

# LINEAGE II CLASSIC: AGE OF SPLENDOR

Preliminary patchnotes of the release version - updated version



Greetings, players! We are very inspired to introduce you patch notes of European version of Lineage II Classic. Are you ready to find yourself in an old world of elves and endless grind? Are you ready to have sleepless nights to get books for skills?

Lineage II Classic can give you this opportunity. It is time to write new pages of history of Lineage II.

Starting version is Lineage II Classic 1.5 0520(Lineage II Classic: Age of Splendor)

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## 1. CLAN

### 1.1. CLAN LEVEL

1.1.1. Maximum level of clan in Classic version is set to 5.

1.1.2. Adena, SP and special items are required to raise a clan's level from one to five.

Clan level	SP	Adena and items
1	1.000	150.000 adena
2	15.000	300.000 adena
3	100.000	100 Proof of Blood
4	1.000.000	5.000 Proof of Blood
5	5.000.000	10.000 Proof of Blood

1.1.3. In order to raise clan's level you don't need to make quests, you just need to get Proof of Blood from some monsters:

Monster	Zone
Torfe	Cruma Tower
Krator	Cruma Tower
Bloody Queen	Dragon's Valley

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## 1.2. CLAN WARS

### 1.2.1. Clan war requirements:

- Clan must be 3rd level or more
- Clan must have 15 members or more

### 1.2.2. Penalty of 500 Clan Reputation Points applied if clan decide to stop clan war

1.2.3. A single clan can declare war on up to 30 other clans at the same time. There no limit on how many declarations a single clan can receive.

1.2.4. You need to use special game commands or buttons in Clan Management interface to start clan war.

Following game commands are available for clan war management:

Game Command	Description
/clanwarstart	The command used by a clan leader to start a war. Clan name is required
/clanwarstop	The command used by a clan leader to stop a war. Clan name is required
/attacklist	The command shows a list of clan war declarations to enemy clans
/underattacklist	The command shows a list of clans which was declared to your clan
/warlist	The command shows a list of clan wars and their status

### 1.2.5. Clan War can start in following conditions:

- Confirmation of Clan War declaration through a special button in Clan War interface.
- Player kills 5 or more characters of clan, which declared an invitation to clan war. Enemy cannot be in chaotic state.
- If a character died of damage reflection, such death is not included in the count of deaths for the start of Clan War;
- If a player inflicts 90% of damage, but character killed by another player, who dont have relation to your Clan War, such a death is not included in the count for the start of Clan War.

1.2.6. All clan members involved in clan war lose 4% of experience if they die during 3-day grace period. When clan war starts clan members lose only 25% of standard death penalty (1% of experience).

1.2.7. When someone kills enemy player during clan war his pvp-count will be increased and he will not become chaotic.

1.2.8. In order to start fight players need to use forced attack. Their nickname become purple.

1.2.9. Clan war statistics are available in clan management window

1.2.10. A special symbols appears above players nicknames after clan war declaration

1.2.11. A clan war ends if the declaration is withdrawn

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## 1.3. CLAN REPUTATION

1.3.1. Only clans of 3 level or more can acquire clan reputation points when clan members get new level of their character:

Character's level	Clan Reputation Points
-------------------	------------------------

20-25	2
26-30	4
31-35	6
36-40	8
41-45	10
46-50	12
51-55	14
56-60	16
61-65	18
66-70	21
71-75	25

For example, when clan member get level up from 21 to 22 clan get 2 Clan Reputation Points.

1.3.2. It is possible to acquire 1 Clan Reputation Point per 1 killed enemy during active clan war.

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#### 1.4. CLAN SKILLS

1.4.1. Every clan can learn special skills in classic version:

Clan skill	Clan level	Fee	Description
Clan Fortune (lv.1)	1	10.000 adena	Clan member's experience increased by 3% during hunting
Clan Fortune (lv.2)	2	300.000 adena	Clan member's experience increased by 6% during hunting
Clan Fortune (lv.3)	3	5.000 clan reputation points	Clan member's experience increased by 10% during hunting
Clan Wind Walk (lv.1)	4	2.000 clan reputation points	Clan member's movement speed increased by 3
Clan Wind Walk (lv.2)	4	4.000 clan reputation points	Clan member's movement speed increased by 6

Clan Wind Walk (lv.3)	4	10.000 clan reputation points	Clan member's movement speed increased by 9
Clan Advent	5	-	P.Atk./M.Atk. +2. Effect is applied only when clan leader is online
Clan Imperium	4	-	Grants possibility to form a Command Channel

1.4.2. Passive skill "Ability of Light" is set to Max.CP+2000.

### 1.5. CLAN ACADEMY

Clan Academy is not available in Lineage II Classic.

## 2. GROUP

2.1. Maximum group size is set to 9 in classic version.

2.2. Experience and SP penalty is applied if level difference between characters in group more than 15.

2.3. Party bonuses are available during hunting in different zones. When players form a group they get additional experience and SP points:

Group size	Bonus
2	+30%
3	+35%
4	+40%
5	+55%
6	+60%
7	+70%
8	+80%
9	+100%

## 3. CLAN HALLS

Two types of Clan Halls are available in classic version: provisional and regular.

### 3.1. PROVISIONAL CLAN HALLS

3.1.1. Unlike regular clan halls, Provisional Clan Halls are temporary and instanced.

3.1.2. If your clan is level 3 or higher and you do not already own a clan hall, you can bid for a Provisional Clan Hall by speaking to the Auctioneer NPC in any town or village.

3.1.3. The auction period lasts two weeks, during which time a clan leader can bid on one of the types of clan hall for which the clan is eligible.

- Provisional Clan Halls distributes randomly to clans during an auction.

3.1.4. There are three models of Provisional Clan Halls:

### Orchid Hall



### Ellia Hall



### Laurel Hall



3.1.5. Costs for renting a Provisional Clan Hall are fixed, and there are no additional fees:

Clan hall	Clan level	Rental Time	Rental Fee
Orchid Hall	3	4 weeks (28 days)	1.000.000 adena



Ellia Hall	4	4 weeks (28 days)	1.500.000 adena
Laurel Hall	5	4 weeks (28 days)	2.000.000 adena

3.1.6. Only basic functions are available in Provisional Clan Halls:

- HP Restoration: 300%
- MP Restoration: 40%
- Restoration of experience from death: 50%

3.1.7. Auction time of Provisional Clan Halls is set to (00.01, Friday - 23.59, Saturday).

## 3.2. REGULAR CLAN HALLS

3.2.1. Regular Clan Halls divided into 2 grades: B-grade, A-grade.

- They are situated in different towns and villages:

Town/Village	Grade	Min. Bid	Deposit	Rental Fee
Gludin, Gludio, Dion, Floran	B	5.000.000 adena	500.000 adena	500.000 adena
Giran	A	10.000.000 adena	1.000.000 adena	1.000.000 adena

3.2.2. If you buy different decorations you can turn on special functions in regular clan halls. Their price and possibilities depends on clan hall grade.

3.2.3. It is possible to setup production functions to get for sale some special items.

## 4. CASTLE SIEGE

Castle Sieges is a part of PvP content for clans in Lineage 2. Owning a castle is beneficiary (taxes, castle skills, exclusive shop).

- Date of first siege will be announced
- Four castles are available for siege: Gludio Castle, Dion Castle, Oren Castle and Giran Castle.
- Any clan of level three or higher may normally participate in a siege. Clans below level three and clan-less players may also participate, but they cannot own a castle. Clan leaders need to register for a siege via NPC Messenger near castle.

### 4.1. SIEGE RULES

- Sieges take place once in two weeks on Sundays.
- Sieges take part in all castles at the same time.
- Sieges start at 8 p.m.
- The duration of a siege is 2 hours.
- When first siege of the server is started, all castle are owned by NPCs.
- Life Control Towers are responsible for the time required to get out of the castle dungeon after resurrection. If Life Control Towers are intact, the time is 30 seconds, if they are destroyed, it's 3 minutes.
- Temporary alliances are not available during a siege. It is designed to get possibility to fight near castle walls.
- It is impossible to get Clan Reputation Points during a siege.
- If player dies on siege battlefield, standard death penalty is applied.
- In order to capture a castle, clan leaders need to use skills Imprint of Light or Imprint of Darkness.

- The victor is the clan whose leader by the end of the siege has used the Imprint of Light or Imprint of Darkness skill on the castle's Holy Artifact (it takes 2 minutes to use the Imprint).

- You have 1 hour to change your mind (talk to the NPC).

## 4.2. CASTLE SIEGE REWARDS

4.2.1. Castle owners can use some special functions: different buffs, teleports, HP/MP restoration, experience restoration. This functions can be managed by NPC Chamberlain.

4.2.2. NPCs Mercenary Manager, Chamberlain, Chamberlain and various Gatekeepers can be used in a castle.

4.2.3. Following bonuses are available for castle owners:

Castle of Light	Type	Castle of Darkness
	<b>External View</b>	
Sale Fee 0% Purchase Fee 5%	<b>Tax</b>	Sale Fee 15% Purchase Fee 10%
A buff which increases XP to all players, except Castle of Darkness owners (exp/SP +3%)	<b>Bonus</b>	–
–	<b>Penalty</b>	Castle of Darkness owners can be killed by any player without getting karma and PK status.

4.2.4. Castle lord can get a special symbol of infinite power and authority from NPC Chamberlain - Lord's Crown.

Item	Description
Lord's Crown	Hair Accessory, Lord's Crown. Cannot be exchanged, dropped, or sold. Can be stored in a private warehouse.

4.2.5. Every member of clan, that owns a castle, can buy following items:

Item	Price	Quantity	Description
Circlet of [Casle Name]	625.000 adena	Infinite	Torchlight Circlet. Can be worn by the lord of [Castle Name] and clan members but not by allies. Allows use of Residential Skills when equipped. Cannot be exchanged, dropped, or sold. Can be stored in a private warehouse.
Quick Healing Potion	12.500 adena	Infinite	Magic potion that instantly restores HP. Instant effect with no duration. Cannot be used when HP is full.

Castle Owners' Coin	0 adena	8(per hour)	A special coin that can only be obtained by a member of a clan that has taken over a castle. While you are in hold of the castle, you can exchange coins for special items through Chamberlain.
Improved Scroll of Escape	25.000 adena	3(per hour)	Magic Scroll that relocates you to the nearest village.






4.2.6. Castle Owners' Coin is a special item for buying unique castle goods. This goods are available only for castle owners. There are no restrictions for buying this items.

Item	Price	Description
Quick Castle Healing Potion	4 Castle Owners' Coins	Magic potion that instantly restores HP. Instant effect with no duration. Cannot be used when HP is full.
Major Quick Castle Healing Potion	7 Castle Owners' Coins	Magic potion that instantly restores great amount of HP. Instant effect with no duration. Cannot be used when HP is full. Cannot be exchanged, dropped, sold, or stored in private warehouse. Can be transferred to another character on the same account.
Scroll of Experience / SP of the Castle: Normal	3 Castle Owners' Coins	Increases XP and SP gain by 35% for 20 minutes. The effect does not disappear after character's death.
Scroll of Experience / SP of the Castle: Average	4 Castle Owners' Coins	Increases XP and SP gain by 45% for 20 minutes. The effect does not disappear after character's death.
Scroll: Castle Berserker Spirit	1 Castle Owners' Coin	P. Atk. + -5%, M. Atk. + -10%, Atk. Spd. + 5%, Casting Spd. + 5%, and Speed + 5. P. Def. - 5%, M. Def. - 10%, and Evasion -2. Duration: 20 minutes.
Scroll: Castle Death Whisper	1 Castle Owners' Coin	Increases Physical Critical Damage by 25% for 20 minutes when used.
Scroll: Castle's Blessing	3 Castle Owners' Coins	Positive/negative effects are not removed even after character's death. Except the cases when it's under one of the following: Noblesse Blessing or Lucky Charm.
Castle Ring - 10 days	8 Castle Owners' Coins	10-day item. When equipped, increases HP by 20, M. Atk. by 3, P. Atk. by 5. The effect does not stack, if two identical rings are equipped. Cannot be exchanged, dropped, or sold. Can be stored in a private warehouse.
Castle Earring - 10 days	11 Castle Owners' Coins	10-day item. When equipped, increases MP recovery rate by +0.2, Healing received by 2%. The effect does not stack, if two identical earrings are equipped. Additionally increases MP by 10. Cannot be exchanged, dropped, or sold. Can be stored in a private warehouse
Castle Necklace - 10 days	15 Castle Owners' Coins	10-day item. When equipped, increases MP by 20, M. Def. by 3, P. Def. by 5. Cannot be exchanged, dropped, or sold. Can be stored in a private warehouse.



