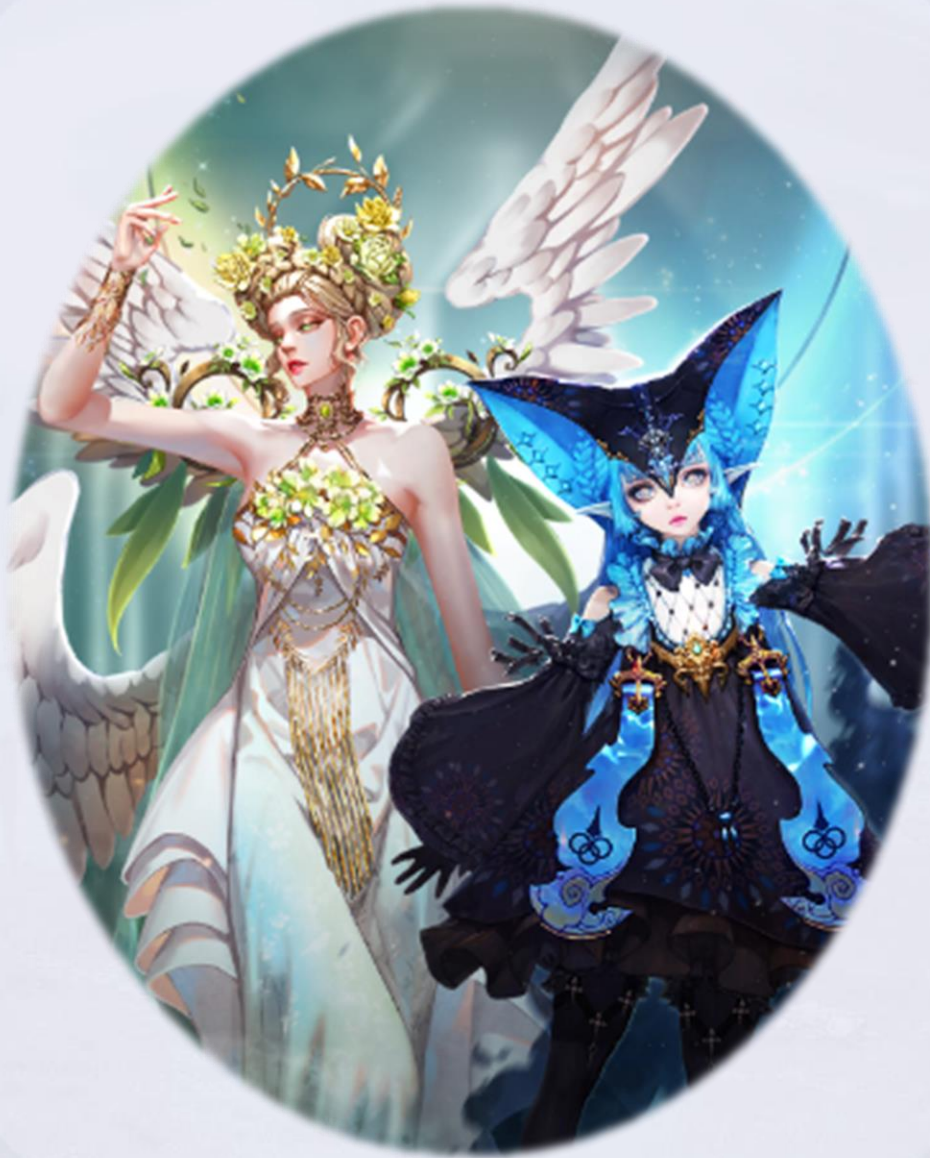


# AION

## PATCH NOTES

### Update 8.4



# AION

## PATCH NOTES

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## PATCH NOTES

### Aphsaranta

1. Changed the lords of the Elyos and Asmodians in Aphsaranta.
2. Changed the corps of the Elyos, Asmodian and Neutral factions in Aphsaranta.

Faction	Corps	Agent	Corps Name
Elyos	Yustiel	Efim	Life Debt
		Ibis	Nature Breath
Asmodian	Lumiel	Harun	Wise Judgement
		Boron	Creed Omen
Neutral	Shulack	Dorakiki the Bold	Nightshade Clan
	Rakuri	Maned Mauri	Ancient Clan

- a. Added a new corps quest.
  - b. Changed the corps for the posting quest.
3. Changed the agents taking part in the Agent Battle in Aphsaranta.
  4. Modified the requirements for using the base teleporters at the Guardian and Archon Garrisons.
    - a. The teleporters are activated once allies have captured the garrison. Teleportation is possible with fulfilled Glory requirements and the use of a Teleport Scroll: Aphsaranta Garrison.

