

# AION

CLASSIC EUROPE

## PATCH NOTES



### **AION Classic Europe 2.4** ~ Stormwing's Revenge ~ **Patch Notes**



# PATCH NOTES

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\* All times in this document refer to CEST.

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### Instances

1. Added the Liberated Beshmundir Temple instance.



Tiamat's temporal experiments have caused some strange phenomena in Silentera Canyon, revealing a hidden area in the north and an Abyss rift linking it to the Draupnir Cave of a parallel dimension.

Eventually a link was discovered leading to the Beshmundir Temple in another dimension, which Elyos and Asmodians can enter using the power of the artefact. In this dimension, Stormwing, previously sealed away in his Prison of Ice, is slowly regaining his strength.

Stormwing must be stopped before he can escape!

Entry Location	Max. Players	Entry Level	Entries	Will be reset
Silentera Westgate (Elyos)	6	From 55	Once per week	Wednesday at 9 AM
Silentera East Gate (Asmodians)				

- A Dimensional Fragment is required to enter. This can be obtained from a weekly quest to defeat Stormwing in Beshmundir Temple (hard).
  - Elyos get the quest from Lania at the Silentera Westgate.
  - Asmodians get the quest from Vergelan at the Silentera East Gate.

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2. Added the Abyssal Splinter instance.



The Abyss is a distorted region of space, created by the flood of aether which issued forth from the Tower of Eternity when it was destroyed during the Cataclysm, squeezing through the fabric of space and time. The aether flowing into the Abyss coalesced in the centre, creating a further distortion of space-time near the Divine Fortress, and opening up an unstable passage inside leading to a different dimension.

After capturing the Divine Fortress, the Balaur wanted to use it as part of their plans for infiltrating Elysea and Asmodae, setting up a magic ritual circle to accelerate the distortion, and managing to create a path leading to a further time-space. But upon arriving on the other side, they discovered that this was an Abyss from a parallel dimension.

The Abyss in which they found themselves was a space virtually encased in a giant aether crystal. The crystal appeared to have been created by a defensive artefact at its peak, and designed to protect the artefact. The creatures in the instance have been mutated under the artefact's influence; they look different to their kind, and follow the orders of the guardians to protect the artefact.

Entry Location	Max. Players	Entry Level	Entries	Will be reset
Divine Fortress (occupying faction)	12	From 55	Once per week	Wednesday at 9 AM

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### Arena

1. Added Contest points, available in the Arena of Discipline and Arena of Chaos.
  - Players can view the rank of the entire server and their own rank under Start → Community → Ranking list or Profile → Rank/Competition → Ranking list.
  - Contest points are distributed over the season depending on victory/defeat in the individual duels in the arena.
  - Rewards are distributed after the season ends on the basis of the accumulated Contest points.
  - The reward can be seen in the ranking under 'My documentation'.
  - The ranking badge remains until the end of the next season.
2. Added the Empyrean Crucible to the Arena of Glory.



Instance	Max. Players	Entry Level	Entry time
Arena of Glory	4 (1v1v1v1)	From 55	Saturday, 8 PM–10 PM Sunday, 8 PM–10 PM

- Requires the Arena of Glory Qualification item to enter.
- All characters in the top 10 for server/faction/class in the Arena of Discipline and Arena of Chaos rankings receive the Arena of Glory Qualification by post.
- You can exchange the insignia rewards earned for participating for special rewards from the Arena of Glory NPC found stationed in the Rewards Office of the Empyrean Crucible.



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## Fortress Battle

1. Changed the times of fortress battles for fortresses in Inggison and Gelkmaros:

Time	Wednesday	Thursday	Saturday	Sunday
7 PM	[Lower Abyss] Siel's Left Wing Siel's Right Wing Sulphur Fortress		[Upper Abyss] Asteria Fortress Roah Fortress	[Upper Abyss] Krotan Fortress Kysis Fortress Miren Fortress
10 PM	[Gelkmaros] Abandoned Vorgaltem Citadel Crimson Temple	[Inggison] Altar of Avarice Temple of Scales	[Core] Divine Fortress	[Inggison] Altar of Avarice Temple of Scales [Gelkmaros] Abandoned Vorgaltem Citadel Crimson Temple

2. Fortress battle rewards have been changed as follows:
  - The Azure Gold Medal has been changed to an Azure Gold Medal Chest.

## Campaign/Quests

1. Added a feature to move directly to the relevant NPC when completing quests in Poeta, Verteron, Eltnen, Theobomos, Heiron, Ishalgen, Altgard, Morheim, Brusthonin and Beluslan.

## Characters

1. Reduced the experience required per level.
  - ※ Hint! Although far fewer quests are required for levelling up, you should still consider doing them for the other rewards (e.g. Kinah and items).
2. The amount of AP which can be obtained via PvP in the regions Eltnen, Heiron, Morheim and Beluslan has been changed.
  - The amount of AP which can be earned for killing players of the enemy faction has been reduced.



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### Items

1. Changed Udas and [Supply] Udas gear so they belong to the same set.
  - Changed the hidden equip effect for Udas gear so it is now included in the Equip Effect (5).