## 1. RACES

1. Only five races exist in Classic version: Humans, Elves, Dark Elves, Orcs and Dwarves.
2. It is recommended to choose a class according to your gameplay style. Basic parameters of races and archetypes differs from each other:

	Race	Archetype	Basic parameters						Basic class
			STR	DEX	CON	INT	WIT	MEN	
	Humans	Fighter	40	30	43	21	11	25	Human Fighter
		Mage	22	21	27	41	20	39	Human Mage
	Elves	Fighter	36	35	36	23	14	26	Elven Fighter
		Mage	21	24	25	37	23	40	Elven Mage
	Dark Elves	Fighter	41	34	32	25	12	26	Dark Fighter
		Mage	23	23	24	44	19	37	Dark Mage
	Orcs	Fighter	40	26	47	25	12	26	Orc Fighter
		Mage	27	24	31	31	15	42	Orc Mystic
	Dwarves	Fighter	39	29	45	20	10	27	Dwarven Fighter

## 2. BASIC PARAMETERS

- 2.1. Basic parameters divided into 6 types. Every parameter has its own influence on combat characteristics and define the nature of the origine of character and its further development.
- 2.2. Basic Parameters are inherent in race and archetype by default. It is not possible to change them but you can increase parameters by using different tattoos.

Parameter	Influence
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<p style="text-align: center;"><b>Strength (STR)</b></p>	<ul style="list-style-type: none"> <li>○ P. Atk.</li> <li>○ P. Critical Damage</li> </ul>
<p style="text-align: center;"><b>Dexterity (DEX)</b></p>	<ul style="list-style-type: none"> <li>○ P. Evasion</li> <li>○ Atk. Spd.</li> <li>○ P. Critical Rate</li> <li>○ P. Accuracy</li> </ul>
<p style="text-align: center;"><b>Constitution (CON)</b></p>	<ul style="list-style-type: none"> <li>○ Max HP</li> <li>○ HP Regeneration</li> <li>○ Weight</li> <li>○ Breath</li> <li>○ Shield Def. Success Rate</li> <li>○ Resistance to physical abnormal state</li> </ul>
<p style="text-align: center;"><b>Intelligence (INT)</b></p>	<ul style="list-style-type: none"> <li>○ M. Atk.</li> <li>○ M. Critical Damage</li> </ul>
<p style="text-align: center;"><b>Wisdom (WIT)</b></p>	<ul style="list-style-type: none"> <li>○ M. Accuracy</li> <li>○ M. Evasion</li> <li>○ Casting Spd.</li> <li>○ M. Def. Rate</li> <li>○ M. Critical Rate .</li> <li>○ Experience Restoration after Death</li> </ul>
<p style="text-align: center;"><b>Mentality (MEN)</b></p>	<ul style="list-style-type: none"> <li>○ M. Def.</li> <li>○ MP Regeneration</li> <li>○ Max MP</li> <li>○ Magic Cancel Rate</li> <li>○ Resistance to magical abnormal state</li> </ul>

### 3. CLASS SKILLS

- 3.1. There are 31 classes in Classic version.
- 3.2. It is possible to pass through first and second class transfer.
- 3.3. Third class transfer is planned to be added in future updates.
- 3.4. Structure of classes is following:

#### Humans



Class skills descriptions will be available in [Lineage 2 Encyclopaedia](#). Currently we are working over adding data for the game update. All class skill information will be available soon.

#### Starting Classes:

[http://l2wiki.com/classic/Human\\_Fighter](http://l2wiki.com/classic/Human_Fighter)

[http://l2wiki.com/classic/Human\\_Mystic](http://l2wiki.com/classic/Human_Mystic)

#### 1<sup>st</sup> Class Transfer:

<http://l2wiki.com/classic/Warrior>

[http://l2wiki.com/classic/Human\\_Knight](http://l2wiki.com/classic/Human_Knight)

<http://l2wiki.com/classic/Rogue>

[http://l2wiki.com/classic/Human\\_Wizard](http://l2wiki.com/classic/Human_Wizard)

<http://l2wiki.com/classic/Cleric>

#### 2<sup>nd</sup> Class Transfer:

<http://l2wiki.com/classic/Warlord>

<http://l2wiki.com/classic/Gladiator>

<http://l2wiki.com/classic/Paladin>

[http://l2wiki.com/classic/Dark\\_Avenger](http://l2wiki.com/classic/Dark_Avenger)

[http://l2wiki.com/classic/Treasure\\_Hunter](http://l2wiki.com/classic/Treasure_Hunter)

<http://l2wiki.com/classic/Hawkeye>

<http://l2wiki.com/classic/Sorcerer>

<http://l2wiki.com/classic/Necromancer>

<http://l2wiki.com/classic/Warlock>

<http://l2wiki.com/classic/Bishop>

<http://l2wiki.com/classic/Prophet>

## Elves



Class skills descriptions will be available in [Lineage 2 Encyclopaedia](#). Currently we are working over adding data for the game update. All class skill information will be available soon.

### Starting Classes:

[http://l2wiki.com/classic/Elven\\_Fighter](http://l2wiki.com/classic/Elven_Fighter)

[http://l2wiki.com/classic/Elven\\_Mystic](http://l2wiki.com/classic/Elven_Mystic)

### 1<sup>st</sup> Class Transfer:

[http://l2wiki.com/classic/Elven\\_Knight](http://l2wiki.com/classic/Elven_Knight)

[http://l2wiki.com/classic/Elven\\_Scout](http://l2wiki.com/classic/Elven_Scout)

[http://l2wiki.com/classic/Elven\\_Wizard](http://l2wiki.com/classic/Elven_Wizard)

[http://l2wiki.com/classic/Elven\\_Oracle](http://l2wiki.com/classic/Elven_Oracle)

### 2<sup>nd</sup> Class Transfer:

[http://l2wiki.com/classic/Temple\\_Knight](http://l2wiki.com/classic/Temple_Knight)

[http://l2wiki.com/classic/Sword\\_Singer](http://l2wiki.com/classic/Sword_Singer)

[http://l2wiki.com/classic/Plains\\_Walker](http://l2wiki.com/classic/Plains_Walker)

[http://l2wiki.com/classic/Silver\\_Ranger](http://l2wiki.com/classic/Silver_Ranger)

<http://l2wiki.com/classic/Spellsinger>

[http://l2wiki.com/classic/Elemental\\_Summoner](http://l2wiki.com/classic/Elemental_Summoner)

[http://l2wiki.com/classic/Elven\\_Elder](http://l2wiki.com/classic/Elven_Elder)

## Dark Elves





Class skills descriptions will be available in [Lineage 2 Encyclopaedia](#). Currently we are working over adding data for the game update. All class skill information will be available soon.

**Starting Classes:**

[http://l2wiki.com/classic/Dark\\_Figher](http://l2wiki.com/classic/Dark_Figher)

[http://l2wiki.com/classic/Dark\\_Mystic](http://l2wiki.com/classic/Dark_Mystic)

**1<sup>st</sup> Class Transfer:**

[http://l2wiki.com/classic/Palus\\_Knight](http://l2wiki.com/classic/Palus_Knight)

<http://l2wiki.com/classic/Assassin>

[http://l2wiki.com/classic/Dark\\_Wizard](http://l2wiki.com/classic/Dark_Wizard)

[http://l2wiki.com/classic/Shillien\\_Oracle](http://l2wiki.com/classic/Shillien_Oracle)

**2<sup>nd</sup> Class Transfer:**

[http://l2wiki.com/classic/Shillien\\_Knight](http://l2wiki.com/classic/Shillien_Knight)

[http://l2wiki.com/classic/Blade\\_Dancer](http://l2wiki.com/classic/Blade_Dancer)

[http://l2wiki.com/classic/Abyss\\_Walker](http://l2wiki.com/classic/Abyss_Walker)

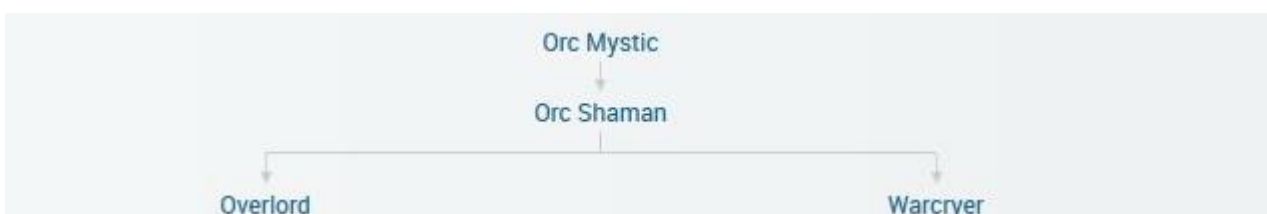
[http://l2wiki.com/classic/Phantom\\_Ranger](http://l2wiki.com/classic/Phantom_Ranger)

<http://l2wiki.com/classic/Spellhowler>

[http://l2wiki.com/classic/Phantom\\_Summoner](http://l2wiki.com/classic/Phantom_Summoner)

[http://l2wiki.com/classic/Shillien\\_Elder](http://l2wiki.com/classic/Shillien_Elder)

**Orcs**



Class skills descriptions will be available in [Lineage 2 Encyclopaedia](#). Currently we are working over adding data for the game update. All class skill information will be available soon.

**Starting Classes**

[http://l2wiki.com/classic/Orc\\_Fighter](http://l2wiki.com/classic/Orc_Fighter)

[http://l2wiki.com/classic/Orc\\_Mystic](http://l2wiki.com/classic/Orc_Mystic)



### 1<sup>st</sup> Class Transfer

[http://l2wiki.com/classic/Orc\\_Raider](http://l2wiki.com/classic/Orc_Raider)

<http://l2wiki.com/classic/Monk>

<http://l2wiki.com/classic/Shaman>

### 2<sup>nd</sup> Class Transfer

<http://l2wiki.com/classic/Destroyer>

<http://l2wiki.com/classic/Tyrant>

<http://l2wiki.com/classic/Overlord>

<http://l2wiki.com/classic/Warcryer>

## Dwarves



Class skills descriptions will be available in [Lineage 2 Encyclopaedia](#). Currently we are working over adding data for the game update. All class skill information will be available soon.

