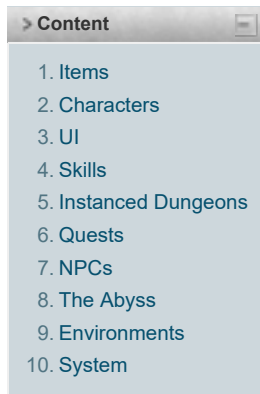


Patch Notes: 1.9.0.1

For more information on some of the new features coming to Aion in version 1.9, please visit our [1.9 Feature Guide](#).

1.9.0.1 Client Updates



Items

1. Armsfusion is a new system for combining two-handed weapons.



[Armsfusion screen]



[A fused weapon]

- Two-handed weapons such as greatswords, polearms, staves, spellbooks, orbs, and bows can be fused.
- Each city's remodeling shop has an Armsfusion Officer NPC who can fuse your weapons.

Race	Location	NPC Name
Elyos	Sanctum	Curio
Asmodians	Pandaemonium	Artur

- In order to fuse your weapons, the target weapon must be of a higher or equal level to the secondary weapon's item level. Also, the two weapons must be of the same type.
- The Armsfusion process has the following effects:
 - ✗ Basic stats: 10% of the secondary weapon's basic attack power and 10% of its magic boosting power are added to the main weapon. Any stats that are lower on the secondary weapon will not be changed.
 - ✗ Options: The secondary weapon's options are added to the main weapon. The higher vales for attack speed, casting speed, and PVP attack power increasing options will be kept.
 - ✗ Manastone slots: The secondary weapon's Manastone slots are added to the main weapon, including any Manastones that are socketed in them.
 - ✗ Socketed Godstones are only transferred from the Primary weapon (even if only the secondary weapon has a Godstone socketed)
- The Manastone slots from the two fused weapons remain distinct so you can socket each one separately. For example, when an attempt to socket a Manastone in one of the main weapon's original sockets fails, the remaining main weapon's Manastones disappear, but the secondary weapon's Manastones remain intact.
- When socketing Manastones on a fused weapon, a socketing screen appears from which players can select either the original Manastone slot or one of the slots that was added by the secondary weapon.



- A fused weapon cannot be traded or stored in account or legion warehouses.
- The fusion process destroys the secondary weapon.
- Players can undo the fusion process by speaking with the Armsfusion Officer NPC and selecting the Armsbreaking option. The primary weapon will once again become tradable and storable.
- Weapons destroyed in the fusion process are not restored when Armsbroken.

2. A socketing supplement, which greatly increases the enchantment stone and Manastone-socketing success rate, has been added.

- The socketing supplement has three versions: lesser, regular, and greater. The socketing rate bonus increases with better grade supplements.
- Lesser socketing supplements can be purchased from the Item Remodeller and the Medicine Merchant in Sanctum, Eltnen, Heiron, Pandaemonium, Morheim, and Beluslan.
- The regular and greater supplements are not yet available, but will be added in a later patch.
- Players who have socketing supplements in their cube when attempting to socket an enchantment stone or Manastone will see a screen allowing them to select the particular stone and supplement they wish to use.
- Players who do not have supplements in their cube will continue the socketing process without a socketing screen, except in the case of socketing a Manastone into a fused two-handed weapon. That process always displays a socketing screen.



Weapons, armor, and shields that are Fabled class or higher can now be enchanted to +15.

3. Items' max socketing value has been increased from +10 to +15 for Weapons, Armor and Shields that are Fabled or Eternal.

- Socketing from +1 ~ +10 has the same success rate as before.
- From +11, the success rate is lower.
- When socketing fails at +11~+15, the value falls back to +10.
- This only refers to items that are **Fabled** or **Eternal**.

4. Strengthening armor with an enchantment stone will result in an increased physical defense, HP, and physical critical resistance rate bonuses.

- The increased stat does not appear at +0 socketing status.

+1 Anuhart Legionary's Breastplate			
Type	Plate		
Untradeable,Unstorable in Account Warehouse,Unable to store in the Legion Warehouse			
Available for Level 50 or higher			
Physical Def	339 (+6)	Magic Resist	101
Evasion	138	HP	0 (+8)
Strike Resist	0 (+4)		
HP	+253	Flight Time	+20
Enchantment Level 1			

5. The level of "Artisan" has been added to the crafting system.

- Upon reaching a crafting skill level of 449, players can go to a Crafting Trainer NPC to advance further.
- Once players become Artisans, their maximum level in the skill increases to 499.
- Players can become Artisans of two crafting skills.
- Existing Crafting Level names have been changed:

Old Name	New Name
Lesser	Amateur
Regular	Novice
Greater	Apprentice
Fine	Journeyman

6. Extract Vitality is now known as Essencetapping and Extract Aether is now known as Aethertapping.

7. The maximum Essencetapping and Aethertapping levels have been raised.

- Players who reach level 399 for either of the gathering skills can go to the Master NPC for the relevant skill. They may then complete a quest and pay a fee to advance to the rank of Expert.
- Players who become Experts will have a new maximum skill level of 499.

8. There is now a character level requirement in addition to the skill level requirement for Aethertapping

Level	Skill Level	Character Level
Apprentice Aethertapping	200-299	At or above level 30
Journeyman Aethertapping	300-399	At or above level 40
Expert Aethertapping	400-499	At or above level 50

9. Certain new resources will require specific tools to gather.

- These tools can be purchased from the Essencetapping merchants and Aethertapping merchants in the large cities.
- The specific collection items will be introduced in new zones in an upcoming expansion.

10. A Superb Essencetapping Hat and a Superb Aethertapping Hat, which show nearby collection items (above skill level 400) on the radar, have been added.

