

July 9th Jade Dynasty World Routine Maintenance Announcement

Dear Fellow Cultivators:

Jade Dynasty World will undergo routine server-wide maintenance on July 9th at 8:00 AM. The estimated maintenance duration is 4 hours.

The content of this routine maintenance is as follows:

Jade Dynasty World's New Version [Lonely Heart Shakes the Sea] Officially Launches Season Two Begins

New Server [Lonely Heart Shakes the Sea] Opens Simultaneously

The server of the same name, **[Lonely Heart Shakes the Sea]**, will open simultaneously after the maintenance on July 9th.

The **[Lonely Heart Shakes the Sea]** server will not have cross-server features enabled for the time being. Additionally, the **[Lonely Heart Shakes the Sea]** server will not have a daily level cap, allowing Fellow Cultivators to level up quickly, unlock more gameplay content, and deeply experience the world of Jade Dynasty.

Season Guide Quest · Stellar Origin Boost

After the new season **[Lonely Heart Shakes the Sea]** begins, Fellow Cultivators who have reached level 60 will automatically accept the "**[Guide! Season!] Stellar Origin Boost**" quest upon logging in. Follow the guidance to Heyang City, find the Jade Dynasty Emissary, and after listening to the NPC's introduction, you will receive assistance in boosting the following:

- Boosts "all Refining levels to level 6." (If a Fellow Cultivator has already surpassed this, their level will remain unchanged.)
- Boosts "Realm to Foundation Establishment · 9th Layer, and all Spirit Roots to 15090." (If a Fellow Cultivator has already surpassed this, their level will remain unchanged.)
- Boosts "Treasure Nurturing level to 40." (If a Fellow Cultivator has already reached this, their level will remain unchanged.)

Furthermore! In addition! You will also directly receive a full set of Item Level 325 equipment for your class!

Please be sure to prioritize completing this guide quest after logging in, as it will make your future cultivation journey much more efficient!

Fellow Cultivators new to Jade Dynasty World will also receive this quest upon reaching level 60. Combined with the leveling adjustments in the **[Lonely Heart Shakes the Sea]** season, reaching level 60 will be easier, and improving your cultivation and Stellar Origin after completing this quest will also become more effortless!

New Content

Story Quests

- **Jade Dynasty Main Storyline** Zhang Xiaofan and Bi Yao escape from the Dripping Blood Cave, and their feelings for each other grow. However, due to the "distinction between good and evil," Bi Yao leaves in a fit of anger. Where will Zhang Xiaofan go? Lu Xueqi, despite her injuries, insists on continuing the search for Zhang Xiaofan but is forcibly taken back to Qingyun by Qi Hao to seek help. How will Lin Jingyu react upon hearing the "news" of Xiaofan's death? With the launch of the **[Lonely Heart Shakes the Sea]** expansion, Chapters 16-23 of the original story, the **[Jade Dynasty Main Storyline]**, will be progressively released. As the Jade Dynasty storyline progresses, the Story Review feature will be updated simultaneously. After completing a story chapter, please go to **[Quest Log - Story Review]** to view and claim your chapter rewards.
 - Chapter 16 "Sword from the Green Mountains" and Chapter 17 "Distinguishing Good and Evil" will be available on the expansion's release day, July 9th;
 - Chapter 18 "Elusive Fox Shadow" and Chapter 19 "Together in Life and Death" will be available on July 16th;
 - Chapter 20 "Questioning Love in the Night Rain" and Chapter 21 "An Unexpected Time" will be available on July 23rd;
 - Chapter 22 "Storm and Thunder Darken the Sky" and Chapter 23 "Who is Trapped Within" will also be progressively released in future updates. We ask Fellow Cultivators to stay tuned for the update times.
- **Event Side Quests** The East Sea churns, Billows Island is submerged, lightning strikes, and malevolent energy surges. The Star-Plucking Tower's divination foretells of a great chaos caused by a strange beast on Billows Island, with malevolent demons stirring up trouble. The major sects gather at the East Sea to face this calamity, each with their own ulterior motives. At this moment, the Son of Xuanji arrives in Little Pond Town and unexpectedly encounters an amnesiac girl who has shape-shifted from the sea. What is her connection to the strange beast of the East Sea? What hidden truths lie behind the long-standing legend of the Dragon God of Billows Island... All will be revealed in the side quests "A Storm is Born," "A Thousand Years of Tears in the Vast Sea," and "Ten Thousand Years of Withered Clouds." Of these, "A Storm is Born" will be released on July 9th. Fellow Cultivators who are level 25 or above can find and accept it in **[Events - Surging Sea of Sin]**. ("A Thousand Years of Tears in the Vast Sea" and "Ten Thousand Years of Withered Clouds" will also be progressively released in future updates. Please stay tuned).
- **Serendipity Quests** Several new Serendipity Quests have been added, each with specific trigger conditions. We invite all Fellow Cultivators to explore and discover them;
- **Exploration Quests** A number of new Exploration Quests have been added to various open-world zones such as Fenxiang Valley, Langhuan, and Grass Temple Village. Please check the **[Quest Log - Available Quests]** list for information. Completing these quests will reward you with items like Silver, Hundred Refinement Talismans, and more;

