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AION Classic Europe 2.0 Storm in Balaurea **Patch Notes**





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* All times in this document refer to CEST.



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Balaurea Region

1. Inggison and Gelkmaros have been unlocked.



The bitter war which raged between the Elyos and Asmodians over Reshanta reached its crescendo as the Balaur joined the fray.

The events in Dark Poeta which came to light were a great shock to Elyos and Asmodian alike, and led to both factions declaring their intentions to march into Balaurea.

The two sides pushed on into Balaurea, a region under Tiamat's control, with the Elyos taking Inggison and the Asmodians Gelkmaros.

Balaurea borders Tiamat's stronghold in Tiamaranta. Meanwhile, the two regions of Inggison and Gelkmaros are linked by Silentera Canyon.

Kaisinel, Emphyrean Lord of the Elyos, chose Inggison as his springboard for the invasion of Tiamaranta, and used the power of illusion to create a huge fortress. At the same time Marchutan, Lord of the Asmodians, did the same thing in Gelkmaros.

Their aim was to press on as far as Angrief and Vorgaltem, conquering the Balaur fortress, and preparing battleships equipped with aether cannons, ready for the march on the walled stronghold of Tiamaranta.

But the plan was thwarted by the stiff resistance put up by the Balaur, combined with the lack of Aether, and the seemingly impregnable protective walls.

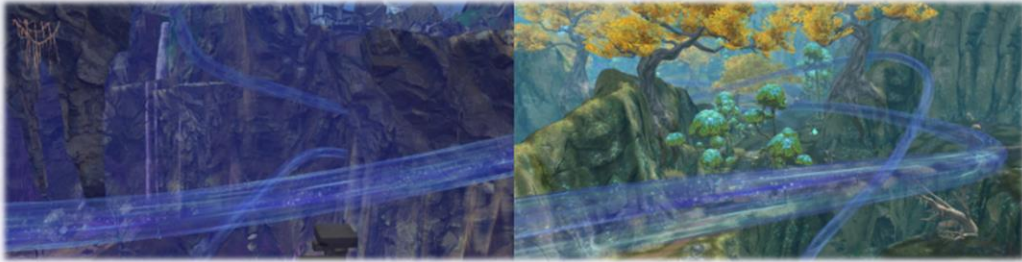
- Monsters of level 51 or higher appear in Balaurea.
- Each of Inggison and Gelkmaros feature 2 fortresses and 4 artefacts.
- If you conquer at least 1 fortress of the respective region, you can enter Silentera Canyon.

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2. Added windstreams.



- When a character enters a windstream when gliding or flying, they will be carried in the direction of the wind.
- While flying in a windstream, no flight time is deducted and the character can neither attack nor be attacked.
- There are two types of windstream: purple/blue windstreams can be left en route (by changing direction or jumping), while green/blue windstreams cannot.

3. Added geysers and updraughts.



- You can use geysers and updraughts to reach higher areas or windstreams.
- Glide into an updraught to ascend with it.
- When a character enters a geyser, they will be launched into the air.

4. Added new world bosses.

- Omega appears in Inggison, while Ragnarok appears in Gelkmaros.
- If these bosses are killed, they appear again after a certain period of time.

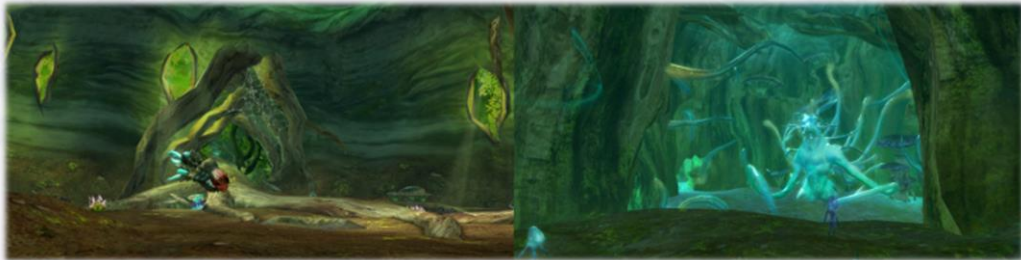
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Instances

1. Added the Taloc's Hollow instance.



Taloc is a holy tree south-west of Inggison. The Aether in its cave is particularly strong. Long before the Daevas ever came to Inggison, inexplicable things happened deep inside Taloc, which no Daeva could know the reasons for.

