

# Champion's Ashes Version 2.6 Patch Notes

## Summary:

Version 2.6 brings extensive changes to movesets and weapon arts, introduces new spells, rings, and consumables, and includes numerous balance adjustments and bug fixes.

## Major Changes:

- **Moveset and Weapon Art Overhaul:** A significant number of movesets and weapon arts have been revamped to add more variety among similar weapons.
- **New Spells, Rings, and Consumables:** Deep Crystal Hail, Imperious Medallion, Contact Medicine, and more have been added.
- **PvE Adjustments:** Difficulty was reworked, with adjustments to drop rates and loot.
- **Weapon Changes:** Numerous new weapons, movesets, and weapon arts have been introduced, along with adjustments to existing weapons for balance.
- **Spell Changes:** Existing spells have been tweaked, and new ones like Deep Crystal Hail have been added.
- **Quality of Life Improvements:** Cheat shop additions, alternate skins, and infusion options have been included.
- **Bug Fixes:** Various issues with weapons, powerstance, and buffs have been addressed.

## General Changes:

### Starting Classes:

- Guardian Class starts with Guardian Shield and Cathedral Knight Crossbow
- Guardian Class starts with Imperious Medallion
- Warrior: added blood brigand axe
- Mercenary: added keen twinblade and timed molotov
- Hoonter Class starts with Hunter's Signet Ring +0

- Dragon Class starts with all dragon heads
- Demon Class: -1 Luck, +1 Vigor

#### Character's Head:

- When rotating the camera, the player character's head will turn accordingly

#### Just Frames:

- Just Frame windows trigger the stamina up icon

#### Powerstance:

- Nerfed damage and aux build-up for all attacks

#### Gestures:

- Rest Gesture also repairs 50 durability per tick
- Added a new "bonfire gesture" that lets you reallocate your attributes (once we figure out to implement it correctly, it will allow you to level up)

### **PvE Changes:**

#### New Slug variants

- Giant Slug
  - Custom texture based on cut content
  - Has High health
  - Has Minor poise and high dark resistance
  - Applies Physical/Dark damage
  - Applies Curse on hit
  - Leaves behind murky trails on all movement
  - drops at 0 discovery
    - 10% dark gem
    - 10% contact medicine
    - 20% human bundle
    - 20% human resin
  -
- Phosphorescent slug
  - New smaller model

## New Carthus Sandworm variant

- Frostworm (in Ashes of Ariandel DLC)
  - Custom visuals and VFX
  - Shoots out blue beams and blue lightning that deal magic damage
  - The blue beams and lightning also apply frost build-up
  - The frost great crabs and frostworm will fight each other

## Drop rate changes

- Bug pellets = increased amount and drop rate

## Loot and upgrade levels:

- Adjusted upgrade levels in smouldering lake and irithyll

## Dark Damage in PvE:

- Enemies that deal dark damage have their VFX adjusted.
- Reworked moveset and difficulty of certain enemies

## Lothric Knight in High Wall that spawns the bonfire

- Completely reworked moveset and difficulty

## Boss Changes:

- Adjusted HP values for various bosses
- Oceiros = Added a new lock-on camera

## **Consumable Changes:**

### Contact Medicine (new)

- A weak "Poison" status abnormality is inflicted upon consumption.
- Additionally, while under its effects, the user gains slight resistance against various ailments.
- Notably, this form of Poison does not impede Estus recovery, setting it apart from conventional toxins.

### Divine Spear Fragments

- Can be used everywhere
- Same scaling as vanilla (str, dex, int, faith, luck)

- Significantly nerfed damage and removed self-buffs
- Significantly nerfed recovery
- 40 fp cost and high stamina cost
- Cannot be used when out of stamina
  
- Ritual Spear Fragment
  - Fast, long range and narrow that can hit twice at most
  - PvP = No hitstun
  - PvE = Heavy hitstun
  
- Divine Spear Fragment
  - Slow, short and wide that can hit 3 or 4 times at most
  - PvP = No hitstun
  - PvE = Heavy hitstun

#### Rope bombs

- rope firebomb explosion = 1.4 → 1 hit radius
- rope black firebomb explosion = 1.4 → 1 hit radius
- rope lightning urn explosion = 1.4 → 1 hit radius

#### Crescent Grass

- Adjusted VFX
- Removed 5% hp healing
- Added 3% estus scaling healing per second for 10 seconds