### Starting Class:

[http://l2wiki.com/classic/Dwarven\\_Figher](http://l2wiki.com/classic/Dwarven_Figher)

### 1st Class Transfer:

<http://l2wiki.com/classic/Scavenger>

<http://l2wiki.com/classic/Artisan>

### 2nd Class Transfer:

[http://l2wiki.com/classic/Bounty\\_Hunter](http://l2wiki.com/classic/Bounty_Hunter)

<http://l2wiki.com/classic/Warsmith>

### 3.5. New skills added in Age of War and Age of Splendor updates:

Class	Skill	Acquisition Level
Paladin/Dark Avenger	Shield Strike	40
All Knight classes	Shield Deflect Magic	60
Temple Knight/Shilien Knight	Aegis	52
Temple Knight	Tribunal	40
Shilien Knight	Judgement	40
Orc Shaman	Life Rescue	20
Overlord	Ritual of Life	48

	Pa'agrio's Honor	56
Warcryer	Chant of Movement	44
Gladiator	Dual Weapon Defense	41
Warlord	Quick Spear	42
	Fell Swoop	51
Destroyer	Excruiating Strike	40
	Sword Expert	46
	Immortal Life	52
Monk	Fist Weapon Mastery	20
All Rogue classes	Hide	51
All Summoner classes	Power Supremacy	48
Prophet	Mystic Immunity	51
Bishop	Divine Power	51
Elven Elder	Advanced Block	42
Shilien Elder	Stigma of Shilen	40
Bounty Hunter	Body Impale	42
Warsmith	Weapon Reinforcement	42
Bounty Hunter/Warsmith	Tenacity	44
All Summoner classes	Spirit Sharing	44
Gladiator	Sonic Slash	56
All Rogue classes	Sand Bomb	55
Plains Walker	Silent Move	40
All Mage classes	Clear Mind	40
Necromancer	Mass Curse Gloom	58

3.6. Spell books for some new skills are available from different monsters:

Spell book	Monster	Zone
Spellbook – Spirit Sharing	Reinforced Monster Eye Unicorn Mirror	Ivory Tower Crater Enchanted Valley Forest of Mirrors
Spellbook – Sonic Move	Satyr Taik Orc Warrior	Enchanted Valley Forest of Mirrors

Spellbook – Sand Bomb	Satyr Elder Taik Orc Captain	Enchanted Valley Forest of Mirrors
Spellbook – Mass Curse Gloom	Fline Mirror	Enchanted Valley Forest of Mirrors
Spellbook – Clear Mind	Giant Fungus Liele Elder Carinkain	Sea of Spores Enchanted Valley Forest of Mirrors
Spellbook – Dual Weapon Defense	Reinforced Stone Golem	Ivory Tower Crater
Spellbook – Fell Swoop	Fline	Enchanted Valley
Spellbook – Immortal Life	Oel Mahum Shaman Unicorn Elder	Outlaw Forest Enchanted Valley
Spellbook - Shield Deflect Magic	Satyr Elder	Enchanted Valley
Spellbook - Aegis	Oel Mahum Warrior Unicorn Elder	Outlaw Forest Enchanted Valley
Spellbook - Hide	Oel Mahum Fline Elder	Outlaw Forest Enchanted Valley
Spellbook – Mystic Immunity	Oel Mahum Shaman Liele	Outlaw Forest Enchanted Valley
Spellbook – Divine Power	Satyr Unicorn	Enchanted Valley
Spellbook – Stigma of Shilen	Manashen Gargoyle	Ivory Tower Crater
Spellbook – Advanced Block	Reinforced Monster Eye	Ivory Tower Crater
Amulet - Chant of Movement	Reinforced Steel Golem	Ivory Tower Crater

Amulet - Ritual of Life	Reinforced Gargoyle Swamp Alligator Swamp Warrior	Ivory Tower Crater Alligator Island
Amulet - Pa'lagrio's Honor	Valley Treant	Enchanted Valley

#### 4. SPELLBOOKS

- 4.1. You need to have spellbooks to learn some of the skills.
- 4.2. NPC Harmony in Gludio Grocery Store sells spellbooks for first class transfer skills
- 4.3. Spellbooks for second class transfer skills are available through monster drop in some hunting grounds

#### 5. CHARACTER

##### 5.1. CHARACTER LEVEL

- 5.1.1. Maximum level of character in Classic version is set to 75.
- 5.1.2. Maximum level of character planned to be increased in future updates.

##### 5.2. LEVEL DIFFERENCE PENALTY

5.2.1. When the level difference between player and monster is too big, an experience point penalty is applied to the player. The severity of the penalty is dependent on the difference in level.

Level difference	Experience	Level difference	Experience
0	100%	6	37%
1	100%	7	22%
2	100%	8	13%
3	97%	9	8%
4	80%	10	5%
5	61%	11+	0%

5.2.2. If player attack higher level monster, level difference penalty is not applied.

## 6. PK SYSTEM AND DEATH PENALTY

### 6.1. PK POINTS REDUCTION

6.1.1. There is only one way to decrease PK points by using Scroll: PK of different grade.

6.1.2. Black Judge sells scroll: PK(No grade, D, C, B). They are situated in following locations:

- South of Wasteland
- South of Floran Village
- North of Hardin Academy

6.1.3. Skroll: PK (A grade) available only in Clan Halls

### 6.2. DEATH PENALTY

6.2.1. When player dies, he lose 4% of experience regardless of character level. It can happen when character is killed by monster and when character is killed by any player.

6.2.2. Chaotic characters also lose 4% of experience regardless of character level without any additional penalty.

6.2.3. When player dies in a peaceful zone (villages, towns), he doesn't lose experience points.

### 6.3. DROP ITEM PENALTY

6.3.1. It is possible to drop some items by character death. When player dies, he lose 4% of experience regardless of character level. It can happen when character is killed by monster and when character is killed by any player.

6.3.2. When player dies in a peaceful zone (villages, towns), he doesn't drop any items.


Situation	Carma	PK points	Items drop
Death from monster	0 (white nickname)	0 ~ 3	yes
		4 +	yes
	negative (red nickname)	0 ~ 3	yes
		4 +	yes
Death from another player	0 (white nickname)	0 ~ 3	no
		4 +	no
	negative (red nickname)	0 ~ 3	no
		4 +	yes

## 7. TRANSFORMATIONS

7.1. Transformations are unique skills, which change an appearance of a character and slightly improve combat capabilities.

7.2. This skills acquired automatically by achieving definite levels of character.

7.3. Three skills available in Classic version:

	Transformation skill	Level	Class	Duration	Skill cooldown
	<b>Pirate</b>	45	All 2 <sup>nd</sup> class transfer classes	10 minutes	3 hours

	<b>Dark Assassin</b>	60			2 hours
	<b>White Assassin</b>	70			1 hour

7.4. This skills are independent. While one skill in a cooldown you can use another.





7.5. Transformation skills can be canceled by character death.

7.6. Restart of game client does not cancel transformation.

7.7. It is possible to cancel transformation by using ALT button.

7.8. You can find transformation skills in “Transformation Skills” category in character skills window.

7.9. You need to have Elemental Stone to activate transformation skills. NPC Pona sells them by following price:

	<b>Item</b>		<b>Items to exchange</b>
	<b>Elemental Stone (2 items)</b>		4 Crystal: D grade
			2 Gemstone: D grade
			1000 adena*

\*adena price can be affected by castle tax

7.10. If you don't have Elemental Stone in your inventory, you can't use transformation skills.

7.11. All active and passive skills are available in transforming state. All transformations give following effects:

<b>Effect</b>	<b>Transformation skill</b>		
	<b>Pirate</b>	<b>Dark Assassin</b>	<b>White Assassin</b>
Max. HP	+3%	+5%	+7%
Max. MP	+3%	+5%	+7%
Speed	+3	+4	+5
Attack Speed	+2%	+3%	+5%
P. Accuracy	+1	+1	+2
M. Accuracy	+1	+1	+2
M. Critical Rate	+10	+10	+20

7.12. All transformations change character appearance:

<b>Skill</b>	<b>Description</b>	<b>Level</b>
<b>Pirate</b>	This pirate once ruled ancient lands of Giran. His own crew excited a riot, but didn't manage to cope with their captain that became even more powerful with the dark forces. Zaken killed all the remaining rebels and disappeared. (Requires 1 Stone of Elements)	45




Skill	Description	Level
<b>Dark Assassin</b>	This is an organization of assassins created by Mercenary Captain Sieghardt Ein for making contract murders and carrying out secret orders. Sieghardt Ein, having become a member of Dawn, has disappeared without a trace, but the organization created by him still leads its shadowy deals. (Requires 1 Stone of Elements)	60







	Skill	Description	Level
	<b>White Assassin</b>	Rune noble Erica Ken Weber is the right hand of Sieghardt Ein. She wasn't influenced by the organizations of dark assassins. For her quest she created an organization of light assassins, continuing to be an informer. (Requies 2 Stones of Elements)	70






## 8. SKILL CHANGES

8.1. Skill "Silent Move" changed: now it decreases speed for 20% instead of 40% before.

8.2. Spoil effect changed: now it looks like a firework with a blue glow.

8.3. Some skills changed:

	Skill	Class	Changes
	Soul Cry	Orc Mystic	P.Atk. +2. MP Consumption depends on skill level.

	<b>Triple Slash</b>	Gladiator	Quickly strikes the target three times with 517 Power. For 10 seconds decreases enemy's P. Def. by 23%. Requires dual swords. Over-hit is possible. Ignores shield block.
	<b>Break Duress</b>	Tyrant	3 <sup>rd</sup> acquisition level added.  <b><u>1<sup>st</sup> level description</u></b> Use your spirit to escape from an immobile state. Requires Level 3 Momentum
	<b>Freezing Flame</b>	Warcryer	<b><u>1<sup>st</sup> level description</u></b> Strikes the target with magical cold flame, causing loss of 123 HP per second for 10 seconds

## 9. ADDITIONAL CHANGES

There are some changes which was included to Classic version in additional weekly patches between main updates Classic 1.0, Classic: Age of War, Classic: Age of Splendor.

- 9.1. Chaotic characters can get more experience from killing monsters. It is possible to erase negative carma faster.
- 9.2. Fixed the issue of Elven Wizard can't learn "Wind Shackle"(1-2 level) skill.
- 9.3. Fixed the issue of Shilien Oracle can't learn "Resurrection"(1-2 level) skill.
- 9.4. Basic HP of Warrior archetype has been changed: humans, orcs and dwarves now have more HP than elves and dark elves.
- 9.5. When player dies in peaceful zone, he does not lose any items and experience.
- 9.6. Fixed the issue of incorrect description of property "power" (skill "Flame Strike" (lv.2-3)).
- 9.7. Fixed the issue of incorrect description of property "power" (skill "Power Strike" (lv.3)).
- 9.8. Fixed the issue of incorrect description of property "power" (skill "Heal" (lv.10)).
- 9.9. Fixed the issue of incorrect speed bonus of "Sprint" skill.
- 9.10. HP restoring effect of skills "Greater Heal", "Greater Group Heal" increased.
- 9.11. Some skills of Warrior archetype changed:

Class	Skill	Change
Gladiator	<b>Sonic Blaster</b>	Hurls a deadly blast of force from the sword with Power added to P. Atk, stunning the target for 5 seconds. Requires a dualsword, sword or blunt to be equipped.

Destroyer	<b>Rage (Lv. 1)</b>	P. Atk. + 20% for 10 minutes. Additional P. Atk. + 3% when a two-handed sword, two-handed blunt weapon, or spear is equipped. Requires a sword, blunt weapon, spear, fist weapon, or dualsword
	<b>Rage (Lv. 2)</b>	P. Atk. + 20% for 10 minutes. Additional P. Atk. + 5% when a two-handed sword, two-handed blunt weapon, or spear is equipped. Requires a sword, blunt weapon, spear, fist weapon, or dualsword
	<b>Zealot</b>	P,Critical Rate + 33% when sword/blunt/fists is equipped.
Tyrant	<b>Fury Fists</b>	Increases your Atk. Spd by 15%. Continuously consumes HP
	<b>Ogre Spirit Totem</b>	Possessed by an Ogre's Spirit, P. Atk., P. Def. and M. Def. + 20%, Critical Damage + 20% for 5 minutes. Requires a fist weapon
	<b>Bear Spirit Totem</b>	Possessed by a Bear's soul, P. Atk., P. Def. and M. Def. + 10%, Critical Damage + 10% for 5 minutes. Requires a fist weapon
	<b>Wolf Spirit Totem</b>	Possessed by a Wolf's soul, Speed and Atk. Spd. Boost + 10%, Accuracy + 3 for 5 minutes. Requires a fist weapon.
	<b>Puma Spirit Totem</b>	Possessed by a Puma Spirit, Speed + 20% and Accuracy + 6 for 5 minutes. Requires a fist weapon.
	<b>Rabbit Spirit Totem</b>	Becomes possessed by a Rabbit's soul. Increases Atk. Spd. by 30%, Speed by 30%, Evasion by 6 and Accuracy +6 for 5 minutes. Requires a fist weapon.

