

## AION Free-to-play

### Patchnote 3.0

#### Table of Content

Environment.....	2
Sarpan.....	2
Tiamaranta .....	2
General Area Changes .....	3
Instances.....	4
Raksang.....	4
Rentus Base .....	4
Elementis Forest/Argent Manor.....	5
Aturam Sky Fortress .....	6
Muada's Trencher .....	6
General Instance Changes .....	7
Housing.....	9
Auctions.....	11
Decoration .....	13
Skills.....	18
Character Changes.....	24
Items.....	25
Mounts .....	25
Further Items.....	26
NPC .....	30
Quest .....	31
UI .....	34
Map Drawing .....	34
New Maps.....	35
Further UI Changes.....	36
Misc .....	37



## Environment

The Daevas of Elysea and Asmodae are discovering previously unknown regions in Balaurea.

### Sarpan

Many humans and Daevas, as well as the members of Siel's Spear, were stranded in Balaurea, an outer area created by a protective shield, after the Cataclysm. They hid from the violent Balaur here, roaming the land for a long time, before finally arriving in Sarpan, a barren land that had been previously used by the Balaur as a Drana farming area. For a while, the refugees lived there quietly, adopting Kamar as their stronghold, but eventually incurred Tiamat's wrath, and were forced to abandon Kamar and return to Balaurea. One day a powerful mysterious figure named Kahrnun appeared. He supported the refugees and taught them to increase their power using Drana. They called themselves the Reians and returned to their new home. Thanks to Drana they acquired great power, did not need to flee anymore and finally faced the Balaur, eventually driving them from Sarpan. And last but not least they reclaimed Kamar and built a splendid city. However, many dangers still threaten the region: frequent Dredgion infiltrations; Tiamat's legions trying to reclaim Sarpan; the powerful Sapiens; Tiamat's energy which is eroding away the land; and more.



### Tiamaranta

The entire landscape of Tiamaranta reflects the power and characteristics of Tiamat and this area is the stronghold of the Balaur and its rulers. The region is divided into four large zones: the Lands of Fissure, Gravity, Wrath and Petrification. The heart of each land, where the source of Tiamat's power is located, is guarded by Tiamat's trusted lieutenants. In the centre of the region lies a tremendous castle called Tiamaranta's Eye, which is connected to Tiamat's main fortress. While some regions of Tiamaranta, just like Sarpan, have been made neutral by Kahrnun's Will, there are many contested areas where Elyos and Asmodians can fight, including Tiamaranta's Eye and the Balaur Legion Garrisons.



The new regions of Sarpan and Tiamaranta contain brand new group areas and boss monsters.



## General Area Changes

- Kisks cannot be installed within “Tiamaranta’s Eye”.
  - Logging in and out of these areas automatically makes you return to the bind point or to the kisk location.
  - We are planning on changing this in the future, so that players find themselves back at their starting position, providing they log back in after a particular time.
- In some areas in Inggison and Gelkmaros you cannot install kisks anymore.
  - Logging in and out of these areas automatically makes you return to the bind point.
  - We are aware that, due to an error, logging out of the Inggison fortress makes you return to the bind point. Until the error is fixed, we ask the players to be aware of this when they log out of the Inggison fortress.
- A few landscape areas have been changed inside “Padmarashka’s Cave”.
- Some areas in the “Gelkmaros Battlefield” area have been changed.
- Inside “Udas Temple” some terrains have been changed.
- Inside “Kromede’s Trial” some terrains have been changed.
- Neutral areas, where PvP is not possible, have been added to the new as well as the old areas.
  - PvP is not possible between Asmodians and Elyos in neutral areas
  - As an exception PvP is possible within neutral areas via the duel option
  - Options such as trading, party invite, visiting a shop or following a character from another faction are not possible.
  - As soon as a player enters these neutral areas, a symbol appears above the radar, which displays whether PvP is possible or not.



## Instances

Six new and very different instances, each with a different game concept have opened their doors for the players.

It's time to round up your most trustworthy allies again to defeat new, tougher bosses, try out new strategies and experience exciting adventures.

### Raksang

Long ago, Tiamat cast the dragon Raksha and its followers into a deep pit and sealed them in, because they kept rebelling. Recently, seeing the Reians garnering more support from Elyos and Asmodian troops, Tiamat decided to resurrect Raksha and unleash it upon Tiamat's enemies. The Reians' excellent information network heard about this plan, and scouts were dispatched to locate Raksha's prison. Now that they have discovered the entrance to the prison, they are asking for help from the Daevas, in order to stop the dragon's resurrection...



#### Requirements:

Asmodians/Elyos can enter the instance through the "Raksang Entrance" located in the Satrakand region of Sarpan.

Level	Cooldown	No. of players	Entry Quest
56~60	6 hours	6	None

### Rentus Base

The Reians built a secret fortress in the canyon between Tiamaranta and Sarpan in order to launch an extensive and secret counterattack against the Tiamat's troops. They raised many troops in the secret fortress and made preparations for the fight, crafting and stockpiling weapons and armour. However, unbeknownst to them, the leader of this counterattack, Merops, was conspiring with Brigade General Vasharti, a lieutenant of Tiamat's, and leaked information about the secret fortress. Merops opened an abyss gate allowing Vasharti's legion to infiltrate the fortress. Only very few Reians managed to flee and spread word of the betrayal. Now it is up to an alliance of Daevas to liberate and recapture the Rentus Base, which is heavily guarded by the Balaur.







#### Requirements:

Asmodians/Elyos can enter the instances through the “Road to Rentus Base” located in Tiamaranta’s Balaur Cavalry base.

Level	Cooldown	No. of players	Entry Quest
59+	12 hours	6	None

#### Elementis Forest/Argent Manor

Elementis Forest is the source of many spirits and has been home to them since the beginning of time. Their power and energy is so strong here, that not everyone is capable of entering the forest. The Reian sorcerer Davlin knew that this place was the source of the spirits, and so came here to research them. She had a mansion and a laboratory built and worked there successfully for while, whilst being protected by a Golem. But Zadra, the Drakan sorcerer, craved the power both of the spirits and of Davlin’s Golems so that he could make these into an even mightier creature. He imprisoned Davlin and the Reians soon noticed she was missing. They asked their friends among the Elyos and Asmodians to find out the current status of the Reian sorcerer and rescue her.



#### Requirements:

Asmodians/Elyos can enter the instance through the “Elementis Forest Entrance/Argent Manor Entrance” located in Sarpan’s Elementis Forest area.

