

# AION

## PATCH NOTES

### Update 8.3



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### Aphsaranta

1. Changed the corps of the Elyos and Asmodian factions in Aphsaranta.
  - a. Changed some agents and corps of the Elyos and Asmodians in Aphsaranta.

Faction	Classification	Agent	Corps
Elyos	Previously	Aigis	Aeon Shield
	New	Elcid	Storm Children
Asmodian	Previously	Misteltone	Swords of Shattering
	New	Palenote	Arrows of Perdition

- b. Added new corps quests.
  - c. Changed the corps for the posting quest.
  - d. Adjusted the previous corps glory teleportation conditions for the changes to corps glory.
  - e. The previous Aeon Shield/Swords of Shattering corps quests can no longer be undertaken.
2. Added a world raid.
    - a. This raid appears 12 hours after the Adad raid ends.
    - b. The world raid only appears at bases occupied by Elyos/Asmodians.
      - i. Apsu's Attack Drillers appear at such bases.
      - ii. The Attack Drillers build a shield which a Reian NPC tries to destroy. Protect the NPC while they try to do this.
  3. Added Treasure Hunt as an Unexpected Event.



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- a. There is a set probability of Special Teleporters and Apsu Ruins Treasure Chests appearing in the marked areas.
  - b. Special Teleporters and Apsu Ruins Treasure Chests disappear after 15 minutes.
  - c. Special Teleporters and Apsu Ruins Treasure Chests that disappear have a set probability of appearing again within 14 to 20 hours.
  - d. A special buff is received the first time the Apsu Ruins Treasure Chest is opened.
  - e. If you go to the final goal while the Special Teleporter is active, rewards can be received by opening the Apsu Ruins Treasure Chest.
4. Changed the probability of the Black Market Trader NPC appearing in Apsaranta.
  5. Fixed an error where the condition for the Adad raid appearing was sometimes applied incorrectly.

### Instances

1. Changed the number of weekly entrances for the following instances:

Instance	Previously	Updated
Fire Temple	Daily Gold Pack: 1 F2P: 1	<b>Wednesday, 9 AM</b> <b>Gold Pack: 5</b> F2P: 1
Hererim Mine	Daily Gold Pack: 1 F2P: 1	<b>Wednesday, 9 AM</b> Gold Pack: 1 F2P: 1
Taloc's Hollow	Wednesday, 9 AM Gold Pack: 3 F2P: 3	Wednesday, 9 AM <b>Gold Pack: 10</b> F2P: 3
Kubrinerk's Monster Cube Laboratory	Wednesday, 9 AM Gold Pack: 7 F2P: 5	Wednesday, 9 AM <b>Gold Pack: 3</b> <b>F2P: 1</b>
Senekta	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>
Stella Development Laboratory (easy)	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>
Hidden Minionite Warehouse	Wednesday, 9 AM Gold Pack: 4 F2P: 4	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>
Tower of Challenge (lower level)	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 2</b>



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Beninerk's Manor (easy)	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>
Ara Infernalía (easy)	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>
Beshmundir Storm Temple (easy)	Wednesday, 9 AM Gold Pack: 4 F2P: 2	Wednesday, 9 AM <b>Gold Pack: 2</b> <b>F2P: 1</b>

- Reduced the waiting time for Beninerk's Manor (easy/normal).
- Reduced the pursuit count of Mortasha in Ara Infernalía (easy/normal).
- After entering the Arena of Discipline, if the arena is left shortly before the round starts, the same penalties are applied as when giving up.
- The following changes were made to the Labyrinth:
  - Reduced the HP of Golem Spirit Nomura and his companions, and the combat scheme was changed.
  - Adjusted the prices of some items.

Scroll	Previously	Updated
Parchment	60 Vacuum Denarii	50 Vacuum Denarii
Vellum	150 Vacuum Denarii	110 Vacuum Denarii

## Fortress Battle

- Adjusted the times for the Fortress Battle.

