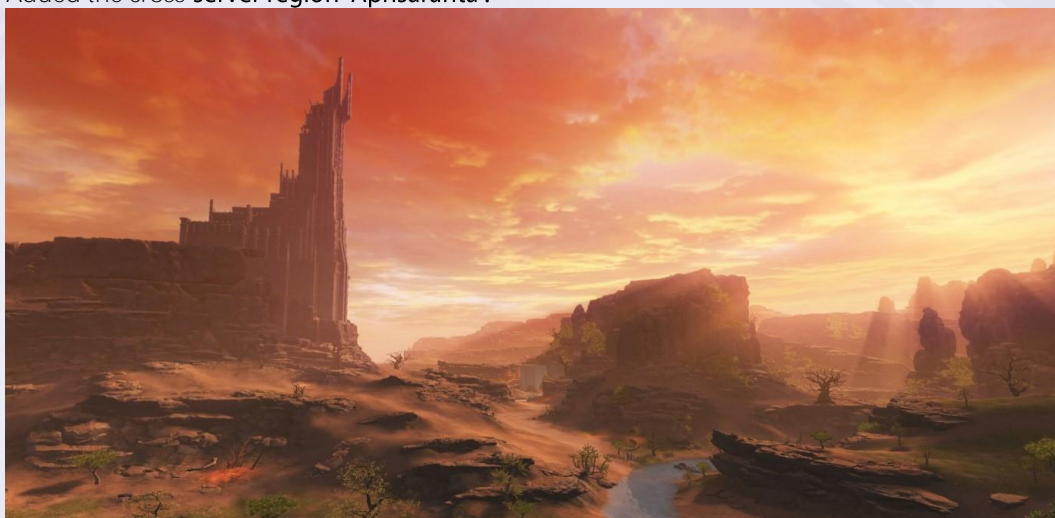# AION

PATCH NOTES

Update 8.0

Content

PATCH NOTES

Aphsaranta

1. Added the cross-server region 'Aphsaranta'.

Aphsaranta is a region formerly ruled by the Dragon Lord, Apsu.
The Stella Corporation advanced to this region to harness the power left behind by Apsu and
a powerful energy source there for Innana's awakening.
However, the Stella Corporation had to fight against the remaining Apsu Legion. Later, the
Elyos and the Asmodians also learned that this region harboured a powerful energy. For this
reason, Aphsaranta plays a major role as a battlefield for the various factions.
Even the lords of the Elyos and the Asmodians appeared and gave the order to seize this
region. Recruit the lord's legion, capture the bases in the region and complete corps missions.
We desperately need your help to seal victory!

   a. You can enter Aphsaranta via the Abyss Rift in Inggison or Gelkmaros from level 81
       onwards.
   b. Although Aphsaranta is a cross-server region, you do not need a Dimension
       Hourglass to go there. This region can be entered without limitations.
   c. Resurrection skills and items, resurrection at the landing site, Lunamon's Rescue,
       mounts and Kisks can be used. Exceptions: Kisks and the Summon Group Member
       skill cannot be used in certain areas.
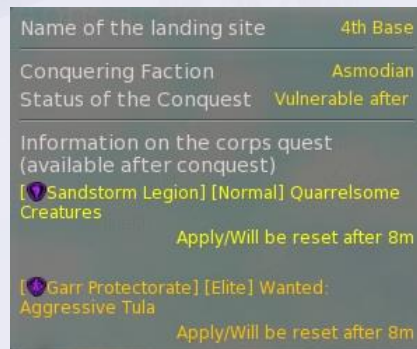
PATCH NOTES

2. Added the Relic Battle.

    a. There are 13 bases in Aphsaranta. If you capture the relics in the bases, the bases will belong to your faction.

    b. An NPC of your faction will be summoned in the capture bases and will remain there for one hour. The base can only be captured again after an hour. The capture status can be viewed on the map by hovering over it with your mouse.

    c. You can accept and complete base quests for your faction in the areas of captured bases.

    d. Only in the 11th and 12th Bases can quests be accepted and completed regardless of the faction that has captured the base.

3. Added new corps quests and posting quests.

    a. You will automatically receive corps quests when you reach a base of your faction.

        i. The corps quests you receive are shown under [Campaign/Quest – Corps].

