

3rd Class Change:

3rd Class Change Path

Short Description

Character Information

- Character Concepts
- 2 New or changed Combos for each character
- 2 New Passive Skills
- 1 New Hyper Skill
- 3 New Switch Skills
- New Transcendence Skills
- New Quests

Description

Age

– 18 years old

Details

– 'My sword never sleeps!'

A swordsman with limitless opportunities who has mastered the darkness and surpassed his own limits. The Immortal uses two swords to back his enemies into a corner, not giving them a moment to breathe.

After joining with the Great EL, Elsword could feel the power of the Dark Eldrit that he'd previously absorbed taking hold inside of him. Elsword's body and spirit had become so strong during his long journey that he could control this power. After a while, Elsword was able to use the enhanced power of the Dark Eldrit as his own.

Such immense power made the sword he was swinging together with Cornwell feel as light as a feather.

'I need a sword that satisfies me.'

Elsword summoned swords and focused his energy on a single point. He was finally able to craft his own pitch-black sword. Elsword swayed a little from the unexpected weight of the thing, but was immediately filled with expectations. Cornwell observed this and made fun of Elsword.

'Oh well, Elsword, you're obviously not good enough for this sword yet.'

'Hehe. Who are you calling 'not good enough', friendo? You'll see! I'll master this soon enough!'

Combos

→→XZX

- →→X : (no change)
- →→XZ: (new) You stab forwards.
- →→XZX : (new) You spin around and Cornwell summons three swords which you then throw out.

→→↑ZXZ

- →→↑Z : (no change)
- →→↑ZX : (new) You fire Cornwell diagonally downwards.
- →→↑ZXZ : (new) You spin 360° and swing your sword. All the while you move towards Cornwell.

New Skill

Passive Skill: Battle Master

Skill Description

You can now use the endless waves of swords with destructive power.

New Skill

Passive Skill: Memory of the Sword

Skill Description

Your ongoing training with the swords has made it so you now instinctively use them as deadly weapons.

New Skill

Hyper Skill: Storm of Infinity

Skill Description

You slam all opponents ahead of you to the ground with an endless storm of blades.

Requires Eldrit essence.

- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Sword Explosion

Skill Description

You summon a sword and run at your opponents.

If you press the skill key again within 4 sec. you can run at the enemy again (possible max. 2x).

Destruction skill

- Aura of Destruction is consumed and you gain Aura of Vitality.
- As Swordfighter of Destruction your attack increases.

Changed Skill

Special active: Sword Slam

Skill Description

You draw multiple swords from Cornwell and throw them diagonally.

Destruction skill

- Aura of Destruction is consumed and you gain Aura of Vitality.
- As Swordfighter of Destruction your attack increases.

Changed Skill**Special Active Skill: Knife of Wrath****Skill Description**

You fire countless swords at the ground around you. The swords can inflict Bleeding on all opponents.

Vitality Skill

- Aura of Vitality is consumed and you gain Aura of Destruction.
- As Swordfighter of Vitality, your MP consumption sinks and MP gain increases.

Description

Age

– 20 years old

Details

– 'Tada!' Make way for Metamorph, the cutest, prettiest mage ever! Here she is!

A mighty sorceress who makes the entirety of time and space her stage. Using violent energy explosions and enchanting mastery of the body, she smashes her enemies to pieces.

Aisha saw the Time–Space torn apart by the power of the Great EL with her own two eyes. The place she had reached with Agaur's help was controlled by EL's will.

'If only I could use this principle on myself...!'

Aisha learned, after countless failures, that a tremendous amount of energy is required in order to maintain the contorted Time–Space. It was this that led her to the decision to unleash her entire magical strength, which she had kept limited until now, in order to stabilise the Time–Space.

That was the moment the most powerful mage was born!

The magic she'd collected on her journey was enough to create an entirely new type of magic. Aisha was able to exceed even herself in the end and transform into a final form. She was reborn as the sacred and most powerful mage in the universe.

Combos**Hold down ZZZX**

- **ZZZ** : (no change)
- **Hold down ZZZX** : (new) You jab continuously forwards with your staff (K.O. protection).

Sprint XZ

- **Sprint X** : (no change)
- **Sprint XZ** : (new) You storm in the direction you're facing with a piercing movement (K.O. protection).

New Skill**Passive Skill: Make-Up Enhancement****Skill Description**

The transformation ability of Magic Make-Up is enhanced and the MP consumption when you use Magic Make-Up in Power Boost is reduced. Reduces the cooldown of all skills (excludes hyper and partner skills).

New Skill

Passive Skill: Destruction Time?

Skill Description

If your opponent has less than 60% HP, your attack increases.

Enemies hit by special active skills receive the Energy depletion debuff.

New Skill**Hyper Skill: A Magical Appearance!****Skill Description**

You transform into a little witch who spreads dreams and hope and really sticks it to the villains.

You can carry out suitable combos with your staff directly afterwards. Additional attacks ignore enemy's defence and protection.

If you press the skill key again, you fire at opponents with the magical staff of dreams and hope.

Requires Eldrit essence.

- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Battering Ram

Skill Description

You prepare yourself and gather energy that explodes on impact.

Each successful attack paralyzes your opponent for 3 sec.

Changed Skill

Special active: Screwdriver

Skill Description

You create a dimension whirl at the tip of the wand and rush diagonally forwards.

Can only be used while jumping.

Changed Skill

Special active: Impact Zone

Skill Description

You create a distortion field around you. Enemies hit by it cannot move.

Description

Age

– unknown

Details

– 'That is Eldrasil's will... Now there's nothing that can frighten me.'

An elegant guardian of the night, who leads the Shadows of Nature. With a bow and sword that bear the might of the spirits, she overwhelms all of her enemies.

She is a mighty elven warrior and commands the special unit known as the Night Watchers. With Erendil's power, she leads her companions and fights through gruesome wars. But it wasn't long before she reached her limits and wished for more power as she looked at her injured companions.

As though her wish had been heard, she felt her connection to the elemental spirits restore itself as EL was regenerated, and Eldrasil's will filled her.

