

## Swords of Legends Online: Beta 1 Patch Notes

Welcome to our first patch notes! They aim to provide an overview of all the content available in **Swords of Legends Online** in the West.



### Beta 1 Details

#### Period

All players who have pre-ordered an edition of the game automatically has access to the beta with their account (via the Gameforge Client or Steam). Additionally, all players who have received a beta code (from friends, random draws etc.) and have redeemed it via the Gameforge Client also have access.

- Start: 21st May 2021, 2 PM CEST/8 AM EDT/5 AM PDT
- End: 25th May 2021, in the course of the morning (CEST)

Players who do not yet have access can purchase it at any time via our [website](#) or [Steam](#) and will also receive immediate access during the beta.

#### Technical Details

The game client is approximately 80 GB in size, which needs to be downloaded completely in order to launch the game. Two regions with one server each will be available:

- Europe: EU1 – *Jiangdu*
- North America: US1 – *Haocang*

Many thousands of players can be online simultaneously on the servers. However, additional servers will be added if the rush is even greater. You won't have to worry about this as you will be playing with players on other servers in the same world.

You won't need to download the game client again for the launch in the summer, other than any possible patches. For technical reasons, however, this only applies to the Gameforge Client, not for Steam.

### **In Progress & Known Problems**

- The translation of the texts is already well advanced. However, some sections of text are still in Chinese or do not have a final translation.
- Further down in these patch notes, under 'Reaching the Maximum Level', we'll give you tips and tricks in case you run out of story quests while levelling. Please note that this topic is still under discussion and any feedback on your experience is very welcome!

Please report any bugs you discover or improvement request via the [Forum](#) – checking that there are no similar posts in order to avoid duplicates.

### **Planned Changes**

In addition to the known issues that have already been mentioned, there is still a lot of content that is currently being reworked by the developer.

The reason for this is that many of the interfaces unfortunately don't work so great with the longer text in the West and so need somewhat more elaborate revisions. This affects, among other things:

- the alliance menu
- the Sword Master Adventure (story quests)
- the display of text in books
- the display of minigame maps
- recruitment (group matching)
- the Book of Aeons
- the fishing book

## Available Classes

In Swords of Legends Online, it is possible to play classes in two masteries. You can switch back and forth freely between these masteries as long as you are not in combat. The second mastery is unlocked during the tutorial and should be available to you for the first instance (at approximately level 13).

**The following masteries are available for the respective classes:**

### Spellsword

- Ranged: Sword Artist
- Melee: Bladestorm

The exclusive class area for Spellswords is Sunken Jade Lake.

### Reaper

- Ranged: Assassin
- Healer: Occultist

The exclusive class area for Reapers is the Chasm of Remote Darkness.

### Summoner

- Ranged: Nature's Wrath
- Healer: Nüwa's Blessing

The exclusive class area for Summoners is the Valley of the Sea of Fragrant Flowers.

### Bard

- Ranged: Dissonance
- Healer: Harmony

The exclusive class area for Bards is the Mountain of Wondrous Creation.

### Berserker

- Melee: Slayer
- Tank: Drunken Master

The exclusive class area for Berserkers is the Beautiful Rapture Quarter.

## Spearmaster

- Melee: General
- Tank: Phalanx

The exclusive class area for Spearmasters is the Star Tempest.

### Notes about the Classes

- **Race & gender:** All 6 classes can be played with a male or female character. There are no limitations on this.
- **Character slots:** During the beta, you will have six character slots per server.

## Available Quests

### Story Quests

Quests in various areas are divided into chapters. Some chapters are only unlocked once you reach the maximum level. Each chapter contains a variety of quests. By following the chapters (main quests) you can reach the maximum level:

- Prologue – The Qin League
- Chapter One – Misery in the Valley of a Hundred Grasses
- Chapter Two – Cave Heaven in the Sea of Clouds
- Chapter Three – Wuzhao Nocturnal Spirit
- Chapter Four – Secret of the Demonsword
- Chapter Five – Horror of Huaixiu
- Chapter Six – Demon Chaos in Chang’an
- Chapter Seven – Fate of Fairies
- Chapter Eight – A Long Scream for the Sword
- Chapter Nine – Cult of the Devastators

You can view the quests you’ve accepted at any time in the quest overview or the quest details (‘L’ key). An overview of the chapters is available on the world map (‘M’ key, then right-click to move up a level) along with a list of the remaining quests.



