

AION[®]

FREE-TO-PLAY

Update 5.4 Patch Notes



Instances

"Sanctum Battlefield" and "Pandaemonium Battlefield"



Long ago, the Tower of Eternity was frozen in time mere moments before its final destruction. But the Aetheric Field that protects the Tower grows ever weaker. The process of the Tower's ultimate destruction is slowly resuming its course.

Ereshkigal herself, Ruler of Reshanta, who has remained silent since the events of the past, perceived this change and took it as her chance to act. She dispatched the Dredgion to invade Sanctum and Pandaemonium and to spread her might.



The instances "Sanctum Battlefield" and "Pandaemonium Battlefield" have been added.

- When the entry time starts, the announcement "Great Dredgion Invasion" appears in the middle of the screen and the entry symbols on the bottom right.
- The entry symbol remains for 15 minutes once activated. You can register to enter or enter the instance during this time.
- Elyos can enter the "Sanctum Battlefield" and Asmodians can enter the "Pandaemonium Battlefield".
- The instances "Sanctum Battlefield" and "Pandaemonium Battlefield" are unique instances. Only one single instance is generated per server. All characters enter the same instance. (Elyos/Asmodians 1 instance each)

People	Level	Entry time	Entry amount
384 people	From level 66	Sun 9 PM - 9:15 PM	Unlimited

- Commander Jubeda appears 30 minutes after the instance begins. He must be killed within 5 minutes. Otherwise he disappears.
 - If Jubeda vanishes, a windstream appears that leads to the place where the last Dredgion battle took place.
- No death penalty or Soul Sickness is applied in these instances after death.
- The following points are required to reach ranks S - D in the battlefield instances.

Rank	Points
S	164,157
A	139,674
B	61,208
C	39,735
D	20,000

- The "Pressure Bomb of the Warders" and "Cloaking Pearl", which can be obtained within the instances can be used any number of times without restriction. The cooldown for reuse is 60 seconds.

Gold Arena

- The entry time of the Gold Arena has been changed.

Before	As of now
Weekends (Sat - Sun) 12 AM to 12 PM	Weekends (Sat - Sun) 9 AM to Midnight

- The skill "Golden Eagle Eye" is now only active 1 minute after the battle starts.
- The following settings have been changed in some windows of the Gold Arena:
 - Selecting an opponent displays their level in the target window.
 - No skills can be used once the contest in the Gold Arena ends.
 - The winners are highlighted in yellow in the results window.
- Some display functions in spectator mode in the Gold Arena have been changed.
 - A skill used by a character who is currently spectating will now only be displayed once they have used it.
 - The name of the spectating character as well as the spirit summoned are now displayed in the same colour.
- Change: the winner of the finale of the Gold Arena is the first one to reach 3 points.
 - The number of points required for victory has been increased from 2 to 3.
- The conditions that decide a win or defeat in the event of an undecided battle in the Gold Arena have been changed.
 - Change: in the case of an undecided battle, the winner is no longer the character with the highest remaining HP, but the one who dealt more damage.
- The distribution of contest points, which are received in a season as a reward in the Gold Arena, have been changed. The rewards for the season have been adjusted to the new distribution.