9.12. Fixed the issue of incorrect description of "Hammer Crush" skill.

9.13. Changed wielding poses for Two-handed Swords.

- Idle, running, and walking poses for Human Male Warriors wielding Two-handed Swords have been changed.

- Idle pose for Human Female Warriors and Orc Male Warriors wielding Two-handed Swords have been changed.

## 10. BUG FIXES

9.1. Fixed the issue of soulshots not applied on general attack after "Burning Chop" skill.

9.2. Fixed the issue of incorrect duration of skill "Provoke" on its description.

9.3. Fixed the issue of incorrect acquiring of "Pa'agrio's Protection" skill.

9.4. Fixed the issue of description of skill "Wild Magic" did not correspond to its real effect.

9.5. Fixed the issue of sometimes skill "Freezing Flame" can restore MP of affected monster.

## HUNTING ZONES



### 1. STARTING ZONES

1.1. There are five starting zones for all game races:

Race	Starting area	Starting village	Hunting zones
Humans	Cedric School Einhovant School of Magic	Talking Island Village	[Field] Talking Island(west) [Field] Talking Island(east) [Dungeon] Elven Ruins
Elves	Shadow of the Mother Tree	Elven Village	[Field] Elven Forest [Field] Neutral Zone [Dungeon] Elven Fortress
Dark Elves	Shilen Temple	Dark Elven Village	[Field] Dark Forest [Field] Swampland [Field] Spider Nest [Field] Neutral Zone [Dungeon] School of Dark Magic
Orcs	Pa'agrio Temple	Orc Village	[Field] Immortal Plateau, Northern Region [Field] Immortal Plateau, Southern Region [Field] Frozen Waterfall [Dungeon] Cave of Trials
Dwarves	Strip Mine	Dwarf Village	[Field] Eastern Mining Zone [Field] Western Mining Zone [Dungeon] Abandoned Coal Mines [Dungeon] Mithril Mines

1.2. After character creation player arrives at one of five starting areas depending on race. It is possible to hunt in starting area up to 20 level of character.

## 2. OTHER TERRITORIES

1. There are five territories opened in Classic Version: Gludio, Dion, Giran, Oren and Aden.
2. Eight villages and towns are available for trading and resting:

Starting Villages		Other villages and towns	
Name	Hunting zone level	Name	Hunting zone level
Talking Island	1 ~ 20	Gludin Village	10 ~ 30
Elven Village	1 ~ 20	Gludio	20 ~ 30
Dark Elven Village	1 ~ 20	Dion	20 ~ 40
Orc Village	1 ~ 20	Floran	20 ~ 30
Dwarf Village	1 ~ 20	Giran	30 ~ 75
–	–	Hunter's Village	40 ~ 45
–	–	Oren	40 ~ 50
–	–	Aden	45 ~ 70

## 3. HUNTING ZONES FOR 1-20 LEVEL

### Recommended hunting zones for Humans (Lv. 1 ~ 20)



#### Talking Island (East)

This hunting zone suitable for human characters from 1 level up to 7-8 level. Only weak monsters inhabit this area. Some of them are social. If player attack them they can call for help another monsters in this area. It is necessary to consider when hunting in Talking Island (East).

#### Talking Island (North)

This hunting zone suitable for characters from 10 level up to 20 level. There are a lot of social monsters. Some of them can use magic attacks from long distance.

### Recommended hunting zones for Elves (Lv. 1 ~ 20)



#### Elven Forest (Shadow of Mother Tree)

This hunting zone suitable for elven characters from 1 level up to 7-8 level. Be careful about Kabu Orc and Goblin Scout. They can attack together.

#### Neutral Zone

This hunting zone suitable for elven characters from 15 level. Be careful about Lycanthrope. He can use strong AoE attacks on players.

#### Elven Fortress

This hunting zone is a dungeon with a serious internal structure. Difficulty of this zone can be divided by 3 levels. You can meet very powerful monsters in farthest rooms of this fortress. Mostly monsters are social so you need to be in a small groups.

### Recommended hunting zones for Dark Elves (Lv. 1 ~ 20)



#### Dark Forest

This hunting zone suitable for dark elven characters from 1 level up to 5-12 level. As well as in the surrounding areas of other starting villages there are a lot of weak monsters. If you move out of Dark Elven Village you can meet social monsters in farthest areas of Dark Forest.

#### Swampland

Weak monsters of more than 10 level inhabits this area. Be careful about Dark Horror monster and quest monster Black Willow Lurker.

#### School of Dark Magic

This hunting zone is a mysterious dungeon suitable for 10-20 level players. There are a lot of social monsters so you need to be in a small groups for productive hunting.

### Recommended hunting zones for Orcs (Lv. 1 ~ 20)



#### **Valley of Heroes**

This hunting zone suitable for orc characters from 1 level up to 7-8 level. Some monsters in this zone are social.

#### **Immortal Plateau(North)**

This hunting zone suitable for characters from 8 level up to 15-17 level. Best way for hunting is moving from west side of the zone to east side. High level monsters inhabits east side of Immortal Plateau (North).

#### **Cave of Trials**

It is a dungeon-type hunting ground for characters from 10 to 20 level. Design of this zone is very simple. You can meet high-level monsters deep inside of cave. Mostly monsters are social so you need to form a small groups.

### Recommended hunting zones for Dwarves (Lv. 1 ~ 20)



#### **Frozen Valley**

This hunting zone suitable for dwarven characters from 1 level up to 7-8 level. As well as in the surrounding areas of other starting villages there are a lot of weak monsters. If you move deep inside of Frozen Valley you can meet social monsters.

#### **Western Mining Zone**

Western Mining Zone (north-west) suitable for dwarven characters from 8 level up to 16-18 level. If you use healing potions you can easily hunt monsters but you can form a small group.

#### **Abandoned Coal Mine**

Abandoned Coal Mine is a dungeon-type hunting ground for characters from 10 to 20 level. It has 3 areas where you can find monsters of different level. it is possible to hunt without a group because of low density of monster population.



#### 4. MAIN HUNTING ZONES

There are some important hunting grounds where players can farm different resources and items. Also this zones are good for gaining fast experience.

##### Abandoned Camp (Lv.20+)

Abandoned Camp is a hunting ground where you can find monsters of lv.20-29. It is situated on the border of Gludin/Gludio. It is a good place for exping from gaining first occupation up to 29 level. This area designed for small groups.

You need carefully use your scrolls of escape because of border between Gludin and Gludio. You can easily loose your money or time if you use scroll of escape in a wrong place. Are you ready to fight with Mahums? Just visit this zone.



##### Orc Barracks (Lv. 24+)

Orc Barracks are situated in the north of Gludin Village. This area consists of several barracks for training orc soldiers. You need to form a group and choose a barrack for productive leveling.

There are some aggressive monsters who inhabits this area: Turek Orc Prefect, Turek Orc Skirmisher. Other monsters are social.

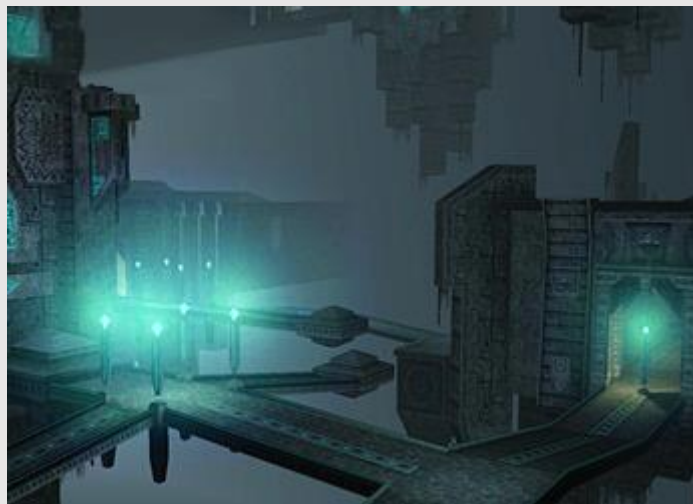


### Cruma Tower (lv.40+)

Cruma Tower is a dungeon-type hunting ground. It consists of 3 floors with a lot of large rooms heavily filled with monsters.

This zone designed for hunting in a groups. There are a lot of aggressive monsters on the third floor.

High level monsters inhabits second floor of tower. Be careful with Liangma and Dark Lord. They can burn your mana.



### Dragon's Valley (lv.45+)

Dragon's Valley is situated in the north of Giran and near Death Pass. This hunting ground is very large and designed for high level players. You can meet very aggressive undead monsters from 45 to 60 level. Only brave warriors can participate in challenge with terrible creatures of Dragon's Valley.





Hunting Zone	Type	Level	Features
<b>Alligator Island</b>	Solo hunting ground	40 ~ 45	<ol style="list-style-type: none"> <li>1. You can move from Giran gatekeeper to this zone</li> <li>2. When you use scroll of escape you'll arrive in Giran</li> </ol>
			<b>Description</b>
			<p>This is a habitat of awful alligators. Many years ago leaders of Giran decide to settle one of the islands with alligators. Recently the population of alligators dangerously increased, and they began to threaten people who live on nearest territories. Locals want to find an effective way to fight with alligators. It is a very hard task because of ferocious behavior of animals. They have spreaded far beyond the Alligator Island and don't intent to go back. Sometimes alligators attack humans on boats.</p>



Hunting Zone	Type	Level	Features
<b>Enchanted Valley</b>	Hunting ground for solo players or small groups	50 ~ 60	<ol style="list-style-type: none"> <li>1. You can move from Hunter's Village gatekeeper to this zone</li> <li>2. When you use scroll of escape you'll arrive in Hunter's Village</li> </ol>
			<b>Description</b>
			<p>Changes on material world have influence on Enchanted Valley. All fairies suddenly disappeared without any traces. Only Mimyu left in Valley. She was one of the eldest fairies who live in Enchanted Valley. This area was a shelter for fairies.</p>



Hunting Zone	Type	Level	Features
<p><b>Lair of Antharas</b></p>	<p>Group hunting ground</p>	<p>61 ~ 75</p>	<p>Lair of Antharas is situated on the east of Dragon's Valley. It is a huge cave filled with very powerful monsters. It is a good place for players from 61 level. it is not possible to move to the entrance of Lair of Antharas by teleport. You need to go through all Dragon's Valley. If you want productive leveling you can go deep inside of cave. Monsters with good drop and spoil live in farthest areas of Lair of Antharas.</p> <p>Most dangerous and terrible monsters of Aden and Elmore inhabits Lair of Antharas. They have huge amount of HP(x4-x12 of normal HP) and use different debuffs from paralyzing and bleeding to HP/MP draining. All monsters are extremely aggressive and social. You need to be careful inside this cave because of Plando. It is a very powerful monster who likes to use long distance attack with help of javelins. It is recommended to hunt inside Lair of Antharas in a well equipped group.</p> <p>Some monsters can call for help other species. You need to be very cautious in this situation because whole group can die. If you kill one of the most gorgeous monsters Pytan, Antharas Watcher Knoriks can be spawned by rare chance. You can get valuable items by eliminating Knoriks. This monster have x12 HP and he can use Fear debuff attack. Mostly melee classes need to check this debuff and try to avoid it.</p> <p>Lair of Antharas is the place where you can get different B-Grade items, recipes, materials and resources. Boots and Gloves are sealed and you can unseal them with help of blacksmith. All players need to fight to capture this place for farming.</p>

## 5. OTHER HUNTING ZONES

If you don't want to fight for place in a top hunting zones you can visit other places. This hunting grounds are not very important and have decent leveling and farming.