- These hats can be purchased from the Essencetapping item merchants and the Aethertapping item merchants in the large cities.
- Names of some existing gathering hats have been changed to match the new crafting levels:

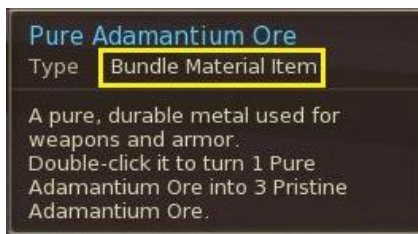
Old Name	New Name
Novice Gatherer Hat	Novice Essencetapping Hat
Experienced Gatherer Hat	Apprentice Essencetapping Hat
Veteran Gatherer Hat	Journeyman Essencetapping Hat
Advanced Gatherer Hat	Expert Essencetapping Hat
Novice Aether Gatherer Hat	Novice Aethertapping Hat
Experienced Aether Gatherer Hat	Apprentice Aethertapping Hat
Veteran Aether Gatherer Hat	Journeyman Aethertapping Hat
Advanced Aether Gatherer Hat	Expert Aethertapping Hat

11. New recipes and morphing books have been added for both Elyos and Asmodian factions.

- A Crit Spell Scroll and an Awakening Scroll which can be crafted from materials found in existing zones, have been added.
- Please note that some of the newly added designs are to be crafted from materials that will be found in new zones to be added later. They cannot currently be crafted.
- New Morphing Methods have been added for rare collection. Some examples of items that can now be morphed are: Greater Adamantium Ore, Fresh Neunan, and Big Ruby Ore.

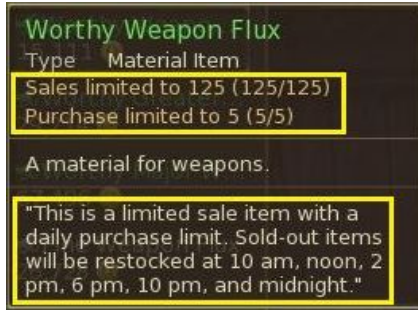
12. A resource dismantling system has been added.

- Double-clicking on high level resources (e.g., Greater, Pure, Brilliant) results in dismantling them into three lower level resources. E.g., Brilliant Aether -> 3 Pure Aether
- Resources that can be dismantled are marked as bundled material items in the item type.



13. A limited edition system has been added.

- Certain items only exist in a set quantity and will be marked as "sold out" when stocks have been exhausted.
- Sold out items will be restocked after a period of time, varying by item.
- Some items have a maximum per character quantity. In those cases, only a set number can be purchased by a player regardless of stock levels.



- If a player hits the maximum quota, they must wait for a certain amount of time to pass before purchasing the item again. As before, the length of time varies according to the item.
- Items that are sold out or whose max quantity a player has reached will be marked in red.

14. Material Merchant NPCs and Flux Merchant NPCs responsible for selling Aether and Fluxes respectively have been added.

- Aether and Fluxes are limited edition items, so only a fixed amount can be purchased.
- See below for information about the NPCs who sell these stones.

Merchant	Elyos		Asmodians	
	Region	NPC Name	Region	NPC Name
Flux Merchants	Sanctum	<u>Abydus</u>	Pandaemonium	<u>Edita</u>
Material Merchants	Sanctum	<u>Tacitus</u>	Pandaemonium	<u>Baleyg</u>
	Eltne Fortress	<u>Hegemon</u>	Morheim Ice Fortress	<u>Biflind</u>
	New Heiron Gate	<u>Cabeiri</u>	Beluslan Fortress	<u>Goen</u>
	Arbolu's Haven	<u>Quirinus</u>	Red Mane Cavern	<u>Harbarth</u>
	<u>Meniherk</u> Excavation Camp	<u>Kairos</u>	Settlers Campsite	<u>Helblind</u>
	Agairon Village	<u>Rocos</u>	Alsag Village	<u>Hjalmbri</u>
	<u>Jeiparan</u> Village	<u>Ilisos</u>	Besfer Refugee Camp	<u>Sangetal</u>

15. A brand-name boutique shop has been added in each capital.

- Elyos can purchase brand-name apparel from NPCs Persate, Rebbana, Margela, and Tieco in the Galleria of Grandeur.
- Asmodians can purchase brand-name apparel from NPCs Rudran, Enira, Spyridon, and Carrin in the Vanahal Boutique.

Elyos	Asmodians
<u>Andu's</u> Party Dress	<u>Marra's</u> Party Dress
<u>Palentine's</u> Party Dress	<u>Daskin's</u> Party Suit

[Items for Sale]



[Andu's Party Dress]

[Marra's Party Dress]

16. A new Mist system has been added with weapons and armor that are only good for a set amount of time after purchase.

- Items purchased from a Mist Merchant can automatically disappear once the time is up.
- Mist equipment cannot be stored in an account or legion warehouse, cannot be sold, and cannot be modified in appearance.
- Mist equipment cannot be strengthened with enchantment stones, Manastones, or Godstones.
- Armsfusion is not permitted with Mist equipment.
- Players can purchase Mist equipment from Mist Merchants in Sanctum, Eltnen, Heiron, Pandaemonium, Morheim, or Beluslan.

17. Abyss items--special options for PVP attack and defense--will now appear in the regular options location of the tooltip explanation.

Elite Archon Tribunus's Leggings

Grade

Abyss

Type

Archon T. Cloth

Untradeable, Unsaleable, Unstorable in Account Warehouse, Unable to store in the Legion Warehouse

Available for Level 50 or higher

Physical Def

98

Magc Resist

108

Evasion

140

PVP Defense

+4%

HP

+237

MP

+555

Flight Speed

+8%

Concentration

+13

Manastone socketing (for manastones of level 60 or lower)

18. Graphical changes have been made to show the item's effect and the Godstone's effect at the same time.

19. Item appearance can now be modified at level 20 instead of 30.

20. New Heroic class weapons and armor can only be purchased from the Abyss Contributor.

- You can equip these items at levels 25, 35, and 45.

21. New wings can be purchased from the Wing Feather Tuners in the large cities.

- Level 30 Heroic/class, level 40 class, and level 50 Heroic/class wings have been added.

22. The appearance of resources found in the Poeta and Ishalgen regions have been changed.



[Herb]

[Fruit Tree]

[Ore]

23. The issue regarding the relatively high summon use time of the small/medium/large multiple fire cannon has been resolved.