## Biographies

In addition to the main story quests, biographies are also available to you, which are unlocked via a range of different mechanisms (by reaching levels, using items, completing story quests etc.). They will allow you to enjoy additional background stories. An overview of the available biographies can be viewed by pressing the shortcut 'Ctrl + L'.

## Other Quests

Alongside these two main quest strands, there are many more stories and tales to discover in the world of Shen Zhou ! You will find many more quests in the various regions especially after reaching the highest level.

# Character Development

## Maximum Level

The aim is 'progress through cultivation', with all players starting at 'Beginner Level 1' and then levelling up to 'Beginner Level 36'.

At Level 36, you have to complete a quest series that will take you to 'Student Level 1'. This is the maximum level for the time being; higher cultivation goals will be added in future updates.

## Reaching the Maximum Level

The story and story quests play an important role in Swords of Legends Online and will guide you from the start on your way to the maximum level (and beyond).

Depending on the speed of your progress, however, you may need to play other content (such as dungeons, biographies, Blood Ruvia/Turquoise Lantern/Heroic Events) at various levels until the story quest continues. Here are a few quick tips:

- Make sure that you always complete the daily quests and tutorials for new content in the Cultivation menu ('J' key).
- Completing instances – the Frostbitten Path in the Weichuan Highlands in particular – rewards you with a whole load of XP as well as strong equipment.
- Biographies (shortcut: 'Ctrl + L') are unlocked gradually. It's worth checking them regularly.
- The easy Blood Ruvia (and Heroic Events) opponents can be completed again each day if necessary.

## Gear & Functions

At the maximum level, your equipment will be split in two: there will be sets for PvE content (dungeons, monsters) and sets for PvP content (duels, battlefields etc.). So make sure that you always have the right gear equipped, otherwise your hero won't be strong enough for the given content.

The game allows you to save up to 6 different gear configurations (without it hanging around in your inventory). This is important as there may be equipment later on that has different stats depending on your mastery!

PvE equipment is mostly obtained through quests (up to the maximum level), dungeons (from the maximum level onwards) and insignias.

You will receive basic gear for PvP content from the PvP tutorial. However, you can only play PvP once you have completed the tutorial. Following that, you will earn prestige coins on battlefields or in arenas to get better equipment.



## Upgrade

Depending on their level and rarity, items of equipment can be upgraded (enchantment). This process is always successful as long as you have the required items.

In addition to this, there is a number of other ways that you can upgrade your gear – for example, with talismans that grant your gear other bonuses, or sockets that can be filled.

Note: All this content is available through the game and does not require any (direct or indirect) real-money transactions.

## Systems

### Astral Essence

You can assign Astral points to unlock additional bonuses and effects for your class and mastery. The menu for this can be opened by pressing the 'N' key to display the star chart.

You will receive a handful of Astral points until you reach the maximum level. Following that, you will receive them for completing various tasks – for example, by completing instances on a high difficulty level.

## **Pets**

Part of the story in Swords of Legends Online is about pets, so we can't give away too many details here.

You will get a pet, whose appearance can be customised (cosmetic). Pets do not fight and are mainly visual in nature. Additionally, you can transform items that are useless (to you) into energy. You can then use this energy to choose for various passive bonuses, among other things.

Press the 'P' key to open the selection in the menu.



## **Combat Stats**

Choose between damage/healing dealt, damage/healing received, the number of skills used, percentage of effects and many other lists that can be displayed in combat.

Know your group's strengths and create specific warnings with the Team Leader Assistant (per boss skill). Even movement sequences that you have seen can be shown here!

## **Social Features**

### **Communication**

Swords of Legends Online offers various social features so that you can network with the community: this includes, of course, a friends list (inc. nemeses/blocked players), a chat window and a system for masters and apprentices.



You can chat to each other in many different channels (global, group, area, nearby, alliance etc.). There are also dedicated global chat channels available for French and German (all channels can be selected regardless of the game language).

## **Alliances**

Join up with other players to form an alliance (guild) and fight together for your noble causes!

You can open the alliance menu by pressing the 'H' key. If you're already in an alliance, you'll see the details, otherwise you can search for one to join. Or you can establish a new alliance by talking to the NP *Zeng An* in Cloudrise. This costs 10 Gold and requires 'Beginner Level 15'. The alliance then needs to unite ten members within a few days, otherwise it will be automatically disbanded.