### 5.1. GLUDIO TERRITORY

Zone name	Recommended levels	Type
Evil Hunting Grounds	14 +	Field
Ruins of Agony	17 +	Field
Ruins of Despair	17 +	Field
Windmill Hill	20 +	Field
Langk Lizardmen Dwelling	16 +	Field
Fellmere Harvesting Grounds	17 +	Field
Windawood Manor/ Ol Mahum Checkpoint	22 +	Field
Wasteland	35 +	Field
Windy Hill	26 +	Field
Forgotten Temple	27 +	Dungeon
Ant Nest	29 +	Dungeon
Red Rock Ridge	30 +	Field

### 5.2. OREN TERRITORY

Zone name	Recommended levels	Type
Plains of Lizardmen	35 +	Field
Sea of Spores	40 +	Field
Timak Orc Outpost	40 +	Field
Ivory Tower Crater	40 +	Field
Forest of Evil	45 +	Field
Outlaw Forest	46 +	Field

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### 5.3. DION TERRITORY

Zone name	Recommended levels	Type
Mandragora Farm	20 +	Field
Dion Hills	20 +	Field
Partisan's Hideaway	23 +	Field
Plains of Dion	23 +	Field
Execution Ground	25 +	Field
Cruma Marshlands	25 +	Field
Floran Agricultural Area	30 +	Field
Bee Hive	27 +	Field

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### 5.4. SCHUTTART TERRITORY

Zone name	Recommended levels	Type
Immortal Plateau (South)	18 +	Field
Eastern Mining Zone	18 +	Field
Mithril Mines	23 +	Dungeon

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### 5.5. GIRAN TERRITORY

Zone name	Recommended levels	Type
Breka's Stronghold	30 +	Field
Gorgon Flowers Garden	31 +	Field
Death Pass	35 +	Field

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### 5.6 ADEN TERRITORY

Zone name	Recommended levels	Type
Hunter's Valley	40+	Field
Forest of Mirrors	45 - 55	Field
Field of Massacre	55 - 65	Field
Cemetery	50 - 55	Field

Ancient Battleground	60 - 70	Field
Forbidden Gateway	61 - 64	Field
Blazing Swamp	65 - 70	Field

## 6. RAID BOSSES

Raid boss is a very powerful monster with a lot of HP and different types of attacks. In order to kill him you need to form one or more parties. As a reward you will get different armors, weapons, accessories enchant scrolls and other items.

Raid boss	Level	Zone
Greyclaw Kutus	23	Abandoned Camp
Princess Molrang	25	Fellmere Lake
Langk Matriarch Rashkos	24	Langk Lizardmen Dwelling
Evil Spirit Bifrons	21	Gludio Territory (South of Wasteland)
Zombie Lord Crowl	25	Ruins of Despair
Ikuntai	25	Ruins of Despair(South)
Sukar Ratman Chief	21	Evil Hunting Ground
Kuroboros' Priest	23	Gludio Territory (North West of Forgotten Temple)
Soul Scavenger	25	Ruins of Agony
Pan Dryad	25	Plains of Dion
Patriarch Kuroboros	26	Gludio Territory
Tirak	28	Forgotten Temple
Partisan Commander Talakin	28	Partisan's Hideaway
Elf Renoa	29	Red Rock Ridge
Beleth' Agent Meana	30	Gorgon Flowers Garden
Giant Wasteland Basilisk	30	Wasteland
Turek Mercenary Captain	30	Turek Orc Camp
Cat's Eye	30	Partisan's Hideaway
Ragraman	30	Wasteland
Queen's Royal Guard Captain	32	Cruma Marshland
Skyla	32	Dragon's Valley



Vuku Grand Priest Gharmash	33	Bee Hive
Nurka's Messenger	33	Partisan's Hideaway
Breka Warlock Pastu	34	Breka's Stronghold
Marsh Stakato Queen Zyrna	34	Cruma Marshland
Rommel	35	Cruma Marshland
Chertuba of Great Soul	35	Turek Orc Camp
Sejarr's Servitor	35	Gorgon Flowers Garden
Execution Grounds Watchman Guillotine	35	Execution Grounds
Flame Lord Shadar	35	Partisan's Hideaway
Soul Collector Acheron	35	Execution Grounds
Gargoyle Lord Sirocco	35	Wasteland
Red Eye Captain Trakia	35	Partisan's Hideaway
Eye of Beleth	35	Plains of Dion
Evil Spirit Tempest	36	Execution Grounds
Lizardmen Captain Hellion	38	Cruma Marshland
Leader of Cat Gang	39	Giran Territory
Road Scavenger Leader	40	Death Pass
Nakondas	40	Gorgon Flowers Garden
Tiger King Karuta	45	Breka's Stronghold
Archon Susceptor	45	Cruma Tower
Necrosentinel Royal Guard	47	Dragon's Valley
Cursed Clara	50	Dragon's Valley
Beleth' Seer Sephia	55	Dragon's Valley
Black Lily	55	Dragon's Valley
Ancient Weird Drake	60	Dragon's Valley
Lord Ishka	60	Dragon's Valley
Wizard of Storm Teruk	40	Plains of Lizardmen
Leto Chief Talkin	40	Plains of Lizardmen

Shaman King Selu	40	Timak Orc Outpost
Retreat Spider Cletu	42	Hunter's Village Territory
Crazy Mechanic Golem	43	Ivory Tower Crater
Thief Kelbar	44	Hunter's Valley
Flamestone Golem	44	Ivory Tower Crater
Iron Giant Totem	44	Ivory Tower Crater
Timak Orc Ranger Captain	44	Timak Orc Outpost
Evil Spirit Cyrion	45	Hunter's Valley
Timak Orc Gosmos	45	Timak Orc Outpost
Shacram	45	Hunter's Valley
King Tarlk	48	Forest of Evil
Ketra's Commander Atis	49	Forest of Evil
Rahha	65	Ancient Battleground
Fierce Tiger King Angel	65	Angelic Waterfall
Gargoyle Lord Tiphon	65	Aden Territory(North West of Devastated Castle)
Shilen's Priest Hisilrome	65	Aden Territory(South of Cemetery)
Roaring Lord Kastor	62	Oren Territory(East of Outlaw Forest)
Fairy Queen Timiniel	61	Enchanted Valley
Ghost of the Well Lidia	60	Field of Massacre
Taik High Prefect Arak	60	Aden Territory(East of Coliseum in the crater)
Soulless Wild Boar	59	Angelic Waterfall
Orfen's Handmaiden	58	Sea of Spores
Timak Priest Ragoth	57	Timak Orc Outpost
Dread Avenger Kraven	57	Sea of Spores
Rotting Tree Repiro	56	Sea of Spores
Refugee Applicant Leo	56	Outlaw Forest
Harit Guardian Garangky	56	Forest of Mirrors
Furious Thieles	55	Enchanted Valley

Enchanted Forest Lookout Ruell	55	Enchanted Valley
Wizard Isirr	55	Forest of Mirrors
Harit Hero Tamash	55	Angelic Waterfall
Bandit Leader Barda	55	Oren Territory(East of Outlaw Forest)
Ghost Knight Kabed	55	Cemetery
Paniel the Unicorn	54	Enchanted Valley
Red Flag Captain Shaka	52	Oren Territory(North East of Outlaw Forest)
Grave Robber Kim	52	Cemetery
Verfa	51	Aden Territory(East of Aden Town)
Deadman Ereve	51	Aden Territory(South of Narsill Lake)
Ghost of Peasant Captain	50	Cemetery
Fairy Queen's Messenger Berun	50	Enchanted Valley
Slaughter Lord Gato	50	Outlaw Forest
Karte	49	Aden Territory(South of Tower of Insolence*)
Mirror of Oblivion	49	Forest of Mirrors
Barion	47	Aden Territory(South West of Tower of Insolence*)
Beacon of Blue Sky	45	Alligator Island
Fafurion's Henchman Istary	45	Alligator Island
Earth Protector Panathen	43	Alligator Island

\*Tower of Insolence exists on World Map but not yet implemented in European version of Lineage II Classic.

## 7. OTHER ADDITIONS AND CHANGES

### 7.1. Some zones have been rebalanced:

#### Wasteland



- Some monster's level and drop changed.

#### Plains of Lizardmen



- Behavior of Lord of the Plains has been changed: only mage and healer in his group. Archer has been removed.
- Some monster's level and drop changed.

#### Timak Orc Outpost



- Behavior of Timak Orc Troop Captain changed: only mage and healer in his group. Archer removed.
- Timak Orc Troop Captain level and drop changed.

## Partisan's Hideaway



- Behavior of Talakin Commander changed: only two bandits in his group. Archer removed.
- Talakin Commander level and drop changed.

## Ant Nest



- Respawn time of Ant Overseer, Ant Warrior Captain, Noble Ant Captain has been reduced.
  - Experience and SP of Ant, Ant Captain, Ant Soldier, Ant Warrior Captain has been increased.
- 7.2. Experience, SP, drop and spoil rate greatly increased in all hunting zones.
- 7.3. Skill "Corrosive Acid Spray" of Rotting Tree changed: DoT-effect of HP decreasing removed.
- 7.4. Salamander Lakin's debuff "Cold Flame" has been reduced from 45 seconds to 20 seconds.
- 7.5. It is possible to cure "Poison" with help of skill "Cure Poison(lv.1)". Next monsters affected:
- Ant Soldier
  - Ant Recruit
  - Salamander Rowin
- 7.6. Raid boss rewards changed:
- adena removed from drop;
  - chance of dropping armor, accessory and weapons greatly increased.
- 7.7. Respawn rate and quantity of some monsters in starting zones changed.
- 7.8. Cruma Tower changed:
- All second floor monsters are social and aggressive
  - Monster Perum can summon player to his location
  - Validus and Torfe prefer to attack summoner and ignore servitors

- Monster Excuro(3rd floor of Cruma Tower) is aggressive and he use first attack
- respawn rate of monsters decreased
- population of monsters increased
- P.Atk. and M.Atk of monsters has been increased

#### 7.9. Dragon Valley changed:

- All monsters are social and aggressive
- night time monsters removed
- population of monsters in some areas of Dragon Valley increased
- If you kill Cave Maiden or Cave Keeper, you have a chance to meet Cave Banshee. This monster does not have drop and spoil, but you can get a lot of XP and SP. If you don't attack Cave Banshee, she will disappear in 5 min.

7.10. Respawn time of monsters of Talking Island, Gludin Village, Gludio, Dion areas increased.

7.11. "Moon Knight" Quest monsters has been added to Partisan's Hideaway, Turek Orc Camp areas.

7.12. Drop list of some monsters changed:

Monster	Changes
Manashen Gargoyle (lv. 40)	Added: Spellbook: Death Whisper
Drake (lv. 57)	Added: Eminence Bow, Eminence Bow Shaft
Unicorn (lv. 54)	Added: Orcish Poleaxe, Orcish Poleaxe Blade

## 8. ADDITIONAL HUNTING ZONE CHANGES

There are some changes which was included to Classic version in additional weekly patches between main updates Classic 1.0, Classic: Age of War, Classic: Age of Splendor.

8.1. Respawn time of Abandoned Camp has been reduced

8.2. HP of some Abandoned Camp monsters has been increased by x2:

- Ol Mahum Commander
- Ol Mahum Sergeant
- Ol Mahum General

8.3. Raid Boss combat stats has been increased

8.4. Drop item system has been changed when player tries to attack a monster, which level is higher than player's level by 11.

8.5. Fixed the issue of wrong topography in some hunting zones:

- Wasteland
- Talking Island(north)
- Dwarven Village shore
- Mountains near Dwarven Village

8.6. New items has been added to some monster's drop lists:

- Relic Spartoi
- Langk Lizardman Sentinel
- Langk Lizardman Shaman

8.7. Respawn time of monsters has been set to default state.

8.8. Fixed the issue of incorrect respawn points of some monsters Dark Forest.

8.9. HP of Raid Bosses (lv.21-50) has been increased.

8.10. Combat stats of monsters Shindebarn and Ricenseo has been decreased.

8.11. Item drop probability has been increased in Forgotten Temple, Turek Orc Camp, Ant Nest, Cruma Tower, Dragon's Valley

8.12. Fixed the issue of incorrect topography in some zones:

- Windmill Hill;
- Elven Forest;
- Misty Mountains;
- Cave of Trials;
- Wasteland;
- Mithril Mines.

