

AION

CLASSIC EUROPE

PATCH NOTES



AION Classic Europe (Release Version) **Patch Notes**





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Regions

1. The following regions will be unlocked depending on faction:

Elyos area	Poeta, Verteron, Eltnen, Heiron, Theobomos
Asmodian area	Ishalgen, Altgard, Morheim, Beluslan, Brusthonin

2. The Lower Abyss, Upper Abyss and Abyss Core will be unlocked.
 - a. The Abyss can be entered after completing level 25 of the Abyss campaign.
 - b. You can fly in the Abyss and enjoy various content relating to fortresses and artefacts.

Instances

1. A total of 18 instances will be unlocked. The following entry requirements and restrictions apply (all times in UTC+1):

Instance	Entry Level	Entries	Reset
Haramel	15-22	5 per week	Wednesday, 9 AM
Nochsana Training Camp	25+	5 per week	Wednesday, 9 AM
Fire Temple	27+	14 per week	Wednesday, 9 AM
Sulphur Tree Nest	30-45	1 per day	Daily, 9 AM
Right Wing Chamber	30-45	1 per day	Daily, 9 AM
Left Wing Chamber	30-45	1 per day	Daily, 9 AM
Aethrogenetics Lab	35+	3 per week	Wednesday, 9 AM
Nightmare	37-44	5 per week	Wednesday, 9 AM
Draupnir Cave	39+	5 per week	Wednesday, 9 AM
Alquimia Research Centre	40+	3 per week	Wednesday, 9 AM
Asteria Chamber	40-50	1 per day	Daily, 9 AM
Chamber of Roah	40-50	1 per day	Daily, 9 AM
Steel Rake	40+	5 per week	Wednesday, 9 AM
Indratu Fortress	41+	3 per week	Wednesday, 9 AM
Azoturan Fortress	43+	3 per week	Wednesday, 9 AM
Theobomos Lab	46+	7 per week	Wednesday, 9 AM
Adma Stronghold	46+	7 per week	Wednesday, 9 AM
Dark Poeta	50+	7 per week	Wednesday, 9 AM



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2. The faction, who is not occupying a fortress in the Abyss, can enter fortress instances through an infiltration route. An item is needed to enter.
 - a. The item can be purchased from a Shugo NPC located near the occupied fortresses.
 - b. The infiltration route is near the Training Camp in Teminon Landing (Elyos) or Primum Landing (Asmodian).
3. Instance entries are reset as follows:
 - a. Once all entries have been used, the 'timer for resetting' them starts.
 - b. Entries are not reset when the server is restarted.
 - c. The waiting info shows the remaining number of entries. The rules for this are as follows:

Entry Waiting Info / Description			
Nochsana Training Camp	1	25 +	4/5 weekly
Shows the number of 'entries/max. entries'. Some content can only be used at certain times.			
Draupnir Cave	6	39 +	5/5 weekly (+1)
Shows 'additional entries'. The additional entries are not influenced by resets.			
Steel Rake	1	40 +	2d 1 h
When all entries have been used, the reset time is displayed. Additional entries are only used once all regular entries have been used.			

Battlefield Instances

1. A total of 5 battlefield instances will be unlocked. The following entry requirements and restrictions apply (all times in UTC+1):

Instance	Entry Level	Entries	Entry time
Dredgion	46-50	1 per day	Daily at 12 PM-2 PM, 6 PM-8 PM and midnight-2 AM
Arena of Chaos	46+	Ticket required	Daily at 2 PM-1 AM
Arena of Discipline	46+	Ticket required	Daily at 2 PM-1 AM
Chaos Training Grounds	46+	No limit	Any time
Discipline Training Grounds	46+	No limit	Any time



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2. Dredgion

- a. The Dredgion can be entered via the symbol which appears to the left of the minimap during appropriate times, or via the following NPCs:

Region	Elyos	Asmodians
Reshanta	Hippotades Pelagus Asellus	Rukbar Ockham Buri

- b. When the battlefield ends, players will be teleported to their faction landing site.

3. Empyrean Crucible

- a. You can reach the Empyrean Crucible using the Teleport Statue in each faction's capital.
- b. The Empyrean Crucible provides access to the Arena of Discipline and Arena of Chaos, as well as the respective training grounds.
- c. Entry to the arena requires a ticket, while the training grounds can be entered without limit.
- d. Tickets can be earned via the PvP quest or from the administration officer in the Empyrean Crucible.