Gameplay Updates

Character Progression

- **Equipment**
 - Added 1 new equipment type—**Spirit Pact**. It will be unlocked after completing the "[Guide] Spirit Pact" quest.
 - The Spirit Pact provides a special active skill based on the class specialization. It can be upgraded to gradually unlock additional skill effects.
 - Added 3 regular equipment slots (Wrist/Legs/Neck), allowing for more diverse combinations of additional equipment attributes.
- **Refining**
 - The Refining level cap has been increased to 9. It will be raised to 12 in a future mid-season update.
- **Treasures**
 - Treasure Nurturing level remains at 40 (new players can catch up quickly to level 40 by completing quests after reaching max level).
 - Added Treasure Tempering. Tempering enhances different additional attributes based on the Treasure type, allowing players to selectively upgrade according to their specialization.
 - Added 6 new combat Treasures. The effects of Season 1 combat Treasures have been re-tuned.
- **Star Souls**
 - **Star Soul Slot**: Added 1 new main Star Soul slot, which provides combat effects that influence class skills. Main Star Souls will start dropping when the first raid dungeon is released.
 - **Star Soul Upgrading**: Removed Star Soul experience and the upgrading system.
 - **Type Effects**: The effects of new season Star Souls have been changed from general effects to class-specific technique effects.
- **Realm**
 - The **[Core Formation]** Realm is now available. After meeting the requirements, complete the "[Guide] Realm Breakthrough · Core Formation" quest to break through to the Core Formation stage.
- **Peerless Effect Library**
 - **New Peerless Effect Library**: After obtaining a new season's Peerless equipment, its effect is permanently added to the library. Players can then directly select and equip their desired Peerless effects from the library.
 - Note: Peerless effect values are random.

Dungeons



- **Flying Ship Across the Vast Sea** The Ghost King Sect leads its elite disciples to Billows Island, intending to use the Dragon-Subduing Cauldron to capture the Kui Ox and create the Four Spirits Blood Array. The Ten Thousand Poisons Sect also seizes the opportunity, sending the Three Elders of Ten Thousand Poisons and their disciple Qin Wuyan to the East Sea under the guise of "offering help," while secretly harboring other plans. The three major sects—Qingyun, Fenxiang Valley, and Skysong Temple—learn that the "Demon Sect" is about to launch a large-scale attack with their flying ships. They assemble their own fleet of flying ships to pursue the Demon Sect fleet led by the **[Vampire Lord]**...
 - **[5-Player Hard]** difficulty dungeon **[Flying Ship Across the Vast Sea]** will open on July 9th at 12:00 PM, dropping Item Level 335 equipment (upgradable to a maximum of Item Level 355).
 - **[5-Player Nightmare]** difficulty dungeon **[Flying Ship Across the Vast Sea]** will open on July 16th at 12:00 PM, dropping Item Level 345 equipment (upgradable to a maximum of Item Level 355), with a quest reward of Item Level 355 equipment upon completion.



- **Shaking Mountains to Prove the Dao** A storm brews in the Lizhu Grotto-Heaven, with undercurrents of conflict over opportunities. An old grudge drives the Mountain-Moving Old Ape to wantonly injure an innocent youth. Under the shroud of thick fog, we ask all Fellow Cultivators to use their fervent hearts to illuminate this long night of injustice!
 - **[5-Player Hard]** difficulty dungeon **[Shaking Mountains to Prove the Dao]** will open on July 9th at 12:00 PM, dropping Item Level 335 equipment (upgradable to a maximum of Item Level 355).
 - **[5-Player Nightmare]** difficulty dungeon **[Shaking Mountains to Prove the Dao]** will open on July 16th at 12:00 PM, dropping Item Level 345 equipment (upgradable to a maximum of Item Level 355), with a quest reward of Item Level 355 equipment upon completion.



- **Celestial Ruins Secret Realm** New PvE mode [**Celestial Ruins Secret Realm**] will open on July 11th at 12:00 PM. In the first week (July 11th - July 15th), the dungeon pool for [**Celestial Ruins Secret Realm**] will include [**Heroic Shadow Crosses the Yellow Springs**], [**Guard the Pagoda and Break the Nether Illusion**], and [**Evil Sect's Heavenly Punishment**]. The new seasonal dungeons [**Flying Ship Across the Vast Sea**] and [**Shaking Mountains to Prove the Dao**] will be added to the [**Celestial Ruins Secret Realm**] dungeon pool in the following week (starting July 16th).
 - The drops for [**5-Player Hard**] difficulty dungeons [**Heroic Shadow Crosses the Yellow Springs**], [**Guard the Pagoda and Break the Nether Illusion**], and [**Evil Sect's Heavenly Punishment**] have been increased to Item Level 335 equipment (upgradable to a maximum of Item Level 355). The dungeon stats and recommended Stellar Origin value have also been increased accordingly. These dungeons will open on July 9th at 12:00 PM.
 - The drops for [**5-Player Nightmare**] difficulty dungeons [**Heroic Shadow Crosses the Yellow Springs**], [**Guard the Pagoda and Break the Nether Illusion**], and [**Evil Sect's Heavenly Punishment**] have been increased to Item Level 345 equipment (upgradable to a maximum of Item Level 355), with a quest reward of Item Level 355 equipment upon completion. The dungeon stats and recommended Stellar Origin value have also been increased accordingly. These dungeons will open on July 16th at 12:00 PM.
 - The drops for [**5-Player Hard**] difficulty dungeons [**Mystic Fire Burns the Eight Desolations**], [**Nine Heavens Scolds the Wind and Thunder**], [**Peerless Blade Fights Asura**], [**Spirit Mirror Reflects Flowing Water**], and [**Phantom Bewitches the Moon's Heart**] have been updated. The dungeon stats and recommended Stellar Origin value have also been increased accordingly.



