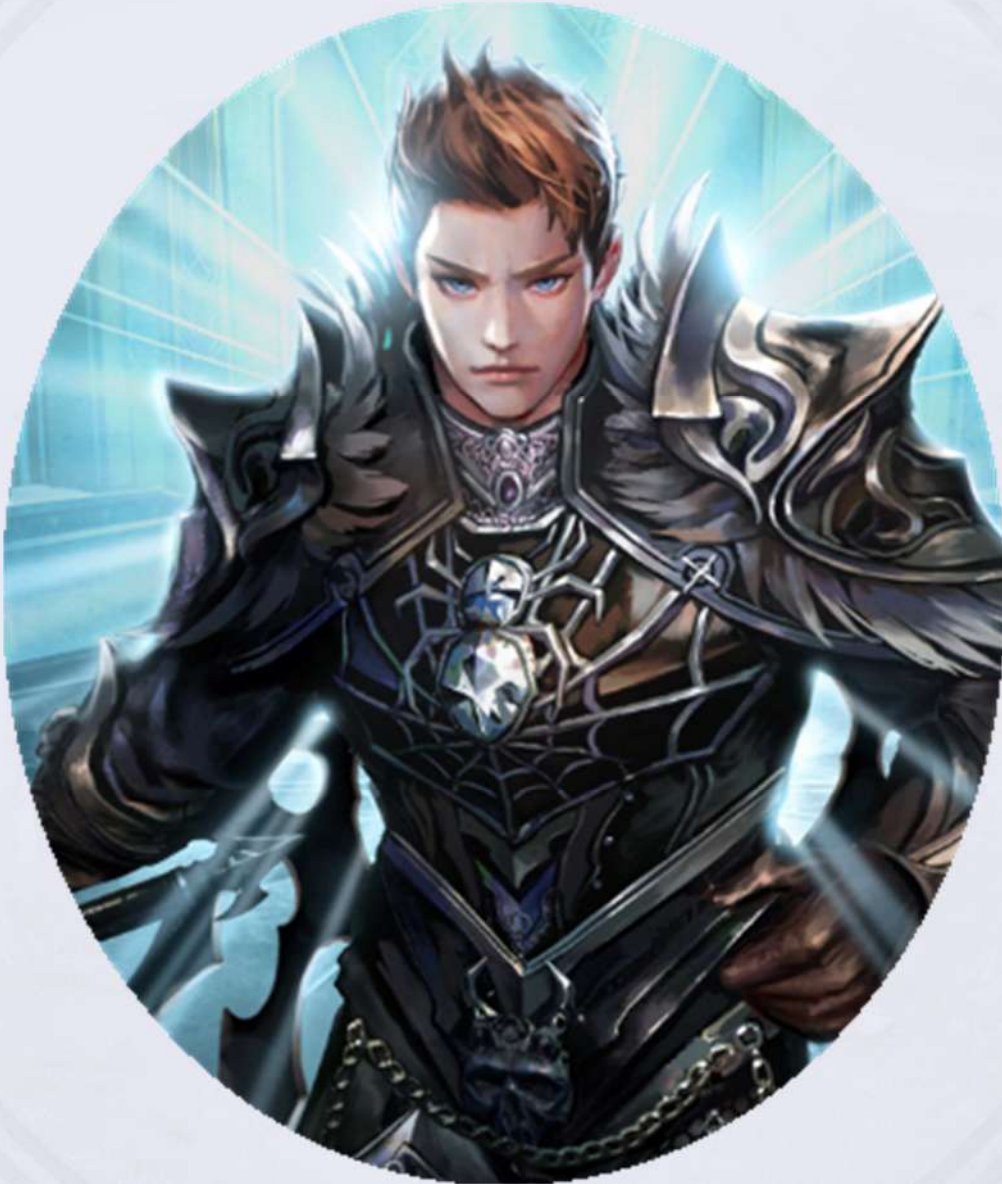


AION

PATCH NOTES

Update 7.9



AION

PATCH NOTES

Contents

Instances	3
Fortress and Altar Battle.....	4
UI.....	5
Quest	5
Items.....	5
Environment.....	6
Collections.....	6
Legions.....	6
Minions	7
Characters.....	7
NPCs.....	7
Pangaea	8
Flag System	8
GF Features.....	8
Skills	9
Skill Changes.....	9

