

Announcement (Pre-Maint)

Blog/Steam News/Discord

Realmwalkers,

Servers will be taken down tomorrow for maintenance to push a game update at the following approximate time:

9 am PDT / 10 am MDT / noon EDT / 5 pm GMT / 2 am AEDT

This update includes the following:

- Offline Mode
- Skip Tutorial
- Build from Storage
- A Spark of Hope Community Event
- Additional content, bugs fixes and game adjustments

Check out our latest Dev Update [\[hyperlink\]](#) for a sneak peek!

Full patch notes will be provided when server maintenance begins.

We're expecting maintenance to take approximately 1 hour to complete and will provide an update when servers are back online.

Thank you for your patience and for joining us on this journey!

Also of note, in a few hours we'll be putting [Sleekplan](#), our bug and feedback board, into read only as we will be moving to a new community input platform for 0.3 and beyond. Stay tuned for details.

- The Nightingale Team (Inflexion Games)

Socials (Twitter, Bluesky, Threads)

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For additional information:

<https://playnightingale.com/news/planned-server-maintenance-may-22-2024>

Server Maintenance Live & Changelog

Blog/Steam News/Discord

Realmwalkers,

Servers have been taken down for maintenance to push a game update!

For a video summary of major items, see here:

[OVERVIEW VIDEO EMBED]

0.3.0 Changelog

* = Community requests

Highlights

- * Offline Mode [link to blog]
- * Build from storage
- * Skip tutorial
- 'A Spark of Hope' Community Event [link to blog]
- New Bound: Marksman
- New NPCs: Joan of Arc, Edgar Allan Poe, Taliesin the Bard
- * New player character loadouts and body types
- * Edit existing player character from the menu
- Introduction of soft/hard caps on crafts [link to dev update timestamp]

Game Changes

Art/Visual

- Visual changes to tree felling animations
- Extended range of torch light
- Updated block icon
- Changes to Grenade Tier 1 & 2 VFX

Audio/SFX

- Added sound effects to additional tickbox toggles
- Added sound effect for double click on the Realm Card Machine
- New sound effects for spells when tools are charged with new alternative actions from 0.2 (ex. Sickle throw)
- Applied cooldowns on weapon audio effects when there are multiple triggers in a short timespan
- Suppressed audio when creatures impact with other creatures of the same type accidentally
- Change to medium creature impact sound
- Added foliage foley sounds

Building

- Can enable “Build from Storage” on storage containers to use its contents on nearby blueprints
- Craft from Storage range has been increased

NPCs

- New Essence Trader in Abeyance Realms for the Spark of Hope event
- New quest NPCs: Edgar Allan Poe, Joan of Arc, and Taliesin the Bard
- Added voiceover for Aurelio
- Adjustments to Aurelio’s questline
- Nellie has additional lore dialogue if some Codex entries are unlocked
- Minor adjustments to NPC dialogue
- New Bound unit: Marksman
- New Bound variants: Bound Sunderer and Bound Caprine
- New AOE VFX for Bound Darkweaver knockback ability
- New tiered variants of Apex creatures, Eotens, Swamp Giants and Bound that drop higher quality item drops
- Wisps can now be found in the Realms

Player Character

- New player outfits, body types, and professions are now available in character creator
- Players can now edit existing character visuals in the character select menu
- Players can skip the tutorial by selecting a ‘Start Point’ under the character creator ‘Difficulty’ section
- Various balance changes to the tutorial quest flow
- Balance pass on fishing
- Changed shove animation

Resources

- Changes to tree-felling behaviour, they will now always fall away from the player

- Mushrooms now yield mushrooms when removed from tree trunks
- Lowered resource requirements and/or crafting time for various T1-T3 items

UI/UX

- Recruited NPCs now have a radial menu for quick behavior commands
- Recruited NPC menus now show their name rather than “Survivor”
- Changed Map UI for larger map size
- “Reset Portal” and “Reset Realm” have additional confirmations and warn the players of the effects of the actions
- Changes to tool tip and inspect subscreens: Characteristics and tier can now be viewed on tool tip. Extraction info, infusion details and tool and clothing descriptions have been moved to the item inspect subscreen
- Tiers for crafted items can now be viewed in the guidebook
- Benches display Tier in the default UI when players are nearby
- Various UX/UI adjustments

Weapons

- Ornate Blunderbuss recipe can now be unlocked in the Watch
- Added Tier 3 & 4 Throwing Knives and Grenades
- Items now have a soft cap on stats that will see diminishing returns on stats added to the item, and eventually hit a hard cap on the stat
- New Track magick available in Swamp Astrolabe Realms

Misc

- New POI encounters have been added
- New Hunt codex entries
- Capped loading screens to 60 fps and set default frame cap to 120 fps rather than infinite (but can be changed in the settings to be uncapped)
- Performance improvements

Bug Fixes

Art/Visual

- Mushrooms and ivy should now disappear when an NPC fells a tree they're attached to
- Various animation polishes and bug improvements
- Grenades now inherit gem glass appearance

Audio/SFX

- Knife and Sickle positional audio adjusted in 1st person

Building

- Estate foundations should no longer be blocked from being placed when they are too close to uneven ground

NPCs

- NPCs restored from persistence will now correctly change visuals when their clothing is changed.
- Boss summoning Mechanisms at Sites of Power are no longer destructible
- Creatures should no longer spawn near Estate Cairns
- Creatures should no longer spawn out of bounds in Forest Vaults

Player Character

- Fishing rods above Gear Score 255 can catch fish
- Players should no longer get duplicate companion NPCs

UI/UX

- Removed former ESC menu from being accessed while downed

Weapons

- Blunderbuss secondary attack should now utilize elemental ammo effects

Misc

- Crafting stations requiring fuel will no longer complete all crafts upon restoring from persistence if they have no fuel.

Thank you for your patience and for joining us on this journey!

- The Nightingale Team (Inflexion Games)

Socials (Twitter, Bluesky, Threads)

Realmwalkers,

Our servers have been taken offline for scheduled maintenance.

We're expecting it to take approximately 1 hour to complete and will provide an update when servers are back online.

For additional information: [\[BLOG LINK\]](#)

Video summary: [\[OVERVIEW LINK\]](#)

Server's Online

Blog/Steam News/Discord

Realmwalkers,

Our server maintenance has concluded and our servers are now back online.

Please update your game to access the Realms once again. It's recommended to restart Steam/Epic or verify your game files to make sure you're on the latest version. The game version will also now appear in the main menu when you start the game.

For a video summary of major items, see here:

[OVERVIEW VIDEO EMBED]

0.3.0 Changelog

[Copy from above]

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REGARDING COMMUNITY INPUT

As of today, please direct your bug reports and feedback to our new Aha! portal. [HYPERLINK]

To add your submissions, please create an account. Your name and email will not be visible to other portal viewers, but will be visible to Inflexion Games and player support administrators. All content on the platform is subject to our [Code of Conduct](#).

If you need assistance or have questions, please reach out to a community manager or mod on our official Discord. [HYPERLINK]

Our previous platform, Sleekplan, will be read only for the next month and then archived for internal reference.

After evaluating feedback from both external and internal folks, we believe this change will provide a better experience for both players and members of the development team.

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Thank you for your patience and for joining us on this journey!

- The Nightingale Team (Inflexion Games)

Socials (Twitter, Bluesky, Threads)

Our scheduled maintenance is now complete!

Please update your game to ensure you can access the Realms once again.

0.3.0 Changelog: [\[BLOG LINK\]](#)

Video overview: [\[VIDEO LINK\]](#)