

Albion Online Cheatsheet

I'm just putting the stuffs I find useful here, maybe its useful for someone else too. - Tsurata

Currently updated for: Hector patch / Last update: 2017.07.17 10:55 CET

Disabled commeting, because people were messing it up, sorry!

Timer resets

Expedition bonus rewards reset every day at 10:00 UTC

T3 (Heretics) camps respawn after 3 - 6 minutes.

T4, T5, T6 (Undead, Keeper, Morgana, Demons) camps respawn after 7 - 12 minutes.

Normal Faction Bosses / Minibosses / Named monsters respawn after 7 - 12 minutes.

Veteran Faction Bosses / Minibosses / Named monsters respawn after 11 - 18 minutes.

Elite Faction Bosses / Minibosses / Named monsters respawn after 90 - 150 minutes.

Monthly, weekly and daily wordbosses soon. (ongoing)

Relic Chests

These chests spawn every day in every hour and is displayed on a map with an open or closed icon.

Outland chests

T6 Relic Chest A (Relic Locker VI) -

Spawns every hour, starts on a Wednesday(probably 2017-07-19).

Opening time 10 seconds, Silver amount reward range: 5000 - 15000

Loot(At a 1.0 chance for either): T4 to T8 Gear rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12; T4.1 to

T8.1 Artifact rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12

T7 Relic Chest A (Relic Locker VII) -

Spawns every hour, starts on a Wednesday(probably 2017-07-19).

Opening time 10 seconds, Silver amount reward range: 10000 - 20000

Loot(At a 1.5 chance for either): T4 to T8 Gear rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12; T4.1 to

T8.1 Artifact rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12

T8 Relic Chest A (Relic Locker VIII) -

Spawns every hour, starts on a Wednesday(probably 2017-07-19).

Opening time 10 seconds, Silver amount reward range: 15000 - 25000

Loot(At a 1.5 chance for either): T4 to T8 Gear rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12; T4.1 to

T8.1 Artifact rates: T4: 7, T5: 5, T6: 3, T7: 0.6, T8: 0.12

T6 Relic Chest B (Relic Locker VI) -

Spawns at 21:00 UTC, starts on a Saturday(probably 2017-07-22).

Opening time 15 seconds, Silver amount reward range: 20000 - 30000

Loot(At a 3 chance for either): T4 to T8 Gear rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04; T4.1 to T8.1

Artifact rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04

T7 Relic Chest B (Relic Locker VII) -

Spawns at 21:00 UTC, starts on a Saturday(probably 2017-07-22).

Opening time 15 seconds, Silver amount reward range: 25000 - 45000

Loot(At a 4.5 chance for either): T4 to T8 Gear rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04; T4.1 to T8.1 Artifact rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04

T8 Relic Chest B (Relic Locker VIII) -

Spawns at 21:00 UTC, starts on a Saturday(probably 2017-07-22).

Opening time 15 seconds, Silver amount reward range: 40000 - 60000

Loot(At a 6 chance for either): T4 to T8 Gear rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04; T4.1 to T8.1 Artifact rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04

T6 Relic Coffe (Relic Coffe VI) -

Spawns weekly, 1st week 20:00 UTC, 2nd week 22:00 UTC, 3rd week 18:00 UTC, starts on a Sunday(probably 2017-07-23).

Opening time 20 seconds, Silver amount reward range: 125000 - 175000

Loot(At a 23 chance for gear, 6 chance for artifacts with some other variables): T6 to T8 Gear rates: T6: 1, T7: 0.2, T8: 0.04; T6.2 to T8.2 Artifact rates: T6: 1, T7: 0.2, T8: 0.04, can also reward T6-T8 runes 25-50 pieces

T7 Relic Coffe (Relic Coffe VII) -

Spawns weekly, 1st week 20:00 UTC, 2nd week 22:00 UTC, 3rd week 18:00 UTC, starts on a Sunday(probably 2017-07-23).

