



**AION Patch Notes**  
**January 30, 2013**

**[Instances]**

1. Fixed a problem causing Maker Debilkarim in the Lower Udas Temple to use skills abnormally.
2. The Arena of Harmony and Harmony Training Grounds in the Crucible Coliseum now consists of 3 vs 3 team combat, rather than 2 vs 2 vs 2.
  - The system and rewards remain unchanged.
3. Modified the entry reset times for Tiamat Stronghold and Dragon Lord's Refuge.

Instance	Before	After
Tiamat Stronghold	9 AM daily	9 AM Sun, Mon, Wed, Fri, Sat
Dragon Lord's Refuge	9 AM Sun, Mon, Wed, Fri, Sat	9 AM Sun, Tue, Thu, Sat

4. Modified entry times for Crucible Coliseum instances.

Instance	Weekdays		Weekends	
	Monday - Thursday	Friday	Saturday	Sunday
Arena of Harmony	10 AM - 2 PM	10 AM - 2 PM	10 AM - 2 AM	10 AM - 12 AM
	6 PM - 12 AM	6 PM - 2 AM		
Arenas of Discipline/ Chaos Unity Training Grounds	Monday - Friday		Saturday - Sunday	
	10 AM - 2 PM		10 AM - 2 AM	
	6 PM - 2 AM			
Arena of Glory	Monday - Friday		Saturday - Sunday	
	-		8 PM - 10 PM	

5. Modified fortress siege times as follows:

Fortress	Siege Time
Temple of Scales	Mon, Wed, Sun: 9 PM – 10 PM Thu, Sat: 10 AM – 11 AM
Altar of Avarice	Tue, Wed, Sun: 9 PM – 10PM Fri, Sat: 10 AM – 11 AM
Vorgaltem Citadel	Mon, Wed, Sun: 9 PM – 10 PM Thu, Sat: 10 AM – 11 AM
Crimson Temple	Tue, Wed, Sun: 9 PM – 10PM Fri, Sat: 10 AM – 11 AM
Roah Fortress	Sat: 11 AM – 12 PM
Krotan, Kysis, Miren, Asteria	Sun: 11 AM – 12 PM
Siel's Western, Siel's Eastern, Sulfur	Sat: 11 AM – 12 PM
Divine Fortress	Sat: 9 PM – 10 PM

6. Modified the rifting schedule between Inggison and Gelkmaros as follows:  
 - Red indicates when the guard NPC's spawn

Race	Rift	New Times	
Elyos	Inggison	Sunday	<b>3 AM – 4 AM</b> 9 AM – 10 AM 3 PM – 4 PM <b>7 PM – 8 PM</b>
		Monday	1 AM – 2 AM 5 AM – 6 AM <b>11 AM – 12 PM</b> <b>4 PM – 5 PM</b> 9 PM – 10 PM <b>11 PM – 12 AM</b>
		Tuesday	5 AM – 6 AM 7 AM – 8 AM 9 AM – 10 AM 3 PM – 4 PM 7 PM – 8 PM
		Wednesday	2 AM – 3 AM 7 AM – 8 AM 9 AM – 10 AM 3 PM – 4 PM 7 PM – 8 PM
		Thursday	2 AM – 3 AM <b>11 AM – 12 AM</b> 7 PM – 8 PM 9 PM – 10 PM <b>11 PM – 12 AM</b>
		Friday	5 AM – 6 AM 9 AM – 10 AM 3 PM – 4 PM <b>4 PM – 5 PM</b>
		Saturday	<b>1 AM – 2 AM</b> 5 AM – 6 AM 7 AM – 8 AM <b>1 PM – 2 PM</b> 4 PM – 5 PM 11 PM – 12 AM

Asmodians	Gelkmaros	Sunday	<b>1 AM – 2 AM</b> 5 AM – 6 AM 7 AM – 8 AM <b>1 PM – 2 PM</b> 4 PM – 5 PM 11 PM – 12 AM
		Monday	3 AM – 4 AM 7 AM – 8 AM 9 AM – 10 AM 3 PM – 4 PM 7 PM – 8 PM
		Tuesday	2 AM – 3 AM <b>11 AM – 12 PM</b> <b>4 PM – 5 PM</b> 9 PM – 10 PM <b>11 PM – 12 AM</b>
		Wednesday	5 AM – 6 AM 11 AM – 12 PM 4 PM – 5 PM 9 PM – 10 PM 11 PM – 12 AM
		Thursday	5 AM – 6 AM 7 AM – 8 AM 9 AM – 10 AM 3 PM – 4 PM <b>4 PM – 5 PM</b>
		Friday	2 AM – 3 AM 7 AM – 8 AM <b>11 AM – 12 PM</b> 7 PM – 8 PM <b>11 PM – 12 AM</b>
		Saturday	<b>3 AM – 4 AM</b> 9 AM – 10 AM 3 PM – 4 PM <b>7 PM – 8 PM</b>

### [Skills]

1. Made the “Homeward Bound” and “Illusion Gate” skills visible only to group members.

### [Quest]

1. All quest items bought from NPC merchants can now be sold back to NPCs. Some of these purchased quest items can also be traded with other players.
  - Quest items purchased from a store are stored in the regular cube, not the special cube.
  - Quest items purchased from a store are not marked as quest items.
2. Fixed a problem where updating the Elyos quest “[Group] Surama the Betrayer” or Asmodian quest “[Group] Surama the Bitter” would result in Brigade General Laksyaka's death.