But after great endeavour and much research, it was discovered that the reason for the mutations in Taloc's Hollow are down to a fragment of the Tower of Eternity.

Based on that knowledge, it can be assumed that Taloc's Hollow must date back to the Cataclysm.

The pressure within, as well as the Aether absorption of the creatures living there, caused Taloc such intolerable pain that he despatched his servant Lothas, together with an illusion of himself, to seek help from the Daevas.

But even in his time of greatest need, he remained faithful to his Elim character and would only accept help from Daevas with good relations with the Elims.

Max. Players	Entry Level	Entries	Will be reset
1 player	From 51	7 times per week	Wednesday at 9 AM

- Elyos automatically receive the entry mission after completed the Proving Yourself to Outremus campaign, while Asmodians receive it after completing Nasty Lightfingers.

Faction	Entry Mission
Elyos	Friends for Life
Asmodian	The Aether Must Flow

- Taloc's Hollow can be entered via the following NPCs:

Faction	NPC
Elyos	Lothas
Asmodian	Taloc's Guardian

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2. Added the Udas Temple instance.



The Udas Temple may lie under Dragon Lord Tiamat's hegemony, but it was originally built by Dragon Lord Beritra.

Beritra transformed people into the Dragonbound, loyal followers who served him and him alone, and used them to build the Udas Temple.

He likewise used the Dragonbound to manipulate yet more people, swelling their numbers and increasing their power.

When the Siel's Spear Legion learned of its existence, they attacked the Udas Temple, destroying it and defeating the Dragonbound.

The temple was abandoned for a long time afterwards, until it was recently reoccupied by a handful of Balaur and their Dragonbound followers.

These Balaur were the remnants of the Stormwing Legion who had exploited the Dragonbound to resurrect Stormwing.

Their goal was to dig a tunnel from the Lower Udas Temple right through to the Jotun Studio and take control of their Petralith Energy Source.

Max. Players	Entry Level	Entries	Will be reset
Up to 6 players	From 51	7 times per week	Wednesday at 9 AM

- Elyos can reach the instance via the Udas Temple Atrium in the Undirborg region of Inggison.
- Asmodians can reach the instance via the Udas Temple Atrium in the Subterranea region of Gelkmaros.

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3. Added the Lower Udas Temple instance.



The Lower Udas Temple has 3 areas: Lower Chamber, Toxic Caverns and the Jotun Studio.

Members of the Dragonbound lurk in the Lower Chamber. This area is further subdivided into the Udas Vault, Malika Barracks and the Shadowy Prison. The Shadowy Prison is linked to the Breaching Tunnel which leads directly to the Jotun Studio.

The Toxic Caverns are natural caves full of vermin such as Sheluks, Laupedes and Scolopens. But as these caves are very close to the Jotun Studio, they're being used by the Dragonbound as a vector for infiltrating it.

At the deepest point of the Toxic Caverns, in a nest of Arachnans, lies the Kingspin.

The Jotun Studio is part of a construction which was isolated and buried during the Cataclysm.

It was once the location where the Petraliths were created, and the place is still littered with their parts. It is precisely these Petralith parts that the Dragonbound have set their sights on.

The Jotuns keep the Petralith Energy Source safely hidden in a blocked passageway, and are fighting against the encroaching Dragonbound.

Max. Players	Entry Level	Entries	Will be reset
Up to 6 players	From 51	7 times per week	Wednesday at 9 AM

- Elyos can enter the instance via the Lower Udas Temple Entrance in the Undirborg region of Inggison.
- Asmodians can enter the instance via the Lower Udas Temple Entrance in the Subterranea region of Gelkmaros.
- After defeating the final boss, both Elyos and Asmodians can use the connecting tunnel in the Udas Temple to reach the Lower Udas Temple.

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4. Added the Esoterrace instance.



The farm on the Esoterrace is the source of half of the Drana produced in regions under Tiamat's control.

After the noble-born Warden Surama took over responsibility for the farm, he changed the production methods. Where Drana had previously been extracted from regular plants and trees, Surama began to target Elims.