8.13. Fixed the issue of incorrect respawn points of some monsters in Floran Agricultural Area.

8.14. Monster's population of starting hunting zones decreased. Dungeon monster's population is not affected.

8.15. Orc Barracks monster's population increased, respawn time reduced.

8.16. Drop of items in hunting zones(20+ level) increased.

8.17. Fixed the issue of incorrect topography in Forgotten Temple.

8.18. Fixed the issue of incorrect respawn point of Hunter Gargoyle (Outlaw Forest/Dragon's Valley).

8.19. Fixed the issue of sometimes it was impossible to interact with NPC Priest Manakia.

8.20. Fixed the issue of Maille Lizardmen Barracks incorrect topography.

8.21. Fixed the issue of incorrect respawn points of some Dragon's Valley monsters.

8.22. Fixed the issue of incorrect respawn points of Undine Rowin and Undine Lakin.

8.23. Fixed the issue of incorrect random respawn points of some monsters:

Monster type	Monster list
Regular monsters	Snipe, Dark Lord , Gigantiops, Roxide, Death Fire, Dragon Bearer Captain, Pytan, Lord of the Plains, Timak Orc Troop Captain , Talakin Commander
Raid bosses	Lord Ishka Archon Susceptor

8.24. Fixed the issue of incorrect animation and visual effect of Mist Horror Ripper, Neer Crawler Berserker, Baar Dre Vanul Destroyer.

8.25. Fixed the issue of Perum moves and attack without any sound.

## 9. BUG FIXES

8.1. Fixed the issue of Bloody Queen animation skills did not correspond to the real effect of skills.

8.2. Fixed the issue of character can not move in some areas of Partisan's Hideaway.

8.3. Fixed the issue of character being stucked in some areas of hunting zones and some monsters appear near him.

8.4. Fixed the issue of Spellbook: Corpse Plague did not drop from some monsters.

8.5. Fixed the issue of monster Kobold's weapon abnormal behaviour.

8.6. Fixed the issue of some monsters not respawning in some areas of Western Mining Zone and Immortal Plateau (South)

8.7. Fixed the issue of "Poison" and "Bleed" debuff incorrectly stacked with previously used debuffs.

8.8. Fixed the issue of Antharas Watcher Gilmore's weapon sometimes disappear.

8.9. Fixed the issue of Alligator Island topography.

8.10. Fixed the issue of some monsters being appeared in Dragon's Valley fortress.



## 1. EQUIPMENT

1.1. Maximum grade of items is set to B-grade.




1.2. Higher grades will be introduced in future updates. It is planned to add restrictions for introducing high grade items to save value of current items.

1.3. There are 12 slots for equipment in Classic version.

1.4. Available slots for armor and accessory:



Available slots	
Weapon	Shield
Helmet	Necklace
Breastplate	Earring
Gaiters	Ring
Gloves	Talisman
Boots	Head Accessory

1.5. Available magic accessories:

Accessory type	Description
 <b>Necklace</b>	Increase magic defence. It is possible to wear only one necklace.
 <b>Earring</b>	Increase magic defence. It is possible to wear only two earrings.
 <b>Ring</b>	Increase magic defence. It is possible to wear only two rings.





	<b>Helmet</b>	●	●	●	●	●	●	●	●
	<b>Shield</b>	-	●	-	-	-	-	-	-

## 2. ITEM MODIFICATION

2.1. It is planned to add only usual modification scrolls for armor and weapons. There are no plans to add blessed scrolls in the future because of negative effect to economy in main version of game.






2.2. Stats of weapons changes after applying modification scrolls:

Modification	Grade	One handed sword / One handed blunt / Dagger / Spear	Bow	Two handed sword / Two handed blunt / Dualsword / Fists	M.Atk.
+1 ~ +3	C	3	6	4	3
	B	4	8	5	3
+4 ~ +16	C	6	12	8	6
	B	8	16	10	6

## 3. SCROLL: PK

3.1. Special items for reducing PK counter added in Classic version.

3.2. Scroll: PK divide into 5 grades:

Scroll	Description	Where to buy
 <b>Scroll: PK (No Grade)</b>	Double-click to lower PK value by 1. It can only be used when the PK value is above 1, and reputation is 0. Intended for Lvl 1-19. Cannot be sold through NPC shops.	Black Judge (500 adena)
 <b>Scroll: PK (D Grade)</b>	Double-click to lower PK value by 1. It can only be used when the PK value is above 1, and reputation is 0. Intended for Lvl 20-39. Cannot be sold through NPC shops.	Black Judge (3000 adena)
 <b>Scroll: PK (C grade)</b>	Double-click to lower PK value by 1. It can only be used when the PK value is above 1, and reputation is 0. Intended for Lvl 40-51. Cannot be sold through NPC shops.	Black Judge (9000 adena)
 <b>Scroll: PK (B grade)</b>	Double-click to lower PK value by 1. It can only be used when the PK value is above 1, and reputation is 0. Intended for Lvl 52-60. Cannot be sold through NPC shops.	Black Judge (18,000 adena)
 <b>Scroll: PK (A grade)</b>	Double-click to lower PK value by 1. It can only be used when the PK value is above 1, and reputation is 0. Intended for Lvl 61-75. Cannot be sold through NPC shops.	Clan Hall Manager (59,400 adena)

## 4. SOUL CRYSTAL SYSTEM

Currently don't implemented on EU Classic version. It is planned to add reworked soul crystal system in future updates.

## 5. DYES

5.1. Different dyes added for 1<sup>st</sup>/2<sup>nd</sup> class transfer classes in Classic version.

5.2. NPCs in Grocery Store of any village sells dyes for 1<sup>st</sup> class transfer classes.

5.2. It is possible to buy dyes for 2<sup>nd</sup> class transfer classes only in Giran.

5.2. If you collect 10 dyes, you can create a symbol by Symbol Master NPC in Grocery Store of any village/town.

## 6. DUALSWORD PRODUCTION

6.1. Blacksmith NPCs allows players to create dualswords.


Town/Village	Blacksmith	Dualswords
Talking Island Village	Altran	D ~ C grade
Elven Village	Aios	D ~ C grade
Dark Elven Village	Karrod	D ~ C grade
Orc Village	Sumari	D ~ C grade
Dwarven Village	Brunon	D ~ C grade
Gludin	Kluto	D ~ C grade
Gludio	Pinter	D ~ C grade
Dion	Poitan	D ~ C grade
Giran	Pushkin	D ~ C grade
Hunter's Village	Duning	B grade (some types)
Oren	Helton	B grade (some types)
Aden	Wilbert	B grade (some types)

6.2. You need to have 2 one handed swords, crystals of definite grade and Stones of Purity to create a dualswords. Dual Craft Stamp additionally required to create B-grade dualswords.

6.3. In original version you need to use Stone of Purity only for B-grade dualswords, but in classic version it was extended to dualswords of any grade.

6.4. If you use enchanted one handed swords to make a dualsword, all enchants will be reset.




6.5. You can buy Dual Craft Stamp in Clan Hall production system. Giran Clan Halls have higher probability of getting this items.

	Item	Description	Quantity	Price(for 1 item)
	Dual Craft Stamp	Applies for creating B-grade dualswords only	2 items	11,000 adena

## 7. EPIC JEWELRY

7.1. Epic Jewelry added as drop from world bosses Ant Queen, Core, Orfen:

	Name	Grade	M. Def.	Description
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	Queen Ant's Ring	No grade	32	MP +9, Poison Chance and Resistance +10%, P/M Accuracy +1, P/M Attack +4%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.
	Ring of Core	No grade	32	MP +9, Mental Attack Resistance/Chance +10%, P/M. Evasion +1, Damage from P/M Attacks -2%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.
	Orfen's Earring	No grade	51	MP +19, Mental Attack Resistance/Chance +5%, Shackle Chance/Resistance +10%, Healing Effects +2%, MP cost for abilities -2%. The effect doesn't stack if two identical earrings are worn. Cannot be enchanted.

7.1. Epic jewelry upgrade added for all types of epic jewelry accessories. It is possible to upgrade Queen Ant's Ring, Ring of Core, Earring of Orfen up to 3<sup>rd</sup> stage.



- NPC Beggins gives a possibility of upgrading epic jewelry. He is located near Luxor
- You need to have 2 same epic accessories and adena to upgrade an item:

Epic jewelry upgrade		Items to exchange
Reinforced Queen Ant's Ring	=	Queen Ant's Ring + Queen Ant's Ring + 1,000,000 adena
Refined Queen Ant's Ring	=	Reinforced Queen Ant's Ring + Reinforced Queen Ant's Ring (lv.2) + 2,000,000 adena

- Chance of upgrading is set to 100%.

7.2. Effects of upgraded epic jewelry are following:

### Queen Ant's Ring

	Item	Grade	M.Def.	Description
	Queen Ant's Ring	No grade	32	MP +9, Poison Chance and Resistance +10%, P/M Accuracy +1, P/M Attack +4%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.
	Reinforced Queen Ant's Ring	No grade	40	MP +15, Poison Chance and Resistance +15%, P/M Accuracy +2, P/M Attack +6%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.






Refined Queen Ant's Ring

No grade



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
MP +21, Poison Chance and Resistance +20%, P/M Accuracy +3, P/M Attack +7%, Crit. Attack Power +10%, M. Crit. Attack Power +5%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.

## Ring of Core


	Item	Grade	M.Def.	Description
	Ring of Core	No grade	32	MP +9, Mental Attack Resistance/Chance +10%, P/M. Evasion +1, Damage from P/M Attacks -2%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.
	Enhanced Ring of Core	No grade	40	MP +15, Mental Attack Resistance/Chance +15%, P/M. Evasion +2, Damage from P/M Attacks -4%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.
	Refined Ring of Core	No grade	48	MP +21, Mental Attack Resistance/Chance +20%, P/M. Evasion +3, Damage from P/M Attacks -6%. Enables to use a special skill to remove Debuffs. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.

## Orfen's Earring

	Item	Grade	M.Def.	Description
	Orfen's Earring	No grade	51	MP +19, Mental Attack Resistance/Chance +5%, Shackle Chance/Resistance +10%, Healing Effects +2%, MP cost for abilities -2%. The effect doesn't stack if two identical earrings are worn. Cannot be enchanted.
	Enhanced Orfen's Earring	No grade	61	MP +25, Mental Attack Resistance/Chance +10%, Shackle Chance/Resistance +15%, Healing Effects +4%, MP cost for abilities -3%. The effect doesn't stack if two identical earrings are worn. Cannot be enchanted.

	Refined Orfen's Earring	No grade	71	MP +31, Mental Attack Resistance/Chance +15%, Shackle Chance/Resistance +20%, Healing Effects +6%, MP cost for abilities -5%. Has a chance to transfer 3% of Damage dealt to the enemy into MP. The effect doesn't stack if two identical earrings are worn. Cannot be enchanted.
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7.3. Effect of Ring of Ant Queen changed:

	Item	Before	After
	Queen Ant's Ring	MP +9, Poison Chance and Resistance +10%, P/M Accuracy +1, P/M Attack +20. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.	MP +9, Poison Chance and Resistance +10%, P/M Accuracy +1, P/M Attack +4%. The effect doesn't stack if two identical rings are worn. Cannot be enchanted.

## 8. B-GRADE EQUIPMENT





8.1. Top B-grade items added to Classic version:

- All recipes and materials for crafting Top B-grade items available by hunting in high level hunting zones.

