeen NPC no longer appears while fishing.
- There are only 14 locations where players can now fish:

Fishing Locations	
Isle of Souls East Coast	Gludio Castle Area
Iris Lake	Town of Gludio Area
Around Coliseum	Neutral Zone Area
Giran Harbor Coast	Wasteland Southwest Coast
Plains of Lizardmen Area	Fellmere Lake
Dion Castle Southwest Area	Gludin Village West Coast
Oren Castle Area	Town of Heine Area

Nightmare Kamaloka



- The new instance dungeon Nightmare Kamaloka has been added:
 - **Only characters between Level 97~99 with a party of 2-7 players can enter through Captain Kurtiz in the Town of Aden.**
 - The instanced dungeon is bound when the last boss is defeated within 35 minutes.
 - The dungeon status is reset every day at 6:30 AM server time.
 - The bosses of each floor in the instance dungeon must be defeated in order to proceed to the next floor.
 - Captain Kurtiz will not die when attacked by characters and will not move from his location.
 - The reward for Nightmare Kamaloka can be acquired after defeating the last boss Dark Rider.
- XP, SP, and raid points can be acquired now when the last boss monster Dark Rider is defeated.
- 'Entrance Pass: Nightmare Kamaloka' will be dropped at a low rate when the boss monster Dark Rider is defeated, which will allow re-entry.
- The time for the Nightmare Kamaloka has been increased significantly.

Blazing Swamp Revamp



- **The Blazing Swamp hunting zone has been changed to a solo hunting zone for characters above Lv. 97.**
- The monster's status and type will change depending on the number of monsters defeated in a pit area. Below is a brief guide on the new Blazing Swamp Pit system:
 - A progress bar appears while hunting in various Pit areas.

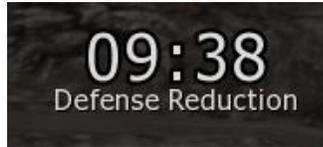


- Zones are visually indicated by pulsating ground texture.



- The progress bar increases by 1 for each monster killed while standing in the pit area.
 - 200 Kills is the max amount of monsters for the progress bar.

- Each pit has a separate memory counter for the number of killed monsters.
 - There is a slight delay in progress (5 ~ 10 seconds) after killing a monster.
- When 200 monsters are defeated
 - Pit changes to Defense Reduction Stage for 10 minutes.



- Monsters receive "Defense Decrease" debuff.
- Debuff Effect: The blazing energy weakens and reduces P./M. Def. by 20%



- After 10 minutes the Defense Reduction phase ends.
 - The pit then changes to Ifrit's Wrath stage for 10 minutes.
 - Monsters will be much stronger to all damage types, but are double XP/SP.
- Depending on the number of monsters killed during Ifrit's Wrath stage.
 - You receive Fire Stigma Lv. 1 ~ Lv. 5 debuff.
 - The debuff causes a Blazing Saurus monster to randomly spawn while hunting.



- Some raid bosses that were in the Blazing Swamp will no longer appear. The following are the raid bosses that have been removed:
 - Storm Winged Naga, Menacing Palatanos, Kernon's Faithful Servant Kelone, Death Lord Ipos, and Meanas Anor.
 - The location of the Flamestone Giant that was placed in Blazing Swamp has been changed.

Changes to Existing Hunting Zones

- The following changes have been made to Hellbound:
 - **Characters below Lv. 99 can now enter Hellbound as well.**
 - However, they must have a 'Visitation Scroll: Hellbound' (timed item) in the inventory, which can be purchased from the Black Marketeer of Mammon.
 - The price of the 'Scroll of Escape: Hellbound' that can be purchased from the Black Marketeer of Mammon has been changed, and characters below Lv. 99 can also use it.
 - The XP and SP rewards of the monsters in Beleth's Magic Circle have been raised.
 - The Adena drop rate of monsters in Hellbound has been increased, and the amount of Adena dropped has been lowered accordingly to match the increased drop rate.
- Enhanced bosses will appear at the Crystal Caverns instanced dungeon at a low rate.
 - There are 3 types of enhanced bosses (Armed/Wealthy/Wise) and they are stronger than regular bosses.
 - Veridan, Kechi, and Michaela are the enhanced bosses that will appear in the Crystal Caverns instanced dungeon.
 - Enhanced bosses give better rewards than the regular bosses.
- The 'Emery Compressor' NPC in Keucereus Alliance Base has been deleted.
- All the members of a command channel will have to stand close to the Heart of Warding when entering Antharas raid zone.
- Gigantic Chaos Golem no longer appears in the World Raid tab.
- Fixed the door to enter the Valakas Raid zone.
- Changed so that characters cannot teleport into the Abandoned Camp.
- The drop rate for the 'Sealed Demonic Tome' in Beleth's Magic Circle and Phantasmal Ridge has been increased.