As Rena accepted the will of Eldrasil to protect the world, she received the knowledge and experience of her Night Watcher predecessors, who once were also in possession of Erendil. She sought for the silent yet powerful might of nature, which all creatures must bow before. Reborn as a Twilight, Rena represents the will of Eldrasil as his shadow and as his strongest warrior.

Combos

→→ZXXX

- →→ZX : (no change)
- →→ZXX : (new) You thrust Erendil into the enemy in front of you and paralyse them.
- →→ZXXX : (new) You deal a sharp blow with Erendil and disperse your enemies.

→→↑ZX

- →→↑Z : (no change)
- →→↑ZX : (new) You come crashing down on your enemy like you would with Sprint Jump XZ.

New Skill**Passive Skill: Soul Echo****Skill Description**

The old teaching unleashes Erendil's true power.

Erendil is enhanced when you use the Strengthen skill.

Erendil lasts longer and has a certain probability of firing its energy.

An Erendil hit during the skill generates an additional hit.

- Erendil enhancement: Fatality, Butterfly, Furious Engage, Annihilation

New Skill**Passive Skill: Trap****Skill Description**

You can secretly set up traps at will. After using skills with status effects, the next attack inflicts more damage.

The range of Exploding Trap, Thorned Ball Trap and Wind Sphere is increased.

When you use Secret Trap skills, the 3rd trap deals the most damage.

When you use Hesitate, the cooldown of Secret Trap skills is reset. If you use a trap during Hesitate, the cooldown is reduced by half.

Damage via special active skills increases temporarily when you use 'Deadly Danger' skills.

- - Secret Traps: Exploding Trap, Eldrasil's Rage, Thorned Ball Trap, Wind Sphere, Wind Seed
- - Deadly Danger: Arrow Trap - Poison Mushroom, Spores of Wrath, Annihilation

New Skill

Hyper Skill: Ancient Soul

Skill Description

- The resolve of the ancestors within Erendil takes the form of a forest shadow and is briefly released during an attack.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Star Slitter

Skill Description

Eldrasil branches spread throughout the area, hitting enemies multiple times before finally exploding.

Consumes NF:

- direct hit max. 3 fields

Changed Skill**Special active: Arrow Trap - Poison Mushroom****Skill Description**

You fire an arrow downwards that explodes and spreads poisonous fog.

The poison fog remains for 10 seconds, continually inflicting damage on enemies and burning their mana.

(Can also be used while jumping.)

Consumes NF:

- Max. 2 fields on direct hit

Changed Skill

Special active: Gliding Strike

Skill Description

You fire multiple exploding Eldrasil branches over a wide area.

All of the hit opponents' speeds are decreased by 20% for 10 sec.

(Can also be used while jumping.)

Consumes NF:

- Max. 2 fields on direct hit

Description

Age

– 29 years old

Details

– 'I'll protect everyone! I made a promise.'

A strategist with a cool head, that uses himself as a weapon. The Nova Imperator converts the mighty energy of the Flame Core into fire that burns his enemies.

As Raven saw his comrades losing their strength in the constant fights against the toughest of opponents, he started to want more power. He didn't want to repeat his past mistakes and wanted people to remember him as someone who could be relied upon, so he strove for greater power.

Thanks to the Pongos' help, his Nasod hand could use flame core to fire off powerful flames. But the temperature of the flames was so high that a normal person couldn't withstand it.

'If me being a human means I can't withstand the temperature of the flame core...'

He decided to rebuild his body once again, so that he could gain complete control over the Nasod hand's flame core.

'I will never lose a companion again!'

And so the Nova Imperator was born; an indomitable fighter who burns his own blood to protect others.

Combos**→→ZXX**

- →→Z : (no change)
- →→ZX: (changed) You reach out and attack with the Nasod hand.
- →→ZXX : (new) Once you reach maximum range, you attack forwards, surpassing your usual range.

→→↑XX

- →↑X : (changed) You force the opponent backwards without throwing them in the air.
- →→↑XX : (new) While you are landing on the ground, you attack with an explosion.

New Skill**Passive Skill: Last Resort****Skill Description**

You erect a fortress and use it to survive a fatal attack.

Core Sacrifice

- If your HP drops to 0 and your core is active, you destroy the core and are forced into K.O.
- Afterwards your HP continuously regenerates for 20 sec.

If you are in PvP, all skills receive a cooldown.

- Cooldown: 90 sec.

New Skill**Passive Skill: Battle Master****Skill Description**

Modifying your body makes you perfectly equipped for combat.

Attack boost

- Strengthens Combo attacks

Heat Detection Mode

- The Heat Detection buff activates if your skills cause Overheat.
- When Overheat stacks, the HP consumption on the next Overheat drops and the damage resistance stats increase (stackable max. 5 times).
- If Heat Detection is stacked to the max. you temporarily regenerate HP/MP.

New Skill

Hyper Skill: Into Hell

Skill Description

- You cover the battle with a giant fire column and destroy the enemy.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special active: Revolver Cannon****Skill Description**

You fire multiple flame grenades that deal heavy damage to your opponents when you hit them for the first time.

Overheat

- Consumes HP for additional grenades.
- Press the skill key again after activating the skill.
- +5% attack power for 10 sec.

Changed Skill

Special active: Flaming Harpoon

Skill Description

You fire a highly explosive grenade downwards. (Can only be used while jumping.)

Overheat

- Consumes HP for additional damage.
- Press the skill key again after activating the skill.
- +5% attack power for 10 sec.

Changed Skill**Special active: Bursting Blade****Skill Description**

You swing a sword surrounded in flames and cause a giant fiery explosion. The sword wreathed in flames strengthens your attack for a limited time. (Can also be used while jumping.)

Description

Age

– unknown

Details

– 'Running Code Nasod Sariel.'

The shining Nasod Queen of lightning. She eliminates her enemies with lightning-fast streaming photon energy.

After unlocking Code Nasod Battle Seraph, Eve felt like something wasn't quite right. The only old power line she hadn't checked yet was her emotion circuitry.

