



Apsaranta: The Leap - 8.4 Part 3 Patch Notes

8/15/2023 | [Updates](#) | [By The Community Team](#)

Content Update Arrival: August 22, 2023

Introducing "Apsaranta: The Leap" Content Update for Aion - Arriving August 22!

After maintenance on Tuesday, August 22, players will gain access to exciting new content and improvements for Aion! As you eagerly await the update, we've compiled an exhaustive list of forthcoming changes. Without further delay, we present the comprehensive patch notes for the "Apsaranta: The Leap" Content Update in Aion. Stay tuned for an enhanced gaming experience!

**Seize the Chance to Accelerate Your Journey
to Greatness in Aion with these Events!**

Apsaranta: The Leap - 8.4 Part 3 Summary and Events
Jumping Daeva Level 80 Boost Event

***Sacred Relic Season Reset & Seasonal Item Deletion Notice**

The following Rankings and Season will be ending earlier than scheduled due to the 8.4 Part 3 Update releasing on August 22.

- **Empyrean Lord's (Vaizel/ Iriniei) Sacred Relic Season End Date:** August 22
(The displayed end date on the client may differs from the actual relic season)
IMPORTANT: All Existing Sacred Relic and Empyrean Lord's Holy Water will be Deleted when the 8.4 Part 3 Update Arrives on August 22. (Please consume all the Empyrean Lord's Holy Water before the season ends.)
- **PvP (Arena of Discipline):** July 26 - August 22
- **Crucible Spire:** August 17 - August 22
- **Glory Point:** July 26 - August 22

Official 8.4 Part 3 Patch Notes

[Apsaranta]

- Fixed the movement of some NPCs near the Archon Legion garrison.
- Apsaranta has added a Delegation Coin Fountain to the garrison for each faction. (Temporarily Disabled)
 - You can use the Delegation Lucky Coin to get random items.
 - Delegation Lucky Coins can be obtained through Aetherforging or mission quests
- It can be used 5 times a day.
- The spawn time of the 'Gold Spirit' in Apsaranta has been increased.
- The Empyrean Lord present for the Asmodians has been changed.
- The Empyrean Lord present for the Elyos has been changed.

Faction	Empyrean Lord	Agent	Legion Name
Elyos	Ariel	Viola	Hymn of Aion
		Apheliotes	Tears of the Sun
Asmodian	Azphel	Peregrine	Archon's Shadow
		Anku	Dance of Waning Crescent

- Changed the corps of dispatch quests.
- We have changed the agents participating in the Apsaranta Agent Battle.
- Revised the conditions for the use of the Guardian Legion Garrison and Archon Legion Garrison Teleport Support Devices.

Faction	Teleport Support Devices	Terms of Use	Reputation Conditions
Elyos	Operation Site 4	Operation Site 4 occupied	none
	Operation Site 7	Operation Site 7 occupied	Tears of the Sun Legion Renown Level 2
	Operation Site 8	Operation Site 8 occupied	Hymn of Aion Legion Renown Level 2

Asmodian	Operation Site 4	Operation Site 4 occupied	none
	Operation Site 7	Operation Site 7 occupied	Archon's Shadow Legion Renown Level 2
	Operation Site 8	Operation Site 8 occupied	Dance of Waning Crescent Renown Level 2

- Added emergency teleport support for the Guardian Legion Garrison and Archon Legion Garrison.

Teleport Support Devices	Creation Conditions	Conditions of Availability
Messiao River Emergency Teleport Support Device	The opposing faction has captured all of the 4th, 7th, and 8th Operation Sites.	Create an Emergency Teleport Support Device in a specific area, and then use it for 20 minutes after 40 minutes
Enlil Plains Emergency Teleport Support Device		
Keter Wilderness Emergency Teleport Support Device		

