



Aion: Classic Update 2.0

CLASSIC

5/26/2022 | Updates | By Rin

- **Official 2.0 Patch Notes**
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Update Available:

May 25, 2022

Aion: Classic Update 2.0: Stormwing's Defiance

has excitedly landed with all the might of the fierce Balaurea! But we know you, Daevas—you're ready to jump in and face these dangers head-on! In this update comes a massive amount of new content: from the Balaurea we have the magnificent Inggison and Gelkmaros arriving for the Asmodians and Elyos, unique windstream and geysers to help you traverse the mysteries of Ateria, several new instances and battlefields to test your capabilities, and much, much, *much* more!

By the way, don't forget to claim your 30-day Stormwing Pet before June 22!

STORMWINGPET20

***Please Note:** The code above can only be used on May 25 after maintenance, and expires on June 22!



Official 2.0 Patch Notes

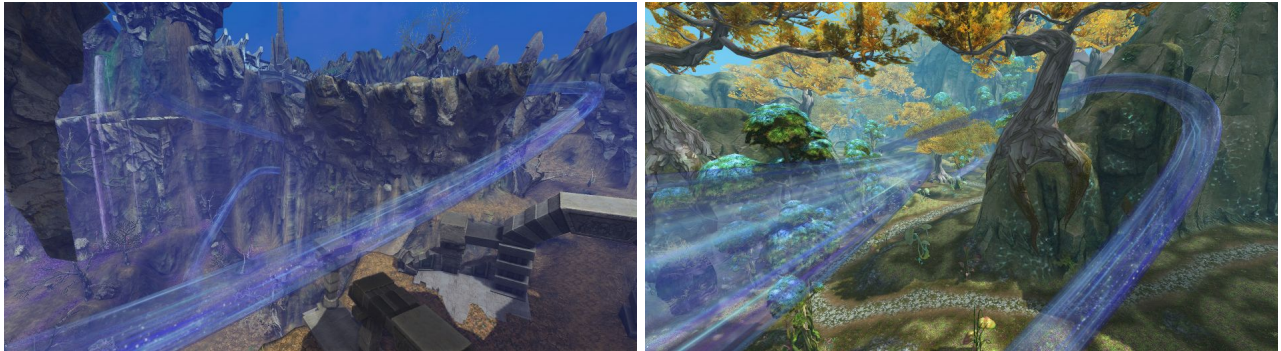
Balaurea

1. 'Inggison' and 'Gelkmaros' will be released.



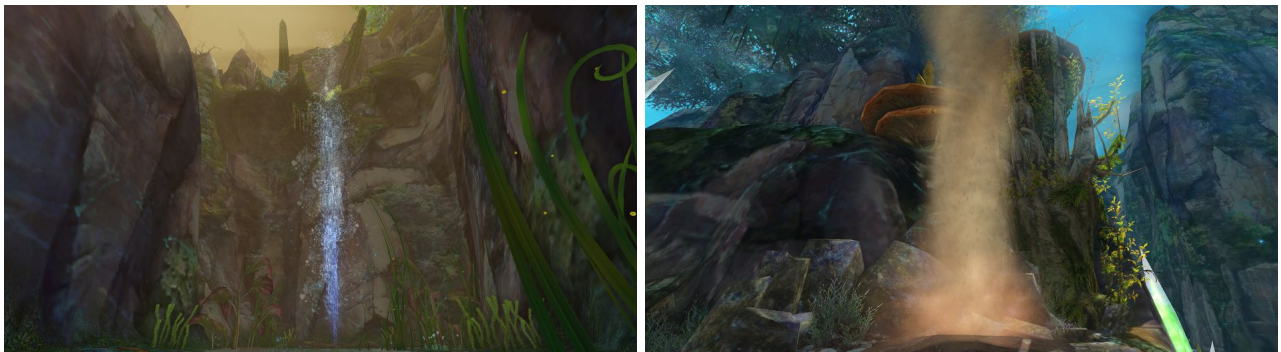
- In Balaurea, monsters of level 51 or higher will appear.
- Inggison/Gelkmaros: Each area has 2 Fortresses and 4 Artifacts.
- You can move to 'Silentera Canyon' if you occupy one or more fortresses in each area.