When she tried to analyse the circuitry, a violent surge of high pressure energy was released, and all systems were shut down. The more she used the Nasod Battle Seraph code, the stronger this conflict with her emotion circuitry became, and the errors building inside of her converted into energy.

Perhaps it would be better to remove the emotion circuitry altogether...?

'...'

Instead, Eve created the Nasod Sariel Code, and used it to make good use of the overcharge that was constantly streaming out of her. Eve paid the price for the electrical damage and constant system reboots, and slowly lost her memory data. Despite this, Eve couldn't bring herself to remove the emotion circuitry in her mechanical heart. She stormed into battle once more.

The emotion circuitry was continuously damaged by this, but the power of the Nasod Sariel slowly began to grow.

Combos

→→↑ZX(XX)Z

- →→↑ZX(XX) : (no change)
- →→↑ZX(XX)Z : (new) You throw a burst of electricity out of the air and diagonally downwards. (Influenced by the active spectrum.)

ZZX

- ZZ : (no change)
- **ZZX** : (new) You create a burst of electricity that paralyses the enemy in front of you. (Influenced by the active spectrum.)

New Skill**Passive Skill: Overload****Skill Description**

Activating Nasod Sariel means you can unleash all your energy at once.

If you use Overload 3 times, you activate the 'Overload' buff.

Overload: Electron Screw, Giga Stream, Linear Divider, Energy Pins, Thousand Star, Extreme Virtuality

New Skill**Passive Skill: Evolution****Skill Description**

You deactivate Evolution Code for a short time and all combos react to force fields.

When you execute Eldrit Crystal Spectrum and Strong Heart, the combos are temporarily enhanced based on the type of force field that is activated.

New Skill

Hyper Skill: Carbon Explosion

Skill Description

- Strengthens the power of your core and suddenly unleashes the generated energy.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Ball Lightning

Skill Description

You fire three balls of lightning that deal damage to your opponents. You can move freely during this time. (Can also be used while jumping.)

Eldrit Crystal Spectrum

- This skill is influenced by the Eldrit Crystal Spectrum.

Core activation skill:

- You activate the core attack by successfully attacking in Power Boost mode (only if already summoned).

Changed Skill**Special active: Thousand Star****Skill Description**

You summon a module and use it to fire Shock Orbs.

The Shock Orbs are pulled in by nearby enemies and then deal damage to them.

This skill is influenced by the Eldrit Crystal Spectrum.

- The damage is increased by the Eldrit Crystal Spectrum

Core activation skill:

- You activate the core attack by successfully attacking in Power Boost mode (only if already summoned).

Changed Skill

Special active: Giga Stream

Skill Description

You generate massive forcefields in the air which fire beams towards the ground.

This skill is influenced by the Eldrit Crystal Spectrum.

- If you use this skill while a power field is active, the skill is influenced by that power field (Large Power Field+Normal Power Field).

Core activation skill:

- You activate the core attack by successfully attacking in Power Boost mode (only if already summoned).

Description

Age

– 18 years old

Details

– 'Good. I'll show you the results of my experiment.'

This artillerist is the equivalent of a wandering fortress, and has overcome his physical limits through endless research. This class ignites a midnight sun out of the portal over the battlefield using endless cannonballs.

Chung could feel the suppressive fire and the Defroster reaching their limits.

The Defroster was in the air and spent a lot of time open, which wasn't very effective against a constantly shifting battlefield.

How could he make more effective use of the Defroster?

While looking for a solution, Chung discovered a piece of Nasod equipment in the Debrian Lab that uses Henir's power to open portals. He researched and analysed it. A crude, high-tech masterpiece that could be controlled with the pure chaos that was Henir's power.

Chung analysed it with tireless scientific curiosity, and eventually created a new destroyer that merged with the Defrost Portal.

His valiant research that has given him a universal bombardment that can be released at any time, has earned Chung the name 'Centurion', making him a hero of the artillerists.

Combos

→→↑XXX

- →→↑XX : (no change)
- →→↑XXX : (changed) You hurl three grenades.

→→XZ

- →→X : (no change)
- →→XY: (changed) You shoot off a short and fast round of cannon fire in the direction you're facing and attract the enemy.

New Skill**Passive Skill: Gravitation Bombardment****Skill Description**

You can use the ↑ key to switch from a fixed firing position to Gravitation Bombardment. Gravitation Bombardment consumes all enhanced cannonballs. The number of shells consumed changes depending on the duration of the gravity portal. A gravity portal appears on all the enemies you hit, trapping them in place.

Quick dodging is possible with Back Blast while in Gravitation Bombardment mode.

Once Gravitation Bombardment is fired, you erect an Impulse Shield. The protective shield reflects magic projectiles and increases MP gain when you hit. Impulse Shield does one-time damage to a nearby opponent.

New Skill

Passive Skill: Pulse Recharge

Skill Description

The activation speed of Chaos Cannon increases.

Improves the effect of Centurion depending on the number of cannonballs you gather.

(Improves the effect depending on the number of cannonballs you gather.)

Increased magic attack

Damage to boss monsters/mid-level bosses is increased.

Accelerates cooldown

New Skill

Hyper Skill: Shining Shot

Skill Description

- You open countless Defrost Portals and attack the enemy incessantly.
- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special active: Grenade Storm****Skill Description**

You stride forwards and throw elastic grenades all around you. A combo then releases another grenade.

25% probability of the additional grenades being thrown as giant grenades. The grenades have a cooldown time of 0.4 sec. (Can also be used while jumping.)

Changed Skill**Special active: Tactical Field****Skill Description**

You generate a static field that deals damage to opponents once and gives you and your allies bonuses.

Allies in the field benefit from it and Mana Break is deactivated for 4 sec. once the area is activated.

As the field unfolds, all cannon balls are reloaded (excluding strengthened cannonballs).

Hold down the skill key to maintain the field.

Changed Skill

Special active: Bombardment Artillery

Skill Description

You fire at the opponents stood in front of you with giant cannonballs from the Defrost Portal.