Faction	Teleporter	Capture condition	Glory condition
Elyos	4th Base	Capture 4th Base	Not applicable
	7th Base	Capture 7th Base	Reach Glory level 2 in the Nature Breath Corps
	8th Base	Capture 8th Base	Reach Glory level 2 in the Life Debt Legion
Asmodian	4th Base	Capture 4th Base	Not applicable
	7th Base	Capture 7th Base	Reach Glory level 2 in the Wise Judgement Legion
	8th Base	Capture 8th Base	Reach Glory level 2 in the Credo Omen Corps

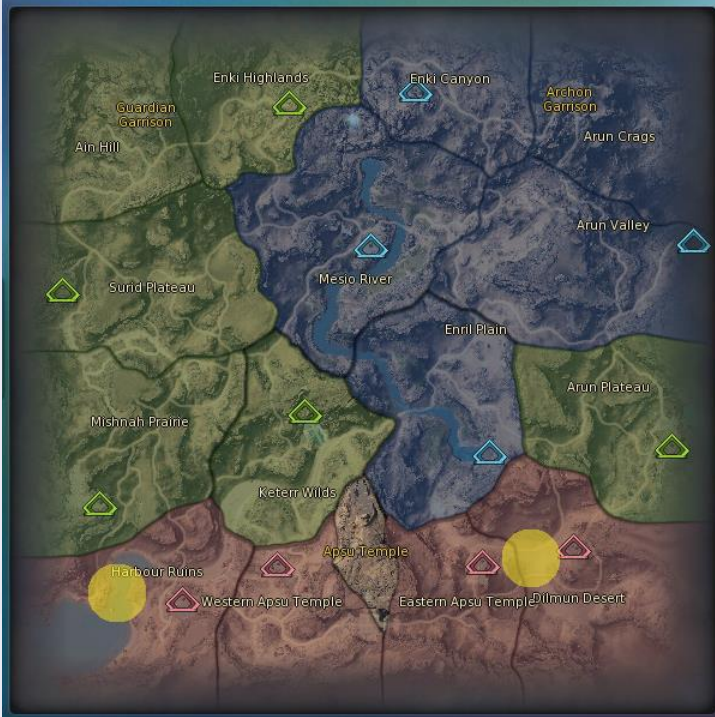
5. Improved the Aphsaranta World Raid.
  - a. 'Apsu Corps Invasion' appears separately from 'Adad'.
    - i. When you enter Aphsaranta, the minimap will show when the Apsu Corps Invasion begins.
    - ii. Each time you capture a base, the time until the Apsu Corps appears is reduced by a certain amount of time.

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## PATCH NOTES

6. Added two further variations of the 'Treasure Hunt' Unexpected Event.

### Aphsaranta



- a. 'Treasure Hunt at the Harbour Ruins'
  - i. A Special Teleporter and Treasure Chest appear in the Harbour Ruins 30 minutes before the start of the Adad World Raid.
  - ii. The Harbour Ruins Special Teleporter and Treasure Chest disappear 15 minutes after they appear.
  - iii. A special buff is granted the first time the Harbour Ruins Treasure Chest is opened.
  - iv. If you teleport to the last base while the Special Teleporter is visible, you receive an Opened Harbour Ruins Treasure Chest.
- b. 'Treasure Hunt in the Dilmun Desert'
  - i. A Special Teleporter and Treasure Chest appear in the Dilmun Desert 30 minutes before the start of the Legion Invasion Raid.
  - ii. The Special Teleporter and Treasure Chest disappear 15 minutes after they appear.
  - iii. A special buff is granted the first time the Desert Treasure Chest is opened.
  - iv. If you teleport to the last base while the Special Teleporter is visible, you receive an Opened Desert Treasure Chest.

7. Changed some areas in Aphsaranta.

# AION

## PATCH NOTES

### Instances

1. Reworked the Labyrinth instance.

- a. Changed the max. players and entry number.

