

Aion Classic 1.8 Update

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1.8 Update Notes

CLASSIC

1/25/2022 | [Updates](#) | [By The Community Team](#)

Greetings Daevas!

This Wednesday, January 26, we will be releasing the Aion Classic 1.8 Update.

This update includes the entirety of the 1.7 update, plus some additional content from Korea's 1.9 Update. It will also include many bug fixes and items from 1.9 up to the October 27 update in Korea.

The key features coming in this update are:

- Abyss Treasure Room
- Wardrobe System
- Quest Progression
- Arena of Discipline (1v1) and Chaos (FFA, 6-10 players) in Crucible Coliseum

Abyss Treasure Room

Several new instances have been added to the Abyss! These instances are available to players who own the related fortress. Level requirements for entry have also been modified from the original version to allow Level 50 players access to more rewards from these instances. See the chart below for more details:

| Instance Name | Entry level |
|-------------------------|----------------------------------------|
| Sulfur Tree Nest | Level 30 ~ Level 45 |
| Siel's Eastern Fortress | |
| Siel's Western Fortress | |
| Asteria Fortress | Level 40 or higher |
| Roah Fortress | |
| Krotan Barracks | Existing Level 40 → Level 46 or higher |
| Kysis Ascension Chamber | |
| Miren Chamber | |

If your faction does not own the fortress, there will be a rift available from within your home base. These rifts will require Artifact Fragments from each fortress to enter them.

Fortress Siege

Several changes have been made related to Fortress Sieges:

- Rewards for successfully defending a fortress have been removed.
- Rewards for successfully capturing a fortress have been increased, as well as the max number of players that can be rewarded.
- The stage of the thirteen buffs according to the power ratio has been subdivided from stage 6 to stage 10.
- The stats of the guard NPCs in the Abyss have been increased.
- The stamina has been lowered for all guardians.
- The duration of Fortress Sieges has been changed to 55 minutes.
- If one of the Elyos/Asmodian races succeed in occupying a fortress, a reward is now also sent to the race that failed to occupy.
 - Rewards will be sent by mail immediately after the fortress battle ends.

| Victory Reward | | | | |
|-------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|
| Fortress | Grade 1 (Medals / Player Count) | Grade 2 (Medals / Player Count) | Grade 3 (Medals / Player Count) | Grade 4 (Medals / Player Count) |
| Siel's Western Fortress | Gold (x3) / 10 Players | Gold (x2) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Siel's Eastern Fortress | Gold (x3) / 10 Players | Gold (x2) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |

| | | | | |
|----------------------------|--------------------------------------------|--------------------------------------------|--------------------------------------------|--------------------------------------------|
| Sulfur Fortress | Gold (x3) / 10 Players | Gold (x2) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Roah Fortress | Gold (x6) / 10 Players | Gold (x4) / 20 Players | Gold (x3) / 50 Players | Silver (x5) / 100 Players |
| Asteria Fortress | Gold (x6) / 10 Players | Gold (x4) / 20 Players | Gold (x3) / 50 Players | Silver (x5) / 100 Players |
| Miren Fortress | Gold (x8) / 10 Players | Gold (x6) / 20 Players | Gold (x4) / 50 Players | Silver (x5) / 100 Players |
| Kysis Fortress | Gold (x8) / 10 Players | Gold (x6) / 20 Players | Gold (x4) / 50 Players | Silver (x5) / 100 Players |
| Krotan Fortress | Gold (x8) / 10 Players | Gold (x6) / 20 Players | Gold (x4) / 50 Players | Silver (x5) / 100 Players |
| Defeat Reward | | | | |
| Fortress | Grade 1 (Medals / Player Count) | Grade 2 (Medals / Player Count) | Grade 3 (Medals / Player Count) | Grade 4 (Medals / Player Count) |
| Siel's Western Fortress | Gold (x1) / 10 Players | Gold (x1) / 20 Players | Silver (x2) / 50 Players | Silver (x1) / 100 Players |
| Siel's Eastern Fortress | Gold (x1) / 10 Players | Gold (x1) / 20 Players | Silver (x2) / 50 Players | Silver (x1) / 100 Players |
| Sulfur Fortress | Gold (x1) / 10 Players | Gold (x1) / 20 Players | Silver (x2) / 50 Players | Silver (x1) / 100 Players |
| Roah Fortress | Gold (x3) / 10 Players | Gold (x2) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Asteria Fortress | Gold (x3) / 10 Players | Gold (x2) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Miren Fortress | Gold (x4) / 10 Players | Gold (x3) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Kysis Fortress | Gold (x4) / 10 Players | Gold (x3) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |
| Krotan Fortress | Gold (x4) / 10 Players | Gold (x3) / 20 Players | Silver (x4) / 50 Players | Silver (x2) / 100 Players |

Wardrobe

A new Wardrobe feature has been added.