Fortress Name	Thursday	Sunday
Inggison (Altar of Avarice, Temple of Scales)	9 PM – 9:25 PM	9 PM – 9:25 PM
Gelkmaros (Vorgaltem Citadel, Crimson Temple)	9 PM – 9:25 PM	9 PM – 9:25 PM
Eye of Reshanta (Divine Fortress)	9 PM – 9:25 PM	9 PM – 9:25 PM
Red Katalam (Bassen)	9:30 PM – 9:55 PM	-
Red Katalam (Prades)	-	9:30 PM – 9:55 PM

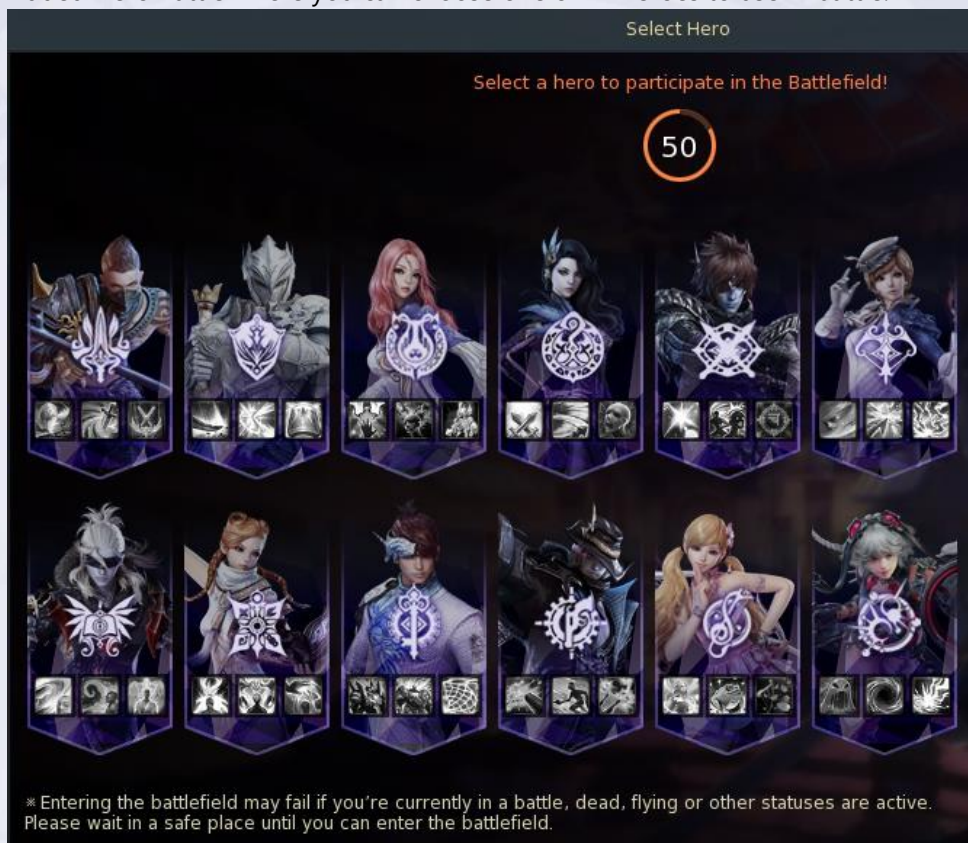
- Fixed error: During the Prades Fortress Battle some objects were previously displayed unnaturally.
- Modified the attributes of individuals that appear during the Fortress Battles in Inggison, Gelkmaros and Eye of Reshanta.

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### Hero Battle

- Added Hero Battle where you can choose one of 12 heroes to use in battle.



- You can register for Hero Battle via the Entry Request: Battlefield button.
- Hero Battle takes place in the Arena of Chaos.

Max. Players	Entry Level
Up to 8 players	From level 1

- Hero Battle also takes place in the Arena of Cooperation.

Max. Players	Entry Level
Up to 9 players (3 teams)	From level 1

- The days on which you can take part in the Arena of Chaos and Arena of Cooperation are:

Day	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Battlefield	Chaos	Co-operation	Chaos	Co-operation	Chaos	Co-operation	Chaos/Co-operation
Time	12 PM to 1 PM, 7 PM to 8 PM, midnight to 1 AM						



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3. The shortcuts and Quickbars configured in the Arena of Chaos/Cooperation can be saved as a file and used. (...AION\_KR\HeroBattlefield.cfg)
4. The skill stats of some classes have been adjusted in the Hero Battlefield.
5. Hero Battle features the following for your hero selection:
  - a. An 'Assemble Class Stigma Skill' selection button has been added to the hero selection window.
  - b. Adjusted Chain Skills can be saved for each hero.
  - c. If entry to the battlefield fails due to combat or death, a re-entry button is displayed.
6. When participating in the Arena of Chaos/Cooperation, Hero's Trophies are awarded according to rank:
  - a. Arena of Chaos

1st Place	2nd Place	3rd Place	4th Place	5th Place	6th Place	7th Place
x15	x10	x7	x3	x3	x3	x3

- b. Arena of Cooperation

1st Place	2nd Place	3rd Place
x13	x5	x2

- c. Hero's Trophies can be exchanged by Elyos in the Inggison Illusion Fortress and by Asmodians in the Gelkmaros Fortress for useful items from the Battlefield Briefing Officer, or for Abyss Points from the Lugbug.