2. Added movement system via Windstream.



- Windstreams have the appearance of flowing wind. When a character enters a glide or flight state inside, it moves according to the direction of the windstream.
- While moving inside a windstream, the character's flight gauge does not decrease, and they cannot be attacked or attacked.
- There are normal windstreams (purple/blue) and impossible windstreams (turquoise/blue) that can be separated in the middle.

3. Added the ability to move through windstreams and geysers.



- You can use windstreams and geysers to move to high places or travel set distances.
- If entering the windstream via a glide, you can ascend with the air current.
- When a character enters above the geyser, the character flies into the air by rising upwards.

4. A new field raid monster has been added.



- 'Omega' appears in Inggison and 'Ragnarok' appears in Gelkmaros.
- These raid monsters will reappear after a certain amount of time has passed after they have been defeated.

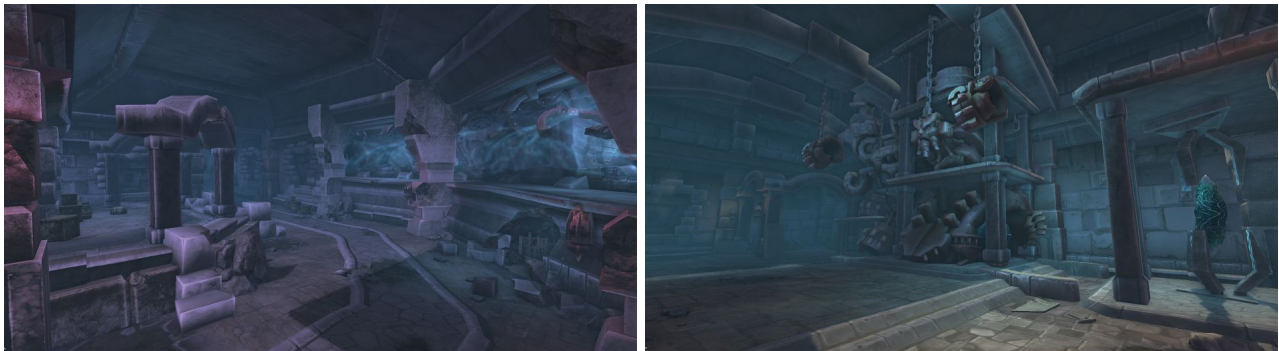
Instance Dungeon

1. A new Instance Dungeon 'Udas Temple' has been added.



- Elyos can enter the dungeon through the 'Udas Temple Entrance' located in the Corrupted Underground Fortress area of Inggison.
- Asmodians can enter the dungeon through the 'Udas Temple Entrance' located in the cursed Undercity area of Gelkmaros.
- 'Udas Temple' dungeon can be entered once a day and will be reset at 9 am the next day.

2. Added a new Instance Dungeon 'Lower Udas Temple'.



- Elyos can enter the dungeon through the 'Lower Udas Temple Entrance' located in the Corrupted Underground Fortress area of Inggison.
- Asmodian can enter the dungeon through the 'Lower Udas Temple Entrance' located in the cursed underground city area of Gelkmaros.
- Both Elyos and Asmodian can move through the connected passage after defeating the final boss in Udas Temple.
- 'Lower Udas Temple' Dungeon can be entered once a day and will be reset at 9:00 AM the next day.

3. Added a new Instance Dungeon 'Beshmundir Temple'.



- 'Beshmundir Temple' is an Instance Dungeon that only level 55 characters can enter.
- The entrance to 'Beshmundir Temple' Dungeon is located within Silentera Canyon, and Elyos and Asmodian use the same entrance.
- When entering the dungeon, the party leader can enter the dungeon by selecting the desired difficulty level.
- Difficulty is divided into two categories: 'Easy' and 'Normal'.
- 'Beshmundir Temple' Dungeon can be entered once a day and will be reset at 9 am the next day.
- The two difficulty levels share the same entry cooldown.
- To explore the various areas inside, you must complete the quests below:

Race	Quest	Entry Area
Elyos	Soul Invocation Ceremony	Oracular Chamber
	Written in Blood	Forgotten Storeroom