- **Boguan Grotto-Heaven** New mode **[Boguan Grotto-Heaven]** added. Fellow Cultivators can go to the Boguan Hall in Fenxiang Valley to find the entrance to **[Boguan Grotto-Heaven]** and choose to take on the **[Solo Challenge]** or team up with a partner for the **[Duo Challenge]**. **[Boguan Grotto-Heaven]** has a total of 40 floors, each containing dangerous demons and monsters. Fellow Cultivators must defeat the monsters on each floor before the timer runs out to ascend and obtain the secret treasures within. Attention, Fellow Cultivators! Each floor in **[Boguan Grotto-Heaven]** has separate rewards for both solo and duo completion. If you want to get all the rewards, don't forget to challenge it both ways! Based on the highest floor cleared last week, you can also claim an additional settlement reward once per week. Remember to team up with your friends and push through the floors as quickly as possible! However, as you ascend to higher floors, the difficulty of the monsters will gradually increase. Fellow Cultivators must be cautious and not let their guard down! Tank and Healer role specializations will receive additional buff effects.

World BOSS



1. New 'Sword Cometh' crossover World BOSS event **[Vicious Ape Shakes Mountains and Disrupts the Cosmos]**. A strange phenomenon has appeared in the foothills of Qingyun Mountain, where immense energy from an unknown source seems to be gathering deep within the mountains. We ask all esteemed cultivators to come and assist in preventing a potential disaster!
2. The new World BOSS event will rotate weekly with the existing Feilian event **[Malevolent Qi Surges, Demon God Appears]**. The rewards are the same.

Heavenly Seal Hundred Refinements

The open-world faction PvP event **[Heavenly Seal Hundred Refinements]** has been changed to a permanent mode. Fellow Cultivators can participate in faction battles at designated locations on Monday, Wednesday, and Friday evenings from 19:00 to 22:00.

The mode takes place in open-world maps: Langhuan on Mondays, Qingyun Foothills on Wednesdays, and the Barren Lands on Fridays. Fellow Cultivators can create a navigation point to the event location by clicking the limited-time event button in the top-right corner or through the **[Heavenly Seal Hundred Refinements]** module in the Faction - Faction Events interface.

Northern Wastes Battle Clouds

1. In Northern Wastes Battle Clouds, the elite malevolent demons in front of each faction's main base have been replaced with Faction Leaders. Fellow Cultivators can defeat the enemy Faction Leader to obtain spoils of war.
2. Added **[Spoils of War Drops]** to Northern Wastes Battle Clouds. Fellow Cultivators will receive a certain amount of spoils of war rewards for defeating the enemy Faction Leader near their main base, or if their faction wins the contest for the demon beast Yu

Zheng in the center of the field. There is a daily cap on the amount of spoils of war that can be obtained.

Guild Gameplay

- **Guild Foundation**

1. The effect of the original **[Recuperation · II]** foundation has been adjusted to: After learning, guild members will receive an extra 10% Dragon Trial Jade from participating in daily activities (this does not affect the weekly cap for Dragon Trial Jade, and the amount obtained from using items is not affected).
2. The effect of the original **[Recuperation · III]** foundation has been adjusted to: After learning, guild members will receive an extra 10% Martial Merit Coins from participating in daily activities (this does not affect the weekly cap for Martial Merit Coins, and the amount obtained from using items is not affected).
3. Added new foundation **[Heavenly Materials and Earthly Treasures]**. After learning it each week, it increases the experience multiplier for Treasures.
4. The Spirit Qi cost for learning guild foundations has been optimized across the board.

- **Guild Resource Management**

1. When the new season begins, a maximum of 500,000 Guild Spirit Qi from the previous season can be carried over. Any excess Guild Spirit Qi will be cleared.
2. When the new season begins, Guild Contribution tokens and emblems will be cleared. A certain amount of Silver will be compensated based on the quantity cleared.

- **Advanced Guild War Declaration** New Advanced Guild War Declaration feature added. The Guild Master or Vice Master can book a private instance in the Qingyun Foothills, Barren Lands, or Langhuan zones as a battlefield. Only members of the two warring guilds can enter this instance during the battle. After a successful booking, the war declaration will be announced server-wide via a special game announcement. The defending guild has thirty minutes to actively decline the war declaration, which will also trigger a server-wide announcement. If not declined within thirty minutes, the declaration is considered accepted, and the war will automatically begin at the scheduled time. When declaring an advanced war, two victory conditions can be chosen. If 'Fight to the Death' mode is selected, the battle lasts until the time limit ends, and the winner is determined by the number of kills. If 'Hundred-Man Slay' mode is selected, the first guild to reach the specified number of kills wins early. (In the special case of a 0:0 score, the guild with more participants wins.) Non-participating players can spectate live battles or view historical match recordings through the Arena - Advanced Guild War module.

Mentorship

1. Mentorship-related dungeon bonuses will be temporarily removed and will return in a future update as the season progresses.

2. Concord Stones will be temporarily unobtainable after the version update, and the **[Concord Stone Shop]** will be closed. Existing Concord Stones will not be affected. Concord Stones will return in a future update as the season progresses.
3. Mentorship interaction quests and records have been updated with new season-related content.
4. The **[Mentorship Shop]** has new cosmetic headwear and social skins for redemption. Other items have also been fully upgraded with the new season. Please check in-game for details.

Treasure Hunting



1. New functional Treasure **[Treasure Hunting Compass]** added. Fellow Cultivators can learn about and craft this Treasure in the **[Treasure Hunting Compass]** quest.
2. New **[Treasure Hunting]** gameplay added. Fellow Cultivators can use the **[Treasure Hunting Compass]** and **[Ever-Bright Jade]** to hunt for treasures in different maps and receive generous rewards.
3. New **[Treasure Hunting Codex]** added. Fellow Cultivators can use the Spirit Treasures, Spirit Treasure Fragments, and Spirit Materials collected during treasure hunting to activate and upgrade the codex for rewards.