This greatly increased production yields, ensuring an adequate supply for Tiamat's army. But Surama had other plans; by experimenting with Dragel, he had designs on becoming a Dragon Lord himself!

The supply of Drana to Tiamat's army must be severed, and Surama's sinister plans foiled.

Max. Players	Entry Level	Entries	Will be reset
Up to 6 players	From 51	1 time per week	Wednesday at 9 AM

- Elyos can enter the instance via the Entrance to the Esoterrace in the Inggison Outpost region of Inggison.
- Asmodians can enter the instance via the Entrance to the Esoterrace in the Gelkmaros Defence Base region of Gelkmaros.

5. Added the Beshmundir Temple instance.



Beshmundir Temple was a Balaur place of burial situated in Silentera Canyon. Only warriors who find an honourable death were interred here.



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Depending on their status and accolades, they could be laid to rest in different areas such as the Garden of the Dead or the Hero's Vault.

Meanwhile, ceremonies to honour the dead Balaur heroes are conducted in the Temple of Eternity, situated in the innermost area.

Stormwing had been awoken after the Cataclysm and felt impelled to become the sixth Dragon Lord, but once Tiamat frustrated his attempts, Beshmundir Temple was sealed away in the depths, no longer accessible.

In order to reach Beshmundir Temple, the Balaur fortress in Inggison or Gelkmaros must be conquered so that the gate to Silentera Canyon is opened.

Max. Players	Entry Level	Entries	Will be reset
Up to 6 players	From 55	7 times per week	Wednesday at 9 AM

- The entrance to Beshmundir Temple is in Silentera Canyon. It can be used by both Elyos and Asmodians.
- On entering the instance, the party leader chooses the desired difficulty.
 - There are two difficulties to choose from: normal and difficult.
 - Both difficulties share the same waiting time.
- The following quests must be completed to explore the various areas within:

Faction	Quest Title	Entry to
Elyos	Soul Invocation Ceremony	Oracular Chamber
	Written in Blood	Forgotten Storeroom
	Eluding Success	Blue Flame Incinerator
Asmodian	Soul Summoning	Oracular Chamber
	Rank and Bile	Forgotten Storeroom
	Fiery Focus	Blue Flame Incinerator

6. Added a new Emyrean Crucible which can be entered by characters of level 51-55.
 - New reward items can be obtained in arenas with entry level 51+.
 - Crucible Medals, Discipline Medallions and Chaos Insignias
 - Added consumables and equipment available for the new medals.
 - Added a seasonal reward.

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7. Added the Chantra Dredgion battlefield.



This instance takes place inside the Chantra Dredgion which floats through the heavens over Inggison and Gelkmaros. The Chantra Dredgion is responsible for delivering reinforcements and supplies to the troops in the Temple of Scales and Altar of Avarice in Inggison, as well as the Vorgaltem Citadel and Crimson Temple in Gelkmaros.

The Balaur chose the two fortresses as their bases for reconquering Inggison and Gelkmaros from the Elyos and Asmodians. The battle has raged on since that time. Since they can so easily be resupplied and call in reinforcements from the Dredgion, the Balaur have managed to fight toe-to-toe with the Elyos and Asmodians.

To swing the tables in their favour, the Elyos set up an operation in their Inggison Illusion Fortress, just as the Asmodians have done in Gelkmaros Fortress, such that they might infiltrate the Chantra Dredgion and deliver a knockout blow to the enemy, just as they did in Reshanta. But the Dredgion can only be infiltrated when the ship has reached a certain location on its route, hence why the operation can only be carried out at certain times.

The layout of the Chantra Dredgion is similar to that of the Baranath Dredgion, only there is a Logistics Storage in the place where the Brig would be. The Dredgion is a PvPvE zone in which Elyos and Asmodians not only battle against the Balaur, but also against players of the enemy faction. As on the Baranath Dredgion, each room is disabled once its Surkana has been destroyed.

Max. Players	Entry Level	Entries	Entry time
Up to 6 players (Elyos vs Asmodians)	Level 51-55	Once per day (resets at 9 AM)	Daily at 12 PM, 6 PM and midnight

- The Dredgion can be entered via the symbol which appears to the left of the minimap at the appropriate times, or via the following NPCs:

Faction	Region	NPC
Elyos	Inggison	Kipos
Asmodian	Gelkmaros	Gielle

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8. Added the new Tiarkh Testing Lab battlefield.



