

<https://gm.qq.com/web202503/news-detail.html?newsid=18652254>

Stats update

Added a new "Luck" effect:

Before: 1% Luck Bonus Damage Increased by 1% for every 1% Luck Chance.

After: 1% Luck Bonus Damage and **Healing Increased** by 1% for every 1% Luck Chance.

Adjusted Intelligence effect:

Before: 1 point of magic defense per 10 Intelligence points.

After: 1 point of magic defense per **3** Intelligence points.

Optimized the one-click combo skill release logic for all classes.

Combos are now smarter and smoother, reducing skill cast delays and misuse. For more complex needs, try using "semi-auto" mode: select skills you want to auto-cast and manually cast more important skills.

Ice Mage

Ice Spear Style

1. Talent [Snow Shadow]: For every 25 (down from 50) Ice Energy consumed, reduce the remaining cooldown of Water Ball by 1 second.
2. Talents [Wind and Rain] and [Sharp Ice Storm] swapped positions.
3. Talent [Endless Bitter Cold] adds a new effect: If Endless Bitter Cold is triggered during Ice Infusion, the player will enter Endless Bitter Cold after the Ice Infusion effect ends. If more than 20 Mystic Ice counters are consumed during this period, the final damage of [Meteor Storm] is increased proportionally to the number of Mystic Ice counters consumed, up to a maximum of 100%.
4. Talent [Glacier Rage]: Improves Ice Storm: Eliminates the channeling process, increases damage by 30%, and can also trigger Lucky Shot.
5. Fixed an issue where the duration of the talent [Frost Invasion] did not match its description.
6. The multiplier for [Meteor Storm] has been adjusted to 220% (up from 135%).
7. Adjusted the recommended skill points for this style.

Ray Style

1. Mastery effect adjusted: Each 1% Mastery increases Ice Energy gain by 1% (was 1.2%) and increases Ice Elemental bonus by 0.4% (was 0.2%).
2. The skill [Ice Ray] has been changed to an area-of-effect damage skill (was a single-target damage skill).
3. The skill [Ice Ray] multiplier has been adjusted to 30% (was 20%).
4. The effect of [Ice Ray] increasing damage over time has been adjusted so that it now increases the skill multiplier and a fixed value (was a damage increase effect).

5. Fixed an issue where the critical strike and burst damage boost from the talent [Frostbolt Sharpness] was not correctly applied to the Frostbolt area-of-effect damage from the talent [Frostblast].
6. The [Icebolt] multiplier has been adjusted to 28% (was 25%).
7. The single multiplier for [Water Tornado] has been adjusted to 103% (was 86%), and the ice damage has been adjusted to 288% (was 240%).
8. Talent [Unbounded Mysterious Ice] adds a new effect: Each Mysterious Ice possessed grants +5% Ice Ray damage.
9. Adjusted the recommended skill points for this class.

Verdant Oracle

Thornlash Style

1. After the current target dies, the skill [Infusion] automatically locks onto other enemy targets within a 150° radius in front of the player.
2. The frequency of Thorns' damage is affected by Haste.
- 3. Fixed an issue where converted healing was lost when damage was triggered frequently.**
4. Talent [Thorns]: Thorns' target receives +20% Forest Elemental damage from players (was 5%).
5. Talent [Thornlash Style]: Add effect: Increases final damage dealt by Lucky hit by 50%.

Healing Style

1. Skill [Forest Wish]: Cooldown reduced to 20 seconds (from 25 seconds). Added additional effect: Healed allies gain 15% elemental damage reduction for 10 seconds.
2. The healing rate of the skill [Nourish] is now affected by Haste.
3. The fixed value bonus of the talent [Inspire] will automatically adjust to the new fixed value with the start of each new season.

Aegis Knight Adjustments

Main Adjustments

1. Talent [Light Shield]: For every Holy Order consumed, gain 45% (up from 30%) attack damage as Light Shield (this multiplier is affected by Bio-Energy level, up to 90% (up from 60%)).
2. Talent [Lightforge Continuation]: For every 20 Light Energy consumed, gain 45% (up from 30%) attack damage as Light Shield (this multiplier is affected by Bio-Energy level, up to 90% (up from 60%)).

