



AION CLASSIC 2.4 UPDATE

Aion 2.4 Update: Wrath of the Storm Patch Notes

CLASSIC

9/27/2022 | Updates | By Community Team

> **Official 2.4 Patch Notes**

> **Siel's Aura Improvements**

> **Upcoming Events**

Update Arrival:

September 28, 2022

Tuck in, Daevas! We're bringing you a lot for this update, including bug fixes, new instance dungeons, improvements to Siel's Aura, and upcoming events. Stop Surama from awakening as a Dragon Lord, match your equipment to the instance with [Gear Set Settings], and take advantage of amazing bundle sales while boosting your EXP!

We know it's a lot of information to take in, but we're excited to share all the details!

Official 2.4 Patch Notes

[Instance Dungeon]

1. A new instance dungeon, “Araka”, has been added.



Surama, a high-ranking member of the Drakan Family, was appointed as managing director of Araka Farm. Araka, of course, is most notable for producing about half of the total Drana for Tiamat. Surama used his position to change the traditional way of producing Drana, shifting from ordinary plants and trees, to utilizing Elim.

As a result, Drana production greatly increased, and played a major role in the stable supply of resources for the Tiamat army. However, Surama has also been secretly conducting biological experimentations using Dragel—scheming to turn himself into a Dragon Lord.

Your mission, Daevas, is that you must ensure a continued stable supply of resources for the Tiamat army, while putting an end to Surama's plot.





You must ensure stable supply or resources for the Tiamat army while stopping Surama's plot.

Details	
Entry Location:	Elyos - Inggison Outpost Asmodian - Gelkmaros Defense Post
Level:	Lv. 50+
# of Players:	2 to 6 players
Entries:	Once a week
Reset Time:	Every Wednesday at 9:00
Condition:	Regardless of the occupation of the fortress, you can enter once a week through the rift in the Araka-bound dimension located within the base.

2. Added a new instance dungeon, “Unyielding Beshmundir Temple ”.



As a result of Tiamat's time project, various phenomena occurred in Silentera Canyon, such as the unveiling of a new hidden area in the northern region, and the discovery of a dimensional rift connected to another twisted dimension's Draupnir Cave.

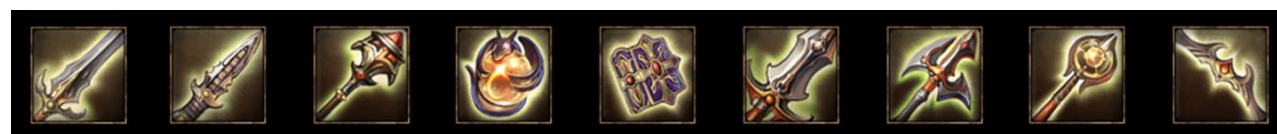
Eventually, a passageway connected to another dimension's Beshmundir Temple was discovered, and the Elyos and Asmodians were able to use the power of the Artifact to enter. They arrived at the place where Stormwing, previously sealed in Ice, had regained their strength.

It is up to you to stop the Unyielding Stormwing from escaping.

The highest difficulty mode has been added to obtain the strongest loot. Stop Unyielding Stormwing, who will not tolerate any challenge!

Details	
Entry Location:	Elyos - West Entrance to Silentera Canyon Asmodians - East entrance to Silentera Canyon
Level:	Lv. 55+
# of Players:	2 to 6 players
Entries:	Once a week
Reset Time:	Every Wednesday at 9:00 am
Condition:	Using an Unyielding Key obtained after completing the quest [Weekly] Road to the Unyielding Beshmundir Temple (Elyos) / [Weekly] Unyielding Path to the Beshmundir Temple (Asmodian)

Unyielding Weapons





3. Added a new instance dungeon, “Abyssal Splinter”.





The Abyss is a distorted space created by Aether spewing from the destroyed Tower of Aion during the Epic Cataclysm, squeezing through weak gaps in time and space. The flow of Aether reached into the Abyss and flowed towards the center, creating a new distortion of time and space near the Divine Fortress. As a result, a new unstable passage through time and space was opened inside the Divine Fortress.

After capturing the Divine Fortress, the Balaurs used it to set up a magic ward that accelerates the distortion of time and space for the purpose of infiltrating into Elysea and Asmodae. They were successful; however, when they arrived through this distortion, they found themselves in an Abyss in a different dimension.

The Abyss, they discovered, was a space enveloped by a giant Aether crystal separated from Aion with a defensive artifact resting on it. The Guardian Artifact created an instance dungeon, during the long years, to protect itself. In addition, the creatures in the instance dungeon, long affected by the artifact, mutated differently from their original appearance and now obey the artifact guardian and serve to protect the artifact.

Inside the Divine Fortress the Abyssal Splinter has opened, enter to experience another Abyss. Prepare for battle by forming an Alliance capable of opposing an Alliance!

Details	
Entry Location:	Divine Fortress (Occupying Race)
Level:	Lv. 55
# of Players:	Force of 2 to 12 players

Entries:	Once a week
Reset Time:	Every Wednesday at 9:00 am
Condition:	Only the tribes occupying the Divine Fortress can enter and enter through the Abyssal Splinter Entrance created inside the fortress.