Max. players/entry number (previously)	Max. players/entry number (updated)
2–6 players/ 4 times per week (Gold Pack), Twice per week (Free User)	2–3 players/ Twice per week (Gold Pack), Once per week (Free User)

- b. Changed named monsters in some stages.

Stage	Previously	Updated
Second Stage	Grand Chieftain Kasika Princess Karemiwen	King Consierd Andre
Third Stage	Brass-Eye Grogget	Princess Karemiwen
Fourth Stage	Lord Lannok	Brass-Eye Grogget
Hidden Stage	Unstable Triroan	Grendal the Witch

- c. Changed the attributes of some named monsters.
  - d. Changed the attributes of Manduri Feed and Manduri Water Barrel.
  - e. Changed some of the Black Market Trader's items for sale.
2. Fixed error: It was not possible to leave the group if you had used the instance exit or Return in Makarna of Bitterness (normal/hard) or Labyrinth.
  3. Change when leaving an instance:
    - a. If you join an instance inside a fortress in Inggison/Gelkmaros via the Matching System, you will reappear outside the fortress when you leave the instance.
    - b. If you join an instance inside the Eye of Reshanta via the Matching System, you will reappear at the Obelisk when you leave the instance.
    - c. If you join an instance in South Katalam via the Matching System, you will reappear at the Obelisk when you leave the instance.
  4. When entering the Kerub instance via the NPC Kerub, a modified notice is displayed if matching is currently in progress.
  5. When leaving the Heart of Apsaranta, the teleport only leads to the faction's main garrison.
  6. Fixed error: If you leave a solo instance to re-enter it on another server, you now also receive the option to re-enter it instead of only restarting.

# AION

## PATCH NOTES

### Arena

1. Changed the reset time in the Arena of Discipline.

Previously	After
Mondays at 1 AM	Wednesday at 9 AM

2. The Arena of Cooperation remains closed in the Hero system.
3. The Arena of Chaos now opens in the Hero system daily at midday–1 PM, 7 PM–8 PM, midnight–1 AM.

### Battlefield

1. Modified the reminder notification about the time of the battle on the battlefield.

### Fortress Battle

1. Added the defence battle for the Bassen Fortress, Prades Fortress and Divine Fortress.
2. Changed the maximum number of captures for the Bassen Fortress, Prades Fortress and Divine Fortress to 3 times each.
3. Added teleport NPCs for the Bassen Fortress, Prades Fortress and Divine Fortress.
  - a. They can be used by the conquering faction.
  - b. Uses an Integrated Return Scroll.
4. A transformation into a Guardian General is now possible in the areas of the Bassen Fortress and Prades Fortress.
5. Modified the attributes of the Guardian General and the Castle Gate in Bassen Fortress and Prades Fortress.
  - a. Modified the battle scheme of the Guardian General in Bassen Fortress and Prades Fortress.
6. Added <Merchant for Special Consumables> and <Consumables Distributor> at the outposts of both factions in Red Katalam (South).
7. Modified the damage values of the Air Defence Artillery and Usable Artillery in Bassen Fortress and Prades Fortress.

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## PATCH NOTES

8. Added Magic Projectiles.
  - a. Each faction can purchase them from the <Ingredient Distributor> for Abyss Points.



- b. Magic Projectiles are consumed when using the skills of the Air Defence Artillery and Usable Artillery.
9. The <Consumables Distributor> in the Divine Fortress now stocks the Integrated Return Scroll.
10. Modified the attributes of the Castle Gates of Inggison Fortress and Gelkmaros Fortress.
11. Modified the attributes of some monsters that appear during the Inggison/Gelkmaros Fortress Battle.
12. Fixed error: The character no longer gets stuck in some places in the Prades Fortress.

