AION

PATCH NOTES

Update 7.6

Contents

Instances

1. The Stella Private Stadium has been changed so that you resurrect inside it if you die there.
2. The Ereshkigal Cubelet is now available in Kubrinerk's Monster Cube Laboratory.
3. Accessories and feathers that you receive from defeating named monsters in some instances have been changed into chests.
4. The Pyre Soul in Lower Udas Temple no longer appears again after you've defeated it.
5. Added Raging Oris as the second named monster in Makarna of Bitterness (difficult).
   a. You can now get the Light Fragment Battle Feather/Light Fragment Magic Feather from Raging Oris.
6. Corrected an issue in Makarna of Bitterness (difficult) where the object summoned by the first boss monster wouldn't disappear.
7. Adjusted the AP gain in some instances.
8. The Black Cloud Merchant that players meet in the Hidden Minionite Warehouse on the Templar Road has been changed so that he no longer appears at a fixed point.
9. Altered some of the boss monster Ereshkigal's patterns in Senekta.

Fortress Battle

1. Changed the number of fortress battles.
   a. They now take place 2x a week, on Tuesday and Sunday at 9 PM.
   b. A fortress battle also takes place in Red Katalam on Thursday at 9 PM.
2. Changed the rewards for fortress battles.
   a. Alongside the change to the rewards for fortress battles, the AP and Honour Points of objects that appear in fortress battles have also been adjusted.
3. All rewards available in the fortress battle have been changed as follows:
   a. The contribution quota in PvP has been decreased.
   b. The Honour Points you receive as a reward for 2nd place have been reduced.
   c. The Honour Points you receive as a consolation for failing have been reduced.
   d. The AP gained on defeating the Guardian General has been increased.
   e. The AP gained after destroying the inner/outer fortress gates has been reduced.

       f.   The AP gained from normal objects has been reduced.

4. Reduced the attack power of some of the Guardian General's skills.
5. Fixed an issue where the battle against the Guardian General occasionally didn't take place.

Field Glory

1. Adjusted the items sold by the prize giver NPCs.
2. Changed the weekly sales limit for the prize giver NPCs to Monday 12 PM.

Skills

1. Changed the rune skills so that crit strike is not activated for Attack: Area of Effect and Attack: Additional Damage.
2. Changed the skill effects and rune skills effects of individual classes.
3. Fixed an issue where there was a certain probability of 1 damage being dealt if players used the Cleric's Odian skill Paralysing Blow.
4. Fixed an issue where the Iron Skin skill was displayed incorrectly in the Daevanion Skill window.
5. Effects are now played for the skill (Improved) Penetrating Wave.
6. Fixed an issue where there was a certain probability of a critical hit not being applied if players landed a 2nd hit with the ranger's Daevanion skill Sustained Arrow Rain.
7. The tooltip has been changed for some skills.
8. Spiritmasters can no longer use the Summon Group Member skill inside the fortress.
9. Changed the tooltip for the Cleric skill Sympathetic Heal.
10. Changed the effect displayed when performing [Skill Card] Robostrike.

PATCH NOTES

Combat Support

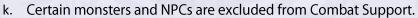1. Added the new function Automatic Combat Support.

    a. The Combat Support function can be activated using the Start/End button.
    b. The shortcut key for starting/ending Combat Support is Switch+A. This can be changed under [System Menu – Options – Key Settings – Functions]
    c. Combat Support functions linked to skills and regeneration can be changed via the Combat Support Settings button.
    d. Players can view information about items, points, etc. received during Combat Support via the Combat Support Stats Window button.
    e. The stats for Combat Support are updated in real time and the information displayed is reset when Combat Support ends.
    f. Combat Support is cancelled during states such as Dead, Riding, Air transport, etc. during which combat isn't possible.
    g. Combat Support cannot be used when in group mode such as group/alliance, etc.
    h. If a player enters a region in which they are compulsorily invited to a group/alliance while Combat Support is active, the invitation is not sent.
    i. Group invitations, e.g. to groups/alliances, are automatically rejected while Combat Support is active.
    j. The camera view is fixed on the character while Combat Support is active.