PATCH NOTES

ii. You can receive corps quests of other corps in each base. Information about the quests can be viewed under [Map – Base] by hovering over it with your mouse.

Name of the landing site	4th Base
Conquering Faction	Asmodian
Status of the Conquest	Vulnerable after

Information on the corps quest
(available after conquest)
[⦿Sandstorm Legion] [Normal] Quarrelsome
Creatures
                    Apply/Will be reset after 8m

[⦿Garr Protectorate] [Elite] Wanted:
Aggressive Tula
                    Apply/Will be reset after 8m

iii. There is a time limit for the completion of corps quests. They can only be received and completed if your faction has captured the base.
iv. Corps quests disappear when the time limit expires. However, you will keep your quest items.

b. Open the World Map to view posting quests.

Posting quest

| ⦿Fatebound | ⦿Fire Karma | ⦿Sandstor... | ⦿Garr Prot... |

Remaining time till reset: 1d 7m 52s

1/4
Level 3   Number of attempts: 3

Reward Information

500.000.000 XP (3.33%)

Glittering Caustic

Io Crystal

Reward

i. In order to receive a reward for posting quests, you first need to complete a certain number of corps quests.
ii. There is a time limit for the completion of posting quests. When the time limit expires, the active quests are reset and changed.
iii. Your corps glory affects the number of posting quests available.

4. Added the corps glory system.

Glory				Glory			
Field Glory	Corps glory			Field Glory	Corps glory		
Fatebound	Level 3	13.96%		Wisplight	Level 1	0.00%	
Fire Karma	Level 3	42.86%		Hushblades	Level 1	0.00%	
Red Fang	Level 1	0.00%		Golden Feather	Level 1	0.00%	
Sandstorm Legion	Level 1	0.00%		Sandstorm Legion	Level 1	0.00%	
Garr Protectorate	Level 1	0.00%		Garr Protectorate	Level 1	0.00%	

   a. You receive corps glory points by completing corps quests of your faction.
   b. At higher corps glory levels, you can teleport between bases.
   c. Corps glory is only valid for the current season. There are no weekly point deductions.

5. Added raid monsters.
   a. When you enter Aphsaranta, raid monsters will be shown on the minimap when they appear.

Monster name: Adad
Waiting time until appearance: 2d 23 h
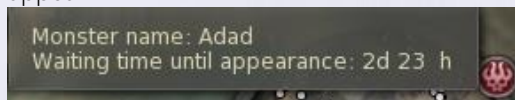
   b. Each time you capture a base, the time until a raid monster appears is reduced by 10 minutes.
   c. When a raid monster appears in Aphsaranta, the following happens:

   i. A message is shown and all Kisks are destroyed.
   ii. **All characters are teleported to their faction's garrison.**
   iii. All bases are taken over by the Balaur.
   iv. The entrance to the Heart of Aphsaranta instance disappears and a Weak Defence Gate appears.

     d.   If you defeat a raid monster, you may receive valuable items such as the Daevanion **Trait Skill Book or Apsu's Illusion Gear.**

6. Added various activities in Aphsaranta.
    a.   In der Nacht erscheint ein Schwarzhändler in Aphsaranta. A black market trader appears in Aphsaranta at night.
         i.   The location of the black market trader is shown on the map immediately.
    b.   Scouts in need of help appear near every base.

7. Added scrolls that can summon monsters on wanted lists from the north, centre and south.
    a.   These scrolls can be purchased for Abyss Points from the <Supplies Distributor> NPC.
    b.   All these scrolls can only be used at the Dry Ashir Tree and the location can be **determined using '/PathFinding Dry Ashir Tree'.**

Tempus Celat

1. The appearance of Proud Darock is announced depending on the number of leaders defeated.

2. The items available when defeating monsters has been changed as follows:

Items	Monster	Change
Jorgoth's Half Weapon (14 types)	Proud Darock, boss monsters (12 types)	Available when the monster is defeated
Extreme Equipment	Proud Darock, boss monsters (12 types)	Armour of Obstinacy, weapon & armour of Acrimony/Presumption can be obtained
		Increased drop rate for monsters
Monster Platinum Cubelet Bundle	Boss monsters (10 types) boss monsters (2 types, Heroic Ruins)	Increased drop rate for monsters
Teleport Scroll Bundle	Elite monsters, boss monsters (2 types, Heroic Ruins)	Increased drop rate for monsters

Instances

1. The entrance to the Esoterrace has been places at the Inggison Outpost for Elyos and at the Gelkmaros Defence Base for Asmodians.