Protection and Recovery Style

1. When the talent [Blessing of the Holy Order] is triggered, skills that consume Holy Orders will now be counted towards the number of Holy Orders the skill would have consumed. This allows it to properly interact with other effects that count Holy Orders.
2. The skill [Fiery Reckoning], derived from the skill [Reckoning], now counts as two Holy Orders, the same as [Reckoning].
3. The skill [Heroic Shield Bash] now increases your physical defense upon casting, without needing to hit an enemy.
4. Talent [Light Protection]: Casting a thrown shield instantly grants you 150% of your attack damage (was 100%) as Holy Shield of Light (this multiplier is affected by Bio-Element level, up to 300% (was 200%)).
5. Talent [Fearless Shield]: Each time a thrown shield deals damage, you gain 37.5% of your attack damage (was 25%) as Holy Shield of Light (this multiplier is affected by Bio-Element level, up to 75% (was 50%)).
6. Each 1% Mastery grants an additional 0.2% elemental damage reduction.
7. Removed the taunt effect of [Light Blast] from the skill [Heroic Shield Bash].

Light Shield Regeneration Style

1. After reaching the Lightforge Barrier cap, any additional Lightforge Barrier gained will be considered consumed and will work normally with other effects that count Lightforge Barrier consumption.
2. The damage rate of Sacred Mark is affected by Haste.
3. The damage rate of the skill [Ruthless Crusade] is affected by Haste.
4. The damage reduction taken during the duration of the skill [Bright Resolve] is capped at a percentage of your attack power. Each shield thrown grants 10 Light Energy. A taunt effect is added to the shield-throwing enemy.
5. Fixed an issue where the talent [Holy Strike] was not reapplying based on the number of Lightforge Barriers consumed at once.
6. Each 1% Mastery grants an additional 0.2% all-elemental reduction.
7. The talents [Sacred Ring Guardian] and [Sacred Ring Blessing] have swapped positions.
8. Talent [Grim Recall]: Adjusted so that when the charge reaches 3, Grim Conquest explodes outward, dealing 6% of the player's maximum health as damage (previously 200% attack damage).
9. Removed the taunt effect from the skill [Holy Sword].

Marksman Adjustments

Beast Tamer Style

1. Fixed an issue where the skill [Raging Shot]'s derivative skill [Light Will: Raging Shot] was not properly applying the talent [Beast Raging Strength] and two-piece set effects after casting.
2. The frequency of damage dealt by Life Loss is now affected by Haste.
3. Wild Wolf's [Tail Sweep] now deals +30% damage for each additional target hit (up to +120%).

4. New effect added to the [Beast Tamer] talent: Storm Arrows now always deal 300% critical damage when dealing critical damage.
5. Adjusted the Mastery effect to 2.75% pet damage per 1% Mastery (previously 3%).
6. Adjusted the recommended skill points for this class.

Falconry Style

1. Talent [Concentrated Focus]: During Concentration, gain +0.5% Critical Hit and +1% Critical Damage every 0.5 seconds (was 1 second). This effect stacks up to 12 times.
2. [Celestial Eagle] now deals physical damage that ignores the target's physical defense (was magic damage).
3. Talent [Radiant Burst]: Each time an arrow fired from Light Rift deals damage, the next Explosive Shot deals +20% damage (was 10%), up to a maximum of 100%.
4. Grants 0.6% (was 0.55%) Light Element bonus per 1% Mastery.
5. Fixed an issue where Falconry's damage could be lost during [Light Will: Quadruple Arrow].
6. Fixed an issue where the [Light Bombardment] skill's 50% damage bonus wasn't properly applied during Light Recast.
7. Talent [Falconry]: Added a new effect: Each 1% Haste grants 1% cooldown on Double Arrow.
8. The skill [Light Bomb]'s falling speed is now affected by attack speed, but it can no longer be cast mid-air.
9. Fixed an issue where Falcon's attack would be significantly lower than the number of critical hits when a class skill generated a high number of critical hits in a short period of time. Now, when Falcon has more than 5 attacks, it consumes two attacks at once to deal damage twice. This fix will increase Falcon's damage more than expected, resulting in the [Falcon Attack] multiplier being adjusted to 100% (from 150%).
10. Adjusted the recommended skill points for this class.