Instance	Level	Cooldown	No. of players	Entry Quest
Elementis Forest	57+	22 hours	12	None
Argent Manor	57+	22 hours	12	None



## Aturam Sky Fortress

Tiamat's Balaur have powerful air troops, which they deploy either to attack Daeva-owned fortresses, or to defend themselves against infiltrating forces.

Aturam Sky Fortress, located on a floating island in Sarpan, is in charge of organizing and supplying the aforementioned air troops. The Reians, having decided that it is impossible to face off with the Tiamat as things were, dispatched infiltration forces into the fortress to weaken it from within, with the help of the Asmodians and Elyos.



### Requirements:

Asmodians/Elyos can enter the instance by talking to Silion, who is in the Garldar village in Sarpan. When entering Aturam Sky Fortress for the first time, you can reach the last boss monster only after completing the quests given by NPC Hariken.

Level	Cooldown	No. of players	Entry Quest
55 ~ 60	22 hours	1	None

## Muada's Trencher

Tiamat created a box of highly-enriched experimental Dratamin and hid it in one of the Fissures. Sand bugs living underground ate the Dratamin, and began to mutate. A small number of Drakan troops went into the Fissure in order to retrieve the box, saw that the Dratamin was all gone and that the insects had transformed into giant monsters. When the sand bugs consumed the Drakan, they absorbed their consciousness, memories, and language and became even stronger and more dangerous.

One, who preyed on the highest-ranking Drakan, became more powerful and intelligent than all the others, and became their leader. Now it is up to the Daeva to face the monsters and advance to their leader.





### Requirements:

Asmodians/Elyos can enter the instance through “Muada’s Trencher” in Sarpan’s Sabat Twilight region.

Level	Cooldown	No. of players	Entry Quest
57 ~ 60	22 hours	12	None

### General Instance Changes

- The “Steel Rake” instance is now divided into solo and group instances.
  - “Steel Rake Cabin” has been added as a solo instance
  - “Steel Rake Cabin” can now only be entered from the mid level of the Steel Rake instance
  - “Steel Rake” has been added as a group instance
  - “Steel Rake” can only be reached via upper and lower levels
  - The separated Steel Rake instances each have their own waiting time.
- The entry level of “Taloc’s Hollow” has been increased to level 60.
- The general waiting time of “Taloc’s Hollow” has been changed to 22 hours.
- Characters from level 56 that have registered for the “Crucible Coliseum” will be matched with opponents between levels 56 and 60. The buff that a character receives after resurrection in the 3rd crucible now has a different duration of effect depending on the player’s rank.
- The “Arena/Discipline Training Grounds” ends automatically as soon as the point difference between the players is more than 1,500.
- The buff that the second player in the ranking receives during the 3rd round in the “Discipline Training Grounds” has been removed.
- The maximum score that a player can receive in the “Discipline Training Grounds” has been increased.
- The ranking and time of reappearance of the “Blessed Relic” in the “Discipline Training Grounds” have been changed.
- Fixed the bug where the background color of the character tooltips in the Arena of Chaos and Chaos Training Grounds differed according to whether the character was of the friendly or hostile race, allowing players to tell the races of their opponents.
- Fixed a bug that allowed players to see names of other characters (who were refusing View Detail



- access) in the Arena of Chaos and the Chaos Training Grounds, by using the View Detail function.
- “Dorakiki the Bold” in “Beshmundir’s Tempel” now appears alone without an assistant.
  - Players can no longer resurrect themselves inside the “Dredgion” by using “Tombstones of Revival” and “Reviving Elemental Stones”.
  - Fixed a bug where a group member's status window was displayed as inactive upon entering the “Empyrean Crucible”.
  - Multi-fire cannon items can no longer be used inside the “Crucible Coliseum”.
  - The “Debilkarim the Maker” skill in “Udas Temple” was not correctly used in some areas. This bug has been fixed.
  - Fixed a bug that caused “Udas Patrollers” in “Udas Temple” to keep appearing even after their death.





## Housing

Players can now own housing in one of the new residential areas, Oriel and Pernon.



*Oriel (Elyos)*



*Pernon (Asmodian)*

The existing Elyos zones Heiron and Inggison now have 15 houses each.

Type	Estate	Mansion	House
Number	2	9	4



The existing Asmodian zones Beluslan and Gelkmaros now have 15 houses each.

Type	Estate	Mansion	House
Number	2	9	4

The new residential districts Oriel and Pernon each have 500 houses ranging across five different types (Palace, Estate, Mansion, House and Studio).

Type	Palace	Estate	Mansion	House
Number	4	123	139	234



**4 Palace class houses**



**123 Estate class houses**



**139 Mansion class houses**



**234 House class houses**



Starting at level 21, players can receive a Studio by doing the “And A Home for Every Daeva” quest.

Pre-Quest to “And A Home for Every Daeva”

Race	Level	Quest Location	NPC
Elyos	21	The Teleporter in Oriel	Izunius
Asmodians	21	The Teleporter in Pernon	Haretion

End-Quest to receive a Studio

Race	Level	Quest Name	Starting NPC
Elyos	21	And A Home for Every Daeva	Celaeno
Asmodians	21	Be It Ever So Humble	Alnin

- Studios share a Studio entrance in Oriel (Elyos) and Pernon (Asmodian).
- A new skill, “Homeward Bound”, allows you to return to your house, if you have your own. If you successfully complete the “And A Home for Every Daeva” quest, you receive the “Homeward Bound” skill book

## Auctions

Palaces, Estates, Mansions, and Houses are available via auction.



Address	Type	Building Info	High Bid	Time Left	# of Bids
Pernon Halcy State Azure Inlet Village No.4	Estate	Urban Stone...	335.000.000	1d 18h	0
Gelkmaros Gelkmaros Falls Northford No.1	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Sierra State Aironroost Village No.4	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Sierra State Zephyr Village No.5	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Sierra State Stonewall Village No.4	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Halcy State Mistcloak Village No.8	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Halcy State Azure Inlet Village No.13	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Halcy State Azure Inlet Village No.8	Mansion	Atreian Brick...	112.000.000	1d 18h	0
Pernon Aurora State Silver Tree Village No.20	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Aurora State Golden Sunset Village N...	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Zephyr Village No.17	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Zephyr Village No.18	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Zephyr Village No.19	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Verdant Ridge Village No...	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Stonewall Village No.10	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Stonewall Village No.11	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Sierra State Stonewall Village No.12	House	Antiqued Sto...	12.000.000	1d 18h	0
Pernon Aurora State Sunny Harbor Village No.1	Palace	Stone Templ...	1.000.000.000	1d 18h	0