AION

PATCH NOTES

Instances

1. The new Labyrinth instance has been added.

Entrance	Players	Entry level	Entries	Reset
Kaisinel / Marchutan Empyrean Crucible	2-6	80	Gold Pack: 4 times per week Starter: 2 times per week	Wednesday at 9 AM

- a. Players who defeat boss monsters are rewarded with Vacuum Denarii.
 - b. The Vacuum Denarii they receive can be traded with Black Market traders within the instances in exchange for goods.
2. The following adjustments have been made in the 'Tower of Challenge':
 - a. The HP regeneration of monsters on the 15th level of the Tower of Challenge (lower/middle level) has been adjusted.
 - b. The rewards at the 10th and 15th level of the Tower of Challenge (lower/middle level) have been changed.
 - c. A tooltip has been added to the 'Slayer's Restraint' debuff skill used by Kunax in the 'Tower of Challenge (middle level)'.
 - d. The amount of XP you receive in 10th level of the 'Tower of Challenge (lower level)' has been adjusted.
 - e. Rewards have been added for 'Tower of Challenge (lower level, 8th floor)'.
 - f. The entries for Tower of Challenge (lower level) and Tower of Challenge (middle level) have been separated.
 3. You can now push ahead to the final boss monster in Prometun's Workshop (difficult) and Makarna of Bitterness (difficult) with no issues.
 4. The following adjustments have been implemented for 'Makarna of Bitterness (difficult)':
 - a. Raging Beritra's skill damage is again calculated correctly now.
 - b. Some monsters have been changed.
 5. The following adjustments have been implemented for 'Makarna of Bitterness (normal)':
 - a. The entry number for Gold Pack users has been changed to 100 and 10 for starters.
 - b. The rewards have been changed.
 - c. The time attack reward has been removed.
 6. The issue where Asmodians couldn't enter 'Taloc's Hollow' in certain instances has been fixed.

AION

PATCH NOTES

7. The monsters in 'Kubrienerk's Monster Cube Laboratory' no longer recognise the 'Hide' status.
8. The entry number when you interrupt entering into the Arena of Discipline is now once again displaying correctly.
9. Orbis Training Arena: When leaving the PvP arena, you can no longer fight with the opposing faction by mistake as before.
10. The bug that caused the resurrection skill to stop functioning in some instances has been fixed.
11. Bug: Servants are no longer spawned in the fight against Bakarma in the Bakarma Fortress.

Fortress and Altar Battle

1. An additional raid day has been added for the fortresses in Gelkmaros and Inggison:
 - a. The raid in Gelkmaros takes place at 8 PM, and at 9 PM in Inggison.
2. The second altar raid of the day in Dumaha takes place between 7 PM – 8 PM.
3. If the Divine Fortress cannot be captured
 - a. you can fly there
 - b. you cannot get XP and AP from the Fortress Protectors
4. The attributes of the Guardian General and the castle gate that appear in the fortress battle have been changed.
5. Increased the AP that you can get from some monsters that appear during the fortress battle.
6. Fixed an issue where the happy Lugbug sometimes didn't appear after the fortress battle in Inggison.
7. Modified the attributes of the castle gate and the Guardian General in Prades Fortress and Bassen Fortress.
 - a. Increased defence of the Guardian General and castle gate.