	Eluding Success	Blue Flame Incinerator
Asmodian	Soul Summoning	Oracular Chamber
	Rank and Bile	Forgotten Storeroom
	Fiery Focus	Blue Flame Incinerator

4. A new battlefield 'Chantra Dredgion' has been added.



People	Entry level	Entry waiting time	Entry time
Up to 6 people	51Lv ~ 55Lv	2 hours	Every day 12:00, 18:00, 00:00

- During the entry period, you can apply through the entry application icon on the left side of the mini-map or through the NPC below:

Race	Area	Entry NPC
Elyos	Inggison	Kipos
Asmodian	Gelkmaros	Gielle

5. New Instance Dungeon 'Taloc's Hollow'.



- This is an Instance Dungeon that can only be entered solo.
- 'Taloc's Hollow' Dungeon can be entered once per day and entry will be reset at 9 am each day.
- Elyos must complete the mission 'Bound for Inggison', and Asmodian must complete the mission 'Grand Theft Justice' to acquire access to the following entry missions for 'Taloc's Hollow':

Race	Quest
Elyos	Friends for Life
Asmodian	The Aether Must Flow

- 'Taloc's Hollow' Dungeon can be entered via the NPCs below:

Race	NPC
Elyos	Lothas
Asmodian	Taloc's Guardian

6. New Instance Dungeon 'Haramel' has been added.

- This is an Instance Dungeon that can only be entered solo.
- There is no separate entry quest for this dungeon, and any character between level 15 and level 22 can enter.
- You can acquire Haramel-related quests in Fort Verteron for Elyos and Fort Altgard for Asmodians.
- Elyos can enter the dungeon through the 'Haramel Secret Entrance' located on the Cantas Coast of Verteron.
- Asmodians can enter the dungeon through the 'Haramel Secret Passage' located near the Impetusium in Altgard.
- The waiting time to re-enter 'Haramel' Dungeon is 30 minutes.

7. A new map, 'Empyrean Crucible', has been added.

- Can be entered by characters level 51 - 55.
- You can receive the following new insignias from this area:
 - Crucible Insignia, Insignia of Solitude, Insignia of Chaos
- New consumables and equipment have been added that can be purchased with these new Insignias.
- Season rewards have been added.

8. Changed the entry level of 'Tiak Research Base' to level 51 or higher.

9. The acquisition probability of some items in 'Tiak Research Base' has been changed.

10. The AP reward of 'Tiak Research Base' has been increased.

11. Increased the drop rate of equipment items in Nochsana Training Camp, Fire Temple, Kromede's Nightmare, and Dark Poeta.

12. You can no longer obtain skill books from the Alquimia Research Center and the Secret Revolutionary Lab.

13. You can acquire the new belt equipment 'Distorted Infernal Durable Leather Accessory' and 'Distorted Infernal Durable Cloth Accessory' from the Distorted Infernal Slime at the Tiak Research Base.

14. Changed the way to acquire tickets for the Treasure Room of the upper floors 'Isle of Roots Storeroom', 'Grave of Steel Storeroom', and 'Twilight Battlefield Storeroom'.

- These tickets can only be acquired through the quests below:

Faction	NPC	Quest	Acquisition Conditions
Elyos	Dirandera	[Weekly] Entry Conditions for the Isle of Roots Storeroom	Fortress Occupied
	Paean	[Weekly] Entry Conditions for the Grave of Steel Storeroom	
	Poeas	[Weekly] Entry Conditions for the Twilight Battlefield Storeroom	
	Dokelung	[Weekly] Krotan Fortress Artifact Fragment	Fortress Non-occupied
	Dokilung	[Weekly] Kysis Fortress Artifact Fragment	
	Doralung	[Weekly] Miren Fortress Artifact Fragment	
Asmodian	Lifton	[Weekly] Entry Conditions for the Isle of Roots Storeroom	Fortress Occupied
	Eraugea	[Weekly] Entry Conditions for the Grave of Steel Storeroom	
	Herder	[Weekly] Entry Conditions for the Twilight Battlefield Storeroom	
	Dokemung	[Weekly] Krotan Fortress Artifact Fragment	Fortress Non-occupied
	Dokimung	[Weekly] Kysis Fortress Artifact Fragment	
	Doramung	[Weekly] Miren Fortress Artifact Fragment	

15. We have lowered the stats of the Guardian and Awakening Guardians of Isle of Roots Storeroom, Twilight Battlefield Storeroom, and Grave of Steel Storeroom.