Total for Sale: 22

- Signs indicate whether or not a house is for sale
- Each house type in each region has a minimum level requirement for players to bid in the auction. Characters who do not meet the requirements cannot participate in the auction



Housing Type	Palace	Estate	mansion	House
Min level to bid	From level 50	From level 40	From level 30	From level 21
Housing region	Elyos		Asmodian	
	Heiron	Inggison	Beluslan	Gelkmaros
Min level to bid	From level 40	From level 50	From level 40	From level 50

- Players can list their house through the Real Estate Auctioneer, Butler, or a signpost
- At the end of the auction, the character with the highest bid will receive the house
- As soon as a house changes owners, all characters aside from the current house owner will be placed outside of the house
- A character cannot bid on more than 2 houses at the same time
- A character may only use one house at a time. If you already own a house when you win a new house at auction, a 2-week grace period begins, during which time the new house cannot be used
- The 2-week grace period of the newly acquired house can be relinquished in these two weeks, if the house owner sells their old house to other players. The new house's options will then be unlocked
- At the end of two weeks, if the existing house is not sold, ownership of that house is revoked, and the house is automatically listed for auction. Some of the old house's cost will be refunded, and the new house may now be used
- Characters that sell all their houses at auction and no longer own any housing, can receive a Studio from the Studio NPC again

	Elyos	Asmodian
Studio NPC	Parrine	Sarrik

- Houses are subject to a weekly maintenance fee
- If the maintenance fee is not paid, 1st and 2nd warnings are given. If the house maintenance fee is not paid over 2 weeks, ownership is revoked and the house is listed for auction. Some of the house's cost will be refunded to the owner





## Decoration

You can decorate the interior and exterior of your house using the “Decorate” function.



*Interior Decoration*



*Exterior Decoration*

- Players can click on the house-shaped button located at the bottom right upon entering their house to enter Decorate mode
- Inside the house, you can decorate the wall and floor, or place interior items



Housing Type	Palace	Estate	Mansion	House	Studio
Interior	60	40	30	20	10
Exterior	12	8	6	4	0
Blooms	6	5	4	3	2

- Outside, you can decorate the roof, walls, frame, door, yard, fence, or place exterior items
- Interior and exterior items can be purchased from the Residential Facility Merchant, House Manager and the Furniture Merchant. The NPCs can be found in the village

Merchant	Merchandise
<b>Housing Materials Merchant (Exterior)</b>	Roof, exterior wall, frame, fence
<b>Housing Materials Merchant (Interior)</b>	Interior wallpaper, interior flooring
<b>Furniture Merchant</b>	Furniture, garden ornaments, special ornaments, etc.
<b>Staffing Agent</b>	Contracts for General Goods Merchant, Warehouse Manager, etc.
<b>Hearthbloom and Guestbloom Merchant</b>	Blessing Hearthbloom, Friendship Guestbloom, etc.
<b>Guestpetal Exchanger</b>	Friendship Guestbloom

- Special decorative items can be acquired through crafting, collection, quests, merchants, and drops



*Decorative Items (crafted)*



*Decorative Items (collected)*

- Interior items for houses can be acquired from bosses in certain instances
- You can acquire wallpaper, Guestblooms, etc. from the Vintage Grab either in Prosperity's Light village in Oriel, or in Glory's Light village in Pernon.
- Travelling Shugo merchants appear in 8 places throughout Oriel and Pernon at certain times of the day. These NPCs sell interior items. They also assign quests, with which you can receive installation items



- Monsters appear in 4 places throughout Oriel and Pernon at certain times of day. These monsters may leave interior items behind as a reward
- Certain installed items give out other items, or have special functions
- Place Hearthblooms and Guestblooms inside your house, and tend them with fertilizer given by your butler in your house
- Hearthbloom and Guestbloom give out various items and perform different functions
- Installing storage furniture inside the house allows you extra storage space in addition to your personal warehouse



### Storage

Installing special installation furniture in the house, gives players access to certain stores and warehouses.



### Employment Contract





Use the Decorate function to customise your house's exterior appearance. There are currently 3 options available for Houses and 2 for Mansions. Alternate exteriors for Estates and Palaces will be added in a future update.

Type	Appearance		
Klasse C			
	<i>Antiqued Stone Building</i>	<i>Shugo Style Brick House</i>	<i>Reian Style Brick House</i>
Klasse B			
	<i>Atreian Brick Building</i>	<i>Daevanion Marble Building</i>	

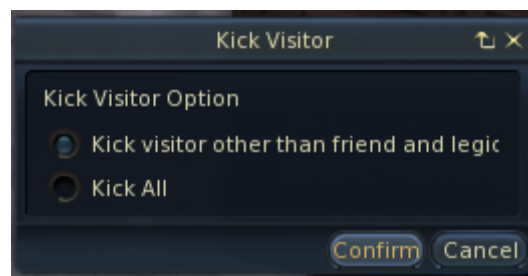




- House owners can set access permissions and signpost content through the signpost or the butler.



- Players can expel visitors from the house by talking to the Butler.



House owners can use the Relationship Crystal to move to their friends' houses.

- All housing types have a crystal installed: Palaces, Estates, Mansions, Houses and Studios
- Select the name of the friend you want to visit through the Relationship Crystal, and you will be teleported to the house you selected
- Check your friends' house access and addresses in the Relationship Crystal menu
- You cannot teleport to a friend's house that has been listed as private



## Skills

With the new level cap of 60, new levels of existing skills have been added.

- Previously available skills with higher levels have also been added
- Elyos may acquire the new skills in Sanctum from the Protectors Hall and the Cloister of Kaisinel. Asmodians may acquire the skills in Pandaemonium from the Capitol Building and the Convent of Marchutan

New skills of level 56 or above have been added:

Class	Level	Skill	Description
Gladiator	56	Body Combo I	2x Multicast
			Inflicts physical damage on the target
	57	Armour of Attrition I	Reflects 70 damage to the attacking enemy and absorbs 100 HP for a period of 15 seconds
	58	Spin Block I	Stigma skill
			Increases parry by 200 for a period of 30 seconds
	59	Energy Impact I	Inflicts physical damage on the target
	60	Counter Leech I	Inflicts physical damage on the target after a successful parry, and absorbs 150% of the damage
	60	Exhausting Wave I	Stigma skill, 3x multicast
			Inflicts physical damage centered around the player and absorbs 20% of the damage
	60	Revival Wave I	Stigma skill Inflicts physical damage centered around the player and absorbs HP equal to 20% of the damage (automatically acquired when Wave of Depletion if learned)
Templar	56	Shield Shock I	3x Multicast
			Inflicts physical damage on the target
	57	Courageous Shield I	After a successful block, it increases Physical Attack by 20%, Critical Strike by 100 and Accuracy by 200
	58	Stubborn Spirit I	Stigma skill
			Increase block by 1,000, Physical Defence by 15%, resistance to Stun, Knock Back, Stumble, and Spin by 1,000. Resistance to Immobilization and Movement Speed



