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# Patch History :: EverQuest :: ZAM

16-20 minutes

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**Note:** Patches from 2007 and later can be found in the [News Archives](#)

**Are we missing an earlier patch? Email:**

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## [Patches from January 2007 - June 2007](#)

### **Stand Out Occurrences:**

- Druid spells Wildskin and Blessing of the Wild are replaced by Blistering Sunray and Sunscorch (Jan. 17)
- Cleric spells Rectitude and Cure Corruption are replaced by Blessing of Purpose and Ward of the Dauntless (Jan. 17)
- Drakkins rejoice as they can now dye their armor (Jan. 17)
- The Akihiro event in Stillmoon Temple now yields rewards (Jan. 17)
- The Buried Sea expansion launches (Feb. 13)
- In-game mail messages over four months old will be deleted, and you can now "export" messages to a text file (Feb. 13)
- Gates of Discord instances now require the same flags as their parent zones (Feb. 13)
- Epic 1.5 and 2.0 effects now work up to level 75 (Feb. 13)

- Max levels of Echo of Misdirection, Spinning into the Void, Color Collapse, Dreams of Veldyn, and Wake of Subdual increase 78 (Feb. 13)
- Toxxulia Forest is graphically revamped (Feb. 13)



## Patches from July 2006 - December 2006

### **Stand Out Occurrences:**

- The Serpent's Spine expansion launches (Sep. 19)
- The Drakkin becomes a playable race (Sep. 19)
- Characters now "hover" over their corpse upon death (Sep. 19)
- The /con colour system is revamped (grey-green-lightblue-darkblue-white-yellow-red) (Sep. 19)
- A new out-of-combat regeneration system is introduced (Sep. 19)
- Highpass Hold receives a graphical revamp (Sep. 19)
- Group leaders can now "mentor" other members of their group for leadership experience (Sep. 19)
- Bards and Beastlords gain the "Double Attack" skill at 71 (Sep. 19)
- Melee tomes can now be right-clicked, instead of having to turn the into guildmasters (Sep. 19)
- Players can no longer see a Shroud of Stealth'd rogue (Sep. 19)
- The fix of the fix of the fix of the Finding Fibblebrap mission goes through (Sep. 27)
- AA experience from NPCs is now based on an NPC's level rather than its /con color (Oct. 25)
- Numerous Frostcrypt giants gain the ability to see invisibility (Oct. 25)
- East and West Commonlands receive graphical revamps (Dec. 5)

- Most gems now stack to 100 (Dec. 5)
- Arrows and Bolt spells are no longer affected by height differences between PC and NPC (Dec. 5)
- Bard instruments are considered one-handed items regardless of which hand the instrument is in (Dec. 14)
- Aggro generated by pet heals is reduced (Dec. 14)



## Patches from January 2006 - June 2006

### **Stand Out Occurrences:**

- Things get chaotic when Test Server tradeskill vendors are accidentally made live; player rollbacks ensue (Jan. 18)
- Prophecy of Ro launches (Feb. 21)
- [Oasis of Marr](#) and [North Freeport](#) are no more; and, [East Freeport](#), [West Freeport](#), [North Ro](#), and [South Ro](#) receive revamps (Feb. 21)
- The Wizard AA Mana Burn receives some tweaking (Feb. 21)
- Rogues and Bards gain the AA Thief's Intuition (Feb. 21)
- Monster Mission experience receives a long overdue nerf (Feb. 21)
- Alchemy undergoes a major revamp (Feb. 21)
- DirectX 9.0c (2006) becomes a requirement (Jun. 13)
- 8th Year Veteran AA Throne of Heroes introduced (Jun. 13)
- [Guild Lobby](#) is now available to everyone (Jun. 13)
- Death penalties now begin at level 6 (Jun. 13)
- Experience needed to level evolving items is reduced; [Cloak of the Spirit Tracker](#) experience is increased (Jun. 13)
- Taunt changes are made; Paladins, Shadowknights, and Rangers have taunt skill caps raised (Jun. 13)