2. Fixed the issue that some of the skill damage of Kromede the Corrupt being displayed incorrectly in the Fire Temple.

3. The following changes have been made to the Tower of Challenge (middle level):
   a. The level of the monsters in the Tower of Challenge (middle level) has been changed to 85.
   b. Increased the attributes of the monsters in the Tower of Challenge (middle level).
   c. **The skill Girad Sentinel's Eye now has t**he additional effect of reduced magic defence.

4. Increased the HP of the following boss monsters:

Instance	Target
Stella Development Laboratory (easy)	Weakling Draug
	Weakling Shiamon
	Weakling Paplap
	Weakling Daeva Mob Leader
Beninerk's Manor (easy)	VR-04 Weakness Light Tank
	SVR-07 Weakness
Ara Infernalia (easy)	Weak Mortasha
Beshmundir Storm Temple (easy)	Pale Hephraos
	Pale Asuritya
	Pale Stormwing

5. The following items can be obtained by defeating named monsters in easy instances:

Instance	Items
Stella Development Laboratory (easy)	Daeva Mob Leader's Cubelet Bundle
Beninerk's Manor (easy)	SVR-09 Special Tank's Cubelet Bundle
Ara Infernalia (easy)	Mortasha's Cubelet Bundle
Beshmundir Storm Temple (easy)	Stormwing's Cubelet Bundle

6. Added Platinum Cubelets for Cubelet Bundles which players receive when defeating named monsters in normal instances.
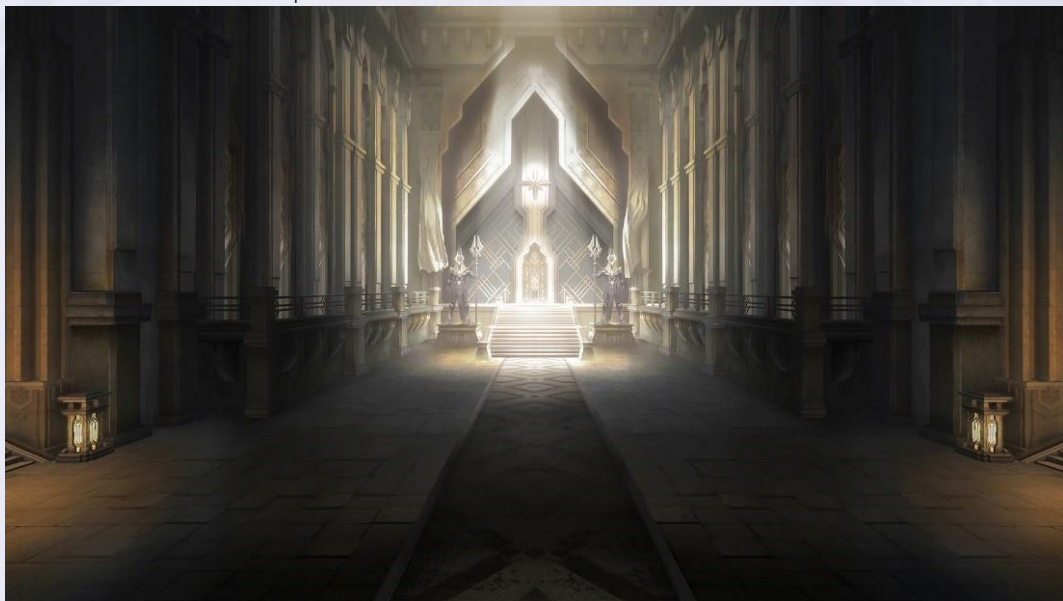
PATCH NOTES

Heart of Aphsaranta

1. Added the new Heart of Aphsaranta instance.

Entrance	Max. players	Level	Entries	Reset
Aphsaranta	2–6	From 81	Twice per week (Gold Pack) Once per week (Free User)	Wednesday at 9 AM

   a. Ultimate Fighting Spirit Equipment can be obtained in Heart of Aphsaranta.
   b. During raids in Aphsaranta you cannot enter the Heart of Aphsaranta.