Opening time 20 seconds, Silver amount reward range: 175000 - 275000

Loot(At a 36 chance for gear, 9 chance for artifacts with some other variables): T6 to T8 Gear rates: T6: 1, T7: 0.2, T8: 0.04; T6.2 to T8.2 Artifact rates: T6: 1, T7: 0.2, T8: 0.04, can also reward T6-T8 runes 25-50 pieces

T8 Relic Coffe (Relic Coffe VIII) -

Spawns weekly, 1st week 20:00 UTC, 2nd week 22:00 UTC, 3rd week 18:00 UTC, starts on a Sunday(probably 2017-07-23).

Opening time 20 seconds, Silver amount reward range: 250000 - 350000

Loot(At a 48 chance for gear, 12 chance for artifacts with some other variables): T6 to T8 Gear rates: T6: 1, T7: 0.2, T8: 0.04; T6.2 to T8.2 Artifact rates: T6: 1, T7: 0.2, T8: 0.04, can also reward T6-T8 runes 25-50 pieces

Royal lands chests

T5 Relic Chest (Relic Locker V) -

Spawns every hour, starts on a Wednesday(probably 2017-07-19).

Opening time 10 seconds, Silver amount reward range: 5000 - 10000

Loot(At a 2.25 chance for either): T4 to T8 Gear rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04; T4.1 to T8.1 Artifact rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04

T7 Relic Chest (Relic Locker VII) -

Spawns every hour, starts on a Wednesday(probably 2017-07-19).

Opening time 10 seconds, Silver amount reward range: 10000 - 20000

Loot(At a 4.5 chance for either): T4 to T8 Gear rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04; T4.1 to T8.1 Artifact rates: T4: 1, T5: 1, T6: 1, T7: 0.2, T8: 0.04

Unique mount puppy/fawn/upgrade drop chances

Please keep in mind that the drop rates could be influenced by different factors such as zone type bonuses, etc.

Tier 4 and Tier 6 Giant Stags can drop their Baby at a 0.12% chance.

Tier 6 and Tier 8 Direwolves can drop their Baby/Pup at a 0.12% chance.
Tier 7 and Tier 8 Direboars can drop their Baby at a 0.2588% and 0.3375% chance.
Tier 7 and Tier 8 Direbear can drop a baby at 0.2588% and 0.3375% chance.
Tier 7 and Tier 8 Mammoth can drop a baby at 0.2588% and 0.3375% chance.

Tier 5 Swiftclaw Cub can drop from T5 Keeper faction bosses(Bonecrusher Ancient Athos, Veteran Bonecrusher Chieftain, Veteran Bonecrusher) at a 6.05% chance.

Tier 8 upgrade for Rageclaw, Sacred Bone Marrow can be looted from 3-day T5 Bonecrusher Earthmother(Keeper Raid Boss) at a 7.57% chance.

Tier 5 upgrade for Bonehorse, Necromantic Elixir can be dropped by T7 Veteran Condemned General(Undead faction bosses) at a 8.72% chance.

Tier 8 upgrade for Nightmare, Infernal Horseshoes can be dropped by several daily Morgana faction raid bosses at a 9.09% chance.

Fame, Loot and Silver Rate modifiers by zone types

Blue(Safe): 125% Fame, 125% Loot, 125% Silver
Yellow Zone: 133% Fame, 133% Loot, 133% Silver
Red Zone: 225% Fame, 225% Loot, 225% Silver
Black Zone: 275% Fame, 275% Loot, 275% Silver

Hellgate(Green): 125% Fame, 175% Loot, 175% Silver
Hellgate(Yellow): 133% Fame, 200% Loot, 200% Silver
Hellgate(Red): 275% Fame, 500% Loot, 500% Silver