16. Drops such as 'Filling Pet Energy Bar Bundle' and 'Plentiful Pet Energy Bar Bundle' have been added to dungeon loot.

Fortress Siege

1. Enraged Fragment Menotios has been added to the basement of Divine Fortress.



- Enraged Fragment Menotios is a level 55 boss monster.
- You can challenge this boss monster by trading the 'Divine Fortress Unsealing Stone' to the Legion commander to proceed with battle.
- The 'Divine Fortress Unsealing Stone' is available for 7 days. Please keep in mind, even if unclaimed from the mail, the time limit on the stone will continue to count down until expiration.

2. The following fortress times will be implemented:

Server Time (UTC-6)	Time (PDT)	Time (EDT)	Mon	Tue	Wed	Thu	Fri	Sat	Sun
0:00	23:00	2:00	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion
1:00	0:00	3:00	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion
12:00	11:00	14:00	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion
13:00	12:00	15:00	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion
16:00	15:00	18:00	x	x	x	x	x	Lower Level (all)	x
18:00	17:00	20:00	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion	Dredgion Upper Outer	Dredgion Balaurea (all)

19:00	18:00	21:00	Dredgion	Dredgion Crimson Temple Temple of Scales	Dredgion	Dredgion Vorgaltem Citadel Altar of Avarice	Dredgion	Dredgion	Dredgion
20:00	19:00	22:00	Tiak	Tiak	Tiak	Tiak	Tiak	Tiak	Tiak
21:00	20:00	23:00	Tiak Krotan	Tiak	Tiak Kysis	Tiak	Tiak Miren	Tiak	Tiak
22:00	21:00	0:00	x	x	x	x	x	Divine	x

3. Changed the level of the Guardian Deity General to level 55.

- Krotan Fortress, Kysis Fortress, Miren Fortress, Divine Fortress

4. Adjusted the stats of some monsters and NPCs in Reshanta to level 55.

5. The contents of the fortress treasure rooms have been reorganized:

- Changed the entry level of the upper central treasure rooms to levels 51-55.
- Adjusted the stats of monsters in the upper central treasure rooms to level 55.
- The probability of acquiring artifacts from the upper central treasure rooms has been increased.
- The entry level of the upper fortress treasure rooms has been changed to 40-50.
- The number of people entering the lower-level treasure rooms has been changed to 3 people.
- Lower-level fortress treasure room monster's stats have been lowered.
- The probability of obtaining artifacts from the treasure chests in the lower fortress treasure rooms has been increased.
- Removed 'Kwang Treasure Chest' from the lower-level fortress treasure rooms.

6. Balaurea will occupy fortresses 5 minutes before they go vulnerable.

7. Changes have been made so that factions that fail to capture the Balaurea are also rewarded.

8. If you capture 1 fortress in Balaurea's friendly camp area, an infiltration passage will open to 'Silentera Canyon'.

- The 'Silentera Canyon West Entrance' opens when Elyos captures one of the two fortresses in the Inggison area.
- The 'Silentera Canyon East Entrance' opens when Asmodian captures one of the two fortresses in the Gelkmaros area.
- When the infiltration passage is opened, a system message is displayed and displayed as an icon on the map.

9. The 'agent' that appears when the opposing race occupies 2 of Balaurea's friendly camp fortresses uses a damage-reflecting buff and cannot be attacked.

10. The Fortress of Inggison and Gelkmaros has been changed to be captured by Balaurea 5 minutes before the start of the next Fortress Battle if the same race captures the fortress twice in a row.

Crafting

1. Crafting Master rank has been added.

- A Crafting Expert can be promoted to a Crafting Master by paying a certain number of keys after completing the quest for Crafting Mastery at skill level 499.
- A character can only become a master of one crafting skill.
- When you achieve Crafting Master, the maximum proficiency will be increased to 549.

