

# AION

## PATCH NOTES

### UPDATE 8.0 Part 2



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### Aphsaranta

1. The Elyos and Asmodian Corps in Aphsaranta have been changed.
  - a. Changed some agents and Corps of the Elyos and Asmodians in Aphsaranta.

Faction	Distribution	Agent	Corps
Elyos	Before	Outremus	Wisplight
	New	Dike	Golden Feather
Asmodian	Before	Richelle	Fatebound
	New	Skuldun	Red Fang

- b. Added new corps quests.
  - c. Changed the corps for the posting quest.
  - d. Adjusted the previous corps glory teleportation conditions for the changes to corps glory.
2. Added Agent Battles in Aphsaranta.
    - a. When all of a faction's 13 Aphsaranta Bases have been occupied, there is a Agent Battle on the Defensive Bridge.
    - b. The Agent Battle only takes place if both factions' agents appear in the base.
    - c. Defeat the opposing faction's agents for rewards.
    - d. The Agent Battle can be reattempted after 12 hours.
  3. Added "[Event] Rescue Mission".
    - a. If you occupy the 6th or 9th Base, a prisoner NPC appears at a certain place inside the respective base.
      - i. There are three locations for the Rescue Mission NPCs. If all conditions are fulfilled, an NPC appears in one of the three locations.

Condition	NPC which appears
When Elyos occupy the 6th Base	A prisoner Asmodian appears inside the 6th Base
When Asmodians occupy the 9th Base	A prisoner Elyos appears inside the 9th Base

- b. You receive the Smashed Mindrest Potion if you defeat the Investigator NPC guarding the prisoner.
  - c. Talk with the prisoner at the end to free them and receive a reward.
  - d. A certain time following their rescue, a new prisoner appears.
4. Added "[Event] Attack the Agents".
    - a. Added the new "Secret Order" item to the NPC Battlefield Trader.



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- b. You can use the "Secret Order" to carry out an attack and receive a reward if the attack is successful.

Target	Condition	Place of appearance of Starting NPCs
Elyos	Occupy the 10th and 13th Base	10th Base / 13th Base
Asmodian		

- c. If a faction occupies the 10th and 13th Base, the respective agent appears.  
 d. "Attack the Agents" can be performed 1x per day.  
 5. Added "[Event] Goods Transport for the Research Lab".

a. You receive a reward if you get the item from the Director and Scholar NPCs of the Dimension Research Lab and then give this to the correct NPC within the allotted time.

Target	Condition	Place of appearance of Starting NPCs
Elyos	Occupy the 10th and 13th Base	10th Base
Asmodian		13th Base

- b. The "Research Lab Director" NPC is the target of the "[Event] Attack the Agents". If the NPC is defeated, he appears again after a certain period of time.  
 c. The event can be repeated 12 hours after successful completion.  
 6. Added "[Event] Goods Transport Escort".

- a. Supplier NPCs (Elyos/Asmodian) appear at the locations marked on the map.



- b. A Looter NPC from the opposing faction appears along the transport route and disrupts the transportation of the items.

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- c. You receive the "Identification Tag" item if you defeat the Looter NPC.
  - d. If the supplier completes the transport successfully and they reach the neutral area, you can exchange 7x "Identification Tag" for the "Smuggled Supply Box" reward item.
7. Fixed an issue where when attempting to capture the relic in the Apsaranta Base, the invincibility status was not removed.
  8. The following changes have been made to the raid monster Adad:
    - a. The raid monster Adad appears at different times.
    - b. The raid monster Adad disappears after a certain amount of time. The remaining time until the raid monster Adad disappears is displayed on the minimap once he appears.
    - c. You can now receive more Skill Books after defeating the raid monster Adad.
    - d. Fixed an error where some of the raid monster Adad's abilities were executed incorrectly. Adjusted the max. number of players which are attacked.
    - e. Adjusted the raid monster Adad's attributes.
  9. Changed the duration until a base can be reoccupied after its occupation from 60 minutes to 30 minutes.
  10. Reworked the Corps Insignia Shop.
    - a. Changed the necessary number of insignias for the exchange of items previous for sale.
    - b. Added "Item/Transformation Group Flag (Collection) ", "[Title Card] Apsaranta Messenger (1 day)", "Intio Paper", "High-Quality Megaphone" and "Lord's Sacred Water" to the items for sale.
  11. Changed some rewards of the Garr Protectorate posting quest.
  12. Fixed an error where some corps quests were not available as usual.

### Red Katalam

1. Fixed an error where the faction which occupied the 81st Base was sometimes forced to teleport.



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### Fortress Battle

- The awards available in all fortresses have been changed as follows:
  - Adjusted the Honour Points you get depending on the level.
  - Increased the number of players who can get the 1st place reward in Altar of Avarice, Temple of Scales, Vorgaltem Citadel and Crimson Temple.
  - Increases the Honour Points gained from some objects which appear in Fortress Battles.
- Changed the times for fortress battles.