Expedition: Fixed rewards + 100% Fame, 50% Loot, 50% Silver on mobs inside

Premium bonuses

10.000 Focus every day(regenerates over 24 hours timespan), a maximum of 30.000 can be held at a time
+20 Learning Point / day(regenerates over 24 hours timespan)
Bonuses to looted silver, fame, gathered material amount +50%
Faster animal growth, 100% more farming yield
Taxes / travel costs reduced by 50%

One-time boost for first purchase of 30 days premium:
200 Learning Points
30000 Crafting Focus

Pricing - Gold
30 day - 2500 gold
90 day - 6000 gold
180 day - 11.000 gold

360 day - 19.000 gold

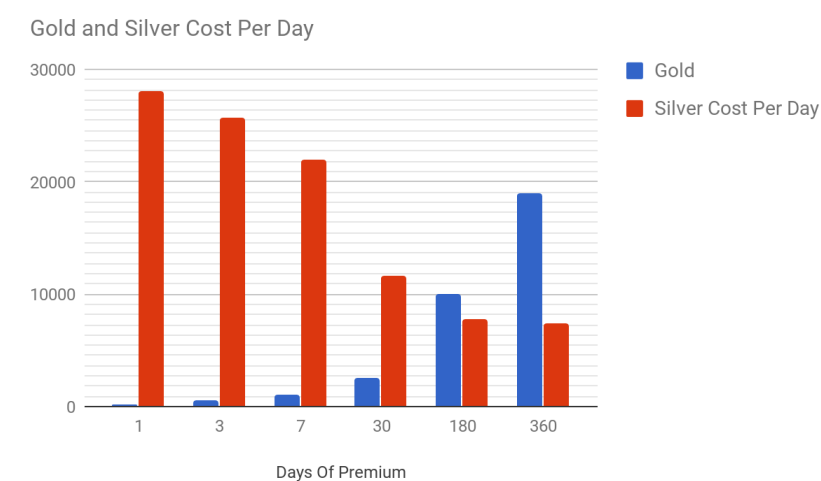
Pricing - Real world money (Subscription)

30 day - \$9.95 / mo.

90 day - \$8.95 / mo.

180 day - \$7.95 / mo.

360 day - \$6.95 / mo.

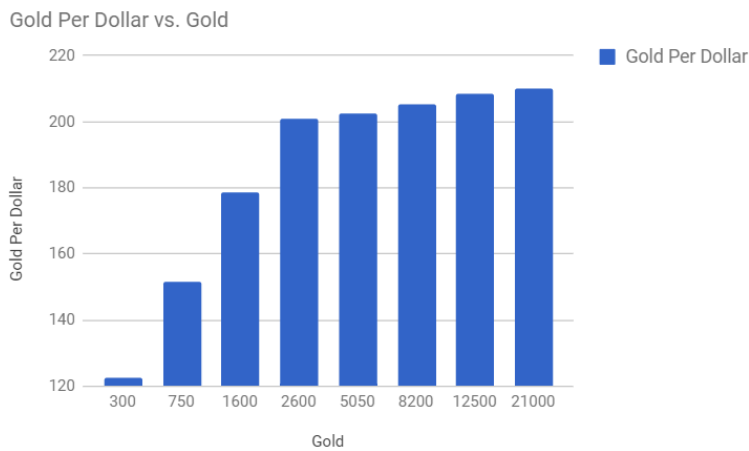


(Silver= Gold*140)

Gold Pricing

Gold	Price (U.S.)	Gold Per Dollar
300	\$2.45	122.4489796
750	\$4.95	151.5151515
1600	\$8.95	178.7709497
2600	\$12.95	200.7722008
5050	\$24.95	202.4048096
8200	\$39.95	205.2565707

12500	\$59.95	208.5070892
21000	\$99.95	210.1050525



Resource nodes respawn times

Credits to [Zazii](#)

m = minutes, h = hours

	T8	T7	T6	T5	T4	T3	T2
Time to respawn	0m-0m	12, 1h-36h	0,6h-1,8h	13m-38m	4m-13m	2m-5m	1m-2m