Max. Players	Entry Level	Entries	Entry time
Up to 6 players (Elyos vs Asmodians)	From 51	Once per day (resets at 9 AM)	Daily at 8 PM–10 PM

- You must complete the Origin of Darkness (Elyos) or Source of Darkness (Asmodian) campaign before you can enter.
- The Dredgion can be entered via the symbol which appears to the left of the minimap at the appropriate times, or via the following NPCs:

Region	Elyos	Asmodian
Reshanta	Eingael	Akunen

- Destroying a control unit will create your own faction's control unit and reveal the map of the area.
- If your faction's control unit has not been created, the area will not be visible on the map. (Excludes the minimap and transparent map.)
- Once your faction's control unit has been created, you will continuously earn points at specific intervals.
- If you destroy the enemy faction's control unit, a Balaur control unit will be created after a certain amount of time.
- If all control units are destroyed at the same time (by whichever faction), a barrier maintenance device will be created.
- Once the barrier maintenance device has been destroyed, the gate will open for a certain length of time, during which you can penetrate into the Harrowing Hall.
- The barrier maintenance device will respawn after a certain amount of time.

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9. Added the Krotan, Kysis and Miren treasure chambers.



Max. Players	Entry Level	Entries	Will be reset
Up to 6 players	From 51	Once per day*	Daily at 9 AM

*Since an item is required to enter the instances, each instance can be entered max. 2 times per week.

- Items for entering the Krotan Chamber, Kysis Chamber and Miren Chamber in the Upper Abyss can be earned via the following quests:

Faction	NPC	Quest Title	Requirement
Elyos	Dirandera	[Weekly] Infiltrating the Krotan Chamber	While occupied
	Paeon	[Weekly] Infiltrating the Kysis Chamber	
	Poeas	[Weekly] Infiltrating the Miren Chamber	
	Dokirinerk	[Weekly] To the Krotan Refuge via a Light Fragment	While not occupied
	Dokiminerk	[Weekly] To the Kysis Fortress via a Light Fragment	
	Dorinrinerk	[Weekly] To the Miren Fortress via a Light Fragment	
Asmodian	Lashik	[Weekly] Infiltrating the Krotan Chamber	While occupied
	Eraugea	[Weekly] Infiltrating the Kysis Chamber	
	Herder	[Weekly] Infiltrating the Miren Chamber	
	Dokirinerk	[Weekly] To the Krotan Refuge via a Light Fragment	While not occupied



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Dokuminerk	[Weekly] To the Kysis Fortress via a Light Fragment
Dorarinerk	[Weekly] To the Miren Fortress via a Light Fragment

Fortress Battle

- Added Menotios to the lower level of the Divine Fortress.
 When Menotios, ruler of the Core of Reshanta, endangered the conquest of the fortress, Ereshkigal locked him away beneath the Divine Fortress.
 Menotios is bound by a powerful magic circle, and only the legion which conquers the Divine Fortress can access the key which lifts its spell.
 Although the Divine Fortress was conquered, there was every chance that Menotios could exploit the moment of Ereshkigal's weakness to flee and overpower the Daevas. Therefore, it was decided that the conquering legion should lift the magic spell and defeat Menotios outright.
 - Menotios is a level 55 boss monster.
 - The seal can be lifted using the Divine Fortress Seal Breaker which is awarded to the brigade general of the conquering legion. Then battle can commence.
 - The Divine Fortress Seal Breaker is available for 7 days. This time also elapses even if the item remains unclaimed in the mail.
- Fortress battle times and conquest rewards have been changed.
 - Fortress battles now take place as follows:

Time	Wednesdays	Saturdays	Sundays
7 PM	[Lower Abyss] Siel's Left Wing [Lower Abyss] Siel's Right Wing [Lower Abyss] Sulphur Fortress	[Upper Abyss] Asteria Fortress [Upper Abyss] Roah Fortress	[Upper Abyss] Krotan Fortress [Upper Abyss] Kysis Fortress [Upper Abyss] Miren Fortress
10 PM	[Inggison] Altar of Avarice [Inggison] Temple of Scales	[Core] Divine Fortress	[Inggison] Altar of Avarice [Inggison] Temple of Scales



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[Gelkmaros] Abandoned Vorgaltem Citadel [Gelkmaros] Crimson Temple	[Gelkmaros] Abandoned Vorgaltem Citadel [Gelkmaros] Crimson Temple
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- Added Azure Gold Medal as reward.