24. The Boost Physical Attack I skillbook will now be sold by Chanter trainers.

25. Errors within the Work Order quests have been corrected.

26. Some resources should no longer spawn in abnormal locations.

27. Items should no longer appear abnormally when equipped.

28. Equipped items can no longer be synthesized into a two-handed weapon during Armsfusion. Items must first be unequipped.

29. Newly added Heroic rank items now begin at level 25 in the Abyss, not 35.

30. Alchemically crafted potion-type items no longer show up as magic-type items.

31. You may purchase "Boost Physical Attack I" from Chanter Skillbook Merchants Thrasymedes (in Sanctum) and Freyr (in Pandaemonium).

Race	Region	NPC Name
Elyos	Sanctum	Thrasymedes
Asmodians	Pandaemonium	Freyr

32. Some items' appearances have been corrected.

33. During crafting, Stage 2 high grade tailoring items now appear at the correct grade, rather than one grade higher. The affected designs are:

Elyos	Asmodian
Design: Strong Leather Pad	Design: Strong Leather Pad
Design: Tough Leather Pad	Design: Tough Leather Pad
Design: <u>Sobj</u> Textile	Design: <u>Xilix</u> Textile
Design: <u>Linon</u> Textile	Design: <u>Anathe</u> Textile

34. Name Changes: The following item names have changed:

Old Name	New Name
Alquimia Research Center Entrance	Alquimia Entrance
Artifact of Time and Space	Rift Artifact
Life Soul Sword	Spirit Blade
Dishella's Stem	Dishella's Vine
[Item] of the Fallen Legionary	Fallen Legionary's [Item]
[Item] of Angel with the Lost Wings	Oblate [Item]
[Item] of Nochsana Training Camp Chief	Nochsana [Item]
[Item] of Elyos Army Elite Legionary Level 3	Suntouched [Item]
[Item] of Asmodian Army Elite Legionary Level 3	Shadetouched [Item]
Lapis Lazuli	Lazuli
Hard-boiled	Savory

Characters

- The location of all characters created in the game has been reset.
 - All characters will be returned to the Obelisk where they are registered.
 - Characters not bound to an Obelisk will be teleported to their race's initial start location.
- Energy of Salvation has been added.
 - Characters who have progressed slowly from level 15 despite long connection times and continuous in-game activity will now obtain bonus EXP through the Energy of Salvation.
 - Characters who receive the Energy of Salvation will receive Energy of Salvation points at set time intervals.
 - Energy of Salvation points are automatically used during hunting, collecting, crafting, missions, quests, and PvP. They will boost earned XP by 30%.
 - Unused points disappear 10 minutes after logging out.
- Energy of Repose will now be earned starting at level 15. Its effects have been increased between levels 30~45.
- New stats have been added.
 - A healing increase stat has been added, strengthening the Cleric's healing abilities.
 - Critical hit and related abilities have been changed or added.
 - ✕ Magical critical hit effects, called Crit Spell, which once applied only during ordinary magic attacks, will now also apply to class skills. Items with existing Crit Spell proc will now match the new Crit Spell standard.
 - ✕ Physical critical hit (Crit Strike) decreasing / Crit Spell decreasing stats have been added to decrease the rate of critical hit damage incurred during physical / magic attacks.
 - ✕ Crit Strike defense / Crit Spell defense stats have been added to decrease the critical hit damage incurred during physical/magic critical hit damage.

Stat Name	Function Description
Healing Boost	Increases heal amount
Crit Spell	Boosts the rate of critical hits during ordinary magical attacks or skill use
Spell Resist	Lowers magic critical hit rate from attacks
Spell Fortitude	Lowers magic critical hit damage from attacks
Strike Resist	Lowers physical critical hit rate from attacks
Strike Fortitude	Lowers physical critical hit damage from attacks

[Newly Added Stats and Function Explanation]

- Item and Manastone bonuses now also affect the stats of the character's summoned spirits, traps, and energy.
- The basic stats and options of the character and item are not affected. An equipped item's additional options and Manastone options are reflected.
- Using skills and items to boost a character's stats will not boost the stats of the summons.



[Item Options that Affect Summon Stats]

- The stats applied to the summon depends on the type of summon.

Type	Applied Stats
Spirit	HP, Physical Attack, Crit Strike, Accuracy, Evasion, Physical Defense, Magic Boost, Magic Accuracy, Magic Resistance
Trap	Magic Boost, Magic Accuracy
Summoned Object	Physical Attack, Accuracy, Magic Attack, Magic Boost, Magic Accuracy

- All stigma stones types can now be purchased from the Stigma Seller located in the large cities.

Race	Location	NPC
Elyos	Sanctum	Clymene
Asmodians	Pandaemonium	Vergelmir

- Alterations to Casting Speed will now be reflected in the Character screen.
- The Magic Resistance rate has been changed according to level.
 - When the attacker's level is significantly higher than the defender's level, the rate of Magic Resistance occurrence is greatly decreased.
- The PvP Attack Option has been divided into PvP Physical Attack and PvP Magical Attack.
- The Curse of the Empyrean Lords has been updated so that it is easier to attain the debuff/temporary title at each stage (Azphel's Divine Punishment & Ariel's Divine Punishment)
- The cost of Soul Healing, Soul Binding, and Flight Transportation have all been decreased.
 - The cost of Soul Healing has been greatly decreased from before.
 - The decrease in the cost of Binding depends on the difficulty of the zone. Lower-level zones have seen the greatest price-cuts.
 - The cost of Flight Transportation has been greatly decreased.

12. A new icon that explains chain skill requirements and each type of Altered State has been added to the Chain Skill Info tab.