### Blue Wolf Armor (heavy)







	Item	Type	P.Def	Armor set effect
	Blue Wolf Helmet	-	66	<b>2 items:</b> no effect

	Blue Wolf Breastplate	Heavy	166	<b>3 items:</b> no effect <b>4 items:</b> no effect <b>5 items:</b> STR +3, CON -1, DEX -2, Speed+7, HP Recovery Bonus +5.24%.
	Blue Wolf Gaiters	Heavy	104	
	Blue Wolf Gloves	Heavy	44	
	Blue Wolf Boots	Heavy	44	

### Blue Wolf Armor (light)








	Item	Type	P.Def	Armor set effect
	Blue Wolf Helmet	–	66	<b>2 items:</b> no effect
	Blue Wolf Leather Armor	Light	202	
	Blue Wolf Gloves	Light	44	<b>3 items:</b> no effect <b>4 items:</b> MEN +3, WIT -1, INT -2, P. Def. +5.26%, Cst. Spd. +15%.
	Blue Wolf Boots	Light	44	








## Blue Wolf Armor (robe)



	Item	Type	P. Def. MP Bonus	Armor set effect
	Blue Wolf Helmet	–	66	<b>2 items:</b> no effect <b>3 items:</b> no effect <b>4 items:</b> no effect <b>5 items:</b> INT -2, MEN -1, WIT +3, Max. MP +206, MP Recovery Bonus +5.26%.
	Blue Wolf Tunic	Robe	83 / 377 MP	
	Blue Wolf Stockings	Robe	52 / 236 MP	
	Blue Wolf Gloves	Robe	44	
	Blue Wolf Boots	Robe	44	





## Doom Armor (heavy)



	Item	Type	P.Def	Armor set effect
	Doom Helmet	–	66	<b>2 items:</b> no effect  <b>3 items:</b> no effect  <b>4 items:</b> STR -3, CON +3, Max. HP +320, lung capacity increase.  <b>4 items + shield:</b> Shield Defence Rate +24%.
	Doom Plate Armor	Heavy	270	
	Doom Gloves	Heavy	44	
	Doom Boots	Heavy	44	
	Doom Shield	Heavy	–	






## Doom Armor (light)



	Item	Type	P.Def	Armor set effect
	Doom Helmet	–	66	<b>2 items:</b> no effect <b>3 items:</b> no effect <b>4 items:</b> STR -1, CON -2, DEX +3, lung capacity increase, P. Atk. +2.7%, MP Recovery Bonus +2.5%, Poison Resistance +20%.
	Doom Leather Armor	Light	202	
	Doom Gloves	Light	44	
	Doom Boots	Light	44	

## Doom Armor(robe)



	Item	Type	P. Def. MP Bonus	Armor set effect
	Doom Helmet	–	66	<b>2 items:</b> no effect <b>3 items:</b> no effect <b>4 items:</b> no effect <b>5 items:</b> INT +2, MEN +1, WIT -3, Speed +7, , lung capacity increase, MP Recovery Bonus +5.26%.
	Doom Tunic	Robe	83 / 377 MP	
	Doom Gloves	Robe	52 / 236 MP	
	Doom Gloves	Robe	44	
	Doom Boots	Robe	44	

### 8.2. B-grade sealed gloves and boots added:



- Boots and gloves drops from monsters in a sealed state.
- You need to unseal boots and gloves with a help of blacksmith NPC of any village/town. You need to pay some adena for this process.
- There is no payment for sealing boots and gloves.

## 9. ITEM CHANGES

9.1. Soulshot/spiritshot consumption decreased for no grade, D-grade, C-grade weapons.

9.2. NPC Galladucci have new items for sale:

- enchant scrolls

	Name	Price	Description
	Scroll: Enchant Weapon (D-grade)	Crystal: D grade x 320 Adena x 50.000	When enchanted, P. Atk. + 2 for all D-grade weapons with the exception of bows, which increases by 4. M. Atk. + 2 for all weapons. Starting at + 4, P. Atk. / M. Atk. bonus double. Enchanting is safe up to + 3.
	Scroll: Enchant Weapon (C-grade)	Crystal: C grade x 368 Adena x 330.000	When enchanted, P. Atk. + 3 for C-grade one-handed swords, one-handed blunts, daggers, spears, and other weapons. P. Atk. + 4 for two-handed swords, two-handed blunts, dualswords, and two-handed fist weapons. P. Atk. + 6 for bows. M. Atk. + 3 for all weapons. Starting at + 4, P. Atk. / M. Atk. bonus double. Enchanting is safe up to + 3.

- Pa'agrian Sword

9.3. Chaotic characters cannot use Scroll: PK(any grade) when they have negative karma.

9.4. The brightness of graphic effects displayed during Soulshot attacks has been dimmed.

9.5. Gemstone: D-grade item icon changed:

Gemstone: D-grade		Blue Gemstone	
Before	After	Before	After
			

## 10. ADDITIONAL ITEM CHANGES

There are some changes which was included to Classic version in additional weekly patches between main updates Classic 1.0, Classic: Age of War, Classic: Age of Splendor.

11.1. Price of Scroll: PK (Black Judge store) decreased.

11.2. Scroll: PK removed from Grocer Lars store.

11.3. Strategy Guide added to Grocer Lars store. You need this item to form a Command Channel.

11.4. Fixed the issue of soulshots/spiritshots not applied to some weapons:

Grade	Weapon	Grade	Weapon
No grade	Apprentice's Spellbook Tears of Eva Relic of the Saints Crucifix of Blessing	D Grade	Branch of Life Temptation of Abyss Proof of Revenge Divine Tome Sage's Blood Tome of Blood Crucifix of Blood Eye of Infinity Blue Crystal Skull Demon's Fangs Vajra Wand Ancient Reagent

11.5. Fixed the issue of incorrect position of dropped weapons.

11.6. Fixed the issue of incorrect Luxor store armor assortment.

11.7. Fixed the issue of Recipe: Compound Shield(100%) absence in game world.

## 11. BUG FIXES

10.1. Fixed the issue of HP bonus not applied after armor modification on +4 state or more.

10.2. Fixed the issue of soulshots/spiritshots not applied on some no grade/D-grade weapons.

10.3. Fixed the issue of attribute effects applied on arrows and weapons.

10.4. Fixed the issue of Novice's Wind Walk Potion not working properly.

10.5. Fixed the issue of incorrect set effects applied on upper armor.

10.6. Fixed the issue of automatic spirishots dont turned off while changed it to another grade spiritshots.

10.7. Fixed the issue of incorrect item icon of Major Healing Potion.

## QUESTS



### 1. QUEST INTERFACE

1.1. Lineage II Classic version takes all quest interface improvements from original Lineage II:

- scroll and bag icons above NPCs
- improved 3D arrow for quest locations
- easy checking of quest on ingame map

### 2. CLASS TRANSFER QUESTS

Class transfer is a part of character development. When player advance through 1<sup>st</sup> and 2<sup>nd</sup> class transfers, he will get new class, skills and possibilities.

#### 2.1. 1<sup>ST</sup> CLASS TRANSFER QUEST.

2.1.1. When player achieve 19 level of character, he can take a special quest to advance through 1<sup>st</sup> class transfer. But player can achieve 1<sup>st</sup> class transfer on 20 level only.

2.1.2. Most of 1<sup>st</sup> class transfer designed in Aden Kingdom territory, some of them in starting areas:

Race	Class	1 <sup>st</sup> class transfer quest	1 <sup>st</sup> class transfer
Humans	Hyman Fighter	Path of the Warrior Path of the Human Knight Path of the Rogue	Warrior Human Knight Rogue
	Human Mystic	Path of the Human Wizard Path of the Cleric	Human Wizard Cleric
Elves	Elven Fighter	Path of the Elven Knight Path of the Elven Scout	Elven Knight Elven Scout
	Elven Mystic	Path of the Elven Wizard Path of the Elven Oracle	Elven Wizard Elven Oracle
Dark Elves	Dark Fighter	Path of the Palus Knight Path of the Assassin	Palus Knight Assassin
	Dark Mystic	Path of the Dark Wizard Path of the Shillien Oracle	Dark Wizard Shillien Oracle

Orcs	Orc Fighter	Path of the Orc Raider Path of the Orc Monk	Orc Raider Orc Monk
	Orc Mystic	Path of the Orc Shaman	Orc Shaman
Dwarves	Dwarven Fighter	Path of the Scavenger Path of the Artisan	Scavenger Artisan

## 2.2. 2<sup>ND</sup> CLASS TRANSFER QUEST.

2.2.1. When player achieve 35 level of character, he can take a special quests to advance through 2<sup>nd</sup> class transfer. But player can achieve 2<sup>nd</sup> class transfer on 40 level only.

2.2.2. 2<sup>nd</sup> class transfer quests are available at 35 level, 37 level and 39 level of character:

### Humans

1 <sup>st</sup> class transfer	First quest (lv. 35)	Second quest (lv. 37)	Third quest (lv. 39)	2 <sup>nd</sup> class transfer
Warrior	Trial of the Challenger	Testimony of Trust	Test of the Champion	Warlord
			Test of the Duelist	Gladiator
Human Knight	Trial of Duty	Testimony of Trust	Test of the Healer	Paladin
			Test of Witchcraft	Dark Avenger
Rogue	Trial of the Seeker	Testimony of Trust	Test of the Searcher	Treasure Hunter
			Test of Sagittarius	Hawkye
Human Wizard	Trial of the Pilgrim	Testimony of Trust	Test of Magus	Sorcerer
			Test of Witchcraft	Necromancer
			Test of the Summoner	Warlock
Cleric	Trial of the Pilgrim	Testimony of Trust	Test of the Healer	Bishop
			Test of the Reformer	Prophet

### Elves

1 <sup>st</sup> class transfer	First quest (lv. 35)	Second quest (lv. 37)	Third quest (lv. 39)	2 <sup>nd</sup> class transfer
Elven Knight	Trial of Duty	Testimony of Life	Test of the Healer	Temple Knight
	Trial of the Challenger		Test of the Duelist	Sword Singer
Elven Scout	Trial of the Seeker	Testimony of Life	Test of the Searcher	Plains Walker
			Test of Sagittarius	Silver Ranger
Elven Wizard	Trial of the Scholar	Testimony of Life	Test of Magus	Spellsinger



			Test of the Summoner	Elemental Summoner
Elven Oracle	Trial of the Pilgrim	Testimony of Life	Test of the Healer	Elven Elder

### Dark Elves

1 <sup>st</sup> class transfer	First quest (lv. 35)	Second quest (lv. 37)	Third quest (lv. 39)	2 <sup>nd</sup> class transfer
Palus Knight	Trial of Duty	Testimony of Fate	Test of Witchcraft	Shillien Knight
	Trial of the Challenger		Test of the Duelist	Blade Dancer
Assassin	Trial of the Seeker	Testimony of Fate	Test of the Searcher	Abyss Walker
			Test of Sagittarius	Phantom Ranger
Dark Wizard	Trial of the Scholar	Testimony of Fate	Test of Magus	Spellhowler
			Test of the Summoner	Phantom Summoner
Shillien Oracle	Trial of the Pilgrim	Testimony of Fate	Test of the Reformer	Shillien Elder

### Orcs

1 <sup>st</sup> class transfer	First quest (lv. 35)	Second quest (lv. 37)	Third quest (lv. 39)	2 <sup>nd</sup> class transfer
Orc Raider	Trial of the Challenger	Testimony of Glory	Test of the Champion	Destroyer
Monk	Trial of the Challenger	Testimony of Glory	Test of the Duelist	Tyrant
Shaman	Trial of the Pilgrim	Testimony of Glory	Test of the Lord	Overlord
			Test of the War Spirit	Warcryer

### Dwarves

1 <sup>st</sup> class transfer	First quest (lv. 35)	Second quest (lv. 37)	Third quest (lv. 39)	2 <sup>nd</sup> class transfer
Scavenger	Trial of the Guildsman	Testimony of Prosperity	Test of the Searcher	Bounty Hunter
Artisan			Test of the Maestro	Warsmith

## 3. MAIN QUESTS

3.1. Limit of 50 quests per week set to some repeatable quests:

- Bring Wolf Pelts
- Collector's Dream

- Trade with the Ivory Tower
- Keen Claws
- Pleas of Pixies
- Proof of Valor
- Wrath of Ancestors
- Skirmish with the Werewolves
- Dark Winged Spies
- Totem of Hestui
- Gatekeeper's Offering
- Revenge of the Redbonnet
- Covert Business
- Dreaming of the Skies
- Gatekeeper's Favor
- Collect Arrowheads
- Collect Spores
- Scent of Death
- Bones Tell the Future
- Sweetest Venom
- Collector of Jewels