Description

Age

– 22 years old

Details

– 'Right, that was a good warm up.'

First fox goddess, created through a connection with a deity. Defeats her enemies with mighty shadow exorcism techniques and through collaboration with Kumiho Eun.

Ara's contract with Eun would end once she found enough Eldrit energy to break Eun's seal. That day didn't seem so far away anymore.

Eun had often had the opportunity to use Ara for her own purposes, but she'd held back because the Haan family had changed its position regarding humans. She had been able to observe that humans didn't just do things for their own benefit. That piqued her interest.

Eun noticed that Ara was making progress with her companions, and had found her own path. The Kumiho recognised that there was more to Ara than the power she had given to her. Filled with respect for the final descendent of the venerable family, she offered her a new pact.

'Are you ready to reach even higher levels with me as your friend?'

'I have nothing to fear with you at my side, Eun!'

Now that Ara has mastered Eun's shadowy movements, her enemies fall before her like autumn leaves into the dust.

Combos

→→ZZX

- →→Z : (no change)
- →→ZZ : (new) You swing the spear in large circles and disperse your enemies.
- →→ZZX : (new) You sprint forwards quickly, attacking with a kick.

→→↑XXZ - ZZZ

- →→↑X : (no change)
- →→↑XX : (new) You abruptly change direction backwards and diagonally downwards and attack with a kick at the same time.
- →→↑XXZ - ZZZ : (new) You fire a spear forwards one at a time.

New Skill

Passive Skill: Unleashed Magic

Skill Description

You release magic and can pour more power into your technique and secret technique.

New Skill

Passive Skill: Spectre Power

Skill Description

Assimilating Eun enhances your Spectre Power and your attacks become more effective.

New Skill**Hyper Skill: One with the Fox God****Skill Description**

- You unite your powers with Millennium Fox Eun and destroy all nearby opponents.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Absorb Mana****Skill Description**

You use spirit energy to inflict damage on all nearby enemies and drain mana from max. 3 enemies.

For each successful hit you drain 25 MP from your opponent and Mana Break is cancelled.

Consumes Spirit energy:

- 2 shells

Changed Skill**Special active: Spirit Summoning****Skill Description**

Deals damage to all enemies in the vicinity and applies a 20 second buff to your allies.

As well as this, your subsequent combos receive an additional claw attack.

Your allies receive +20% critical hit and damage bonus, and the effect on your opponents is dropped.

Generates spirit energy:

- 1 shell

Changed Skill**Special active: Fire Fox****Skill Description**

You attack your enemy with spirit claws and summon 9 Fox Fires.

A Fire Fox is created that causes freeze (5 sec.).

(Up to 4 additional Fox Fires when using spirit energy.)

Consumes Spirit energy:

- 0 to 4 orbs (can also be activated without spirit energy)

Description

Age

– 21 years old

Details

– 'Today, the leader of the Red Mercenary Knights ceases to exist...'

A death rider with a craving for blood. The Blood Queen has expanded the destructive power of her dark swordsmanship so that she can wipe out all her enemies.

More and more monsters and demons came. No matter how many were destroyed. She defeated huge swathes of demons in the hopes of getting revenge for her fallen comrades, but her comrades never came back. Elesis streaked across the land as though possessed by deadly revenge, before realising that she herself had become a butcher, soaked in demonic energy and had ironically become a lot like the Demons she claimed to loathe so much.

Elesis was ruled by an insane, perpetual, screaming desire for blood, a bloodlust instinct that erupted out of her. She'd used the dark power for so long that her body and her soul fell into darkness. Elesis realised that there was no way back from this. Now there was only one path left.

'I'll wipe out all the Demons on this world with this power. Even if I have to destroy myself to do it...'

Combos**→→XX**

- →→**X** : (no change)
- →→**XX** : (new) You hold the sword with both hands and storm forwards.

→→↑XZ

- →→↑**X** : (no change)
- →→↑**XZ** : (new) You hold the sword in front of you and deal a strike that goes diagonally downwards. (K.O. protection)

New Skill**Passive Skill: Blood Master****Skill Description**

When you use skills that unleash Blood Hit, your damage resistance increases for a short time. You also receive a protective shield that neutralises damage any time you use Blood Hit 5x.

Survival Instinct

- Using the special active skill Blood Hit increases your damage resistance for 3 seconds.

Blood Reflux

- When you use skills that activate Survival Instinct 5x, you receive a protective shield that neutralises damage once. The protective shield only negates damage exceeding a certain percentage of your max. HP.

The protective shield remains active until it negates damage once.

- As long as the shield remains, you cannot use Survival Instinct to regenerate it.

New Skill**Passive Skill: Thirst****Skill Description**

Your ability to smell blood improves and you move to bleeding opponents faster. On a successful hit with a particular special active skill you deal even greater damage to the opponent.

Blood Aroma

- Your movement speed increases if a bleeding opponent is standing in front of your character.

Critical Hit

- When you hit an enemy with Dread Weapon, Pursuer Sword or Blood Charge, the Bleeding debuff deactivates and damage resistance is set to 0 for 3 sec.

New Skill

Hyper Skill: Blood Rain

Skill Description

- You draw the sword soaked in madness from your heart and deal fatal damage to the enemies in front of you.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special active: Blood Cast****Skill Description**

You stab through the front using tremendous sword energy surrounded with a Demonic aura. (Can also be used while jumping.)

Obliteration skill

- Aura of Obliteration is consumed and you gain Aura of the Storm.
- As Swordfighter of Obliteration you have a 100% probability to crit. hit and you ignore defence statuses (shields/K.O.).

Changed Skill**Special active: Brandish Breaker****Skill Description**

You attack nearby opponents with multiple, swift sword blows.

The lower your HP, the greater the damage (max +30%).

Storm Skill

- Aura of the Storm is consumed and you gain Aura of Obliteration.
- As a Swordfighter of the Storm your MP consumption and cooldowns are reduced.

Changed Skill**Special active: Blood Cutter****Skill Description**

You disperse several saw blades comprised of Demon Energy throughout the area (Can also be used while jumping).