Rift of Oblivion

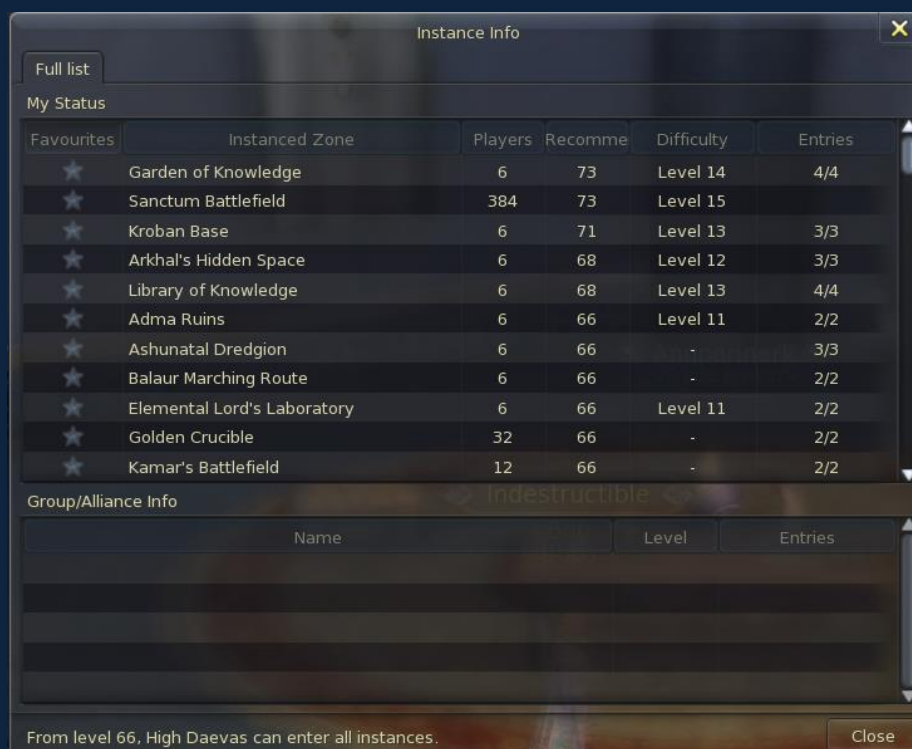
- Additional shadows summoned by the boss monster in the Rift of Oblivion now disappear when he changes form.
- Fixed an issue where the buff effect applied to some monsters in the Rift of Oblivion didn't disappear in certain circumstances.

General

- In some instances you now get AP from certain monsters.

Instances	Monster name
Rift of Oblivion	Commander Gegares
Arkhal's Hidden Space	Arkhal
Kroban Base	Brigade General Tahabata
	Artefact Guardian Kroban

- The information displayed in the "Instance Info" window has been changed.
 - The information on entry level has been replaced with information on the recommended level.
 - The graphical display of the difficulty level (◆) has been removed. The difficulty is now displayed in numbers.
 - Information about the entry level can still be viewed via the instance info on the World Map (M).



- Groups can no longer be formed whose number of members exceeds the maximum possible number of people in the instance.
 - Players in a single-player instance can no longer enter a group. Grouping is only possible after leaving the instance.
- Added: contest points are available between levels 66-75 of the Arena of Discipline.
 - Contest points have been added that can be obtained in the Arena of Discipline depending on a win or defeat.
 - Contest points are available during the set season period and only characters who have taken part in an evaluation match 5 times receive a reward.
 - Visible under [Menu] - [Community] - [Ranking list] - [Arena of Discipline] - [My documentation].
 - The results window for the Arena of Discipline displays the amended contest points, which are applied according to the rate of wins by the individual characters.
 - Depending on the contest points received under [My documentation], the rank will be calculated across the whole server and various rewards will be issued for this rank.

UI

Added

- The Book of Monsters has been added.
 - You receive corresponding entries in the Book of Monsters when you defeat monsters in the regions of Esterra and Nosra.
 - Once the specified number of monsters has been defeated, you can receive rewards for the corresponding level. Can be viewed under [Menu] - [Book of Monsters].



- 1) The division in Elysea and Asmodae as well as Esterra/Nosra is done automatically according to the faction.
- 2) The monsters are distributed according to their classification.
- 3) If you've defeated a particular monster, the corresponding icon with a representation of the monster is activated and you receive different rewards according to the level.
- You can search for the location of monsters by using the [Show Location] function. This doesn't apply to all monsters, though. Some of them you need to find yourself.

- Functions have been added in the [Boost/Modify] window.


Distribution	Usable menu	
	Current functions	Added functions
Boost	Enchantment, Equipment Evolution, Manastone Socketing, Godstone Socketing, Estima Boost	Armsfusion
Modify	Upgrade, Idian Enhancement, Re-identification, New Skill Boost, Enhance/Magic Assist, Reduction of recommended level	
Extract	Extract Magic Powder, Extract AP	
Appearance/Trade	Dye, Pack, Remove soul-binding	Modify Appearance
Remove		Remove Manastone, Armsbreaking, Remove Dye, Remove appearance

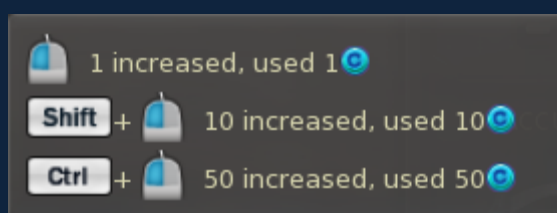
- If you open the Boost/Modify window via an item, the first available menu item is automatically opened.