2. The gate of the Glare Corridor/Glare Guard Post can also be used as an exit.

3. When the Awechill Guard Post is entered for the first time, the battlefield cannot be entered again during the battle against Ishkur.

PATCH NOTES

Fortress Battle

1. Changed the time of the Fortress Battle and the number of people allowed for the Bassen and Prades Fortress Battle.

Fortress Name	Thursday	Saturday	Sunday
Inggison (Altar of Avarice, Temple of Scales)	8 PM–9 PM	-	9 PM–10 PM
Gelkmaros (Vorgaltem Citadel, Crimson Temple)	9 PM–10 PM	-	9 PM–10 PM
Divine Fortress	10 PM–11 PM	-	9 PM–10 PM
Bassen	-	9 PM–9:30 PM	-
Prades	-	9:30–10 PM	-

   a. 2,000 people can now participate in the Bassen and Prades Fortress Battles.

2. The rewards available in the Fortress Battle have been changed as follows:
   a. The contribution quota required in the Fortress Battle has been changed.
   b. The PvP contribution quota in the Bassen and Prades Fortress Battles has been adjusted.
   c. The Honour Points available as a reward for successfully capturing fortresses in Altar of Avarice, Temple of Scales, Vorgaltem Citadel, Crimson Temple, Divine Fortress, and Bassen and Prades have been partially changed.
   d. The reward for an unsuccessful siege has been split.

3. Fixed an issue where players were able to enter the fortress interior at the start of the fortress battle using invalid methods.

4. The fortresses in Inggison and Gelkmaros have been adjusted:
   a. When the Inner Fortress Gate is destroyed in the Fortress Battle in Inggison and Gelkmaros, additional monsters appear which give more Honour Points.
   b. The attributes of the Castle Gates of Inggison and Gelkmaros Fortresses have been adjusted.
   c. The attributes of the Guardian General at the Outer and Inner Fortress Gates in the Fortress Battle in Inggison and Gelkmaros have been increased.

5. The attributes of the Guardian General and Castle Gates of Bassen and Prades Fortresses have been adjusted.

6. Die Struktur des Wächter-Raums der Bassen-Festung wurde geändert. The structure of the guardian room of Bassen Fortress has been changed.
   a. The location of the guardian room of Bassen Fortress has been changed.
   b. Only one Castle Gate has to be destroyed to reach the guardian room of Bassen Fortress instead of four.

Transformation

1. Aphsaranta Adventurer has been added as a new legendary transformation.

Class	Transformation	Attributes
Legendary	Aphsaranta Adventurer	Attack speed +25% Casting speed +18% Movement speed +60% Healing boost +57 Physical attack +90 Magic attack +90 Resist magic +287 Physical crit strike +237 Crit spell +237

   a. Can be obtained from [Event] Transformation Contract: Aphsaranta Adventurer.

2. Fixed a bug that caused the main transformation to be restored when entering the world after using a transformation potion.

3. Fixed the issue that caused Ambush weapons to be displayed strangely during Tiamat and Ereshkigal transformations.

4. Reduced screen shake during the ultimate transformation.

Lord's Relic

1. Added the Lord's Relic system.

Asmodier	Elyos

a. When characters reach level 85, they can go to Kaisinel (Elyos) or Marchutan (Asmodians) in Aphsaranta to activate the Lord's Relic.
b. **You can increase the relic level using the Lord's Sacred** Water item.
c. **Lord's Sacred Water can be obtained as a corps quest reward or with Magical** Crafting.
d. As the relic level increases, so do the relic attributes (your current attributes).
e. When your relic reaches a certain level, you will receive a relic skill. It will be added to your passive skills.
f. **Relic attributes affect the character's attributes, but they are not shown on the Lord's** Relic UI.
g. **The Lord's Relic is only valid for the current season. It is reset when the season ends.**

2. Added a level reward system.
   a. When the relic level reaches 250 and 300, the player will receive a reward item.

Relic Level	Reward Item	Quantity
250	Ultimate Fighting Spirit Weapon Box	x1
300	Pledge Tablet	x10