#### Duel Charm:

- Now can disable cosmetics

#### Illusion Scrolls (new):

- Added several new illusions

### Ring Changes:

#### New rings

- Imperious Medallion:
  - Forcefully turns light and medium movement into heavy movement (fat rolls)
  - Increases physical damage absorption by 15 %




- Increases elemental damage absorption by 7.5%
- Increases poise by 30%
- Increases stamina regeneration by 5
- Increases status resistance by 5

### Chillbite and Poisonbite rings

- Added more Frost and Poison VFX

## Spell Changes:

### New spells

- Deep Crystal Hail
  - Casts an avalanche of purple crystal soulmasses from above. The purple crystals deal physical and magical damage, much like the "Gravity" sorceries.
-    New Breath Spells Preview - Champion's Ashes
- Miasmatic Deluge
  - Spews great toxic mists in a sweeping arc. This pyromancy is based on the Conjurator Ghrus and works similarly to Toxic Mist. Even though it covers a wider area, it applies less toxic build-up compared to Toxic Mist.
- Volatile Corruption
  - This pyromancy is based on the giant demon bats "Demon in Pain" and "Demon from Below" Unleashes a volley of explosive spheres, each birthing a noxious cloud upon detonation. These demonic mists do physical damage and inflict poison and toxic simultaneously to a lesser degree.
- Boulder Barrage
  - Art of a stray demon of stifled flame. Unleashes a barrage of boulders in a sweeping arc. Each boulder, bears the weight of ages, crashing down upon adversaries with relentless force.
- Black Fireball
  - Hurls a black fireball. This is a smaller version of black fire orb, which does less dark damage, but travels significantly faster. Like other black pyromancies, this black flame does additional poise and stamina damage.

### Crystal Hail

- Altered casting animation
- Removed hitstun
- Stamina cost x2 (75 → 140)
- Slightly nerfed homing
- Nerfed damage per second by 25%

#### Force

- increased SD (stamina damage) by 300%
- increased PD (poise damage) by 500%

#### Soul Stream

- Increased duration to 3.8 seconds
- Lowered damage and knockback

#### Lifehunt Scythe

- PvE hitstun level = 1 → 2
- PvP hitstun level = 3 → 4
- Knockback = 1.2 → -1.2

#### Gnaw and Dorhys reworked

- Gnaw becomes less effective, the longer it flies around
- Gnaw now does 3 hits when close, 2 when at medium range and 1 when far
- Bleed does DoT damage instead of burst damage

#### Magic Weapon → Arcane Weapon

- Reinforce right weapon with magic and recovers FP with successive attacks
- 45 second duration
- Adds 75 magic AR (scales with spellbuff)
- Regens 1% FP per proc

#### Sacred Flame

- if the grab is unsuccessful, it will cause a knockdown instead

#### Atonement

- Now adds a 12% (6%) absorption buff to emphasize its role in "Tank"-related builds

#### Black Serpent, Flame Whip, Flame Fan

- Added a proximity hitbox when cast with Flickering Pyromancy Flame or Parting Flame

## Profaned Flame

- Increased proximity hitstun with Parting Flame and Flickering Flame

### **Weapon Changes:**

#### **New weapons and movesets**

- Chosen Undead's Halberd (New Weapon)
- Flickering Pyromancy Flame (New Weapon)
- Powerstance Halberds (New Moveset)
- Profaned Greatsword (New One-handed and Offhanded Moveset)
- Greatsword of Judgement (New One-handed and Offhanded Moveset)
- Manserpent Hatchet (New Normal Attacks)
- Shotel (New Normal Attacks)
- Red Rust Sword (New Heavy Attacks)
- Brigand Twindaggers (New Heavy Attacks)
- Flamberge (New Normal Attacks)
- Bastard Sword (New Normal Attacks)
- Great Mace (New Moveset)
- Longbows (New Moveset)
- Greatbows (New Kicks and Jumps)
- Dancer's Enchanted Swords (New Kicks and Jumps)
- Crossbows (New Moveset)
- Sniper Crossbow (New Moveset and WA)
- All Scythes (New Kicks)
- All Whips (New Kicks)

#### **Powerstance Profaned + Greatsword of Judgement**

- New run L1 and new roll L1
- Roll L1 costs 10 FP
- run L1 = can feint into L1
- roll L1 = can feint into R1, R2 and L1
- L11 = unparryable
- L13 = nerfed active frames

#### **Powerstance Axes**

- L11 = increased HA frames
- L12 = more hitstun and added reset hitstun. Can now combo into followups

- L13 = more hitstun and added reset hitstun. Can combo into followups if only 1 or 2 hits connect.