4. The instance dungeon “Steel Rake” has been revamped.



Details	
Entry NPC:	Elyos - Hikarinerk Asmodian - Midorunerker
Level:	Lv. 40
# of Players:	Solo
Entries:	Once a day
Reset Time:	Every Wednesday at 9:00 am

- Stats of all monsters in Steel Rake have been adjusted.
- Some areas of the mid-floors have been changed to not be used.
- Changed the placement of the “Golden Eye Mantutu ” monster to a lower floor.
- Changed the placement of "Strongbox" to a lower level.

- Made it no longer possible to acquire unique rank weapons/armor from the Steel Rake named monster.
- Changed so that a portal to move to the upper start area is created at the entrance when "Engineer Lahulahu" is defeated.

5. The instance dungeon “Nochsana Training Camp” has been revamped.



- Player entry count has been changed to 1.
- Maximum time has been changed to 60 min.
- Stats of all monsters in Nochsana Training Camp have been adjusted.
- Upon entering the instance, you will be transformed into a Guardian. In addition, you unlock exclusive skills only available in Nochsana Training Camp.

Elyos Guardian

Asmodian Guardian



6. Added a “Corrupted Ginseng” monster, from which you can obtain bonus points, to "Dark Poeta".
7. The number of “Tahabata Tokens” that can be obtained by defeating Tahabata Pyrelord has been increased.
8. The following instances have been changed to solo instances:

Elyos	Asmodian
Sealing the Abyss Gate, Balaur Conspiracy	Crushing the Conspiracy, Abyss Key, Hold the Front Line

9. Decreased the number of monsters in the Elyos - Balaur Conspiracy /Asmodians - Hold the Front Line mission instances.
10. Changed the exit location of Tiak Research Center to Elyos - Inggison Illusion Fortress/Asmodians - Gelkmaros Fortress.
11. Set chance of obtaining “Elder Equipment” from boss monsters in some instance dungeons.

Instance Dungeon
Adma Stronghold
Theobomos Secret Research Center
Dark Poeta (Rank A/Rank S)
Beshmundir Temple (Normal/Hard)

12. The re-entry method for single-player instance dungeons has been changed.

- Added the ability to select “New Entry” and “Re-entry” when re-entering a single-player instance dungeon.

13. The instance dungeon entry reset method has been changed.

- If you use all the number of entries per instance dungeon, the entry reset time will be applied.
- Changed so that the number of entries is not reset after server restart.
- The Entry Count information indicates the number of times you can enter, and the rules are as follows.

Queuing information display		Description
Instanced Zone Beshmundir Temple	Entry Count Weekly 7/7	“Number of entries/Maximum number of times you can enter” is applied. Some content is only available during admission hours.
Instanced Zone Beshmundir Temple	Entry Count Weekly 6/7 (+1)	"Additional Entry Count" will be applied. The number of additional entries will not be affected by the reset.
Instanced Zone Esoterrace	Entry Count 19h 31m	When the “Entry Count” is exhausted, the reset time will be displayed, and the “Additional Entry Count” will be deducted after the "Entry Count” has been exhausted.

14. Changed the number of times you can enter certain instance dungeons:

Instance Dungeon	Entry Count
Haramel	5/Week
Nochsana Training Camp	5/Week
Fire Temple	14/Week
Aetherogenetics Lab	3/Week
Alquimia Research Center	3/Week
Azoturan Fortress	3/Week
Indratu Fortress	3/Week
Draupnir Cave	5/Week
Adma Stronghold	7/Week
Theobomos Lab	7/Week
Dark Poeta	7/Week

Udas Temple	7/Week
Lower Udas Temple	7/Week
Beshmundir Temple	7/Week
Dredgion	Once a day
Chantra Dredgion	Once a day

- There is no limit to the number of times you can enter an instance dungeon with an “unlimited” entry count.
- Daily entries reset at 9:00 a.m. every day, and weekly entries reset at 9:00 a.m. every Wednesday.

15. Changed the entry levels of 4 instance dungeons where the Elyos and Asmodians had different entry levels.

Instance Dungeon	Previous Elyos	Previous Asmodian	Fixed entry level (Same for Elyos/Asmodian)
Indratu Fortress	41	42	41
Fire Temple	30	27	27
Aetherogenetics Lab	35	38	35
Alquimia Research Center	41	40	40

16. Changed the rewards that can be obtained from boss monsters in some group instances.

- You can get Jade Ore instead of Kinah from boss monsters.
- By selling Jade Ores, you can get more Kinah than you would normally get from boss monsters.
- You have a 100% chance to get a Manastone Bundle from a boss monster.
- The chance to get a Godstone from boss monsters has been increased.