			Reduction is increased by 700
	59	Panoply of Protection I	Creates a shield that last for 10 seconds and has a 100% chance to block up to 5,000 damage from the next attack on that character (can only be used on group members)
	60	Sword Storm I	Inflicts physical damage on enemies between the player and the target, causing them to stumble
	60	Illusion Chains I	Stigma skill Affects up to 3 enemies in front of the caster, increases enmity, and reduces their movement speed for 10 seconds
Ranger	56	Nimble Fingers I	Decreases trap setup time by 100% for a period of 5 seconds
	57	Venomfinder Shot I	Inflicts physical damage on the target. Additional damage is inflicted if the target is already poisoned
	58	Skybound Trap I	Stigma skill Sets a trap that inflicts Aether's Hold on the target and nearby enemies
	59	Manaleech Shot I	Inflicts physical damage and absorbs MP equal to 50% of the damage
	60	Spread Shot I	3x multicast Inflicts physical damage on enemies between the player and the target, with a low chance of causing stun
	60	Misery Shot I	Stigma skill Inflicts physical damage on enemies who are in the following states: stun, knock back, stumble, spin and Aether's Hold
Assassin	56	Beast Leap I	Inflicts physical damage on the target, has a chance of inflicting stun and the caster leaps backwards
	57	Cross Slash I	Inflicts physical damage
	58	Shadowfall I	Stigma skill Inflicts physical damage on a stunned enemy and causes it to stumble
	59	Killing Spree I	3x multicast



			Inflicts physical damage, as well as additional damage if the target is poisoned or stunned
	60	Massacre I	Inflicts physical damage on enemies between the players and the target and carves a level 2 rune. Inflicts poison damage every 2 seconds for 10 seconds. Decreases movement speed
	60	Slayer Form I	Stigma skill Transforms the Assassin into a Slayer for 1 minute. Increases Magical Resistance by 250, Magical Accuracy by 300 and maximum HP by 3,000. HP and MP will also regenerate more quickly than normal
Sorcerer	10 / 22 / 34 / 48 / 60	Boost Magic Suppression I ~ V	Magic Suppression increases
	56	Wind Spear I	3x multicast Inflicts magical wind damage, with a small chance of decreasing movement speed
	57	Graspbreaker I	Teleports behind the target's back and removes immobility and speed reduction from the caster
	58	Absolute Zero I	Stigma skill Freezes the target and stuns it so that it cannot be attacked for 3-5 seconds
	59	Wind Robes I	Increases caster's Magic Suppression by 200 for 30 minutes
	60	Meteorite I	4x multicast Inflicts magical earth damage centered around the caster, with a low chance of inflicting knock back
	60	Storm Strike I	Stigma skill Inflicts magical wind damage
Spirit-master	10 / 22 / 34 / 48 / 60	Boost Magic Suppression I ~ V	Increase Magic Suppression
	56	Aegis Breaker I	Removes one magic boost effect from the target and inflicts a magical strike. Then it inflicts additional strikes every 3 seconds for 12 seconds





	57	Nightmare I	Inflicts binding for 10 seconds on a target that is in spirit status
	58	Soul Torrent I	Stigma skill, 5x multicast
			Inflicts water magic damage
	59	Spirit Pique I	Orders a spirit to use AOE provocation
	60	Elemental Spirit Armour I	Increases the spirit's maximum HP by 25%. When damage is received, it restores 5% of HP every 3 seconds, and creates a shield that blocks 20% of damage received
Cleric	60	Sympathetic Mind I	Stigma skill
			Increases the Magical Accuracy, Magic Boost and Magic Suppression of the caster and the spirit for two minutes
	10 /34 / 60	Boost Magic Suppression I~III	Increases Magic Suppression
	56	Flashbolt I	Inflicts wind magic damage
	57	Life Curtain I	Restores 1,554 HP. For ten seconds, when attacks are received, there is a 100% chance of creating a shield that blocks up to 1,554 damage
	58	Saving Grace I	Stigma skill
			For 1 minute, when the target's HP falls below 50%, 2,770 HP is restored to them
	59	Cleanse I	Removes altered states from the target
	60	Aero Snare I	Inflicts magical wind damage. Inflicts additional damage every 3 seconds for a period of 9 seconds, also decreasing movement speed
	60	Sacrificial Power I	Stigma skill
			In exchange for increasing your Magical Accuracy and Magic Boost by 200, it decreases Healing Boost by 250
Chanter	56	Thunderbolt Strike I	Inflicts physical damage on enemies within 25m
	57	Unstoppable I	Increases your stun and stumble resistance by 300 for 30 seconds



	58	Rise I	Stigma skill
			Cancels your Stun, Knock Back, Stumble, Spin and Aether's Hold. Increases your Resist to Stun, Knock Back, Stumble, Spin and Aether's Hold by 700 for 7 seconds
	59	Stamina Discharge I	Removes one of your altered states
	60	Lucidity I	Increases your Magic Boost, Accuracy and Magical Accuracy by 100 and increases Physical Attack by 20%
	60	Annihilation I	Stigma skill, 3x multicast
			Inflicts physical damage
	60	Burst I	Stigma skill
			Inflicts physical damage and temporarily stuns the target (automatically acquired when Annihilation is learned)

New skills have been added that can be repeatedly used, similar to chain skills.

Class	Skill	Repeats	Description
Gladiator	Exhausting Wave	3	Activates Revival Wave after 3rd use
	Body Combo	2	Body Smash chain skill
Templar	Shield Shock	3	Shield Combo chain skill
Ranger	Spread Shot	3	Single skill
Assassin	Killing Spree	3	Used after assassination
Chanter	Annihilation	3	Activates Burst after 3 uses
Sorcerer	Wind Spear	3	Single skill
	Meteorite	4	Single skill
Spiritmaster	Soul Torrent	5	Single skill

- The number of repeats for multicast skills display with an arrow in the upper right corner of the icon
- Multicast skills pop up in the chain notification just like chain skills