### [Environment]

1. Changed the timing for when the Disputed Lands in all regions of Sarpan and Tiamaranta become active.

Time	Description
2 AM to 3 AM	The Disputed Lands have a certain chance to become active for 30 minutes once per hour.
4 AM to 9 AM	Disputed Lands are active.
9 AM	Disputed Lands deactivate until the next day.

2. Fixed a problem with where the Fast-Track Server and some neutral regions were falsely described as "Disputed Lands."

3. Changed the color of the highlighted area for Disputed Lands on the Sarpan and Tiamaranta maps.

### [Legion]

1. Legion Tasks now give relic item rewards in the form of a bundle.

### [UI]

1. Added a function to specify where an item must be positioned within the inventory when equipping it using the Positioning Macro.

- You can set the position of the item by using the command `"/use column number row number."`

- The column number ranges from 1 to 9 starting from the leftmost cell.

- The row number ranges from 1 to the maximum number of inventory expansion cubes available starting from the topmost cell.



[Column numbers in orange and row numbers in yellow]



[Column and row numbers of the inventory]



[Example of using the Positioning Macro]

- If it is difficult to equip an item using the Positioning Macro, use "/delay" to space out the commands.
- 2. Brands can now be set without forming a group/alliance.
- Once set, the Brand remains in effect until you exit the game, change character, or transfer to the Fast-Track Server.

3. Changed “Advanced Stigma” on the chain skills window to read “Greater Stigma”.
4. The Help section on “Legion Tasks” can now be accessed.’

### [Items]

1. Changed enchantment effects for items and equipment to allow for +2 and +3 enchanting.
2. Fixed a problem where the wrong system message was displayed when players failed to craft critical successes.
3. Fixed a problem where event scroll items could be used by Buff Pets.
4. Fixed a bug with the chance of obtaining relics from the treasure box in the “Unstable Abyssal Splinter.”
5. Updated the tooltips for all housing Exterior Remodeling Tickets to reflect that they change the interior floor and wallpaper as well as the exterior.
6. Changed mythic dagger “Tiamat Guard’s Murderous Intent” to “The Dragon Lord’s Murderous Intent” to match the rest of that mythic weapon set.
7. Added new lockboxes and lockbox keys that drop when hunting in certain areas and instances.
  - Instances offer a slightly higher chance of obtaining boxes and keys.
  - The key and the box drop separately but are used together to obtain a prize.
  - Lockboxes and their keys rotate on a monthly basis.
  - Keys are fully tradable.
  - Lockboxes are untradeable and disappear after 24 hours if unopened.
  - Additional keys may be purchased on the Black Cloud Marketplace.

#### Eligible Areas / Instances:

Heiron	Fire Temple	Asteria Chamber	Udas Temple
Inggison	Aetherogenetics Lab	Chamber of Roah	Lower Udas Temple
Beluslan	Azoturan Fortress	Krotan Chamber	Beshmundir Temple
Gelkmaros	Steel Rake	Miren Chamber	Theobomos Lab
Sarpan	Draupnir Cave	Kysis Chamber	Adma Stronghold
Tiamaranta	Alquimia Research Center	Baranath Dredgion	Raksang
Abyss	Indratu Fortress	Chantra Dredgion	Elementis Forest
Kromede’s Trial	Sulfur Tree Nest	Abyssal Splinter	Argent Manor
Taloc’s Hollow	Left Wing Chamber	Dark Poeta	Rentus Base
Aturam Sky Fortress	Right Wing Chamber	Esoterrace	

#### Combat Lockbox Reward Item List

Dragon Lord’s Weapon Box	Courier Ticket box (General)	Flying Crestlich (30 Days)
Distorted Dragon Lord’s Weapon Box	Courier Ticket box (Abyss)	Greater Supplements (Fabled)
Tiamat’s Spectral Wings	Protectorate Coin	Greater Supplements (Eternal)
Sharptooth Ripper	Major Ancient Crown	Instant Return Scroll
Felicitous Socketing Supplement (Mythic)	L110 Enchantment Stone	Super Transformation OK Chest
Eternal Godstone Bundle	L100 Enchantment Stone	Strong Transformation OK Chest



Greater Supplements (Eternal)	Platinum Medal	Manastone Pouch
Mithril Medal	Flying Pagati (30 days)	Revival Stone
L120 Enchantment Stone	Sharptooth Mauler (30days)	Greater Running Scrolls

### [NPC]

1. Fixed NPC Safadorn in Sarpan, who was giving an error message.

### [Housing]

1. Fixed an issue where the wrong rewards are given by some Hearthblooms.
2. Fixed an issue with the "Flashlight" Housing script, causing it not to work when executed under certain conditions.
3. Fixed abnormal character animations when using furniture.