Region	Ticket Sales NPC
Kaisinel Academy	Perbano
Marchutan Priory	Reigar

- e. You can exchange the insignia rewards earned for participating from the officer NPCs stationed in the Empyrean Crucible.
- f. There are no rewards in the training grounds.



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Fortress Battle

- The Fortress Battle takes place in the Abyss Core, Upper Abyss and Lower Abyss at the following times (all times in UTC+1):

Time	7 PM	10 PM
Monday	-	-
Tuesday	-	-
Wednesday	Siel's Western Fortress Siel's Eastern Fortress Sulphur Fortress	Krotan Fortress Kysis Fortress Miren Fortress
Thursday	-	-
Friday	-	-
Saturday	Asteria Fortress Roah Fortress	Divine Fortress
Sunday	Siel's Western Fortress Siel's Eastern Fortress Sulphur Fortress	Krotan Fortress Kysis Fortress Miren Fortress

- The Fortress Battle for fortresses in the Lower/Upper Abyss lasts 30 mins.
 - The Fortress Battle for the Divine Fortress lasts 50 mins.
- The following table shows the number of rewards as well as the number of players who receive rewards for being successful.

Fortress	Rank 1 (Medals/Players)	Rank 2 (Medals/Players)	Rank 3 (Medals/Players)	Rank 4 (Medals/Players)
Siel's Eastern Fortress	Gold (x3) / 40	Gold (x2) / 80	Silver (x4) / 200	Silver (x2) / 400
Siel's Western Fortress	Gold (x3) / 40	Gold (x2) / 80	Silver (x4) / 200	Silver (x2) / 400
Sulphur Fortress	Gold (x3) / 40	Gold (x2) / 80	Silver (x4) / 200	Silver (x2) / 400
Asteria Fortress	Gold (x6) / 40	Gold (x4) / 80	Gold (x3) / 200	Silver (x5) / 400
Roah Fortress	Gold (x6) / 40	Gold (x4) / 80	Gold (x3) / 200	Silver (x5) / 400



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Krotan Fortress	Gold (x8) / 40	Gold (x6) / 80	Gold (x4) / 200	Silver (x5) / 400
Kysis Fortress	Gold (x8) / 40	Gold (x6) / 80	Gold (x4) / 200	Silver (x5) / 400
Miren Fortress	Gold (x8) / 40	Gold (x6) / 80	Gold (x4) / 200	Silver (x5) / 400
Divine Fortress	Gold (x9) / 40	Gold (x7) / 80	Gold (x5) / 200	Gold (x2) / 400

3. If the Balaur occupy the fortress and the Elyos or Asmodians conquer it, the other faction whose capture attempt failed also receives compensation.

Fortress	Rank 1 (Medals/Players)	Rank 2 (Medals/Players)	Rank 3 (Medals/Players)	Rank 4 (Medals/Players)
Siel's Eastern Fortress	Gold (x1) / 40	Gold (x1) / 80	Silver (x2) / 200	Silver (x1) / 400
Siel's Western Fortress	Gold (x1) / 40	Gold (x1) / 80	Silver (x2) / 200	Silver (x1) / 400
Sulphur Fortress	Gold (x1) / 40	Gold (x1) / 80	Silver (x2) / 200	Silver (x1) / 400
Asteria Fortress	Gold (x3) / 40	Gold (x2) / 80	Silver (x4) / 200	Silver (x2) / 400
Roah Fortress	Gold (x3) / 40	Gold (x2) / 80	Silver (x4) / 200	Silver (x2) / 400
Krotan Fortress	Gold (x4) / 40	Gold (x3) / 80	Silver (x4) / 200	Silver (x2) / 400
Kysis Fortress	Gold (x4) / 40	Gold (x3) / 80	Silver (x4) / 200	Silver (x2) / 400
Miren Fortress	Gold (x4) / 40	Gold (x3) / 80	Silver (x4) / 200	Silver (x2) / 400
Divine Fortress	Gold (x4) / 40	Gold (x3) / 80	Gold (x2) / 200	Gold (x1) / 400

4. The rewards are sent automatically by post after the Fortress Battle.



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Rifts

1. Rifts make it possible to reach enemy zones and experience some thrilling content.
2. Rifts appear at the following times in specific locations (all times in UTC+1):

Region	Rift appearance
Eltne/Morheim	Randomly 1x per hour
To Beluslan	Thursdays, Fridays, Saturdays and Sundays at 3 PM and 7 PM
To Heiron	Thursdays, Fridays, Saturdays and Sundays at 5 PM and 9 PM