Pets



- **Spirit Pets** A new 'Spirit Pet' category has been added for pets.
 1. After completing the "[Guide] Myriad Spirit Pets" quest, you will receive the core for the pet-catching Treasure, the Myriad Spirit Gourd. All Spirit Pets caught in the wild using the Myriad Spirit Gourd will be recorded in the Myriad Spirits Compendium, where you can view the types, quantities, and detailed information of the Spirit Pets you have collected, including their appearance, variations, and abilities.
 2. Completing Myriad Spirits Compendium quests grants experience and increases its level. You must complete the required quests and have full experience to level up. Increasing the Myriad Spirits Compendium level improves the success rate of catching Spirit Pets and grants rich rewards.
 3. All pets have abilities that are closely related to various casual gameplay systems like the Immortal's Residence, crafting, exploration, and treasure hunting. Remember to summon your pets to play with you when participating in these activities.
 4. When obtained, Spirit Pets may have different appearances, variation slots, altered materials, accessories, or special effects. Spirit Pets can be dyed to colors you have already collected, which consumes a dyeing item.
 5. After reaching level 5, a Spirit Pet can be bred to produce a new Spirit Pet of the same species. Breeding requires selecting a pet of the same species but a different gender, along with a breeding item. After a certain waiting period, the breeding is complete. The offspring may inherit the parents' abilities and appearance, or gain new variations.
- **Pet Expeditions**

1. Pet Expedition slots have been expanded from 2 to 10. New slots require a slot key to unlock.
2. The Expedition interface now has filter and search functions for easier pet location.

Scroll of the Mortal World

1. New "Bitter Lovers" entry added to the 'Myriad Faces of Life' collection, obtainable by completing **[Jade Dynasty Main Storyline - Together in Life and Death]**. This exploration content does not grant Refined Exploration Points.
2. The new scene **[Lizhu Grotto-Heaven]** features new exploration content. We invite all Fellow Cultivators to participate and obtain a large amount of Cloud Appreciation Points, Refined Exploration Points, equipment exchange items, fun toys, and other rewards.
3. The Scroll of the Mortal World has a new level, now open up to **[Saint Explorer - Yellow]**.

Immortal's Path Handbook

The quests and rewards for the Immortal's Path Handbook have been updated for the new season!

1. Chapter 1 **[Leveling Must-Dos]** opens on the day the server launches. Players can participate after reaching level 10.
2. Chapter 2 opens on the day the server launches, with a new chapter unlocking each week for a total of five chapters. Players must be level 60 to participate.

Immortal's Residence

1. New Pet Farm feature added. Fellow Cultivators can go to the Pet Manager in their personal Immortal's Residence to open the Pet Farm interface and place Spirit Pets/Celestial Pets to assist with farming. The personality, level, and type of the pets will have different bonus effects on the garden plots. Mix and match to find your ideal farming combination and discover the best methods for your Pet Farm!
2. New Wishing Well feature added. Fellow Cultivators can go to the Wishing Well in their personal Immortal's Residence to open the Wishing Well interface and make a wish. The Wishing Well has two types of wishes: one where you select a desired item and consume specified materials to produce it, and another where you contribute various Immortal's Residence items to increase the Wishing Well's progress and obtain exclusive Immortal's Residence gift packs.
3. New Personal Blueprint function and Blueprint Station added. Fellow Cultivators can upload their designed Immortal's Residence to the Blueprint Station or their personal blueprints, and can also share blueprint codes with other Fellow Cultivators to share their designs.
4. New Immortal's Residence Shop added. Fellow Cultivators can use the Dreamweave Crystals produced by the Wishing Well to exchange for furniture or other Immortal's Residence-related items in the shop.

5. A new batch of forest-themed and cute-themed furniture and garden items has been added.
6. The maximum level of the Immortal's Residence has been increased to 60. The storage and acquisition limits for Garden Coins, as well as the purchase and storage quantities for Cabbages, have been increased accordingly.
7. New Condensed Dew and Expanding Dew added. These two types of dew will cause crops to have a chance to grow larger or smaller. Harvesting these crops will yield new corresponding crop types. Crop yield has been reduced, crop prices have been increased, and the growth speed ratio of Growth-Boosting Dew has been adjusted.
8. Reduced the probability of daily orders refreshing for Immortal's Residence fish.
9. New achievements related to the new homestead gameplay have been added.

Gathering and Crafting

- **Gathering** All gathering professions are now open to levels 21-25. New gathering nodes can be found in the new scene **[Lizhu Grotto-Heaven]**. A batch dismantle function has been added for fish. The stack limit for dismantled products has been changed from 99 to 999. The stack limit for gathered products has been changed from 99 to 999.
- **Crafting** All crafting professions have new content for levels 21-25. Some profession outputs now include **[Intermediate Products]** used in other professions, strengthening the links between different crafting skills. For some consumable items, a new function has been added to use the same amount of raw materials to create more bound output, making it more cost-effective for personal use.

New Events

'Sword Cometh' Anime Crossover Event [Sword Inquires of Opportunity]



The qi of heaven and earth takes shape with fortune, sometimes forming palaces, sometimes opening grotto-heavens, appearing and disappearing, often unknown to outsiders. This time, coinciding with the turbulent spiritual energy of Billows Island, another mysterious grotto-heaven has appeared in the Chuitian Isle area!