AION

PATCH NOTES

UI

1. You can see the riding status when equipping an Aether Key.
2. The UI for strengthening/weakening group members has been improved.
3. Fixed an issue where a system message was not displayed for dirty Odians/runes.
4. Fixed the issue where the collection effect was not displayed in some instances if the UI style was set to standard.
5. If the name of an item displayed under Item Collection – Item information is too long, three dots are displayed at the end.
6. The random custom allocation has been partially changed.
7. The Legion Mission menu can no longer be viewed with a registered keyboard shortcut.
8. Fixed a bug that meant some characters could not be entered in the Legion Chat.
9. The allocation of the weekly contributions has been changed.

Quest

1. A cube tutorial quest has been added.
2. Fixed an issue where the [Event] Stigma Capability Proof quest was not refreshed even though all of the monsters in Inggison/Gelkmaros had been killed.
3. Also fixed an issue where some monster locations couldn't be found.

Items

1. Fixed an issue where the number of cleans was displayed for accessories or feathers that can be enchanted with Odians or runes.
2. Fixed an issue where players couldn't search for Motion Cards at the Trade Broker.
3. When installing a window in a house, the environment was displaying incorrectly. The issue has been fixed.
4. Changed the rank and tooltip for the item 'Defence Scroll of Support' that can be used in Runatorium.

AION

PATCH NOTES

5. Fixed the strange animations for mounts when sitting on them.

Environment

1. Fixed an issue where using the function Options – Key Mapping – Functions – Hide/Show Other PCs (Shift + F12) sporadically caused an interruption.
2. When using Options – Key Mapping – Functions – Hide/Show Other PCs (Shift + F12), it looked as if the character was teleporting. The issue has been fixed.
3. Changed the topography in parts of the following instances:
 - a. Makarna of Bitterness (difficult)
 - b. Stella Development Laboratory (easy/normal)
 - c. Hererim Mine
 - d. Labyrinth
 - e. Ashunatal Dredgion
4. Changed the topography in parts of Red Katalam (South).

Collections

1. Corrected isolated incorrect collection effects.

Legions

1. The Legion system has been overhauled.
 - a. All legions have increased by one level. The Legion contributions have been reset.
 - b. The Legion Announcement has been deleted. You cannot carry out any more missions.

AION

PATCH NOTES

- c. Changed the Legion UI and added weekly contributions. These will be reset at midnight every Monday.
 - i. The Legion Level can only be increased if the maximum contribution points have been reached.
 - ii. If the maximum number of points is exceeded, the excess points will be lost and will not be stored for the next contribution.
 - iii. More Kinah and contributions are required to increase the Legion Level.
 - iv. Some Legion texts have been overhauled.

Minions

- 1. The costs for minion skills have been removed

Characters

- 1. Fixed an issue where the wrong hairstyle was displayed when Asmodians modified their appearance.
- 2. The colour of the umbrella no longer changes for the movements 'Stroll in the Rain' and 'Dream Wedding'.

NPCs

- 1. Removed the Guestbloom merchant that spawned in villages when players reached level 5.
- 2. The 'Eye of Reshanta Corridor' now only appears on days when a fortress battle is held.

AION

PATCH NOTES

Pangaea

1. Pangaea has been overhauled and is available as a seasonal legion battle.

Flag System

1. Added a flag system which can be used during events.
 - a. It is possible to share a percentage of your character's Transformation collection, item collection and cubelets with other players.

GF Features

1. The rewards for Atreia Pass have been changed.
2. The items in the Shugo Vending Machine have been changed.
 - a. Removed some costumes and mounts, and added new ones.
 - b. Players can now also receive 'Kaisinel's Transformation Powder' once a day. If you combined 120 of them with 'Kaisinel's Transformation Stone', you receive [Rune] Transformation Contract: Kaisinel.
 - i. 'Kaisinel's Transformation Stone' is available for free once per account in the AION shop.
3. Some items have been added to the sale lists for the NPCs Yinstanerk and Yinnig.
 - a. Nickel Gold is no longer available in Makarna of Bitterness (normal).
 - b. Players now have a certain probability of being able to get Nickel Gold from the Master Blacksmith Debilkarim in the Lower Udas Temple.
4. Increased the sales limit for level 80 characters with an active Gold Pack.
5. The Honour Points have been reset. Existing Honour Points have been compensated at a ratio of 500 Honour Points to 1 Gold Ingot.
6. The following items can be purchased in the Gold Sand Shop for a limited period (14/4–12/5/2021):
 - a. [Rune] Legendary Transformation Contract (10 types), Ancient Transformation Contract (19 types), [Rune] Daevanion Skill Selection Box (10