New Skills

New Eviscerator skills have been added:

Skill	Effect
Infighter	Can be acquired at Lv. 97. When this passive skill is learned and the 'Right Sidestep' skill is used, the 'Inside Position' effect will be activated, which will increase the Physical Critical Rate.
Inside Position – Proc effect of Infighter	The skill level is accumulated: - Lv 1: Critical Rate increases by 10 - Lv 2: Critical Rate increases by 20 - Lv 3: Critical Rate increases by 40 and Critical Damage increases by 10%

Changes to Existing Class Skills

The effects of some Ertheia skills have been changed:

Class	Skill	Effect
Eviscerator	Fluid Weave	Reduced skill casting time. 1s >0s
	Back Step	Skill Lv.3 – Restores 30%HP Skill Lv.4 – Restores 40%HP
	Crushing Air	Skill casting range increased. Range 400 > 600
	Gravity Barrier	Reduced skill casting time. 1s >0s Reduced stun time after casting skill.
	Spallation	Added resistance effect to ranged debuffs
Sayha's Seer	Wind Blend	Skill Lv 3~5 added. Skill cooldown time decreased. Lv.3 10s Duration, Speed +100, 40s Cooldown Lv.4 10s Duration, Speed + 100, 30s Cooldown Lv.5 10s Duration, Speed +100, 25s Cooldown
	Air Rush	Reduced Knockdown time.

- The attribute of the "Addiction State" that is activated with the 'Poison Zone' skill has been changed from Poison to Mental.
- Lowered the success rate of the 'Spatial Trap' skill that is activated when using the 'Warped Space' skill, since it was set too high.
- Fixed issue where the 'Switch Places' skill was applied to characters with debuff immunity.
- Changed the use requirement of Crush of Doom, Demolition Impact, Full Swing, Cleave, Guillotine Attack skills to equipping a sword/blunt weapon.
- The following Servitors will no longer take XP:
 - Mew the Cat

- Silhouette
- Mirage the Unicorn
- Dark Panther
- Corrupted Man
- Mechanic Golem
- Big Boom
- Fixed the issue where the 'Mass Trick' skill forcefully attacked all the targets within range.
- Fixed the paralyzing effect for the 'Lightning Strike' skill.
- Fixed the issue where the skill description didn't show the increased time when the 'Feral Bear Cry' was enhanced.
- Fixed the issue where characters got stuck in a door or passed through it when using Air Rush, Storm Rage, Distant Kick, or Pressure Punch.

Items

- Fixed issue where the augmentation and enchant effects of the weapons didn't appear in the tooltip after modifying them.
- Fixed issue where the damage boost of Soulshots/Spiritshots wasn't shown in the tooltip that appears with enchanted Steel Door items.
- Fixed typo in the tooltip of items with the HP Drain Soul option.
- Fixed issue where the grade penalty icon was shown incorrectly when using the 'Expertise Rune'.
- Fixed issue where the enchant effect wasn't shown when the appearance of an enchanted weapon was changed to that of a no-grade weapon.
- Fixed the issue where the item name is displayed differently on the system message when removing the attribute of an enchanted armor.
- Fixed the issue where the weapon's effect wasn't displayed when a male Elf character wore the 'Infinity Fighter' while wearing certain armor. The following armor created the issue:
 - Dark/Bloody Eternal Leather Gloves
 - Dark/Bloody Eternal Gloves
 - Twilight Leather Gloves
 - Twilight Gloves

Quests

Blazing Swamp quests have been added:

Quest	Level	Description	Type	Start NPC
The Hero's Journey – Blazing Swamp	97	Tulesir the Minstrel from Town of Aden wants to tell you about the Blazing Swamp.	One-time	[Town of Aden] Tulesir the Minstrel
Waiting for Pa'agrío	97	Harp Zu Hestui is looking for an adventurer who will defeat monsters in the swamp and bring a Magma Ore.	Daily	[Blazing Swamp] Harp Zu Hestui

- Removed mention of monsters from some Blazing Swamp quests.
 - A Game of Cards
 - Stolen Dignity
- The quest locations of some Blazing Swamp quests have been changed to near the entrance of Blazing Swamp.
 - Come to Me
 - Supplier of Reagents
- Because of the changes in Blazing Swamp, the 'For the Sacrificed' quest and related items have been deleted.
- Some rewards from the 'Retrieving the Chaos Fragment' quest have been changed:
 - Instead of getting a 'Bloodied Demonic Tome' from 'Leona's Reward Box', players might get a 'Scroll: 1,000,000 SP' or a 'Sealed Visitation Scroll: Hellbound (30 minutes)' at a low rate.
 - XP and SP have been added to the quest completion rewards. These are given at a fixed rate, regardless of the number of quest items.
- Six new reward boxes have been added to the list of items that can be exchanged with 'Bloodied Demonic Tomes' through Budenka.

