

Anime Vanguards LORD OF SHADOWS 5.5

Features

🌟 NEW! 3 NEW UNITS! 🌟

This update is coming out with 3 brand-new units! These units can be found in:

- **Gem Banner**
 - Deruta, Deruta (Hunt)
- **Ruined City Raid**
 - Delusional Boy, Smith John + Lord of Shadows
- **Worldlines Floor 50**
 - Clatakiri, Clatakiri (Mochi)

🌟 NEW! New Raid - Ruined City 🧑‍🤝‍🧑

The Lord Of Shadows remains unmoved at the center of the destruction, his power pulsating like a heartbeat across the ruins. Rally up to 3 friends for a battle unlike anything you've faced before! With both Normal and Nightmare difficulty, you'll need not only skill, but also teamwork to survive. Do you have what it takes?

Rewards:

- **Secret** Delusional Boy Unit
-  Raid Currency - **Auric Coins**
-  **Secret** Birb Familiar
-  **Gems**
-  **Gold**

🌟 NEW! New Raid Shop - Ruined City 🧑‍🤝‍🧑

Defeat the Lord of Shadows to obtain **Auric Coins**, which can be exchanged for a handful of rewards at the **Ruined City Shop**, including:

- **2 new Evolution Items**
 - Dog Bone
 - Atomic Essence
-  **Mythic** Black Spirit Familiar
- **Phoenix Shards**
- **Elemental Shards**
- **Trait Rerolls**
- Fortune Catalyst

🌟 NEW! Odyssey Rework 📚

The Odyssey gamemode has been entirely reworked, featuring brand new icons for every modifier alongside the following additions:

➕ Team Changes!

You now start with your full team of units, and can change teams between stages—but be warned, after using a unit, they will be taking a break during the next floor!

*Farms are excluded

➕ Modifier Changes!

Modifiers are now mainly bought from the **Odyssey Shop**, which restocks every other floor. Most of the old purchasable items have been removed, including the **Prodigy** card, and have been replaced with the **modifiers** instead.

⊕ Floor Changes!

Floors are now one stage long, and after every floor you will be able to choose whether you want to **increase** your intensity to make the game more difficult, **add no** intensity, or even **decrease** it if you feel like your units are struggling too much!

⊕ Reward Changes!

Rewards are granted along **per-floor milestones** (resetting weekly) as well as at the end of a run. The longer and/or more difficult your run, the more rewards you will get when your run ends!

⊕ Boss Rooms and Vault Rooms!

Every 5th floor, you will be met with a much more difficult **Boss Room**, which after clearing will give you the option to continue your run or to end and cash out your spoils then and there. If you choose to continue, you will be treated to a **Vault Room** which spawns several additional **modifier chests** to help you on your Odyssey! But be careful, if you bite off more than you can chew, you may lose some of your ending rewards!

⊕ New Rewards!

In addition to the **Corruption Crystals**, you can also receive **Phoenix Shards** and **Elemental Shards** which will let you reroll a familiar's main stat and their elemental stat, respectively.

⊕ Limitless Mode!

The pre-rework version of Odyssey including the Skip Wave button is now available in the form of Limitless Mode which can be selected within the Odyssey UI.

🌟 NEW! Worldlines Season 4 🍩

All players have been reset to Floor 1, and **Friran** is no longer obtainable. However, all the corresponding floor rewards have now returned, with **Secret Clatakiri** replacing **Friran** as the **new Floor 50 reward**.



🌟 NEW! Tournament Rework 🏆🛠️

We've heard your complaints! Tournaments had become repetitive, with the same units showing their dominance week in and week out, so we have gone ahead and completely reworked how tournaments work! Starting with:

⊕ Map Pool Changes

The map pool now solely consists of **story maps**, meaning no Legend Stages or Raids, and the map cannot be the same 2 weeks in a row!

⊕ Modifier and Mutator Changes

Enemies are assigned 2 random **Mutators** (e.g: **Energy Drain** and **Sturdy**), on top of the **3 Modifiers** (e.g: **Shielded**, **Regen** and **Drowsy**).