- a. After killing the main named monsters in Eltne/Morheim/Heiron/Beluslan a guaranteed rift will appear.
3. The Slayer system is active when using rifts.
 - a. Players can be punished if they kill large numbers of enemy faction players in their own zones.
 - b. Slayer Points are added for every enemy player killed. Once the number exceeds a certain amount, there are two levels of punishment.
 - i. First level:
Azphel's/Ariel's Curse: Rifts can no longer be used.
 - ii. Second level:
Azphel's/Ariel's Divine Punishment: Rifts can no longer be used. Cannot respawn at Kisks in enemy territory.
 - c. Punished players are marked with a symbol while they are in enemy territory.
 4. Slayer Points can be purged as follows:
 - a. Purging costs Kinah and can be carried out without limit, however the costs increase with each subsequent use.
 - b. The purge counter resets daily at 12:00 PM (UTC+1).
 - c. Purging can be done with the following NPCs.

Faction	Region	NPC
Elyos	Sanctum	Jucleas
Asmodians	Pandaemonium	Balder



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Character

1. Characters can advance as far as level 50.
2. With increasing level, skill books can be purchased from the respective masters to learn new skills.
3. Characters can trade with one another directly via trade requests, while items can be sold in private stores.
 - a. Both trading and private stores require Siel's Energy to be active.
 - b. Characters below level 10 cannot trade privately, set up private stores, or send post.
4. Distributing Kinah in groups is not possible for characters below level 9.
5. Player character names are displayed in different colours to make the level disparity easier to recognise.

Level Difference	When Viewing Higher-Level Players	When Viewing Lower-Level Players
0-4	Red	Red
5-9	Purple	Pink
10+	Deep purple	Light pink

Crafting

1. Each character can learn different crafting skills. These allow various useful items and gear to be crafted. To learn a crafting skill, pay a visit to the artisan's quarter in the respective capital.
 - a. The following skills can be learned:
Cooking, Alchemy, Handicrafting, Tailoring, Armoursmithing and Weaponsmithing.
 - b. Crafting is possible up to level 449.

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Quest

1. Quests can be shared with other players as follows:

Category	Group	Alliance	League
Personal quest	Only for you	Only for you	Only for you
Group quest	For everyone	Only for you	Only for you
Alliance quest	For everyone	For everyone	Only for you
League quest	For everyone	For everyone	For everyone

Siel's Energy

1. Siel's Energy is a buff which applies to your entire account.
2. While Siel's Energy is ON, there are no limitations in the game. When it is OFF, you can still play but certain functions are limited.

Siel's Energy	ON (Ticket, Free Login)	OFF (Free Login)
XP earned	100%	50%
Loot items	Unlimited	Up to normal
Loot Kinah	Unlimited	Not possible
Earn AP	Unlimited	Not possible
Collecting	Unlimited	Not possible
Crafting	Unlimited	Unlimited
Private trading	Unlimited	Not possible
Quest rewards	Unlimited	No AP
Exchange relics	Unlimited	Not possible

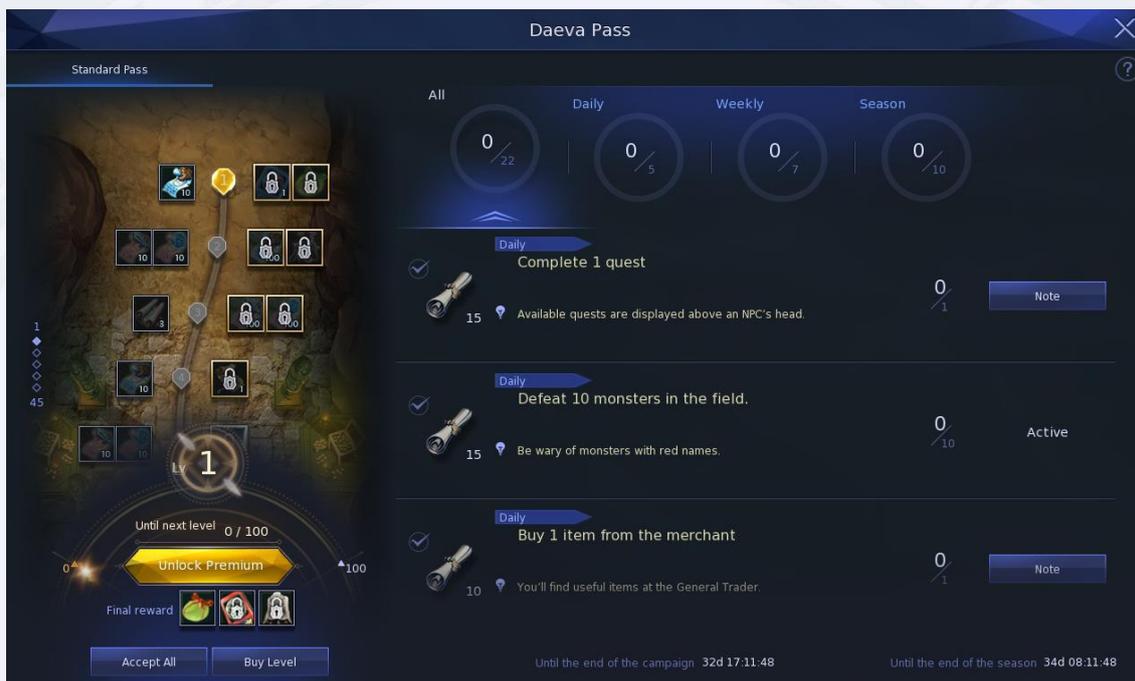
3. You receive 1 free hour every day at 9 AM (UTC+1).
4. The effect of Siel's Energy can be obtained by buying tickets.
5. When Siel's Energy runs out, your private store will be closed.

