Guild Boss

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

- Monday - Statued Shocker
- Tuesday - Exoracial Chief
- Wednesday - Wicked Seamonster
- Thursday - Lizard King
- Friday - Exoracial Blowgunner
- Saturday - Axe Demon
- Sunday - Slash
- Game Help

Monday - Statued Shocker



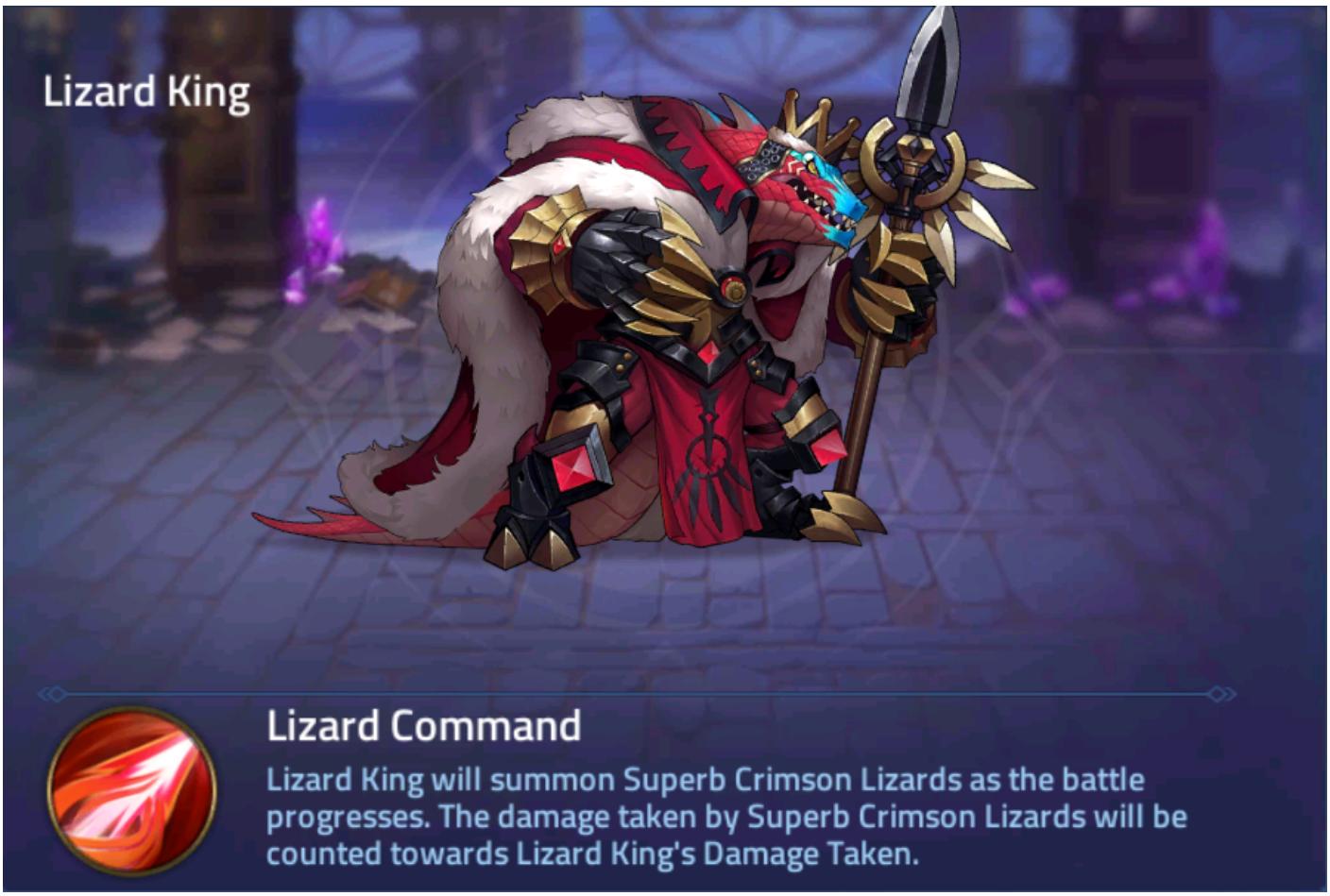
Tuesday - Exoracial Chief



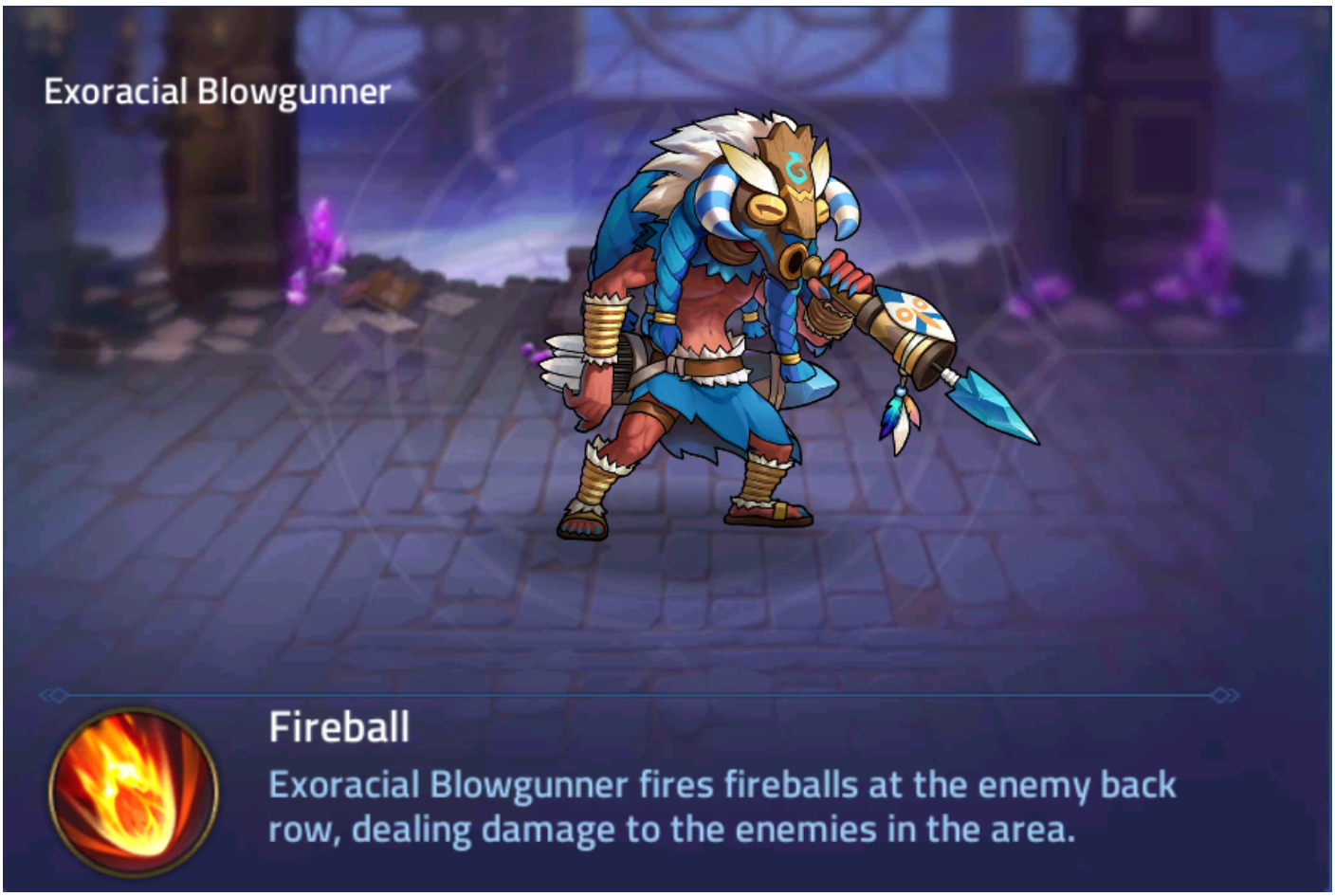
Wednesday - Wicked Seamonster



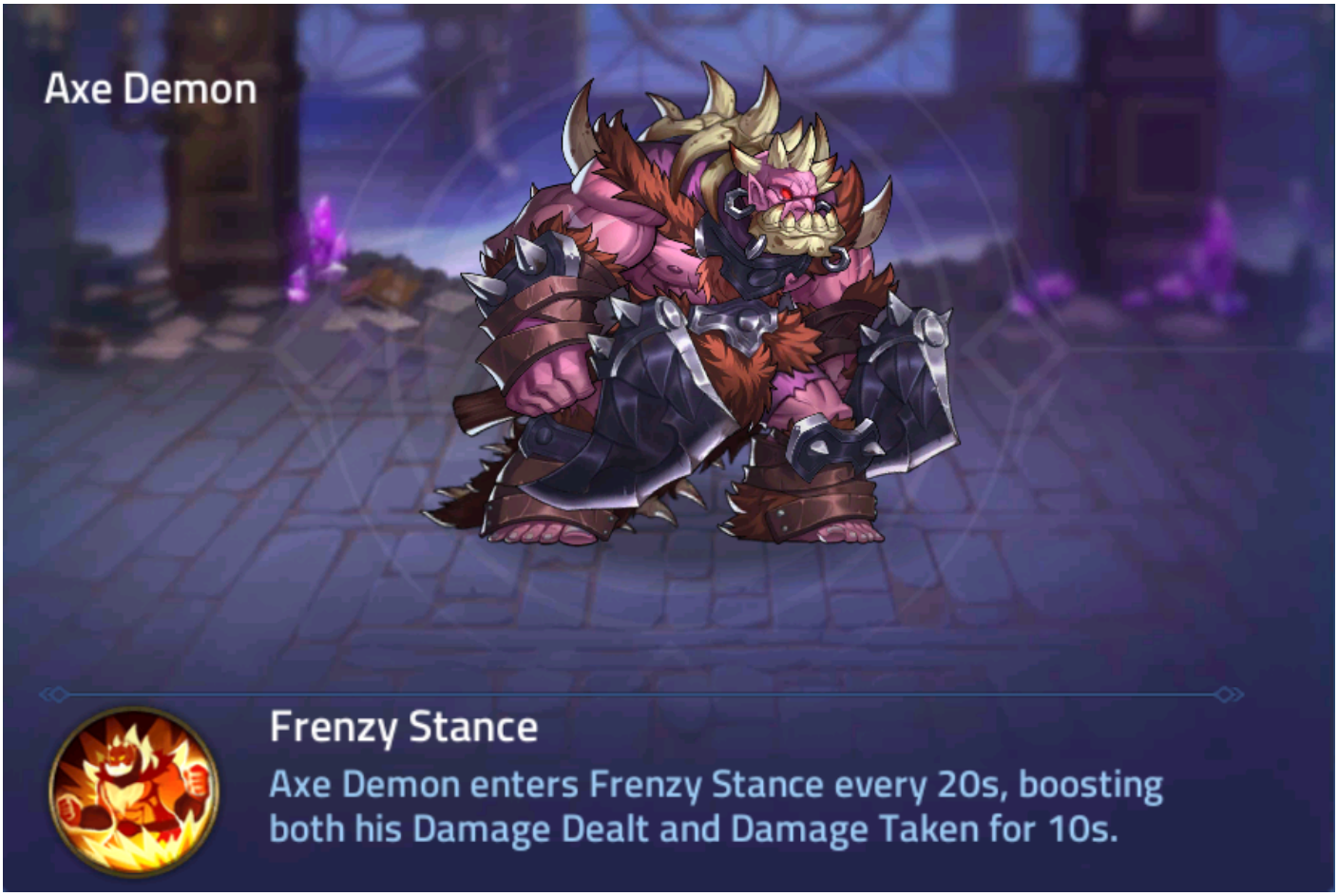
Thursday - Lizard King



Friday - Exoracial Blowgunner



Saturday - Axe Demon



Sunday - Slash



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 then 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.