17. Removed Steel Rake's "Hook the One-Armed".

18. Decreased the stats of Steel Rake's "Menekiki's Manduri".

19. Increased the chance of obtaining unique rarity equipment at Beshmundir Temple (Easy).

20. Increased the chance of obtaining unique and hero rarity equipment at Beshmundir Temple (Hard).

21. Decreased the chance of obtaining legendary rarity equipment at Beshmundir Temple (Easy/Hard).

22. Some monsters in Draupnir Cave have been removed.

23. Increased the chance to acquire relics and equipment in the Upper Abyss Central Treasure Room.

24. Increased the chance to acquire weapons when Dark Poeta is successfully cleared.

[Arena]

1. Added Arena of Glory to the Tempere Training Camp.

Instance Dungeon	Entry Count	Entry Level	Admission Hours
Arena of Glory	4(1:1:1:1)	55 or more	Saturday 20:00 - 22:00

- You can only enter the Arena if you have an Arena of Glory entry qualification item.
- Arena of Glory entry qualifications will be given by mail to characters within the top 10 rankings in Arena of Solitude and Arena of Chaos for each server/race/class.
- You can exchange Insignias, earned by participating in the Arena of Glory, for special rewards from the Arena of Glory Contributor NPC located at the Contribution Room within the Tempere Training Camp.

2. Changed the number of Competition Points earned by winning or losing at the Arena of Solitude/Chaos.

3. Added Competition Points that can be obtained in the Arena of Solitude/Chaos.

Results

Rank

1

Score

115,958

Rank	Name	Kills	Points	Time Bonus	Rank Bonus	Total Score
1		14	28,058	12,000	75,900	115,958
2		7	20,911	12,000	57,000	89,911
3		6	20,500	12,000	47,900	80,400
4		5	19,714	12,000	39,500	71,214
5		0	16,863	12,000	31,100	59,963
6		3	14,873	12,000	22,700	49,573

Abyss Points

2,311

Crucible Insignia

1,138

Chaos Insignia

123

Arena Complete

- You can check your server rank and your record in two ways: [Start Menu - Community - Competition Rank] or [Character Info - Rank/Competition - Competition Ranking].
- Competition Points are awarded based on win/loss for each round in the Arena during the Season.
- Rewards will be awarded after the end of the season, based on the total sum of Competitive Points.
- You can view rewards in "My Record" in the competition ranking window.
- Ranking badges will last until the end of the next season.

• RANK BADGES BY TIERS •				
TIER	RANK	ARENA OF DISCIPLINE	ARENA OF CHAOS	ARENA OF GLORY
MASTER	1			
DIAMOND	2			
PLATINUM	3			
GOLD	4 — 10			
SILVER	11 — 30			
BRONZE	31 — 50			

[Mission]

- Missions below level 50 have been revamped.
 - The acquisition level for some missions has been changed.
 - Reward EXP for missions has been increased.
 - If you have already acquired and are in progress on a mission whose acquisition level has been changed, the progress will be reset.
 - Missions that have been reset will be reacquired normally when you reach the updated acquisition level.
- The EXP reward for level 51+ missions have been increased.
- Revised some quest markers to be critical quest markers.

[Quest]

- Some quests related to Steel Rake have been revamped.
- A new recurring quest related to Steel Rake has been added.

Race	Quest Name	Acquirable NPCs	Select Reward Every 2 Times
Elyos	Defeat Special Delivery	Koruchinerk	Unique Rarity Gloves
	Defeat Steel Rake Hutkin	Kuruminerk	Unique Rarity Weapon Selection Box
	Defeat Overpower Engineer Lahulahu	Kuruminerk	Unique Rarity Top
	Defeat Chief Gunner Koakoa	Pepperinerk	Unique Rarity Bottom

	Defeat Largimark the Smoker	Pepperinerk	Unique Rarity Pauldron
	Defeat Golden Eye Mantutu	Koruchinerk	Unique Rarity Shoes
	Defeat First Mate Menekiki	Koruchinerk	Unique Rarity Hat
Asmodian	Overpower Special Delivery	Habirunerkerk	Unique Rarity Gloves
	Suppress Steel Rake Hutkin	Payrinrinerk	Unique Rarity Weapon Selection Box
	Overpower Engineer Lahulahu	Payrinrinerk	Unique Rarity Top
	Overpower Chief Gunner Koakoa	Moorinerk	Unique Rarity Bottom
	Overpower Largimark the Smoker	Moorinerk	Unique Rarity Pauldron
	Overpower Golden Eye Mantutu	Habirunerkerk	Unique Rarity Shoes
	Overpower First Mate Menekiki	Habirunerkerk	Unique Rarity Hat

3. Changed the tab category for Tiak Research Center quests.
4. The requirements and rewards for the Tempere Daily Quests will remain in their changed state even after the Tier Ranking Regular Season Opening Celebration Event has ended.
5. Added the ability to instantly move to NPCs when performing missions/quests in the Eltnen, Heiron, Ishalgen, Morheim, and Brusthonin areas.
6. Changed the number of available Kromede's Trial related repeat quests from 10 to 1.

Race	Quests
Elyos	Dreams of the Dungeon
	To Dream, To Die
	Dream Fragment
Asmodian	Sleep Well
	An Honorable Death
	A Blacksmith's Dream

- Acquired and in-progress quests will be forfeited.
- Increased reward EXP for Kromede's Trial related repeat quests and removed reward Kinah.
- Rewards will be awarded to characters who complete the following quests 1 to 10 times.