From after maintenance on July 9th until maintenance on November 5th, Fellow Cultivators level 25 and above can accept the quest **"[Guide] Crossover · Otherworldly Grotto-Heaven"** from the **[Events - Sword Cometh Anime - Sword Inquires of Opportunity]** interface to explore the Lizhu Grotto-Heaven.

After completing the guide quest, Fellow Cultivators can also trigger Serendipity Quests based on clues in the event interface to gradually uncover the secrets of this land's opportunities:

- **Unlocks at 8:00 on July 9th:** Serendipity · "Heaven and Earth's Opportunity", Miscellany · "Peace Year After Year"
- **Unlocks at 8:00 on July 10th:** Miscellany · "Going Against the Tide"
- **Unlocks at 8:00 on July 11th:** Serendipity · "Spring in the World", Miscellany · "Qi Rushes to the Heavens"
- **Unlocks at 8:00 on July 12th:** Miscellany · "As if Carved and Polished"
- **Unlocks at 8:00 on July 13th:** Serendipity · "Doing What is Right", Miscellany · "Heaven Rewards the Diligent"
- **Unlocks at 8:00 on July 14th:** Miscellany · "The Way of Fair Trade"
- **Unlocks at 8:00 on July 15th:** Serendipity · "The Great Heart-Questioning Test", Miscellany · "A Leaf of Opportunity"
- **Unlocks at 8:00 on July 16th:** Serendipity · "Sword, Cometh!", Miscellany · "A Foundation of Gold"

Version Story Event [Surging Sea of Sin]



The version story event **[Surging Sea of Sin]** opens with the side quest "A Storm is Born" and will run from July 9th to after maintenance on July 30th. Fellow Cultivators who have completed "A Storm is Born · Part 1" can check the **[Events - Surging Sea of Sin]** interface. Completing daily event quests will earn the currency "Tears of the Lizhu Pearl." This currency can be used to exchange for various rewards in the event shop. Please pay attention to the event duration.





Sign-in Event [Morning Blossoms Gathered at Dusk]

A new fifteen-day sign-in event **[Morning Blossoms Gathered at Dusk]** has been added. From July 9th until maintenance on July 30th, Fellow Cultivators can sign in daily to receive the classic school uniform **[First Heart Set]**, the flying sword **[Fragrant Grilled Fish]**, Cloud Appreciation Points (20 draws), hair accessory pendants, face accessory pendants, a limited-time title, and various progression materials.







Cicada's Song Gift · Quarterly Top-up Rebate



Event Time: July 9, 2025 - October 8, 2025

To thank our esteemed cultivators for their continuous support of Jade Dynasty World, we are launching a quarterly top-up rebate event with the new version "Lonely Heart Shakes the Sea." Top up to specified amounts to claim generous rewards!

Event Rewards: Colored Jade, Avatar · Fate-Defying Execution, Avatar Frame · Karmafire Blood Calamity, Free Appearance Change Coupon, Hair Accessory · Baleful Demon Horn, Large Cloud Appreciation Point Pack (1800 points), Hand Effect · Crimson Blood Remains, Foot Effect · Crimson Blood Remains, Body Effect · Crimson Blood Remains, Pendant · Blade of Wisdom's Calamity, Advanced Hairstyle · Hidden Dragon's Defiance Blood Calamity, Flying Sword · Old Sword Strip, Scenery Animation · Consumed by Cleansing Fire, Victory Animation · Blood and Fire Banners, Gold Title · He Who Sweeps the Eight Wastes and Returns His Sword, Six-Star Outfit · Hidden Dragon's Defiance Execution, and matching hairstyle and avatar frame.







Content and Function Updates & Optimizations

Season Settlement

When the new season begins, the system will perform a seasonal reset and settlement for characters.

1. Arena ranks will be reset, and a certain amount of Silver will be awarded based on the previous season's rank.
2. Items such as Refining Talismans, Heavenly Pillar Stones, Star Soul Essences, Buddha Lotus Jade Packs, Guild Contribution Ingots, Reputation items, Vitality Pills, Dragon Trial Star-Protection Charms, and currency items like Dragon Trial Jade and Martial Merit Coins will be reclaimed at the start of the season and converted into a certain amount of Silver.
3. Dragon Trial Jade, Martial Merit Coins, and Guild Contribution will be reset at the start of the season, and a certain amount of Silver will be awarded as compensation.

Returning Player System

A new Returning Player System has been added. Fellow Cultivators whose characters on a single server have been offline for more than 30 days will trigger the system upon logging back in. The system currently includes a seven-day sign-in, progression quests, and ten free hours for the first return.

- **[Seven-Day Sign-in]:** Returning players can receive rewards through a seven-day sign-in.
- **[Progression Quests]:** Returning players can complete a series of return quests to obtain reward items and a special currency, Returner's Tokens, which can be exchanged for various returner-assisting rewards in the **[Returner's Market]**.
- **[Ten Free Hours for First Return]:** Fellow Cultivators returning for the first time will automatically receive 10 hours of free playtime upon reaching the character selection screen. This can be stacked with other free playtime.

Friend Invitation

1. Veteran Fellow Cultivators whose characters are over 16 days old and are not returning players will have a personal invitation code.
2. New and returning Fellow Cultivators can use a personal invitation code from a player on the same server to bind accounts within 24 hours of their first login.
3. The activity and spending of the invited Fellow Cultivator will grant the inviting veteran a certain amount of Immortal Invitation Tokens. These tokens can be exchanged for unique and rare cosmetics in the **[Immortal Invitation Shop]**!