For successful capture:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Siel's Western Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Sulphur Fortress	Gold (x5) / 72	Gold (x3) / 108	Silver (x4) / 144	Silver (x3) / 156	Silver (x2) / 288
Asteria Fortress	Azure Gold (x4) / 72	Azure Gold (x3) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Gold (x5) / 288
Roah Fortress	Azure Gold (x4) / 72	Azure Gold (x3) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Gold (x5) / 288
Krotan Fortress	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Kysis Fortress	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Miren Fortress	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Divine Fortress	Azure Gold (x7) / 72	Azure Gold (x6) / 108	Azure Gold (x5) / 144	Azure Gold (x3) / 156	Azure Gold (x2) / 288
Altar of Avarice	Azure Gold (x6) / 72	Azure Gold (x5) / 108	Azure Gold (x3) / 144	Azure Gold (x2) / 156	Azure Gold (x1) / 288
Temple of Scales	Azure Gold (x6) / 72	Azure Gold (x5) / 108	Azure Gold (x3) / 144	Azure Gold (x2) / 156	Azure Gold (x1) / 288
Abandoned Vorgaltem Citadel	Azure Gold (x6) / 72	Azure Gold (x5) / 108	Azure Gold (x3) / 144	Azure Gold (x2) / 156	Azure Gold (x1) / 288
Crimson Temple	Azure Gold (x6) / 72	Azure Gold (x5) / 108	Azure Gold (x3) / 144	Azure Gold (x2) / 156	Azure Gold (x1) / 288



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For unsuccessful capture:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x4) / 72	Gold (x2) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Siel's Western Fortress	Gold (x4) / 72	Gold (x2) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Sulphur Fortress	Gold (x4) / 72	Gold (x2) / 108	Silver (x3) / 144	Silver (x2) / 156	Silver (x1) / 288
Asteria Fortress	Azure Gold (x3) / 72	Azure Gold (x2) / 108	Azure Gold (x1) / 144	Azure Gold (x1) / 156	Gold (x5) / 288
Roah Fortress	Azure Gold (x3) / 72	Azure Gold (x2) / 108	Azure Gold (x1) / 144	Azure Gold (x1) / 156	Gold (x5) / 288
Krotan Fortress	Azure Gold (x4) / 72	Azure Gold (x3) / 108	Azure Gold (x1) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Kysis Fortress	Azure Gold (x4) / 72	Azure Gold (x3) / 108	Azure Gold (x1) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Miren Fortress	Azure Gold (x4) / 72	Azure Gold (x3) / 108	Azure Gold (x1) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Divine Fortress	Azure Gold (x6) / 72	Azure Gold (x5) / 108	Azure Gold (x4) / 144	Azure Gold (x2) / 156	Azure Gold (x1) / 288
Altar of Avarice	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Temple of Scales	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Abandoned Vorgaltem Citadel	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288
Crimson Temple	Azure Gold (x5) / 72	Azure Gold (x4) / 108	Azure Gold (x2) / 144	Azure Gold (x1) / 156	Azure Gold (x1) / 288

3. Added defence rewards to the following fortresses:

Krotan Fortress, Kysis Fortress, Miren Fortress, Asteria Fortress, Roah Fortress, Siel's Left Wing, Siel's Right Wing and Sulphur Fortress.