13. Title Name Changes: The following player titles have been changed to make them sound more appropriate in conjunction with characters' names:

Old Name	New Name
Tree-Hugger	Tree Hugger
Fluent in Krall	Krall Whisperer
Respects the Fallen	<u>Isson's Apologist</u>
Love Cynic	<u>Bloodsworn</u>
Anti-Counterfeiter	<u>Veritas Agent</u>
Lonely Bounty Hunter	Bounty Hunter
Recognized by <u>Arbolu</u>	<u>Arbolu's Anointed</u>
Defeater of the Indratu Legion	Indratu Bane
Belbua's Benefactor	Big Damn Hero
Poor Camouflage Master	Not-Quite-Master of Disguise
Experienced Fisher	Master Angler
Excellent Spy	Spymaster
Fluent in Balaur	Balaur Whisperer
Pirate Busting	Dread Pirate
Adept DP Manipulator	Aetheric Master
Owner of the Dragon Sword	Dragon Sword Master
Krall Slaughterer	Krall Stalker
Gatekeeper Hunter	Battering Ram
<u>Azoturan Destroyer</u>	Traitor's Bane
<u>Project Drakanhammer</u> Researcher	<u>Drakanhammer</u>
<u>Homuron</u> Knights	Knight Errant
The One who Confronted Fate	Seraphic Vindicator
Savior of Future	Dark Sovereign
Fluent in Mau	Mau Whisperer
Courageous Destructor	Curse Breaker
Champion of the Elderly	Shedim Altruist
Friend of Kong and Pat	Mosbear Nemesis
Silver Mane Benefactor	Silver Mane Ally
Slayer of Mabangtah	Provocateur
Fast, Exact, and Reliable	The Cat's Meow
Cheated by Sleipnir	Easy Mark
Hunter of the Snowfield	Snowfield Predator
Savior of Besfer Villagers	<u>Besfer's Shield</u>
Sweeper of Mt. <u>Musphe</u>	Scourge of Mt. <u>Musphe</u>
Ancient Book Collector	<u>Loxmaster</u>
All the Way to Elysea for Nothing	Emissary
Fluent in Balaur	Balaur Whisperer
Steel Rake Demolisher	Steel Rake Headhunter
DP Test Passing	Aetheric Master
Owner of <u>Agri's Rage</u>	Master of <u>Agri's Rage</u>
Poking into Everything	Executor
Gatekeeper Stabber	Valiant
True Friend of Silver Mane	Silver Mane Champion
<u>Marked One</u>	<u>Shadow Marked</u>

UI

1. A Looking For Group function has been added to help players find others for group quests.
- Click [Find Group] or hit <Shift + V>, and the LFG screen will appear.



- Creating a group/alliance recruitment link in Channel 3, the LFG channel, will automatically generate a recruitment notice, and the LFG screen will be opened automatically. Conversely, by typing a recruitment notice in the LFG screen, a group/alliance recruitment link is automatically created in the LFG channel.
- Mousing over or double-clicking on recruitment text or reinforcement text allows the player to check the group's detailed information.



- Players can use the search function at the top of the screen to search by level or keywords.
- After selecting the automatic search function, close the screen to make an icon appear above the start menu button. After the selected search is complete, it will blink and a system message will appear.



2. You can move the new quickbar anywhere on the screen.
- Go to Options -> Game Options -> User Interface to set it up.



- Right-click and drag the quickbar to move it. Clicking on the icon in the quickbar allows its appearance to be changed to one of 4 different types.



- Clicking on the quickbar's lock button hides any blank slots.
- New quickbars are unlocked by default.

3. An option has been added to permit more variety in target branding, making things easier when multiple characters are gathered nearby.



4. A new function will allow players to buy back items at the original sale prices.
- The buy back list will be reset upon logging out.
- Players cannot buy back junk items.



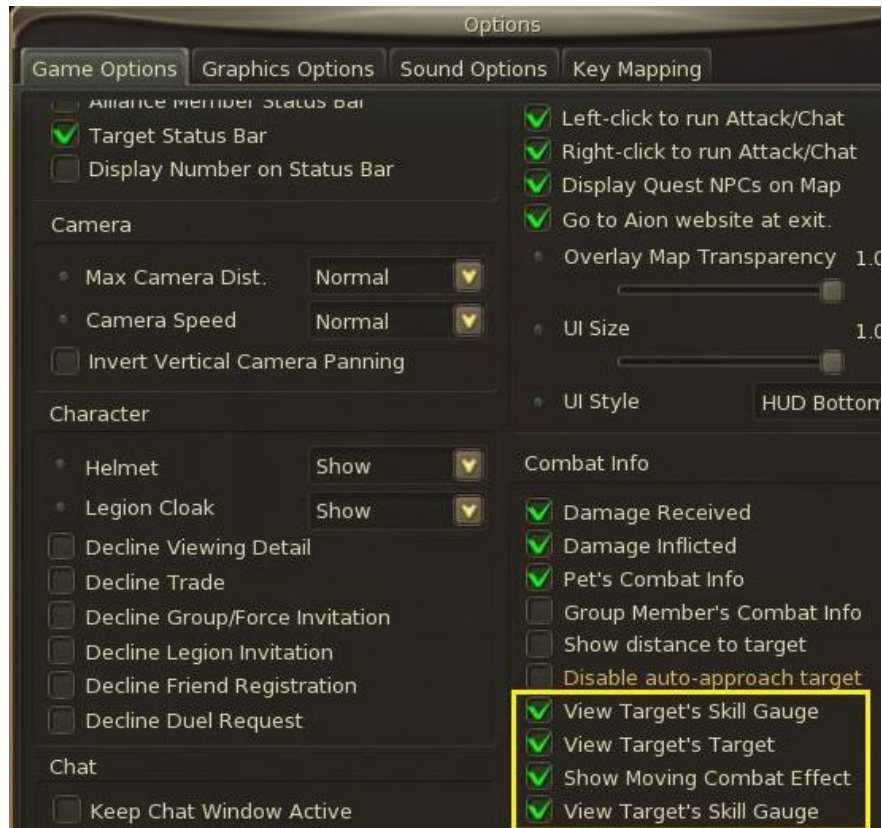
5. When players register stacked items for sale in a private store or broker, they can enter the quantity and unit price of the item by using <Shift + Right click>.



6. On the Skill list <K>, a new option filters out lower-level versions of skills.
 ● Check the box at the bottom of the screen to show just the highest level.



7. Players can now enable a function to view the casting bar of their target's target (i.e., if you have a mob targeted, you can now see the casting bar of whatever the mob is targeting).



- Activate it in Options → Game Options -> Combat Info.
- Prerequisite: "View target's target" function must be checked.