Quests	Rewards
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To Dream, To Die, An Honorable Death	Sawteeth Rotan Egg
Dream Fragment, A Blacksmith's Dream	Kromede's Necklace Selection Box

7. Added the ability to instantly move to NPCs when performing quests in Poeta, Verteron, Ishalgen, and Altgard.
8. Changed some quest markers.
9. Changed so that quest markers are displayed on the quest target monster names.
10. The number of monsters to kill in the "Qualification to enter the Underground Temple" mission has been decreased.
11. Reduced item collection counts for some missions and quests.
12. Changed the number of some available repeat quests to 1.
13. Changed the reward manastones for the quests "[Group] Undying Sorrow" and "[Group] Bring Down the Chieftain" to "Untradable."
14. The reappearance time of the "Ancient Elyos Spirit" in the Morheim mission area has been increased.
15. Removed some nearby monsters from the target of the "Bregirun" and "Aerdina" quests.
16. Decreased the number of monsters in the Sky Temple of Arkanis instance dungeon.
17. Adjusted the flag appearance region for the "Flying Reconnaissance" mission.
18. Adjusted the appearance location of the Balaur Guardian Stone in the "Indratu Legion" mission.
19. The following changes have been made to the quest sharing range:

Category/Group Status	Party	Force	Alliance
Solo Quest	Increase only for self	Increase only for self	Increase only for self
Party Quest	Increase for all	Increase only for self	Increase only for self
Force Quest	Increase for all	Increase for all	Increase only for self
Alliance Quest	Increase for all	Increase for all	Increase for all

20. Repeat quest related to the Udas Temple has been added. High EXP and Udas Armor will be given as quest rewards.
21. The completion requirements for some quests have been changed.

Quest Name	Race
An Old Flame	Elyos
The Key to Freedom	Asmodian

22. Revised the repeat requirement for linked quests to complete the level 55 High Rarity Stigma quest.

Category	Quests	Before	Change
Elyos	Cracking the Stigma Threshold	5	1
Asmodian	Balaur Stigma Study		

1. If you have previously completed at least one linked quest, you will be able to obtain the level 55 Stigma Slot Expansion quest immediately.

23. The location details of “Golden Eye Mantutu” in the Steel Rake Coin Quest has been changed.

24. New daily quests have been added to the Balaurea zone.

Category	NPC	Can't be acquired (previous)	NEW
Elyos	Stanis	[Spy/Daily] Stanis's Worry [Spy/Daily] Mudthorn of Viscum Swamp	[Spy/Daily] Drakes Around the Fortress [Spy/Daily] Petrahulk of the Great Fissure
	Temenos	[Spy/Daily] Temenos's Request	[Spy/Daily] Drakie the Defiler
Asmodian	Fundin	[Spy/Daily] Worm Scourge	[Spy/Daily] Mudthorn of the Inggison Abyss

1. You can complete previously acquired quests, and cannot be re-acquire them after completion.

25. The number of items required to complete some daily quests in the Balaurea zone has been reduced.

Category	Quests	Before	Change
Elyos	[Spy/Daily] A Shield Situation	20	15
Asmodian	[Spy/Daily] Food for Rationing [Spy/Daily] Bolstering Our Defenses		
	[Spy/Daily] Sandstorms Get in Your Eyes		

26. Removed party-related content from the High Rarity Stigma quest in Steel Rake.

[Abyss]

1. Capturing lower-level Fortresses will be excluded from calculation of the Race Force.
 - Target Fortress: Siel's Eastern Fortress, Siel's Western Fortress, Sulfur Fortress

[Skill]

1. Added an explanation to the tooltip for PC skills that have different PC target duration and monster target duration.
2. Added an Evade effect to the Arena resurrection buff.
3. Changed the priority of shield-related skills.

- The priority of the skills below has been changed because some shield skills are pushed back in priority to lower performing skills and cannot be used properly or disappear.

Skill Name	Previous Effect	Changed Effect
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Lesser Anti-Shock Scroll	Priority: High	Priority set to lowest
Anti-Shock Scroll	Priority: High	Priority set to lowest
Greater Anti-Shock Scroll	Priority: High	Priority set to lowest
Major Anti-Shock Scroll	Priority: High	Priority set to lowest
Fine Anti-Shock Scroll	Priority: High	Priority set to lowest
Divine Curtain	Priority: Very high	Priority slightly reduced
Curtain of Aether	Priority: Very high	Priority slightly reduced
Word of Spellstopping	Priority: Very high	Priority slightly reduced
Aetheric Field	Priority: Very high	Priority slightly reduced
Glimmering Aura (Artifact)	Priority: High	Priority set to highest

4. Changed the priority of some immobility skills.

- We have confirmed that some immobility effect skills clash with each other or do not hit each other depending on priority. Thus, the priority of the following skills has been changed.

Skill Name	Previous Effect	Changed Effect
Bind (Cleric)	Priority: Low	Priority slightly increased
Bind (Sorcerer, Spiritmaster)	Priority: Low	Priority increased
Tendon Slice	Priority: Low	Priority increased
Punishing Wave	Priority: Low	Priority increased
Ankle Snare	Priority: Low	Priority greatly increased
Shock Arrow	Priority: Low	Priority greatly increased
Shackle Arrow	Priority: Low	Priority greatly increased
Flames of Anguish	Priority: Low	Priority set to highest

5. Some skill effects have been changed.

[Character]

1. Added [Gear Set Settings] function to the character information window.

The ability to change equipment according to the situation is added to support a variety of playstyles and scenarios. Gear Set is a function that allows you to freely configure and save your desired equipment sets. You can use this to quickly swap gear sets depending on the situation and enjoy more fun battles.