- The following rewards can be earned for successful defence:

Fortress	Rank 1 (Medals / Players)	Rank 2 (Medals / Players)	Rank 3 (Medals / Players)	Rank 4 (Medals / Players)	Rank 5 (Medals / Players)
Siel's Eastern Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256
Siel's Western Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256
Sulphur Fortress	Gold (x3) / 64	Gold (x2) / 80	Silver (x3) / 112	Silver (x2) / 144	Silver (x2) / 256



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Asteria Fortress	Azure Gold (x3) / 64	Azure Gold (x2) / 80	Azure Gold (x1) / 112	Azure Gold (x1) / 144	Gold (x4) / 256
Roah Fortress	Azure Gold (x3) / 64	Azure Gold (x2) / 80	Azure Gold (x1) / 112	Azure Gold (x1) / 144	Gold (x4) / 256
Krotan Fortress	Azure Gold (x4) / 64	Azure Gold (x3) / 80	Azure Gold (x2) / 112	Azure Gold (x1) / 144	Azure Gold (x1) / 256
Kysis Fortress	Azure Gold (x4) / 64	Azure Gold (x3) / 80	Azure Gold (x2) / 112	Azure Gold (x1) / 144	Azure Gold (x1) / 256
Miren Fortress	Azure Gold (x4) / 64	Azure Gold (x3) / 80	Azure Gold (x2) / 112	Azure Gold (x1) / 144	Azure Gold (x1) / 256

- Fortresses can be defended a maximum of 2 times. After that, the fortress will revert to Balaur possession 5 minutes before the start of the next fortress battle.
- 4. Changed the Guardian General level to 55.
 - Krotan Fortress, Kysis Fortress, Miren Fortress and Divine Fortress
- 5. Stats for some monsters and NPCs in Abyss regions have been changed to level 55.
- 6. Conquering fortresses in Balaurea:
 - If 1 fortress within your own region is conquered in Balaurea, a passage to Silentera Canyon will appear.
 - If the Elyos conquer 1 of the 2 fortresses in Inggison, the Silentera Westgate appears.
 - If the Asmodians conquer 1 of the 2 fortresses in Gelkmaros, the Silentera East Gate appears.
 - When the gate opens, a system message will appear, along with a symbol on the map.
 - If the Inggison and Gelkmaros Fortresses are captured once in succession by the same faction, ownership of the fortress will pass to the Balaur 5 minutes before the next fortress battle.

Crafting

1. Added the Master handicrafting level.
 - To become a Master, the requisite crafting mastery test quest must be passed after reaching 499 skill points. Afterwards, the character can advance to Master by paying the Kinah fee to the crafting master NPC.
 - Each character can only become a Master in one handicraft.
 - After reaching the level of Master, maximum skill points are increased to 549.



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2. New gathering materials for 400+ skill points have been added.
 - The new gathering materials are spread throughout Balaurea (Inggison/Gelkmaros).
 - An extraction tool is required for essencetapping from the new materials Magical Vortex, Malevite Miasma and Weathered Objects.
 - The extraction tool for essencetapping Weathered Objects can be purchased from certain NPCs in the world.

Skills

1. Following the increase in the level cap to 55, new skills and higher-level skills have been added. These skills can be received as follows:

Type	Source
Skill Book	Purchased in Cloister of Kaisinel/Convent of Marchutan (Kinah)
Normal Stigma	Reward for killing monsters and completing quests
Greater Stigma	Purchased in Cloister of Kaisinel/Convent of Marchutan (AP)

Items

1. Added new PvP equipment items.
2. Some skill books can now be purchased in the shop.
3. Some Stigmas can now be purchased in the shop.

Quests

1. Changed the rewards of certain medal quests to Azure Gold Medals.



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Daeva Pass

1. Added a Novice Pass.
 - Only characters who have not reached level 45 before the Daeva Pass season can participate. Once the pass has been accepted, it can still be completed even once the character advances beyond level 45.
 - The Novice Pass can be activated for 10 Kinah.
 - The Novice Pass can be used for 28 days after being activated.
 - Daily, weekly and seasonal missions can be completed for 26 days and the rewards collected until the 28th day.
2. Added a Return Pass.
 - Accounts which haven't logged in for 28 days or longer can use the Return Pass.
 - This is character bound, and based on connections to the Classic server.
 - The Return Pass can be used for 28 days from the first day after logging back in.

Character

1. The daily Kinah sales limit for characters of level 51 and higher have been increased to 2,000,000 Kinah.

Gameforge Features

1. The following changes have been made:
 - a. The teleport function remains deactivated in quests.
 - b. A defence reward for fortresses in the Abyss was added (see Fortress Battle → 3).