

AION

PATCH NOTES



Raksha's Return

AION Europe Game Update



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* All times in this document refer to server time.

** Information in this document may differ from the final game content.

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Aphsaranta

1. The Elyos and Asmodian lords and faction corps in Aphsaranta have been changed.

Faction	Lord	Agent	Legion
Elyos	Ariel	Weda	Heavenly Lights
		Apheliotes	Sundew
Asmodian	Azphel	Peregran	Shadowbringers
		Ankou	Black Dawn

- The lord/corps quests have been changed accordingly.

2. The agent taking part in the Agent Battle in Aphsaranta has been changed.
3. Modified the requirements for using the base teleporters at the Guardian and Archon Garrisons.

Faction	Teleporter	Condition	Glory condition
Elyos	4th Base	Captured 4th Base	Not applicable
	7th Base	Captured 7th Base	Reach Glory level 2 in the Sundew Corps
	8th Base	Captured 8th Base	Reach Glory level 2 in the Heavenly Lights Corps
Asmodian	4th Base	Captured 4th Base	Not applicable
	7th Base	Captured 7th Base	Reach Glory level 2 in the Shadowbringers Corps
	8th Base	Captured 8th Base	Reach Glory level 2 in the Black Dawn Corps

4. The Honour Points of the neutral corps have been reset.
5. Previously accepted/completed quests affected by the change in lord/corps will be removed after the update.
6. Items used for the previous corps season affected by the change in lord/corps will be removed.

Lord's Relic

1. The Lord's Relic season with Vaizel's Relic and Triniel's Relic has ended.
 - The Lord's Sacred Water used for these relics has been removed.
2. The new Lord's Relic season with Ariel's Relic and Azphel's Relic has started.
3. New Lord's Sacred Water for Ariel's and Azphel's Relics has been added.
 - Players can go to the respective faction's signals officer to exchange the Sacred Water for Corps Insignias.
 - This item can also be magically crafted.

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Instances

1. Added the new instance Burning Blood Fortress.



Entry Location	Max. Players	Entry Level	Entries	Reset
Aphsaranta	2-6	From level 85	Gold Pack/Veteran: 3x per week F2P: 2x per week	Wednesday at 9 AM

- The instance has a time limit of max. 40 minutes.
- Your rank and reward are determined based on how much time is left after defeating the named monster.

Rank	Time	Treasure Box
S	<7 minutes	Arch Dyad's Major Treasure Chest
A	<12 minutes	Arch Dyad's Greater Treasure Chest
B	<15 minutes	Arch Dyad's Normal Treasure Chest
C	<30 minutes	Arch Dyad's Lesser Treasure Chest
D	<40 minutes	Arch Dyad's Small Treasure Chest

- You can find Sakhril and [Rune] Broken Salvation Fragments amongst other things in the chests.
2. The number of weekly entries to Heart of Aphsaranta for Gold Pack/veteran players has been increased to 4.
 3. An issue has been fixed where choosing Dokkaebi Realm in the instance list did not display the note that the instance can only be entered via the entrance.

Items

1. New Ultimate Salvation weapons have been added.

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- These weapons can be upgraded by using the following materials together with a +15 Ultimate Fighting Spirit weapon:
1 Noble Salvation Crystal, 500 Insignias of Experience and 15 Pledge Tablets
 - Noble Salvation Crystals can be acquired by fusing 1,000 [Rune] Broken Salvation Fragments which can be earned as a reward in the Burning Blood Fortress.
2. Fixed an issue where the basic enchantment effects were no longer displayed on Paint Rings when the Pixel Paint Rings appearance was used.
 3. Increased the maximum number of stacks of Yasba's Grace – Valid 1 Time to 10,000.
 4. Fixed an issue where flag items could sometimes not be restored.
 5. Fixed an issue where the tooltips for the [Rune] Special Transformation Contract (8 types) and [Rune] Apostle Transformation Contract (10 types) random items suggested their contents were selectable.
 6. Fixed an issue where Ariel's Amulet and Azphel's Amulet were sold as regular rather than as enchanted amulets.

Collection

1. The newly added Ultimate Salvation weapon is joined by a new collection.

Transformation

1. Fixed an issue where transformation entries in the list were displayed incorrectly.
2. Improved the waiting animation and special effects for the Fire Dragon King's Dragon Knight Transformation.

Ranking

1. Items sold by the Venerated Daeva Distributor have been partly changed and new items added.
 - The previously available Venerated Daeva Celebration Tokens have been removed.

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Fortress Battles

1. The maximum contribution from an individual player has been increased.
2. The Fortress Battle times for the Bassen and Prades Fortress has been changed:
 - Before: Thursday/Sunday at 10 PM
 - After: Saturday at 9 PM

Arenas

1. The times for the Arena of Chaos have been changed:
 - Daily entries are now possible at the following times:
12 PM–2 PM, 6 PM–8 PM, 11 PM–1 AM

Dumaha

1. Fixed an issue where the NPC who appeared after conquering the Dumaha Altar exclusively for the conquering legion did not work.
2. Fixed an issue where it was not possible to purchase items from the NPC Daishunerk in Dumaha.