Blood Hit

- If your HP is at more than 20%, you burn up 10% of the skill's damage as HP and skill damage increases by 40%.
- If your HP is lower than 20%, then you activate Blood Hit without consuming any HP.

Storm Skill

- Aura of the Storm is consumed and you gain Aura of Obliteration.
- As a Swordfighter of the Storm your MP consumption and cooldowns are reduced.

Description

Age

– 21 years old

Details

– 'Mother, regardless of what state I'm in: I must return to you...'

A devil of Paradox, mired with madness, who travels through the Time–Space in never–ending disaccord. With abilities that far exceed the limits of science, he brings the Time–Space to a brutal crash.

Torn apart by the fact that he cannot travel back in time, Add wanders aimlessly through Time–Space and has devoted himself to haphazard destruction.

Was it a side effect of travelling through time so often? Add sensed that he did not have much time left in his body. Weakened by the poison of Time–Space, he clinged to life to carry out one final piece of forbidden research on himself.

'Back... time's soul passing into me...'

A lunatic's experiment, in which Add dismantled his own existence into molecules in order to conquer the Time–Space. Add paid the price for this sacrilege and became a dark being, separated from the flow of time, left to wander the Time–Space for all eternity.

Only his desire to return to his happier past has remained with him.

Combos

→→↑ZX[X]

- →→↑ZX : (no change)
- →→↑ZX[X] : (new) You fire off an invisible shot. (Nasod Armour Combos possible)

→→ZX[X]

- →→ZX : (no change)
- →→ZX[X] : (new) You throw the enemy directly in front of you into the air with a kick.

New Skill**Passive Skill: Side Effect****Skill Description**

When you hit with a special active skill, you receive the Paradox debuff, which deals additional damage. Your enemies who have a debuff increase their D P regeneration based on the number of nearby enemies.

Side Effect

- Using special active skills applies the debuff Side Effect (stackable max. 5 times) to the enemy you hit.
- The higher the Side Effect stack is, the greater the damage you will deal as Paradox.

New Skill**Passive Skill: Sense Expansion****Skill Description**

Your max. MP is increased and your MP regeneration items also regenerate your DP.

In Power Boost there's a certain probability that a form appears from another dimension and executes swift attacks.

Sense Expansion

- Increases max. MP
- Using items that regenerate MP also regenerates DP.

Time-Space Darkside Beast

- In Power Boost your appearance has a certain probability of changing and your attack power, critical hit and MP regeneration drastically increase per second.

New Skill

Hyper Skill: Yearning

Skill Description

- Paradox careened through Time-Space and gave free reign to his blind destructive rage when he suddenly collided with a fragment of his memory that was left behind in Time-Space.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Install - Starfall

Skill Description

Dynamo Factory: Starfall

Choose a location to create a Starfall drone which bombards the chosen area.

You have K.O. protection while targeting.

DP Consumption:

- Only consumes 20% Dynamo Points in Dynamo Mode.

Dynamo Factory

- Activate Dynamo Factory: 30 DP
- Mode switched to Starfall
- Starfall will be activated
- If another mode is already active, the mode will switch and you will receive 1 Dynamo Transition Point.
- Starfall costs 200 MP.
- Duration: 30 sec.

Consumes Dynamo Transition:

- -1 to -3 DT
 - Per DT used: +5% damage.
- (Can also be used without DT.)

Changed Skill

Special active: Stardust Shower

Skill Description

You open a Dimension Gate in the sky from which gravity orbs rain down. Gravity orbs rain down along the way in all directions and crash to the ground.

Synergy

- Consumes DP and regenerates a percentage of it as MP in Dynamo Mode.
- Activation outside of Dynamo Mode consumes MP and regenerates a percentage of that as DP.

Consumes Dynamo Transition:

- max. -3 DT
 - +0.33 sec. duration per DT used.
- (Can also be used without DT.)

Changed Skill**Special active: Maximum Strike****Skill Description**

You unleash a powerful Time-Space wave and generate Time-Space orbs.

Time-Space Shell

- The orb grows in size for 5 sec. while the damage and range of the projectiles increase in stages by 10%.
- The time-space orbs are active for max. 10 sec.
- Press the skill key again to convert them into projectiles that pursue opponents and fire through them.

Synergy

- Consumes DP and regenerates a percentage of it as MP in Dynamo Mode.
- Activation outside of Dynamo Mode consumes MP and regenerates a percentage of that as DP.

Description

Name of each character

- Lu: Iblis / Ciel: Anular

Age

- Lu: unknown / Ciel: 29 years old

Details

- "Lu: Hahahaha, we'll destroy everything! Everything!"
- Ciel: 'Get out of the way if you value your life.'

The Demon Queen of Destruction and her loyal servant. Surrounded by Demon Energy as black as ravens, they erase every enemy without hesitation.

The Dark Eldrit acts as the Great EL's shadow. This made finding the Elios Eldrit an important turning point for Lu, a high-ranking demon. When Elyanod and the Great EL were restored, Lu's Demon Energy, which had previously been increasing at a snail's pace, exploded up to new levels. The dark Demon energy, having feasted on murderous desires, tainted Lu's body and reformed her into a slayer who destroys everything in her path.

There was no more room for the ruler she used to be. Now everything that got in her way was mercilessly destroyed and eliminated. This pleasure was the only thing that gave Lu's life meaning.

'If this is what you will... then I shall follow you.'

Ciel took in the excess Demon energy and became a loyal shadow, following Lu's path of spontaneous and random destruction.

They set out on the hunt for new toys for the Demon Queen to practise her destructive rage on.

Combos**→→XZX (Binding) (Lu)**

- →→**X** : (no change)
- →→**XZ** : (new) You storm forwards in the direction you're facing and send your enemy into the air.
- →→**XXX (Binding)** : (new) Causes binding damage.

→→XZX (Binding) (Ciel)

- →→**X** : (no change)
- →→**XZ** : (new) You storm forwards in the direction you're facing and send your enemy into the air.
- →→**XXX (Binding)** : (new) Causes binding damage.