- Click [Gear Set Settings] at the bottom of the character information window.
- After clicking the Gear Set button on the left, register the item on the right and save it.
- Ready to use by dragging the icon of the equipment setting window to the shortcut window

[Item]

1. Added an item assembly function.
2. "Calorie Burning Outfit" appearance has been improved.
3. Added a new Primus Pilus Wings Equipment item.
 1. It can be purchased from the Weapon Contributor at the Temple of Emphyrean Lord Kaisinel and Temple of Emphyrean Lord Markutan.
4. The Godstone item icon has been changed.
5. Changed the Skill Book bundle sold by the Contributor in charge of consumables at the Tempere Training Camp.

Category	Before	Change
Solitude Consumables Contributor	[Season] Solitude Bundle containing Return: Blowing Petals Skill Book [Season] Bundle containing Bubble Herb Treatment IV Skill Book	[Season] Solitude Bundle containing Return: Waterdrop Skill Book [Season] Bundle containing Energy Concentration Herb Treatment IV Skill Book

Chaos Consumables Contributor	[Season] Solitude Bundle containing Return: Blowing Petals Skill Book [Season] Bundle containing Bubble SP Recovery IV Skill Book	[Season] Solitude Bundle containing Return: Water Drop Skill Book [Season] Bundle containing Energy Concentration SP Recovery IV Skill Book
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6. Decreased the number of “Tempere Insignia” required to purchase Tempere Training Camp equipment.
7. Added use and cooldown times to Stigmata items.
8. Increased the purchase price of Arena of Solitude/Chaos tickets.
9. Decreased the price of level 40 or below skill books.
10. Improved the appearance of the "Fuzzy Animal Parka Selection Box.
11. Revised the "Chocolate Party Headwear" item icon.
12. Changed the “Time Reset Scroll” item to the “Add Entry Count” item.

[UI]

1. Added a dedicated cube for storing quest items, coins, and medals.
 - You can open it by clicking the dedicated cube icon at the bottom of your inventory.
 - If you obtain quest items, coins, and medals during the game, they will be automatically stored in a dedicated cube.
 - Quest items, coins, and medals stored in your inventory will be automatically moved to the dedicated cube.
 - A dedicated cube can store up to 102 items in total.
 - If the dedicated cube items are not sorted after the initial update, you can sort them using the Auto Sort button at the bottom right.
 - Other functionalities are the same as the inventory functions.
2. An integrated pet bag that lets you view all bags for pets up for adoption has been added.
 - You can open it by clicking the dedicated cube icon at the bottom of your inventory.
 - Items can only be transferred to the summoned pet's bag.
 - Some NPC dialog/function windows cannot be opened with the integrated Pet Bag.
 - If the inventory and the integrated Pet Bag are open together, you can move items by right-clicking.
 - Consumable items will not be consumed if the integrated Pet Bag is open.
 - You can assign shortcut keys through [System Preferences - Key Settings].
 - Other usage rules are the same as for pet bags.
3. A function for expanding cubes using Kinah from the inventory has been added.
 - The number of possible expansions is shared with how NPCs are given Kinah and expanded.

Level	Less than Level 10	Level 10 or higher
Number of possible expansions	x1	x5

4. Revised to reflect the remaining time, displayed when hovering over a badge in the badge list, in real time.
5. Added instance dungeon and fortress icons to transparent map.
6. Remaining time of ranking badges will now be displayed.
7. Added the ability to find the location of instance dungeons on the Instance Zone Standby Information screen.
8. Revised to display a message and a button for listing available dungeons when you reach a level that can enter an instance dungeon.

9. Added a daily/weekly distinction to the number of entries in the instance dungeon list.
10. Changed the size of the instance dungeon entry confirmation window.
11. Removed Helper from the category list in the Party Recruitment/Support Registration window.
12. [Start Menu - Service] Changed the location of the Aion home, Customer Support, and Item Recovery window close button.

[Environment]

1. Changed the location of the Pandaemonium obelisk to the .
 - Changed the arrival location of the Return to Pandaemonium skill and Return Scroll to front of Vifrost Bridge.

[Fortress Battle]

1. A structure movable between floors has been placed inside the Divine Fortress.
2. Raised the level of monsters summoned by a level 55 Guardian Deity General to 55.

[Mailbox]

1. Added the ability to pick up items waiting to be received and items in the mailbox using the "Get All" button.
 1. When the function is used, you will receive all the items in the selected mail.
 2. The "Get All" function can't be used if inventory is full.
 3. It can be used for items waiting to be received and items in the mailbox.