3.2. Counter of quest will be reset every maintenance day.

#### 4. GLUDIO TERRITORY ONETIME QUESTS.

Name	Min. level	Type	NPC
Letters of Love	2	Onetime	Darin
What Women Want	2	Onetime	Arujien
Deliver Goods	2	Onetime	Arnold
Sacrifice to the Sea	2	Onetime	Rockswell
Mass of Darkness	2	Onetime	Undrias
Find Sir Windawood	3	Onetime	Abellos
Nerupa's Request	3	Onetime	Nerupa
Fruit of the Mother Tree	3	Onetime	Andellia
Shilen's Hunt	3	Onetime	Nelsya
Deliver Supplies	3	Onetime	Jenna
Recover Smuggled Goods	5	Onetime	Wilford
Sword of Solidarity	10	Onetime	Roien
Spirit of Craftsman	10	Onetime	Karrod

Spirit of Mirrors	10	Onetime	Gallint
Skirmish with the Orcs	10	Onetime	Kendell
Forgotten Truth	10	Onetime	Thifiell
Shards of Golem	10	Onetime	Harrys
Legacy of the Poet	11	Onetime	Starden
Sea of Spores Fever	12	Onetime	Alberius
Protect the Water Source	12	Onetime	Asterios
Curse of the Fortress	12	Onetime	Unoren
Fever Medicine	15	Onetime	Elias
Immortal Love	15	Onetime	Lilith
Dwarven Kinship	15	Onetime	Carlton
Offspring of Nightmares	15	Onetime	Vlasty
Will the Seal be Broken?	16	Onetime	Talos
Seed of Evil	21	Onetime	Biotin
Blood Fiend	21	Onetime	Creamees
Dangerous Seduction	21	Onetime	Vellior

## 5. GLUDIO TERRITORY REPEATABLE QUESTS

Name	Min. level	Type	NPC
Bring Wolf Pelts	3	Repeatable	Lector
Pleas of Pixies	3	Repeatable	Pixy Murika

Keen Claws	3	Repeatable	Payne
Wrath of Verdure	4	Repeatable	Treant Bremec
The Guard is Busy	6	Repeatable	Gilbert
Orc Hunting	6	Repeatable	Rayen
Bonds of Slavery	6	Repeatable	Kristin
Collect Spores	8	Repeatable	Herbiel
Trade with the Ivory Tower	8	Repeatable	Vollodos
Orc Subjugation	8	Repeatable	Kayleen
Collect Arrowheads	10	Repeatable	Minia
Bones Tell the Future	10	Repeatable	Kaitar
Scent of Death	11	Repeatable	Minaless
Request from the Farm Owner	15	Repeatable	Edmond
Collector's Dream	15	Repeatable	Alshupes
Grim Collector	15	Repeatable	Curtis
Crystals of Fire and Ice	17	Repeatable	Katerina
Destroy Plague Carriers	18	Repeatable	Ellenia

Catch the Wind	18	Repeatable	Rizraell
Sweetest Venom	18	Repeatable	Astaron
Vanquish Remnants	21	Repeatable	Leopold
Sense for Business	21	Repeatable	Sarien
Recover the Farmland	25	Repeatable	Piotur
Curiosity of a Dwarf	33	Repeatable	Rolento
Collector of Jewels	25	Repeatable	Nell
Old Spellbook	28	Repeatable	Casian

#### 6. DION TERRITORY REPEATABLE QUESTS

Name	Min. level	Type	NPC
Hunt of the Black Lion	25	Repeatable	Sophya

#### 7. GIRAN TERRITORY REPEATABLE QUESTS

Name	Min. level	Type	NPC
Arrow of Vengeance	32	Repeatable	Belton

#### 8. SCHUTT GART TERRITORY ONETIME QUESTS

Name	Min. level	Type	NPC
Long Live the Pa'agrio Lord	2	Onetime	Nakusin
Miner's Favor	2	Onetime	Bolter
Merciless Punishment	10	Onetime	Hatos
Jumble, Tumble, Diamond Fuss	10	Onetime	Gouph

## 9. SCHUTTIGART TERRITORY REPEATABLE QUESTS

Name	Min. level	Type	NPC
Proof of Valor	4	Repeatable	Rukain
Revenge of the Redbonnet	4	Repeatable	Maryse Redbonnet
Wrath of Ancestors	5	Repeatable	Livina
Brigands Sweep	5	Repeatable	Spiron
Invaders of the Holy Land	6	Repeatable	Varkees
The Hidden Veins	6	Repeatable	Filaur
Skirmish with the Werewolves	9	Repeatable	Brukurse
Covert Business	10	Repeatable	Keef
Covert Business	11	Repeatable	Tantus
Dreaming of the Skies	11	Repeatable	Arin
Totem of Hestui	15	Repeatable	Tanapi

Gatekeeper's Offering	15	Repeatable	Tamil
Tarantula Spider Silk	15	Repeatable	Mion
Gatekeeper's Favor	15	Repeatable	Wirphy

## 10. AGE OF WAR AND AGE OF SPLENDOR QUESTS

### 10.1. New repeatable quests added:

Quest	Level	NPC
Leto Lizardmen Hunting	34+	<u>[Giran North Bridge]</u> Guard Rath
Family Honor	36+	<u>[Oren Grocery Store]</u> Accessory Merchant Galibredo
Dig Up the Sea of Spores!	43+	<u>[Ivory Tower: 3<sup>rd</sup> floor]</u> Magister Gauen
1000 years, the End of Lamentation	45+	<u>[Dragon's Valley Entrance]</u> Antharas Watchman Gilmore
Conquest of Alligator Island	38 - 49	<u>[Alligator Island]</u> Morita
Whisper of Dreams - Part 1	56 - 66	<u>[Lair of Antharas Entrance]</u> Priest Vanutu
Whisper of Dreams - Part 2	60 - 74	<u>[Lair of Antharas Entrance]</u> Priest Vanutu
Illegitimate Child of a Goddess	63 - 67	<u>[Aden]</u> Priest Ruvad
Plunder the Supplies	52 - 59	<u>[Aden]</u> Priest Ruvad

10.2. Quest rewards and quest items price of starting quests has been increased.

10.3. Fixed the issue of incorrect relation of Tataru's Letter of Recommendation of Path to Shaman quest to Path of the Artisan quest.

10.4. 1<sup>st</sup> class transfer quest rewards has been changed:

Before	After
All classes: 6080 Exp	Warrior classes: 80,314 Exp / 5087 SP Mage classes: 80,314 Exp / 5910 SP

10.5. Gatekeeper quests reward has been changed:

Quest	Before	After
Gatekeeper's Offering	2 Gatekeeper Charm	2 Scroll of Escape
Gatekeeper's Favor	2 Gatekeeper Token	2 Scroll of Escape

## 11. QUEST MOON KNIGHT

11.1. New onetime quest added:

Quest	Lv.	NPC	Reward
Moon Knight	25 ~ 40	[Gludin] Moon Knight Jones	Moon armor of your choice

11.2. Moon Armor don't have any restrictions, set effects. It is impossible to exchange, drop, sell and crystallize.





## 12. ADDITIONAL QUEST CHANGES

There are some changes which was included to Classic version in additional weekly patches between main updates Classic 1.0, Classic: Age of War, Classic: Age of Splendor.

12.1. Rewards of some repeatable quests has been changed because of race balance:

- The Hidden Veins
- Skirmish with the Werewolves

12.2. Fixed the issue of sometimes it was impossible to complete Path of the Orc Raider quest.

12.3. Fixed the issue of quest items don't acquired by killing some monsters, while making following quests:

- Path of the Elven Oracle
- Path of the Assassin

12.4. Some starting zones quest rewards changed.

12.5. Fixed the issue of incorrect level requirement for some onetime quests.

12.6. Content of Chest Of Shylassys (Trial of the Challenger quest) changed.

12.7. When group of players make some quests, quest items distributed randomly:

- Vanquish Remnants
- Recover the Farmland
- Hunt of the Black Lion

12.8. Quest items list added to An Elder Sows Seeds quest.

12.9. Fixed the issue of impossibility to complete "Test of Witchcraft" quest for Palus Knight and Human Knight.



### 1. INTERFACE

1. Moving the mouse pointer over character status (STR, INT, DEX, WIT, CON, MEN) in Character Creation Screen, Character Info window, and Dye window now displays relevant information.
2. Skill tooltips now display the skill's cooldown time and casting time.
3. The following interfaces now display the unit price of each item.
  - Shop Sell/Buy
  - Private Shop Sell/Buy/Sell All
4. Moving the mouse pointer over an item now displays the full tooltip in the following interfaces.
  - Shop Sell/Buy/Buy Again
  - Private Shop Sell/Buy/Sell All
5. Added a Play Report window.
  - Clicking the Restart or Quit Game button pops up the Play Report window.
  - This interface displays the information on XP, Adena, and items obtained during the gameplay.
  - Information on XP, Adena, and items can be reset by clicking the Reset button.
6. Some client settings changed to be stored on server side. This settings don't reset if you decide to repair or remove game client:
  - position and width of target window, position of status window;
  - position and width of group window, settings of group window;
  - position and width of servitor information window, servitor state window;
  - size of chat window, text size settings, chat tabs settings;
  - "enter chat" settings;
  - tooltips settings, shortcut panel settings.
7. Some interface elements depends on screen resolution of user PC:
  - position of chat window settings;
  - position of video record window;
  - position of quest notification window.
8. Pendant slot added to character equipment slot. Pendant system is not available on european version of Lineage II Classic.
9. Fixed the issue of some functions were unavailable when player decide to drop items:
  - exchange;
  - group invitation;
  - duel;

- paired actions.

10. Fixed the issue of icon dialog displayed translucent

11. Fixed the issue of damage transition text between servitor and his master displayed incorrectly.

## 2. OTHER CHANGES

1. Waiting time of character removal is set to 7 days.

2. All characters of 1-39 level can acquire Blessing of Protection from NPC Newbie Guide in starting villages.

3. New teleport path to Ant Nest added to NPC Gatekeeper Bella(Gludio)

4. Fixed the issue of incorrect level of raid boss Orfen on Information tab of ingame map.

5. Fixed the issue of incorrect position of Skyla and Beleth' Seer Sephia on ingame map.

6. Fixed the issue of absence of hunting zones Black Rock Hill and Spider Nest on ingame map.

7. Fixed the issue of NPC Prefect Vokian(Giran) not responding on player actions.

8. Fixed the issue of incorrect topography in Immortal Plateau(South) zone.

9. Fixed the issue of incorrect teleportation path to Gludin, when player use teleport functions in clanhalls of outer edge of Gludio.

10. Fixed the issue of sometimes information was duplicated in the Clan Search system.

## 3. BUG FIXES

1. Fixed the issue of incorrect Private Store texts and other players cant see Private Store information.

2. Fixed the issue of NPC Octavia(Dion Grocery Store) cant show her goods for sale.

3. Fixed the issue of when character press the button "to Village" in Monster Death Track and Dion Arena, he moves to Dion.

4. Fixed the issue of NPC Prefect Kasman incorrect respawn point.

5. Fixed the issue of incorrect teleportation from starting hunting zones to main starting zone village.

6. Fixed the issue of servitor settings dont reset, when you try to reset interface settings.

7. Fixed the issue of size of servitor information window can not be changed.

8. Fixed the issue of "Refund" button not working on some conditions in Grocery stores.

9. Fixed the issue of incorrect level requirement in Party Matching Window.

10. Fixed the issue of instant returning of ingame mail.

11. Fixed the issue of movement impossibility after teleportation to the Giran Territory.

12. Fixed the issue of movement impossibility after teleportation to the Ivory Tower territory.

13. Fixed the issue of the Chat window sometimes moving to the bottom of the screen.

14. Fixed the issue of the Radar Map sometimes disappearing.

15. Fixed the issue of mail with item attachment being deleted upon receipt when the mail does not contain text.

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