The leaders of an alliance can assign various customisable ranks to their members to allow access to the guild bank or to recruit members, for example.

An alliance has some unlockable benefits for its members: access to special events, various talents (specific bonuses) and alliance buffs, such as the waiving of fees for post between members.



### **Dragonstar List**

Extensive rankings are included directly in the game and can be viewed with just a few clicks. To do so, simply click on the icon on the far right beneath the minimap and then select the statistic you'd like to look at.

For example, you can see the player with the most money, players with the strongest connection to NPCs, as well as competitive information such as the group that completed a certain dungeon the fastest and the best players in each of the classes.

# Dungeons

The following group instances are available during the beta:

## Yemo City in Wuzhao



This instance is available on the following difficulty levels:

- Practice (Beginner Level 13 and up)
- Normal, hard (Student Level 1)

The instance portal is located in the Heavenly Ridge Pass area and can be entered with a group of between 4 and 10 players. You can summon a battle companion for this adventure.

### Recommended gear level:

- Practice: 10
- Normal: 45
- Hard: 50

### Gear level of the loot received:

- Practice: 15
- Normal: 50
- Hard: 60

**Loot drop limit:**

- Practice: No limit
- Normal: Once per day
- Hard: Once per week

**Nightmare Temple of Mercy**

This instance is available on the following difficulty levels:

- Practice (Beginner Level 18 and up)
- Normal, hard (Student Level 1)

The instance portal is located in the Chang'an area and can be entered with a group of between 4 and 10 players. You can summon a battle companion for this adventure.

**Recommended gear level:**

- Practice: 19
- Normal: 45
- Hard: 50

**Gear level of the loot received:**

- Practice: 25
- Normal: 50

- Hard: 60

**Loot drop limit:**

- Practice: No limit
- Normal: Once per day
- Hard: Once per week

**Frostbitten Path**

This instance is available on the following difficulty levels:

- Practice (Beginner Level 22 and up)
- Normal, hard (Student Level 1)

The instance portal is located in the Weichuan Highlands area and can be entered with a group of between 4 and 10 players. You can summon a battle companion for this adventure.

**Recommended gear level:**

- Practice: 14
- Normal: 45
- Hard: 50

**Gear level of the loot received:**

- Practice: 35
- Normal: 50
- Hard: 60

**Loot drop limit:**

- Practice: No limit
- Normal: Once per day
- Hard: Once per week

**Chou Prison**

This instance is available on the following difficulty levels:

- Normal, hard (Student Level 1)

The instance portal is located in the Jiangdu area and can be entered with a group of between 4 and 10 players. You can summon a battle companion for this adventure.

**Recommended gear level:**

- Normal: 45
- Hard: 50

**Gear level of the loot received:**

- Normal: 50
- Hard: 60

**Loot drop limit:**

- Normal: Once per day
- Hard: Once per week

**Raging River Ruins**

This instance is available on the following difficulty levels:

- Normal, hard (Student Level 1)

The instance portal is located in the Shanghuai Grassland area and can be entered with a group of between 4 and 10 players.

**Recommended gear level:**

- Normal: 45
- Hard: 50

### **Gear level of the loot received:**

- Normal: 50
- Hard: 60

### **Loot drop limit:**

- Normal: Once per day
- Hard: Once per week

### **Notes about the Dungeons**

The **recommended gear level** does not restrict access and you can enter a dungeon without having reached this level. However, you may find the dungeon very difficult.

The **possible loot** only describes your personal loot in the dungeon. Each player will receive an item for themselves (personal boot). However, other items may also be received that aren't listed here. The Dungeon Codex (via the menu bar) shows you a complete list of possible rewards. Select the instance, difficulty and the boss to see the details.

By **loot drop limit** we wish to explain that various instances do not always drop rewards following a successful completion. You can enter dungeons without any limitations (to practise the battle or to support other players), but harder dungeons only have loot once per day or week.

**Battle companions** are NPCs (non-player characters) that the group leader can summon when entering an instance to help out if you are playing the dungeon alone (on practice difficulty) or if you don't have enough players on your team for the instance. Battle companions will not be available for the first completion of Yemo City in Wuzhao (Practice), but they will be in later playthroughs.

