

# The 8.4 Update Has Arrived!

10/19/2022 | [Updates](#) | By Community Team

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## **Update Arrival:**

October 19, 2022

The 8.4 Update is upon us and with it, some changes that we hope will improve your gameplay experience, and bring a little more fun to your day. You'll battle through dangerous untold and hardships unnumbered when you enter into the re-organized Labyrinth Dungeon, you'll chase new relics and get to experience some new updates to the World Raid, and of course a new Daeva Pass System!

Find the full details below of all the changes coming to Aion Live!



## 8.4 Patch Notes

### [Instance]

1. Instanced Dungeon 'Labyrinth' has been reorganized.

- The number of entries has been changed.

Previous group size / Number of entry count	New group size / Number of entry count
2-6 people / 4 times a week	2-3 people / 2 times a week

- Named mobs in some stages have been changed.

Stage	Before	After
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	Witch Queen Modor

- The stats of some named monsters have been updated.
- Fixed stats for Manduri Feed/Water Barrel
- Some of the products sold by the mysterious dark merchant have been changed.

2. Infernal Drakenspire Depths (Hard), Primeth's Forge (Hard) entry count has been updated so that you can register and apply for recruitment through the 'Find Group' window without going to the entrance.



3. Fixed an issue where you could not leave the group when exiting or returning in the Infernal Drakenspire Depths (Normal/Hard), and Labyrinth Instances.

4. Corrected the information displayed when entering the Guide Kerubim Dungeons through 'Kerubim' NPC during matching application.

5. 'Heart of Apsaranta' has been changed so that if you leave the Instanced Dungeon, you will not be teleported to your garrison.

6. Fixed the issue where the re-entry pop-up was not displayed, and a new entry was made when attempting to enter the same solo instance when moving between servers after leaving the solo instance.

7. The physical defense/magic defense of the named mobs in the labyrinth has been lowered.

### [Balaurea]

1. You cannot enter an instance using the matchmaking system if you are in the Inggison/Gelkmaros Fortress areas. You will need to exit the fort before you can enter an instance.

### [Abyss Core]

1. If you enter an instance through the matching system from inside the Abyss Core, you will exit at the players saved Obelisk.

### [Crimson Danaria]

1. In Crimson Danaria, if you enter an instance through the matching system, you will exit at the players saved Obelisk.

### [Crimson Katalam]

1. 'Lost Lugbug' and 'Lugbug' NPCs have been changed so that they do not appear.

### [Demaha]

1. 'Lost Lugbug' and 'Lugbug' NPCs have been changed so that they do not appear.

### [Lakrum]

1. 'Lugbug' NPC has been changed so that it does not appear.

### [Apsaranta]

1. In the southern area of Apsaranta, if you enter an instance by using the matching system, you will exit instead at the player's garrison.
2. The Empyrean Lord in Apsaranta is changed for both the Elyos and the Asmodians.
3. Changed the Apsaranta Elyos, Asmodian, and Neutral Legions.

Category	Legion	Agent	Legion Name
Elyos	Yustiel	Ephim Ibis	Lifekeeper Breath of Life
Asmodian	Lumiel	Harun Boron	Veilbreaker Faith's Herald
Neutral	Shulack	Dorakiki the Bold	Nightshade Clan
	Lakuri	Mane Hair Mauri	Archaeologist Team

- Added new legion quests.
  - The legion of the dispatch quest has been changed.
4. Changed the agent participating in the Apsaranta agent fight.
  5. Corrected the conditions for using the Guardian Legion Garrison, Archon Legion Garrison's Operational Mobility Support Device.

- The Special Teleporter is activated after an ally captures the operation site and can be used by consuming the Apsaranta Garrison Teleport Scroll when the prestige conditions are met.