Fortress Name	Tuesday	Thursday	Sunday
Altar of Avarice, Temple of Scales	8 PM–9 PM	-	9 PM–10 PM
Vorgaltem Citadel, Crimson Temple	9 PM–10 PM	-	9 PM–10 PM
Divine Fortress	8:30 PM–9 PM	-	9 PM–10 PM
Bassen Fortress	-	9 PM–9:30 PM	-
Prades Fortress	-	9:30–10 PM	-

### Instances

- Added "Tower of Challenge (Upper Level)".
  - Can be entered through the Challenger Entrance in the Emyrean Crucible.

Max. players	Level	Entry number reset	Entries
1	From level 85	Wednesday at 9 AM	Gold Pack: 10 per week Starter: 5 per week

- An instance where you can defeat monsters within the allotted time to receive rewards. Until level 19 there are no rewards; at level 20 there is a reward chest after every successfully completed level.
- There is a Challenge Pearl on every level. You select the matching pearl for the level to carry it out.
- If you select a higher level, all monsters up to the respective level appear at once.
  - Example: If after level 1 you select level 5, the monsters from level 2 to 5 appear.

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- e. You can open the Reward Box with the Key to the Tower of Challenge (upper level) at the "Daeva of Time" NPC. Elyos can obtain the key from the Prize Giver in Inggison and the Asmodians in Gelkmaros.
  - f. The Reward Boxes disappear when the time limit expires. If, however, the door to the Reward Boxes is opened before the time expires, they do not disappear.
  - g. If you complete level 30 within a short time, you'll receive an additional Reward Box.
  - h. The "Daeva of Time" NPC appears if you defeat all the monsters of the first 20 levels.
  - i. If you die, the challenge ends.
2. The following changes have been made to the Tower of Challenge (middle level):
    - a. Changed the entry to 2x per week (Gold Pack) and 1x per week (Starter).
    - b. Changed the rank rewards.
    - c. Added an additional reward to the 15th level.
  3. The following changes were made to Heart of Apsaranta:
    - a. Fixed the issue of pathfinding in the Heart of Apsaranta campaign instance.
    - b. Fixed an error in the tooltip for the Heart of Apsaranta instance.
    - c. Adjusted the attributes of Ishkur, the first "Heart of Apsaranta" boss.
  4. Labyrinth: Fixed an error where, after the attack on Lannok, the Lord of the Labyrinth, the exit portal sometimes appeared in the sky.
  5. Neviwind Canyon: Fixed an error where the number of entries increased when the character logged into the Neviwind Canyon again.
  6. Adjusted the additional entries for Luna:
    - a. Standardised the prices for existing additional entries.
    - b. Added additional entries for further instances.

### Daevanion Trait

1. Fixed the issue of the Odian Enchantment effect not working on the Daevanion Trait.

### Skills

1. Fixed an error where if using the Soulburst ability enchanted up to +10, the reduced cooldown of Carmine and Azure Odian skills was not applied.

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### Lord's Relic

1. Postponed the end of the season for the "Lord's Relic" until 23rd March 2022.
  - a. Changed the deletion date for Lord's Sacred Water respectively so it will also be removed from the game at the end of the season

### Items

1. Fixed an error where after registering equipment items which had been granted abilities with a broker, the abilities sometimes weren't displayed in the registration tab.
2. Added a new item, "High-Quality Combat Experience Extractor", with which you can get 10x Insignia of Experience one time.
  - a. This extractor can be purchased in the Gold Sand Shop and from the "Battlefield Trader" NPCs in all Apsaranta garrisons.
3. Changed the attributes of the "Legion's Military Monitor" mount.
4. Fixed an issue with the [Boost/Modify: Wrapping] window where it could not be opened if not enough of the required Wrappings were present.
5. Added a new item, "Apsaranta Garrison Teleport Scroll".
  - a. You can receive this item in all Battlefield Shops or from Magical Crafting.
6. Added new quest items, "Ionium Test Solution" and "Illoe Test Paper".
  - a. These items can be made using Magical Crafting.
7. Fixed an issue where the Burning Wings were not displayed.
8. Changed the sound of "Droplet Wings" in flight.

### Missions

1. Added new rewards and missions to Lugbug's missions.
2. Moved the end of "Kerub's Short Tutorial" to 23rd March 2022.



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### NPCs

1. Relocated the guardian NPCs within the Gelkmaros Fortress and Inggison Illusion Fortress
2. Fixed an issue where the Black Market Traders of Apsaranta sometimes appeared in the wrong places.
3. Added trader NPCs to the garrisons of all factions where Medals from the Agent Battle can be exchanged.

### Environment

1. Partially changed the topography of "Silentera Canyon" and "Apsaranta".
2. Partially changed the topography of "Prades Fortress".

### UI

1. Added the rolling chat function to the newly available Megaphone items.
  - a. When you enter a text message with the Megaphone, it is displayed at the top of the screen.
2. Fixed an error where some weapons could no longer be seen when riding on a mount.

### Sound

1. Fixed an error where the sound effect for opening or closing a window couldn't be heard when the UI was clicked.