### Lord's Relic

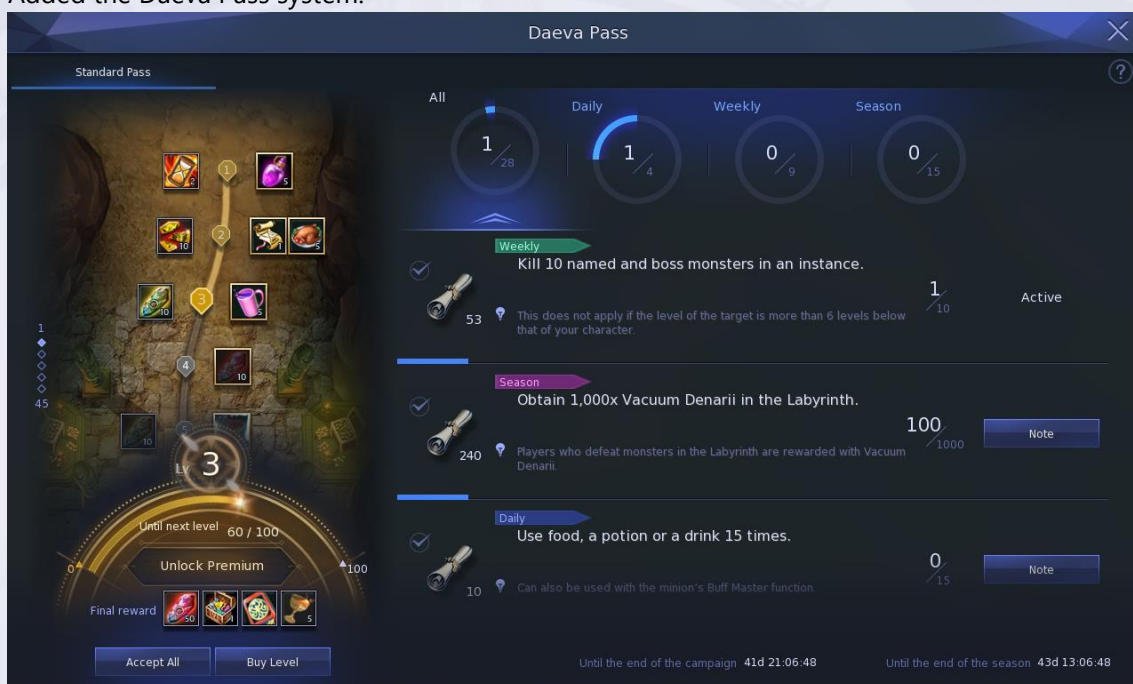
1. Added new Lords' Relics: Yustiel's Relic and Lumiel's Relic.
2. Added a new Lord's Sacred Water.
  - a. Players can go to the respective faction's Base Communicator to exchange the Sacred Water for Corps Insignias.
  - b. This item can also be crafted via magical crafting.
3. Removed Lord's Sacred Water from the 2nd season (Nezekan and Zikel) from the game.
4. Fixed error: The reward for reaching the Lord's Relic level is now awarded correctly.

# AION

## PATCH NOTES

### Daeva Pass

1. Added the Daeva Pass system.



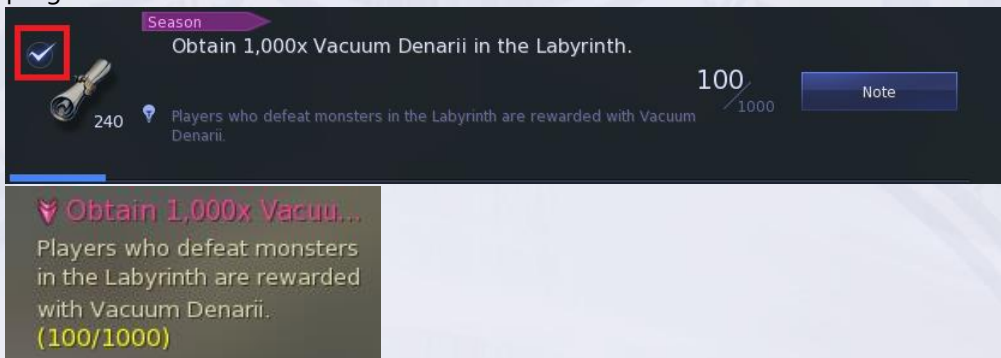
2. Enter the system via the keyboard shortcut [SHIFT + '] or the link in [Start menu] – [Daeva Pass].
3. The Daeva Pass Level increases with daily, weekly and seasonal campaigns. You receive a reward for each level.
  - a. Campaigns take place daily, weekly and seasonally and are reset at 9 AM.
  - b. Each campaign has its own XP, which can be viewed in the campaign list.
4. If the premium reward is unlocked, additional rewards are added.
5. Even if a campaign is not completed, a level can be bought via 'Buy Level' and the corresponding reward can be collected.
6. A Daeva Pass is created for each character.
  - a. Each character on the account can complete daily, weekly and seasonal campaigns and collect the related rewards.
  - b. 'Unlock Premium' and 'Buy Level' are also purchased per character.