Oath

1. Added the new oath skill system.

   a. You can add skills to your weapons or equipment using the oath system.
   b. Oath skills can be granted multiple times. The granted rarity level of the skill is linked to a certain probability.
   c. Each skill has a rank and a level. The higher the rank and the level, the more powerful the effect.
   d. When you add skills to pieces of armour, a new skill is created or an existing one is improved.
   ※Note: Appearance skills and oath skills cannot be used at the same time. If they are, only the oath skills are applied.
   e. Oath skills can be granted at the Pledge Altar at Lake Pledge in Aphsaranta.
   f. To grant oath skills, you require a Pledge Tablet and Kinah.
   g. Pledge Tablets can be obtained as corps quest rewards, as a reward for defeating the Aphsaranta raid boss or with Magical Crafting.

h.   Pledge Altars appear when a faction has captured at least two of the 1st, 2nd and 4th
     Bases. Only the controlling faction can use the altars

Item Collection

1.   Fixed an issue where the levels and XP of the Item Collection were displayed incorrectly.

Combat Support

1.   Fixed an issue where the Combat Support screen would freeze.

Glory

1.   Fixed the issue where the weekly **buying limit in the glory shop didn't reset.**

PATCH NOTES

Mount Cube

1. Added the mount cube system.

a. Mounts can be registered and used in the mount cube.
b. The appearance and information about the mounts are shown in the mount cube.
c. A mount is automatically registered in the cube when you use it.
d. If you register two of the same time-limited mounts, the usage time is combined.
e. If you have already registered permanent mounts, you will no longer be able to register the same mounts with time limits.
f. The usage time for time-limited mounts only starts once they are used after being registered.
g. Mounts can be added to the Quickbar. You can ride the mount by clicking on the [Ride] button in the cube or on the mount item.

PATCH NOTES

Character

1. Increased the maximum level to 85.
    a. You now need more XP to reach level 81.

2. The inventory can be expanded by a maximum of 3 rows.
    a. It can be expanded using Kinah and Cube Expansion Keys.

3. Added the Daevanion Trait system.

    a. When a character reaches level 81, they will learn a Daevanion Trait skill. The higher their level, the more skills are available.
    b. From level 81 to 85, one skill is automatically learned per level. Additional skills can be learned using Skill Books.
    c. Only one skill is available per level. You can go to a Daevanion Master or use a Daevanion Talc to change the skill.
    d. Daevanion Talc can be obtained as a corps quest reward or with Magical Crafting.

4. Divine power (DP) is now obtained in a different way. Changed the DP costs for skills.
    a. Depending on the class, DP can be received from certain skills or activities.
    b. **These skills and activities are shows under 'Skill' or 'Daevanion Skill'.**
    c. Outside of combat, you will continuously lose DP: DP is deducted 60 seconds after the end of the battle.
    d. The amount of DP required for some DP skills has been changed.

Items & Rewards

1. **Added Ultimate Fighting Spirit Equipment and Apsu's Illusion Equipment.**

2. **Added Jorgoth's weapons (level 4).**

3. Added new appearance equipment.

4. Ultimate Weapons and Armour have been adjusted.

5. Ultimate Ciclonica Equipment, Ultimate Spiked Equipment and Ultimate Fighting Spirit Equipment have been added to the item collection.

6. Changed the tooltips for the Experience Crystal, Legion Insignia and Flag.

7. You can now exchange PvE and PvP Enchantment Stones. They can be exchanged with Seona (Elyos) in Inggison or in the Sanctum, or with Metera (Asmodians) in Gelkmaros or Pandaemonium.

8. You will now receive PvE Enchantment Stones from the Fortress Conquest Reward Chest instead of PvP Enchantment Stones.

