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Update 7.9 Part 2



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Silentera Canyon

1. Added new area Tempus Celat to Tempus Fugit.
 - a. You can enter Tempus Celat from the portal in Silentera Canyon: Tempus Fugit.

Instances

1. Changed the Labyrinth as follows:
 - a. Added new bosses to phases 1-5.
 - b. When entering a new phase, you now face either the existing boss or a new one.
 - c. Changed the times in which the creatures summoned by boss Grogget in Labyrinth Phase 3 disappear.
 - d. Changed some of the Black Market Trader goods which spawn in the Labyrinth.
2. Added the new campaign instance Heart of Apsaranta.
 - a. Can only be entered with an active campaign.

Fortress and Altar Battle

1. Changed the raid times for the altar battles.
 - a. The second daily altar battle takes place again at 8:00 PM.
2. Raid times for fortress battles have been changed as follows:

Time	Tuesday	Thursday	Saturday	Sunday
9 PM	Altar of Avarice Temple of Scales Vorgaltem Citadel Crimson Temple Divine Fortress	Bassen Fortress Prades Fortress	Bassen Fortress Prades Fortress	Altar of Avarice Temple of Scales Vorgaltem Citadel Crimson Temple Divine Fortress

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3. Rewards for fortress battles have been changed.
 - a. Increased the Honour Points rewarded for Altar of Avarice, Temple of Scales, Crimson Temple, Vorgaltem Citadel and Divine Fortress.
 - b. Increased the Honour Points rewarded for victory or defeat in Bassen and Prades.

Transformation

1. Added an option to select a main appearance for transformations.
 - a. Choose a main appearance for transformations.
 - b. Once set, transforming will always use the chosen appearance.
2. Added new ultimate transformations.

Class	Transformation	Attribute
Ultimate	Nezekan	Attack speed +50% Casting speed +55% Movement speed +100% Healing boost +80 Additional PvP attack +236 Additional PvE attack +236 Additional PvP defence +241 Additional PvE defence +241 HP +4,400 Resist magic +341 Physical crit strike +331 Crit spell +331
	Zikel	Attack speed +60% Casting speed +45% Movement speed +100% Healing boost +80 Additional PvP attack +236 Additional PvE attack +236 Additional PvP defence +241 Additional PvE defence +241 Physical crit strike +420 Crit spell +420

- a. You can purchase the new ultimate transformations (2 types) with the Lord's Transformation Contract (2 types).

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- b. Lord's Transformation Contract (2 types) can be crafted from 500x Ultimate Fragment of Memory and 6x Ultimate Transformation Breath.
 - c. Ultimate Fragment of Memory can be earned from Lugbug's Missions; Ultimate Transformation Breath is a free, limited item in the AION Shop.
3. Added new collections for Nezekan and Zikel.

Collection	Improved Attributes
Ultimate Assassin	Strike Fortitude +60
Ultimate Protector	Spell Fortitude +60
Clash	Crit strike/crit spell +40

4. New ancient transformations have been added.

Class	Transformation	Attribute
Ancient	Warm Snow Fox	Casting speed +20% Movement speed +40% Magic attack +72 Magical accuracy +219 Physical defence +72 Magic defence +72
	Snuggly Snow Fox	Attack speed +20% Movement speed +40% Physical attack +72 Accuracy +219 Physical defence +72 Magic defence +72

- a. The ancient transformations will be available in events and in the AION Shop at a later date.
5. Added new collections for Warm Snow Fox and Snuggly Snow Fox.

Collection	Improved Attributes
Perfect Winter	HP +5,000
Warm Winter	Physical defence +152
Beautiful Winter	Magic defence +152
Prehistoric Animal Protectorate	Accuracy/Magical accuracy +331

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Rankings

- Adjusted the number of Honour Points required to reach individual ranks.

Rank	Honour Points (Before)	Honour Points (After)
Governor	12,437	3,109
Commander	11,503	2,875
Great General	10,002	2,500
General	8,335	2,083
Army 5-Star Officer	5,210	1,302
Army 4-Star Officer	3,064	766
Army 3-Star Officer	1,915	478
Army 2-Star Officer	1,386	342
Army 1-Star Officer	1,244	311

Legions

- Fixed an error which meant that it was not possible to join legions above level 9 via the menu.