- The wardrobe is now available for each character!
- Only items that can be extracted can be registered in the Wardrobe.
- You can change the appearance of equipment with the appearance registered in the Wardrobe.
- The appearance registered in the Wardrobe can be dyed.
- Wardrobe slots can be expanded with Quna or items.

Instance Dungeons

Steel Rake

- The re-entry time limit for 'Steel Rake' has been changed to 22 hours.
 - Contents to compensate for delays occurring in the game will be re-adjusted in the future.
- In order to change the functionality of 'Steel Rake', the entry quest NPC and the treasure chest in the dungeon have been removed.
- The re-entry time limit for 'Steel Rake' has been changed to 5 hours.
- The temporarily deleted 'Steel Rake' entry quest NPC will be re-created.
 - The timer has been changed so that when entering the lower and upper floors of Asteria and the Roah Fortress instance dungeon abnormally, the timer works.
- The golden room treasure chest has been changed to disappear when the timer in the upper central treasure room of the Abyss has elapsed for 10 minutes.

Azoturan Fortress

- 'Azoturan Fortress' monsters have been changed so that they do not drop Kinah.
- We have lowered the drop rates of common and rare equipment dropped by 'Azoturan Fortress'
- Players can no longer extract enhancement stones from the Fabled grade shields 'RM-56A' and 'RM-56B', which drop from 'Azoturan Fortress'.
- The Fabled grade shield dropped from 'Azoturan Fortress' cannot be extracted regardless of the time of acquisition.

Other

- The dimensional gate that allows access to the 'Draupnir Cave' in the Heiron area has been changed so that it is always maintained.
- Fixed an issue in Dark Poeta where the skills used by 'Noah's Furious Shade' and 'Eliminate Elder's Spirit' did not apply to characters in certain terrain.
- Fixed an issue where the stats of some dredgion enemies which were set too high.
- The Fabled Grade Armor dropped from 'Poeta of Darkness' has been changed to enable extraction of enchantment stones.
- You can extract enhancement stones from the Fabled grade armor acquired before the update.
- The drop probability of unique grade items in 'Draupnir Cave', 'Theobomos Secret Lab', and 'Adma Fortress' has been increased.
- We have reduced the amount of kinah that can be obtained from 'Alquimia Lab' and 'Indratu Fortress'.

Abyss

- Fixed the timer to work even when abnormally entering the artifact control room of the upper central fortress treasure room.
- The phenomenon of being able to enter the opponent's race base has been corrected.
 - The range of vision of the guard NPCs deployed inside the base has been adjusted.
- Some terrain in the Abyss area has been modified, and Kisks cannot be installed, party members cannot be summoned, and when reconnected, they move to the registered Obelisk.

Environment

Changed some terrain in the Changarnerk's Campsite area and placed a guard NPC in the hill area.

- Improved the terrain and location of the rift.
- Changed Island of Eternity regional settings.
 - Kisk cannot be installed, party member summoning skills cannot be used, and when reconnecting from that area, move to the Obelisk registration area.
- Fixed the phenomenon that characters could enter within certain terrain.
 - Entrance to Indratu Fortress in Heiron area
 - Artifacts of deep time in the Reshanta region
 - Relics exchange area in the depths of the Reshanta region
- Fixed an issue where it was not possible to move channels intermittently when leaving the instance dungeon.
- Changed the setting of the structure area with the Azoturan
 - Kisk cannot be installed, party member summoning skills cannot be used, and when reconnecting from that area, move to the Obelisk registration area.
 - The phenomenon of being able to enter the structure through some terrain has been corrected.

NPC

- A bundled relic exchange NPC has been added so that you can exchange multiple ancient relics at once.
 - The relic exchange NPC is located next to the existing relic exchange NPC in the Abyss home base, and all of the icons/seals / holy grails/crowns can be exchanged.

