

Epic Seven Update Notes (2018 09 28)

05:00 ~ 07:00 KST (2 hours)

New Unit - Crowelight Royhill

■ Crowe's Skills:

S1 - Sword shockwave: Deal damage to a target and taunt enemy for a turn for 50% chance. Damage ratio on own max hp. (cd 0)

S2 - Charge: Deal damage to a target and reduce target's action bar by 35% then grant himself 2 turn def up. Damage ratio on own max hp. (cd 4)

S3 - Summon Siegfried: Summons holy beast Siegfried to attack a target. This attack penetrates enemy defense and can not crit. Damage ratio on own lost hp. (cd 6)

Awaken - Grants 2 turn shield for self. Shield ratio on own hp. (cd 6)

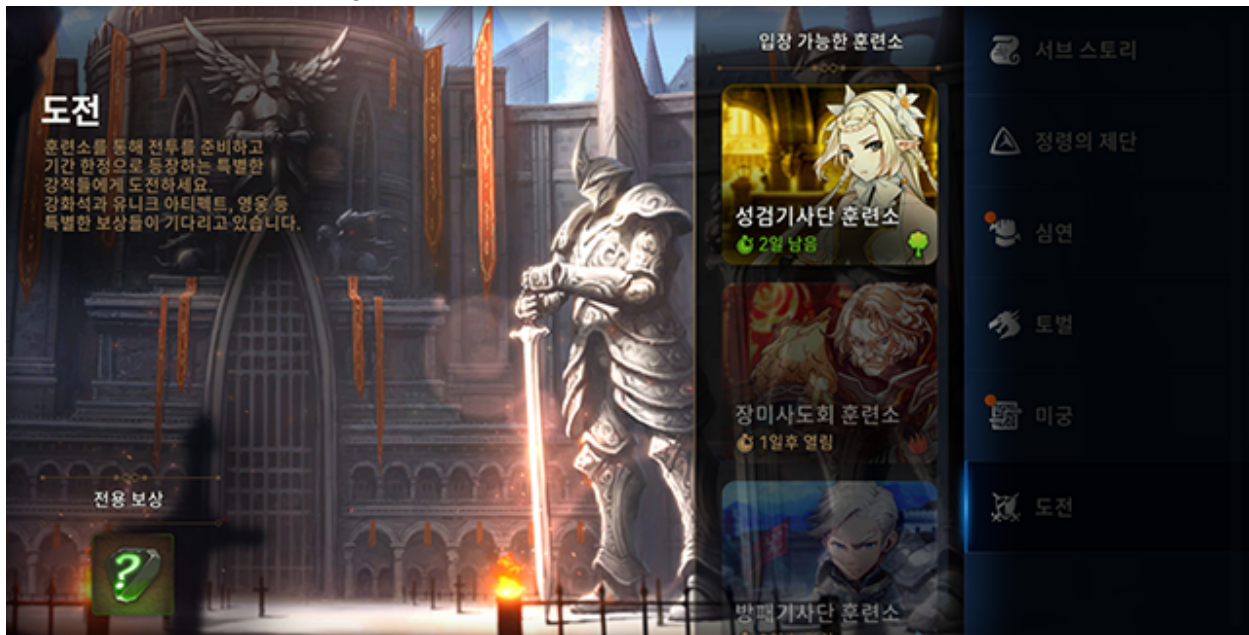
Introduction of Training Grounds

New content, Training Grounds is a place to earn equipment enhance stones.

You will also be given a chance to earn Training Ground exclusive Artifacts, Heroes, and Gears

■ Requirement

Clear 6-1 to unlock Training Grounds, found in the battle menu

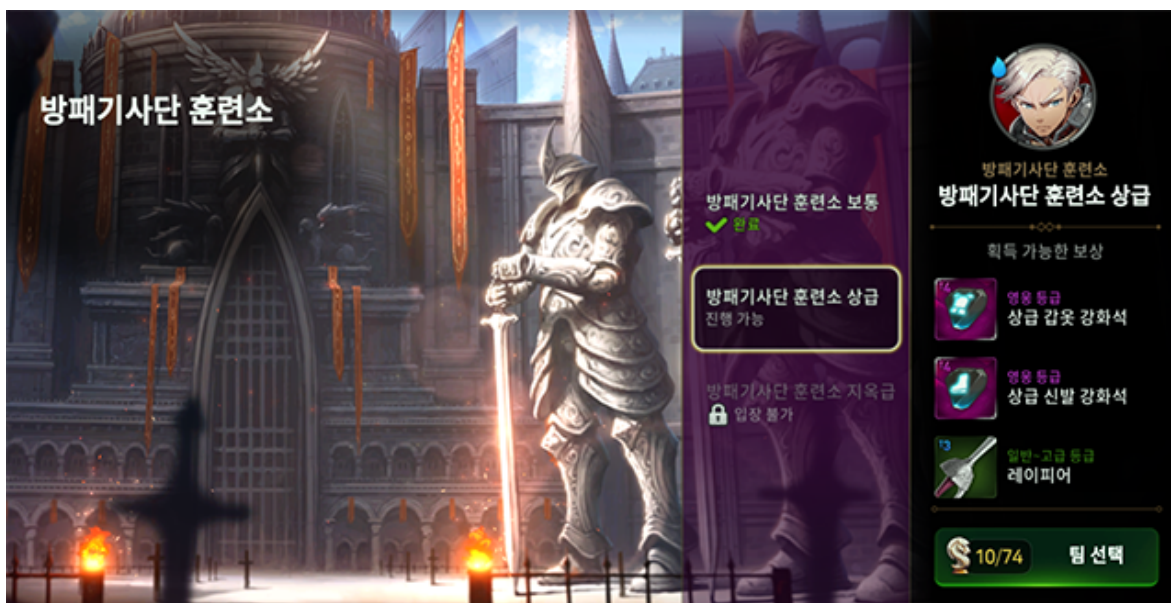


Depending on the day, you can train with the Knighthood of Shield, Knighthood of Holy Sword, or Clergy or Rose

| Challenge | Days |
|--------------------------|-------------|
| Knighthood of Shield | Mon,Tue,Wed |
| Knighthood of Holy Sword | Thu,Fri,Sat |
| Clergy of Rose | Sat, Sun |