8. There are new options available for sorting titles.

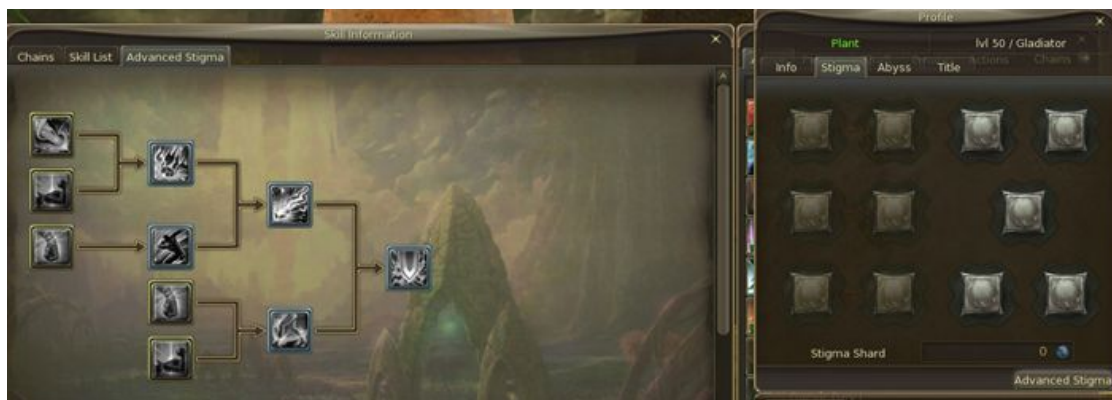
- Regular titles are obtained through quests, including campaign quests, and appear according to the quests' acquired level.
- Special titles are obtained from events, special purchases such as pre-order packs, and so on.



9. On the Social screen (V), the [Search] tab has been changed to the [Friend List] tab.

10. The placement and number of stigma slots has been changed.

- Additional stigma slots will be available in future updates.
- Once future updates are complete, there will be more information regarding new high level stigma stones.



11. The target's buff/de-buff icon is now found in the status bar's lower left side.

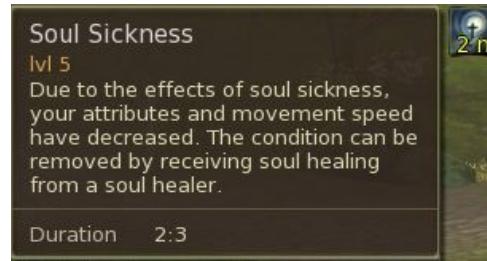


12. The default quickbar for new characters no includes a Rest icon.



13. The Soul Sickness tooltip and the content regarding Soul Healing have both been simplified.

- The Soul Sickness tooltip content has been changed to the following.



- Soul Healing description text has been changed to the following.

✕ You can restore lost EXP and remove resurrection sickness if your soul is healed. Soul healing requires [cost].
Do you want to heal your soul?

14. The issue regarding the disappearance of in-game time has been corrected.

15. Group member names now appear in the alliance window, including when selecting "Group Member Name" in Game Options.

16. When "Your Name" is unselected in Game Options, your summoned NPCs' names will no longer appear either.

17. The bug involving adding friends to a full Friends List has been corrected.

18. The correct Kinah total now displays when you sell multiple items to a shop.

19. Crafted items sold to an NPC merchant and then repurchased now go by their correct names

20. Party members' looting information should now appear correctly.

21. Enemy names should now appear in different colors depending on the difference between their level and yours.

Level Gap	Character Name
10+	Heimdall
+/- 9 levels	Heimdall
-10	Heimdall

22. Abyss area maps appear correctly when switching channels.

23. Changing one chat screen's font size no longer affects other chat screens.

24. The starting screen has been modified to enlarge the players' level displays and to put game-related information at the top and bottom of the screen.

Skills

1. The following skills have been added.

Class	Acquire Level	Skill Name	Skill Details
All	40	Remove Shock	Increases resistance to stun, stagger, stumble, spin, and aerial thrust by 1,000 for 7 seconds.
Gladiator	40	Boost Accuracy	Boosts accuracy.
	48	Ferocity	For 8 seconds, physical defense is decreased, but physical attack is greatly increased.
Templar	40	Boost Accuracy	Increases accuracy.
	48	Refresh Spirit	Recovers your own HP by 25%. For 30 seconds, increases Max HP by 25%.
	50	Aggravation III	Increases enmity.
Ranger	48	Retreating Slash	Inflicts physical damage and staggers back 25M.
Assassin	48	Bursting Flame Strike	Inflicts physical damage and level 2 engraving. This skill also inflicts level 5 pattern engraving with a certain rate of probability.
Sorcerer	30	Boost Spell Resist	Increases magic critical hit resistance.
	48	Time and Space Jump	Instantly moves 30m in a random direction
Spiritmaster	30	Boost Spell Resist	Increases magic critical hit resistance.
	48	Vengeful Backdraft	Inflicts fire type magic damage, of which up to 100% can be returned to the caster as HP, and up to 50% as MP.
Cleric	30	Boost Spell Resist	Increases magic critical hit resistance.
	48	Guardian's Shield	Creates a shield that blocks all damage for 30 seconds. Physical/magic skills cannot be used during that time.
Chanter	48	Retribution	Inflicts physical damage.

2. Name Change: The following skill and stat names have changed:

Old Name	AKA	New Name
Physical Critical Hit		Crit Strike
Extract Aether	Aether Extraction	Aethertapping
Aether Gathering		Aethertapping
Aether Master		Aethertapping Master
Extract Vitality	Vitality Extraction	Essencetapping
Vitality Gathering		Essencetapping
Vitality Master		Essencetapping Master
Spirit Elemental Flow <#> <element>		Spirit <element> Flow <#>
Spirit Strike <#> <element>		Spirit <element> Strike <#>
Preserve Spirit <#> <element>		Spirit <element> Preserve <#>
Spirit Sacrifice IV Water		Spirit Water Impact IV

3. When using the Gladiator's 'Strengthen Wings' skill, all movement weakening magic has been removed. Immobilization and movement speed decrease resistance values have been increased by 500.