Taxes

Base tax is 0% to 5% (default 5%)

City tax is 0% to 25% (default 25%)

Guild taxes 0% to 100% (default 5%)

Marketplace taxes are 1% of the item's price for setting up an item and the transaction fee is 4%

Deaths and durability, stack loss

Death knockout get up times: default is 3 seconds, pve 600 seconds, pvp 180 seconds, duel 6 seconds, out-of-combat 18 seconds

If you completely die (red, black zones) without the knockout screen:

30% chance for items to be destroyed/trashed, -20% to -40% durability loss, -37% loss of stacked items total amount

If you only get knocked down:

0% chance for items to be destroyed/trashed, -10% durability loss, -10% loss of stacked items total amount

If you choose to die on the knockout screen:

30% chance for items to be destroyed/trashed, 0% durability loss, -30% loss of stacked items total amount

Buildings nutrition cost

Tier 1 and 2 buildings are not consuming food, everything above eats up 50% / 24 hours. All buildings have a nutrition storage.

Group fame modifiers

PvP and PvE Fame sharing radius is 50 tiles

Group of up to 3 people: +17% Fame bonus

Group of 4: +33% Fame bonus

Group of 5 to 20: +40% Fame bonus

Miscellaneous data

AFK timer before the game kicks you out is 30 minutes

Guild fame required to claim a territory is 1.000.000 Guild Fame

/stuck command cooldown is 24 hours(86400 seconds)

Global cooldown applied after equipment skill change is 10 seconds, getting off mount is 5 seconds

Getting out of combat takes 30 seconds

You can hide all the UI with ALT+H

Commands

/info	Lists all chat commands
/fps	Shows your frames per second next to the minimap
/ping -	Shows your latency and ping data next to the minimap
/o, /global, /all	Sends a message to the global chat
/g, /guild	Sends a message to your Guild
/a, /alliance	Sends a message to your alliance
/p, /party	Sends a message to your party
/l, /local, /area	Sends a message to the whole area
/trade, /tr	Sends a message to trade chat
/recruit, /rec	Sends a recruitment message for guild seekers
/help, /h	Seek answers to game play questions
/s, /say	Sends a message to your surrounding
/e, /emote	Sends an emote to your surrounding
/w, /whisper, /t, /tell	Sends a message to a player
/r, /reply	Replies to the last player who sent a message to you
/mute	Mutes a player (limit of 10)
/unmute	Unmutes a player
/showmuted	Lists players that you have muted
/duel	Starts a duel with a player
/acceptduel	Accepts an invitation to a duel
/createguild	Opens the Create Guild dialog
/gquit, /gleave, /guildquit	Leaves your current guild
/invite	Invites a player to your guild

/kick Kicks a player from your guild
/showmotd Display your current Guild's message of the day
/setmotd Sets the new Guild message of the day
/deletemotd, /clearmotd Removes the Guild message of the day
/stuck Teleports you to a nearby "safe" location if you are stuck
/suicide Kills yourself
/report Reports another player with <playername> <reason>
/ticket Writes a ticket to the developer
/bug Creates a bug report including your name and location
/resetchat Resets chat position and size

Emotes

/applaud, /beg, /bow, /cheer, /cry, /dance, /flex, /laugh, /salute, /wave, /sit, /point

Item Power softcap tables

Credits to [Guskey](#) & [Elsa](#)

Tier	No Cap	Yellow Zone	Blue Zone
4	700	700	700
5	800	800	770
6	900	870	819
7	1000	919	853
8	1100	953	877
8.1	1200	977	894
8.2	1300	994	906
8.3	1400	1006	914

Expedition missions

Standard (Solo, 1 person)

Tier 3: Kill 5 Heretic Archers, 8 Heretic Mages, 1 Overseer (Boss)