Race	Teleport Support Device	Occupy Condition	Renown Requirement
Elyos	Operation Site 4	Ally forces occupy Operation Site 4	None
	Operation Site 7	Ally forces occupy Operation Site 7	Breath of Life Legion Renown Level 2
	Operation Site 8	Ally forces occupy Operation Site 8	Lifekeeper Legion Renown Level 2
Asmodian	Operation Site 4	Ally forces occupy Operation Site 4	None
	Operation Site 7	Ally forces occupy Operation Site 7	Veilbreaker Legion Renown Level 2
	Operation Site 8	Ally forces occupy Operation Site 8	Faith's Herald Legion Renown Level 2

6. Fixed some terrain.

7. World Raid has been updated.

- 'Legion Invasion' occurs independently of 'Ardath'.

8. Added a treasure hunt sudden event.





- The 'Special Teleporter' and 'Abandoned Wharf Treasure Chest' will appear in 'Abandoned Wharf' 30 minutes before the World Boss Ardath spawns.
- 'Special Teleporter' and 'Abandoned Wharf Treasure Chest' disappear after 15 minutes.
- You can get a special buff when opening an 'Abandoned Wharf Treasure Chest' for the first time.
- While the 'Special Mobility Device' is active, you can get a treasure from the 'Opened Abandoned Wharf Treasure Chest' by moving to the final point.

9. Added a treasure hunt sudden event.



- 30 minutes before the Legion Invasion raid, 'Special Teleporter' and 'Dilmun Desert Treasure Chest' will appear in 'Dilmun Desert'.
- 'Special Mobile Device' and 'Dilmun Desert Treasure Chest' disappear after 15 minutes.
- You can get a special buff when you open 'Dilmun Desert Treasure Chest' for the first time.
- While the 'Special Teleporter' appears, you can get a treasure through the 'Opened Dilmun Desert Treasure Chest' by moving to the final point.

### [Empyrean Lord's Sacred Relic]

1. New Empyrean Lords' Sacred Relics 'Yustiel's Sacred Relic' and 'Lumiel's Sacred Relic' have been added.
2. New Empyrean Lord's Holy Water has been added.
  - Each race can purchase them with 'Legion Activity Mark' through their <Operation Site Signalman>.
  - You can craft the item through Aetherforging.
3. Players who achieved a certain level recently will receive additional Yustiel's/Lumiel's Holy Waters at the start\* of this season. Refer to the following chart:

Date	Reward	Max Level Achieved	Qty
9/21/22~10/19/22	[Event] Empyrean Lord's Holy Water	10~100	10

		101~200	30
		201~300	50

\*Rewards may take up to 1 week for delivery. (10/26)

### [Kerub's Quick Guide]

- Added a new season of Kerub's Quick Guide.
  - You can obtain various items and guide items by completing Kerub's Quick Guide missions.
  - Kerub's Quick Guide can be performed from level 76.

### [Mission]

- Removed Lugbug missions.
- Changed the end dates of the 'Kerub's Quick Guide' missions.
- The period of two item collections has been changed.
  - Kerub's Attack Power Increase Jewelry Box <Season 2>
  - Kerub's Defense Increase Jewel Box <Season 2>
- Deleted the 'Lugbug mission' related content from some mission tooltips in 'Kerub's Quick Guide'.

### [Quest]

- Added Empyrean Lord's Holy Water to Lifekeeper, Breath of Life, Veilbreaker, and Faith's Herald Legion dispatch quests level 2 rewards.
- 'Secret Rift' related quests have been changed so that they cannot be acquired.
- Fixed an issue where 'Lifekeeper' and 'Veilbreaker' quests could not progress normally.
- Fixed an issue where some legion quest markers were displayed abnormally on the map.

### [Item]

- Added 4 new consumable items.