- The Emergency Teleport Support Device can be used by consuming 1 IO Crystal.
- If the occupation situation of the 4th, 7th, and 8th Operation Sites changes, the Emergency Teleport Support Device will be destroyed.
- When the teleporter's available time has elapsed, the Emergency Teleport Support Device regenerates as an Emergency Teleport Support Device and travels to another random Operation Site.
- You will no longer be able to purchase the Vaizel/Triniel Amulet, and the Ariel/Azphel Amulet will be added. (The Vaizel/Triniel Amulet will still be usable until the next Season but won't be able to be upgraded)
 - Ariel/Azphel Amulet can only be upgraded for as long as that Emphyrean Lord is present.
 - Ariel/Azphel can only be used after the next Emphyrean Lord's Dispatch.
 - Amulet can be exchanged for Tier 1 Amulet using Abyss Points by Priest NPC located in each faction's Apsaranta Garrison
 - The step-by-step buff skill effect of the 1~9 level amulet has been subdivided and the effects have been increased.
 - Step 10: Ariel/Azphel Amulet's buff skill will have a new secondary stat effect.
- Changed the corps of dispatch quests.
- We've lowered the difficulty of some Legion quests.
 - We've changed the rewards for some Legion/Dispatch quests.
- Fixed an issue where the spawn point of some monsters overlapped with the terrain.

[Emphyrean Lord's Holy Water]

- Added new Emphyrean Lord's Sacred Relics, "Ariels Sacred Relic" and "Azphel's Sacred Relic".
- Added new Emphyrean Lord's Holy Water.
 - Each faction's item can be purchased from the <Operation Site Signalman> for a 'Legion Activity Badge'.
 - These can be crafted via Aetherforging.

[Lucky Mission]

- Inggison removed the placement of the Gelkmaros mission.
- Deactivated the Delegation Coin Fountain.
 1. The 'Delegation Lucky Coin' Aetherforging recipe has been disabled.
- Disabled the Mission Item Collection.
- Changed so that the Gold Spirit does not appear.
- Removed the Excavation and Excavated Loot.
 1. Changed so that when killing an aggressive monster, you cannot obtain the "Delegation Master Key".
- Disabled the 'Delegation's Transmutation' in Lumiel's Transmutation.
- To fix the intermittent inability to use the Delegation Coin Fountain, we've added the quest 'Delegation Coin Fountain'.
- In the Apsaranta region, the 'Gold Spirit' monster appears at a certain time.
- Mission representatives Wuloku and Kokoma have added weekly quests.
- Excavations and excavated Loot were placed in the "Ancient Civilization Excavation Team Campsite" and the "Nightshade Clan Campsite" in Apsaranta.
 1. The key to unlocking the chest can be obtained as a reward for selecting the Mission's Weekly Quest, or by defeating the most aggressive monsters that appear in northern and central Apsaranta. The key has a set chance to drop.
 2. After you open a chest to acquire an item, you can't open another chest for 24 hours.
- We've made changes to some of the items related to the mission.
 1. For more information, please refer to the guidebook.
- Added 'Delegation's Transmutation' to Lumiel's Transmutation.

[Balaurea]

- Adjusted the location of the Rift in the central square that appears at the beginning of the Inggison/Gelkmaros Agent Battle.
- Inggison/Gelkmaros Added Mission NPCs to each faction's Stronghold.
 - Garnon and Dampopo offer weekly quests.

[Fortress Battle]

- Increased the stats of Guard objects around the Divine Fortress starting and spawning areas.
- Changed the area around the Divine Fortress start and spawn areas so that you can't earn Fortress Combat contributions when you kill a member of the opposite faction.
- Lowered the maximum health of Ulsaruk.
- Strengthened the Fortress Guardian Height and the health of the Gate.
- Fixed an issue that allowed you to fall over the walls of the Pradeth Fortress.

[Instanced Dungeon]

- Fixed an issue with Void Trials Stage 5 where the exit did not appear if the boss was not defeated within the time limit.
- Changed so that if you succeed in attacking Qubrinerk's Cubic Lab, you can purchase the 'Cubic Extraction Scroll' from 'Happy Qubrinerk'.

[Arena]

- The Arena of Discipline and the Discipline Training Grounds have been changed so that gliding under the "Abyss Bridge" is impossible.