### Battlefield

1. Removed the following battlefields and arenas:
  - a. Kamar Battlefield
  - b. Runatorium
  - c. Illumiel
  - d. Raging Valley
  - e. Neviwind Canyon
  - f. Genesis Battle Arena
  - g. Golden Crucible (3 vs. 3)
  - h. Ashunatal Dredgion
  - i. Arena of Cooperation (used before 8.3)
2. Removed the quests for the following battlefields and arenas:
  - a. Kamar Battlefield
  - b. Runatorium

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- c. Illumiel
  - d. Raging Valley
  - e. Neviwind Canyon
  - f. Genesis Battle Arena
  - g. Golden Crucible (3 vs. 3)
  - h. Ashunatal Dredgion
  - i. Arena of Discipline/Cooperation
3. Battlefield Coins can no longer be obtained.
- a. Existing Battlefield Coins can be exchanged for Hero's Trophies from the NPC in the capitals as well as in Inggison or Gelkmaros.

### Matching System

1. Improved the entry method for instances.
- a. UI: Changed the term 'Instance Info' to 'Instanced Zone'.
  - b. Added a button for instances to the main screen.
  - c. 1-player instances can be entered instantly via the Instanced Zone interface.
- This does not apply to the following instances:
- i. Hererim Mine
  - ii. Unstable Hall of Knowledge
  - iii. Kubrinerk's Monster Cube Laboratory

### Missions

1. Removed the following Lugbug missions:
- a. Removed the following mission due to the change in the entry number for Hererim Mine:

Day	Level	Mission Name
Mon, Wed, Fri, Sun	From level 76	[Lakrum] Where is the Rim Ore?

2. Added Lugbug missions related to the battlefields.

Day	Level	Mission Name
Mon, Wed, Fri, Sun	Level 1 to 75	[Universal] This Is How We Become Heroes
Mon, Wed, Fri, Sun	From level 76	[Universal] This Is How We Become Heroes

3. Removed the Lakrum mission.
4. Changed the missions in Apsaranta and in some instances.
5. Added new missions that can be carried out in Inggison/Gelkmaros.



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### Quests

1. Removed the Windstream quest.
2. Monsters related to the Windstream quest have also been removed.
3. Removed the Inanna episode in the Raging Valley and adjusted the pre-quest info for the following episode.

### Wardrobe

1. Fixed error: Previously, the combat movement was not cancelled and the weapon was displayed unnaturally when battle mode was activated in the preview and then the appearance of the wings was checked.
2. Fixed error: Previously, two-handed weapons were displayed in the preview as if they were held in just one hand.

### Character

1. Fixed error: Previously, the inactive movement was displayed when using Glowing Signal, Enemy Glowing Signal, Fire Signal or Enemy Fire Signal.
2. Altered the appearance of Hipster Dragon Robe.
3. Modified the appearance of Classy Mafia Clothing.

### NPC

1. Added the Battlefield Briefing Officer NPC to Inggison Illusion Fortress and Gelkmaros Fortress.
2. Added the Sky Weapon quest NPC to Inggison Illusion Fortress and Gelkmaros Fortress.
3. Corrected typos in the dialogues of some NPCs in Guardian/Archon Garrisons in Apsaranta.
4. Modified the functions of some NPCs.

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### Items

1. Fixed an error where appearance items from the Gold Sand Shop were displayed in the preview as dyed when dyed gear was equipped.
2. A change was made to the item that can be obtained by combining Ultimate Fragment of Memory and Ultimate Transformation Breath.
  - a. Changed Lord's Transformation Contract (2 types) to Chest: Ultimate Lord's Transformation.

Previously	Updated
Lord's Transformation Contract (2 types)	Chest: Ultimate Lord's Transformation

3. Corrected the typo in the gear description of Apsu's ShriII Shoes.

### Magical Crafting

1. Added new formulas for magical crafting.
  - a. New Magical Crafting for Ultimate Spiked Equipment Chest, Bitter Ice Equipment Chest and Bitter Ice Wings Chest.
  - b. Ultimate Spiked Equipment Chest, Bitter Ice Equipment Chest and Bitter Ice Wings Chest can be crafted using Insignias of Experience and Ultimate Magic Crystals.
  - c. New Magical Crafting for Ultimate Magic Chest, Legendary Magic Chest and Ancient Magic Chest.
  - d. Ultimate/Legendary/Ancient Magic Chests can each be crafted using 100x Ultimate/Legendary/Ancient Magic Crystals.
  - e. The following items can be obtained from Ultimate/Legendary/Ancient Magic Chests:

Magic Chest	Result
Ancient Magic Chest	Legionary's Ancient Esoterrace Equipment Chest
	Legionary's Ancient Esoterrace Accessories Chest
	Legionary's Ancient Esoterrace Feather Chest
Legendary Magic Chest	Legendary Ambush Equipment Chest
	Legendary Ambush Accessories Chest
	Legendary Ambush Feather Chest
Ultimate Magic Chest	Ultimate Spiked Equipment Chest
	Bitter Ice Equipment Chest
	Bitter Ice Wings Chest



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	Ultimate Ambush Equipment Chest
	Ultimate Ambush Accessories Chest
	Ultimate Ambush Feather Chest
	Ultimate Black Feather Equipment Chest
	Ultimate Black Feather Accessories Chest
	Ultimate Black Feather Feather Chest
	Ultimate Flaming Altar Accessories Chest
	Ultimate Flaming Altar Feather Chest
	Ultimate Burning Altar Accessories Chest
	Ultimate Burning Altar Feather Chest

### Environment

1. The character now cannot be attacked for a set time following resurrection at the Bind Point in Apsaranta.
2. Fixed an error that allowed you to get to a certain place in Phano Gate in Inggison.
3. Fixed an error that allowed abnormal entry to the Windstream in the terrain around Taloc's Hill in Inggison.

### Inggison/Gelkmaros

1. Fixed error: Previously, the character was sometimes unable to leave the Windstream after using it.

### UI

1. Fixed error: Previously, the UI layout of the chat window, Quickbar etc. was not retained.
2. Fixed error: Previously, the Attempts button in the Stigma Enchantment UI was activated incorrectly.
3. Fixed an error where the maximum value of the target enchantment level was displayed in the Stigma Enchantment UI.
4. Fixed an error where the item select button did not activate when hovering over the item slot for Stigma enchantment materials.
5. Fixed an error where the registered Stigma was not used when registering a Stigma in the Profile window (P) and the profile was closed using the shortcut key.

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- Fixed an error where the character was displayed unclothed under 'Show details'.
- Changed the listing of instances in the Instances window according to the following rules:

Display Priority	List
1st priority	Event instances
2nd priority	1-player instances Group/alliance instances Legion instances Instances in the opening area
3rd priority	1-player battlefields Group battlefields Alliance battlefields
4th priority	Instances and battlefields where the entry level is not met or all entries have been used.

### Skills

- Corrected some battle schemes of the named monster Namtar in the Heart of Apsaranta.
- Modified the Saving Grace skill so that it can now only be used on player characters.
- Changed some skill effects.
  - Gladiator

Skill	Previous Effects	Altered Effects
Combat Preparation	Phys. attack: +800 Add. PvP attack: +800 Add. PvP defence: -600 Phys. defence: -600 Mag. defence: -600	Phys. attack: +800 Add. PvP attack: +800 Add. PvP defence: -600
Defence Preparation	Mag. defence: +800 Phys. defence: +800 Add. PvP defence: +800 Phys. attack: -600	Mag. defence: +800 Phys. defence: +800 Add. PvP defence: +800

- Templar

Skill	Previous Effects	Altered Effects
Punishment	Phys. damage 2x multicast	Phys. damage 2x multicast <b>Increased crit strike</b>
(Improved) Punishment	Phys. damage 2x multicast	Phys. damage 2x multicast <b>Increased crit strike</b>



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### c. Assassin

Skill	Previous Effects	Altered Effects
Speed's Shadow	3 sec. normal stealth mode You can use 1 magic buff on yourself and still remain in stealth mode.	<b>6 sec.</b> normal stealth mode You can use 1 magic buff on yourself and still remain in stealth mode.
(Improved) Speed's Shadow	5 sec. normal stealth mode You can use up to 2 magic buffs on yourself and still remain in stealth mode.	<b>9 sec.</b> normal stealth mode You can use up to 2 magic buffs on yourself and still remain in stealth mode.

### d. Chanter

Skill	Previous Effects	Altered Effects
Seismic Blast	Phys. damage Using the skill consumes 7% of your HP.	Phys. damage Using the skill consumes <b>3,000</b> HP.
(Improved) Seismic Blast	Phys. damage Using the skill consumes 7% of your HP.	Phys. damage Using the skill consumes <b>3,000</b> HP.