# AION

## PATCH NOTES

7. During missions, clicking in the top-left opens the Quest Indicator so that mission progress can be viewed.



8. Missions can be completed until the message 'Campaign Ended' appears. Once this time expires, the mission ends and no more XP can be earned.
9. Once a season ends, the rewards can be collected in the Daeva Pass. Unclaimed rewards are sent by post.

### Missions

1. Deleted Lugbug's mission.
2. The NPC Lost Lugbug/Lugbug no longer appears in the following locations:
  - a. Red Katalam
  - b. Dumaha
  - c. Lakrum
3. Grinning Lugbug no longer appears at the end of the Fortress Battle.

### Kerub's Short Tutorial

1. Added a new season to Kerub's Short Tutorial.
  - a. Various items are available in the missions in Kerub's Short Tutorial.
2. Kerub's Short Tutorial can be completed from level 76 onwards.

# AION

## PATCH NOTES

### Transformations

1. New transformations have been added.

Class	Transformation	Attribute
Ultimate	Yustiel	Attack speed +55% Casting speed +50% Movement speed +100% Healing boost +90 Additional PvP attack +620 Additional PvE attack +420 Additional PvP defence +170 Additional PvE defence +170 Accuracy +520 Magical accuracy +378 Physical crit strike +420 Crit spell +420
	Lumiel	Attack speed +50% Casting speed +55% Movement speed +100% Healing boost +80 Additional PvP attack +620 Additional PvE attack +420 Additional PvP defence +170 Additional PvE defence +170 Accuracy +378 Magical accuracy +520 Physical crit strike +420 Crit spell +420

2. New transformation collections have been added.

Collection	Stats
Hand of Life	Phys./magic attack +391
Wise Ones	Phys./magic attack +391
Magnificent	Crit strike/crit spell +120

### Quests

1. Added Lord's Sacred Water to the rewards for level 2 posting quest for the Life Debt, Nature Breath, Wise Judgement and Creed Omen Corps.
2. Mystery Rift quests can no longer be accepted.

# AION

## PATCH NOTES

3. Fixed error: The quests for Protector of Life and Protector of Wisdom can now be completed without issues.

### Items

1. Fixed error: When buying some items, the correct price of 1 Kinah instead of 0 Kinah is now displayed.
2. Appearance modification items cannot be placed in minion slots for magic items.
3. Changed the cooldown of the Ancient Recovery Drug to 1 minute.
4. Changed the effect of the Ancient Recovery Potion to: 'Regenerates 2,000 HP and 1,700 MP every 3 sec. for 30 sec.'
5. Fixed error: Purchase locations of items are now indicated correctly in the item guide.
6. Added 4 new types of consumables.

Faction	Seller		Item for sale
Elyos	Gold Sand Shop		Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Recovery Drug
	Inggison	Borriello	Roast Chicken, Fruit Juice
		Lionel	Ancient Recovery Potion, Ancient Recovery Drug
	Aphsaranta	Orian	Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Recovery Drug
Asmodian	Gold Sand Shop		Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Recovery Drug
	Gelkmaros	Amrabat	Roast Chicken, Fruit Juice
		Gennaro	Ancient Recovery Potion, Ancient Recovery Drug
	Aphsaranta	Pyurak	Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Recovery Drug

7. When selling Hero's Trophies, you now receive a sale price of 200,000 Abyss Points.
8. Added runes for the transformations of Yustiel and Lumiel.

Lord	Attack Rune	Support Rune	Enhancement Rune
Yustiel	Life Attack Rune	Life Support Rune	Life Enhancement Rune
Lumiel	Wisdom Attack Rune	Wisdom Support Rune	Wisdom Enhancement Rune

- a. The runes can be obtained by combining the Powerful Rune Chest and Major Rune Fragment.

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## PATCH NOTES

### Character

1. Changed the number of Abyss Points deducted when a player character dies.
2. The maximum number of Abyss Points that can be acquired by a single player is reset at a different time.
3. Modified the maximum number of Abyss Points that one faction can acquire by defeating the other.
4. Modified the reset interval and the deduction of the maximum number of Abyss Points that one faction can acquire by defeating the other.
5. More Abyss Points are now obtained when defeating the opposing faction.

