

Hot Spring Improvement

Improvements

❖ Changes to entry requirements and buff effects of 'Ventus Blessing' and 'Agaur Blessing' in the Hot Spring

- Changes to entry requirements and buff effects
- The previous classifications 'Agaur Pool' and 'Ventus Pool' will be removed and condensed into the single classification 'Agaur Pool'.

Buff Name	Conditions	Buff Effect
Agaur Blessing	Spend 6 min. in 'Agaur Pool'	+30% EXP (PvP, dungeon) Increases damage bonus, critical hit, attack speed and devastation by 5% (in a dungeon). <small>* Dungeons also include fields.</small>

- Buff duration increased from 20 min. to 30 min.
- The entry requirements time will now be maintained for moving into a village, a dungeon, a field and when changing channels, as well as for when relogging in.
- If the player is carrying an avatar they have bought or one they have received during a quest, then the entry requirements time is reduced (reduced by 50% for purchased avatars, by 30% for quest avatars).

❖ Water level in Soul Waterfall and Charming Geyser is increased

- From now on more of the characters will be under water.



Improvements

❖ Added a Bulletin Board in the Hot Spring

- A bulletin board will be added to the hot spring in the position indicated below (half as big as a normal bulletin board).
- This will have the same function as the bulletin boards in villages.



Improvements

❖ **Quest added**

A Bathing Style Random Cube is available as a reward for the quest (Hot Spring, 1 day). By opening the cube, the player can receive a temporary avatar one-piece (Bathing Style, 7 days) and a temporary sitting option.

The following apply until the next patch:

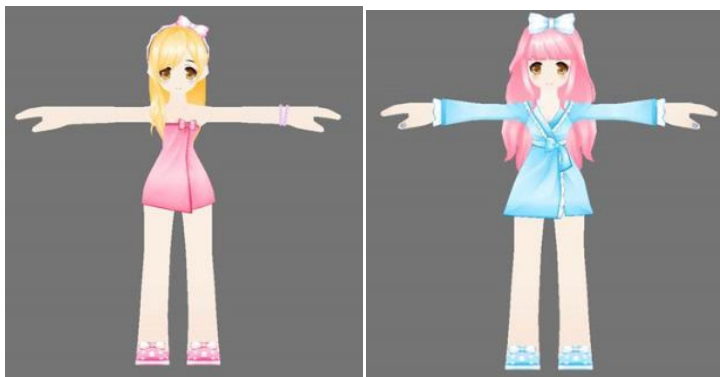
Timer	Event Title	Conditions	Rewards	Limitations
Weekly	[CoBo] Bathing Style Random Cube & [CoBo] Cube containing Alternative Sitting Option (Hot Spring)	30 minutes logged in	1x [CoBo] Bathing Style Random Cube (7 days) & 1x [CoBo] Cube with alternative Sitting Option (Hot Spring, 7 days)	per character

From the next patch onwards, the following applies:

Method of Receipt	Quest Name	Quest Type	Quest Conditions	Reward Item	Allocation	Quantity	Period
Bulletin Board	Relax in the Hot Spring	Weekly (per character)	4x Play through a dungeon with a matching level	[CoBo] Cube containing Alternative Sitting Option (Hot Spring)	Set Reward	1	1
				[CoBo] Bathing Style Random Cube	Set Reward	1	1

❖ **Sale of Avatar one-piece (Hot Spring, permanent) in the Item Shop**

- Sale of permanent Bathing Style - Charming Geyser, Soul Waterfall
- Sale of permanent Bathing Style (ver. B) - Charming Geyser (ver. B), Soul Waterfall (ver. B)



Improvements

❖ **EXP via resting**

- 'Resting EXP' will be collected depending on the EXP collected in dungeons/fields/PvP. The maximum amount of 'Resting EXP' that can be collected in one day is 50% of the EXP required for the character to level up.
- Click on the 'EXP' bar to look at the 'Resting EXP'. (If the 'Resonance Grade' bar is open, then the player is not shifted over to the 'Resting EXP' bar.)
- The maximum amount of 'Resting EXP' is half of the EXP required for the character to level up.

❖ **Converting Resting EXP**

(The player receives all points after about 60 min.)