### Powerstance Scythes

- All scythes can now powerstance with each other

### Powerstance Straight Swords

- Less momentum and slightly slower startup

### Reworked Bow Weapon Arts

- Longbow = Puncture (chargeable)
- Black Bow of Pharis = Pharis Triple Shot (chargeable)
- White Birch Bow = Unseen Arrow
- Darkmoon Longbow = Darkmoon Arrow
- Dragonrider Bow = Tackle

### Reworked Crossbow Weapon Arts

- Light Crossbow and Heavy Crossbow = Stalwart Shot
- Avelyn = Triple Stalwart Shot
- Sniper Crossbow = Marvelous Leaping Kick

### Ultra Greatswords, Greataxes, Greathammers

- Ultras have more universal advantage after running attacks

### Black Knight Great Axe

- 1h R11 and L11 = delayed recovery into WA by 5f

### Golem Axe

- R11 = added vertical tracking
- Kick = New animation
- R2 bullets = Significantly altered hitboxes to be more accurate
- R2 bullets = Added new VFX
- WA = slightly reworked visuals so it's more consistent

### Abyssal Greatsword

- 2H R1 = improved R1 cancel by 2f

### Farron Greatsword and Embered Farron Greatsword

- Nerfed WA tracking



- Added manual attack aiming option for most attacks
- EFGS kick = nerfed momentum

#### Murakumo, Carthus Greatsword, Exile Greatsword, Harald Curved Greatsword

- R22 startup = sped up so it can combo off of R11 and R13
- jump R2 startup = 22f → 19f
  - This allows it to combo from Murakumo and Exile Greatsword spinsweep (not Carthus or Harald)
  - Fixed double hit issue (this does not combo into kick)

#### Murakumo

- Stamina consumption rate = 1.075 → 0.875

#### Carthus Curved Greatsword

- Stamina consumption rate = 1.025 → 0.925

#### Carthus Champion's Blade

- R12 = buffed speed to be similar to Curved Greatswords
- R21 = slightly sped up to improve consistency
- R22 = reduced damage and stamina cost
- R22 = buffed hitstun level so it knocks down
- WA = increased hitstun level (can true combo into kick)

#### Logarius Wheel

- Startup changes
  - T Roll R1 = 9f → 15f attack startup
  - T Roll R1 = 7f → 11f HA startup
- Hyper armor buffs
  - added 2f extra lingering HA to transformed and untransformed R11, R12, R13, backstep R1, Run R1, Run R2, Jump
- Adjusted defensive recovery to be similar to greathammers
  - T L11 = 4f extra defensive recovery
  - T R12 = 7f extra defensive recovery
  - T L12 = 9f extra defensive recovery
  - T Run/Roll L1 = 5f extra defensive recovery
  - T Run R1 = 5f extra defensive recovery
- Adjusted counter windows

#### Katana's

- Adjusted katana R2 followup after R12
- 2H Run R1 = increased hitstun, but delayed offensive cancels

## Uchigatana

- New WA: laido Hold
  - From a sheathed stance, rapidly execute a staggering pommel strike with a normal attack, or a lightning-fast cruciform cut with a strong attack.
  - Holding the stance enhances follow-up attacks.

## Bloodlust

- New WA:
  - Mortal Draw

## Black blade

- For all infusions: Buffed AR and STR scaling, but Nerfed DEX scaling.
- New WA: Ichimonji
- Deliver a chargeable overhead strike, dealing high poise and stamina damage while recouping your own. Follow-up attacks after the first offer swift, yet less deadly, assaults, ensuring relentless offense.
- Charging increases damage, poise and damage negation.
  - Ichimonji 1 (ch) = GS PH / 138 MV ATK / knockdown (400 MV PD)
  - Ichimonji 1 (re) = Hammer PH / 112 MV ATK / 300 MV PD
  - Ichimonji 2 = Glaive PH / 112 MV ATK / 300 MV PD
  - Ichimonji 3 = Glaive PH / 80 MV for everything
  - Ichimonji x = no PH / 80 MV for everything

## Kusabimaru

- Added 2 new infusions that apply bleed, dark and magic damage
- Added Ashina Cross WA
- Added Ichimonji WA
- Added High Monk WA
- Added Mortal Draw WA
- Added Black Mortal Draw WA
- Added new versions and combat arts
- Added Just Frame windows
- R11 = hitstun level 5 → 4
- R11 and R12 = delayed movement cancel by 5f
- Charged R1 = PD increased, SD nerfed
- Counter slash R1 = changed animation
- FR2 = buffed tracking
- FR2 = increased hitboxes
- FR2 = can now combo into kick
- Shuriken = PD increased, SD nerfed