### NPCs

1. Renamed <Crafting Material Distributor> in Inggison and Gelkmaros to <Ingredient Distributor>.
2. Changed the dialogue for some NPCs.
  - a. Inggison/Gelkmaros: Lakrum, North Dumaha, Katalam, Abyss Rift to Apsaranta
  - b. Silentera Canyon: Tempus Fugit Entrance, Underground Rift and Underground Fissure
  - c. Inggison Outpost: Rollia

### Magical Crafting

1. Added new formulas for magical crafting.



# AION

## PATCH NOTES

- a. New magical crafting for: Suspicious Transformation Contract (62 types) and Suspicious +9 Stigma Selection Box.
- b. There is a certain probability of obtaining the higher results Suspicious Ancient Transformation Contract (18 types) and Suspicious +12 Stigma Selection Box.
- c. The crafting material Suspicious Power Shard is available in the Labyrinth.
2. Added a new formula for magical crafting of the Heroic Plunder Box.
  - a. 50 Hero's Trophies and 1 Void Box are required for it.
  - b. Heroic Plunder Boxes can be sold via Trade Brokers.
  - c. Void Boxes can be purchased from the <Merchant for Magical Crafting Items> in Inggison Illusion Fortress and Gelkmaros Fortress.

### UI

1. Fixed error: Tab position in the ranking menu was sometimes changed.
2. Corrected tab width of 'Normal, Large, Powerful, Event and Favourites' and the position of displayed hints in the Item Collection window.
3. When registering a cross-server recruiting announcement, the 'Register' button is changed to 'Change request'.
4. Fixed error: Character names and server names could not be viewed in the Hero Battlefield UI if they were too long.
5. Fixed error: Activated character toggle skills were previously also shown as activated in the Hero Battlefield menu.
6. Fixed error: If 'Auto-Arrange Windows' is selected in the system menu, the map opens the posting quest window correctly again.
7. Fixed error: For manastone socketing for equipment, the enchantment attempts can only be entered correctly.
8. Fixed error: When Makarna of Bitterness (normal) is selected and group allocation starts, all instances are no longer displayed during the group search.
9. Fixed error: Asmodian characters now see the correct faction in the corps glory window when leaving the Arena of Chaos.

### Miscellaneous

1. Fixed error: The message 'Entering the instance failed' was displayed when the instance was re-entered by one person.
2. Fixed error: Some emotes could not be executed via chat command.

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## PATCH NOTES

3. Modified some chat commands for emotes.
4. Modified the tooltips for the Wound Care and Wound Care – Revival skills.
5. If [Event] Tame Dark Tiger (30 days) is registered in the mount cube, the name is shortened to [Event] Tame Dark Tiger.
6. The Football Jersey can no longer be dyed.
7. Fixed error: When a character is deleted, the waiting time no longer prevents logging in.
8. Fixed error: There is no longer a delay when switching to the Battlefield Server.
9. Fixed error: When logging in to the Battlefield Server again after dying, you are no longer reborn with full HP and MP.
10. Fixed error: The mount cube cannot be used in stealth mode.

### GF Features

1. Added new permanent Hero Trials quests.
  - ※ Quests and rewards can change at any time.
    - a. They consist of 25 weekly quests that involve hunting monsters and world bosses and infiltrating enemy areas, among other things.
    - b. More rewards can be obtained in another weekly quest that requires the completion of several Hero Trials quests. The rewards for this quest follow a 6-week cycle, after which they repeat.

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## PATCH NOTES

### Skills

1. Using the Winter Binding Sorcerer skill no longer consumes MP.
2. Modifies forbidden skills in Inggison, Gelkmaros, Apsaranta, Lakrum, Dumaha, Red Katalam (North) and Red Katalam (South).
3. Changed some skill effects.
  - a. Gladiator