Race	Seller		Sale Item
Elyos	Inggison	Borriello	Roast Chicken, Fruit Juice
		Lionel	Ancient Recovery Potion, Ancient Blessed Recovery Serum



	Apsaranta	Orrian	Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Blessed Recovery Serum
Asmodians	Gelkmaros	Amrabat	Roast Chicken, Fruit Juice
		Gennaro	Ancient Recovery Potion, Ancient Blessed Recovery Serum
	Apsaranta	Fuirak	Roast Chicken, Fruit Juice, Ancient Recovery Potion, Ancient Blessed Recovery Serum

- Fixed an issue where 1 kinah can be obtained when selling some items, but the selling price is displayed as 0 kinah.
- Salvage function has been improved and added onto additional items.
- Appearance change-only items cannot be registered in the minion magic item slot.
- The appearance of 'Golden Daeva Outfit' has been improved.
- Fixed an issue with some of the information in the item guide.
- The Abyss Points that can be obtained when selling 'Loot of Heroes' have been increased to 200,000 Abyss Points.

### [Aetherforging]

- New Aetherforging recipes have been added.
  - Added Mysterious Transformation Contract (62 types), Mysterious +9 Stigma Selection Box crafting formula.
  - There is a chance to obtain Mysterious Ancient Transformation Contract (18 types), Mysterious +12 Stigma Selection Box, when getting a critical success.
  - The crafting material item 'Mysterious Power Shard' can be obtained from the Labyrinth Dungeon.



- Added 'Hero's Treasure Chest' Aetherforging recipe.

- You can craft it by combining 50 'Hero's Coin' and 1 'Void Box'.
- Hero's Coin Box can be 'Auctioned'.
- 'Void Box' can be purchased from <Aetherforging Quartermaster> in the main cities of Inggison and Gelkmaros.

## [Fortress Siege]

1. Changed the duration\* of Fortress Sieges.

Time	Before	After
Vorgaltem Citadel Crimson Temple Altar of Avarice Temple of Scales Divine Fortress	22:00 start Ends at 22:50	22:00 start Ends at 22:25
Silona Fortress	22:20 start Ends at 23:00	22:30 start Ends at 22:55
Pradeth Fortress	22:20 start Ends at 23:00	22:30 start Ends at 22:55

*\*Duration and times may be adjusted in the weeks following the update according to player feedback.*

2. Added Silona, Pradeth, and Divine Fortress defense battles.

3. The maximum number of consecutive captures for Silona, Pradeth, and Divine Fortress has been changed to 3.

4. Added teleportation NPCs for Divine Fortress, Silona, and Pradeth Fortress.

- Available to the race occupying the fortress.
- Can be used by consuming 'Return Scroll'.



5. 'Guardian Deity General Transformation' has been changed in Silona and Pradeth Fortress areas.
6. Silona, Guardian General of Pradeth Fortress, and castle gate stats have been changed.
7. Changed the battle pattern of the Guardian General of Fortress Silona, Pradeth.
8. Added <Special Consumables Merchant> and <Consumable Items Contributor> NPCs to each race outpost in Crimson Danaria.
9. Changed the damage of the Antiaircraft Gun and Aetheric Cannon in Fortress Silona and Pradeth.
10. Added Magic Cannonball item.
  - Each race can purchase these with Abyss Points through a <Material Contributor>.
  - You can consume 'Magic Cannonball' to use Antiaircraft Gun or the Aetheric Cannon.



11. Added 'General Return Scroll' to the sales list of Divine Fortress <Consumable Items Contributor>.

12. Changed the gate stats of the Inggison, Gelkmaros Fortress.
13. Changed so that 'Pleased Lugbug' NPC does not appear after the Fortress Battle ends.
14. Changed the stats of some objects in Inggison, Gelkmaros Fortress Battle.
15. Fixed the issue that the character gets stuck in some Pradeth Fortress terrain.

#### **[PvP Battlefield]**

1. Changed the notification message that is displayed when it is time to join a PvP battlefield.

#### **[Arena]**

1. Arena of Discipline entry count reset time has been changed.

Before	After
Monday 1 am	Wednesday 9am

2. Arena of Harmony will no longer open in the hero system.

#### **[Character]**

1. Increased the amount of Abyss Points obtained for the following:
  - When defeating an individual of the opponent's race.
  - Total AP gainable from that individual within a certain time.
  - Total AP gainable from PvP with the opponents race within a certain time.
2. Changed the abyss points that are deducted when your character dies.