New Skill

Passive Skill: Gigan Codex

Skill Description

Overcome by a terrible frenzy, your skills are strengthened.

New Skill

Passive Skill: Demon Energy: Poison Breath

Skill Description

On a successful binding combo, the cooldown of the binding skill is reduced.

Opponents who suffer from Binding are powerless for a short time.

New Skill

Hyper Skill: Archon Beam

Skill Description

- Diangelion creates a beam containing the ferocity of the Demon King.
- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Swift Rage****Skill Description**

You attack the enemy in front of you with magical energy.

If you are playing as Lu, you attack all enemies ahead of you with a surprise assault. If you are playing as Ciel, you fire at all enemies ahead of you.

The K.O. value of affected opponents drops and they gain the Binding status.

Changed Skill**Special active: Land Breaker****Skill Description**

You hit the ground hard, engrave a seal and unleash Demonic energy.

It is released at the point that you strike.

Switch Skill (Lu)

- If you're currently playing as Ciel, using this skill will switch you over to Lu.
- The switch generates 4 combination points if you hit the target.

Changed Skill**Special active: Desperado****Skill Description**

You ensnare multiple enemies in a large area around you and then attack them.

The more opponents you ensnare, the higher the damage dealt by the shot.

Prickly Shackles

- Opponents are ensnared for 1 sec.

Shot

- The more ensnared opponents there are, the greater the damage you'll deal.

Switch Skill (Ciel)

- If you're currently playing as Lu, using this skill will switch you over to Ciel.
- The switch generates 4 combination points if you hit the target.

Description

Age

– 24 years old

Details

– 'I'll lead us to victory!'

A master of aerial combat, who makes full use of her excellent mobility. Turns the tide of battle in the blink of an eye, overwhelming her enemy with various grenades and ranged combat techniques.

After coming out victorious in countless battles and seeing Elyanod and EL's restoration, Rose sensed that her journey would continue. The Great EL and its shadow, the Dark Eldrit, were the progenitors of Elios. And between them stood the mysterious Henir Order... There was certainly some even greater plot behind it all.

The idea of just walking past something that threatened multiple human lives was completely inconceivable to Rose. So Rose decided to put an end to the scheme. Or failing that, at least lay the groundwork for preventing the next catastrophe.

'I'll have evil running with its tail between its legs with this power!'

Rose installed the ancient Nasod technology in the Debrian Lab into her weapons and her Nitro Motor. Her steely determination and incredible power made Rose certain of her victory.

Combos

→→XZ

- →→X : (no change)
- →→XZ: (new) You stamp on the ground, letting out a shockwave.

→→↑XZXXX

- →→↑X : (no change)
- →→↑XZ : (new) You jump backwards with a spinning kick.
- →→↑XZXXX : (new) You fire the musket diagonally downwards.

New Skill

Passive Skill: Grenade Enhancement

Skill Description

Thanks to your tireless research into the use of grenades, you can now use them even more effectively.

New Skill

Passive Skill: Musket Master

Skill Description

You become a master of the musket and strengthen your musket skills. You can even use your musket skills in Overstrike.

New Skill

Hyper Skill: Death Grenades

Skill Description

- You make countless bombs rain down in all directions, unleashing a titanic explosion.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special active: G-96 Heat Grenade****Skill Description**

You throw all G-96 grenades in one go and make them explode.

Heat Grenade

- Enemies you hit suffer Burn.
- The rest can be thrown one after another at intervals of 0.5 sec.
- Can also be used while jumping.

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill**Special active: G-18C Ice Grenade****Skill Description**

You prepare 4 G-18C ice grenades and throw one of them.

Ice Grenade

- Enemies you hit suffer Freeze.
- The rest can be thrown one after another at intervals of 0.5 sec.
- Can also be used while jumping.
- After the explosion, cold spreads out, reducing movement speed.

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill**Special active: Particle Bomb****Skill Description**

You fire an EMP grenade. (Can also be used while jumping.)

It causes stun for 3 seconds after impact and black holes appear on the ground that suck in your opponents.

Overstrike

- Overstrike increases the damage of the skill.

Description

Age

– 24 years old

Details

– 'Now the time has come for them to prove their abilities.'

Inventor of the satellite-controlled machine legion. She commands hi-tech machines of her own creation.

After the fight against the Henir Order, Rose felt that her machines needed an upgrade if they were going to be any use in future battles.

She needed to find a way to send quick and precise commands to multiple devices at once.

Rose decided to make use of a satellite base that was originally used for soil composition research on Elios. The base hadn't been used for months and was in need of an overhaul, but she was sure she wouldn't find a better place for her project.

'Zero, look! An even colour and immaculate seams! It's simply perfect. They all use the same operating system, but other than that they are regulated by a very open artificial intelligence... This is the peak of machine civilisation!'

'Yeah, yeah. Calm down! You're completely barmy, you know that, right?'

The Nasod in Elysion and Elyanod gave Rose a new idea. After extensive research, she developed a new type of system, with which she can command an entire legion of machines from anywhere and at any time.

Combos

→→XZX

- →→X : (no change)
- →→XZ: (new) You attack in front of you before storming forwards.
- →→XZX : (new) You leap backwards and shoot in front of you.

→→↑XZXXX

- →→↑X : (no change)
- →→↑XZ : (new) You land, hitting the ground with a strike.
- →→↑XZXXX : (new) You somersault backwards, firing the automatic pistol 3x. (Press the X key to somersault once.)

New Skill

Passive Skill: Mecha Control

Skill Description

Your Mecha Control increases, meaning you can use Mecha more effectively.

New Skill

Passive Skill: G-Transformation

Skill Description

The effects of your G skills become stronger and you are faster and strengthened for longer.

New Skill

Hyper Skill: Crashing Satellite

Skill Description

- You cause a satellite to fall from the air and hit opponents in all directions.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special active: Ex-S Viper****Skill Description**

You draw the Ex-S Viper, giving you the upper hand on the battlefield for a certain amount of time.