Skill	Previous Effects	Altered Effects
Fury Absorption (Hero Battlefield)	Absorption amount unlimited	Absorption limit: <b>5,000</b>
Enhanced Fury Absorption (Daevanion Trait)	Absorption amount unlimited	Absorption limit: <b>5,000</b>
Exhausting Wave (Improved) Exhausting Wave	Absorption amount unlimited	Absorption limit: <b>7,000</b>
Revival Wave (Improved) Revival Wave	Absorption amount unlimited	Absorption limit: <b>10,000</b>
Shattering Blow (Improved) Shattering Blow	Absorption amount unlimited	Absorption limit: <b>10,000</b>
Absorb Bloodlust (Improved) Absorb Bloodlust	Absorption amount unlimited Phys. damage against max. 18 opponents	Absorption limit: <b>10,000</b> Phys. damage against max. <b>6 opponents</b>
Ferocious Strike	Phys. hit on target	Phys. hit on target <b>+10%</b>
Body Smash	Phys. hit on target	Phys. hit on target <b>+10%</b>
Weakening Blow	Phys. hit on target Phys. defence -250 (for 10 sec.) Evasion -1,000	Phys. hit on target Phys. defence <b>-300</b> (for <b>12 sec.</b> ) Evasion -1,000

- b. Templar

Skill	Previous Effects	Altered Effects
Menacing Posture	Your attacks increase Enmity Additional PvE defence +2,500 Additional PvE attack +800 Physical attack -500	Your attacks increase Enmity Additional PvE defence +2,500 Additional PvE attack <b>+1,500</b> Physical attack <b>-1,000</b>
Ferocious Strike	Phys. hit on target	Phys. hit on target <b>+10%</b>
Body Smash	Phys. hit on target	Phys. hit on target <b>+10%</b>

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## PATCH NOTES

### c. Gunner

Skill	Previous Effects	Altered Effects
Wild Magic Projectile (Improved) Wild Magic Projectile	Absorption amount unlimited Absorbs HP equal to 40% of the damage.	Absorption limit: <b>8,000</b> Absorbs HP equal to <b>50%</b> of the damage.
Rapid Fire Readiness	Own attack speed +10% Additional PvE attack +520 10% probability on every attack: crit spell +700	Own attack speed +10% Additional PvE attack + <b>650</b> 10% probability on every attack: crit spell + <b>700</b>

### d. Aethertech

Skill	Previous Effects	Altered Effects
Vampiric Wave	Absorption amount unlimited Magic damage against max. 18 opponents	Absorption limit: <b>20,000</b> <b>Magic damage +50%</b> Phys. damage against max. <b>6 opponents</b>

### e. Spiritmaster

Skill	Previous Effects	Altered Effects
Large-Scale Absorption (Improved) Large-Scale Absorption	Absorption amount unlimited	Absorption limit: <b>10,000</b>
Sigil of Silence	Deals magic damage to the target. Silence and bind for 5 sec.	Deals magic damage to the target. Silence and bind for <b>6 sec.</b>

### f. Sorcerer

Skill	Previous Effects	Altered Effects
Soul Freeze	Deals magic damage to the target. Silence and bind for 5 sec.	Deals magic damage to the target. Silence and bind for <b>6 sec.</b>

### g. Cleric

Skill	Previous Effects	Altered Effects
Healing Wave	HP regeneration level 1 HP regeneration level 2, casting time of healing skills -10% (for 7 sec.) HP regeneration level 3, casting time of healing skills -20% (for 7 sec.)	HP regeneration level 1 HP regeneration level 2, casting time of healing skills -10% (for 7 sec.) HP regeneration level 3, casting time of healing skills -20% (for <b>10 sec.</b> )



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## PATCH NOTES

### h. Chanter

Skill	Previous Effects	Altered Effects
Oath of Earth	10% probability on every attack (for 30 min.) Phys. hit on target Attack speed of the target - 20% Casting time of the target +20%	10% probability on every attack (for 30 min.) Phys. hit on target Attack speed of the target <b>-25%</b> Casting time of the target <b>+25%</b>
Meteor Strike	Phys. hit on target Phys. defence -160 (for 4 sec.) Flight speed of the target -50%	Phys. hit on target Phys. defence -160 (for <b>6 sec.</b> ) Flight speed of the target -50%

### i. Bard

Skill	Previous Effects	Altered Effects
Harmony of Silence	Deals magic damage to the target. Silence and bind (for 3 sec.)	Deals magic damage to the target. Silence and bind (for <b>4 sec.</b> )

### 4. Changed some Oath skill effects.

#### a. Wound Care skills are known for their powerful effects.

For their duration, all targets are granted powerful bonuses. That is why this effect of [Wound Care] skills have been changed into a protective shield which loses effectiveness in combat with many opponents.

Example: A character with active [Wound Care – Revival] (Level 3) is hit by a Flame Bolt: 30% of the 50,000 magic damage are reduced, resulting in the player only taking 35,000 damage. The protective shield's -30% effect thus absorbed 15,000 damage and 35,000 protection remain.