[NPC]

1. Changed location of mentor NPCs for each class that sells skill books in major cities (Elysium/Pandaemonium).

Before	Change
Great Elysium Sanctuary	Temple of Empyrean Lord Kaisinel Teleport Statue
Great Temple of Pandaemonium	Temple of Empyrean Lord Marchutan Teleport Statue

2. The skill books sold by the mentor NPCs in each class in front of the Temple of Empyrean Lord Teleport Statues has been increased to level 50.
3. Added Teleport Statue to Elysium - Sanctuary of Protectors
4. Corrected Elyos NPC Jucleas's Dispel related dialogue.

[Misc]

1. Changed to not log out when logged in continuously for 24 hours while in a personal store.
2. Added the ability to add a user to the block list by clicking on a user's name in the chat window and the target information window.
3. Changed the number of people that can be blocked to 1,000.
4. Revised message that appears when you stop training in Arena of Solitude and Arena of Chaos.
5. The daily limit for Arena of Solitude tickets and Arena of Chaos tickets has been temporarily changed to 100.
6. A notification message will be displayed if you try to save more than the max number of characters that can be stored in a macro.

[Monster]

1. Lowered the rank of some Elite monsters in the following regions to Normal monsters.

Elysea	Asmodae
Verteron, Eltnen, Heiron	Altgard, Morheim, Beluslan, Brusthonin

[Balaurea]

1. Some terrain in Silentera Corridor has been expanded.



1. Adjusted some gate NPCs in the Inggison/Gelkmaros zones.

- Decreased the number of NPCs placed at the gate.
- Decreased the stats of NPCs placed at the gate.

Zone	Gate Name
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Inggison	Sawtooth Valley
	Angrief
	Hanarkand
Gelkmaros	Vorgaltem

2. Added additional guard NPCs to the Inggison/Gelkmaros zone central base and the town near the Araka entrance.

Zone	Location
Inggison	Inggison Outpost
	Soteria Sanctuary
Gelkmaros	Gelkmaros Defense Base
	Rhonnam Refugee Village

3. The Elyos NPCs located at the Inggison and Sawtooth Valley have been removed.

4. Increased the numbers of Brimstone Petrahulk and Mossy Mudthorn, the targets of the Balaurea zone daily quests.

Siel's Aura Improvements

Update Arrival:
September 28, 2022



For those who experienced an issue with receiving the discounted price for Siel's Aura, we'll be adding time to your accounts. 7 days of Siel's Aura for 30 Days Subscribers and 21 days of Siel's Aura for 90 Days Subscribers! Please note that only game time will be extended. Any additional benefits from purchasing Siel's Aura are not subject to be compensated.

30 Days Subscribers

7 days compensation (2 weeks: 9/14 0:00AM - 9/28 4:30AM)

90 Days Subscribers

21 days compensation (6 weeks: 8/17 0:00AM - 9/28 4:30AM)

*Only game time will be extended. (No pets or other items)

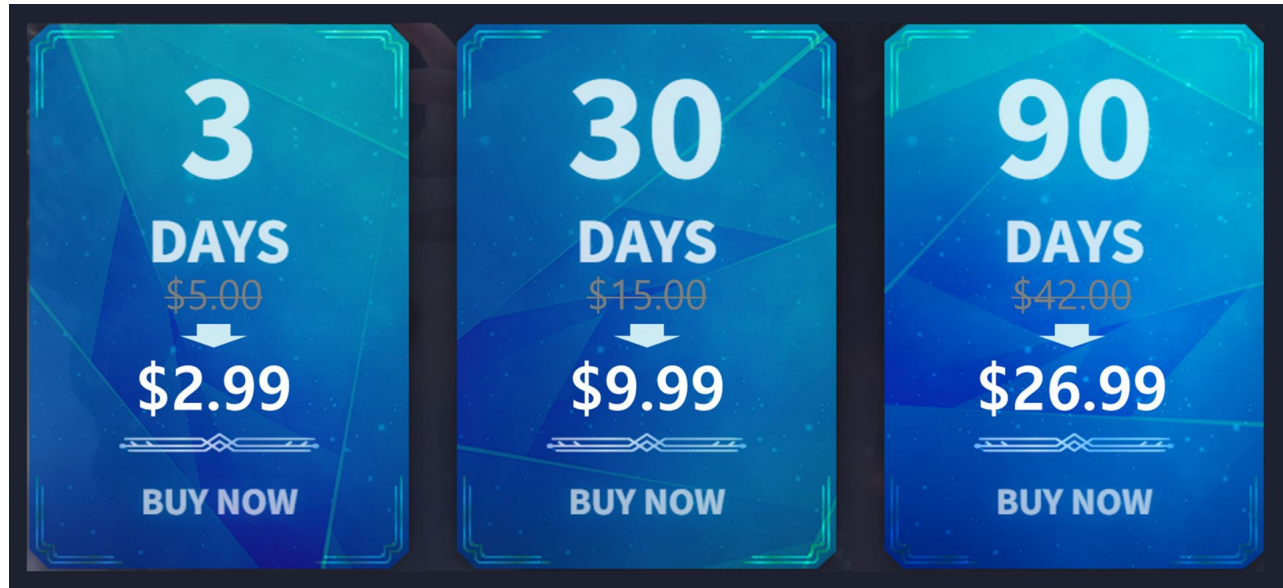
Siel's Aura has always been the key to unlocking the full Aion Classic experience for your account, granting all of your characters the ability to fully reap the benefits from EXP gain, to item drops. After careful consideration, we've made some changes to bring that true Aion Classic feel to every player, with price reductions, and benefit changes—whether you're able to subscribe or not!