Exchanged Item	Items Needed
Damaged PK Pack	Sealed Demonic Tome x14 Bloodied Demonic Tome x4
Intact PK Pack	Sealed Demonic Tome x30 Bloodied Demonic Tome x12
Damaged Reputation Pack	Sealed Demonic Tome x13 Bloodied Demonic Tome x4
Intact Reputation Pack	Sealed Demonic Tome x28 Bloodied Demonic Tome x12
Damaged Elcym Pack	Sealed Demonic Tome x16 Bloodied Demonic Tome x6
Intact Elcym Pack	Sealed Demonic Tome x32 Bloodied Demonic Tome x15

- The drop rate of the 'Sealed Box' for the 'Four Goblets' quest and the types of rewards and distribution rates have been changed.
- Fixed typos in some quest NPC dialogues:
 - Kekropus' Letter: Regarding a Seal
 - Reports from Cruma Tower, Part 1
- Fixed issue where the 'An Obvious Lie' quest led players to the Alligator Beach instead of the Alligator Island.

- Changed so that when the reinforced boss in Crystal Caverns is killed, information regarding 3 quests is updated:
 - Breaking through the Emerald Square
 - Challenge, Steam Corridor
 - In the Coral Garden
- Fixed the issue where the Gatekeeper misguides the destination for meeting Gilmore after accepting the 'Audience with the Land Dragon' quest.
- Fixed the issue where the Gatekeeper misguides the destination for meeting Namu for the 'Letters from the Queen; Dragon Valley' quest.
- Fixed the issue where start NPC's location for the 'Lucien's Altar' quest was listed as Dwarven Village.
- Fixed the issue where the Oath quest was displayed as a one-time quest on the quest window.
- Fixed the issue where the quest icon was not displayed when accepting Kartia's Labyrinth (Party) quest.

User Interface

- The main menu on the bottom right will be hidden when entering the Ceremony of Chaos, and it will reappear once the match is over.
- The Airship and Aircraft shortcut key options have been deleted from the Settings since they aren't used much.
- Fixed the `/start_replayrecording /stop_replayrecording` commands.
- Fixed the issue where some tooltips appeared even when the Hide All Windows (Alt+H) option was on.
- Fixed the issue where the recording replay icon and the time display overlapped with the mini map.
- Fixed the issue where a window couldn't be closed with a key after acquiring an Ability.
- Fixed where some system message colors were shown with the colors that did not match the guided information.
- Fixed the issue where a system message that was not related to the situation was displayed when the number of items that can be registered to the Private Store was exceeded.
- The message warning players about playing a replay file that was saved in a previous version will show up at the top now.
- Fixed the issue where the warning message window shown when typing the `'/nick'` command with no authorization to change nicknames disappeared as soon as it popped up.
- Fixed the issue where Private Store messages showed up incorrectly or didn't show up at all.

Other Changes

- Party/Alliance leaders get extra XP/SP rewards at a 90% chance when succeeding at a raid. The following are the types of raids:
 - Antharas, Valakas, Lindvior, Earth Wyrm
 - Field raids above Lv. 88
 - Instanced Zone (above Lv. 97): Tauti (Regular/Epic), Octavis (Epic), Emerald Square (Veridan), Steam Corridor (Kechi), Coral Garden (Michaela), Crystal Prison (Baylor/Balok), Prison of Darkness (Spezion Epic)
- Fixed the issue where the sound didn't work when female Orc mages performed normal attacks.
- Fixed the animation for the arrows used by female Orc mages.
- Fixed the issue where female Orc mages couldn't teleport to the selected destination by using Sayune.
- Fixed issue where the instanced dungeon status showed up as 'None' in the waitlist for Party Matching.
- Fixed issue where a death penalty was applied when dying in the upper part of the Gainak tent while in a Gainak battle.
- Fixed issue where characters hit with a knockdown skill at specific locations in the Olympiad Stadium were sent up the walls of the stadium.
- Fixed issue where the 'Close' menu didn't show up when opening/closing the castle gate through the Chamberlain of Darkness/Light.
- Fixed issue where the game screen showed up when dragging with the right click when playing a video.
- Fixed issue where the Resurrection UI showing didn't show up when the PC drowned.
- Fixed issue where the system message shown with the '/partyinfo' command was misaligned.
- Fixed motion and sound issues of the Elf male character.
- Fixed the issue where Captain Kurtiz didn't respond when talked to by a Chaotic character.
- Fixed the issue where the water in Elf Village was displayed incorrectly.
- Fixed the issue where the HP/MP/XP recovery was shown incorrectly in the Fortress Management menu.
- Fixed the issue where during a Castle Siege battle, the players on the defense got the system message when the offense tried to use awakening.



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