## **Other PvE Modes**

### **Blood Ruvia**

Become a bounty hunter and kill wanted monsters on your own or in a group. The option will be unlocked as you level up and can be accessed via the shortcut 'Ctrl + Y'.

Look for red seals (icons) in the various regions on the map, head there and use your new Akabane Banner skill (located in the previously mentioned menu). You will now be taken to a separate area for bounty hunters where the monster you are searching for can be found. Caution: You'll be able to take down some of these opponents alone, but for others you'll need the help of a small or large group.



Alongside the regular daily and weekly rewards for completing these missions, you can also use the prestige you receive to purchase various bonuses (buffs) and cosmetic content.



### **Envoy of the Turquoise Lantern**

As an Envoy of the Turquoise Lantern, it is your job to find ghosts wandering the Soul Journey world and accompany them to the Underground Palace.

Use the Underworld Lantern skill (shortcut: 'Ctrl + Y' in the menu) to enter the Soul Journey world. This is a parallel dimension where you will meet ghosts.

You will find the ghosts on your map of the region. Some of them can be subdued alone, others only with the support of a group.

Alongside the regular daily and weekly rewards for completing these missions, you can also use the prestige you receive to purchase various bonuses (buffs) and cosmetic content.



### **Heroic Events**

There are Heroic Events in certain areas that you can complete to earn extra experience points and gold. They are highlighted as green icons on the corresponding regional map (if they have been unlocked).

The events are accepted automatically when you are close by. They are completed automatically once all tasks are finished successfully.

# Battlefields

## Fort Haizhou



Capture the flag in the middle of this battlefield surrounded by water! Here, ten players per group charge over the wooden planks in a race for supremacy.

- Entry times: Every day from 10 AM to 1 AM the next morning (if active)
- Group size: 10 vs 10
- Objective: Capture the flag and be the first team to reach 1,000 points

### Rewards:

- Writ of the Continents
- Combat Spirit
- Amulet Coin: Earth
- Bronze Chest

## Realm of the Five Elements



Occupy as many elemental caves as possible and collect the soul qi. Increase your score by taking control of more of the five pillars in the battle area.

- Entry times: Every day from 10 AM to 1 AM the next morning (if active)
- Group size: 15 vs 15
- Objective: Capture and hold bases, and be the first team to reach 1,500 points.

Rewards:

- Writ of the Continents
- Combat Spirit
- Amulet Coin: Earth
- Bronze Chest

## Land of Emerald Clouds

In this Battle Royale mode, you begin with minimal equipment and the map gets smaller and smaller. Grab loot in the battle arena to become more powerful. Keep an eye out for camouflage items, allowing you to turn into a mushroom or hide in a haystack. Fallen comrades can be revived with special items. However, the best pickings are dropped by special world bosses.

- Entry times: Mondays, Wednesdays and Fridays from 6 PM to 11 PM. Saturdays and Sunday from 1 PM to 11 PM.

- Group size: 5 players per team with a total of 6 teams
- Objective: Your team must survive.

Rewards:

- Xiaoyun
- Combat Spirit
- Amulet Coin: Earth

### **Battle in the Sands**

Face off against monsters and possessed opponents in this desert training ground. You fight in small groups first, before two groups of 10 players are matched up to face each other. One player from each team is turned into a monster and their teammates must heal them using runes. The first group to obtain three runes wins the match.

- Entry times: Tuesdays and Fridays from 7 PM to 1 AM the next morning.
- Group size: 20 players

Rewards:

- Writ of the Continents
- Combat Spirit
- Amulet Coin: Earth
- Bronze Chest

### **Notes about the Battlefields**

- By **if active** we want to indicate that these battlefields may be active each day. A random battlefield will be available each day.
- **Writs of the Continents** are prestige coins that can be exchanged for better PvP equipment from traders in Cloudrise. You can only receive a certain number of them per week and character.
- **Combat Spirit** is prestige currency that you can collect to unlock additional rewards – directly via the PvP overview (shortcut: 'Ctrl + K').
- Collect **Amulet Coins**: Heaven and Earth and combine them into Silver or Gold.
- The Xiaoyun are prestige coins that you can exchange for cosmetic items and equipment among other things from traders in Cloudrise. You can only receive a certain number of them per week and character.