Window [Boost/Modify]

Changed

- The event button () is now no longer displayed if you select "Don't show any more today" in the event window.
 - If you log into the game in this state, messages relating to the event will be displayed in the "Important Messages" window.
 - You can activate the Event window via Event / [Menu] – [Event].
 - Since the event window is used to display events in which you can receive events, this window is not displayed outside of the event periods.
- The screen message that activates when the opposing faction's assault fleet appears on the Sky Island in Esterra/Nosra has been changed.
- Changing Creation Points is now easier.
 - <Shift+left click> on the "Change CP" button causes an increase/decrease of 10 points in each case.
 - <Ctrl+left click> on the "Change CP" button causes an increase/decrease of the maximum points for this stat/skill.



Improvement of "Grant the Power of Creation"

- The message displayed when the Landing Site in the Upper Abyss is reinforced now also displays the reinforcement level.
- Improvement: even when you press the "Grant the Power of Creation" button quickly, the points are changed according to the number of clicks.
- The method of switching between the top and bottom maps on the World Map (M) has been changed and an overview map has been added (Map of Atreia).
 - Left-click takes you to the bottom maps as before.
 - Right-click takes you to the top maps as before.
 - Clicking the "World Map" button in the top right takes you to the overview map.
- When purchasing from a Trade Broker, the prices are displayed before the purchase in various colours depending on the purchase price.



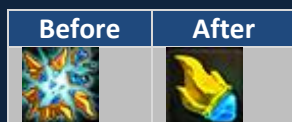
[Confirm purchase] window

- "Silver Star's Energy" has been added.
 - You receive more AP while "Silver Star's Energy" is charged.

- "Silver Star's Energy" will be applied as follows:

Effect will be applied	Effect will not be applied
AP received from monster hunting	AP received from exchanging relics
AP received from defeating the opposing faction	AP received from extracting equipment
Instance reward AP	Quest reward AP

- "Silver Star's Energy" can be charged by "Lodas' Silver Star".
- The "Shattered Spinel" icon has been changed.



- Battle for the Sky Islands: the system notification shown when the Sky Island Assault Fleet appears is now also displayed in the Chat Window.
- Battle for the Sky Islands: once the siege by the Sky Island Assault Fleet ends, a corresponding message is now displayed in the region.
- Loading tips have been added under [Menu] - [Help] - [View loading screen tips].

Fixes

- Fixed an issue where character information was not displayed on the ranking list in certain circumstances.
- Fixed an issue where the client was sometimes closed if Power of Creation was granted/dropped.

Quests

Added Quests

- Quests have been added that can be completed in the "Sanctum Battlefield" and "Pandaemonium Battlefield" instances. These can be obtained when entering the instance.

Faction	Quest Name
Elyos	[Emergency Command] Raiders of Sanctum Battlefield
	[Emergency Command] Guarding the Raiders of Sanctum Battlefield
Asmodians	[Emergency Command] Raiders of Pandaemonium Battlefield
	[Emergency Command] Protectors of the Pandaemonium Battle Zone

- Daily quests have been added that can be played in the individual fortresses. The rewards for quests have also been increased in certain fortresses.
 - The new quests can be accepted from the Centurion/Commander of the Landing Site in the Upper/Lower Abyss and in the Anoha Fortress.

