

# Daily Rewards

Daily rewards are various rewards that people can pick up on a daily basis. Players can pick up their rewards by visiting NPC **Elise**, located downstairs in the depot.



The rewards you can take vary according to your position on the Reward Lane, which changes every time you take a new reward. Not taking your daily reward for one or more days does not affect your Reward Lane position. Picking up your reward on a daily basis increases the counter of your reward streak. As your streak grows, you gain access to special bonuses in addition to your rewards. If you miss a day, your reward streak will reset and you will lose your current bonuses

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## Rewards

There are seven following rewards on the Reward Lane:

- Goodies - Medicine Pouches and Minor Crystalline Tokens.
- Free Ride - Free, one-time entry to the Battle Tower or the Challenge Room. Expires in 20 hours.
- Goodies II - Medicine Pouches and Minor Crystalline Tokens.
- Just Deserts - Doubles the amount of points and coins won in events. Expires in 20 hours.
- Mighty Weapon - A deadly but fragile weapon for your class.
- Lucky Aura - Increases luck by 50% for 1 hour.
- Experience Boost - Increases experience rate by 25% for 1 hour.



# Streak Bonuses

There are five following streak bonuses:

- 3 days - Passive health and mana regeneration works in Protection Zone.
- 4 days - Increased daily non-talisman dungeon limit by 1.
- 5 days - Faster soul point regeneration.
- 6 days - Faster mana regeneration on training tiles.
- 7 days - **Faster stamina regeneration on training tiles.** (50% Bonus)

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