

Guild Boss

A daily boss fight for guild score with a different boss for each day of the week.

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Monday - Statued Shocker

Statued Shocker



 **Thunder Strike**
Smaller Purple Shockers will counterattack the damage dealer when taking damage.

The image shows a Statued Shocker, a mechanical creature with a grey, stone-like body and purple glowing accents. It has a central purple eye and is surrounded by a faint purple aura. The background is a dark, stone-paved area with some purple energy sources.

Tuesday - Exoracial Chief

Exoracial Chief



Seismic Wave

Exoracial Chief will deal damage to and stun the enemies around him for a long period of time periodically.

Wednesday - Wicked Seamonster



Wicked Seamonster

Water Shield

Wicked Seamonster will acquire a shield that's able to block certain times of damage periodically.

Thursday - Lizard King

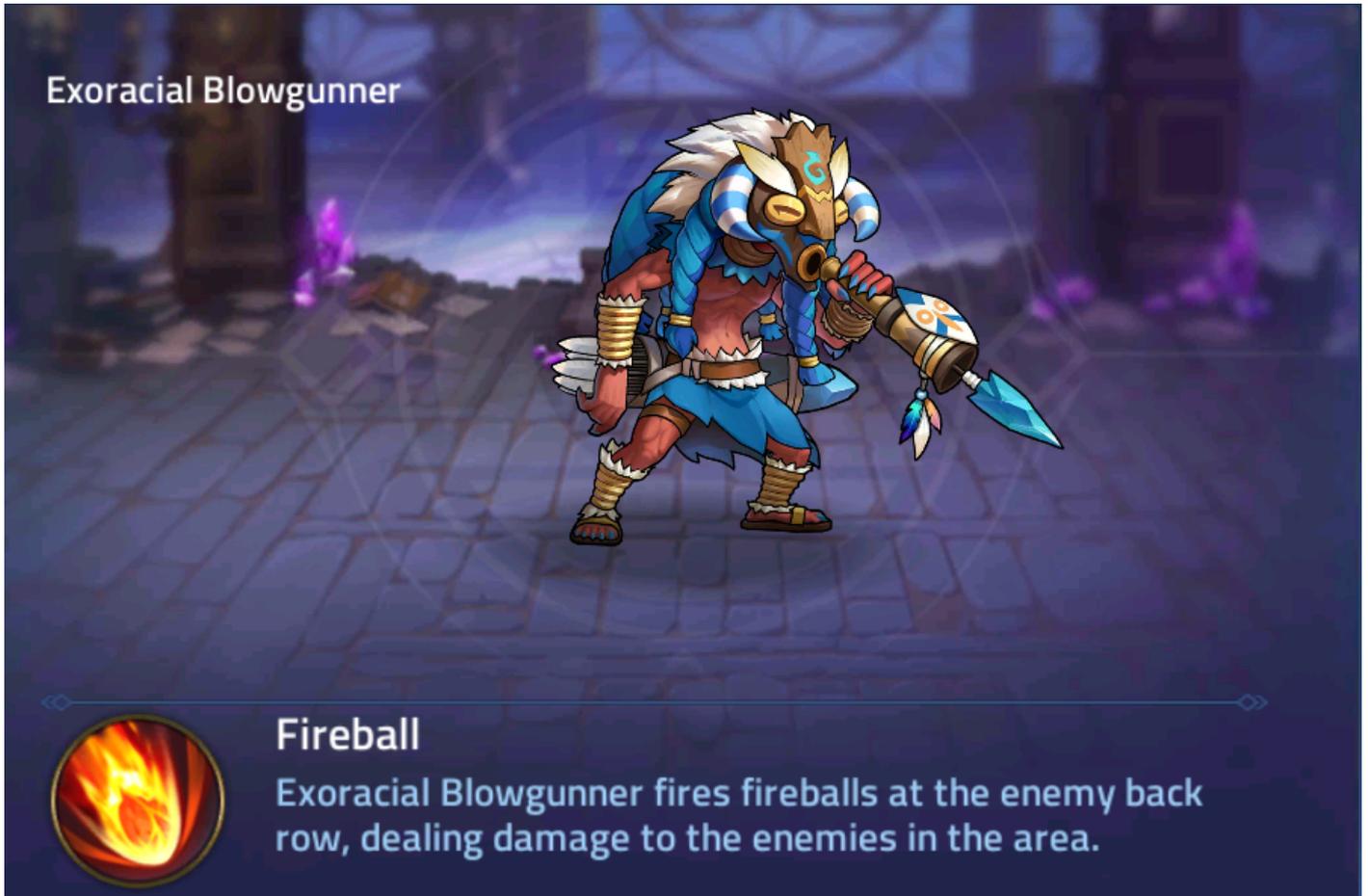
Lizard King



Lizard Command
Lizard King will summon Superb Crimson Lizards as the battle progresses. The damage taken by Superb Crimson Lizards will be counted towards Lizard King's Damage Taken.



Friday - Exoracial Blowgunner



Saturday - Axe Demon

Axe Demon



Frenzy Stance

Axe Demon enters Frenzy Stance every 20s, boosting both his Damage Dealt and Damage Taken for 10s.

Sunday - Slash

Samurai - Slash



Laido Slash

Samurai - Slash charges in cycles, each time dealing damage within a set area. It grants a shield while charging that weakens the holder once broken.

Game Help

1. Adventurers will get rewards and gain Boss Progress each time they challenge the Guild Boss. The rewards are determined by the adventurer's progress in Campaign. More stages cleared in Campaign means more Guild Boss Rewards.
2. A Different Boss will be available to challenge each day of the week. Guild Boss refreshes at 00:00 each day (server time).
3. Each adventurer can challenge the Guild Boss twice a day. Adventurers who have the VIP Level higher than Lv. 8 have an extra challenge chance. Challenge chances refresh every day.
4. Adventurers will get Battle Points, Guild Coins, and Scores due to the damage they deal to the Guild Boss. Adventurers will get extra 50% Battle Points and Guild Coins the first time they challenge the Guild Boss each day.
5. Adventurers will get a chest every time they empty the boss's HP.
6. When the total score of the Guild reaches the required number in the week, Boss Rush will be available. Scores reset each week.
7. Boss Rush: The system will appoint 5 opponents each week. Guilds will be ranked based on their scores and rewards will be determined accordingly. Higher Boss Rush Rank means more rewards.
8. When Boss Rush is unlocked, the score obtained by the newly-joined adventurers that day won't be calculated towards the weekly total score of the Guild.
9. When the Guild Boss Rush Rank falls below Bronze and the Star Level hits 1, Boss Rush will be closed. Regaining the previous progress made will reopen it again.
10. When the player's VIP Level hits 6, the Sweep feature will be unlocked to quickly complete the Guild Boss challenges of the day. Sweeping progress and rewards will be determined based on the highest damage the player dealt to a boss.