2. New Essencetapping with a skill level of 400 or higher have been added.

- The new materials are located in Balaurea (Inggison, Gelkmaros).
- Among the new collections, Magical Aether/Malevite Miasma/Weathered Object can only be extracted while possessing the 'extraction tool'.
- Extraction tools necessary for extracting weathered shapes can be purchased from certain NPCs in the field.

Skill

1. As the maximum character level has been expanded to 55, higher level skills and new skills have been added.

Type	Acquisition place
Skill Book	Purchased at the main cities for each race (kinah)
Normal Stigma	Obtained by monster drops and quests rewards
Greater Stigma	Purchased at the main cities for each race (Abyss Points)

2. You no longer can use any skills while falling

3. Fixed an issue where some of the skills entered in a macro were not used.

Item

1. Elite Primus Pilus equipment has been added.

2. Certain rules have been implemented for appearance changes.

- The following items will not be able to change or utilize their appearance:
 - A normal or crafted item type that is higher than a hero grade. (Example: Tahabata weapon).
 - Weapons, Armor, Earring, Necklace, or Helmets that can be purchased with Abyss Points. (Example: Elite Centurion item)

3. Abyss equipment that is higher than the level purchased with Abyss Points has been changed so it cannot be extracted.

4. Additional skillbooks can now be purchased in the shop.

5. Additional stigmas can now be purchased in the shop.

6. Added Legion Stealth Kisk to the Legion Shop.

7. Personal stigma summoning stones have been added to the general store.

8. Removed the ability to obtain an Elixir when a monster is defeated.

9. Changed the price of the Elixir item.

10. Added visual effects to meow cat recipe book and orb.

11. The possession time of Glimmering Krotan Refuge Artifact Shard, Glimmering Kysis Fortress Artifact Shard, and Glimmering Miren Fortress Artifact Shard items have been changed to the following:

Current	New
1 day	7 days

12. Fixed a visual issue while players wore both the Trendy Mafia Costume and a shield together.

13. Fixed an issue while wearing '[Event] Comfortable Tracksuit Uniform'.

14. Added a 'Limited Ingredients' sales tab to the shop of the Rocky Workshop Merchant.

- Changed the blue/red/white heliotrope powder to be sold in the limited material sales tab.

15. Some Candy Bundles have been changed so that they can be exchanged/traded and stored in the account warehouse.

- The changed candy packages are as follows:

Item Name	
Tough Pink Tiger Transformation Candy Box	Doggo Form Candy Selection Box
3 Solorius Pink Tiger Candy Box	Meow Cat Form Candy Selection Box
Transparent Form Candy Box	Mountain Panda Form Candy Selection Box
Inquin Form Candy Selection Box	Sea Panda Form Candy Selection Box
Dignified Inquin Form Candy Selection Box	Hanbok Pixel Form Candy Selection Box
Wise Inquin Form Candy Selection Box	Fennec Fox Form Candy Selection Box
Extraordinary Inquin Form Candy Selection Box	Rotund Ayas Form Candy Selection Box

16. The appearance of the moonlight Hanbok costume has been fixed.

17. Fixed awkward motions from happening while wearing 'Trendy Mafia Costume' and 'Beach Hero Costume'.

18. Fixed an issue where the preview of an appearance item sold in the Quna Shop would be displayed in a dyed state when the player is currently wearing dyed equipment.

19. We have increased the probability of obtaining Balaur material items from monsters in Tiak Research Base.

20. The item drop chance of some monsters in the fields has been lowered.

- These items will instead have an increased drop chance in dungeons and battlefields in the future.

Character

1. The daily sales limit for characters above level 41 has been increased.

2. The Abyss Points acquired through PvP in Eltnen, Heiron, Morheim, and Beluslan have been changed.

- Decreased the Abyss Points earned by killing characters in these regions.

3. Fixed an issue where a motion output could be omitted by resting while using skills.

4. Fixed an issue where some appearances were not displayed correctly after using the Snowman emote.

5. Fixed an issue with the signboard appearance when starting a private store sale.

6. Fixed an issue where the character's appearance was displayed abnormally when using the Return Scroll while under the effects of a Transformation Candy.