Kerub's Short Tutorial

1. The end of Kerub's Short Tutorial has been postponed.

Integrated Server

1. Fixed an issue on the integrated server where trading temporary items with expanded Rune/Odian slots with players of other servers caused the slots to be reset.

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Skill

1. Fixed an issue where using Lumiel's Wrath consumed all Divine Power.

UI

1. Changed the display so that it is obvious whether a party member or the selected target is using shards.

NPCs

1. Fixed an issue where purchases from the NPC Fishirunerk up to the maximum amount were not possible.

Other

1. Fixed an issue where the text in Kerub's Short Tutorial was sometimes corrupted.

AION Europe Specifics

1. The items sold by the EU-exclusive NPCs Yinnig and Yinstanerk have been adjusted.
 - These changes mean that any previously gathered Nickel Gold and Ducat Gold has been removed.
2. Instances where Nickel Gold and Ducat Gold can be earned have been changed:

Instance	Monster/Object	Item
Lower Udas Temple	Debilkarim the Maker	1x Nickel Gold
Beninerk's Manor (easy)	Beninerk's Treasure Chest	1x Nickel Gold
Stella Development Laboratory (easy)	Weakling Mutant Daeva	1x Nickel Gold
Prometun's Workshop	Prigga	1x Nickel Gold
Senekta	Senekta Treasure Chest	1x Nickel Gold
Ara Infernalía (easy)	Weak Mortasha	1x Nickel Gold

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Beshmundir Storm Temple (easy)	Gangcheol	1x Nickel Gold
Dokkaebi Realm	Stormwing Jewel Box	1x Nickel Gold
Burning Blood Fortress	Arch Dyad's Greater Treasure Chest	2x Nickel Gold
Beninerk's Manor (normal)	Beninerk's Treasure Chest	1x Ducat Gold
Stella Development Laboratory (normal)	Mutant Daeva	1x Ducat Gold
Prometun's Workshop (difficult)	Prometun's Workshop Treasure Chest	1x Ducat Gold
Makarna of Bitterness (hard)	Makarna of Bitterness Treasure Chest	1x Ducat Gold
Senekta	Shimmering Senekta Treasure Chest	1x Ducat Gold
Ara Infernalialia (normal)	Mortasha	1x Ducat Gold
Beshmundir Storm Temple (normal)	Major Stormwing Jewel Box	1x Ducat Gold
Dokkaebi Realm	Enraged Gangcheol	1x Ducat Gold
Burning Blood Fortress	Arch Dyad's Major Treasure Chest	1x Ducat Gold

3. Permanent loot items have been added. These can be obtained with a certain chance from the following items:

Instance	Monster/Object	Item
Beninerk's Manor (normal)	Beninerk's Treasure Chest	[Rune] Helios Weapon Selection Box
Prometun's Workshop (difficult)	Prometun's Workshop Treasure Chest	[Rune] Extreme Equipment Selection Box
Stella Development Laboratory (normal)	Mutant Daeva	[Rune] Extreme Equipment Chest (+3 to +7)
Makarna of Bitterness (hard)	Makarna of Bitterness Treasure Chest	[Rune] Artemis Weapon Selection Box
Ara Infernalialia (normal)	Mortasha	[Rune] Extreme Equipment Selection Box
Burning Blood Fortress	Arch Dyad's Major Treasure Chest	[Rune] Extreme Equipment Chest (+3 to +7)
Senekta	Shimmering Senekta Treasure Chest	[Rune] Izar Weapon Selection Box
Beshmundir Storm Temple (normal)	Major Stormwing Jewel Box	[Rune] Extreme Equipment Selection Box
Dokkaebi Realm	Enraged Gangcheol	[Rune] Extreme Equipment Chest (+3 to +7)

4. The transformation contracts [Extra] Transformation Contract: Mouse Ranger and [Extra] Transformation Contract: Keyboard Ranger have been added a permanent loot. These can be obtained with a certain chance from the following items:

Instance	Monster/Object	Item
Beninerk's Manor (normal)	Beninerk's Treasure Chest	[Extra] Transformation Contract: Mouse Ranger
Prometun's Workshop (difficult)	Prometun's Workshop Treasure Chest	
Stella Development Laboratory (normal)	Mutant Daeva	

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Beshmundir Storm Temple (normal)	Major Stormwing Jewel Box	
Burning Blood Fortress	Arch Dyad's Major Treasure Chest	
Makarna of Bitterness (hard)	Makarna of Bitterness Treasure Chest	[Extra] Transformation Contract: Keyboard Ranger
Senekta	Shimmering Senekta Treasure Chest	
Ara Infernalía (normal)	Mortasha	
Dokkaebi Realm	Enraged Gangcheol	

- The health of some NPCs/objects has been reduced:
 - Agents (Weda and Peregran)
 - Bassen Fortress and Prades Fortress
- The buff applied to the weaker faction has been adjusted.