### e. Sorcerer

Skill	Previous Effects	Altered Effects
Winter Binding	Cooldown: 30 sec.	Cooldown: <b>22 sec.</b>

### f. Painter

Skill	Previous Effects	Altered Effects
Colour Shield	Phys. damage defence Max. protection from protective shield: 100,000	Phys./ <b>mag.</b> damage defence Max. protection from protective shield: <b>50,000</b>
Petrification (Instant Petrification/New Work/(Improved) New Work/Masterpiece/Imprisonment)	Petrification target Increased phys./mag. defence	Petrification target <b>Greater increase</b> of phys./mag. defence

### g. General

Skill	Previous Effects	Altered Effects
Remove Shock	Resistance to shock statuses: +2,000 (7 sec.)	Resistance to shock statuses: <b>+5,000 (6 sec.)</b>

### 4. Changed some Oath skill effects.

#### a. Recalculated the effect of Expose Vulnerability.

On attack, the crit strike rate of Expose Vulnerability is applied in a first pass,

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then an additional probability for a crit strike by the character is added, and so the final crit strike rate is recalculated.

Skill	Previous Effects	Altered Effects
Legendary: Oath [Expose Vulnerability] Lvl 1	+10% additional crit strike rate (with a certain probability)	+ <b>35%</b> additional crit strike rate (with a certain probability)
Legendary: Oath [Expose Vulnerability] Lvl 2	+12.5% additional crit strike rate (with a certain probability)	+ <b>37.5%</b> additional crit strike rate (with a certain probability)
Legendary: Oath [Expose Vulnerability] Lvl 3	+15% additional crit strike rate (with a certain probability)	+ <b>40%</b> additional crit strike rate (with a certain probability)
Ultimate: Oath [Expose Vulnerability] Lvl 1	+20% additional crit strike rate (with a certain probability)	+ <b>45%</b> additional crit strike rate (with a certain probability)
Ultimate: Oath [Expose Vulnerability] Lvl 2	+25% additional crit strike rate (with a certain probability)	+ <b>50%</b> additional crit strike rate (with a certain probability)
Ultimate: Oath [Expose Vulnerability] Lvl 3	+35% additional crit strike rate (with a certain probability)	+ <b>60%</b> additional crit strike rate (with a certain probability)

- b. The Corrosion skills have no direct effect but increase the effect of other skills through 'corrosion'. However, due to their short duration, their combination with other skills was previously difficult. We have modified the duration of Corrosion skills to counteract this.

Skill	Previous Effects	Altered Effects
Oath [Corrosion] (all)	Effect lasts 5 sec.	Effect lasts <b>7 sec.</b>

- c. The effect of Harden skills previously lasted 5 sec., but as soon as the complete number of parries was activated, the buff disappeared. In combat with several enemies, the buff disappeared so quickly that its effect was unsatisfactory. We have therefore removed the activation number so that the buff lasts longer. Now you can activate Harden right away and advance fearlessly into enemy ranks.

Skill	Previous Effects	Altered Effects
Legendary: Oath [Harden] Lvl 1	Parry 2x for 5 sec. Phys. defence: +100	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +100
Legendary: Oath [Harden] Lvl 2	Parry 2x for 5 sec. Phys. defence: +200	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +200
Legendary: Oath [Harden] Lvl 3	Parry 2x for 5 sec. Phys. defence: +300	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +300



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Ultimate: Oath [Harden] Lvl 1	Parry 3x for 5 sec. Phys. defence: +500 15% Reflect Strike rate	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +500 15% Reflect Strike rate
Ultimate: Oath [Harden] Lvl 2	Parry 4x for 5 sec. Phys. defence: +600 20% Reflect Strike rate	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +600 20% Reflect Strike rate
Ultimate: Oath [Harden] Lvl 3	Parry 5x for 5 sec. Phys. defence: +800 30% Reflect Strike rate	Parry <b>all phys. attacks</b> for 5 sec. Phys. defence: +800 30% Reflect Strike rate

- d. Wound Care skills are known for their powerful effects. Due to these effects and their duration, the survival rate was excessive, so the duration needed to be rebalanced.

Skill	Previous Effects	Altered Effects
Oath: [Wound Care] (all)	Effect lasts 5 sec.	Effect lasts <b>4 sec.</b>

5. Class S minions now have the same skill range as a regular buff (20 metres).

Skill	Previous Effects	Altered Effects
[Evolution] Soul Wave	Range: Group members within 10 metres	Range: Group members within <b>20 metres</b>
[Evolution] Glacier Veil of Wrath		
[Evolution] Repeated Jolting Strike		
[Evolution] Weda's Splendour		
[Evolution] Energy Concentration		