⊕ Element Changes

There is now always **1 debuffed element**, and **1 buffed element**. These can range anywhere from **50%** to **200%**

⊕ Excluded & Buffed Units

Every week, every top player's units are added up, and the 2 most used are **Excluded** from the following week's tournament, meaning the same strategy can not be

repeated back to back! Additionally, every week, a **Mythic+** unit that was not used by top players is buffed by **500% damage**, adding an extra layer of variation to each week's strategy!



🌟 NEW! Familiar Rerolls 🎲

Obtain **Phoenix Shards** and **Elemental Shards** within the Odyssey Realm! Using **Phoenix Shards** you can Reroll your Familiars Stats, meanwhile using **Elemental Shards** you can reroll the Familiars element.

These can be done any number of times, allowing you to better prepare all those dust-collecting familiars to be used or even potentially corrupted! This new feature can be found within the Familiars UI.



🌟 NEW! New Crafting UI & Material Synthesis 💎🧪

The crafting UI has been completely overhauled, along with it, comes a brand new feature, Material Synthesis! Material Synthesis allows you to turn your unwanted Legend Stage Items into more preferable ones. You can convert any 2 Legend Stage items into a new one, as long as it's from at least 1 update prior to the current one!



NEW! Quick Craft ➡️ 🔨

If you're missing any Evolution Items needed to evolve a Unit, you can now use Quick Craft in the Evolve UI to craft all the items needed without having to individually craft each item in the crafting UI.



NEW! Recommended Units 💡

To assist newer or struggling players, we have added a "Recommended Units" button to every Raid, Dungeon, Boss Rush, Story and Legend Stage act that can be accessed in the lobby. This feature highlights one or more powerful units—available through the **Gem Banner**—that perform well in the selected act. *Example shown is for the Martial Island Story



NEW! In-Match Enemy Index

The Enemy Index for the map you are currently on may now be seen while In-Match within the Stage Info UI, showing you which Enemies and Bosses you have unlocked, as well as updating in real-time when you unlock them so that you do not miss it!



NEW! Match Endscreen

The Match Endscreen UI has been entirely reworked, featuring a brand-new style!



Changes & QoL

- Re-structured the Unit Preview UI when selecting units in the inventory, featuring **two new buttons**:
 - **Skin button** to quickly change the selected Units skin
 - **Familiar button** to quickly change the selected Units familiar
- You can now **lock units** in the Unit Manager. Units which are locked **cannot be sold** through the unit manager, both using Sell All and by clicking the X button.
- **Song Jinwu and Igros's** Elite Summons now feature an **Auto Summon** priority system. When chosen, the summons will be automatically spawned for you based on the priorities chosen for each one.
- Pressing “**Sell All**” in the Unit Manager now asks you whether you want to sell **just the Farm Units** on your team, or All. Pressing “Farm” will sell only Farm Units present on the field, while pressing “All” will sell all units.

- You can now hover over an upgrade bar in the Unit Upgrade UI to view how much Yen it will cost to get to that upgrade
 - Filters now feature a number that corresponds to the amount of units matching the filter criteria
 - Two new Achievements have been added featuring **Trait Rerolls**:
 - Roku (Super 3) Unit Achievement
 - Martial Island Story Achievement
 - The inventory Unit Hover UI now shows the unit Max Placement count
 - Familiar Corruption can now be accessed through the Familiars UI, without needing to go to the Mandra NPC in the lobby.
 - Recolored some of the in-match UI, including the Unit Upgrade UI, and more.
 - Improved the Ascensions UI, featuring all the Ascensions bonuses at the bottom of the UI.
 - Five new bundles are available in the store, including:
 - Casual Skin for **Ichiga (True Release)**, **Ichiga (Savior)**
 - Buzzcut Baddie Skin for **Clatakiri**, **Clatakiri (Mochi)**
 - Moonlight Emote Bundle
 - Bundle 5.5
 - Bundle 5.5++
 - Added **Session Time** to Session Statistics in Stage Info
 - Quests now have a map background based on which map they correspond to (if any)
 - The amount of quests in a category is now displayed next to the category name.
 - The Achievements UI now features a Total Achievements completed counter
 - “Story Stages” UI frame is now automatically highlighted when opening the Story Fractures UI
 - The current Tournament Map is now shown in the background of the Tournament UI
 - “Event has ended” Battle Pass Timer text now displays “**Resets on Update 6.0**” instead, this will be done for future Battle Passes as well.
 - **Paragon Achievements** have been removed from the Achievements UI as they are no longer obtainable.
 - Added new **Story Maps** to Infinite Quests
 - Update **5.0** units have been added to **Sandbox**
- ... and more!