The weapon wildly fires shots forwards for 3 sec.

Overstrike - Overstrike increases the damage of the skill.

Changed Skill

Special active: Mecha Drop

Skill Description

You request support from the bombers.

They fly over the battlefield at high speed and drop Landrunners over a large area.

The Landrunners strike multiple enemies, dealing a huge amount of damage.

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill**Special active: Ez-8 Countdown****Skill Description**

You summon a self-destructing Ez-8 Countdown.

It deals damage to a nearby opponent for 3 sec. then explodes.

Reacts with Robots:

- When you select Robot Explosion, the robot charges towards a certain location and explodes.

Overstrike

- Overstrike increases the damage of the skill.

Description

Age

– unknown

Details

– 'Are you still worried? Don't worry, I'm here.'

The reincarnated master of the Void that calls upon everything around him. Puts his enemies out of action with limitless chaos and destroys everything with the power of the void.

Ain had turned his back on the Goddess and embraced chaos. He mindlessly destroyed everything in his path.

Even the body the Goddess had made for him was meaningless to him now. With this in mind, Ain discarded his physical form and awoke as the true Master of the Void. By throwing away the shackles of existence, he had attained true freedom. This was the true solution, and should have been what all beings strive for. That's how the Master of the Void felt about it, and he decided to make use of an empty shell.

He became a remnant of the primeval chaos and no longer counted himself as part of the existence of this world.

'Everything has an ending... because I am here...'

The Master of the Void, both nowhere and everywhere, took care of the pitiful creatures of the world, and started to lead them into the Empire of the Void.

Combos**XZZ**

- **X** : (no change)
- **XZ** : (changed) You step forwards and attack the enemy with your fist.
- **XZZ** : (changed) You storm forwards and swing your scythe upwards.

→→↑XZZ - XXXZZ

- **→↑X - XXX** : (no change)
- **→→↑XZ - XXXZ** : (new) You attack forwards, diagonally downwards, then you land on the ground, ramming the scythe into the floor.
- **→→↑XZZ - XXXZZ** : (new) You swing the scythe in the direction you're facing.

New Skill

Passive Skill: Spell Circle of Chaos

Skill Description

Overflowing chaos energy erects a summoning circle in your vicinity using Henir Mode. Enemies in the summoning circle suffer different kinds of damage due to the strange environment and your attack power increases.

Spell Circle of Chaos

- All enemies in the summoning circle suffer damage and MP regeneration drops to 0% on hits/damage.
- Increases critical damage.

New Skill**Passive Skill: Improved Drain****Skill Description**

Your ability to absorb power is evolving even further. As soon as the Seed of Chaos reaches level 3, the cooldown of all skills accelerates and MP regeneration increases based on the amount of enemies in the vicinity.

New Skill

Hyper Skill: Dilabi

Skill Description

- You open up the void-filled area and reveal your true self.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special active: Dolor

Skill Description

You create sharp thorns and make them clatter to the floor.

Changed Skill**Special active: Repercussio****Skill Description**

You create shells out of the converted Power of Creation that react to attacks.

Conditional Reflection

- When you use the skill, it creates 4 Floating Shells (Duration: 10 sec.).
- If your combos and active attacks successfully deal damage to your enemies, the shells pursue your enemies and automatically explode (0.5 sec. until the next explosion).
- The shells fly in a straight line and vanish after a piercing attack.

Changed Skill**Special active: Nefarius Falx****Skill Description**

You attack all the enemies in front of you with a weapon made using Henir's power. (Can also be used while jumping.)

Henir Mode

- When used in Henir Mode (Power Boost) the damage increases by up to 50% depending on the remaining MP of the enemy.

Transcendence Skills

Class Change Name	Skill Name	Skill Effect
Immortal	[Strong] Cornwell Pursuer	-2 sec. cooldown
	[Strong] Swordsmanship of Another World - Nanta	Damage +20%
	[Strong] Blade Circle	+20% Range
Metamorph	[Strong] Infinite Blows	-60 MP required
	[Strong] Energy Ring	Every hit reduces the opponent's K.O. value by 20.
	[Strong] Air Ram	Damage +20%
Twilight	[Strong] Frenzied Worm	-20% Mana consumption
	[Strong] Impact Zone	-5 sec. cooldown
	[Strong] Wind Seed - Icicle	+20% Range
Nova Imperator	[Strong] Butterfly	Massively increases distance
	[Strong] Spores of Wrath	Damage +20%
	[Strong] Annihilation	Cooldown: -5 sec.
Nasod Sariel	[Strong] Hellfire	Increases execution speed by +30%
	[Strong] Quick Flame Sword	+20% Range
	[Strong] Bursting Blade	Damage +20%
Centurion	[Strong] Ifrit Flame	Increases shot speed of explosion shells by +30% (=Range)
	[Strong] Needle Stabs	Increases Guidance Range
	[Strong] Electro Manoeuvre	Amount of special moves increases by +1
Shakti	[Strong] Electro Strikedown	Damage +20%
	[Strong] Extreme Virtuality	Cooldown: -4 sec.
	[Strong] Deathly Cannon	- Reduces magic defence: +10%
Blood Queen	[Strong] Energy Cage	The speed of the tracking missile increases by +20%
	[Strong] Bombardment Artillery	Damage +20%
	[Strong] Gravity Field	-20% Mana consumption
Paradox	[Strong] Shadow Bud	-20 MP required
	[Strong] Fox Spirit	Reduces defence: 5%
	[Strong] Spirit of the Blade	Damage +20%
Diangelion	[Strong] Fox Phantom	-4 sec. cooldown
	[Strong] Pursuer Sword	The distance you charge forwards increases by 20%, and the enemies you hit are less far away from one another.
	[Strong] Bloody Sting	Damage +20%
Minerva	[Strong] Shadows	-3 sec. cooldown (15 -> 12)
	[Strong] Blood Charge	Changed Blood Curse: 200 -> 300
	[Strong] Void Impact	-20 MP required (100 -> 80)
Prime Operator	[Strong] Dynamo Configuration - Reversal Field	Damage +20%
	[Strong] Moonlight Breaker	-3 sec. cooldown (16 -> 13)
	[Strong] Dimension Breaker	+30% Activation speed
Evulsio	[Strong] Swift Rage	Damage +20%
	[Strong] Abyss Shot	Duration of Condemnation +2 sec.
	[Strong] Demonic Charge	-20% Mana consumption
Caries	[Strong] Abyss Extinction	Damage +20%
	[Strong] Claymore	-2 sec. cooldown
	[Strong] Phantom Shot	+5 MP consumption
Eragment	[Strong] Viper Hail	Burn duration +5 sec.
	[Strong] Einherjar	Damage +20%
	[Strong] Ex-C Viper	-20 MP required
The range of 'Eragment' increases by 30%	[Strong] Concentration!	- Stigma duration +3 sec.
	[Strong] G-Ex Ancient Buster	-3 sec. cooldown
	[Strong] Armoured Storm	Damage +20%
The range of 'Eragment' increases by 30%	Evulsio	- MP consumption increases by 20% on a failed sprint kick. (50% -> 70%)
	Caries	The range of 'Eragment' increases by 30%
	Eragment	The range of 'Eragment' increases by 30%