- ❖ - Converted 'Resting EXP' fills up from left to right in a red bar. It is no longer possible to convert to 'EXP' once the level of the red bar corresponds to the 'Amount of Resting EXP Received'.
- Collected 'Resting EXP' and converted 'Resting EXP' are reset every day at 9 AM.
- 'Resting EXP' is no longer converted to 'EXP' when above lv. 99.
- If the Resonance Grade bar is open, then the player is not shifted over to the 'Resting EXP' bar.

Improvements

❖ **Hot Spring Poru**

- 'Hot Spring Poru' appears in the 'Agaur Pool' in which the player receives the Hot Spring buff.
- 'Hot Spring Poru' appears in random places in the 'Agaur Pool'.
- 'Hot Spring Poru' appears once roughly every 10 minutes, remains for 20 sec. then disappears again (appears at random times).





- If 'Hot Spring Poru' holds up a sign, the player can click on the Poru.
- If the player clicks on 'Hot Spring Poru' then they receive 20,000 ED and 1x 'Cooked Egg' will be added to their inventory.
- If the player doesn't have enough ED or space in their inventory when trying to make a purchase, a corresponding system message will be displayed in the chat window.
 - You do not have enough space in your inventory.
 - Not enough ED!
 - You have purchased the item.
- Once the player has purchased the item, a corresponding message will be displayed over the head of the 'Hot Spring Poru'.

Improvements

❖ Item Information

Item Name	Description	Can be stacked	Account Bank	Trade	Sell
Boiled Egg	A MUST for bathing in the Hot Spring! Boiled Egg: Completely refills your MP.	O	No	X	X
[CoBo] Bathing Style Random Cube	A cube containing a Bathing Style One-Piece which fits the character who opens the cube. Lu/Ciel always receive the Bathing Style each (Right-click to open.)	X	No	X	X
[CoBo] Cube containing Alternative Sitting Option (Hot Spring)	A cube containing a Bathing Style - Soul Waterfall which fits the character who opens the cube. (Right-click to open.)	X	No	X	X
Alternative Sitting Option (Hot Spring)	Alternative Sitting Option. Sitting options that have been unlocked can be activated in 'Customise character'.	X	No	X	X
Special Shikhye	Fills 3 Power Boost Pearls in the blink of an eye. If Add uses the item, 330 DP is regenerated instead. Cooldown: 60 sec. <Item category: Power Boost recovery item>	O	No	X	X

Cube	Character	All/Random	Item Name	Period	Amount
[CoBo] Bathing Style Random Cube	All	Random	[CoBo] Bathing Style (Ciel, 7 days)	7	1
[CoBo] Cube containing Alternative Sitting Option (Hot Spring)	All	Everything	Alternative Sitting Option (Hot Spring, 7 days)	1	1

Improvements

❖ **Hot Spring - Rock, Paper, Scissors**

- The mini-game 'Rock, Paper, Scissors' can be played by clicking on the 'Play' button after talking to an NPC in the Hot Spring.
- By clicking on 'Play', the player starts a game of Rock, Paper, Scissors against the NPC. If the player wins, they receive 1x 'Special Shikhye'.
- 10,000 ED are required to start the game. (Unless the previous try made no difference to the outcome.)
- The player can retry after 10 sec. (As long as the result has not changed since the previous try.)

❖ **Effect of Special Shikhye**

- Immediately fills 3 Power Boost Pearls upon use. If Add uses the item, 330 DP is regenerated instead.
- Cooldown: 60 sec.
<Item category: Power Boost recovery item>

Improvements

❖ **Rock, Paper, Scissors - How to play**

- While the red line moves to the right and is still within the green box the player has to choose an option so they can try to win.
- If the player chooses before the NPC does, the NPC automatically chooses the option that beats the player's choice, and wins.
- If the player enters their choice after the red line has left the green area, then they lose.
- The options chosen by the NPC and the player are displayed and the game's winner and loser are defined. If the player wins, they will receive the reward item in their inventory.
- If there is a tie against the NPC, then the 10,000 ED required to play does not get used up, and the cooldown does not get activated. The player can try their luck again straight away.