Tier 4: Kill 40 Skeletons, 5 Undead Mages, 1 Mage (Boss)

Tier 4: Kill 5 Heretic Defenders, 1 Gibson(Boss)

Veteran (Group, 5 persons)

Tier 4: Kill 8 Veteran Undead Soldier, 1 Veteran Mage(Boss)

Tier 4: Kill 5 Veteran Heretic Defenders, 1 Veteran Gibson(Boss)

Tier 5: Kill 5 Veteran Keeper Axe throwers, 1 Veteran Chieftain(Boss)
Tier 5: Kill 5 Veteran Heretic Mages, 1 Veteran Ballista(Boss)
Tier 5: Kill 3 Veteran Undead Pullers, 2 Veteran Undead Ghoul(Mini-boss), 1 Undead Ghoul(Boss)
Tier 6: Kill 6 Veteran Keeper Berserkers, 1 Veteran Keeper Seer(Boss)
Tier 6: Kill 10 Veteran Morgana Soldiers, 4 Veteran Morgana Infestors, 1 Veteran Cultist A(Boss), 1 Veteran Cultist B(Boss), 1 Veteran Cultist C(Boss)
Tier 6: Kill 9 Veteran Heretic Thieves, 1 Veteran Heretic Grenadier(Mini-boss), 1 Veteran Heretic Brawler(Mini-boss), 1 Veteran Heretic Shadowmask(Boss)

Elite (Raid, 10 persons)

None yet.

Expedition requirements & rewards

Standard (Solo)

Tier 3: Minimum item power average of 250, Reward: 1000 silver + 1000 bonus
Tier 4: Minimum item power average of 350, Reward: 2000 silver + 2000 bonus, T4 Royal Token
Tier 5: Minimum item power average of 500, Reward: 3000 silver + 3000 bonus, T5 Royal Token
Tier 6: Minimum item power average of 700, Reward: 3500 silver + 3500 bonus, T6 Royal Token

Veteran(Group, 5 persons)

Tier 4: Minimum item power average of 300, 1 Tank(Max 2) / 1 Heal / 3 DPS(Max 3) recommended, Reward: 3000 silver + 3000 bonus, T4 Royal Token
Tier 5: Minimum item power average of 500, 1 Tank(Max 2) / 1 Heal / 3 DPS(Max 3) recommended, Reward: 3500 silver + 3500 bonus, T5 Royal Token
Tier 6: Minimum item power average of 700, 1 Tank(Max 2) / 1 Heal / 3 DPS(Max 3) recommended, Reward: 4000 silver + 4000 bonus, T6 Royal Token

Elite(Raid, 10 persons)

Tier 3: Minimum item power average of 300, 1 Tank(Max 4) / 1 Heal(Max 4) / 3 DPS (Max 6), Reward: 3000 fame pts, T4 Turnip Seed(x2) + 6000 fame pts, T4 Healing Potion(x2)

Item roles

Item name(Rating according to the role)

Tank

Sword(4), Hammer(5), Mace(5), Quarterstaff(4), Plate Armor(7), Leather Armor(4)

Heal

Holy Staff(10), Nature Staff(10), Cloth Armor(5), Leather Armor(3)

DPS

Hammer(4), Mace(4), Sword(5), Axe(5), Dagger(5), Spear(5), Staff(5), Quarterstaff(5), Bow(5), Crossbow(5), Arcane Staff(5), Curse Staff(5), Fire Staff(5), Frost Staff(5), Cloth Armor(5), Leather Armor(3)

Black Market Formulas

Baseprice = MAX(ROUND(ItemValue * basepricefactor * pricefactor * pricefactor * pricefactor),1)
//The price set for black market purchases

MaxStorage = MAX(ROUND(basestoragesize * storagefactor * storagefactor * storagefactor),0) //The amount stored in Black Market NPC's storages

WasteChance = MIN(basewastechance * wastefactor * wastefactor * wastefactor, 1) //The chances of items being moved to loot tables (Probably?Not sure.)