Item

- The appearance of 'Mercy Brogans' has been corrected.
- Added the ability to open multiple bundles at a time.
- Improvements have been made so that the '[Event] Stigma Shard' and 'Stigma Shard' items can be used together when equipped with a Stigma Stone.
 - If you have [Event] Stigma Shard and Stigma Shard together, the [Event] Stigma Shard item will be consumed first.
- Fixed typos in some item tooltips.
- The properties of some potion items have been changed.
- Fixed the phenomenon of stopping for a certain period when wearing cosmetics.
- Fixed the change in body shape when wearing 'Black Sheer Outfit'.
- Fixed awkward parts in some motions when wearing 'Black Sheer Outfit'.
- Fixed an issue where the icon of temporary tradeable items is inactive during personal trading.

System

- The non-tradeable acquisition confirmation window has been changed so that the non-tradeable acquisition confirmation window is not displayed when acquiring non-tradable and limited possession items in solo/party status through the pick-up function.
- Changed so that the non-tradeable acquisition confirmation window is not displayed when acquiring non-tradable or restricted possession items in a solo state through the automatic pick-up function.

UI

- Notepad has been divided into a classic version and a live version.
- Added split sales function and sales information to the trade broker.
 - You can set up split sales when registering item sales, and if you register an item for split sales, a split-purchase icon is displayed on the sales list.
 - When registering items for sale, you cannot register items for sale at a price less than the 'minimum registered selling price'.
 - 'Current Lowest Selling Price' and 'Currently Highest Selling Price' are based on the currently registered item sales price, not the sales standard.
- Added a function to display an appearance message in the area when a major boss monster appears.
- Fixed an issue where a product that has been sold out was displayed under a different name in the queue or usage history.
- On the preview screen of Quna Market, when wearing a headdress that changes appearance depending on the normal/combat mode, the appearance according to the normal/combat mode has been modified so that it is displayed correctly.
- When you open the registration/purchase window for a proxy item, the number and amount values are changed to open with all selections.
- Fixed an issue where pet speech bubbles were not displaying correctly.
- Fixed the issue where the emoticons and item links in the personal shop's speech bubble were displayed above the background.
- Added video skip function.
 - Skip is not possible immediately after playback but can be skipped after a certain amount of time has elapsed by clicking the 'Skip' button.
- Added volume settings for pet motion and character motion

Quests

- Quest rewards have been updated to provide a more streamlined experience for players.
 - Expect a shorter journey from Level 1~50 than before, when completing gold story quests.
- The instance dungeon for the entrance quest of 'Steel Rake' has been separated from the existing dungeon.
- Changed the 'Repeat Quest' in the Krotan Refuge, Miren Fortress, and Kysis Fortress to a 'Daily Quest'.
- During the Elyos mission 'A Nest of Lepharists', the phenomenon of being attacked by monsters has been fixed at a certain stage.
- Fixed the issue where the connection would be terminated when using "Artifact of Memory" during the "An Important Choice" mission.

Daeva Pass

- In 'Dredgion', the mission to kill the opponent's race has been changed so that it is not updated.
- The mission to kill members of the opponent's faction has been changed so that all party members are refreshed in the party state.

Character

- Fixed the phenomenon that the character returns to its original position when flying upward.
- The color of the name is displayed differently according to the level difference between PCs, so that it can be clearly distinguished by level.

| Level Difference With Player | When Viewing Higher Level Player | When Viewing Lower Level Player |
|------------------------------|----------------------------------|---------------------------------|
| 0 ~ 4 Level | Red | Red |
| 5 ~ 9 Level | Mauve | Pink |
| 10 ~ Level | Purple | Pale pink |

- Adjusted AP acquisition amount according to level difference.
 - We have downgraded the AP obtained when a PC below level 50 kills a PC with a lower level than itself and lowered it even more for levels 2-30.
- Fixed an issue where some character motion sounds were incorrect. .
- Fixed an issue where certain situations during flight caused teleportation.

Slayer

- Added Slayer Point Purification function to reset Slayer Points.
 - Purification consumes Kinah, and purification can be performed without limit, but the cost increases according to the number of purifications.
 - The number of purifications is reset every day at 12:00.
 - Purification can be done through the NPCs below.

| Faction | Zone | NPC |
|----------|--------------|---------|
| Elyos | Sanctum | Jucleas |
| Asmodian | Pandaemonium | Balder |

- Adjusted the Slayer Points obtained according to the level difference.
 - If the difference is less than 2 levels, the amount of Slayer Points earned has been lowered.
 - The amount of Slayer Points earned has been increased if there is a 3 level difference or more.

Skills

- Fixed a problem where, after registering the Kisk, Kisk information was not displayed in the tooltip of the respawn skill when logging in again after dying.

Trade Broker

- Fixed an issue which was not allowing the price to be set for items sold at the Trade Broker.