#### **[Skill]**

1. Fixed so that MP is not consumed when using the Sorcerer 'Winter Binding' skill.
2. Inggison, Gelkmaros, Apsaranta, Lakrum, Demaha, Crimson Katalam, and Crimson Danaria regions have modified the banned skills.
3. Changed some skill effects.

#### **[NPC]**

1. Changed the title of <Crafting Material Contributor> placed in Inggison and Gelkmaros to <Material Contributor>.

2. Fixed some NPC's dialogue.

- Inggison/Gelkmaros: Lakrum, Demaha, Crimson Katalam, Apsaranta Bound Dimensional Rift
- Sillentera: Timeless Terrace
- Inggison Outpost: Rolia

## **[UI]**

1. Fixed the issue that the tab of the competitive ranking UI intermittently changed position.
2. If the character's toggle-type skill is activated, the issue that appears to be activated in the Hero Battlefield UI has been corrected.

## **[Environment]**

1. Fixed an issue where you could enter some terrain in 'Operation Site 11' in Apsaranta.

## **[Other]**

1. Fixed the issue where the whisper would not be sent intermittently.
2. Fixed an issue where some emotes could not be performed with chat commands.
3. Fixed an issue where the Dispatch Quest window on the map did not open when setting System Preferences - Auto-Arrange Windows.
4. Fixed an issue where 'Number of Enchant attempts' could be entered as an abnormal number when manastone socketing equipment.
5. Fixed an issue where [Ring Menu - Link] could not be used with items equipped with runes and Odian.
6. Fixed the issue where the list of Elyos legion was displayed in the 'Legion Renown' UI when leaving the Arena of Chaos as an Asmodians character.
7. Fixed chat commands for some emotes.
8. Fixed an issue where access was not possible due to character deletion waiting status.
9. Fixed an issue with connection delay when moving to another server.
10. Fixed an issue where if you reconnect a character while dying on another server, they would respawn with full HP and MP.
11. Fixed an issue where the Mounts Cube could be used while in stealth.



# Daeva Pass: Season 1

## Event Dates:

October 19, 2022 – November 16, 2022

A brand-new Daeva Pass has come! Below you'll find all the details of what rewards to expect!

## Cost:

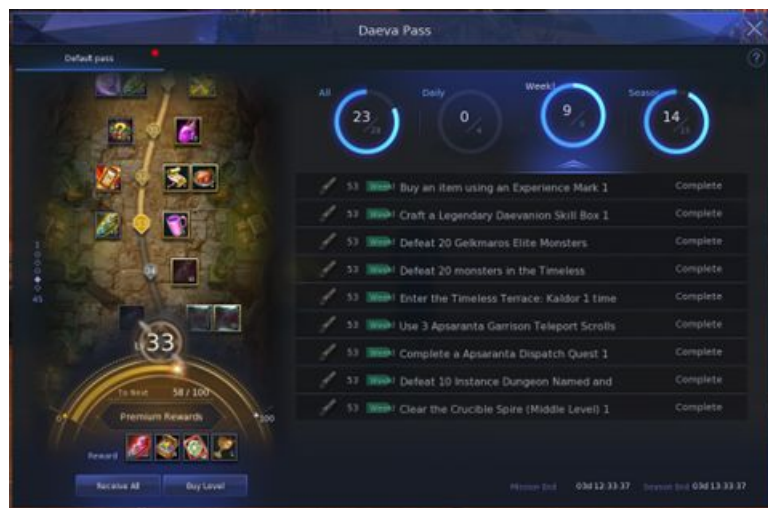
2240 Luna

## Level:

45

## [Daeva Pass]

Daeva pass system has been added.