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Daeva-Pass



1. You can view the Daeva Pass from the main menu button, the link below the map, or the shortcut Shift+P.
2. The Daeva Pass Level increases with daily, weekly and seasonal campaigns. You receive a reward for each level.
 - a. Campaigns take place daily, weekly and seasonally and are reset at 9 AM (UTC+1).
 - b. Each campaign has its own XP, which can be viewed in the campaign list.
 - c. If premium rewards are unlocked, additional rewards are added.
3. Daeva Pass levels can be purchased with Buy Levels.
4. The Daeva Pass applies per character.
 - a. Each character on your account can complete daily, weekly and seasonal missions and receive the rewards.
 - b. Unlock Premium and Buy Levels are also character-bound.
5. Missions and rewards change each season.



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UI

1. The following inventory options are now available:
 - a. An extra cube for storing quest items, coins and medals.
 - i. This can be opened via the extra symbol at the bottom of the inventory.
 - ii. Quest items, coins and medals will be automatically placed in this extra cube.
 - iii. The extra cube has space for 102 items.
 - iv. Clicking on the 'Automatically arrange' button sorts the items in the extra cube.
 - v. All other functions are the same as the rest of the inventory.
 - b. The Integrated Pet Bag function allows you to see all of your pets' bags.
 - i. This can be opened via the symbol at the bottom of the inventory.
 - ii. Items can only be moved into the bag when opened.
 - iii. Opening the Integrated Pet Bag is not possible from certain NPC dialogues and function windows.
 - iv. Items can be moved between the inventory and Integrated Pet Bag when both are open by right-clicking.
 - v. Consumables are not consumed while the Integrated Pet Bag is open.
 - vi. A hotkey can be assigned from the settings.
 - vii. Otherwise the Integrated Pet Bag works like other pet bags.
2. Character appearances can now be saved.
 - a. The number of possible expansions can be increased with Kinah.

Level	Below level 10	From level 10
Available expansions	1x	5x
 - b. Hover over the token in the list to show the remaining time.

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3. Added function: item appearances can now be saved.



- a. The Wardrobe is bound to the character.
- b. Only items for which an appearance extraction is possible can be registered in the Wardrobe.
- c. The appearance registered in the Wardrobe can be used to change the appearance of equipment.
- d. The appearance registered in the Wardrobe can be dyed.
- e. The slots in the Wardrobe can be expanded using Quna or items.



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AION Classic Shop

1. In the AION Classic Shop you can purchase Siel's Energy and Quna, as well as candies, pets, costumes and other items.
 - a. The shop can be opened via the shop symbol near the minimap.
2. The 'Gift Item' function in the shop can be used once a character reaches level 30.
 - a. Up to 5 items per day/account can be gifted to a player on the friend list of that character.
 - i. After adding characters to the friend list in the game, it can take some time for them to appear correctly in the shop.
 - b. Siel's Energy will be added directly to the account it was gifted to. No item will be delivered to a character.

Gameforge Features

1. The following changes have been made:
 - a. Characters can advance to level 50.
 - b. The amount of EXP required per level has been increased.
 - c. Crafting, essencetapping and aethertapping can progress up to level 449.
 - d. The teleport function has been deactivated in quests.
 - e. The Slayer Points were adjusted.
 - f. The monsters in the Upper Abyss were adjusted to lvl 50.