basepricefactor="1" basestoragesize="1" basewastechance="1"

Tier 2 - Tier 8

Base stats for tiers: pricefactor="1" storagefactor="256" wastefactor="0.25"

Quality bonuses:

Normal - pricefactor="1" storagefactor="0.689" wastefactor="1"

Excellent - pricefactor="1" storagefactor="0.25" wastefactor="1"

Masterpiece - pricefactor="1" storagefactor="0.05" wastefactor="1"

Epic - pricefactor="1" storagefactor="0.01" wastefactor="1"

Legendary - pricefactor="1" storagefactor="0.001" wastefactor="1"

Enchant bonuses:

0 - pricefactor="1" storagefactor="0.7529" wastefactor="1"

1 - pricefactor="1" storagefactor="0.1882" wastefactor="1"

2 - pricefactor="1" storagefactor="0.0470" wastefactor="1"

3 - pricefactor="1" storagefactor="0.0117" wastefactor="1"

Islands

Player island prices(full prices, global discounts can apply)

Level 0 - 12.500 silver - 1 building plot

Level 1 - 37.500 silver - +1 building plot, +1 farming plot, +2 small building plot

Level 2 - 125.000 silver - +2 building plot, +1 farming plot

Level 3 - 375.000 silver - +2 building plot, +1 farming plot

Level 4 - 1.250.000 silver - +2 building plot, +1 farming plot

Level 5 - 2.500.000 silver - +3 building plot, +1 farming plot

Guild island prices

Level 0 - 50.000 silver - 1 large plot, bank

Level 1 - 250.000 silver - +3 normal plot, +2 small plot, guild marketplace

Level 2 - 1.250.000 silver - +3 normal plot

Level 3 - 7.500.000 silver - +3 normal plot

Level 4 - 25.000.000 silver - +3 normal plot

Level 5 - 50.000.000 silver - +4 normal plot

Global Discount System

Credits to [Devious](#)

Update: Global discount is 50% if the gold:silver ratio is below 1:500, if its at 1:1000 the discount is 0%

Global Discount is based on Gold selling ratio in the market.

It's balanced under the 1:100 ratio, meaning if gold is selling for less than 100 the discount will be based on the difference.

Examples:

Gold is selling for 86 silver. Ratio is 1:86, the Global Discount will be 14%

The ratio changes to 1:50, meaning that Gold sells for 50 silver/each, the Global Discount is 50% if the ratio goes up to 1:90 the Discount will be 10% (there is a 1% offset)

The system generates silver to use to buy gold based on the discount so for example let's say the current discount is 15% and travel cost would be 100 silver. Well a player will only pay 85 silver to travel while the other 15% gets turned into silver that will then auto buy gold. This system will continue to buy gold until the value of gold reaches 1:100 (1:99 if you factor in the offset). At this point there will be a 0% global discount on all silver sinks and Gold will only sell when players start buying it.

If the market starts to go stale but people keep injecting gold into the game through purchases then you will see the Sell ratio drop below 1:100 again and the system will once again begin buying. Currently what I do not know is how often gold is purchased through the system. My guess is that the system buys gold at the 1 silver under the average sale price. It is also possible that the devs have changed the system to no longer buy gold but I kind of doubt that. I believe most of the gold you see being bought is not buy other players it is by this system with the exception to some of the gold speculators who buy gold early hoping to sell it for higher values to you later.

Personal House Laborers

Lumberjack - Wood

Stonecutter - Stone

Prospector - Ore

Cropper - Fiber(Cotton)

Gamekeeper - Leather

Mercenary - Brings silver

Blacksmith - Warrior gear

Fletcher - Hunter gear

Imbuer - Mage gear

Tinker - Tools

Credits

Benjamin Eck- (Gold Pricing, Gold Pricing Chart, Silver Cost For Premium)