Stormblade

Main Adjustments

Talent [Thunder Talisman Blade Intent] adds a new effect: Each time you consume Blade Intent, gain 20% damage reduction for 5 seconds.

Iaido Style

1. Fixed an issue where the duration of the Thunder Return Mark for the Talent [Thunder Return] did not match the description (15 seconds).
2. The Talent [Dual Blade Intent] now significantly increases the casting speed of Flying Thunder God when Blade Intent is 100 or higher. Description has been updated.
3. Fixed an issue where the derivative skill [Raikiri] from [Iai Slash] could not trigger the Talents [Flash of Blades], [Zen Moment of Opportunity], and [Flash of Sharp Strike].
4. Mastery description optimization: For every 1% of Mastery, skills that consume Thunder Talisman gain +2.5% damage.
5. Grants SuperArmor during Infinite Thunder Power.
6. Talent [Thunder Seal Recall] Adjusted: Consuming a Thunder Seal now has a chance to refund 1 Thunder Seal. Each additional Thunder Seal consumed increases the chance by 9% (previously 8%).

7. Talent [Duel Awareness] Reworked: During Infinite Thunder Power, the chance of [Thunder Seal Recall] triggering is doubled. However, during Infinite Thunder Power, the damage bonus from each Thunder Seal consumed is reduced from 25% to 12.5%.

8. Adjusted the recommended skill points for this build.

MoonBlade Style

1. Skill [Thunderbolt Slash] effect reworked: Initial damage reduced to 150% (from 250%). New effect added: Each slash deals an additional 1/2/3 damage whenever attack speed reaches 25%/50%/80%.

2. Talent [End of Destruction] reworked to [Thunderbolt Might]: During Thousand Thunders, Thunder Scythe triggers twice in a row.

3. Talent [Thunderbolt Seal] effect adjusted to: +1 Thunder Seal limit. During Thousand Thunders, each trigger of Thunder Scythe extends its duration by 0.5 seconds, up to a maximum of 5 seconds. This skill has swapped positions with the talent [Duel Awareness].

4. While Moon Blades are active, the damage of the Moon Blade Spin attack triggered by Moon Shadow has been adjusted to 150% (from 120%), and the skill type for this damage has been changed to a Specialization skill.

5. The skill [Thunder Scythe] damage has been adjusted to 300% (from 200%), and the charge seed consumption has been adjusted to 15 (from 8).

6. The damage of the derivative skill [Divine Punishment Scythe] has been adjusted to 1500% (from 1200%).

7. The talent [Thunderbolt Light] effect has been adjusted: During the duration of Thousand Thunders Flash, the attack speed of the Moon Blade has been doubled (from +100%).

8. The talent [Thunderbolt Lightning Seed] has been adjusted to: Casting Thunderbolt Combo guarantees 2 charge seeds.

9. The talent [Moonlight Charge] has been adjusted to: Gain 1 charge seed when the Moon Blade triggers a Lucky Hit (from a 30% chance to gain a charge seed when triggering a Lucky Hit).

10. The talent [Thunder Scythe Mastery] has been adjusted to: -5 charge seeds consumed by Thunder Scythe (from -3).

11. Talent [Illusionary Scythe Realm - First Style] removed the -35% Moon Blade damage effect.

12. The skill [Rising Dragon Slash] has had its damage adjusted to 300% (from 500%). New effect: Deals an additional 1/2/3 damage attacks each time attack speed reaches 25%/50%/80%.

13. The talent [Thunder Soul Touch] has had its trigger chance increased to 60% (from 30%). New effect: Doubles the damage dealt by lightning strikes.