■ How it works

Training grounds have 3 difficulty: Normal, Hard, and Hell. Clearing each will unlock the next difficulty



Each Training session is composed of 3 battles, the last being a battle against a boss NPC



■ Reward



Upon completion of a training, you are rewarded with XP, Stigma, Gold, and Gear or Gear enhance stones, depending on loot table. We are planning on releasing training grounds exclusive heroes and artifacts in the near future.

Clearing the Hell Difficulty of each training grounds will reward the players with the following:

| Training facility | Reward |
|-------------------|------------|
| Shield | Ginseng |
| Sword | Gold Lion |
| Rose | Gold Token |

[Gear / Enhance Stone Drop Info]

Accessories are not obtained from Training Grounds

| Training Ground | Obtainable Enhance stone | Drop equip(Wep,Armor,Helm,Boot) Sets |
|-----------------|--------------------------|---------------------------------------|
| Shield | Armor, Boots | Resist, crit dmg, life steal, counter |
| Sword | Wep, Helm | Atk, Hp, Armor |
| Rose | Ring, Necklace | Spd, Crit, Accuracy |

Character Balance Changes

Yuna:

- S1 damage increased by ~20% and now gives Yuna 6% action bar per target hit

Baal:

- S3 effect proc rate increased by 10%.

Ludwig:

- S1 effect proc rate increased by 25%.

Iseria:

- Hero resource 'Focus' is now removed.
- S1 soul burn effect is changed: Damage Increase and 50% chance to reduce defense for 2 turns. Combo will not trigger.
- S2 now clears all cooldown of party members except self. Awakening this skill now gives Iseria an additional turn.
- S3 damage increased by 12% and no longer uses focus resource.
- S3 reduced cd by 1, removes all buffs, applies buff immunity, and reduce defense for 2 turns

Dominiel:

- S3 gained an additional effect: Reduces action bar by 35%

Adlay:

- Passive ability buffed: Gain 9% (before 5%) action bar whenever an ally is hit

Corvus & Crowe Rate Up Banner

Duration: 9/28 - 10/10 23:59 KST



Improvements & Fixes

■ Unit

- Mukacha's S3 'Strike of Awakening' having awakened effect, increase speed of all allies, without awakening has been fixed.
- Fixed issue where when Sez uses S3 and kill a foe, the damage dealt to other foes who were slain from the bonus strike was not showing.
- Fixed issue where when Alexa gets stunned from counter attack, she was able to perform additional attack while stunned.
- Penguin gives approx 50% more exp than before..
 - 1 star Penguin exp 3,300 -> 5,000
 - 2 star Penguin exp 10,000 -> 15,000
 - 3 star Penguin exp 30,000 -> 45,000

■ Monster

- Fixed issue where boss's resistance display was not working as intended when the boss had immunity buff.
- Fixed issue where Abyss tower 31F boss, Kaides of Frost's, 'Destructive presence's effect was telling wrong info.
- Fixed illustration of 10-10 boss.
- Changed hit box of the Mecha Golem to higher location.



■ Store

- Hero sell Token (Green) store has new products.

| List | Price | Purchase limit |
|--------------------------------|----------------|----------------|
| Lesser artifact enhance stone | 3 green token | 3 per week |
| Upper artifact enhance stone | 9 green token | 1 per week |
| Lesser accessory enhance stone | 5 green token | 3 per week |
| Upper artifact enhance stone | 15 green token | 1 per week |

- Guild store has a new product.

| List | Price | Purchase limit |
|--------------|--------------|----------------|
| Material box | Guild pt 180 | 3 per week |

- Product in the Guild store has a altered price.

- Guild pt 600 > Guild pt 180

■ Emergency Quest

- Emergency quest no longer procs after clearing friendly zones (Cities).

- [1-5] (Normal)
- [2-2] (Normal)
- [3-1] (Normal)
- [3-4] (Normal)

■ Side Story

- Event Quest Reward for the 3rd week has changed as following:

| Event Quest | Reward |
|-------------|---|
| 18 | 50 Stigma -> 5 Holy Bookmark |
| 19 | 5 Holy Bookmark -> Forbidden Book of Reingard |
| 20 | Forbidden Book of Reingard -> 1 Gold Prism |

- Forbidden Book of Reingard is now only redeemable once in the final week of event

■ Adventure

- Fixed [1-5] (World) sometimes not showing an object necessary for completion

■ UI

- Fixed energy count not updating right after purchasing energy not from the shop
- Fixed Guild Points count not updating after purchasing a guild supply pack
- Fixed lobby banner skipping multiple banners when swiped

■ Achievement

- Daily reward for daily free summon has been changed from 30 stigma to 1 Green Prism

■ Sound

- Unit voice volume has been adjusted for:

- ML Karin
- Elson

- Adjusted skill cutscene timing for:

- Karin
- Surin
- Araminta
- Shuri

■ Etc.

- Fixed the game stopping when unlocking 2nd Maze after clearing 3S-6
- Fixed some rune dungeons showing a set of loot patterns (Drop rate remains the same)
- Fixed Ilios Church Soldier's illustration not appearing in the story
- Fixed Alkasus' skill applying wrong effects compared to the tooltip