- Lost Dungeons of Norrath raids become expeditions, allowing greater flexibility in additions/removals of players from raid (Jun. 13)
- The [Illusion Werewolf](#) spell now uses Depths of Darkhollow model (Jun. 13)
- Many NPC character models are updated throughout the world. Say goodbye to the old werewolves, zombies, and snakes, among many others (Jun. 13)



### [Patches from July 2005 - December 2005](#)

#### **Stand Out Occurrences:**

- War develops between the Ykeshan army and Gukta-supporters (July 13)
- An SOS'd Rogue can now tell if a mob sees invis (July 13)
- Pet focus spells get buffed up (July 13)
- The Trolls regain power of [Gukta](#), forcing the Frogloks into the [Rathe Mountains](#) (Aug. 11)
- [Nektulos Forest](#) is revamped ahead of the Depths of Darkhollow expansion (Sep. 7)
- Depths of Darkhollow launches along with monster missions, evolving and intelligent items, and spirit shrouds (Sep. 13)
- EverQuest: Escape to Norrath, a free trial, is introduced (Sep. 13)
- Cleric ability Divine Avatar reuse time is lowered and duration increased (Sep. 13)
- [Lesser Faydark](#) and [Castle Mistmoore](#) return to their pre-revamp states (Oct. 12)
- Worn damage shield cap increases from 15 to 30 (Oct. 12)
- Cultural pottery charms are introduced (Oct. 12)
- The "Escape to Norrath" UI is introduced as the default UI on live

servers (Oct. 27)

- Helms can now be hidden (Oct. 27)
- EverQuest now uses the computer system's mouse cursor (Oct. 27)
- Raid invites can be done across zones (Oct. 27)
- Audio triggers are introduced (Oct. 27)
- More than 1000 Darkhollow items receive significant stat upgrades (Nov. 16)



### [Patches from January 2005 - June 2005](#)

#### **Stand Out Occurrences:**

- Major revamps to [Mistmoore](#) and [Splitpaw](#) (Jan. 26)
- Enchanter [Epic 1.5 and 2.0](#) effects no longer aggro NPCs in their vicinity (Jan. 26)
- Dragons of Norrath launches (Feb. 15)
- The EQ Mail system goes live (Feb. 15)
- PvP servers Rallos Zek, Tallon Zek, Vallon Zek, and Sullon Zek merge as the single "Zek Server" (March)
- Bazaar and Barter Hall zones merge (Mar. 3)
- Many pre-DoN tradeskill recipe trivials are lowered from the mid-300s to mid-200s (Mar. 3)
- The 'Return Home' function is introduced (Apr. 12)
- A stone to [The Arena](#) is added in the Plane of Knowledge (Apr. 12)
- Class "re-envisioning" begins (Apr. 12)
- Title suffixes are introduced (Apr. 12)
- Tradeskill hell levels (160 to 190) are softened (Apr. 12)
- Player pets over 52nd level are immune to fear (Apr. 20)

- New instanced missions are added to [North Qeynos](#), [Unrest](#), [Befallen](#), and [Hate's Fury](#) (May 11)
- Casters now receive at least one spell with each level gained (May 11)
- The Type 9 augmentation slot is introduced (May 11)
- The [Essence of Froglok](#) illusion potion is introduced (May 11)
- Veteran Rewards are introduced (May 13)
- [Plane of Time](#) becomes instanced (June 29)
- You can now invite players from across zones (June 29)



### [Patches from July 2004 - December 2004](#)

#### **Stand Out Occurrences:**

- [Veeshan's Peak](#) revamp goes live (July 14)
- Pets now zone with you (July 14)
- Significant PVP changes go live (Aug. 11)
- Raid window allows leader to lock/unlock raid, and put players in different groups (Aug. 11)
- You can now /consent your group, raid, and guild (Aug. 11)
- Omens of War goes live (Sept. 14)
- Piercing and 1HBlunt/2HBlunt skills see cap increases (Sept. 14)
- [Fire Beetle Eyes](#) now stack (Oct. 25)
- The 85/15 system is introduced for Gates of Discord zones (Dec. 15)
- AA costs for Discord abilities see numerous reductions (Dec. 15)
- [Tacvi](#) loot receives hitpoints/mana/endurance and effect upgrades (Dec. 15)
- NO RENT containers no longer poof when you log with them on your character (Dec. 15)