- Uncharged Shuriken = significantly nerfed speed and hitbox radius
- Charged Shuriken = nerfed hitboxes
- Whirlwind WA = nerfed HA from hammer tier to glaive tier
- Whirlwind WA = nerfed momentum

### Chikage

- Made it easier to combo into transform attacks
- Buffed R1 cancels during neutral transform for a faster quick-draw slash

### Twin Gotthard, Makoto and Onikiri

- Run L1 = increased hitstun, but delayed offensive cancels

### Gargoyle Halberd

- 2H R11 recovery buffs
  - R1 attack cancel = 12f → 6f
  - defensive cancels = 26f → 14

### Spear Adept Glaive

- Increased Just Frame windows
- Added parry windows to the following:
  - R12
  - Roll R1
- R22 = nerfed momentum
- Run R1 = nerfed momentum
- Run R1 = now does 2 hits (130 MV → 78 MV x2)
- R11 = faster R2 and WA cancels
- R12 = faster R2 and WA cancels
- jump = sped up to 30f and added HA frames from f12 until active
- R2 bullets = sped up animation between shuriken-throws
- Added HA frames to the following attacks
  - FR2
  - Unblockable Sweep
  - WAR1 (first few hits until you can feint)
  - WAR2 (until you're in the air)

### Embered Farron Greatsword

- Explosions = lowered duration
- Jump = lowered damage

### Ludwig Holy Sword, Holy moonlight sword and Greatswords

- Nerfed FR2 Tracking

- T R11 = delayed R2 cancels
- T R21 = delayed R1 cancels
- T Run R1 = now feints into R1s
- T Run L1 = now feints into L1s
- T Run R2 = now causes a knockdown
- T kick = 15 > 13f startup

#### Hollowslayer Greatsword

- R11 = Just Frame window 1f → 3f
- R12 = Just Frame window 1f → 3f
- R13 = Just Frame window 1f → 3f
- R12 = improved R1 cancel by 2f
- R13 = improved R1 cancel by 2f
- Least stamina cost out of all greatswords: x1.058 → x0.85
- Applies 30 curse per hit

#### Bastard Sword

- Buffed all infusions except for heavy, sharp, refined and hollow
- Changed moveset to be similar to Hollowslayer greatsword

#### Stormruler

- WAR1 = slightly faster (7f faster)
- WAR2 = significantly slower (25f slower), but does more damage and has significantly more range

#### Wolf Knight GS

- Slightly buffed Wolf Knight GS' momentum so it has similar range as vanilla

#### Firelink Curved Sword

- New WA that allows the player to use Dark Souls 1 Cartwheel flips in all directions
- Followup with R1 for a heavy dash attack
- Followup with R2 for a spinslash that has HA
- Followup with another R2 for another final spinslash

#### Firelink Lance

- New WA that buffs the weapon and causes an ember trail
- Changed backstep R1 to be a weaker shieldsplitter

#### Winged Spear

- Changed WA to Repeating thrusts
- Added feint windows to repeating thrusts
- Sped up repeating thrusts by 5f

#### Ghru Spear

- Redistributed scaling for most infusions so it's quality
- Sharp infusion is the same as before
- New Warcry WA = changes R2 animations

#### Lothric Knight Longspear

- New WA = Longspear stance

#### Pike

- Adjusted pike scaling to quality

#### Soldering Iron

- Added a new One-handed jump attack
- Hitting enemies with the tip does extra dmg (30 MV) and applies an estus debuff
- WA Branding = bullets spawn more consistently
- Increased hitstun level for most attacks
- Increases pushback on R11, R13 and R21
- Decreased pushback on R12 and R22
- R12 = Slightly buffed R1/R2 cancel windows to make rollcatching more consistent
- R13 = improved tracking to make rollcatching more consistent
- STR scaling = 24 → 42
- DEX scaling = 42 → 24
- DEX REQ = 12 → 7
- INT REQ = 0 → 7
- FAI REQ = 0 → 7
- Increased flick damage = 22 → 66 (less likely to bounce off of shields)
- Increased durability = 25 → 50

#### Fists

- Backstep R2 = increased momentum
- R2s are faster and have more momentum
- charged R2s deal significantly less damage.