## Arenas (Garden of Blades)

Go head-to-head in 3v3 arenas and get promoted to a higher league in order to receive special rewards. Your teams will be automatically transferred to one of the following three areas for the fight:

- Fenghuang Temple
- Baxian Summit
- Dreamworld



### How It Works

You can start matchmaking alone or in a group of up to three players to find an opposing team. You must choose which role you want to take (healer or DPS – tanks are not allowed in 3v3). Additionally, in predefined groups, there cannot be more than one of the same class and only one class is allowed to be a healer.

You will encounter opponents with a similar league ranking so that the contests are interesting for both sides. The battles continue until all members of one team have been defeated (resurrection is not possible) or the 15-minute countdown runs out. The latter, however, should only occur very rarely as the longer the battle lasts, the stronger the buffs become.

Rewards:

- Duel Seal
- Combat Spirit
- Amulet Coin: Earth

**Duel Seals** can be exchanged for stronger PvP gear. You can only receive a certain number of them per week and character.

## League

Winning or losing matches will increase or decrease your rank points. Achieving higher ranks comes with a higher standard reward and, in some cases, medium-grade equipment.

- Bronze League 1–5: Rank points 1,000–1,499, no level drop, no penalty to start with
- Silver League 1–5: Rank points 1,500–1,999, penalty and level drop
- Gold League 1–5: Rank points 2,000–2,499, penalty and level drop
- Platinum League 1–3: Rank points 2,500–2,799, penalty and level drop
- Diamond League 1: Rank points 2,800–9,999, penalty and level drop

## Battle Squads

Create a group with two other allies in which you always compete together. You will fight under a name of your choice and the top ten Battle Squads in each season will receive special rewards.

## Other Notes

First, you must complete the PvP tutorial to unlock PvP matches against other players. In doing so, you will also receive some basic starting equipment as well as tips and tricks.

Following the tutorial, but before you actually start playing against other players, you will play with other players against NPCs (non-player characters) until approximately Bronze League 3.

## Other PvP Modes

### Duels

You can challenge another player to a duel if you encounter them in a certain area in the game by right-clicking on the player and choosing the 'Duel' option. The player you challenge will now receive an invitation, which they can accept or decline.

If the invitation is not accepted or is ignored, no duel will take place. If it is accepted, a 1v1 battle will start after ten seconds. The duel continues until either one of the players' HP reaches 1, the 5-minute time limit expires or a participant leaves the battle area.

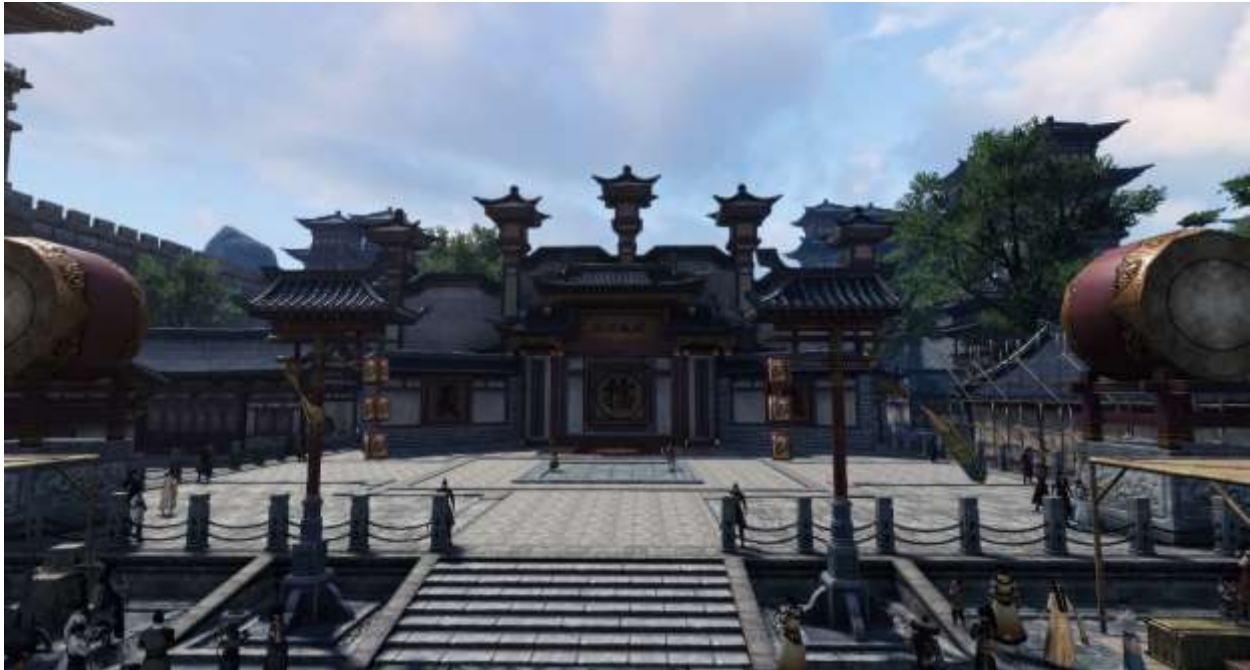
Duels have no impact on your Good Qi/Evil Qi (more on this in the following sections).

