



Aion America 4.6.5 Patch Notes – Battlefront

System

Double Glory Points Deduct

Daily Glory Points Double Deduct values:

- Army 1-Star Officer Deducts Daily: **14 Glory Points**
- Army 2-Star Officer Deducts Daily: **28 Glory Points**
- Army 3-Star Officer Deducts Daily: **56 Glory Points**
- Army 4-Star Officer Deducts Daily: **98 Glory Points**
- Army 5-Star Officer Deducts Daily: **214 Glory Points**
- Army General Deducts Daily: **238 Glory Points**
- Army Great General Deducts Daily: **244 Glory Points**
- Army Commander Deducts Daily: **254 Glory Points**
- Army Governor Deducts Daily: **294 Glory Points.**

Newbie and Return Players System

- New players will have a **Leaf** on their names, that leaf will give you a **30 Days Ascension Boost** (10% Drop Rate Boost)
- After 30 days being Offline a player that **Returns** will have the **30 Days Veteran Boost** (10% Drop Rate Boost)

Arenas Entry/Ticket System

Arena of Discipline, Arena of Chaos, Arena of Harmony and Arena of Glory have a new Entry system to prevent dodging! The Arena Ticket will be consumed when you find a match instead of when you enter.

Classic Mode

You will find Classic Mode in your website account panel.

- Allows you to change your character MOB hunting EXP to 1x and you won't be affected by our higher exp events rates.
- Allows you to limit your character level, for example if you want a character that must be MAX level 40, you can lock the character level so won't go further level 40. (levels can't be changed, you can only lock to not level up)

Skills

Administrator's Boon

Before when you used the effect would last only 1 hour, now when used will last 24 hours. (Applies to all the Administrator's Boon)

Guardian General (XForm)

The buff time will also be spent while the character is offline.

Prestige Badge

Prestige Badge now instead of giving a 10% drop rate buff will give a 40% drop rate buff.

Environment

Arena Event Instance Map

We have an available map for future Tournaments that can be used, organized and hosted by players, also an area that will be available as event sometimes to players PvP in a smaller map.



New The Eternal Bastion Entrance

A new The Eternal Bastion Entrance was created as in future patches, so now you won't need to flip **Icerthorn Frontier Post** in order to receive the Glory Points EB repetitive quest nor to have the entrance available. (All the other quests still will need to be received directly in the camp).



Stifas (Elyos repetitive quest NPC) and **Tobald** (Asmodian repetitive quest NPC)



Quests

Elyos Quests Changes:

Inggison Fortresses when owned by Elyos will have the normal Platinum Medal quests and will also reward a **Ceranium Medal**.

Gelkmaros Fortresses when owned by Elyos will have the normal **(Spy)** quests rewarding Platinum Medal and also a **Ceranium Medal**.

Tiamaranta's Eye Daily kill quest will reward a **Ceranium Medal**.

Terath Dredgion **Captain Anusa** kill quest is now Daily and reward a **Ceranium Medal**.

Asmodians Quests Changes:

Gelkmaros Fortresses when owned by Asmodians will have the normal Platinum Medal quests and will also reward a **Ceranium Medal**.

Inggison Fortresses when owned by Asmodians will have the normal **(Spy)** quests rewarding Platinum Medal and also a **Ceranium Medal** in the same quest.

Tiamaranta's Eye Daily kill quest will reward a **Ceranium Medal**.

Terath Dredgion **Captain Anusa** kill quest is now Daily and reward a **Ceranium Medal**.

Battlegrounds

Engulfed Ophidan Bridge

Winner Box will give 2 guaranteed **Ceranium Medal**.

Loser Box will give 1 **Ceranium Medal**.

Kamar Battlefield

Winner Box will give 2 guaranteed **Ceranium Medal** (have a small chance for a second Ceranium Medal as already had before as original)

Kamar Losers will get a **Ceranium Medal**.

Iron Wall Warfront

Winner Box will give 1 guaranteed **Ceranium Medal**.

Sieges

Gelkmaros, Inggison and Divine Sieges

Fortresses from Gelkmaros, Inggison and the Divine Fortress now rewards **Glory Points** and **Ceranium Medals**.