Bug Fixes

- Fixed an issue where players would suffer extreme lag or even crash after opening their skin inventory if they owned too many
- Fixed an issue that made Valentine unsellable
- Fixed an issue which would allow players to obtain 80 Trait Rerolls from the boss event store, rather than 40.
- Fixed an issue that would cause the timer on Boss Bounties to become negative
- Fixed an issue where selling Saber (Black Tyrant) would remove the debuff, allowing you to bypass the +15% SPA debuff Aura of Corruption gives your units
- Fixed an issue that would cause Archer (Counter Spirit)'s ability, Unlimited Forgeries, timer to become infinite
- Fixed an issue that would incorrectly display XP cost in the fuse menu
- Fixed an issue where Roku (Super) 3's ability, Super Spirit Bomb, would only activate if enemies were in range
- Fixed an issue where after Vigil (Power) spawns his Doppelganger, your screen would be flooded with “You cannot upgrade this unit!”
- Fixed an issue where you could claim Mailbox Rewards with a max inventory
- Fixed an issue where Luce (Hacker)'s Vulnerable icon would not appear on enemies
- Fixed an issue where players were able to remove an extra skill from Sukono in the Sukono boss rush

- Fixed an issue where units that gain range from passives would not be able to target enemies in the extra range they gained via the passive
 - Fixed an issue where the Buff Cards in the Worldlines Weather Rift in Time would show incomplete values
 - Fixed an issue where First Clear Rewards would not display on stage selection
 - Fixed an issue where the effects of Corruption 4 would not appear on familiars in game
 - Fixed an issue where the Pupper familiar would not increase Critical Damage
 - Fixed an issue where Alocard and Alocard (Vampire King) would apply bleed to every instance of damage
 - Fixed an issue where Julias (Eisplosion) would do more damage than intended on his final attack
 - Fixed an issue which would allow players to stack multiple Rogita (Super 4)'s in the same location
 - Fixed an issue where enemies were unable to be slowed in the Windstorm Worldlines Weather
 - Fixed an issue where swapping in Vogita Angel would only slow enemies in his placement range, not the range of his current upgrade
 - Fixed an issue which would cause the Love Train debuff to carry over if you go from the Tracks at the Edge of the World to Boss Bounties in the same session
 - Fixed an issue which would cause players to be unable to cancel the usage of 'Key of Babylon' in Odyssey
 - Fixed an issue which would cause significant FPS drops when Yehowach (Almighty) would walk during his Almighty Blast attack animation
 - Fixed an issue which would cause the Shogamo boss to overheal if the damage you deal exceeds his maximum HP
 - Fixed an issue which would cause the Rotate Left and Rotate Right buttons when viewing units to be non-functioning on mobile
 - Fixed an issue where Reanimated Tuji and Heracles' model's would be incorrect up in the enemy index
 - Fixed an issue where Sukono would no longer play his animation for Sinister Sanctum
 - Fixed an issue where Tengon (Flashiness)'s Pirate Skin cosmetic would not have a model
 - Fixed an issue where Valentine (Love Train)'s cosmetic would have no animation
 - Fixed an issue where Valentine (Love Train) would have no idle animation
 - Fixed an issue where Jag-o (Volcanic)'s Bling Skin cosmetic would have not have a model or effect
 - Fixed an issue where some units would have the incorrect ability icon in the lobby
 - Fixed an issue where Gujo (Infinity) would be incorrectly positioned on the player profile
 - Fixed an issue that would cause Stat Multipliers to be blocked slightly by Mana/DT bar's
- ... and many more!

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