AION

PATCH NOTES

types), [Rune] Special Transformation Contract: Cat (64 types), [Rune] Minionite Selection Box

Skills

1. The incorrect effect message for 'Saving Grace' is now displaying correctly again.
2. Fixed an issue where the cooldown of some skills was not displayed.
3. The regeneration of 'Shelter of Regeneration' and '(Improved) Shelter of Regeneration' has been changed to 6.

Skill Changes

1. Following the last update, the Transformation: Guardian General was redesigned a second time.
 - a. Increased the additional PvP attack and PvP defence of Transformation: Guardian General I-III and improved the level-specific skills for Transformation: Guardian General III-V.

Skill	Previous Effects	Altered Effects
Transformation: Guardian General I	Add. PvP attack, defence: +1,300	Add. PvP attack, defence: +1,400
Transformation: Guardian General II	Add. PvP attack, defence: +1,500	Add. PvP attack, defence: +1,600
Transformation: Guardian General III	Add. PvP attack, defence: +1,800	Add. PvP attack, defence: +1,900
Reflective Abyssal Aegis	Effective radius: 5 m around you, damage: 1,200	Effective radius: 20 m around you, damage: 5,000
Abyssal Wave	Immediate surroundings, 18 people	Immediate surroundings, 24 players
Abyssal Tidal Wave	Damage: 10,000 Area within the radius around the target 18 people	Damage: 20,000 Area within the radius around the target 24 people

AION

PATCH NOTES

Abyssal Verdict	Damage: 50,000	Damage: 70,000
------------------------	----------------	-----------------------

2. The following class skills have been adjusted
 - a. Gladiator

Skill	Previous Effects	Altered Effects
Large-scale Forced Landing	Cooldown: 40 sec.	Cooldown: 15 sec.
Bloodlust Explosion	Protective Shield has no effect on Aether's Hold for 2 sec.	Protective Shield affects Aether's Hold for 2 sec.
(Improved) Bloodlust Explosion	Protective Shield has no effect on Aether's Hold for 2.5 sec. Cooldown: 60 sec.	Protective Shield affects Aether's Hold for 2.5 sec. Cooldown: 40 sec.
(Improved) Absorb Bloodlust	Cooldown: 30 sec.	Cooldown: 20 sec.
Wild Tremor	Phys. hit on target up to 15 m away Drags the target to its location and immobilises it. Cooldown: 40 sec.	Phys. hit on 8 targets up to 17 m away Stun for 1 sec. Cooldown: 30 sec.
(Improved) Wild Tremor	Phys. hit on target up to 20 m away Drags the target to its location and immobilises it. Cooldown: 40 sec.	Phys. hit on 8 targets up to 22 m away Stun for 1 sec. Cooldown: 20 sec.
Weakening Blow	Cooldown: 30 sec.	Cooldown: 15 sec.
Energy Explosion	907 physical damage to a target. Cooldown: 10 sec.	2,086 physical damage to a target. Cooldown: 3 sec.
Combat Preparation	Physical attack: +800 Add. PvP attack: +800 Add. PvP defence: -600 Physical defence: -600 Magic defence: -600	Physical attack: +800 Add. PvP attack: +800 Add. PvP defence: -600 Physical defence: -600 Magic defence: -600
Defence Preparation	Magic defence: +800 Physical defence: +800 Add. PvP defence: +800 Add. PvP attack: -600 Physical attack: -600	Magic defence: +800 Physical defence: +800 Add. PvP defence: +800 Add. PvP attack: -600 Physical attack: -600

