



Dynasty Warriors Online Reborn CB v1.0

Introduction:

Heyo! Welcome to the Close Beta Patch Notes v1.0! We are now excited to launch this game for you guys to enjoy the game and stress test everything we have to offer! As we are writing this document, we are proud of you as testers for taking part in this project! We will be reborn!

Anyways, here are the patch note contents down below for convenience.

New Weapons:

Since we are now developing the game, we will present to you the weapons that we are going to start with for this game. You will get Bronze Spear in your armory at the start of your journey plus all other weapons as battle drops listed below in Rank 4 weapon.

1. Bronze Spear (DW5 Zhao Yun)
2. Strategist Fan (DW5 Sima Yi)
3. Crescent Sword (DW7 Sima Zhao)
4. Thunder Spear (DW7 Jiang Wei)
5. Trident (DW5 Jiang Wei)
6. Eastern Sword (DW5 Zhou Tai)
7. Twin Picks (DW5 Pang De)
8. Flute (DW5 Zhenji)
9. Bronze Pike (DW5 Zhang Fei)
10. Twin Rods (DW5 Taishi Ci)
11. Iron Blade (DW5 Guan Ping)
12. Twin Blades (DW5 Cao Pi)



We will also upload all its move sets during the stress test in the video at a later date. Check also the <https://dynastywarriors.online/wiki/> for more info about each weapon in detail.



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New Gears:

In Close Beta development, we will introduce you to several gears to start with. More gear will be added in the coming patches. All other gears can be found at Tailor shop for your purchase, but we will list 3 sets for Male and Female listed below.

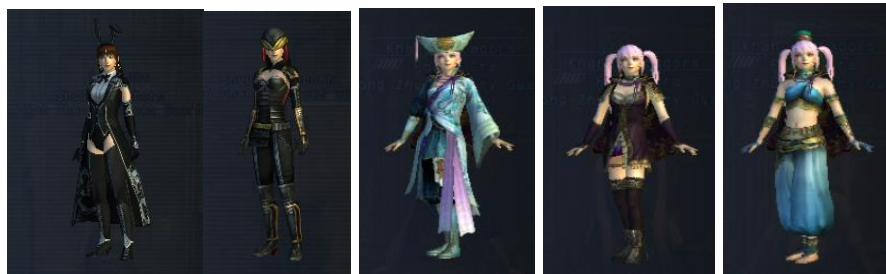
Males

1. Brave Emperor Attire
2. Formal Wear Attire (Male)
3. Hero Attire
4. Dancer Attire (Male)
5. Dragon Pirate Attire



Females

1. Dancing Empress Attire
2. Formal Wear Attire (Female)
3. Heroine Attire
4. Dancer Attire (Female)
5. Taiji Attire





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New Capes:

The new Capes that we provided for you are at the Wardrobe as well!

1. Blue Ocean Cloak
2. Crimson Brocade
3. Golden Cloak
4. Deep Violet
5. Jade Canopy



New Items:

New Items are available for purchase at the Merchant in the Market:

1. Fire Orb
2. Ice Orb
3. Vorpall Orb
4. Wind Orb
5. Lightning Orb
6. Thermal Ward
7. Ice Ward
8. Blitz Ward
9. Vorpall Ward
10. Wind Ward
11. Elixir
12. Rain Amulet
13. Stone Belt



And much more! Check out at Merchant if you need to fill your coffers! We also give out Gold for all players to buy as you like.



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Balance Changes:

Here we are going to explain the balance weapon changes in the patch notes. Since we don't have any and we are all going to stress test, testers and developers alike, let us give you the rundown of how these works.

If the label says **Bold and Green**, it means a buff is applied on the weapon's move set(s) number(s). Subject to change.

If the label says **Bold and Red**, it means a nerf is applied on the weapon's move set(s) number(s). Subject to change.

If the label says **Bold and Blue**, it means adjustment on the weapon's move set(s). We will provide changes of this in a video separated from the rest to give you all an idea of what has changed. Subject to change.

We will always explain the why in every little detail. We always get feedback from you all as players to make those changes, so we can make weapons very viable and usable in the future. Now to show what has changed:

Trident: The weapon's Element activation on it's JC has been removed.

-Reason: We removed its Element Activation because it led to a point where you just jump charge with element (like Ice or Lightning) that created little counterplay and using Aerial Control at point blank range that led to massive follow up damage. By removing it, this forces Trident users to go more on the ground and rotate with emblems and N strings and spend less time jumping and poking with Jump Charge.

Thunder Spear: The weapon's Crescent Emblem 1 slot motion value damage has been toned down its damage.

-Reason: The Thunder Spear' Crescent Emblem 1 slot is doing 40% of the damage to the target's Life points, and slowly with the right damage threshold built upon this, would potentially one shot targets. By toning this down, this will bring a very lenient damage on that specific emblem.

Thunder Spear: The C3's motion value damage has been toned up.

-Reason: We saw that C3's string damage is doing too little damage, especially the middle part of the strings. By tuning this up, this will bring closer to its real damage calculations.

We are also aware of other changes that we are making at this time so we will post the changes in the later dates.



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Game Modes:

We have fun modes to play and engage in PvP activities. These are:

Mock Battles: Ability to make custom rooms and pre-set rooms on the same faction. Fight with your friends and train! This can be done via Clerk NPC.

Melee: Ability to make custom rooms to fight different factions. Fight for honor and glory! This can be done via Marshal NPC.

Quick Melee: Ability to join in a pre-made setting against different factions! Available in 1v1, 2v2, 3v3, and 4v4 format! This can be done via Melee Receptionist NPC or via the Deploy Button under Quick Melee.

Team Melee: New Exclusive Game Mode! Book a room and fight against other players in Standoff, Deadlock, or just straight up free-for-all! This can be done via Battle Royale Elder NPC.

Quality of Life Updates:

Here we jot down most of the important quality of life updates to make the game more enjoyable and engaged. Since this is closed beta, it's a lot to talk about, but we are going to list the most important ones:

1. **Social:** Ability to make friends, Ignore, and Party List.
2. **Guild:** Ability to make a guild. From before it was 4 parties and all be LT. Colonel. Now you can make a guild solo and friends alike without restrictions!
3. **Account Data:** Tester Rank and above have the ability to make 3 characters total instead of 1 on your account. Free account players can make up to 2 characters in total.
4. **Beautician:** Transform your appearance and voice to your liking! This is now free to use as you like.
5. **Blacksmith:** Ability to temper weapons and customize Emblems to your liking.
6. **Miso Koins** are provided for all players to use. You can exchange them with Gold and vice versa!
7. **Gear stats** are now permanently removed. They are now used as fashion cosmetics; all capes however are adjusted across all main stats by +10 and Jump and Movement Speed by +3.
8. **Marketplace and Tavern** are now in neutral, meaning everyone from all factions can meet and hang out just like in Peach Garden!
9. Updated graphics and borderless window mode.

And much more! Explore the game and find out!

Bug Fixes:

Here we include bugs that have been addressed by us in order to make the game function more smoothly. Since we have had a lot of bugs fixed since the first sandbox server, it's a lot to take in! So, we will save this part for next patches!



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Known Bugs:

We will include and list persistent bugs that have appeared in the game and will be addressed later in future patches. Player findings can be submitted in the feedback survey at <https://forms.gle/wDVSLaCE9Ax2yoFD9> for any bugs that you find with a screenshot of the bug. We will do our best to address them.

