

◀--< **DragonFable Inn Progression** >-->

INTRODUCTION

Accessed via the rift above Falconreach, the Inn at the Edge of Time serves as the hub for endgame challenge fights in DragonFable. These fights reward not only some of the best statted items in the game, but also unique cosmetics and armor customizations. Due to the difficulty of Inn challenges, it is recommended for players to be up-to-date on the main story and at Level 90 as a prerequisite. Players are additionally recommended to farm all items on the [Pre-Inn Shopping List](#).

Due to significant variance in complexity, Inn challenges are grouped by this guide into **five seasons** of progressing difficulty. Additionally, fights in each season are further separated based on the importance of their rewards: **Main Gear Progression** fights drop items essential to clearing subsequent challenges, **Interim Farm** fights drop items that serve important niches, and **Optional Farm** fights do not drop anything of objective value, but are still on par with the difficulty of the season. Main Gear Progression should be completed in numerical order, while Interim Farm can be done at any time between seasons (note that Interim Farm can be skipped for accelerated progression). Optional Farm is, of course, optional, though many fights are quite fun and drop nice cosmetic items.

While all challenges can be cleared with a variety of different classes, only the best class matchups for each given fight are listed on the individual season pages. Classes are also listed roughly in order of best matchup, though this is less important in earlier seasons. Players with a 200-point dragon should follow videos in the [Weakcore](#) column, while those with a fully fed 600-point dragon should use the Full Budget column.

Please note that while all listed video clears are done without [food](#) or [extra potions](#) to demonstrate optimal strategy, it is still recommended for newer players to bring these resources to harder fights.

If you would like to keep track of your Inn progress, you can make a copy of this [checklist](#).

⇒ **SEASON 1**

Season 1 is composed of introductory challenges to help ease players into the Inn.

Important gear acquired:

1. Sea Chicken's Conquest III
2. Legion Bracer
3. Super Sentog Time Core
4. Challenger Belts
5. Void Chitin Band IV / Squirrel Tentacle III / Chunk of Void Radiance

⇒ **SEASON 2**

Season 2 fights benefit greatly from [Res Stack gear](#) acquired through the story and require a bit more strategy to complete. Important gear acquired:

1. Mysterious Egg → Baby Chimera
2. The Quadstaff I / Warlic's Gift I
3. Relic DeathKnight Upgrades ([can be farmed as early as Season 1 if desired](#))
4. Elpis / The Corrupted Seven
5. Tentacle of The Dominion III

⇒ **SEASON 3**

Season 3 fights feature much more frequent [gear swapping](#). This season rewards much of the best gear in the game, at least for most classes. Important gear acquired:

1. Eulin's Charm III
2. Grimoire of the Lich III / Paper Coil III
3. Kittypillar's Pipe III
4. Ancient Energy Blade III
5. Cysero's Spare Hammer
6. Cor-Demi Trio / Mysterious Drone
7. Exalted Apotheosis

⇒ **SEASON 4**

Season 4 is the end of general Inn progression. By the end of the season, players will have acquired nearly all of the best gear in the game, as well as learned enough mechanics to comfortably clear future challenges on their own. Important gear acquired:

1. Threads of the Lost
2. Honda's Legacy EX
3. Ourobouros Root Belt III
4. Dragon's Ethereal Scale
5. Lance of Awethur III
6. Protean Symbiotic Helm III
7. Chaotic Blade of Swordhaven III

⇒ **SEASON 5**

Season 5 is composed of the hardest challenges the Inn has to offer, though no gear is must-have other than the Parallel Chaos Amulet. Please bring food!

1. Chaos Champion's Wings
2. Parallel Chaos Amulet

CHANGELOG

Aug 5, 2025	Added <i>Test of Killing Time</i> , <i>The Nicborn</i>
Jun 8, 2025	Added <i>Your Dragon!</i>
May 3, 2025	Moved <i>Crystal and Stone</i> , <i>Mage and Serpent</i> to S2 Moved <i>Goose Dragon EX</i> , <i>Unraveler EX</i> , <i>Dance of the Stars</i> to S3 Moved <i>Masters of Winds</i> to S4 Moved <i>Inevitable Equilibrium</i> to Interim Added <i>Goose Dragon Chaos</i> Swapped <i>Chaos Slayers</i> and <i>Drakath</i>
Apr 24, 2025	Moved <i>Caitiff (Solo)</i> , <i>Sepulchre (Solo)</i> to Interim
Apr 5, 2025	Added <i>Drakath, Champion of Chaos</i>
Mar 8, 2025	Added <i>Deimos Mortis</i>
Feb 10, 2025	Added <i>Void Voyage</i>
Jan 5, 2025	Added <i>Sunbathed Slither</i> Moved <i>Emperor of the Sea Chickens EX</i> , <i>The Unraveler EX</i> , <i>Kerfluffle</i> , <i>Tainted Time</i> , from S2 Interim to Optional Moved <i>Carnax Gauntlet</i> from S3 Interim to Main Moved <i>First Encounters</i> from S3 Main to Interim Moved <i>The Mage and the Serpent</i> , <i>Conquest and Faith</i> from S3 Interim to Optional Moved <i>Star Defenders</i> from S5 Optional to Interim
Dec 28, 2024	Moved <i>Test of Meanwhile</i> from Main to Interim
Dec 8, 2024	Added <i>Test of Meanwhile</i> Moved <i>Ice and Dragons</i> from Main to Interim
Nov 22, 2024	Added version checking to the checklist
Nov 3, 2024	Added <i>The Moonlit Hunt</i>
Oct 5, 2024	Added <i>Star Defenders</i>
Sep 8, 2024	Added <i>Unwavering Determination</i>
Jul 7, 2024	Added <i>The Lost Constellation</i>
Jun 29, 2024	Removed <i>Drahr'Hatir</i> , <i>Drahr'Dolaas</i>

Jun 8, 2024	Added <i>Void Reunion</i> Moved <i>Masters of Wind</i> from S4 to S3 Moved <i>Chaos Twins</i> , <i>Iadoa</i> , <i>Tibicenas</i> , <i>Discordia</i> from S3 to S2
May 30, 2024	Moved <i>Gotta Start Somewhere</i> from Main to Optional
May 4, 2024	Added <i>Odessa</i>
Apr 30, 2024	Moved <i>Jack Crescent</i> , <i>Cauldron Groupies</i> from Main to Optional Moved <i>The Unraveler</i> from Main to Interim
Apr 17, 2024	Published

For any questions or suggestions, please contact Lucy (@lucennia) on the official [Artix Entertainment Discord Server](#).