#### Caestus WA

- Reduced hitbox radius 0.8 → 0.5

- Increased stamina cost
- Significantly increased damage.
- Damage is now based on weapon's scaling and AR
- Increased PD and SD

#### Dark Hand

- If the WA fails to grab, it will knock down the opponent

#### Pyromancy Parting Flame

- Changed WA to Parting Flame

#### Moonlight Arrow

- 75 magic → 85 magic

#### Darkmoon Longbow

- DEX scaling = 10 → 37
- INT scaling = 60 → 80
- Added passive FP regen
- WA = Darkmoon Arrow
  - Fires a homing orb that explodes on contact
  - When fired with Moonlight Arrows, it will create a vortex before exploding

#### Twinblades

- Nerfed flat AR by 10%
- Redistributed 2H damage more equally

#### Straight Swords

- New One-handed backstep R2 animation

#### Broken Straight swords

- Buffed AR and Scaling

#### Deserter's Sword and Shield

- Stamina consumption = x1.25 → x1.1
- Run R1/R2 = buffed tracking 240 → 270
- Run R1 = nerfed momentum
- WA = Extended HA frames to cover the first 2 swings
- WA = first 5 hits 75 → 90 PD MV
- 2H kick = pushback 2.3 → 2.0

- R2 = buffed tracking to be similar to SS

#### Fume Knight's paired swords

- The slow L1 swings are unparryable

#### Silver Knight Straight sword

- Nerfed WA cancel for all R2s

#### Fast CS

- Increased 2H R2 hitstun

#### Brigand Twindagger, Brigand Axe and Bandit's Knife

- Drains souls per hit
- Increases item discovery by 20

#### Hammers

- Morning star, Four knight's hammer, Follower's torch and Drang twinhammer have new rolling, running and jumping attacks that do thrust damage

#### Blacksmith Hammer

- Increased poise damage to Greataxe tier
- Significantly lowered poise damage on WA
- WA now also works by inputting R1 or L1
- When out of FP, you can still use the WA, but with penalties

#### Thrusting Swords

- 2H Run R1 = increased hitstun, but delayed offensive cancels

#### Guardian Twinshields

- Counter WA can now be used in Offhand
- 2H L1 = will now guard
- 2H R1 = will use paired shield attacks
- 2H R12 = 17f → 15f startup
- 2H R13 = slightly increased momentum
- Jump = slightly increased momentum but nerfed recovery and tracking
- 2H Run R1 = significantly reduced active frames and block frames, but reduced recovery
- 2H Roll R1 = significantly reduced active frames and block frames, but reduced recovery

## Backstep R2

- increased momentum for the following weapons
  - One-handed Ultra Greatswords, Curved Greatswords, Fists, Greataxes
  - 2H hammers

### QoL Changes:

- Added to cheat shop:
  - Mad set, Skull ring, Red Eye Orb
- Alt skins and infusions:
  - Various weapons now have alternate skins and infusion options
- Adjusted descriptions for several weapons and items to be more detailed
- Catalysts and bows can make use of the shortcut kick/jump input
- Ring of Sacrifice: Can now be purchased infinitely from the handmaiden at double the original price.
- Boss Souls: Prices reduced in the handmaiden's shop, now costing only double their original value instead of triple.

### Bug Fixes:

- Fixed various issues for the following weapons:
  - Loyce GS, Crescent Axe, Spear Adept Glaive, Godskin peeler, DSSS, Balder Side Sword, Millwood axe, Astora GS, Shotel, Twinblade, and more
- Added level up menu to cathedral of the deep bonfires
- Fixed buffs for Offhanded weapons
- Fixed Powerstance issues



## Patch History

Version 2.7.3: [☰ Champion's Ashes Version 2.7.3 Patch Notes](#)

Version 2.7: [☰ Champions Ashes Version 2.7 Patch Notes](#)

Version 2.6: [☰ Champion's Ashes Version 2.6 Patch Notes](#)

Version 2.5: [☰ Champion's Ashes Version 2.5.2 Patch Notes](#)

Version 2.4.6: [☰ Champion's Ashes Version 2.4.6 Patch Notes](#)

Version 2.4.5:

Bug fixes

- fixed Aldrich boss health bar not showing up.
- fixed issues with selecting research note as a starting gift.

Version 2.4.4

Aldrich changes

- fixed unintended speed multiplier (beh file)
- vortex slam has more recovery
- gravelord attack has more recovery
- lifehunt scythes have more recovery
- lifehunt double sweep has less active frames
- poise break has more instability frames and lasts much longer.