Price Reduction

Ultimately, we wanted Siel's Aura to be more accessible on all levels for everyone. We've reduced the subscription price and eliminated some of the penalties for the Free Trial.

Siel's Aura Subscription

- 3 Days: \$5.00 → **\$2.99** (-39%)
- 30 Days: \$15.00 → **\$9.99** (-33%)
- 90 Days: \$42.00 → **\$26.99** (-36%)



Benefits Improvement

Not only will members have access to the benefits of a full Aion Classic experience, but now when members subscribe, they'll be able to level faster with double the experience gain, and we've made sure to also increase Kinah and Abyss Point Acquisition on the field as well!



Free Trial

- Time Limit: 1 hour of Siel's Aura benefits per day → **2 hours of Siel's Aura benefits per day**
- EXP Rate: 50% → **100%**
- Item Acquisition: Junk items only → **Common and below only**

Active Siel's Aura Subscription

- EXP Rate: 100% → **200%**
- Kinah Acquisition: 100% → **150%**
- Abyss Point Acquisition: 100% → **150%**

Siel's Aura Details

-	 Free Trial	 Siel's Aura Subscription
Benefit Access		
Time Limit	2 hours of Siel's Aura benefits per day, then the following:	Always (Subscription users)
Field Gameplay		
EXP Rate	100%	200%
Item Acquisition	Common and below only	All rarities
Kinah Acquisition	No	150%
Abyss Point Acquisition	No	150%
Gathering	No	Yes
Crafting	Yes	Yes
Quests		
EXP Rate	100%	100%
Item Acquisition	All rarities	All rarities
Kinah Acquisition	Yes	Yes
Abyss Point Acquisition	No	Yes
Community		
Interact with NPCs	Yes	Yes
Direct Trade/Private Shop	No	Yes
Join a party/alliance	Yes	Yes
Join a legion	Yes	Yes

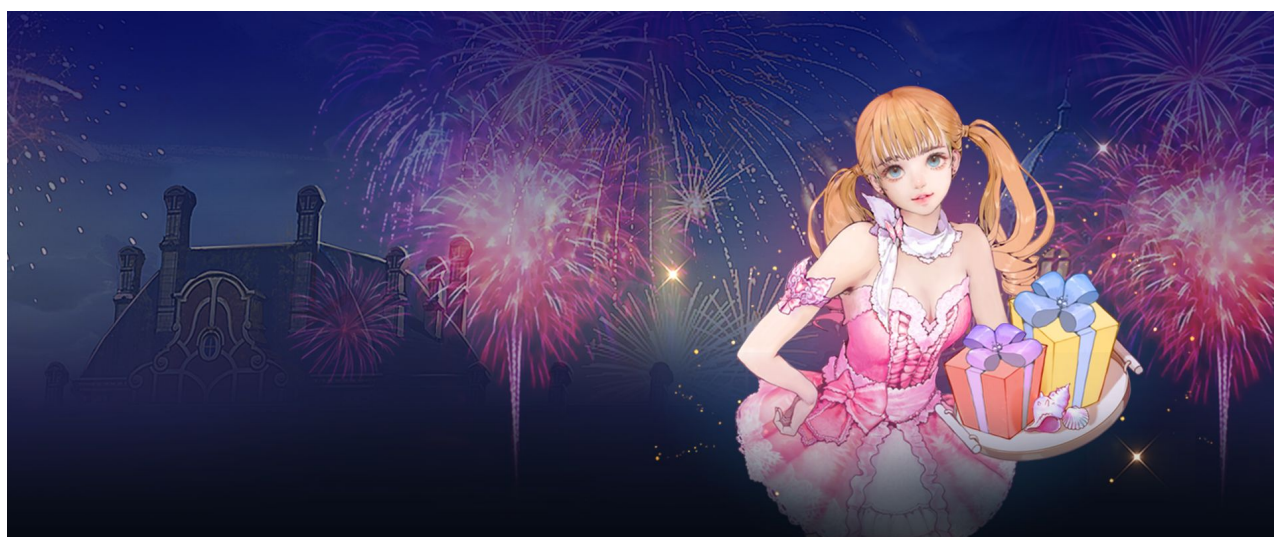
More details will be available later at: <https://www.aiononline.com/en-us/shop/siels-aura>

We hope these changes improve your gameplay experience. As always, if there's something you love, let us know in the forums! And if you've got an idea how something could be done better, we would love to hear from you. Happy Gaming, Daevas!