7. Fixed an issue where you could open a personal shop while jumping or falling.

Quest

1. The reward for some quests has been changed to Sapphire Medals.

2. The number of times some quests can be repeated has been changed.

3. The Abyss Points awarded in quests related to the upper fortress treasure room has been increased.

4. Added quests to acquire unique armor that can be completed in 'Steel Rake' and 'Draupnir Cave'.
5. Item rewards have been removed from the following repeated quests:

Elyos	Asmodian
Eliminate Recruits in the Nochsana Training Camp	Eliminate Recruits in the Nochsana Training Camp
Protect the Ruins	To Preserve the Ruins
A Nightmare That Must End	A Nightmare That Must End
Traders' Reputation	Traders' Credibility
Clearing Out Draupnir	Death to Draupnir

6. The following quest items have been modified so that all party members can acquire it:

Elyos	Asmodian
[Spy/Daily] Stanis's Worry	[Spy/Daily] Food for Rationing
[Spy/Daily] Mudthorn of Viscum Swamp	[Spy/Daily] Worm Scourge
[Spy/Daily] A Shield Situation	[Spy/Daily] Bolstering Our Defenses
[Spy/Daily] Temenos's Request	[Spy/Daily] Sandstorms Get in Your Eyes

7. Tiak Research Base's daily quests can now be shared.
8. The quests '[Daily] Protect What's Ours' and '[Daily] Acidproof Armor' can no longer be acquired or shared.
9. Fixed an issue where daily quests could not be acquired through Asmodian's Primus Training Center NPC 'Borden'.
10. The number of items required to complete the 55th level advanced stigma quest has been changed.
 - The probability of obtaining quest items has been increased.

Daeva Pass

1. Added a Reawakening Pass.
 - Accounts that have not logged in for 28 days can use the Reawakening Pass.
 - Reawakening Pass can be purchased on a character-by-character basis
 - The player has 28 days from the time they log in to purchase and use the Reawakening Pass.
 - The account login is checked between both the Retail and Classic servers.
2. Improved Daeva Pass UI.
 - A notification message is displayed when the mission period and season end are near.
 - A message pops up when premium rewards are available.
3. Daeva Pass sticker UI has been improved.

4. Fixed the issue where the time was not deducted properly when receiving a Daeva Pass reward with an expiration time.

Monster

1. The amount of kinah obtained by killing certain monsters has been changed.
2. The daily quest related to 'Sapphire Medals' has been changed so that items other than quest collection items do not drop when the target monster is defeated.

NPC

1. Fixed an issue where some merchant markers did not display on the map.

Emotes

1. Fixed an issue where some emotes would not perform when using their chat command.

UI

1. Changed the background of the server and character selection window.
 - Five types of backgrounds are randomly selected in the server selection window.
 - Changed the background of the job selection window when selecting or creating a character.



2. A search function has been added to the Quna Shop.
3. Fixed an issue where skills and items are registered and used continuously in the quick bar.
4. If the pet sale window is opened while the pet preview window is already displayed, the previous preview window has been modified to close.
5. When Hiding Other Characters (SHIFT + F12) is activated, summons of other characters (spirits, siege weapons, pets) are also hidden.
 - However, Kisks summoned by other characters are not hidden.
6. Fixed an issue where some Daeva Pass mission progress numbers were not displayed.

Others

1. Shugo Games - Fixed an issue where players could see details on other players who have the view details feature disabled.

Legion

1. The maximum kinah players can deposit and withdraw per day in the Legion warehouse has been set to 1 million kinah each.
 - The amount that can be deposited and withdrawn is reset every day at 9 am.
2. The contribution required to level up the Legion has been changed to 0.
3. Legion warehouse deposit/withdrawal limit has been increased.

PC

1. The soul healing cost of each level has been modified
 2. Lowered the amount of EXP lost when characters at level 6-30 die.
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Siel's Aura Update

Siel's Aura Update: May 25

In the spirit of *Aion: Classic* hitting the much-anticipated 2.0 version update, we've made some changes to Siel's Aura 90-day purchases! Starting May 25, players who activate this specific bundle will see better rewards that help further their adventure into this newly released content.