k. Certain monsters and NPCs are excluded from Combat Support.

l. A total of 5 skills can be set. This is done by dragging and dropping the skills from the skill window (K) into the corresponding slot.

m. In the case of chain skills, all of the subsequent chain skills are applied if the first skill has been inserted.

n. Gathering skills are used at maximum accumulation.

o. AoE skills are used once the player has moved to the corresponding range.

p. If all skills are in cooldown, standard attacks are used.

q. Restoration items can be set so that they are used once a certain HP/MP value is reached. Restoration items in your inventory are used for this by dragging and dropping them to the corresponding slot.

r. If Prioritise quest monsters is selected, the player will fight against monsters first.

s. If Sell items is selected, items are automatically sold once the inventory is full.

2. Fixed an issue where the range of a skill was not applied correctly.

3. If the resources needed to use a skill are lacking (HP/MP/DP), standard attacks are now used instead.

4. Improved the speed and method of Loot and Sell items.

5. Changed the exclusion criteria for target tracking as follows:

Before	Changed
Exclusion of monsters looking at a different target	Exclusion of monsters that have selected a different player

6. Improved the method of approaching a monster.
7. There is now a cooldown for 3 sec. once Combat Support ends before Combat Support can start again.
8. Removed the Scarecrow from the combat targets for Combat Support.
9. Fixed an issue where target selection was cancelled if Combat Support was started while using a gathering skill.
10. Fixed an issue where the skill tooltip entered in the Combat Support interface was not updated if a character levelled up with Combat Support active and the levels of skills were subsequently also increased.
11. Fixed an issue where a chain skill used after a gathering skill was not performed correctly if gathering skills were registered in a Bard's Combat Support Settings.
12. Fixed an issue where Combat Support was not performed properly if players entered Aethertech skills radiating out from themselves at the centre in the Combat Support Settings.

Transformation

1. New transformations have been added.

Class	Transformation	Attribute
Ultimate	Ereshkigal	Attack speed +55% Casting speed +50% Movement speed +100% Healing boost +80 Accuracy +378 Magical accuracy +378 Physical crit strike +331 Crit. spell +331 Additional PvP attack +472 Additional PvE attack +180

		Additional PvE defence +180
	Tiamat	Attack speed +55% Casting speed +50% Movement speed +100% Healing boost +80 Accuracy +378 Magical accuracy +378 Physical crit strike +331 Crit. spell +331 Additional PvP attack +180 Additional PvE attack +472 Additional PvP defence +180

2. New collections have been added.

Collection	Improved attributes
Ereshkigal Legion	Crit strike/crit spell +20
Tiamat Legion	Crit strike/crit spell +20
Here for Raid	Crit strike/crit spell +40

Pet

1. Fixed an issue where certain movements made by the guardian angel were not displayed.

Items

1. Fixed an issue where occasionally only the item was consumed if the player used the Combat Experience Extractor item repeatedly with insufficient XP.
2. Fixed an issue where the contents were displayed distorted when linking equipment enchanted with Odian/runes in Legion Chat.
3. Removed some unused items from the list in NPC shops.
4. Fixed an issue where incorrect stats were applied to some items listed in the Auction House.
5. The items sold by the prize giver NPC in Katalam have been partially changed.