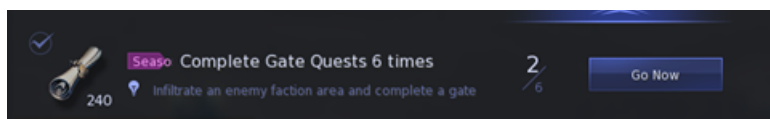
1. Press the shortcut button or shortcut [Shift+'] on the [Start Menu – Daeva Pass] screen to open the 'Daeva Pass' window.
2. By completing Daily/Weekly/Seasonal missions to raise the Daeva Pass level, you can obtain rewards for each level.
  - The mission is reset at 9:00 AM server time according to the daily/weekly/seasonal cycle.
  - You can check the EXP earned for each mission in the mission list.
  - If you unlock premium rewards, you can acquire additional locked rewards.
3. You can immediately obtain a level and its reward by pressing the 'Buy Level' button.

- Purchasing a level requires Luna.

4. The Daeva Pass is available to each character individually.

- Daily/Weekly/Seasonal missions can be performed for each character in the account, and rewards can also be obtained for each character.
- Premium reward release' and 'level purchase' can both be purchased per character.
- Purchasing Premium or 'Buy Level' only applies for the character it was purchased on.

5. If you check the mark at the top left of the mission, you can track the mission progress in your quest tracker.



6. The mission can be progressed until 'mission complete', and when completed, you will not be able to run the mission or acquire EXP until it is available again.

7. When a season is over, you will not be able to claim additional rewards from the Daeva Pass, but any unlocked rewards that have not been claimed will be mailed to your character in bulk.

## Daeva Pass Rewards

Here's what rewards you can expect from Season 1:

Type	Free Rewards	Premium Rewards
Mount	x	Scooter (30 Days) Box
Utility	Ancient/Legendary/Ultimate Memory Shards	Oath Tablet Ultimate Memory Shards Ultimate Breath of Transformation
Manastone	Ultimate Engraved Manastone Selection Box	[BCM] Upgraded Ultimate Manastone Selection Box
Pets	x	[BCM] Gold Inquin Egg (30 Days)
Empyrean Lord's Holy Water	x	Empyrean Lord's Holy Water
Title	x	[Title] Daeva Conqueror (30 Days)

# Jumping Daeva Event

## **Event Dates:**

October 19, 2022 – November 2, 2022

1. Players will be able to access the Character Jump system. This can be accessed by a special button at the character select screen, which takes the player to a special creation process for a new Level 80 character.
2. Jumped characters spawn with a set of equipment and useful items in their inventory to help them get started.
3. Each account will be able to create one jumped character during the event period, so long as they have at least one level 10+ character on their account. When the event ends, the character will remain, but the Character Jump creation menu will be inaccessible.
4. Accounts only get one character jump. They cannot retrieve it by deleting the character.

## **Details**

### **Character Jump System**

Players will be able to access the Character Jump system. This can be accessed by a special button at the character select screen, which takes the player to a special creation process for Level 80 characters.



### Jumped Character Details

Depending on the faction you chose, jumped characters spawn in either Inggison or Gelkmaros at Level 80 with the following items:

Item	Quantity	Details
[Event] +5 Ultimate Risiel Armor Box	1	Contains 6 armor selection boxes, a full set!
[Event] +5 Ultimate Risiel Weapon Selection Box	2	-
[Event] Administrator's Special Treatment – Single-use Ticket	10	Prevents XP loss on death and provides reduced travel cost for 1 hour.
[Event] General Return Scroll	10	-
Kinah and stigmas (auto equipped)	1	Contains a full set of stigmas [guide]+9 for your class and 100,000 Kinah

[Event] Ultimate Risiel Accessory Selection Box	1	Contains 6 accessory selection boxes.
[Event] Ultimate Risiel Feather Accessory Box	1	Contains 3 feather accessory selection boxes.
Socket Stone	500	-
Transformation Scroll	100	-
Blessed Recovery Potion	100	-

Below is an example of the inventory, skills, and stigmas of a Vandal class character that has utilized the Jumping Daeva System!



## Jumping System Restrictions

- Only ONE character jump is provided per account. Additional character jumps cannot be granted under any circumstances, so please [research your desired class carefully](#).
- Deleting the jumped character will NOT restore the character jump.
- Not sure where to start? You can also ask other players on the [forums](#) for suggestions or ideas!