## Patches from January 2004 - June 2004

### **Stand Out Occurrences:**

- [Nedaria's Landing](#) goes live (January)
- Gates of Discord goes live (Feb. 10)
- [The Casino](#) returns (Feb. 10)
- Tradeskill UI goes live (Feb. 10)
- EverQuest celebrates its fifth anniversary with numerous ongoing events (Mar. 16)
- DirectX 9.0 becomes required to play EverQuest (Mar. 23)
- Player pets receive a boost (Mar. 25)
- [Shadowrest](#) goes live (Apr. 13)
- Invisibility actually has some use in [Ferubi](#) (Apr. 14)
- [Boat gnomes](#) become a permanent fixture (Apr. 24)
- Hot zones are introduced (Apr. 28)
- [Plane of Knowledge](#) is now open to everyone (Apr. 28)
- Named NPCs no longer spawn at an expedition's creation point (Apr. 28)
- /surname and /rewind commands introduced (May 5)
- Only one raid member must have completed [Ikkinz](#) trials to get players into raid trials (May 12)
- [Gunthak](#) stone is added to the [Plane of Knowledge](#) (June 16)
- You can now port to the [Plane of Hate](#) from the [Plane of Tranquility](#) (June 16)



## Patches from July 2003 - December 2003

### **Stand Out Occurrences:**

- European players get dinged with VAT equal to 17.5% of their

subscription fees (July 1)

- [Temple of Droga](#) and [Mines of Nurga](#) receive revamps (July 10)
- [Chardok "B" The Halls of Betrayal](#) goes live (July 10)
- [Mass Enchant, Imbue, and Thicken](#) spells are introduced (July 10)
- [Solusek "C" The Caverns of Exile](#) goes live (Aug. 6)
- [Scaled Wolf](#) and [Guktan](#) illusions go live (Aug. 6)
- The [Plane of Time "B"](#) now remembers your progress in the zone and no longer resets (Aug. 6)
- Revamps to [Grieg's](#), [The Deep](#), [Charasis](#), [Necropolis](#), [Siren's](#), [The Hole](#), [City of Mist](#), and [Cazic-Thule](#) (Aug 26)
- Platinum slot added to the shared bank (Aug. 26)
- [Divine Ressurrection](#) recast time cut in half (36 hours to 18) (Aug. 26)
- [Plane of Time](#) raids now only require 18 people present instead of 40 (Aug. 28)
- Lost Dungeons of Norrath goes live (Sept. 9)
- [Plane of Mischief](#) receives a significant revamp (Oct. 9)
- The auto-attack key now defaults to Q (Oct. 9)
- The "Find" feature is added (Oct. 9)
- Number of players required for LDON adventures is now 3 instead of 4 (Nov. 5)
- 3D Target Ring introduced (Nov. 5)
- You can now buy and sell containers in [The Bazaar](#) (Dec. 18)
- Most [Invigor](#) effect items are replaced with sight-enhancers (Dec. 18)
- Endurance is added as a stat; melees receive disciplines as tomes (Dec. 18)
- The [Shadowhaven](#) Casino goes live (Dec. 18)
- The [Shaodwhaven](#) Casino shuts down (Dec. 19)