[Ranking]

- Honorable Daeva's Mark item and Merchant NPC will be available until October.

[Item]

- Added information to the description of the 'Intio Paper' item about where to obtain it.
- We've modified the tooltip so that you can see the end period for the Honorable Daeva's Mark item.
- We've modified the tooltip for Sharkel and Sharkel Box items to confirm the end period.
- We've added a new Sharkel Reward Pack.
 1. It can be obtained from enemies in the Ardath and Flameruin Legion Raids.
- The amount of Sharkel in the Commander's Sharkel Box and the Flameruin Legion Large Supply Box has been increased.
- Fixed an issue where the 'Attention Grabbing Unique Outfit' was sometimes displayed on the back when worn by Asmodians.
- Fixed an issue where the Tuning stat of the Apsu Special Part Equipment of Vandal Class was incorrectly applied.
- Ariel & Azphel Transformation Runes have been added.

Empyrean Lord	Attack Rune	Support Rune	Enhancement Rune
Ariel	Light Attack Runestone	Light Support Runestone	Light Boost Runestone
Azphel	Dark Attack Runestone	Dark Support Runestone	Dark Boost Runestone

- Above Runes can be obtained from Prime Runestone Box or by combining Prime Runestones

[Transformation]

- New Transfomations have been added. **(Coming Soon)**

Grade	Trasnformation	Stats
Ultimate	Ariel	Atk Speed +60% Casting Speed +55% Mov Speed +100% Healing Boost 82 Accuracy 378 Magic Accuracy 413 PvP Attack 420 PvE Attack 620 PvP Defense 217 PvE Defense 217 Physical Crit 365 Magic Crit 415

	Azphel	Atk Speed +60% Casting Speed +55% Mov Speed +100% Healing Boost 82 Accuracy 413 Magic Accuracy 378 PvP Attack 420 PvE Attack 620 PvP Defense 217 PvE Defense 217 Physical Crit 415 Magic Crit 365
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- New Collections have been added

Collection	Stat	Skill Reward
Time of Light	Magic Crit Defense +70	-
Time of Darkness	Physical Crit Defense +70	
Empyrean Lords of Elyos	Physical Attack +350 (Melee Class) Magic Attack +350 (Magic Class)	
Empyrean Lords of Asmodians	Physical Defense +350 (Melee Class) Magic Defense +350 (Magic Class)	
Ultimate Transformation Conqueror	HP +10000	Group Summon: Alliance

[Aetherforging]

- The Aetherforging mastery for cosmetic items from the Snappy Star Daru, Wave Song, and Sea Feast sets has been lowered.
- Fixed an issue where the Aetherforging process for items from the following sets would stop sometimes.
 1. Snappy Star Daru
 2. Deep Sea Feast
 3. Wave Song

[Skills]

- Fixed an issue where some Daevanion skills didn't work properly.
- Fixed an issue where Oath skills were overlapped and applied.

[Character]

- Fixed an issue where some motions looked unnatural when jumping.

[UI]

- Fixed an issue where the key or registration window was displayed in the mailbox.
- Added details to an announcement message in the Arena of Discipline.
- Fixed an issue where a vehicle cube could be opened without registering a vehicle.
- Fixed an issue where a gender change warning message was displayed when attempting to change one's appearance using Luna.

[Sound]

- Fixed an issue where the jump sound effect was sometimes not output normally.
- When a stun effect is active, changed the sound effect to only play once.

[Environment]

- Fixed an issue where some skills were not unlocked when exiting the integrated field.
- Fixed an issue where characters were stuck in some terrain in Gelkmaros.

[Other]

- Fixed an issue where the character's animation was abnormal in certain situations.
- Fixed an issue where it was not possible to restore an intermittent cosmetic change item.
- Fixed an issue where ranking badges were sometimes displayed incorrectly.

Get ready to dive into this new chapter of Aion, filled with fresh adventures, and exciting changes. We hope these patch notes have given you a glimpse into the exciting journey that awaits you. See you in Atreia!