4. The Gladiator's 'Vigor' skill tooltip explanation no longer contains the content for the 'Shield' explanation.

5. The Templar's 'Bodyguard' skill range has been changed from 5m to 10m.

- 6. The Templar's 'Holy Shield' duration time has been boosted from 10 seconds to 30 seconds.
- 7. The Ranger's 'Explosion Trap' now consumes 4 Tripeed fruit instead of 11.
- 8. The Ranger's 'Spike Bite Trap' now consumes 4 Tripeed fruit instead of 9.
- 9. The Ranger's 'Trap of Slowing' now consumes 10 Tripeed seeds instead of 7.
- 10. The Ranger's 'Aether Arrow' skill range has been changed from 25m to 30m.
- 11. The Elyos Ranger's 'Shock Arrow' skill icon has been changed.



- 12. All traps now have a decreased cooldown time. A maximum of two traps can now be placed on the ground.
- 13. The Assassin's 'Ambush' skill can no longer be used when the height difference between the Assassin and their target exceeds 8m.
- 14. The Sorcerer's 'Boon of Iron-Clad' skill has been restricted to block a maximum of 5,000 damage.
- 15. The Sorcerer's 'Boon of Peace' skill cooldown time has been reduced from five to two minutes. The enmity reduction has been slightly adjusted.
- 16. The Sorcerer's 'Stone Skin' skill tooltip no longer contains the content for the 'Shield' tooltip.
- 17. A magic boost from the Cleric's 'Summon Noble Energy' skill has been slightly decreased.
- 18. The Cleric's 'Thorny Skin' skill cooldown time has been reduced to three minutes from ten.
- 19. The Chanter's 'Boost Physical Attack' I and II skills should now exist in the skill list.
- 20. Monsters affected by fear or sleep will no longer be as angered by players' healing or buffing their allies.
- 21. The colors according to previous class skill levels have been changed.



- 22. The block to the stigma acquiring skill and the skill's information screen giving incorrect information have been resolved.
- 23. Spirits can now continuously use a skill when a Spiritmasters commands.
- 24. All monsters' fainting skills should now release with shock.
- 25. The tooltip for the artifact skill 'Daevic Innervation' now explains the skill's changing casting time.

26. "Two-handed weapon equip" now reads 'dual wield weapon equip'.

Instanced Dungeons

1. Some instances can now be entered at a certain level, even if the entry quest hasn't been completed.

Instance	New entry requirements
Alquimia Research Center	Asmodian - Characters above level 40
	Elyos - Characters above level 41
Aetherogenetics Lab	Asmodian - Characters above level 38
	Elyos - Characters above level 35
Indratu Fortress	Asmodian - Characters above level 42
	Elyos - Characters above level 41
Azoturan Fortress	Asmodian - Characters above level 38
	Elyos - Characters above level 35

2. After defeating Kromede the Corrupt and Vile Judge Kromede in the Fire Temple, a new Heroic class Judge item series will be dropped.

3. The Dredgion's play time has been changed from 1 hour to 40 minutes.

- While on the Dredgion, players must destroy five Surkanas in order to make Captain Adhati appear. Then a system message states "Captain Adhati has appeared in the captain's cabin".

4. A new Dredgion defense shield has been added between the Armory and Gravity Control and automatically appears when the battle against the Baranath Churl begins. The Ready Room shield's HP has been greatly increased.

5. The number of Abyss Points players can earn on the Dredgion has been slightly increased.

Condition	Before	After
Winning	3000 AP	4500 AP
Losing	1500 AP	2500 AP
Tied	2000 AP	3000 AP

6. The drop rates of the Dredgion boss monsters Adjutant Kalanadi and Supervisor Lakhane have been raised.

7. The drop rates of the boss monsters in the Draupnir Cave have been raised and items have been changed.

- Commander Nimbarka will now drop class armor leg sections.
- Kind Saraswati will now drop class armor shoulder sections.
- Lucky Golden Saam will now drop class armor at random.

8. The drop rates of the boss monsters in Dark Poeta have been increased. For ultimate boss monsters, the drop rate increases as the rank increases.

9. The drop rates of the boss monsters in Theobomos Lab and Adma Stronghold have been increased.

10. The drop rates of the boss monsters in the Aetherogenetics Lab, Alquimia Research Center, Indratu Fortress, and Azoturan Fortress have been increased.

11. The drop rate of the ultimate boss monster Nochsana General in the Nochsana Training Camp has been increased.

12. The Theobomos Lab instance in Elysea has been made slightly easier.

- The door blocking the Ice Corridor has been deleted. Players can now move without the key. Queen Arachne will no longer drop the Ice Corridor Key.
- Queen Arachne will instead drop a Laboratory Chest Key, which opens a treasure chest hidden inside the dungeon. There is a chance that the chest will contain the Gentlewoman's Dress.

13. The requirements for creating an entrance that leads directly from Heiron to Draupnir Cave and from Beluslan to the Indratu Fortress Dungeon have been changed.

- The Abyss Gates to Draupnir Cave and Heiron now appear more frequently and last longer.

14. Some of the instances that could only be entered during a campaign quest may now be entered at any time.

Race	Campaign Quest	Instance	Zone
Elyos	Sealing the Abyss Gate	<u>Aerdina</u>	Verteron
	Balaur Conspiracy	<u>Geranaia</u>	Eltnen
Asmodians	Crushing the Conspiracy	<u>Bregirun</u>	Altgard
	Hold the Front Line	<u>Nidalber</u>	Morheim

15. The re-entry time to the Indratu Fortress in Elysea has been reduced from 12 hours to 6 hours.

16. Only one boss monster per rank will now spawn in Dark Poeta and in Dark Poeta's Anuhart Legion Base.

Quests

1. Daily quests have been added, allowing players to undertake a new quest every day upon joining certain factions.

- Players automatically receive an introductory quest when they reach a certain level.
- Join the factions through each faction's joining NPC.

Race	Joining Level	Group Name	Group Joining NPC
Elyos	30	Alabaster Order	<u>Typhon</u>
	40	Radiant Ops	<u>Pompo</u>
Asmodians	30	Field Wardens	<u>Deryk</u>
	40	Blood Crusade	<u>Viscum</u>

- After joining a faction, a new quest will launch every day at 9 AM.
- When the daily quest is launched, a button will appear at the bottom right of the screen. Players may click the button to accept or decline the quest.