- Players can now use “Remove Shock I” even when silenced
- The Altered State Resist for “Unwavering Devotion I” has been reduced from 1,000 to 800
- Animations for “Explosion of Rage I~IV” and “Seething Explosion I~IV” are now displayed correctly when the skills are used midair
- Reduced the cooldown time for the “Steel Wall Defence I” skill from 12 seconds to 6 seconds
- By using “Incite Rage I~IV”, monsters receive additional rage. This lasts for 5 seconds and then disappears.
- Changed the formula for calculating the attack power of the “Incite Rage I~IV” Templar skill
- Added an effect to the Assassin’s “Killer Eye I” skill, which increases Magical Accuracy by 300
- Reduced the cooldown for the Assassin's “Sprint I” skill from 30 seconds to 10 seconds.
- Reduced the cooldown for the Assassin's “Wind Walk I” skill from 30 minutes to 1 minute
- Reduced the cooldown for the Assassin's “Oath of Accuracy I” skill from 5 minutes to 3 minutes.
- Increased the HP drain for the Assassin's “Blood Rune I~II” skill
- “Assassination I~III” Assassin skill may now also be used while moving
- “Agonizing Slash I~IV” Assassin skill may now also be used while moving
- “Agony Rune I ~ II” Assassin skill may now also be used while moving
- Increased the Magical Accuracy for the Assassin's “Blinding Burst I” skill
- Increased the accuracy effect for the following Assassin "Pain Rune" skills:
  - “Darkness Rune I”, “Rune Swipe I”, “Pain Rune I~IV”, “Signet Silence I”, “Blood Rune II”
- Increased the Magic Boost effect of the Sorcerer's ‘Robe of Flame I~III’ skills.
- Increased the Magic Boost effect of the Sorcerer skill: “Zikel's Wisdom I” from 300 to 500.
- Decreased the damage inflicted by “Lightburst II” and “Shadowburst II”, used by the Sorcerer
- Reduced the duration of the fear effect that the Spiritmaster's “Fear I” and “Fear Shriek I” skills have when used on enemy players.
- Increased the range of the Spiritmaster's “Spirit Substitution I” skill from 10m to 20m.
- Added a Magic Suppression +100 effect to the Chanter's “Blessing of Stone I” skill
- Added a Stumble resist to the Cleric's “Prayer of Focus I~II” skills. Resistance to Fall and Magic Suppression has also been added, and the casting time has been changed from 1 second to instantaneous
- The Cleric's “Immortal Shroud I” can now block magic attacks as well
- The “Smite I – VI” skills used by Clerics and Chanters now have a cooldown of 1.5sec. instead of 2 seconds
- Decreased the time it takes to dismiss a summoned spirit from 5 seconds to 3 seconds.
- Fixed the problem of not being able to put on "Spirit Ruinous Offensive I" Greater Stigma Stone while having Spiritmaster Asmodian "Cyclone Servant III - VI" on.



- When Spiritmasters equip the “Cyclone Servant I~II” stigmas, they can equip the “Spirit Ruinous Offensive I” without a problem

## Character Changes

- Increased the level cap from 55 to 60.
- Added new “Magic Suppression” and “Magic Defense” stats.
- Increased the cap for Magic Boost.
- “Energy of Repose” is now granted from level 10.
- Reduced the amount of XP required to level up beyond level 46.
  - Energy of Repose and Energy of Salvation have also been adjusted according to the reduction.
- Auto targeting when receiving healing or a buff from an ally has been corrected.
- Fixed a bug where learned motions did not show up correctly in the skill list.
- Fixed a bug where the Paralysis Godstone was applied to Guardian General transformations.
- There are areas in the new Oriel and Pernon regions where you can restore “Energy of Repose”.
  - A character that is in this area can restore up to 15% of their “Energy of Repose”
  - HP and MP can also be restored in this area
- Fixed a bug where characters would suddenly rise vertically for no apparent reason in certain situations.





## Items

### Mounts

Mounts have been added. They are put in your inventory like normal items. These mounts can be used by players.



Players can move, fly, and glide while astride their mount.

- Mount speed is fixed and is not proportional to your character's speed.
- There are certain mount types that allow for full sprint (accelerate).
- While riding the mount, players can accelerate by pressing the <R> key and move vertically upward by pressing the <R> key when in flight
- While riding a mount you can speak to NPCs
- You cannot use items, skills or engage in combat while riding a mount
- As soon as characters get on a mount, a Summoned Spirit is called
- If a character enters an instance while on a mount, it will be automatically deactivated
- Mounts are deactivated if players are attacked or put in movement-impairing altered states
- Entering a Trade Broker area while on a mount will cause players to be automatically dismounted
- You can purchase certain mounts from special merchants in the residential areas (Oriel and Pernon)
- Players can acquire mounts from instance boss monsters or monsters that appear in residential areas
- A handicrafting Master can craft mounts invented by the ancient Reians. Players can purchase the recipe and some materials from the Special Crafting Merchant in Sarpan



## Further Items

- New Mithril Medals have been added.
  - Mithril Medals may be acquired through quests or from the Coin Fountains
  - You may use the Coin Fountains in the new Sarpan area, as well as Tiamaranta, and each race's residential district (Oriel and Pernon)
- The new "Special Crafting Merchant" job has been added.
  - Items for decorating houses can be crafted
  - Furniture can be crafted in the crafting zone in capital cities (Sanctum and Pandaemonium)
  - Furniture can also be crafted in the residential areas of each of the factions (Oriel/Pernon)
- New designs added to each crafting profession.
- Adjusted the skill levels of some existing designs.
- Design deletion function added
- Option for forfeiting Expert/Master crafting status added.
  - Players can visit the crafting master for that profession and pay a fee in Kinah in order to forfeit their status
  - A player will no longer have access to the Expert/Master recipes for their previous profession as soon as they forfeit it
  - However, this will open up the opportunity to become an Expert or Master in another profession
- "Crafting Tables for Intensive Study" have been added. The skill level of this craft increases more quickly than with normal Crafting Tables.
  - The "Crafting Tables for Intensive Study" are in the "Crafting Quarter" in the residential areas (Oriel/Pernon)
  - If players wish to produce items at the "Crafting Table for Intensive Study", they will need a crafting boost item as well as the crafting materials
  - The crafting boost items are sold by each crafting merchant
- The Tigraki Workshop merchant in the crafting district of each race's capital (Sanctum and Pandemonium) now sells Heliotrope Crystal designs.
- Success rate for augmenting crafted items has been adjusted, so that it is higher than the one for augmenting normal items.
- An augmenting system had been added.
  - Items that can be augmented using Abyss Points have been added
  - Only some items can be augmented
  - Items that are augmented receive additional values
  - There are 2 stages of augmenting
  - As with conditioning, augmentation is consumed over time. The rate depends on combat behavior (attacking, blocking, skill use)
  - When you fuse 2 weapons that have been augmented, the magic effects of both weapons are applied to the item created
  - You cannot fuse a weapon that can be augmented with a weapon that can be conditioned
  - Augmenting can be done through these NPCs



Elyos		Asmodians	
Location	Name	Location	Name
Sanctum	Jematis	Pandemonium	Printigel
Sarpan	Tereisa	Sarpan	Ciera
Tiamaranta	Geltras	Tiamaranta	Ceisar

- A random items stat system has been added that transfers stats onto certain items.
  - Some, but not all items will have random stats applied
  - When you acquire an item, there's a certain chance that a specific stat changes
- New Academy items added that can be purchased with Crucible Insignias and Courage Insignias.
  - New Academy items added that can be equipped at level 60.
  - NPCs that sell level 2 conditioning items have been changed.