Skill	Previous Effects	Altered Effects
Ultimate: [Wound Care – Revival] level 1	Protective Shield: 10% damage reduction (for 4 sec.) All resistances 3,000 (for 4 sec.)	Protective Shield: 10% damage reduction (for 4 sec.) All resistances 3,000 (for 4 sec.) <b>Max. protection from protective shield: 20,000</b> <b>Cancelling the protective shield removes the increased resistance and the damage reduction effect.</b>
Ultimate: [Wound Care – Revival] level 2	Protective Shield: 10% damage reduction (for 4 sec.) All resistances 3,000 (for 4 sec.)	Protective Shield: 20% damage reduction (for 4 sec.) All resistances 3,000 (for 4 sec.) <b>Max. protection from protective shield: 30,000</b> <b>Cancelling the protective shield removes the increased resistance and the damage reduction effect.</b>

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Ultimate: [Wound Care – Revival] level 3	Protective Shield: 30% damage reduction (for 4 sec.) All resistances 3,000 (for 4 sec.)	Protective Shield: 30% damage reduction (for 4 sec.) <b>All resistances 3,000 (for 4 sec.)</b> <b>Max. protection from protective shield: 50,000</b> <b>Cancelling the protective shield removes the increased resistance and the damage reduction effect.</b>
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- b. The effect of [Ignite] and [Ignite – Seismic Blast] was deemed too weak. That's why the damage of both skills has been increased.

Skill	Previous Effects	Altered Effects
Legendary: Ignite level 1	Attack damage 3,500 Continuous attacks: 1,000 damage per sec.	Attack damage <b>4,200</b> Continuous attacks: <b>1,200</b> damage per sec.
Legendary: Ignite level 2	Attack damage 5,000 Continuous attacks: 1,250 damage per sec.	Attack damage <b>6,000</b> Continuous attacks: <b>1,500</b> damage per sec.
Legendary: Ignite level 3	Attack damage 8,000 Continuous attacks: 1,500 damage per sec.	Attack damage <b>9,600</b> Continuous attacks: <b>1,800</b> damage per sec.
Ultimate: Ignite level 1	Attack damage 12,000 Continuous attacks: 2,500 damage per sec.	Attack damage <b>14,400</b> Continuous attacks: <b>3,000</b> damage per sec.
Ultimate: Ignite level 2	Attack damage 15,000 Continuous attacks: 3,500 damage per sec.	Attack damage <b>18,000</b> Continuous attacks: <b>4,200</b> damage per sec.
Ultimate: Ignite level 3	Attack damage 20,000 Continuous attacks: 5,000 damage per sec.	Attack damage <b>24,000</b> Continuous attacks: <b>6,000</b> damage per sec.
Ultimate: [Ignite – Seismic Blast] level 1	Attack damage 12,000 Continuous attacks: 2,500 damage per sec.	Attack damage <b>14,400</b> Continuous attacks: <b>3,000</b> damage per sec.
Ultimate: [Ignite – Seismic Blast] level 2	Attack damage 15,000 Continuous attacks: 3,500 damage per sec.	Attack damage <b>18,000</b> Continuous attacks: <b>4,200</b> damage per sec.
Ultimate: [Ignite – Seismic Blast] level 3	Attack damage 20,000 Continuous attacks: 5,000 damage per sec.	Attack damage <b>24,000</b> Continuous attacks: <b>6,000</b> damage per sec.

# AION

## PATCH NOTES

- c. With the skill [Expose Vulnerability – Choke], an attack from behind is immediately followed up by another attack on the opponent. In PvP battles, we found that it was very difficult to pull off an attack from behind and the outcome was not particularly rewarding. That's why the damage of the additional attack from behind was increased.

Skill	Previous Effects	Altered Effects
[Expose Vulnerability – Choke] level 1	Additional hit when attacking from behind: 3,000 damage	Additional hit when attacking from behind: <b>3,600</b> damage
[Expose Vulnerability – Choke] level 2	Additional hit when attacking from behind: 5,000 damage	Additional hit when attacking from behind: <b>6,000</b> damage
[Expose Vulnerability – Choke] level 3	Additional hit when attacking from behind: 8,000 damage	Additional hit when attacking from behind: <b>10,000</b> damage