Quest Name	Elyos NPC	Asmodian NPC
[League] Annihilation of the Guardian General of the Krotan Refuge	<Freedom Wings Centurion> Larania	<Centurion of the Chaos Envoys> Abori
[League] Annihilation of the High-Ranking Reconnaissance Troop of the Krotan Refuge		
[League] Annihilation of the Gate to the Krotan Refuge		
[League] Annihilation of the Sentinel Troop of the Miren Fortress		
[League] Annihilation of the High-Ranking Reconnaissance Troop of the Miren Fortress		
[League] Annihilation of the Gate to the Miren Fortress		
[League] Annihilation of the Sentinel Troop of the Kysis Fortress		
[League] Annihilation of the High-Ranking Reconnaissance Troop of the Kysis Fortress		
[League] Annihilation of the Gate to the Kysis Fortress	<Captain of the Kaldor Patrol> Alphion	<Leader of the Kaldor Cleanup Squad> Pintor
[League] Annihilation of the Protector of the Anoha Fortress		
[League] Annihilation of the Commander of the Anoha Fortress		
[League] Annihilation of the Gate to the Anoha Fortress	<Grey Wind Centurion> Nereus	<Centurion of the Thunder Shout Legion> Lakadi
[League] Annihilation of the Elite Soldiers of Siel's Western Fortress		
[League] Annihilation of the Commanders of Siel's Western Fortress		
[League] Annihilation of the Gate to Siel's Western Fortress		
[League] Annihilation of the Elite Soldiers of Siel's Eastern Fortress		
[League] Annihilation of the Commanders of Siel's Eastern Fortress		
[League] Annihilation of the Gate to Siel's Eastern Fortress		
[League] Annihilation of the Elite Soldiers of the Sulphur Fortress		
[League] Annihilation of the Commanders of the Sulphur Fortress		
[League] Annihilation of the Gate to the Sulphur Fortress		

Faction	Quest Name
Elyos/Asmodians	[League] Annihilation of the Guardian General of the Krotan Refuge
	[League] Annihilation of the Guardian General of the Miren Fortress
	[League] Annihilation of the Guardian General of the Kysis Fortress
	[League] Annihilation of the Guardian General of the Anoha Fortress
	[League] Annihilation of the Guardian General of Siel's Western Fortress
	[League] Annihilation of the Guardian General of Siel's Eastern Fortress
	[League] Annihilation of the Guardian General of the Sulphur Fortress

Changes to Quests

- "Shattered Spinel" has now been added as a reward for the quest played in the Upper Abyss depending on the Landing Site Level.
- The NPC who allows you to accept/complete the quest carried out in the Abyss Fortress Treasure Chamber has been replaced by an administrator near the Treasure Chamber.
 - You can get the rewards for this quest from now on by pressing the [Immediate reward] button.
- Some NPCs for the quest played on the Steel Rake have been changed.
 - "Aurunerk/Ickulnerk" from the Abyss have been replaced by "Kurochinerk/Hudrunerk" from Heiron/Beluslan.
- The number of Insignias of Honour/Battle Medals awarded in the Abyss as quest rewards has been increased.
 - Additionally, the number of items you receive when opening the quest reward item Bundle of Battle Medals has also been increased.
- The rewards have been changed for the quests on the Ashunatal Dredgion.
 - The time until the "Weapons Chest" reappears, which is necessary to progress the quest, has been changed.

Faction	Quest Name
Elyos	[Instanced Zone/Daily/Group] Conquest of the Weapons of the Ashunatal Dredgion
	[Instanced Zone/Daily/Group] Battle against the Captain of the Dredgion
Asmodians	[Instanced Zone/Daily/Group] Weapon of the Ashunatal Dredgion
	[Instanced Zone/Daily/Group] Battle against the Captain

- League quests for the fortress battle can now also be shared by members of other alliances in a Battle League.
- The rewards for Honour Points and Shattered Spinel have been increased for the quests that deal with the Protectors of the Fortresses in the Upper Abyss and the Anoha Fortress.
 - The items obtained from bundles have also been increased.
- The settings for the items used for the "[Instanced Zone/Daily/Group] Weapon of the Ashunatal Dredgion" have been changed.
- Dye Remover has been removed from the quest rewards.
- The function "Discard quest" can now also be used in the Quest Indicator.



New "Abandon quest" button

- The maximum number of quests that can be accepted has been increased from 40 to 50.
- Some of the categories and names of battle quests have been changed.
 - Fixed an issue where a quest was categorised as a battle quest although the player didn't have to defeat the opposing faction.
 - Changed quests move to the quest tab.
 - The names of certain battle quests have been marked with [Emergency Command].
- The number of monsters that has to be defeated in the Elyos quests "Loyalty" and in the Asmodian quest "Loyalty and Affableness" has been adjusted to the quest level.
- Quest markers for quests in which you can receive a title are now always displayed regardless of the player's level.