Category	Old	New
Elyos Weapon	Scobi	Liyre
Elyos Armour	Marre	Marion
Asmodian Weapon	Shalvia	Nodor
Asmodian Armour	Lonkus	Dorsi

- Abyss items have been added, which can be worn from level 60.
  - They can be purchased from the distributors in the major temples for each race, as well as in Sarpan
  - Level 60 abyss armour has the following class and type restrictions:

Armour Type	Class
Plate Armour	Templar / Gladiator
Chain Armour	Cleric / Chanter
Leather Armour	Assassin / Ranger
Cloth Armour	Sorcerer / Spiritmaster

- Some Abyss items have rank-related equip restrictions
- Some Abyss items may be eligible for augmenting.
- If the player is no longer eligible for the item because their Abyss Rank drops while they have the item equipped, the item will automatically be unequipped after a certain period of time
- When that item is armsfused with another, the higher restriction will be applied
- Items may be purchased regardless of rank



- Abyss items of level 50 are not offered in the Cloister of Kaisinel (Elyos) and in the Convent of Marchutan (Asmodians) anymore.
- Fixed a bug that caused some items to have an incorrect appearance.
  - The Special Ordnance Quartermaster now sells the right key for Padmarashka's Cave for his own faction.
  - Players can now obtain an "Opportunity Token" from the Crucible Coliseum's Arena of Discipline or Arena of Chaos, depending on the results.
    - Arena of Chaos: is automatically given to characters ranked 4-10
    - Arena of Discipline: given to the character ranked 2nd
    - Opportunity Tokens can be exchanged for a Box of Opportunity at the Arena Administration Officer NPC

Race	NPC	Location
Elyos	Ambos	Kaisinel Academy
Asmodier	Trium	Marchutan Priory

- The following items can be acquired from the Box of Opportunity:




Type	Item Name	Effects
Magic Items	Crucible Coliseum Restraint Bead	Restricts enemies' movement for a certain amount of time
	Crucible Coliseum Invincibility Bead	Makes you invincible for a certain period of time
	Crucible Coliseum Courage Bead	Increases attack speed for a certain time
	Crucible Coliseum Ascension Bead	Increases casting speed for a certain time
	Crucible Coliseum Recovery Bead	Restores HP/MP to full
	Crucible Coliseum Transformation Bead	Transforms into a powerful monster

- Bead items may only be used inside the Coliseum. They can be used again after a cooldown of 10 minutes.
- By using a Crucible Coliseum Transformation Bead, the character can transform into a monster for a certain period of time.





- Certain stats will increase while transformed and three new skills can be used:

Skills	Description
 Old Tree Curse	Inflicts 5,000 fire damage on a target within 25m. <ul style="list-style-type: none"> <li>➤ Target: selected target</li> <li>➤ Casting time: instantaneous</li> <li>➤ Cooldown time: 10 seconds</li> </ul>
 Vine Snare	Immobilizes a target within 25m for 5 seconds. <ul style="list-style-type: none"> <li>➤ Target: selected target</li> <li>➤ Casting time: instantaneous</li> <li>➤ Cooldown time: 10 seconds</li> </ul>
 Absorb Sap	Removes all altered states. <ul style="list-style-type: none"> <li>➤ Target: yourself</li> <li>➤ Casting time: instantaneous</li> <li>➤ Cooldown time: 30 seconds</li> </ul>

- Fixed a bug where the Noble Tac Officer's leather set did not appear properly.
- The legion cape will now appear the same regardless of race or gender.
- Fixed the bug that made the appearance of items previously appear in a defect way.
- Fixed a bug where the Special Ordnance Quartermaster in Inngison and Gelkmaros would sell items to enemy characters.
- The names of the newbie regions' gatherables have been changed as follows:





Elyos(Poeta)		Asmodian(Ishalgen)	
Before	After	Before	After
Aria	Aria	Azpha	Azpha
Mela	Mela	Raydam	Raydam
Ore	Iron	Iron	Iron

## NPC

- Some monster locations have been changed in the following locations: Kabarah Strip Mine / Agaric Spore Road and Timolia Mine in Poeta
- Some monster locations have been changed in the following locations: Arturoon Crossing, Ishalgen Prison Camp, Odella Plantation, and Dubaro Vine Canyon in Ishalgen
- We changed the monster placement and level to enable small group play in: Tursin Outpost, Tursin Garrison and Kraka's Den in Veteron
- We changed the monster placement and level to enable small group play in: Black Claw Outpost and Black Claw Village in Altgard
- We changed the monster placement and level to enable solo play in: certain areas of Kishar Village and the Indratu Barracks
- We changed the monster placement and level to enable solo play in: Hoarfrost Outpost.
- We fixed a bug with the Esoterrace boss, Dalia Charlands, where using certain skills on its summoned Greenfingers mobs would break their combat patterns.
- We fixed the issue in which the sensory skill used by Isbaryia the Resolute, the boss of Beshmundir, would apply to spirits as well.
- We fixed the issue in which Komu of the Crucible Challenge would not summon spirits before using the shield skill.
- The following NPCs have been removed due to "abnormal" behaviour. These NPCs will be corrected as soon as possible and put back into the game. Thank you for your cooperation.

Elyos	Asmodians
Sokios	Indalon
Salvius	Hodorski



## Quest

- New quests in the new regions of Sarpan and Tiamranta added:
  - Players can travel from Balaurea to Sarpan using the [Elyos] "Assault on Tiamaranta" or [Asmodian] "The Grand Assault" quest, which is automatically acquired at level 55.
  - The Tiamaranta campaign quest is acquired automatically at level 58.
- A new type of hunting quest to kill Balaur in the new area of Sarpan has been added.
  - A hunting quest in which one has to eliminate Balaur appears in four random "Dredgion Infiltration Zones".
  - Players who enter the area will receive hunting quests automatically. As soon as they take part in battle they will receive the quest and if the quest is successful, it will close automatically. Then the players will also receive their rewards.
- New organisations have been added that offer daily quests in Sarpan and Tiamaranta.
  - Daevas from a particular level can register at an NPCs that is in Sarpan.