AION

PATCH NOTES

b. Templar

Skill	Previous Effects	Altered Effects
Chastise	<p>Random phys. hit on a target.</p> <p>Phys. damage Multicast 2 times.</p>	<p>Fixed phys. hit on a target.</p> <p>Phys. damage Multicast 2 times Increased crit strike.</p>
(Improved) Chastise	<p>Random phys. hit on a target.</p> <p>Phys. damage Multicast 2 times.</p>	<p>Fixed phys. hit on a target.</p> <p>Phys. damage Multicast 2 times Increased crit strike.</p>
(Improved) Shield of Faith	Cooldown: 43.2 sec.	Cooldown: 1 min. 30 sec.
Shield Blow	Stun for 3 sec.	Stun for 2 sec.
(Improved) Shield Blow	Stun for 3 sec.	Stun for 2 sec.
Judgment	Stun for 3 sec.	Stun for 2 sec.
Holy Shield	You reflect 584 damage back at an opponent within 20 m that is attacking you for 30 sec.	You reflect 467 damage back at an opponent within 5 m that is attacking you for 20 sec.
(Improved) Holy Shield	You reflect 847 damage back at an opponent within 20 m that is attacking you for 30 sec.	You reflect 678 damage back at an opponent within 5 m that is attacking you for 20 sec.

c. Assassin

Skill	Previous Effects	Altered Effects
Whirlwind Slash	Phys. hit on target up to 25 m away	Phys. hit on target up to 15 m away
(Improved) Whirlwind Slash	Phys. hit on target up to 25 m away	Phys. hit on target up to 20 m away
(Improved) Whirling Slicer	Phys. hit on target up to 25 m away	Phys. hit on target up to 20 m away
Swift Heavy Attack	Stun for 3 to 4 sec.	Stun for 2 sec.
(Improved) Swift Heavy Attack	Stun for 3 to 4 sec.	Stun for 2 sec.

AION

PATCH NOTES

(Improved) Sensory Boost	Physical defence: +1,000 (15 sec.) Stumble resistance: +500	Physical defence: +1,200 (15 sec.) Stumble resistance: +1,200
(Improved) Oath of Accuracy	Accuracy: +2,500 (20 sec.) Magical accuracy: +5,000 Cooldown: 1 min. 4 sec.	Accuracy: +4,000 (20 sec.) Magical accuracy: +6,000 Cooldown: 50 sec.
Devotion	Cooldown: 30 sec.	Cooldown: 28 sec.

d. Ranger

Skill	Previous Effects	Altered Effects
Silencing Thrust	Cooldown: 30 sec.	Cooldown: 40 sec.
(Improved) Silencing Thrust	Cooldown: 30 sec.	Cooldown: 40 sec.
Shackling Arrow	865 physical damage to a target.	433 physical damage to a target.
(Improved) Shackling Arrow	1,038 physical damage to a target. The target's physical defence decreases by 10% for 12 sec.	519 physical damage to a target. The target's physical defence decreases by 10% for 8 sec.
Sharpen Arrows	Physical attack: +500	Physical attack: +300
(Improved) Sharpen Arrows	Physical attack: +950	Physical attack: +500
Devotion	Cooldown: 30 sec.	Cooldown: 28 sec.

e. Cleric

Skill	Previous Effects	Altered Effects
Call Lightning	Deals 4,768 magic damage to a target.	Deals 4,004 magic damage to a target.
(Improved) Call Lightning	Deals 6,435 magic damage to a target.	Deals 5,148 magic damage to a target.
Chain Discharge	Reduces the cooldown for Call Lightning by 9 sec. when used.	Reduces the cooldown for Call Lightning by 3 sec. when used.
(Improved) Chain Discharge	Reduces the cooldown for Call Lightning by 14 sec. when used.	Reduces the cooldown for Call Lightning by 6 sec. when used.
Chain of Suffering	Deals 1,532 magic damage to a target. The target suffers 1,532 magical damage every 2 sec. for 30 sec.	Deals 1,286 magic damage to a target. The target suffers 1,225 magical damage every 2 sec. for 30 sec.