### **Chang'an Battle Arena**

As well as duels against other players, it is also possible to have battles against NPCs. To do this, you need to head to the Battle Arena in Chang'an (to the Yongping Workshop in the District of Chang'an).

Now select an NPC (with a question mark above their name) and the duel can commence.

These fights are rewarded with a daily quest which awards highly sought-after Amulet Coins: Heaven. Combine these with Amulet Coins: Earth to yield a handful of Gold!



### **Open World**

After reaching the maximum level, you can unlock the Rampage skill (located in the skills menu via the 'K' key in the 'General' tab). This skill puts you in the Rampage status. This costs a one-off 10 Good Qi plus 1 Good Qi per minute during which the status is active. The status can be deactivated by using the skill again (provided you are not in combat).

This way, you can attack other players in the open world (outside protected areas) if they have also reached the maximum level and have the skill. Other players cannot be attacked or interrupted with this skill.

### **Good and Evil Qi**

Attacking and killing other players (whether in the Rampage status or not) reduces your Good Qi or increases your Evil Qi. Once you have accumulated Evil Qi, you can be attacked by other



players – even when not in the Rampage status. Guards in the world will also try to attack you. If you are killed with Evil Qi, you will be resurrected in the Realm of Destiny, where there are various quests and activities that will help you to slowly reduce your Evil Qi.

## Leisure Activities

In addition to the PvE and PvP content, Swords of Legends Online also offers a range of different activities, such as card games and minigames. Here's a brief overview:

### Explosive Escape

When the leisure game is available, you can enter the minigame alone or in a group of five players via the corresponding menu (shortcut: 'Ctrl + X').

The objective is to blow up blocks with bombs in order to receive buffs that make your bombs even better (greater range, more bombs simultaneously, invincibility etc.). In the process, you have to be careful not to be hit by your own bombs.

There are monsters in the playing area that will kill you instantly upon contact. You only have a certain number of lives in this mode and you cannot score any more points once you run out of lives.

You will receive prestige and prestige coins, which can be used to exchange for rewards.



## **Return to the Shadow Realm**

When the leisure game is available, you can enter the minigame alone or in a group of five players via the corresponding menu (shortcut: 'Ctrl + X').

The objective of this minigame is to collect as many monsters as possible. But be careful as the monsters form a tail behind you and your allies: if you run into the tail of one of your opponents, you will die and lose all the monsters you have collected.

Additionally, you will get slower the more monsters you collect, so keep an eye out for the various buffs that will make you faster or invincible!

You will receive prestige and prestige coins, which can be used to exchange for rewards.



## **Game of Eternity**

This card game is available to all immortals who have reached the maximum level. Open the card game's menu (shortcut: 'Ctrl + Y') to view the tutorial and to unlock this activity.

Challenge various NPCs or other players to a game of cards. Obtain additional cards in the corresponding daily quests or from sets from traders and many other sources.

## **Natural Scientist**

Discover hidden treasures throughout the world by activating your Treasure Compass. This is available to all players who have reached the maximum level. Open the card game's menu (shortcut: 'Ctrl + Y') to view the tutorial and to unlock this activity.

Track down the treasures by approaching them and paying attention to the sound that tells you how close or far away you are from the treasure you're looking for.

At the same time, you can also learn how to identify treasure maps and discover treasure.