Fixes

- Fixed an issue where the reward description [unknown ?] was not displayed correctly in the "Quest complete" state.
- Fixed an issue where equipment issued as a reward for the Elyos campaign "Deliver on Your Promises" and the Asmodian campaign "Following Through" had a lower level than the quest completion level.

Items

New Items



- Round Trip Scrolls have been added.
 - These can be purchased from the General Goods Merchants in the capital cities.

Elyos (Sanctum)	Asmodians (Pandaemonium)
Himusus	Nekai
<General Goods Merchant>	<General Goods Merchant>

- Pressing the Return button within 10 minutes of using the Round Trip Scroll lets you return to your original position.



- It is not possible to return to certain regions so a system notification lets you know you cannot return and that the Return button cannot be used.

Changes to Items

- High Daeva equipment which has been available since Update 5.3 can now also be obtained in the "Sanctum Battlefield" and "Pandaemonium Battlefield" instances.
- The "Magical Crafting" window now also displays the materials that you own for additional crafting methods when you select the option "Only complete design".
- The recovery time for crafting pet food has been removed.
- The recovery time for crafting Starlight Crystals and Fragments has been removed.
- Magical Crafting can now also be used to make Greater Healing Potion.
- "Magical Design: Nobleman's Hat" can now be purchased from the NPCs Orpheus (Elyos) and Nielon (Asmodians).
- The special slots for Ancient Manastones in pieces of equipment have been changed into slots for Normal Manastones.
 - Standard Ancient Manastones can be socketed in slots for Normal Manastones.
 - However, Ancient Manastones cannot be socketed in High Daeva equipment.
 - For pieces of equipment where an Ancient Manastone has been socketed in a special socket, a normal Manastone can only be socketed once the Ancient Manastone has been removed.
- Ancient Manastones of the "Eternal" type are no longer available.
 - Rewards for quests, drop items and the achievement of a certain rank in the territorial battle for legions have been changed accordingly.
- The rank restrictions for "Magic Enhancement" for Abyss items have been removed and can now be charged regardless of your own rank.
- Dye Remover and Pattern Reshaper have been deleted from the shops so these can no longer be purchased.

- Remaining Dye Remover and Pattern Reshaper have been categorised as disposable items.
- The items you receive when a boost of High Daeva items fails have been changed.
 - The probability of getting the Manastone/Godstone back after a failed boost has been increased.
 - The Magic Powder received up to now for a failed boost is no longer available. However, crafting materials can be obtained as normal.

Fixes

- Fixed an issue where the sound played for some belt items sounded unnatural when receiving these or moving.
- Fixed an issue where resetting the costs for Magical Morph (daily at 9 AM) was not carried out correctly in certain circumstances.
- Fixed an issue where level reduction effects applied to items were not correctly applied to the magical charging stats.
- Fixed an issue where no accessories could be used when adopting a pet.
- Fixed an issue where the throat area looked unnatural when some male characters wore the "Folklore Costume".
- Fixed an issue where the Manastone didn't socket in some pieces of equipment with an empty foremost Manastone slot in which a Manastone had been successfully socketed.
- Fixed an issue where purchasing an item from an NPC led to the effect not being customised to the new owner if skill buff effects from another class had been used on the item.

Fortress Battle & Abyss

Abyss

- Added: weekly rewards are issued according to the Abyss rank.
 - Information about the rewards per rank can be viewed in the [Ranking list] window under "Weekly Reward".
 - The rank is determined and the "Weekly Reward" sent by mail every Monday at 12 PM.