14. The Moon Blade's movement speed towards the target has been increased.

15. [Divine Retribution Scythe] has been changed to an area-of-effect damage skill (from a single-target damage skill).

16. The Mastery effect has been changed to provide 1.5% (from 1.8%) damage to Thunderbolt Slash, Thunder Scythe, and Divine Retribution Scythe per 1% Mastery.

17. The recommended skill points for this build have been adjusted.

Wind Knight

Overdrive Style

1. The damage frequency of Rend is now affected by Haste.
2. Fixed an issue with the talent [Wind Spiral] causing it to trigger repeatedly when hitting multiple targets.
3. Removed the spread effect from the talent [Wind Spread]. Fixed an issue with the 10% damage bonus not being applied to Rend targets. Optimized the "Detonate" effect and clarified its description: Deals an additional 75% of the attack damage to the Rend target as physical damage. (Previously, it dealt area damage to each target independently, but with multiple targets, it instantly caused exponential damage, resulting in serious performance issues.)
4. Adjusted the cooldown of the skill [Courage Wind Ring] to 7 seconds.
5. Fixed an issue with the skill [Pursuit Breaker] incorrectly displaying the remaining cooldown of the second period after the first period.
6. Fixed an issue with [Wind Elemental Breath] not being applied to Divine Shadow Spiral.
7. Fixed an issue with [Whisper of the Breeze] not applying the damage bonus.
8. Fixed an issue with [Sprinting Blade] not restoring less than 10 courage.
9. Fixed an issue with the cooldown description of the skill [Pursuit Breaker] incorrectly.
10. [Dragon Blast] skill multiplier adjusted to 345% (from 300%).
11. [Shadow Spiral] skill multiplier adjusted to 1150% (from 1000%).
12. The talent [Wind Rupture] now directly applies Rend.
13. Adjusted the recommended skill points for this class.

Air Combat Style

1. [Tornado] Added a new effect: Each time damage is dealt, subsequent damage is reduced by 20%, up to a maximum of 40%. Each tornado is calculated independently.
2. The triggering probability of the talent [Momentary Combo] has been adjusted to a lucky chance (previously a fixed 15%), and the restriction on pursuit skills has been removed. However, the damage dealt is equal to the Momentary damage * the player's current Lucky Hit damage multiplier%. This also fixed an issue where the combo did not benefit from Momentary bonuses.
3. The description of the talent [Divine Wind Assist] has been improved: Bird Throw and its enhanced skill (Ultra Storm Cut) and Momentary gain a 10% wind element bonus when hitting a target.
4. Fixed an issue where the derivative skill [Bird Throw], [Ultra Storm Cut], could only be used during the first 12 seconds of Wind Fury.
5. The damage multiplier of the skill [Momentary] has been adjusted to 360% (previously 288%).
6. The recommended skill build for this style has been adjusted.

Heavy Guardian

Rock Shield Style

1. Fixed a bug where some shields wouldn't be properly detonated during the shield detonation strategy. We also optimized the drop speed and the feel of getting up after the shield detonation.
2. Optimized the performance of Basic Rage Blast and removed Black and White Flash (they were retained because they triggered less frequently after upgrading the talent).
3. Optimized the feel of Rock Guardian: Shattering Loop and increased the backswing time.
4. Optimized the sprint speed and distance of Star Shatter.

Block Style

1. The initial damage multiplier of the skill [Granfury] has been increased to 500% (from 400%). This multiplier increases proportionally with the skill's tier.
2. The initial damage multiplier of [Granfury]'s derivative skill [Rock Blast] has been increased to 650% (from 500%). This multiplier increases proportionally with the skill's tier.
3. Talent [Fortune]: While Hero's Fortress is active, block and counterattack damage is doubled (previously +10% block and counterattack damage, lasting 10 seconds, stacking up to 10 times).