- Players must complete an accepted quest in order to participate in subsequent quest(s).
- Players can only join one faction at a time.
- After leaving a faction, players can immediately rejoin that faction or join a different faction.
- After completing the daily quests, the rewards tokens can be used to obtain limited-time weapons, armor, and special title cards from the administration officer NPC.

2. Multiple quests have been added in which players receive a bundled item upon completion.

- For repeat quests, players must complete all repetitions to obtain the reward.
- On double-clicking the bundled item, players will sometimes acquire a Manastone or an enchantment stone.

3. New quests have been added to in Eltnen, Theobomos, Heiron, Morheim, Brusthonin, Beluslan, and Reshanta.

4. Quests taking place at the brand-name boutique shops in the city areas have been added.
5. New Dredgion quests have been added.
 - New quests have medals as their rewards.
 - Some existing quests now have additional scroll or food rewards.
6. When undertaking the crafting quests [Elyos] "Well Rounded" and [Asmodian] "Proving Proficiency", the number of Boiling Balaur Blood Stains needed to craft the Heart of Magic has been reduced from 125 to 100.
7. Players can still proceed through the quests [Elyos] "Loyalty" and [Asmodian] "Loyalty and Affableness" even after killing Captain Mituna, who appears in Drakenwreck in Reshanta.
8. The difficulty of some campaign quests has been decreased.
 - The stats of some monsters have been decreased.
 - Items have been changed from individual drops to group drops.
 - A quota showing the individual number of monsters to be defeated has been added.
 - For [Elyos] "Secrets of the Temple", another quest has been added beforehand that rewards players with the items necessary for this quest.
9. Unlimited repeat quests have been changed to limited repeat quests. The reward stats for the changed quests have been increased.
10. The reward stats of some quests that can be acquired after level 20 have been increased.
11. For some campaign quests that require entry to an instance, an option has been added that will teleport players to the instance entrance.

Race	Zone	Quest Name
Elyos	Verteron	Sealing the Abyss Gate
Asmodians	Altgard	Crushing the Conspiracy

12. The Steel Rake Shaman should now drop all the items necessary for [Asmodian] "[Group] Hat of the Steel Beard Pirates".
13. Players can now enter the Adma Stronghold instance through the normal entrance during the campaign quest [Asmodian] "The Secret of Adma Stronghold".
14. Errors in several quests have been corrected.
15. Completed quests cannot be reacquired. Any duplicate quest rewards already earned through this error (reward stigma slots, etc.) will be addressed in future updates.
16. Quests that are supposed to update when the player enters a certain location should now all update correctly.
17. Correct quest reward titles should now display for [Elyos] "Intention of Lady Yustiel" and [Asmodian] "Intention of Lord Marchutan." The incorrect title names and stats still appear in the game's UI, but your applied stats are as follows.

Race	Title Name	Actual Applied Option
Elyos	Tiamat Stalker	HP +100
		Natural HP Recovery +4
Asmodians	Seraphic Vindicator	HP +100
		Natural HP Recovery +4

18. The daily quests [Elyos] 'Asmodians on the Loose' and [Asmodian] 'Romp in Reshanta' can now only be conducted in the Top and the Core, not at Reshanta Base.

19. Radiant Ops and Blood Crusade each have daily quests.

Race	Added Quest Name
Elyos	[Daily] Asmodians Abated
Asmodians	[Daily] Purge the Perpetrators

20. [Spy] headings now only appear before infiltration quests.

21. On completing the [Heiron] 'Violeteye Sylphen' quest, you can now receive the Fried Megrim reward.

22. [Elyos] 'Persistence and Luck' and [Asmodians] 'Luck and Persistence' quest items no longer continuously appear in particular locations.

23. Quest names have been changed:

Old Name	New Name
[Group] Killing the Nochsana Fortress Guardian Deity General	[Group] General Death
[Group] Killing the Guardian Deity General of the Training Camp	[Group] General Destruction

NPCs

- The level and difficulty of the Asmodian missions and some related monsters has been decreased.
 - At Altgard's Black Claw Outpost, High Spellshifter Abija's level has been decreased.
 - The levels of the Mau that appear in the Altar of the Black Dragon in Morheim has been decreased.
 - During the campaign quest "Abyss Key", the level of the monsters that appear in the Fire Room in the instance has been decreased. The spawn rates of monsters in the Water Room and the Wind Room have been changed.
 - In the Fire Temple Instance, Chalice Guard Denlavis's level has been decreased. He has also been moved to a more accessible location.
- The Theobomos Lab difficulty has been decreased. The stats of some monsters have been decreased and their placements have been changed.
- The stats and spawn rates of some of the monsters in the Dredgion instance have been changed.
 - All monsters have been changed to sense advanced stealth. The monsters' movement speed has been increased.
 - The stats of Surkana area monsters have been increased. The stats of normal monsters have been decreased.
 - The spawn rates of Quartermaster Vujara, Auditor Nirshaka, Supervisor Lakhane, and Adjutant Kalanadi have been increased.
- The stats of some Guard NPCs in Eltnen, Heiron, Morheim, and Beluslan have been increased, and new Guard NPCs have been added.
- The Angry Mosbear's stats, which sometimes appears during "The Broken Honey Jar" in Altgard, have been decreased.
- The Spiritmaster's spirit and some monsters' animations should now appear correctly.
- The problem of the Guard NPC at the entrance to Poeta's Akarios Village battling normally with the Wandering Kerubs has been corrected.
- Name Changes: The NPC and mob names below have changed:

Old Name	New Name
Fafnir	<u>Aielmo</u>
<u>Cordilinus</u>	<u>Alitaur</u>
<u>Rukha</u>	<u>Dragrnt</u>
Mamut Calf/Baby Mamut	<u>Mamootie</u>