Siege Monsters/Guards from Gelkmaros, Inggison and Divine Fortress are now level 65, Artifacts and the Dredgion Attacks too.

New rift entrances will appear in Gelkmaros and Inggison 1 hour before the siege starts and the rifts will remain for 1 hour after the siege ends. You will be ported to a safe zone in the opposing land when using the Rift.

Tiamaranta Hearts Siege

Reward have been changed from **Mithril Medal** to 1 **Ceranium Medal**.

Siege bosses have their HP returned to normal (it was nerfed).

Beritra Invasion

Beritra Invasion System

We developed an Invasion System that will happen according to the schedule in our forum.

Beritra has researched ancient Danuar weapons ever since discovering Ide and Hyperion in Katalam. Deep within the Sauro Supply Base was a hidden cache of Danuar weapon designs and machine parts. Beritra used this new technology to create legions of highly advanced autonomous weapons, which he uses to sow chaos in Balaurea and Abyss.

Bosses will be spawned in pre-made locations across the maps and won't disappear until all of them are defeated.

Invasions can happen in Katalam, Danaria and Reshanta the location is random. A notification of Invasion start will be sent inside our discord.



During the invasion, all possible spawn locations will be marked clearly on the map. They'll still need to be investigated, though, so communication is key!



Beritra Invasion Possible Drops:

- **Fancy Medal Chest.** (Guaranteed, 1 for each player from the League/Alliance that killed the boss. Every player is responsible for their loot.)
- **Grand Invasion Reward Box:** containing original invasion drops, a guaranteed Eternal armor/weapon, idian, potions, manastones, ancient manastones level 70 (Eternal Donut) and a possible Tempering Solution. (Level 70 Eternal Donut manastone and Tempering Solutions can only be obtained from **Level 3 Grand Invasion Reward Box**, that drops from **Prime Raedon III**).
- A small amount of **Glory Points** is earned by killing the invasion bosses.

(The drop system works for League/Alliance, if your League/Alliance don't kill the invasion boss you won't be able to loot it)

Items/PvP Gear (Imported from 4.7)

New endgame items

- New Governor Gear and Weapons (NPC located in Kaisinel Academy and Marchutan Priory. The old 4.6 NPC with Governor gear have been removed)
- General Mythic PvP Gear and Weapons (Including Extendable Weapons)
- Rank 1 Mythic PvP Gear and Weapons
- Mythic PvP Wing Army 4-Star and Rank 1
- Augmentable Eternal PvP Accessories Army 4-Star and Rank 1
- Legendary Noble Katalium weapons will be available in specific events
- Malefic Skin Set being sold in Kaisinel Academy and Marchutan Priory



Drops

Aion America Leveling Accessories Set

In the main bosses of the instances list below while leveling you will be able to drop our set of fabled accessories level 1.

Headpieces, Necklaces, Earrings, Rings and Belts.

Instance List:

- Haramel
- Nochsana Training Camp
- Fire Temple
- Kromede's Trial
- Draupnir Cave
- Adma Stronghold
- Theobomos Lab

Enraged Veille, Enraged Mastarius, Governor Sunayaka and Gatekeeper Payad (Terath Dredgion Middle Boss)

These Bosses drop now a **Fancy Medal Chest** (guaranteed) that contains a **Ceramium Medal** or a **Mithril Medal**. (For the League/Alliance/Group that kills the boss).

New Webshop Items

New Weapons Skins

- Nether Dragon Weapons
- Dreaming Water Dragon Weapons
- Solar Weapons
- Lunar Weapons
- Meteor Weapons

(More weapons will be included soon)

New Furnitures

All the furniture up until 7.7 are available in our webshop currently, including:

- Breeze Decoration Set
- Club Decoration Set
- Camping Decoration Set

And all the others from previous versions.

New Wing Skins

All Wings available up until 7.7 you can check the wings list in our webshop directly.

(More wings will be included soon)

New Mounts

All Mounts available up until 7.7 with their original effects, you can check our mounts list in our webshop directly.

(More mounts will be included soon)

Overtime we can include more items to our webshop, of course counting with players suggestions.



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