Soul Musician Adjustments

Dissonance Style

1. Talent [Severed Chapter] Optimization: After activating [Heroic Melody], grants +30% Toughness Breaking Efficiency to you and allies within 30 meters, and +15% final damage to the target broken (previously 10%, not in the final damage multiplier).
2. Fixed an issue with the Talent [Concerto] where the Amplification Beat granting additional attacks was not correctly charging Soundwave Energy.
3. The healing rate of the skill [Heroic Melody] is now affected by Haste.
4. Talent [Dissonance] Added a new effect: While in Rhapsody of Flame, damage taken is reduced by 25%.

Concerto Style

1. Talent [Harmonic Amplifier]: All skills triggered by the speaker (formerly expertise skills) gain +30% damage and healing.
2. The number of Performance Passion consumed by the skill [Fivefold Crescendo] has been reduced to 3 (previously 5).
3. The expertise skill [Passion Burst] and its enhanced version, can now be canceled by clicking it again 0.5 seconds after it starts casting.
4. The healing rate of the skill [Healing melody] is now affected by Haste.

5. Fixed an issue where the special attacks would incorrectly reduce the cooldown of the Expertise skill from talent [Tower Resonance]
6. Fixed an issue where the talent [Tower Resonance]'s Encore would incorrectly reduce the cooldown of your own Expertise skill.
7. Fixed an issue where the talent [Fiery Sound Tower Explosive Impact] would incorrectly affect the speaker of a teammate.

New Content

1. Special Event:

From August 28th, after maintenance, until September 14th, at midnight, a limited-time event will be available to reset the skills of a single class to the "Class Advancement Book - Selected Gift Box":

- 1) After the event begins, visit the NPC "Class Guide Milia" to reset all unlocked and developed skills for your **current** class to Level 1 and Rank 0. Unlocked skills will remain unchanged.
- 2) All Luno (bound) spent on skill upgrades for that class will be refunded.
- 3) All Class Advancement Books spent on skill upgrades for that class will be converted into the "Class Advancement Book - Selected Gift Box (bound)" at a 1:1 ratio and returned.
- 4) This reset can only be performed **once** during the event.

Note: Adventurers can only participate in this event once during the event. Please remember to visit the NPC using the class you wish to switch to.

2. Adding a Skill Reset Feature for Individual Classes:

After this update, a new item, the "Star Track Key of Resilience," will be available in the Rose Gem Shop, priced at 200 Rose Gems (bound). This item's functions are as follows:

- 1) Consuming the "Star Track Key of Resilience" skill reset item will reset all unlocked and cultivated skills for the current class to Level 1 and Rank 0. Unlocked skills will remain unchanged.
- 2) Refunding all Luno (bound) spent on skill upgrades for that class.
- 3) Refunding all Class Advancement Tome spent on skill advancement for that class. This only refunds u the same class book, not the selector box.

3. In conjunction with the launch of the above limited-time events and the unlocking of new items, additional server-wide compensation will be distributed:

- 1) Class Advancement Book - Selector Box (Bound) x 50
- 2) Luno (Bound) x 500,000
- 3) Talent orbs - Selector Box (Bound) x 10
- 4) Star Track Key (Bound) x 3
- 5) Hero's Radiance (Bound) x 1

4. Master Mode Opens in Extreme Space, Difficulty 6-10

Starting at 5:00 AM on September 1st, Master Mode will open in Extreme Space, Difficulty 6-10. Clearing each level will yield item level 80 gear and item level 80 Reforge Stone. The number of Reforge Stones you receive is capped weekly, and this limit is independent of other item level Reforge Stones available in Master Difficulty 1-5 and Hard and below.

In Master Difficulty 6 and above, you may encounter a **PEPSI MAN**. Looting the scythe they drop will grant you additional Catastrophic Rewards upon clearing the level. These Catastrophic Rewards offer a selection of item level 80 gold gear. There is a weekly limit on the number of times you can claim these rewards, independent of Master Difficulty 1-5 and Hard and below.

Completing higher-difficulty challenges will earn you more Season 1 Master Points.