The Abyss

- The Abyss Fortress War interval has been changed from 2 hours to 1 hour.
 - As a result of this, all Fortress start times have been changed.
 - After the Guardian Deities appear on the Core and Top layers, they will disappear as before in 55 minutes. Once the Guardian Deity disappears, the Fortress War ends.
 - In accordance with the Fortress War interval changes, the appearance time of the Divine Fortress' Guardian Deity General on the Base layer has been changed from 110 minutes to 50 minutes.
 - The Guardian Deity General's maximum HP and Elemental Defense have been greatly decreased.
- The opposing race's bind point can no longer be invaded.
 - When an Aetheric field touches the opposing race's bind point area, great damage causes instant death.
 - Players who go inside an Aetheric field through different methods will also be killed instantly.
 - Players who are killed this way will resurrect after automatically teleporting to an Obelisk or Kisk.
- There is no longer a contribution point bonus to players preemptively attacking the Divine Fortress's Base level Guardian Deity General.
- In the Sulfur Fortress, skills remain active while "Kerubic Metamorphosis" is in effect.
- The activation description for the "Daevic Innervation" artifact in Asteria Fortress now reads, "Recovers DP of all allies within the area of effect by 1000 for 5 minutes, increases the maximum flight time by 5 minutes and reduces all magic skill casting time by 30%."
 - Previously, the description was "Recovers DP of all allies within the area of effect by 1000 for 5 minutes, increases the maximum flight time by 5 minutes and reduces the skill casting time by 30%."

Environments

- The Elyos now have the Cloister of Kaisinel, while the Asmodians have the Convent of Marchutan.
 - Find teleport statues in each sanctuary.
 - Some quests are conducted inside the sanctuary, with additional campaign quests and regular quests expected in later updates.



[Cloister of Kaisinel]



[Convent of Marchutan]

2. A district for selling brand-name apparel has been added to the large cities.

- In Sanctum, this is located near the Airship Dock. In Pandaemonium, it is located in the Vanahal District.



[Elyos Brand-Name Boutique Location]



[Asmodian Brand-Name Boutique Location]

3. New paths and Obelisks that can be reached through flight have been added.

Race	Region	Departure Location	Teleport Location
Elyos	Verteron	Verteron Citadel	Ardus Shrine
			Tolbas Village
	Eltnen	Eltnen Fortress	Novan's Crossing
		Golden Bough Garrison	Aetheric Field Observatory
		Agairon Village	Kuriullu Outpost
	Theobomos	Observatory Village	Meniherk Excavation Camp
			Josnack's Vigil
			Senea's Campsite
Asmodians	Heiron	New Heiron Gate	Changamerk's Campsite
		Jeiaparan Village	Kishar Observation Post
	Altgard	Altgard Fortress	Heart of Impetusium
			Aetheric Field Observatory
		Morheim Ice Fortress	Kellan's Cabin
		Desert Garrison	Slag Bulwark
	Morheim	Alsig Village	Aetheric Field Observatory
			Halabana Outpost
			Iollu Scout Post
	Brusthonin	Baltasar Hill Village	Canyon Scout Post
			Kidorun's Campsite
			Camp Kistenian
	Beluslan	Beluslan Fortress	Hoarfrost Shelter
		Red Mane Cavern	

- The new flight destinations have Obelisks to bind to.
 - Altgard's Traders Berth is an existing destination. An Obelisk has been added there.
4. Teleport coordinates have been added to the teleport statues in the city regions.
- A flight path from inside Sanctum to the exterior has been added.
 - A flight path from inside Pandaemonium to the western exterior has been added.



[Sanctum]



[Pandaemonium]

5. Piano keyboards have been added to the main cities of Elysea and Asmodae.
 - Jump from one of the 25 keys to the next, and different notes will sound.
 - They can be found in Sanctum's port area and in Pandaemonium's plaza district.

6. The problem of characters not being able to leave certain special regions has been corrected.

System

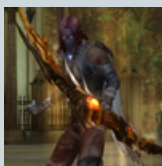
1. You can now use the keyboard's <Print Screen> key to take a screenshot once every 5 seconds.

Related Page



Armsfusion

Learn all there is to know about the new Armsfusion system and improve your weapon beyond its previous potential!



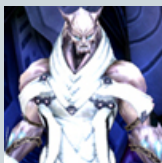
Class Skills: Additions and Changes

New stun defense skills and new chain skills have been added to all classes. Read up on the additions here!



Daily Quests

Join one of two new Organizations for your faction and complete their daily task for brand new rewards!



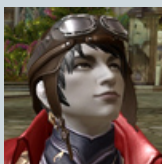
Dredgion Changes

The Balaur have upgraded the Dredgion and its personnel in the 1.9 update. Find out the new changes to monsters, match time, and rewards in our rundown of the battleground upgrades.



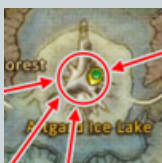
Expert Gathering Quests

Prior to the 1.9 update, players could only become an Expert in the fields of Tailoring, Alchemy, Armorsmithing, Weaponsmithing, Handicrafting, and Cooking. However, with the update, it is now possible to become an Expert in the gathering professions, which have also received clever new names.



Feature Guide

An informative overview highlighting all of version 1.9's most prominent features.



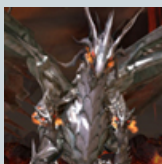
Flight Paths and Airlines

The Flight Transporters of Atreia have opened up new routes across the land! Check out our guide to find out where these new transit routes lead to and save yourself valuable questing time!



Grouping in 1.9

Finding a group has never been easier! Learn all there is to know about the new grouping interface in 1.9!



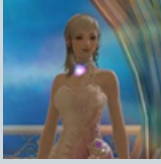
Instanced Dungeon Changes

The 1.9 update brings a slew of changes to Instanced Dungeons. Head on over to our article and find out what new dangers and rewards you can expect before adventuring into them!



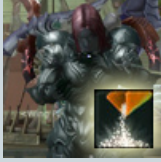
Limited Sales System

Version 1.9 introduced new vendors who carry limited supplies of some of the rare materials from across the land. Our look into the Limited Sales System will let you know what these items are and where you can find them!



🔴 Patch Notes: 1.9.0.1

Read up on all the changes and additions to Aion in the 1.9 update.



Supplements

Learn how using the new Supplements can improve your enchantment and socketing chances!