Bonus items for Siel's Aura 90-day will be updated as follows:

Removed

- [Event] Greater Courage Scroll
- [Event] Greater Awakening Scroll
- [Event] Greater Running Scroll
- Elemental Stone of Resurrection
- Tough Pink Tiger Candy

Added

- Sapphire Medals
- Tin Narky Egg (90days) – 22 slot storage
- Major Ancient Crown

With these changes in mind, here's the entirety of bonus items included when you purchase Siel's Aura 90-Day Pass:

Product	Bonus Items	Qty
[CLASSIC] Siel's Aura 90-day Pass	Siel's Aura 90-day Pass	1
	[Title] Defender of Atreia 90-day	1
	[Title] Champion of Atreia 90-day	1
	Sapphire Medal	10
	Tin Narky Egg (90 days) – 22 slot storage	1
	[Event] 5 Major Ancient Crown Box	1

Siel's Support Event

Support Event Dates:

March 25 – July 20

Finally, in addition to all the greatness and goodies happening in 2.0, we're also running a Siel's Support Campaign to help players get into the action and have fun with their friends! This Siel's Support Event gives extra goodies via the survey system every time you hit a specified level—including extra hours of Siel's Aura—up to level 45!

Survey Level	Achievement Level	Survey Reward	QTY
5~45	5	[Event] Siel's Aura (60 min)	1
		[Event] Green Inquin Form Candy Selection Box	3
		[Event] [Title Card] Lucky Year of the Tiger (3 days)	1
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
10~45	10	[Event] Siel's Aura (60 min)	1

		[Event] Navy Inquin Form Candy Selection Box	3
		[Event] Sweet Wine	10
		[Event] Gravy Dumpling	10
		[Event] Administrator's Boon	1
		[Event] Lodas Amulet III	3
		[Event] Major Recovery Potion	10
15~45	15	[Event] Siel's Aura (60 min)	2
		[Event] Orange Inquin Form Candy Selection Box	3
		[Event] Tombstone of Revival	3
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
		[Event] Pandaeamonium Scroll (Asmo) [Event] Sanctum Scroll (Elyos)	10
		[Event] Major Recovery Potion	10
20~45	20	[Event] Siel's Aura (60 min)	3
		[Event] Red Inquin Form Candy Selection Box	3
		[Event] Sweet Wine	20
		[Event] Gravy Dumpling	20
		[Event] Lodas Amulet III	3
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
		[Event] Major Recovery Potion	10
25~45	25	[Event] Siel's Aura (60 min)	4
		[Event] Purple Inquin Form Candy Selection Box	3

		[Event] Greater Scroll (5 Scrolls) Selection Box	10
		[Event] Divine Wind Serum	25
		[Event] Major Recovery Potion	10
		[Event] [Title Card] Lucky Year of the Tiger (3 days)	1
30~45	30	[Event] Siel's Aura (60 min)	5
		[Event] Yellow Inquin Form Candy Selection Box	3
		[Event] Tombstone of Revival	3
		[Event] Major Recovery Potion	10
		[Event] Lodash Amulet III	3
		[Event] Administrator's Boon	1
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
35~45	35	[Event] Siel's Aura (60 min)	5
		[Event] Dignified Doggo Form Candy	3
		[Event] Tombstone of Revival	3
		[Event] Major Recovery Potion	10
		[Event] Lodash Amulet III	3
		[Event] Administrator's Boon	1
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
40~45	40	[Event] Siel's Aura (60 min)	5
		[Event] Dignified Doggo Form Candy	3
		[Event] Tombstone of Revival	3
		[Event] Major Recovery Potion	10

		[Event] Lodash Amulet III	3
		[Event] Administrator's Boon	1
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
45	45	[Event] Siel's Aura (60 min)	5
		[Event] Dignified Doggo Form Candy	3
		[Event] Tombstone of Revival	3
		[Event] Major Recovery Potion	10
		[Event] Administrator's Boon	1
		[Event] Lodash Amulet III	3
		[Event] Greater Scroll (5 Scrolls) Selection Box	10
		[Event] [Title Card] Lucky Year of the Tiger (3 days)	1