AION

PATCH NOTES

(Improved) Chain of Suffering	Deals 2,067 magic damage to a target. The target suffers 2,067 magical damage every 2 sec. for 30 sec.	Deals 1,736 magic damage to a target. The target suffers 1,654 magical damage every 2 sec. for 30 sec.
Saving Grace	Activated when Block and Resist Magic are performed successfully. Physical/magic defence: +800 (10 sec.)	Activated when Block and Resist Magic are performed successfully. For 10 sec., you absorb 500 HP each time you are hit. Healing: +10% Physical/magic defence: +800
(Improved) Saving Grace	Activated when Block and Resist Magic are performed successfully. Magic defence: +950 (12 sec.)	Activated when Block and Resist Magic are performed successfully. For 15 sec., you absorb 500 HP each time you are hit. Healing: +10% Physical/magic defence: +950
Enfeebling Burst	Reduces phys./magic attack by 500 for 15 sec. Cooldown: 1 min. 30 sec.	Reduces phys./magic attack by 800 for 15 sec. Cooldown: 1 min.
(Improved) Enfeebling Burst	Reduces phys./magic attack by 600 for 15 sec. Cooldown: 56.7 sec.	Reduces phys./magic attack by 1,000 for 20 sec. Cooldown: 40 sec.

f. Chanter

Skill	Previous Effects	Altered Effects
Rise	Resistance to shock statuses: +650 (7 sec.)	Resistance to shock statuses: +1,500 (7 sec.)
(Improved) Rise	Resistance to shock statuses: +780 (7 sec.)	Resistance to shock statuses: +2,000 (7 sec.)
Dissolution Spell	Cooldown: 10 sec.	Cooldown: 14 sec.
(Improved) Dissolution Spell	Cooldown: 10 sec.	Cooldown: 14 sec.
Unstoppable	Cooldown: 3 min.	Cooldown: 2 min.
Space-Time Escape	Cooldown: 3 min.	Cooldown: 2 min.
Seismic Blast	Phys. damage Using the skill consumes 7% of your HP.	Phys. damage Using the skill consumes 3,000 HP.
(Improved) Seismic Blast	Phys. damage Using the skill consumes 7% of your HP.	Phys. damage Using the skill consumes 3,000 HP.

AION

PATCH NOTES

g. Spiritmaster

Skill	Previous Effects	Altered Effects
Stone Skin	Max. Protection: 4,514 PvP defence: +700	Max. protection: 8,000 PvP defence: +800
Fear Curse: Fire Spirit Curse: Water Spirit Fear Shriek Nightmare Scream Nightmare Curse Nightmare Sorrow (Improved) Nightmare Curse (Improved) Nightmare Sorrow	Terrifies the target. Reduces movement speed.	Terrifies the target. Increased effect for Reduce Movement Speed
Command: Elemental Destruction (Earth, Wind, Fire, Water, Storm, Lava) (Improved)	Protective Shield has no effect on Knockback for 1 to 2 sec. Cooldown: 2 min.	Protective Shield affects Knockback for 2 sec. Cooldown: 1 min. 30 sec.
Command: Elemental Destruction (Earth, Wind, Fire, Water, Storm, Lava)	Protective Shield has no effect on Knockback for 2 to 3 sec. Cooldown: 1 min. 36 sec.	Protective Shield affects Knockback for 2 sec. Cooldown: 60 sec.
Command: Elemental Wave (Earth, Wind, Fire, Water, Storm, Lava) (Improved)	Protective Shield has no effect on Aether's Hold for 1 to 2 sec. Cooldown: 1 min. 30 sec.	Protective Shield affects Aether's Hold for 4 sec. Cooldown: 60 sec.
Command: Elemental Wave (Earth, Wind, Fire, Water, Storm, Lava)	Protective Shield has no effect on Aether's Hold for 2 to 3 sec. Cooldown: 1 min. 12 sec.	Protective Shield affects Aether's Hold for 4 sec. Cooldown: 40 sec.