**Version 2.4.3:** [☰ Champion's Ashes Version 2.4.3 Patch Notes](#)

**Version 2.4.2:** [☰ Champion's Ashes Version 2.4.2 Patch Notes](#)

**Version 2.4.1:** [☰ Champion's Ashes Version 2.4.1 Patch Notes](#)

**Version 2.4:** [☰ Champion's Ashes Version 2.4 Patch Notes](#)

**Compiled PvP changelog (updated until 2.3.1):**

[☰ Champion's Ashes Changelog V2 \(PVP\)](#)

**Version 2.3.1:** [☰ Champion's Ashes Version 2.3.1 Patch Notes](#)

**Version 2.3:** [☰ Champion's Ashes Version 2.3 Patch Notes](#)

**Version 2.2.1:** [☰ Champion's Ashes Version 2.2.1 Patch Notes](#)

**Version 2.2:** [☰ Champion's Ashes Version 2.2 Patch Notes](#)

**Version 2.1:** [☰ Champion's Ashes Version 2.1 Patch Notes](#)

**Version 2.0:** [☰ Champion's Ashes Version 2.0 Patch Notes](#)

**Version 1.9.1:**

Minor hotfixes

- Added new content from 1.9 to the handmaiden cheat shop
- Renamed Stone Dragon Set to Tainted Dragon Set
- Renamed Black Dragon Set to Twinkling Dragon Set
- Changed icons of Twinkling Dragon Set

**Version 1.9:** [☰ Champion's Ashes Version 1.9 Patch Notes](#)

**Version 1.8.1:**

Minor hotfixes

- Kos Parasite: Lost version now has a 20 faith requirement instead of 20 int.
- Gundry's Halberd: Fixed model
- Lothric war scythe: Fixed a bug that allowed 1H second R2 to hit twice when close
- Bloodlust: Fixed a bug that allowed 1H second R2 to have no hitboxes
- Bloodlust: Fixed Weapon Art descriptions
- Soldering Iron: Fixed Weapon Art descriptions

- High Wall and Irithyll Maps: Fixed texture bugs

**Version 1.8:** [☰ Champion's Ashes Version 1.8 Patch Notes](#)

**Version 1.7.1:** [☰ Champion's Ashes Version 1.7.1 Patch Notes](#)

**Version 1.7:** [☰ Champion's Ashes Version 1.7 Patch Notes](#)

**Version 1.6.1:** [☰ Champion's Ashes Version 1.6.1 Patch Notes](#)

**Version 1.6 (PvP notes):** [☰ \(PVP\) Champion's Ashes Version 1.6 Patch Notes](#)

**Version 1.6 (PvE notes):** [☰ \(PVE\) Champion's Ashes Version 1.6 Patch Notes](#)

**Version 1.4.9.7.3:** [☰ Champion's Ashes Version 1.4.9.7.3 Patch Notes](#)

**Version 1.4.9.7.2:** [☰ Champion's Ashes Version 1.4.9.7.2 Patch Notes](#)

**Version 1.4.9.7.1:** [☰ Champion's Ashes Version 1.4.9.7.1 Patch Notes](#)

**Version 1.4.9.7:** [☰ Champion's Ashes Version 1.4.9.7 Patch Notes](#)

**Version 1.4.9.6.2:**

Minor Hotfixes

- Fixed visual effects for Holy Bident (spell)
- Fixed visual effects for Gravelord Greatsword Dance (spell)
- Fixed visual effects for Gravelord Sword WA

**Version 1.4.9.6.1:**

Hotfixes

- Recovered Knight of vows boss.
- Reduced amount of crossbow wielding enemies in Highwall
- Recovered item placements in several maps.
- Vordt of the Boreal Valley
- Vordt: Reduced the hitradius that causes stagger on most attacks. This change prevents the player from consistently getting hit from his behind.

**Version 1.4.9.6:** [☰ Champion's Ashes Version 1.4.9.6 Patch Notes](#)

**Version 1.4.9.5:** [☰ Champion's Ashes Version 1.4.9.5 Patch Notes](#)

**Version 1.4.9.4:** [☰ Champion's Ashes Version 1.4.9.4 Patch Notes](#)

**Version 1.4.9.3:** [☐ 1.4.9.3 Patch Notes](#)

**Version 1.4.9.2 and before:**

[☰ Champion's Ashes Version 1.4.9.2 \(and before\) patch notes](#)