Items

- Added FX to certain items.
- Vase Spirit will remain even after leaving Tempus Fugit.
- Added new runes with which to enchant Nezekan and Zikel transformations.
- Cubelets can now be stored in the warehouse.
- Using the following items for Lumiel's Transmorph – Valuable Morphing grants you 10 morph points:

Items

Raging Yarkhan/Barkhan Hunter's Platinum Cubelet
Raging Prometun Hunter's Platinum Cubelet

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Raging Tarukkan Hunter's Platinum Cubelet
Raging Prigga Hunter's Platinum Cubelet
Mob Leader Hunter's Platinum Cubelet
SVR-07 Hunter's Platinum Cubelet
Raging Magma/Heat Protector Hunter's Platinum Cubelet
Mortasha Hunter's Platinum Cubelet
Raging Oris Hunter's Platinum Cubelet
Raging Beritra Hunter's Platinum Cubelet
Stormwing Hunter's Platinum Cubelet
Raging Yarkhan/Barkhan Expert's Platinum Cubelet
Raging Prometun Expert's Platinum Cubelet
Raging Tarukkan Expert's Platinum Cubelet
Raging Prigga Expert's Platinum Cubelet
Mob Leader Expert's Platinum Cubelet
SVR-07 Expert's Platinum Cubelet
Raging Magma/Heat Protector Expert's Platinum Cubelet
Mortasha Expert's Platinum Cubelet
Raging Oris Expert's Platinum Cubelet
Raging Beritra Expert's Platinum Cubelet
Stormwing Expert's Platinum Cubelet Bundle

6. Fixed the problem of permanently transforming into a Guardian General in South Katalam.
7. Shards can now be stacked a maximum of 99,999 times.

NPCs

1. Added apprentice teleporters to teleport you to the entrance of Tempus Fugit.
 - a. The apprentice teleporters can be found next to the Gelkmaros and Inggison Teleporter.

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2. Added statues below the Silentera East and West Gates to teleport you to the entrance to Silentera Canyon.



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3. More instances can be reached via the new instance teleporters in Gelkmaros and Inggison Outpost.

Teleporter	Instanced Zone
Exploration Point Teleporter	Senekta Makarna of Bitterness (normal) Prometun's Workshop (normal)
Stellan Teleporter	Beninerk's Manor (normal) Beninerk's Manor (easy) Stella Development Laboratory (normal) Stella Development Laboratory (easy)
Activated Teleporter	Ara Infernalina (normal) Ara Infernalina (easy) Beshmundir Storm Temple (normal) Beshmundir Storm Temple (easy)

4. Changed the weekly Glory Reward Shop reset to Wednesday, 10 AM.

Lugbug's Missions

1. Changed some of the final rewards for daily and weekly missions.
2. Changed the contents and rewards of some daily missions.

Quests

1. Some quests (Village Challenge) can now make use of an Instant Report.
2. Added a new campaign quest.

Skills

1. Fixed an error which prevented the effect of Paralysis Resonation from being removed by Stalwart Concentration.
2. Fixed an issue where using the level-10 10% cooldown reduction for Carmine and Azure Odian skills effect on the Templar's Shell of Balance Jade Odian skill did not correctly apply to the same class.

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Environment

1. Made some changes to the topography in Hererim Mine.

UI

1. Corrected the map quest markers for some quests in Red Katalam.
2. Fixed an display issue for the item information from received glyphs.

Other

1. Improved the option for hiding other player's minions/pets in locations with lots of players for improved performance.

GF Features

1. Reduced the sales price for items from NPC merchants from 15% to 10% of the purchase price.
2. The Honour Points season now runs for 8 instead of 4 weeks and the rewards were adjusted.
3. The Honour Points have been reset. Existing Honour Points have been compensated at a ratio of 50 Honour Points to 1 Medal of Honour.
 - a. Visit the NPCs Ares and Faldi in Inggison/Gelkmaros to exchange the Medals of Honour for other items. NPCs will disappear on 18th August 2021.