6. Added random attributes to some accessories and feathers. Re-identification and selected re-identification are now also possible.
   a. For accessories and feathers already owned and which are being re-identified for the first time, the Re-identification tooltip displays '???'.
7. Fixed an issue where the item manual described equipment that was not available.
8. Added 4 designs to magical crafting for Odians/runes.
   a. Odians/rune fragments and legendary Enchantment Stones can be used for crafting.
9. Added 10 designs to magical crafting for Enchantment Stones/Polishing Powder.
10. Fixed an issue where the shape of some weapons was not visible during combat.
11. Added 2 types of runes that can be used to enchant the Ereshkigal and Tiamat transformations.
12. Fixed an issue where the effects for some necklaces were visible when viewing the character from the back.
13. Reduced the drop probability of Titan Coins and Titan Coin Fragments in Inggison and Gelkmaros.
14. The NPC Fusionerk, who welds Titan Coin Fragments into Titan Coins had been placed in Inggison and Gelkmaros.
15. Added Raging Oris' Cube.
    a. The new cubelets are available either as a Monster Platinum Cubelet Bundle or in Kubrinerk's Monster Cube Laboratory.
16. Adjusted the tooltip description for the Monster Platinum Cubelet Bundle.
17. Agents can no longer trade the Dimension Hourglass, which is sold by the prize giver.
18. Corrected the tooltip for some items.
19. Improved the tooltip for the item [Rune] Ultimate 100% Manastone Socketing Aid Bundle.
20. Corrected typos in the tooltip for the Legendary/Ultimate Relentless Intruder's Accessory Chest/Feather Chest.

Quests

1. Fixed an issue where immediately completing the [Instance] Lepharist Secrets quest in the Aetherogenetics Lab made the quest available to play again.
2. Fixed an issue where some quest items weren't available.
3. Fixed an issue where some video sequences were not played.

4. Corrected typos in some quest texts.
5. Added a tutorial for Combat Support.
6. Fixed an issue some monsters didn't respawn during the Elyos campaign 'A Hard Test'.
7. Fixed an issue where players received Glory Points by mistake if certain buffs were active.

Missions

1. Updated Lugbug's mission.
   a. Added new daily missions and changed some to weekly missions.
   b. Added new weekly missions and remove others to adjust composition of the weekly missions.
2. Changed the names of some Lugbug missions.

Environment

1. Adjusted the Glory Points for some monsters in Red Katalam.
2. Fixed an issue where players were sometimes able to progress in Dumaha without destroying the altar's iron bars.
3. Changed some areas.
4. Changed the terrain in the vicinity of the Gelkmaros Fortress so that no Kisks can be installed.
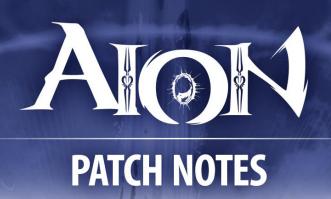5. Changed the level and numbers of some monsters in the regions of Heiron and Beluslan.

NPC

1. Hidden monsters that show up in the regions of Inggison and Gelkmaros can now no longer be found using the Pathfinding function.
2. Corrected typos in the dialogues of some NPCs.

3. Fixed an issue where the stance of some NPCs looked unnatural.
4. Adjusted the drop rate of items for some monsters in the regions of Heiron and Beluslan.
5. Added an Extreme Weapons Chest/Armour Chest as well as an Experience Potion to the items obtained from defeating monsters in the following places:
    a. Lakrum, Dumaha, Inggison, Gelkmaros, Silentera Canyon, Red Katalam.
6. Fixed an issue where some prize giver NPCs weren't functioning properly.

UI

1. Corrected typos on some links in the Dictionary.
2. Fixed an issue where the position of the equipment slots displayed in the character information and the Show details window were not the same.
3. Fixed the partially incorrect content in the Transformation Collection Effect tip.

Miscellaneous

1. Fixed an issue where the flight time was completely reset during transport to instances.

GF Features

1. Adjusted the items sold by the Battlefield Briefing Officer NPCs Skamish and Shamichael.
2. Adjusted the items sold by the instance trader NPCs Yinnig and Yinstanerk. Also adjusted the costs of the items.
3. The fragment items obtained in instances as well as the reagent items from the Gold Sand Shop are now stored in the quest cube.
4. Adjusted the items that players can get in Munirunerk's Treasure Chamber for the daily Luna victories as well as Munirunerk's Treasure Chest.