Abyss ranking list					
Rank Info Elyos Individuals Asmodian Individuals Elyos Legions Asmodian Legions					
Rank	Honour Points	Abyss Point	Rank	Weekly Reward	
Governor	12.437	0	1	20 🏆	200.000 🏆
Commander	11.503	0	3	17 🏆	170.000 🏆
Great General	10.002	0	10	15 🏆	150.000 🏆
General	8.335	0	30	12 🏆	120.000 🏆
Army 5-Star Officer	5.210	0	100	10 🏆	100.000 🏆
Army 4-Star Officer	3.064	0	300	6 🏆	60.000 🏆
Army 3-Star Officer	1.915	0	500	4 🏆	40.000 🏆
Army 2-Star Officer	1.368	0	700	2 🏆	20.000 🏆
Army 1-Star Officer	1.244	0	1.000	1 🏆	10.000 🏆
Soldier, Rank 1	0	150.800	No Rank	No reward	
Soldier, Rank 2	0	105.600	No Rank	No reward	
Soldier, Rank 3	0	69.700	No Rank	No reward	
Soldier, Rank 4	0	42.780	No Rank	No reward	
Soldier, Rank 5	0	23.500	No Rank	No reward	
Soldier, Rank 6	0	10.990	No Rank	No reward	
Soldier, Rank 7	0	4.220	No Rank	No reward	
Soldier, Rank 8	0	1.200	No Rank	No reward	
Soldier, Rank 9	0	0	No Rank	No reward	

To achieve the rank of a 1-Star Officer or higher, you need to have earned more than 1450 🏆 Honour Points in t...

- The support of the Shugo Merchant Troop in the fortress battle in the Lower Abyss has been partially changed.
 - Speaking to the NPC gives you the option to send mercenary NPCs to a fortress.
 - Dispatched mercenary NPCs support the battle against the Balaur or opposing faction for 10 minutes.

Shugo Merchant Troop	Current	Changed
Joarinerk's Ship (Zephyr Island)	Buff that increases PVP defence for 10 minutes	Reinforcement by mercenary NPCs in the fortresses in the Lower Abyss
Temirunerker's Ship (Leibo Island)	Buff that increases attack power against Balaur for 10 minutes	Reinforcement by mercenary NPCs in the fortresses in the Lower Abyss or in the Guardian General's Chamber
Shairinerk's Ship (Gale Island)	Buff that increases PVP defence for 10 minutes	Reinforcement by mercenary NPCs in the fortresses in the Lower Abyss

- The duration of the appearance of the Protector who appears after a certain number of conquests of the fortresses in the Upper Abyss, the Lower Abyss and in Kaldor has been extended from 1 to 2 hours. Once this time expires, the monster disappears no matter whether the battle has already been ended or not.
- The time remaining until the Protector appears in the fortress in the Upper Abyss is now displayed as a system notification.
- Kisks can no longer be installed near the Anoha Fortress in Kaldor.
- Fixed an issue where some Elyos/Asmodian NPCs near the Anoha Fortress don't give chase although they've recognised the opposing faction.

Fortress Battle

- A message has been added relating to the amount of Abyss Points collected and you receive this when you join or leave a Battle League.
- A "Superb Siege Weapon" has been added that High Daevas can use in the fortress battle.
 - The siege weapon can be crafted using Magical Crafting.
 - A portion of the materials can be purchased from the rewards merchants for magical crafted items in Esterra/Nosra.

Elyos	Asmodian
Ipis	Albanis
<Rewards Merchant for Magical Crafted Items>	<Rewards Merchant for Magical Crafted Items>

- The Ulsaruk in the fortresses in the Lower Abyss no longer receives a protective shield buff (absorption of a certain amount of damage).
- Fixed an issue where the character names of some other League/Battle League members were displayed in white.
- Fixed an issue where the process of joining a Battle League was not executed properly in certain circumstances.
- Fixed an issue where the contents of the letter sent following a failed siege in the fortress parts were occasionally displayed incorrectly.

Character

Additions to Characters

- Multiple equipment sets can now be equipped in the profile window.
 - The equipment sets can be saved and modified by clicking on [Settings for equipment sets].
 - The addition of this menu moves the Legion Cloak display over the wings.



- Added: it's possible to form new groups between the groups.
 - A group can be formed by an individual being invited to a group or by inviting a group into an existing group.
 - Identical to the standard group invitation function in that only the group leader can invite or accept.
 - An invitation is only possible if the group has maximum 6 group members after the group invitation.
 - The one who invited the other group becomes the group leader of the newly created group.
- The "Group Benefits" boost is applied depending on the group size.
 - The benefit changes depending on the group size.
 - Group members who are offline (logged out, switching server, etc.) will not be counted.