Upcoming Events

Update Arrival:

September 28, 2022



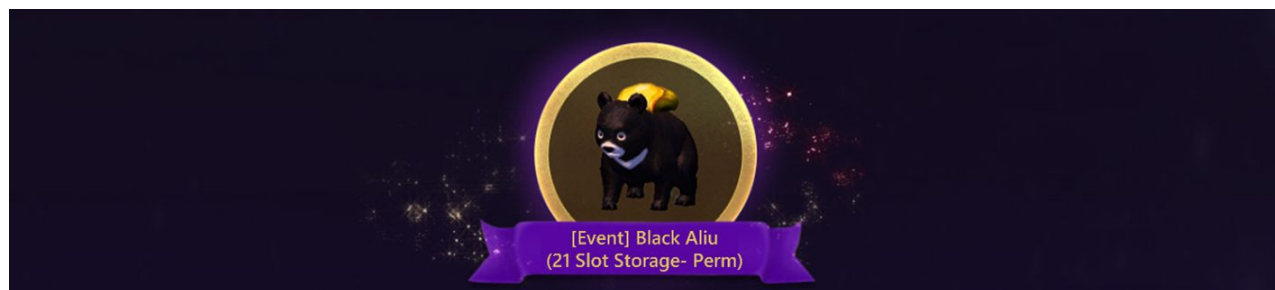
We've a plethora of events coming your way, where you'll be able to acquire a fantastic pet permanently, take advantage of bundles of fantastic items at a discount, and boost your AP, and EXP!

[Event#1] 2.4 Update Survey - Empyrean Lord's Blessing

Event Period:

September 28, 2022 – October 26, 2022

Various items will be delivered via Survey to 10lv ~ 55lv players who login to the game during the event period. You can collect 10 [Event] Fragmented Blessings Shards and earn [Event] Black Aliu's Egg which can be hatched to [Event] Black Aliu permanent pet with 21-pet pouches!



Rewards:

9/28-10/4

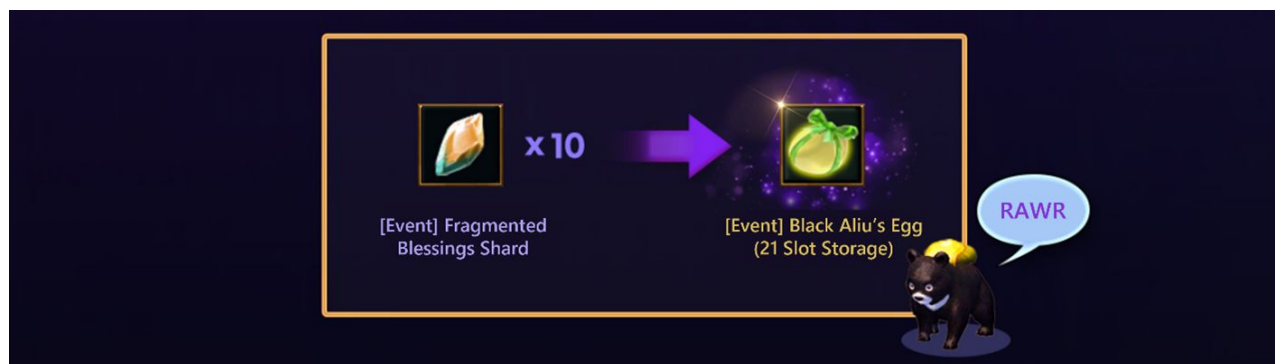
[Event] Fragmented Blessings Shard x3 + [Event] Greater Healing Potion x 5

10/5-10/11

[Event] Fragmented Blessings Shard x3 + [Event] Tombstone of Revival x1

10/12-10/18

[Event] Fragmented Blessings Shard x4 + [Event] Level 60 Manastone Selection x1



[Event#2] Starter Package II

Event Period:

September 28, 2022 – October 26, 2022

Get a ton of amazing items all in one bundle for just 390 Quna! From Weapon Selection boxes, to accessories, and consumables, you won't want to pass up this great deal!

Store Offerings

Product Name	Quna	Sale End	Limit Info
Starter Bundle II	390	10/26	1/account

Starter Bundle II

Bundle	Items	Qty
Starter Bundle II	[Event] Consumables Bundle II	1
	Level 40-50 Normal Stigma Box	1
	Charming Pink Tiger Candy Box (Tradable)	1
	[Event] Tahabata Wings Box (30 Days)	1
	[Event] Tahabata Claw Box (30 Days)	1
	Anuhart Weapon Selection Box	1
	[Event] Centurion's Accessory Selection Box	1
	[Event] [Title Card] Endowed with Yustiel's Light (15 days)	1
	[Event] Crimson Kerub Egg (30 Days)	1
	Sapphire Medal	5

[Event] Consumables Bundle II

Bundle Name	Items	Qty
[Event] Consumables Bundle II	[Event] Tombstone of Revival	5
	[Event] Greater Scroll Selection Box (5 Scrolls)	100
	[Event] Special Power Shard Bundle (1000)	1
	[Event] Loda's Amulet III	5
	[Event] Stigma Shard	1000

[Event#3] EXP/AP Double Boost

The weekly EXP and AP boosts are also back to give you an edge! Make sure to take advantage of the following dates to double your EXP, and AP!

Event Period:

- **EXP x2 Boost Dates:** October 5, 2022 - October 19, 2022
- **AP x2 Boost (Including: Tiak Research Center/Chantra Dredgion) Dates:** (Weekend Only)
October 7, 2022 - October 9, 2022
October 14, 2022 - October 16, 2022