Season 1 Master Points can be redeemed for Season 1 Master Certificates, which include the Season 1 exclusive rewards: Portrait Frame - First Generation: In the Name of the Master and Business Card Holder - First Generation: In the Name of the Master.

5. Opening Nightmare Difficulty in the Void Floating Island: Dragon Raids

Starting at 5:00 AM on September 1st, Dragon Raids will gradually unlock Nightmare Difficulty for three bosses on a weekly basis. Nightmare rewards will be adjusted to once a week, and weekly challenges will be available for each of the three bosses. Defeat the corresponding boss at any difficulty to receive item level 80 gear, reforge stones, set crafting materials, weapon crafting materials, and mods.

The challenges are [Weekly] Dragon's Roost: Winter is Coming, [Weekly] Dragon's Roost: Dark Remains, and [Weekly] Dragon's Roost: Brilliant Light.

6. Added Item Level 80 Set Exchange

After 5:00 AM on September 1st, visit Cathy, the Artisan Guild's Floating Island Correspondent, to exchange a certain number of "Void Rune Alloy Fragments" for an Item Level 80 Set.

Item Level 80 Sets can be worn alongside Item Level 60 Sets to activate the set, with the set effects unchanged.

Item Level 80 Sets can be disassembled, with 100% refund of exchange and reforging materials (socketed gems cannot be disassembled).

7. Added Special Weapon Crafting Options for Higher Item Levels

After 5:00 AM on September 8th, new special weapon crafting options will be available from Cathy, the Artisan Guild's Floating Island Correspondent:

[Item Level 90 Crafting] Use the rare material "Pure Throne Gold" to craft an item level 80 weapon with 100% perfection into an item level 90 weapon.

["Distant Sea" Series Equipment Crafting] Use the rare materials "Radiant Star Core" and "Pure Throne Gold" to craft an item level 90 weapon into a item level 100 "Distant Sea" series weapon. These weapons have unique weapon appearances.

Item level 90 weapons can be disassembled, with 100% refund of the "Pure Throne Gold" and the Reforge Stones used to first reach 100% perfection. However, disassembling does not refund the item level 80 gold weapon used to craft the weapon. Item level 100 "Distant Sea" series weapons cannot be disassembled.

New Item Acquisition Methods:

Void Rune Alloy Fragments

Starting at 5:00 AM on September 1st, adventurers can obtain "Void Rune Alloy Fragments" through the following methods:

- 1) Participate in the Nightmare difficulty of Dragon Raids;
- 2) Complete the weekly Dragon Raids challenge missions;
- 3) Purchase from the Honor Coin Store weekly;
- 4) Exchange Rune Alloy Fragments for a certain number of "Void Rune Alloy Fragments" from NPC Cathy.

Pure Throne Gold

Starting at 5:00 AM on September 1st, adventurers can obtain "Pure Throne Gold" through the following methods:

- 1) Completing the Unstable Space will drop one piece daily (Throne Gold will no longer drop);
- 2) Participating in the Dragon Raids Nightmare difficulty;
- 3) Completing the weekly Dragon Raids challenge mission;
- 4) Purchasing through the Honor Coin Shop within a limited weekly limit;
- 5) Opening the "Pure Throne Gold Box";
- 6) NPC Cathy will exchange "Throne Gold" for "Pure Throne Gold" at a specific exchange rate.

Glittering Star Core

Starting at 5:00 AM on September 1st, adventurers can obtain the "Glittering Star Core" through the following methods:

- 1) Participate in the Dragon Raids nightmare difficulty;
- 2) Open the Sea of Mist secret box.

Pure Throne Gold Box and Sea of Mist Secret Box

Starting at 5:00 AM on September 1st, adventurers can obtain the "Pure Throne Gold Box" and "Sea of Mist Secret Box" through the following methods:

Participating in the Unstable Space multiplayer mode or the Dragon Raids nightmare difficulty mode has a low chance of dropping them. These items can then be listed in the Trading Center (they will be displayed in the Trading Center after this update).