h. Sorcerer

Skill	Previous Effects	Altered Effects
Stone Skin	Max. Protection: 4,514 PvP defence: +700	Max. protection: 8,000 PvP defence: +800
Prayer of Iron-Clad	Creates a protective shield that absorbs physical damage for 6 sec.	Creates a protective shield that absorbs damage for 6 sec.
(Improved) Refuge Barrier	Immobilised for 6 sec. Enemies within 5m who attack the protective shield are petrified.	Casting time: +100% (6 sec.) Enemies within 10m who attack the protective shield are petrified.

AION

PATCH NOTES

i. Bard

Skill	Previous Effects	Altered Effects
Shield Melody	Max. Protection: 4,118 PvP defence: +700	Max. protection: 8,000 PvP defence: +800
Storm Variation	Protective Shield has no effect on Aether's Hold for 2 sec.	Protective Shield affects Aether's Hold for 2 sec.
Ironclad Tank Melody	Resistance to shock statuses: +1,200 (7 sec.)	Resistance to shock statuses: +2,000 (10 sec.)
Boosted Storm Variation	Protective Shield has no effect on Aether's Hold for 2 sec.	Protective Shield affects Aether's Hold for 2 sec.
(Improved) Boosted Storm Variation	Protective Shield has no effect on Aether's Hold for 2.5 sec.	Protective Shield affects Aether's Hold for 2.5 sec.

j. Painter

Skill	Previous Effects	Altered Effects
(Improved) Colour of Resistance	35,000 HP are restored while the protection against dying lasts. Physical defence: +338	45,000 HP are restored while the protection against dying lasts. Physical defence: +600
(Improved) Colour of Transcendence	Physical defence: +338	Physical defence: +450
Colour Shield	Phys. damage defence Max. protection from protective shield: 100,000	Phys./ mag. damage defence Max. protection from protective shield: 50,000
Petrifies the target. (Instant petrification/New Work/(Improved) New Work/Masterpiece/Imprisonment)	Petrification target Increased phys./magic defence	Petrification target Increased phys./magic defence stat

k. Gunner

Skill	Previous Effects	Altered Effects
Torment Cannon Ball with a Wide Area of Effect	Cooldown: 40 sec.	Cooldown: 15 sec.
Aimed Hunter's Eye	Resistance to shock statuses: +1,200	Resistance to shock statuses: +2,000
Flight Instinct	You teleport 7m forwards.	You teleport 10m forwards.

AION

PATCH NOTES

I. Aethertech

Skill	Previous Effects	Altered Effects
Protective Veil	After using Shock Delete, the skill becomes a chain skill. Cooldown: 3 min.	Chain skill removed, used as normal skill. Cooldown: 2 min.
Emergency Shroud of Protection	After using Shock Delete, the skill becomes a chain skill. Resistance to shock statuses: +500 Cooldown: 3 min.	Chain skill removed, used as normal skill. Cooldown: 2 min. Deleted: Resistance to shock statuses: +500
(Improved) Emergency Shroud of Protection	After using Shock Delete, the skill becomes a chain skill. Resistance to movement-impairing states: +300 Cooldown: 2 min. 24 sec.	Chain skill removed, used as normal skill. Resistance to movement-impairing states: +1,000 Cooldown: 1 min. 30 sec. Deleted: Resistance to shock statuses: +1,000
Protective Shroud of Resistance	After using Shock Delete, the skill becomes a chain skill. Cooldown: 1 min. 30 sec.	Chain skill removed, used as normal skill. Cooldown: 2 min.
(Improved) Protective Shroud of Resistance	After using Shock Delete, the skill becomes a chain skill. Cooldown: 30 sec.	Chain skill removed, used as normal skill. Cooldown: 1 min. 30 sec.