## **Book of Aeons**

Important story NPCs are listed in the Book of Aeons and you can improve your connection with them. To do this, you can gift them certain items (each NPC has different preferences). Your rank for each NPC is also shown in the rankings.

## **Many More Activities**

In addition to these specially highlighted activities, there are many more in the world of Swords of Legends Online for you to discover: compose your own music, gather sheet music, try out the mentor-and-novice system, complete hundreds of achievements, collect items and emotes, and improve your companions by crafting gear for them.

## Personal Residence

Each player gets to call a floating island their home where they can pursue daily activities and decorate a part of it themselves with houses, plants and objects.



### Obtaining a Residence

The quest to unlock your very own residence is automatically accepted when you reach the maximum level: head to Kunwuzi in Cloudrise with 200 Gold and follow the instructions.

You can develop your own residence over weeks and months by taking part in short daily activities. This will teach you more and more recipes for crafting furniture and decorative items. This will also expand the area you can build on!

### Residence Details

Each player can own one residence. Ownership can be transferred from one character to another character on the same account.

Residences are distributed so that there are 20 floating islands per region. Therefore, you can play together with 19 other players in one area, and it's just a short flight if you want to pay your neighbours a visit. Each player can choose a specific island in an area so that, for example, an entire guild can inhabit one or more areas next to each other.

There should be enough areas and servers available, so tens of thousands of players can have their own residence.

## Unlockable Content

By completing daily activities, you will get resources such as wood, stone, grass and essences that are required to craft new items and level up your residence area.

Among other things, you increase your yield of resources and expand the area on which you can build your house. You will also unlock various regions on the island:

- Level 2: Melodies of the Legends → Play music in your area. You will obtain sheet music, among other things, as dungeon rewards.
- Level 4: Wooden Stake → Have a personal wooden stake that you can test your DPS rotations on. This will save you from having to travel to your class zone.
- Level 8: Fish Pond → Go fishing at home in your very own pond.
- Level 10: Hot Spring → Take a bath alone or with friends, relax and restore your Fortune.

## Collecting and Crafting

### Master Craftsman

Be part of the Artisan Alliance and continuously improve your collecting and crafting skills.

You can view your craftsmanship overview by pressing 'Ctrl + Y', while the various recipes you can craft are listed under 'I' (second tab). However, you'll need to learn the recipes first (available from the trader or in other ways). You must also be standing as a crafting workbench (e.g. in Cloudrise) to craft effectively.

### Collecting

Collecting and Crafting share an entry in the Ancestral Records (shortcut: 'Ctrl + Y'), where you can view your collection progress and open your Qiankun Bag via the 'I' menu, which contains and shows the resources you've collected.

Materials that you gather in the open world first go to your inventory ('B' key). You can extract them in your inventory or via the Qiankun Bag. You will then find the essence of the material in your Qiankun Bag where you can process it. You can sell any remaining impurities for a little Silver. This way, your inventory stays relatively free of collectibles!

Gathered materials cannot be traded at first and are only good for your own use. However, once you reach the highest level and levelled up your Qiankun Bag to Level 3 (by collecting and extracting), materials will be tradeable from then on.



## **Elixirs**

You will find the 'Elixir' tab in the skill menu ('K' key). Here you can craft potions that grant you skills that strengthen or heal you in various ways in combat.

Crafting them is really easy: first, you collect the material in the world and then you craft potions at the Master Craftsman's. The potions you receive can be used by right-clicking to charge the skill.

Each skill has a certain maximum charge status (e.g. 1,000 points) and each use consumes some of this charge (e.g. 40).

Refill the potion you need for your class and role before each battle so that you're always fully prepared! Of course, you can also buy crafting materials from a Level-3 (or higher) collector.

## **Fishing**

After reaching the maximum level, you can buy a fishing pole and bait for a little Gold – and you can try your luck in the nearest waters.

Right-clicking on the fishing pole takes you to fishing mode where you can use bait to try and catch a fish.

And by the way, there's a fishing event at the weekend between 6 PM and 8 PM where you can receive special rewards.



### **Chinese Dietetics**

Find and use mysterious recipes to craft fortifying dishes. Collect and fish the required materials and strengthen yourself and your team with delicious delicacies!

You will receive a few recipes in the tutorial for this system. You'll obtain more through specific biographies and as instance rewards. Expand your culinary repertoire and become the best chef in the whole of Shenzhou!