8. Wild Boss Drops Upgrade

Killing wild bosses above level 55 (Hurricane Goblin King, Thunder Ogre, Sanctuary Flying Fish, Lizardman King, Goblin King, and King Muk) has a small chance to receive a bonus gold item selection box for that boss's current item level equipment slot (the drop probability increases gradually based on the number of kills). Upon opening this box, you'll receive item level 80 gold class equipment for your selected slot. This reward is independent of the previous random gold item drops and does not affect them.

When today's wild boss drop rewards decay, this bonus reward will no longer be available and will restart the next day's refresh.

In addition, starting at 5:00 AM on September 1st, the item level of equipment dropped by these bosses will be increased from 60 to 80.

9. Unstable Space Drop Update

Starting at 5:00 AM on September 1st, Unstable Space will drop item level 80 gear, Imperial Alloy Fragments, and item level 80 Reforge Stones. The original Throne Gold drop has been discontinued and replaced with the new rare material, "Pure Throne Gold" (guaranteed to drop one per day). Additionally, **in multiplayer mode**, there's a low chance of receiving the Pure Throne Gold Crate and the Sea of Mist Secret Crate.

10. Honor Store Update

At 5:00 AM on September 1st, the Honor Store will remove Throne Gold and replace it with Pure Throne Gold, Imperial Alloy Fragments, and item level 80 Reforge Stones.

11. Fashion Store New Arrivals

Following maintenance on August 28th, the Fashion Store will add the "Carnival Party" series costume set, available for a limited-time discount of 880 Rose Gems, valid until 10:00 AM on October 9, 2025.

-[Carnival Party Set 1] includes the "Before the Curtain Falls - Outfit," "Before the Curtain Falls - Gauntlets," "Before the Curtain Falls - Shoes," a colorant, and a dyeing material box.

-[Carnival Party Set 2] includes the "Never Stop the Carnival - Top," "Never Stop the Carnival - Bottoms," "Never Stop the Carnival - Gauntlets," "Never Stop the Carnival - Shoes," a colorant, and a dyeing material box.

-[Carnival Party Set 3] includes the "The Show Continues - Top," "The Show Continues - Bottoms," "The Show Continues - Gauntlets," "The Show Continues - Shoes," a colorant, and a dyeing material box. Friendly reminder: The individual pieces from the aforementioned sets will be simultaneously available in the non-set section at their original price and can be purchased individually. If you purchase the individual pieces first and then purchase the set, the difference will be calculated by subtracting the original price of the individual pieces from the original set

price. The difference will then be adjusted based on the set's current discount to determine the final price.

In addition, new headpieces have been added to the store: the "Lost Golden Rose Headpiece," the "Pointy Ear Trick Headpiece," the "Dangling Heart Knot Headpiece," and the "Bouncing Bunny Headpiece," priced at 300 Rose Gems.

12. Void Pass Replacement

The previous Void Pass will officially end at 5:00 AM on August 31st, with the next Void Pass opening at the same time.

Pass rewards have been fully upgraded, including a new, limited-edition "Agency of the Night" cosmetic series!

The next Void Pass cosmetics will also be featured in the Season Center.

Note: If you are online past 5:00 AM on the day your pass expires, the activity values for individual tasks on the [Activity] screen will display incorrectly. This will not affect your actual activity value gain. The refresh count on the [Secret Shop] screen will also display incorrectly. This will not affect the actual refresh count. We will address this display issue as soon as possible.

13. New Talent Quick Point Addition and Partial Point Reduction Features

Quick Activation: When an adventurer attempts to activate an unactivated talent node, if the preceding node is inactive, there is a single shortest path to the node, and the conditions for activating all nodes on that path are met, the node can be activated directly. Local retreat point: Adventurers can select an activated talent point and click the "Reset to this node" button on the right. After clicking, the current node and all nodes with the current node as the front link will be reset, and all talent points and related engravings consumed by the reset nodes will be returned.