Boost	Members	Effect
Group Benefits I	2-3 people	Attack+1, Magic boost +5, XP +3%
Group Benefits II	4-5 people	Attack +3, Magic boost +15, MP +100, XP +6%
Group Benefits III	6 people	Attack +5, Magic boost +25, MP +100, HP +100, XP +10%

- Fixed an issue where players sometimes didn't reach the observation post when they tried to move away with the help of the Esterra/Nosra "Defence Fleet Officer" near the Sky Island.
- Fixed an issue where the wings were not displayed on a gliding character when pressing the forwards key.
- Fixed an issue where tooltips relating to Estima were not displayed correctly in the character information window.

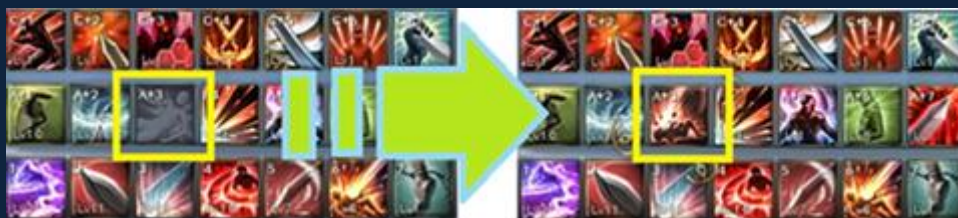
Skills

- A new function has been added to create your own chains for skills.
 - If you drag normal skills, activation or gathering skills into a slots one by one, you can use them as a chain skill.
 - This function is available in the skill window <K> in the tab "Customised Skill Use".
 - A maximum of 4 skills can be entered per chain and up to 5 chains are possible.
 - The chain can only be used once the first icon in the chain has been dragged to the Quickbar.
 - In the case of chain skills, it's enough to enter only the first skill, only after this is used will the chain skill move to the next skill. (If you've entered e.g. <Swift Edge/Surprise Attack>, the sequence is <Swift Edge → Soul Slash → Surprise Attack → Ambush Attack → Ambush Assault>.)



Customised Skill Use

- Status items can now be added to the Quickbar.
 - When the status conditions have been met, the icon located in the Quickbar turns into a usable icon.
 - Status icons can be viewed under [Skills - Chains].



Conditions for status icons

- Fixed an issue where the enchantment levels of the High Daeva class skills were not applied correctly.

NPC

- The maximum HP of the fortress gate in the Lower Abyss has been reduced.
- Some NPCs have been added with whom you can exchange Insignias of Honour and Battle Medals.
 - These are the following NPCs at the Landing Site in the Upper Abyss:

Faction		NPC Function
Elyos	Asmodian	
Manes <Battle Medals Merchant>	Belak <Battle Medals Merchant>	Exchange Battle Medals for Insignias of Honour
Adelina <Merchant for Insignias of Honour>	Sharin <Merchant for Insignias of Honour>	Exchange Insignias of Honour for Battle Medals

- Functions have been combined so that bets can now be summoned with Pet Minder Amis (Elyos) and Erdil (Asmodians).
- The Sidekick Summoners in Sanctum and Pandaemonium have been removed. Sidekicks can also be summoned with the Pet Summoner.
- The function of Manastone Removers, Equipment Appearance Modifiers and Armsfusion Officers to boost/modify items has been removed.
 - All Manastone Removers have been removed with the exception of Sanctum/Pandaemonium.
- Battle for the Sky Islands: the times between the Sky Island Assault Fleet appearances have been increased.
- The attack of "Pesky Drakie" in the Sulphur Tree Nest in the Lower Abyss has been reduced.
- Fixed an issue where the monster "Queen of the Tree Pori" that appears in Esterra was located in the wrong place.

System

- Some of the terrain of the Golden Crucible has been changed.
- A sound has been added that can be heard when a player equips "Fan Cat Wings" and uses this to fly.
- The sound of some monsters has been changed.
- Fixed an issue where no sound was played in some area in the Arena.
- Fixed an issue where an unnatural sound could be heard in some areas of the Golden Crucible.
- Fixed an issue where the text in speech bubble title was displayed incorrectly.
- Fixed an issue where the recovery time of items was displayed incorrectly in certain circumstances.