## Patches from January 2003 - June 2003

### **Stand Out Occurrences:**

- Classic & Velious user interfaces become extinct (Jan. 9)
- You can now window out of EverQuest (Jan. 9)
- Song buff window added (Jan. 9)
- [Wraith of a Shissar](#) is no longer attacked by other [Fear](#) inhabitants (Feb. 4)
- [Rallos Zek](#) is now tethered to the [Tactics](#) arena pit (Feb. 4)
- Legacy of Ykesha goes live (Feb. 24)
- The "85% rule" is introduced, making raid flag requirements much easier on guilds (Feb. 24)
- Charm sees significant nerfs (Apr. 8)
- [Acrylia Caverns](#), [Hollowshade Moor](#) and [Grimling Forest](#) receive major revamps (Apr. 23)
- [Plane of Hate "B"](#) goes live (May 14)
- [Call of the Hero](#) works in the [Plane of Water](#) (May 14)
- [Gravel Rain](#) is now cureable (if you've ever fought [Glykus](#), you are quite thankful (May 14)
- You can now gate out of [Veeshan's Peak](#) (May 14)
- Bankers no longer take items (May 14)
- Shared bank slots, spell descriptions, spell menus, and NPC job titles are added (June 11)
- High level spells no longer affect low level characters under any circumstances (June 11)
- Flag restrictions in the Planes of Power are relaxed in Tiers 1 and 2 (June 11)
- The Prexus Server goes through one of the worst server crashes in EQ history (June 12)



## Patches from July 2002 - December 2002

### **Stand Out Occurrences:**

- New interface goes live (July 24)
- [The Bazaar](#) is introduced (July 24)
- Lifetappers no longer say "Ahhh... I feel much better now!" with every spell (July 24)
- Players are no longer susceptible to other players' fears and charms (July 24)
- /makeleader command introduced & LD group member no longer bugs the group (July 24)
- You can now view and/or delete your own petitions (Sept. 4)
- Hell levels are eliminated (Sept. 4)
- DoT spells cast by different players on an NPC now stack (Sept. 4)
- Clerics gain the Bash ability (Sept. 4)
- Merchant inventories grow to 80 (Sept. 4)
- Items are now linked in the "... has looted an X" messages (Sept. 26)
- Recast times are added to [Rods of Mystical Transvergence](#) (Sept. 26)
- [Rods of Mystical Transvergence](#) no longer kill you if your max-hitpoints are lower than the conversion (Oct. 17)
- /shield is introduced (Oct. 17)
- Planes of Power goes live (Oct. 21)
- Planes of Power flags can be done out of order (Dec. 19)



## Patches from January 2002 - June 2002

## Stand Out Occurrences:

- /ttell and /shownames commands introduced (Jan. 8)
- [The Nexus](#) becomes bindable (Jan. 8)
- [Ragefire](#) is moved out of [Nagafen's Lair](#) (Jan. 23)
- Pets stop pacing (Feb. 13)
- [Levitation](#) buffs get stripped upon entering a no-lev zone (Mar. 7)
- If you die while below 11th level, you respawn with items and keep your experience (Mar. 19)
- Lower level rez, evac, and corpse summon spells become available (Mar. 19)
- /hitsmode command introduced (Mar. 19)
- EverQuest monthly prices increase to \$12.95 per month (Apr. 9)
- Non-pet NPCs stop accepting non-quest items given to them (Apr. 9)
- The item, [White Dragon Hide](#) is introduced (June 6)
- NPCs are now bound by casting range limits (June 12)
- [Magic Clay](#) becomes stackable (June 12)



## [Patches from July 2001 - December 2001](#)

### Stand Out Occurrences:

- [Spider](#) and [Spiderling Silk](#) become stackable (July 10)
- Folded Sheets and regular Sheets of Metal become stackable (July 10)
- [Stonebrunt](#) goes live (Aug. 29)
- Server population counts become hidden (Sept. 11)
- The September 11th, 2001 terrorist attacks hit close to home for Sony
- Graphic upgrades are announced for Luclin (Oct. 5)

- The Firiona Vie (roleplay) Server goes live (Oct. 8)
- [Flayed Barbarian Hide Mask](#) gets [Illusion: Barbarian](#) added to it (Oct. 8)
- High level NPCs develop immunities to certain spell types, and are no longer outright magic immune (Oct. 8)
- The short-lived "Project M" is introduced, where players can spawn as monsters (Nov. 7)
- /targetgroupbuff is introduced (Nov. 7)
- "Light Blue" /consider is introduced (Nov. 7)
- DirectX 8.0 is now required to play EverQuest (Nov. 28)
- Luclin goes live, but not without its problems (Dec. 4)
- Non-targettable NPCs are introduced (Dec. 4)
- Option for Texture Cache is introduced, making load times a little quicker (Dec. 13)
- Windows 95 no longer functions with EverQuest (Dec. 18)
- [Soulbinders](#) are introduced (Dec. 20)