Arena Matching

The matching rules for Dragon's Might Arena & Jade Pavilion Skirmish have been modified. Teams with a healer class will now be matched in the same pool as teams without a healer.

Team Auction

New features added to Team Auction

1. **Watchlist Function:** You can add items that have not yet started auctioning to your watchlist. You will receive a notification when the auction for the item begins.

2. **Pre-forfeit Function:** You can pre-forfeit items that have not yet started auctioning. You will automatically pass on the item when its auction begins.
3. **One-click Pre-forfeit:** You can pre-forfeit all items on the current page that have not yet started auctioning. (One-click pre-forfeit will not forfeit items on your watchlist.) (You can cancel pre-forfeits and watchlists at any time before an auction begins.)

Recommendation: Fellow Cultivators can first **[Watchlist]** items they need, then **[One-click Pre-forfeit]** other items to improve the efficiency of team auctions.

- **Function Optimization**

1. When entering any large number in the bid box, the interface will display the magnitude of the current bid in Chinese characters as a reminder.
2. A 5% auction tax has been added to team auctions. 95% of the auction amount will be distributed among the other eligible players.

Hair Accessory and Pendant Function Optimization



1. Added the ability to hide hair accessories and dye hair accessories for some outfit hairstyles.
2. Added dyeing functionality for some pendants.

Photo Mode Optimization

1. Optimized the interaction logic of the photo mode interface.
2. Added a photo template function. In addition to the default system templates, Fellow Cultivators can create their own templates, with a maximum of 20 custom templates saved.
3. Added pause, speed control, and timeline scrubbing functions for some actions in photo mode.

4. Added a weather adjustment function. Weather can be changed in some maps while in photo mode.
5. Added a wind adjustment function. Wind direction and speed can be changed in photo mode.
6. Added a time adjustment function. The time of day can be adjusted in photo mode.
7. A new batch of filters has been added.
8. Optimized the fill light function to support custom positions. Fellow Cultivators can click the settings button in the top right corner of the fill light to open the light adjustment interface.
9. A hide weapon option has been added to the photo mode's visibility settings. Unchecking it will hide your own and other players' weapons.
10. Optimized the color selection interaction logic for filters, lighting, and custom text functions.

Personal Information Function Optimization

- **Personal Profile Customization Optimization:**
 1. Optimized the interaction logic for stickers. Fellow Cultivators can now select and operate multiple stickers simultaneously by clicking or drag-selecting.
 2. Added a continuous placement mode. When enabled, you can continuously place the same sticker by left-clicking after placing it once.
 3. Added a sticker grouping function. Multiple stickers can be combined into a group for direct manipulation.
 4. Added a sticker replacement function. Stickers on the canvas can be replaced with other stickers of the same type.
 5. Added a sticker layer adjustment function. After selecting a sticker, you can directly move its layer up or down.
 6. Added functions such as sticker rotation, cutting, copying, and pasting.
 7. Added undo/redo functions. Fellow Cultivators can revert their last modification or undo the revert at any time.

Optimized the interaction logic for appearance editing on the appearance page.

Shops

Removed the Set Exchange Shop and Buddha Lotus Jade Shop.

- **Additions and Adjustments:**
 1. **Arena Shop:** Removed the Equipment and Star Soul tabs; removed Treasure Core exchange; added an Item Level 375 Equipment tab.
 2. **Faction Rank Shop:** Removed the old equipment tab; removed Treasure Core exchange; added Item Level 375 Equipment, Soul Source, and Star Soul tabs.
 3. **Peerless Equipment Shop** has been moved from the portable shop to the NPC Tang Tang.
 4. **Leisure Shop:** Added a Cosmetics tab.

5. **New Star Soul Shop:** Exchange for specific Star Souls using Shattered Starlight obtained from dismantling Star Souls.
6. **Amber Shop:** Removed the Equipment and Other tabs; added a Cosmetics tab; items in the Dragon Soul Talisman tab have been updated to new season Dragon Soul Talisman items.

Currencies

Removed Buddha Lotus Jade, Flame Spirit Amber, Ephemeral Amber, and Silver Brilliance Crystal currencies from the inventory.

Xuanji Treasury

Secret Realm equipment and Arena equipment rewards from the Xuanji Treasury can now be claimed simultaneously each week; the conditions for unlocking treasury slots have been adjusted.

Battle Pass

The Battle Pass mission pool has been updated to Season Two missions.

Gameplay Rewards

Removed Refining Talismans, Heavenly Pillar Stones, Grandmist Ice Hearts, Star Soul Essences, and Buddha Lotus Jade rewards from Season One gameplay.

Spirit Orbs

Spirit Orb effects are now affected by specialization and meditation.

Breathing Exercises

The new season has reduced the proportion of Breathing Exercise gameplay in quests and has comprehensively optimized the existing Breathing Exercise process.

Codex

The Codex has been updated for the new season!

1. New "Artisan's Tools" codex added to the Products collection.
2. New season items, dungeons, rule descriptions, and other content within the Codex have been updated.

Reputation

- **New Reputations:** Added 2 new reputations: **[Lizhu Grotto-Heaven]** and **[Kui Ox Island]**.
- **Old Reputations:** New reputation tiers and new shop exchanges have been opened.

Leaderboards

Weekly Silver rewards have been removed from the Elegance Leaderboard.

Weekly ranking Silver rewards have been added to the Dragon's Might Arena and Desolate Frontier Skirmish leaderboards.

Achievements

A new series of achievements related to the new season's content has been added.

Maps

Optimized the scene performance and collision on the Billows Island and Acacia maps.