Race	Level	Organisation Name	NPC
Both	55	Dark Cloudy Merchant Group	Chicorunerk

- Crafting quests related to construction have been added.
  - The skill level can be increased through construction quests
- A new crafting organisation has been added.
  - Masters above a certain skill level in any crafting profession can join the crafting organisation through the NPCs in the major cities
  - As soon as a player is the member of an organisation, he will receive a daily quest

Race	Level	Organisation Name	NPC
Elyos	29	Wrights of Dawn	Erno
Asmodians	29	Shapers of Dusk	Asharu

- New Daevonion quests added for level 60.
  - Players can obtain the level 60 Daevonion quest through an NPC in Sarpan
  - Players must complete all Tiamaranta and Sarpan quest with the exception of [Elyos] "The Lay of the Land" and [Asmodian] "Tiamarantan Training" quests in order to start the Daevonion quest.





Race	Level	Quest Name	NPC
E/A	60	First test to become Siel's Spear	Kahrun



- The new housing quest allows players to acquire a Studio.
  - The quest can be started in Oriel (Elyos) and in Pernon (Asmodian)
  - As soon as the housing quest is completed, players receive the “Homeward Bound” skill, by which you and your group members can travel directly to your house
- A quest has been added with which you can unlock an additional Greater Stigma slot.
  - Players can obtain the quest from the Stigma Masters in Sarpan.

Race	Level	Quest Name	NPC
Elyos	58	Stigma Master's Challenge	Bariunos
Asmodians	58	To Bear a Stigma	Vaut

- Quest indicators have been added to quest icons so that they can be more easily distinguished from normal items.

Old Icon	New Icon
 	 

- The quest descriptions for the Handicrafting Master have been changed
  - The progression of the quest, the experience points, the titles as well as the items have stayed the same
- The progression and rewards of some quests in the novice areas (Poeta/Ishalgen) have been changed.
- Changed the content of some missions and quests.
  - Changed the quantity of required items and the number of monsters
  - Changed the quest progression and completion NPCs
  - Because the monster difficulty was adjusted, some group quests have been changed to solo quests
- The rewards for missions and quests such as Kinah, consumable items, stigma shards and XP have been adjusted.
  - Experience points increased for 3,063 quests from level 10
  - Increased Kinah rewards, as well as consumable items and stigma shard rewards for 491 quests from level 10
- New quests added that allow you to acquire Kahrn's Symbols in Sarpan and Tiamaranta.
  - [Kahrn's Symbols] can be traded for equipment, accessories and special items



Region	Reward	NPC
<b>Sarpan</b>	Shield Steward	Leontidan
	Shield Exchanger	Kalinia
	Weapon Steward	Iskadar
	Armour Steward	Versin
	Accessory Steward	Dena
	Special Steward	Equous
	Weapon Exchanger	Yord
	Armour Exchanger	Bahar
	Accessory Exchanger	Midora
	Special Equipment Exchanger	Diero
<b>Tiamaranta</b>	Shield Steward	Phias
	Weapon Steward	Heilon
	Armour Steward	Leipaz
	Accessory Steward	Lussiel
	Weapon Exchanger	Ruias
	Armour Exchanger	Suni
	Accessory Exchanger	Ardia
	Shield Exchanger	Cremaon
	Special Steward	Aena
	Special Equipment Steward	Minasas

- The following items can be purchased with Kahrūn's Symbol:
  - Level 57 Heroic • Level 60 Heroic • Level 60 Fabled • Stufe 60 Eternal
- In order to purchase the next level item, you need the previous level item and Kahrūn's Symbol
- The desired item must be the same type of item as the previous level



### Example:

Reian Trainee's Azure Scale Sword + Kahrn's Symbol →  
Reian Legionary's Azure Scale Sword (can be purchased)

Reian Trainee's Azure Scale Sword + Kahrn's Symbol →  
Reian Legionary's Scale Sword (cannot be purchased)

- A new NPC for exchanging coins has been added.
  - Coin collectors, who exchange Radiant Tokens from the Elyos and Crusader Tokens from the Asmodians for Kahrn's Symbols has been added.

Race	Level	NPC
Elyos	55	Lucachinerk, Kururinerk
Asmodians	55	Kawarinerk, Horinrinerk

- Players may now acquire the Expert quest if their crafting level is 399 and they are at least level 29. This also applies to players that have not completed the "Steps Toward Handicrafting Expert" quest work order.
- An error in the follow-up quest "Fortress Interrupted", which you receive after completing the "Making a Sur-can't-a" quest from the NPC Silion has an error. The quest is currently switched off. The content of the quest will be corrected as quickly as possible.