## [Patches from January 2001 - June 2001](#)

### **Stand Out Occurrences:**

- /lootnodrop command added (Jan. 9)
- [Root](#) and [Snare](#) are now separate effects (Jan. 9)
- NPC Aggro is significantly retuned (Feb. 21)
- Rangers can now sort and filter tracking system (Feb. 21)
- Taunt now affects NPCs above the player's level (Mar. 6)
- EQGems is introduced (Mar. 6)
- E'ci and The Rathe servers split to Zebuxoruk (March)
- [The Warrens](#) is introduced (Mar. 14)
- [Hate](#) and [Fear](#) planes receive revamps: New minibosses, better

god loot (Mar. 14)

- Food items get durations (Apr. 17)
- Characters now say "Hail Playername" instead of just "Hail" (Apr. 17)
- /charinfo command introduced (Apr. 17)
- NO RENT items adopt the 30-minute rule (Apr. 17)
- Shadows of Luclin expansion announced (Apr. 18)
- Players no longer get stunned while invulnerable (May 8)
- Items can be moved inside containers while in bank (May 8)
- "Regards you as an ally" is added as a new /consider (May 8)



### Patches from July 2000 - December 2000

#### **Stand Out Occurrences:**

- Karana splits into two servers, the other being Terris Thule (June & July)
- NPCs stop saying "hit by non-melee for XX points" (July 19)
- /hidecorpse and /fastdrop commands introduced (July 19 & Aug. 1)
- [Wurmslayer](#) becomes a one-hand slasher (Aug. 9)
- NO RENT tags are added to NO RENT items (Aug. 9)
- Epic quests are introduced (Sept. 19)
- Players are now able to exceed 200 in one tradeskill (Sept. 19)
- Corpses of NPCs 55th level or higher get 30-minute decay timers (Sept. 28)
- Tholuxe Paells introduced as a new server (Sept. 28)
- Mithaniel Marr and Tunare servers split to Drinal (Sept. 28)
- Pauses are added to socials, /camp command added (Sept. 28)
- DirectX 7 becomes required to play EverQuest (Nov. 15)

- Povar and Tarew Marr servers split to Xev (Nov. 21)
- Velious goes live (Dec. 6)
- NPCs gain RAMPAGE and FLURRY abilities (Velious Release)
- Solusek Ro, Karana, and Cazic-Thule servers split to Ayonae Ro (December)



### Patches from January 2000 - June 2000

#### **Stand Out Occurrences:**

- [Plane of Sky](#) is introduced (Jan.)
- Casters respawn with no mana after being killed by a player (Feb. 3)
- [City of Paineel](#) is introduced (Feb. 17)
- Erudites can now be Shadowknights (Feb. 17)
- Rogues get the Evade ability (Feb. 17)
- Deity-specific items are introduced (Apr. 10)
- [Kerra Ridge](#) and [Splitpaw](#) are revamped to higher level (Apr. 10)
- Kunark goes live with a new level cap of 60 (Apr. 21)
- Newbie guards get buffed to their current levels (May)
- [The Hole](#) is introduced (June 22)
- [Lady Vox](#) and [Lord Nagafen](#) are no longer attackable by players over 52nd level



### Patches from April 1999 - December 1999

#### **Stand Out Occurrences:**

- Original patch information (April)
- PvP Melee/Caster balance (Sept. 13)
- Rez timers set (Sept. 28)

- [Temple of Solusek Ro](#) added as an optional zone (Oct. 13)
- [Journeyman Boots](#) become quested (Oct. 13)
- Press release details upcoming Kunark expansion (Nov. 1)