Story Quest - Voice-over

Optimized and updated the voice-over function: Voice-over dialogue in cutscenes is now displayed in the chat box for easier viewing.

Mall Update

Special Offer Interface

A new **[Special Offer]** interface has been added to the Cloudspun Pavilion, allowing Fellow Cultivators to quickly preview the latest hot-selling and discounted items.

Limited-Time Discounts

From July 9th until maintenance on July 16th, the **[Snowy Moon Sword Dance]** series, **[Azure Sea of Devotion]** series, **[Divine Mechanism Ghostly Hoard]** series, **[Stellar Net]** series, **[Clear Water and Bright Eyes]** series, **[Vast Sea · Unfettered Soaring]** series, **[Floating Dream · Netherworld Phantom Moon]** series, **[Exquisite · Crimson Face in the Mirror]** series, **[Exquisite · Jade's True Self]**, **[Vast Sea · Weathering the Storm]** etc. outfits sold in the Mall will have limited-time discounts. Items already on sale will enjoy an additional discount. Don't miss out!

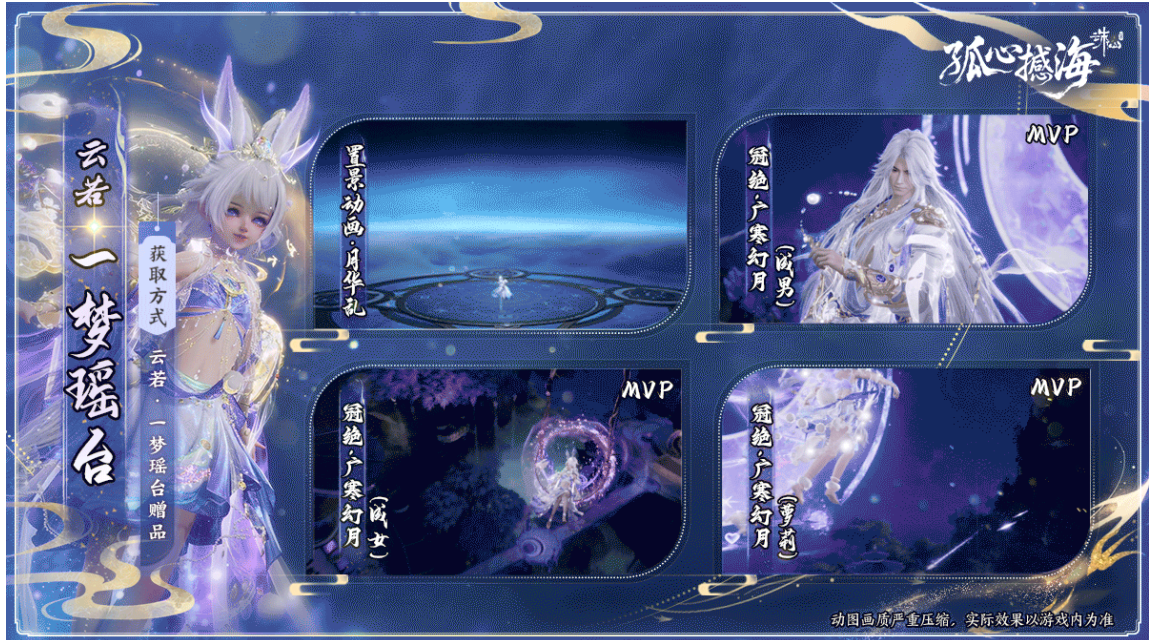
Garment Wheel Prize Pool Optimization

A new **[Sacred Advent]** prize pool has been added to the Garment Wheel: The reward content and overall probability are the same as the **[God's Blessing]** prize pool; the base probability for the five-star prize pool is significantly increased, but the pity counter for a guaranteed five-star item is 150 draws; the pity counter is not shared with the **[God's Blessing]** prize pool.

New Items

- **Garment Wheel** A new themed outfit gift pack **[Cloudlike · A Dream of Jasper Terrace]** has been added to the Garment Wheel. It can also be obtained by exchanging 2 Nuwa Stones in the Nuwa Stone Shop. The **[Cloudlike · A Dream of Jasper Terrace]** themed outfit gift pack includes the outfit **[Cloudlike · A Dream of Jasper Terrace]**, body effect **[Frost Moon Jade Light · Body]**, **[Pendant · Milky Way Moon Shadow]**, **[Hair Accessory · Moon Soul Spirit Note]**, scenery animation **[Moonlight Chaos]**, victory animation **[Crowning · Guanghan Phantom Moon]**, personal profile display action **[Step into the Void]**, **[Avatar · A Dream of Jasper Terrace]**, and **[Avatar Frame · Wish upon the Moon Palace]**.





Additionally, the **[Shuwang Ice Mirror]** gift pack is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone. The gift pack contains the body effect **[Shuwang Ice Mirror · Body]**, hand effect **[Shuwang Ice Mirror · Hand]**, and foot effect **[Shuwang Ice Mirror · Foot]**.



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- **Direct Purchase in Mall** The 'Sword Cometh' anime crossover outfit **[Sword Inquiry · A Pact of Shared Hearts]** is now available for direct purchase in the Mall for 680 Ancient Jade. Purchasing **[Sword Inquiry · A Pact of Shared Hearts]** will grant the pendant **[Hardwood Bow and Arrow]**.





- The 'Sword Cometh' anime crossover outfit **[Sword Inquiry · Sword Beckons the Spring Wind]** is now available for direct purchase in the Mall for 980 Ancient Jade. Purchasing **[Sword Inquiry · Sword Beckons the Spring Wind]** will grant the

[Decoration · Spring Wind Jade Seal] and [Hair Accessory · Spring Wind Hairpin].