Other Optimizations

1. Guide Text Color Adjustment: Optimized the guide text color for more eye-catching and enhanced prompts.
2. UI Animation Updates: Smoother transition animations have been added to some interfaces, providing more refined feedback.
3. New Access to the Adventure Index: You can now quickly access the Pass interface through the Adventure Index (function box).
4. Real-Time Team Status Synchronization: Significantly increased the synchronization frequency of team member status information, including health and shield value changes, as well as online, offline, and death status, to ensure that the in-scene HUD and the main interface team component information are as real-time and accurate as possible.
5. Optimized the Invite Teammate Interface. The Invite Teammate Interface now displays the class badge of the invited player; on the Join Team Application Interface, the class icon will display the corresponding class color for easier identification.
6. Received messages in the PC mini-chat are now displayed by channel. The PC main interface chat window now supports viewing messages by channel. New shortcut keys: Use the

↑/↓ arrow keys to quickly switch between viewing message channels. Adjusted shortcut keys:
Use the ←/→ arrow keys to quickly switch between sending message channels.

7. Email delivery logic has been adjusted. Rewards from the Guild Hunting event that were missed will be reissued after adventurers cross scenes to improve server performance.

8. Basic attack optimization: Holding the basic attack key now allows you to perform continuous basic attacks, making the operation smoother.

9. Lifestyle class mastery point prompts have been optimized: The total mastery point requirement for all lifestyle classes in Season 1 is 132. The description of mastery point items will now display the current number of mastery points earned. When you reach the season cap, a clear indication will be given, and you will no longer be able to earn more mastery points.

10. Email space utilization optimization: When you have a large backlog of read emails, you will be prompted to clear them when you access your email account.

11. The boss refresh method for the [Sidimen Ruins] has been optimized. Starting next time, boss types will only be refreshed during the biweekly reset and will no longer be refreshed during server restarts.

During this maintenance period, the old refresh logic will still be used. After maintenance, boss types will continue to refresh according to the original rules. Subsequent updates will follow the new rules.

Fixes

1. Fixed an issue where the Aegis Knight's [Heroic Shield Bash] had a chance of failing to charge.

2. Fixed an issue where the damage interval of the Soul Musician's "Flame Rush" talent, "Flame Rush," was affected by the Haste bonus and was not applied.

3. Fixed an issue where the Soul Musician's 4-piece set bonus and the speed increase from [Fierce Swing] derived from [Attention] did not stack.

4. Fixed an issue where the Stormblade's Lai Slash Flow's Zen Moment effect would not restore Blade Intent if a Lucky Hit and a Critical Hit were triggered simultaneously.

5. Fixed an issue where the axe model and hand model did not match during the boss death animation in the [Kahneman Trial] dungeon.

6. Fixed an issue where the bosses in the [St. Gate Ruins] were not updated during the biweekly reset.

7. Fixed an issue where the business card interface did not pop up after clicking on a dead player.

8. Fixed a text error in the description of the [Battle Fantasy Buffet].

9. Optimized some main storyline effects. 10. Fixed an issue where the character model in Photo Mode would rotate permanently under certain circumstances on PC.

11. Fixed an issue where, when automatically navigating to an unlocked [Star Hub], the teleportation effect would play before the "Hub Not Activated" prompt.

12. Fixed an issue with unusual camera movement in Selfie Mode on mobile.

13. Fixed an issue where the Defeat Lord activity screen would not properly transition to the activity screen.

14. Fixed an issue where the Home System did not display a red dot after receiving a cohabitation invitation.

15. Fixed an issue where the guild could not be searched for by name.
16. Fixed an issue where the Wardrobe Cat Lux member point limit would be incorrectly refreshed under certain circumstances.
17. Optimized the reward preview information for some crafting and lifestyle professions in the Recommended Playstyle.
18. Fixed an issue with the red dot display being incorrect in the Recommended Playstyle screen on mobile.
19. Fixed an issue where the special effect did not disappear promptly after downloading the "Extreme Driver" tool.
20. Fixed an issue where the "Can" material was incorrect when caught while fishing.

The above content is preview information only. Considering that this is an early version, the development team will maintain a high update frequency. Please refer to the actual in-game version for the final update content.