New Quests

1st Class Change Quest

Method of Receipt	Quest Name	Quest Type	Conditions	Reward Item	Duration	Quantity
Accepted automatically	Way of the Immortal 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Immortal 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Immortal 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Immortal 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
Accepted automatically	Way of the Immortal 5/5	per character Level 99+ 2nd Class Change/Transcendence	Spatio Reaper (Elyanod)	Promo Cube (3rd Class Change)	0	1
				[CoBo] Cube containing a Skill Slot Expansion Medallion (30 days)	30	1
				New Power: Force	0	1
Accepted automatically	Way of the Metamorphosis 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Metamorphosis 2/5	per character Level 99+ 2nd Class Change/Transcendence	Special Power Sample (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Metamorphosis 3/5	per character Level 99+ 2nd Class Change/Transcendence	Refined Henir Energy (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Metamorphosis 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
		per character		Promo Cube (3rd Class Change)	0	1

New Quests

1st Class Change Quest

Method of Receipt	Quest Name	Quest Type	Conditions	Reward Item	Duration	Quantity
Accepted automatically	Way of the Nova Imperator 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Nova Imperator 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Nova Imperator 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Nova Imperator 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
Accepted automatically	Way of the Nova Imperator 5/5	per character Level 99+ 2nd Class Change/Transcendence	Spatio Reaper (Elyanod)	Promo Cube (3rd Class Change)	0	1
				[CoBo] Cube containing a Skill Slot Expansion Medallion (30 days)	30	1
				New Power: Force	0	1
Accepted automatically	Way of the Nasod Sariel 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Nasod Sariel 2/5	per character Level 99+ 2nd Class Change/Transcendence	Origins of Power (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Nasod Sariel 3/5	per character Level 99+ 2nd Class Change/Transcendence	Unidentified Circuit (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Nasod Sariel 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
		per character		Promo Cube (3rd Class Change)	0	1

New Quests

1st Class Change Quest

Method of Receipt	Quest Name	Quest Type	Conditions	Reward Item	Duration	Quantity
Accepted automatically	Way of the Shakti 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Shakti 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Shakti 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Shakti 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
Accepted automatically	Way of the Shakti 5/5	per character Level 99+ 2nd Class Change/Transcendence	Spatio Reaper (Elyanod)	Promo Cube (3rd Class Change)	0	1
				[CoBo] Cube containing a Skill Slot Expansion Medallion (30 days)	30	1
				New Power: Force	0	1
Accepted automatically	Way of the Blood Queen 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Blood Queen 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Blood Queen 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Blood Queen 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
		per character		Promo Cube (3rd Class Change)	0	1

New Quests

1st Class Change Quest

Method of Receipt	Quest Name	Quest Type	Conditions	Reward Item	Duration	Quantity
Accepted automatically	Way of the Diangelion 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Diangelion 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Diangelion 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Diangelion 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
Accepted automatically	Way of the Diangelion 5/5	per character Level 99+ 2nd Class Change/Transcendence	Spatio Reaper (Elyanod)	Promo Cube (3rd Class Change)	0	1
				[CoBo] Cube containing a Skill Slot Expansion Medallion (30 days)	30	1
				New Power: Force	0	1
Accepted automatically	Way of the Minerva 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Minerva 2/5	per character Level 99+ 2nd Class Change/Transcendence	Tangled Aura Rudiment (Chrysalis, Lost Elian Sanctuary)			
Accepted automatically	Way of the Minerva 3/5	per character Level 99+ 2nd Class Change/Transcendence	Ornate Compass Fragment (Armour Cleaver, Elyanod)			
Accepted automatically	Way of the Minerva 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
		per character		Promo Cube (3rd Class Change)	0	1

New Quests

1st Class Change Quest

Method of Receipt	Quest Name	Quest Type	Conditions	Reward Item	Duration	Quantity
Accepted automatically	Way of the Regnator 1/5	per character Level 99+ 2nd Class Change/Transcendence	Lost Elian Sanctuary			
Accepted automatically	Way of the Regnator 2/5	per character Level 99+ 2nd Class Change/Transcendence	Chrysalis (Lost Elian Sanctuary)			
Accepted automatically	Way of the Regnator 3/5	per character Level 99+ 2nd Class Change/Transcendence	Armour Cleaver (Elyanod)			
Accepted automatically	Way of the Regnator 4/5	per character Level 99+ 2nd Class Change/Transcendence	Henir Monsters (Elyanod City, Debrian Lab)			
Accepted automatically	Way of the Regnator 5/5	per character Level 99+ 2nd Class Change/Transcendence	Spatio Reaper (Elyanod)	Promo Cube (3rd Class Change)	0	1
				[CoBo] Cube containing a Skill Slot Expansion Medallion (30 days)	30	1
				New Power: Force	0	1