Additionally, the **[Sword Inquiry · Sword Ferries the Spring Wind]** hairstyle gift pack is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone. The gift pack contains the hairstyle **[Sword Inquiry · Sword Ferries the Spring Wind Ornament]** and the victory animation **[Crowning · Sword Heart's Devotion]**.



- The outfit **[Fiery Rainbow · Cold Smoke on the Desert]** is now available for direct purchase in the Mall for 2280 Ancient Jade. Purchasing **[Fiery Rainbow · Cold Smoke on the Desert]** will grant the bonus gifts **[Face Accessory · Distant Wind and Dust]**

and [Hair Accessory · Sand Like Snow]. You can also claim a Free Appearance Change Coupon *1 and Colored Jade *5 from the achievements.





Additionally, the hairstyle **[Fierce Rainbow · Cold Smoke on the Desert Ornament]** is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone.



Fun weapon skins [Qingyun · Sweet Sharp Frost], [Incense · Sticky Rice Crisp Mountain], [Acacia · Flowing Heart Snow Cheese], [Ghost King · Lemon Heat Relief], and [Fenxiang · Icy Dew Chill] are now available for direct purchase in the Mall for 980 Ancient Jade. Purchasing a fun weapon skin also grants the bonus gift [Ultimate Effect · Cool Summer].



- **Nuwa Stone Exchange Shop**
 - The [Greedy Wolf] series of weapon skins is now available in the Nuwa Stone Exchange Shop for 2 Nuwa Stones.

孤心撼海

青云

贪狼

祸炽九幽

熔金炼石非无意
炼魄焚心自有期

获取方式

女娲石商店

动图画质严重压缩。实际效果以游戏内为准

孤心撼海

鬼王

贪狼

无间业火

业火熔断轮回锁
无间倒悬渡彼岸

获取方式

女娲石商店

动图画质严重压缩。实际效果以游戏内为准

- The flying sword **[Dragon-Dotting Ink Brush]** is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone.



- **[Cloudlike · A Dream of Jasper Terrace]** is now available in the Nuwa Stone Exchange Shop for 2 Nuwa Stones.
- The **[Shuwang Ice Mirror]** gift pack is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone.
- The **[Sword Inquiry · Sword Ferries the Spring Wind]** hairstyle gift pack is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone.
- The hairstyle **[Fiery Rainbow · Cold Smoke on the Desert Ornament]** is now available in the Nuwa Stone Exchange Shop for 1 Nuwa Stone.
- **Obtainable Through Activities** A wealth of new cosmetics is being released with the new season, which Fellow Cultivators can obtain through various gameplay modes and events.





孤心撼海

青云 疏影横斜

鬼王 冷香如故

焚香 朔风解意

合欢 暗香浮动

灵汐 苔枝缀玉

梅花武器

获取方式 战阶商店兑换

孤心撼海

青云 金狮卧

鬼王 金狮怒

焚香 金狮望

合欢 金狮吼

灵汐 金狮行

金狮武器

获取方式 天墟秘境段位奖励





Class Balance Adjustments

This section covers changes to class skills, Star Souls, Treasures, Divine Weapons, and other content. Due to its length, we ask Fellow Cultivators to refer to the "Jade Dynasty World [Lonely Heart Shakes the Sea] Version Balance Adjustment Announcement" for details.

Bug Fixes

1. Fixed and optimized model clipping issues in some cutscenes.

2. Fixed and optimized incorrect camera angles for the girl body type in some cutscenes.
3. Fixed an issue where chapters in the Story Review would display abnormally under certain conditions; also optimized the navigation logic for easier viewing of target chapters.
4. Fixed and removed the leftover NPC Yaoguang from the "Kun Spirit Treasure Map" event.
5. On some servers, during the Guild League settlement on July 4th, an issue caused an abnormal freezing of league participation eligibility, leading to incorrect leaderboard rankings. We will reclaim the incorrectly unlocked guild emblems in the next 1-2 weeks and reissue them to the correct first-place guild in the A-Group. The pendant **[Pendant · Mountain Suppressor]** reward will be distributed to the members of the correct top three A-Group guilds, with the member list based on server data from July 4th at 21:45. Additionally, all members of all guilds affected by the leaderboard error will receive extra compensation.
6. Fellow Cultivators who purchased **[Exquisite · Crimson Face in the Mirror]**, **[Exquisite · Flowing Shadow in the Mirror]**, or **[Exquisite · Fleeting Youth in the Mirror]** in the Mall can now claim the corresponding rewards for the **[Exquisite · Crimson Face in the Mirror]** achievement. Those who have already purchased these items can claim them directly.

MAC Client Launch

The **[Official Version]** and **[Express Version]** of the Jade Dynasty World MAC client will be launched after the maintenance. They can be downloaded and installed from the game download page on the official Jade Dynasty World website.

MAC Version Recommended Specifications

- **[Express Version Client]**
 - **Processor:** M1 chip or higher
 - **Memory:** 16GB or more
 - **Disk Space:** 60GB
 - **Operating System:** macOS 12 Monterey or higher
- **[Standard Version Client]**
 - **Processor:** M2 Pro or higher
 - **Memory:** 16GB or more
 - **Disk Space:** 110GB
 - **Operating System:** macOS 12 Monterey or higher

Please arrange your gaming time reasonably. We wish all Fellow Cultivators a happy gaming experience!

The Jade Dynasty World Operations and Development Team
July 8, 2025

