

# Ain Pre-Event

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- **Event timeframe:** 7/6/2017 (9 AM) till 13/6/2017 (8:59 AM)
- **Main Event**
  1. **Traces of Ain In-game** (24/5/2017, 9:00 AM, till 7/6/2017, 8:59 AM)
  2. **Damage Mask Event** (10/6/2017, 0:00, till 11/6/2017, 23:59 AM)
  3. **Preview Creation of Ain Event** (7/6/2017 (9 AM) till 13/6/2017 (8:59 AM))

## \* Event Details

### 1. Traces of Ain In-game

Light particles and silhouettes appear in-game within specific dungeons as well as the surroundings of specific villages.

### 2. Damage Mask Event

All characters who log in during the event will receive items via in-game mail, with which they can change the damage masks.

Login	Event title	Conditions	Rewards (period/amount)	Received
Once (10/6/2017, 00:00, till 11/6/2017 11:59 PM)	Welcome! First time you've seen anything like this, huh?	Be logged in for 10 minutes (in total)	Damage Adjustment A (permanent/1x) Damage Adjustment Critical Hit A (permanent/1x)	Per character, level 10+

Damage Mask **A** will be applied automatically when the item 'Damage Adjustment **A**' (received via in-game mail) is in your character inventory's 'Special' tab.

'Damage Mask **A**' can be exchanged for 'Damage Mask **B**' (and vice versa from **B** to **A**). If 'Damage Mask **B**' is stored in the inventory, Damage Mask **B** will be applied.

Damage masks will only be applied to damage numbers on hits/damage (normal/critical hits).

Damage masks are not only visible for the user but also for the enemies and cannot be stored in the inventory, with the exception of the 'Special' tab.

The damage mask for the person that inflicts the damage is always displayed (includes pets, summoned helpers, grenades, mounts, etc.). If you are hit by a monster, the previous mask will be applied.

If character A (green mask) and character B (blue mask) are in battle and a third character (black mask) watches, C will be able to see the green mask when A carries out a successful attack.

Exchange type	NPC	Materials	Rewards (period/amount)
Everything	Aranka	1x Damage Adjustment A	1x Damage Adjustment B (permanent)
Everything	Aranka	1x Damage Adjustment B	1x Damage Adjustment A (permanent)
Everything	Aranka	1x Damage Adjustment Critical Hit A	1x Damage Adjustment Critical Hit B (permanent)
Everything	Aranka	1x Damage Adjustment Critical Hit B	1x Damage Adjustment Critical Hit A (permanent)

Item Name	Stackable	Trade	Sell	Account Bank	Delete	Item Description and Misc.
Damage Adjustment A	O	X	X	X	O	This type A item enables you to change the font for damage. The effect starts when the item is in your inventory.
Damage Adjustment B	O	X	X	X	O	This type B item enables you to change the font for damage. The effect starts when the item is in your inventory.
Damage Adjustment	O	X	X	X	O	This type A item (critical hit) enables you to change the font for damage.

Critical Hit A						The effect starts when the item is in your inventory.
Damage Adjustment Critical Hit B	O	X	X	X	O	This type B item (critical hit) enables you to change the font for damage. The effect starts when the item is in your inventory.

- All items for damage adjustment will be deleted with the next maintenance.
- The exchange of damage adjustments will also end with the next maintenance.
- All items for damage adjustment cannot be stored in the private bank, the account bank nor the pet inventory.

### 3. Preview Creation of Ain Event

With first login during the duration of the event, a pop-up will appear with the notice that the Ain character can be created.

If you press 'Create' in the pop-up window, you will be taken directly to the 'Create Character' page.

Ain characters who are created in advance in this way will only exist in the **form of light spots** above the diorama.

Ain characters created in advance will receive the 'Gift for the Preview Creation of Ain ♥' in their inventory with the next maintenance. Additionally, the duration of Ain's Promo Avatar will be reset. (The 'Gift for the Preview Creation of Ain ♥' will only be distributed once per account to the first created Ain character.)

In celebration of the Preview Creation of Ain Event, the amount of character slots will be expanded.

The base slots will be extended from 12 to 13 and the maximum amount of slots from 24 to 26.

Cube Type	Cube Name (Limitations)	Rewards (period/amount)
Everything	Gift for the Preview Creation of Ain ♥	Ain SD Avatar (permanent/1x)
		[CoBo] Recovery Potion (permanent/100x)
		Vitality Potion (permanent/100x)
		Elios Pendulum (Ain, permanent/1x)

		Elios Top (Ain, permanent/1x)
		Elios Leg Guards (Ain, permanent/1x)
		Elios Gloves (Ain, permanent/1x)
		Elios Shoes (Ain, permanent/1x)
		[CoBo] Random Cube with Skill Ring (Ain only) (permanent/1x)
		[CoBo] Mage's Necklace (Ain only) (permanent/1x)
		[CoBo] EXP Medal (200%) (7 days/1x)