## UI

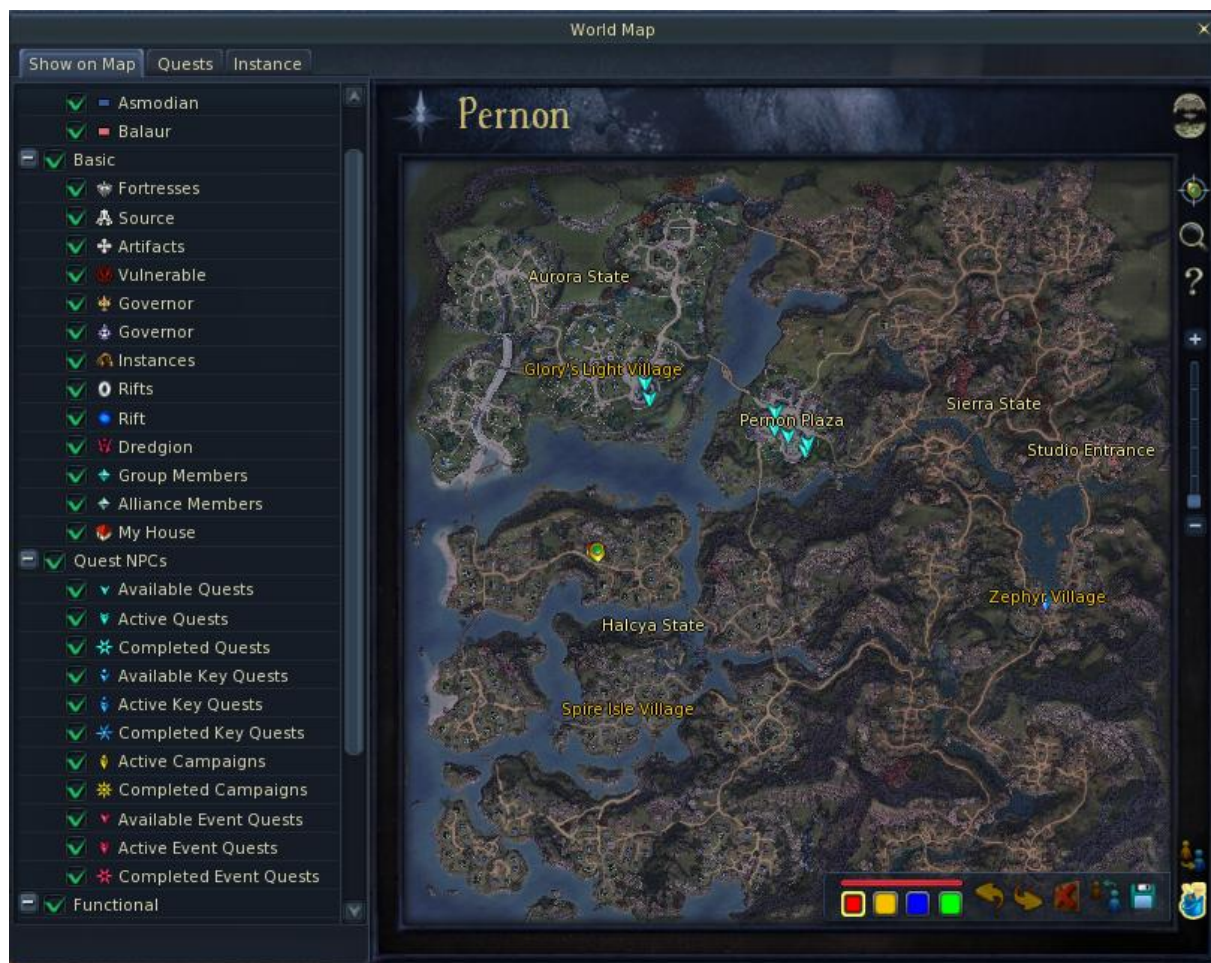
### Map Drawing

An option for drawing on the map and then sending the results to group, alliance or league members has been added.

- Click the paint bucket icon at the bottom of the map to toggle drawing mode. To deactivate it, the player must click on the symbol again.
- Use "send map" from the picture menu to send the map to your group, alliance, or league members.
  - Only the menu of the own group is activated.
- The map with the option "send map" that is sent to the union, only goes to the union leader and the vice leader.
- Group, alliance or league members who received the picture can view the picture by clicking the show picture button at the bottom of the map.
- You can save after drawing or import a saved picture.
- You can find the saved images as BMP image files in the AION directory folder under "UserMapPainting".
- Players can draw using 4 colours until the colour gauge is depleted.







## New Maps

Maps have been added for the following instances.

Instances Name			
Draupnir Cave	Fire Temple	Steel Rake	Adma Stronghold
Theobomos Lab	Udas Temple	Lower Udas Temple	Beshmundir Temple
Sky Temple Interior	Azoturan Fortress	Aetherogenetics Lab	Alquimia Research Centre
Indratu Fortress	Abyssal Splinter	Esoterrace	Nochsana Training Camp
Asteria Chamber	Right Wing Chamber	Left Wing Chamber	Sulfur Tree Nest
Chamber of Roah	Krotan Chamber	Kysis Chamber	Miren Chamber



## Further UI Changes

- The transparent map has been corrected, so that the display elements of the map are shown.
  - All display elements that appear when a player zooms all the way out, is shown on the transparent map.



- The “view detail” window option has been changed.
  - Information about a character’s wings can now be viewed
  - The direction of the arrow for switching weapons has been corrected
- Wings can now also be previewed.
- The values of the equipped wings are now automatically compared to the values of the selected wings.
- In Menu → Options, an option has been added so that the names of gatherable items are always shown.
  - If a player chooses this option, the names of the materials are always displayed
- Macros cannot last longer than a total of 290 secs.
  - Macros existing before the patch that are longer than 290 secs can no longer be used
  - New macros with over 290 seconds of delay will not be saved anymore
- Trade brokers have been updated with decoration and furniture categories.
- The issue where checking “auto-arrange windows” while in full screen mode that caused the chat window and transparent map to switch positions when logging in and out has been fixed.
- If players enlarged the transparent map and logged out without closing the transparent map, the map would open at a different location. This error has been fixed.



## Misc

### Graphic Options

- When logging in for the first time after the 3.0 update, all hardware that supports the advanced graphics will default to the advanced graphics engine.
- There is now a “High Quality Lighting Effects” section in the advanced graphics settings.

### Abyss

- Fixed the issue in which gates of the fortress in Balaurea would be affected by character heal skills.

### Siege Warfare

- 4 fortresses have been added to the Tiamaranta area.
  - The 4 fortresses can be seized every 3 hours
  - As soon as the fortresses become vulnerable, an Incarnation appears in each fortress.
  - The fortresses can be seized when the Incarnation disappears.
  - If the Incarnation is not defeated within 30 minutes of its appearance, it disappears and the siege ends.
  - An NPC appears after the siege to give quests that are rewarded with medals. Unlike with fortress battles, no medals will be dispensed by post at these siege battles.
  - All fortresses automatically revert back to Balaur control 5 minutes before turning vulnerable
  - If a race is in control of two or more of the 2 fortresses, an infiltration route to Tiamaranta’s Eye is created.
  - Control over the fortresses does not affect the influence ratio.



- 11 new artefacts have been added to Tiamaranta.
  - You need a Greater Temporal Stone to activate these artifacts
  - The artefacts have a 5-minute cooldown time



Artefact Name	Artefact Effect
Fissure Fault	Immediately inflicts powerful fissure damage on all enemies in the area
Fissure Rend	Makes all enemies fall within the area and inflicts magical damage
Gravity's Shock	Immediately inflicts powerful gravity damage on all enemies in the area
Gravity's Hold	Captures all enemies in the area in Aerial Snare
Wrath Storm	Immediately inflicts powerful Wrath damage on all enemies in the area
Wrath Mutation	Transforms all enemies in the area into Magma Spirits
Petrifying Smash	Immediately inflicts powerful Petrification damage on all enemies in the area
Golem Mutator	Transforms all enemies in the area into Crystal Golems and paralyses them
Chaos Rage	Inflicts 5,000 explosion damage on all enemies in the area after a 30 second delay
Tranquil Cloak	Restores the health of all allies in the area by 5% for 12 seconds
Center Shield	Slightly increases the defence of all allies in the area