9. You will now receive PvE Enchantment Stones as quest rewards instead of PvP Enchantment Stones.

10. Achieve an S rank in Beshmundir Storm Temple for a chance to obtain the Wind Storm Equipment Chest.

11. The following changes a have been made to the appearance of Shukiruk:
    a. There is a certain chance of a Splendid Shukiruk appearing in the Beshmundir Storm Temple (normal) instance.
    b. The chance of a Splendid Shukiruk appearing has been increased in the following **instances: Beninerk's Manor (easy/normal), Stella Development Laboratory (easy/normal), Prometun's Workshop (easy/normal) and Ara Infernalia (easy/normal).**

12. **The drop rate of Jorgoth's Half Weapon has been increased in the following instances: Beninerk's Manor (easy/normal), Stella Development Laboratory (easy/normal), Prometun's Workshop (easy/normal), Ara Infernalia (easy/normal) and Beshmundir Storm Temple (easy/normal).**

13. Changes have been made to the glory shop:
    a. The PvP Enchantment Stone Bundle has been removed from the glory shop and a PvE Enchantment Stone Bundle has been added.

    b.   The Coupon for an Ultimate Extreme Enchantment Stone Bundle is now available in the glory shop in Inggison, Gelkmaros and Lakrum.

14.   Fixed the issue of a notification about an oath appearing.

15.   Fixed the issue of erroneous messages being displayed after cleaning.

16.   The tooltip for Trust Medal has been changed.

17.   Added a packaging system for ancient or higher equipment:
    a.   Added Wrapping Paper that can be used to package ancient or higher equipment.
    b.   Only weapons, armour, accessories, wings, bracelets and feathers can be packaged.
    c.   Different amounts of Wrapping Paper are required depending on the equipment: weapons generally require 5 pieces, armour requires 2, and accessories, wings, bracelets and feathers required 4 each.
    d.   Equipment with Odians or runes cannot be packed.
    e.   Packaged items can be traded with a Broker.
    f.   Wrapping Paper can be purchased from a black market trader for Insignias of Experience.
    g.   Wrapping Paper can also be registered with a Broker.

18.   Fixed the issue that occasionally caused a full clean when cleaning contaminated items like Odians and runes.

Skill

1.   Fixed the issue that Enhanced Healing Grace could only be used on yourself (Cleric).

2.   Fixed the issue that divine power was not consumed when the Chanter used the Mantra skill.

3.   Fixed the issue that displayed the DP charge for another class for some characters

Lugbug's Missions

1.   Added news missions in Aphsaranta.

PATCH NOTES

NPCs

1. Increased the damage of NPCs in some parts of the Inggison and Gelkmaros landing sites.

2. **Removed Aether Jam from some NPCs' sales lists.**

3. **Changed some of the battle schemes of Kaisinel's Awakened Agent and Marchutan's** Awakened Agent in Inggison and Gelkmaros.

Environment

1. Removed the environment monsters from the Bassen/Prades Fortress and adjusted the visibility of some buildings.

System

1. The fee for brokers has been adjusted.

User Interface

1. **Changed the name 'Helper' in [Campaign/Quest Journal] to 'Windstream'.**

2. Fixed the issue where the average price over the last week was displayed incorrectly at the Broker.

3. **Changed the tooltip 'Increased regeneration'.**

PATCH NOTES

Events

1. **Kerub's short tutorial** (event period: 6/10 to 3/11/2021).

   a. **You can obtain various items from the missions in Kerub's short tutorial.**
   b. **Kerub's** short tutorial can be completed from level 76 onwards.

2. Sprint character
   a. Only one sprint character can be created during the event period (6/10 to 3/11/2021).
      i. You can only create one sprint character per account.
         ※Note: Even if you delete your sprint character, you won't be able to create another.
      ii. Sprint characters are level 80 and receive simple items and the necessary equipment and consumables.

GF Features

1. Added items to the Ducat Gold and Nickel Gold Traders in Inggison and Gelkmaros, and adjusted the weekly buying limit.

2. The Epic Loot perma-drop event has ended: removed the fragment drops from instances and the reagent items from the Gold Sand Shop.
   a. [Event] Ancient Transformation Contract Fragment can now be purchased for Nickel Gold.
   b. [Event] Legendary Transformation Contract Fragment can now be purchased from the Shugo Vending Machine for Shugo Gold.
   c. [Event] Legendary Transformation Contract Reagent and [Event] Ancient Transformation Reagent are still available in the Gold Sand Shop.

3. Added time-limited items to the Gold Sand Shop. They can be purchased for Gold Ingots between 6/10/2021 and 3/11/2021.

4. 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. The NPCs will disappear on 8/12/2021.