

FIX DRAGON VALLEY

Note: I've talked with several players from top parties that have extensive experience in classic official servers and private servers, to make sure this information is correct.

Key Points

- 1) **ABG** Being the primary farm location for top parties is [FRUSTRATING](#), and [BORING](#) for both [PVE](#) because of the way the mobs operate, and [PVP](#) because it has infinite entrances, very few obstacles, and [A PORT SPOT DIRECTLY BESIDE TOP FARM LOCATIONS](#).
- 2) [Dragon Valley is the location that is most associated with L2 classic](#), and SHOULD BE the best adena from 46-65, as well as the best EXP before players are capable of **ABG** going to ABG.
- 3) During PVP in ABG, 1 gank quickly turns into both sides doing 0 farming. This is the OPPOSITE of what L2 is supposed to be. **PVP so you can FARM. not PVP just to waste everyone's time.** Dragon Valley fights have importance due to the time required to return to spot. Often 10-20-30min+.
- 4) Dragon Valley is currently almost completely unused due to a few balance problems on Classic Club, that are all fixable. I will show evidence for all major points.

so Why is ABG the primary location on Classic.Club?

- Mobs hold 100% Aggro
- Mobs in ABG are faster than other locations. Because ALL LOCATIONS have slow mobs, ABG is comparatively much better.
- **KEYS ARE NOT DROPPING ENOUGH**, so ABG (primarily an adena/steel drop location) is buffed massively in terms of income.

If you would like to make ABG slightly harder (it should be the best EXP, slightly, at 60+, but hard to do and worse adena by ~50% than DV) you can adjust the mob aggro SLIGHTLY (not trying to ruin the server here), or increase the mob speed notably.

Dragon Valley



PROBLEMS WITH DV ON CLUB

- Mobs are too slow
- There are **NOT NEARLY ENOUGH MOBS**. many spots are **1/2** to even **1/4** of expected mob numbers.
- There are too many **TYPE 2 MOBS**, especially drakes (type 2 mobs are slower, and cast more often)
- There are FAR too many dragon bearers
- Mobs cast a bit too often
- **Mobs aren't dropping enough parts** (as i'm told by 2 players from top parties that have farmed in DV)

1. Mobs are TOO SLOW

Dragon Valley is a location where you farm large areas of mobs and bring them back to your spot. oftentimes your pullers (ON OFF SERVERS) will run close to 1:30 before returning to location. This means that with mobs on Club being nearly **HALF THE SPEED THEY SHOULD BE**, trains will be **MUCH worse**.

ABG mobs are much faster on average, and the distance is less significant so this is not as much of an issue.

When it comes to DV, mobs from **Entrance until Thunder Wyrms Ramp** (aka, skeletons, headless knights, royal guardians, etc) should be **fast enough to pull a train without looping to wait for mobs with WW2, Song of Wind, and Zerk 2, ever.**

Thunder Wyrms and Gargoyles should require limited looping and waiting

Deep DV (Drakes, Cave Maiden, ETC) should require occasional looping, due to drakes and Bloody Queens casting often.

[example thunder wyrms mob speed](#)

NOTE: THUNDER WYRMS AND GARGOYLES WERE VERY SLOW COMPARED TO OTHER MOBS IN DV

NOTE2: small train (not all mobs)

[mob speed of DV bridge mobs in Aden Server](#)

[Succubuses near shelf \[sped up 1.33x, if you play at 75% it's normal speed\]](#)

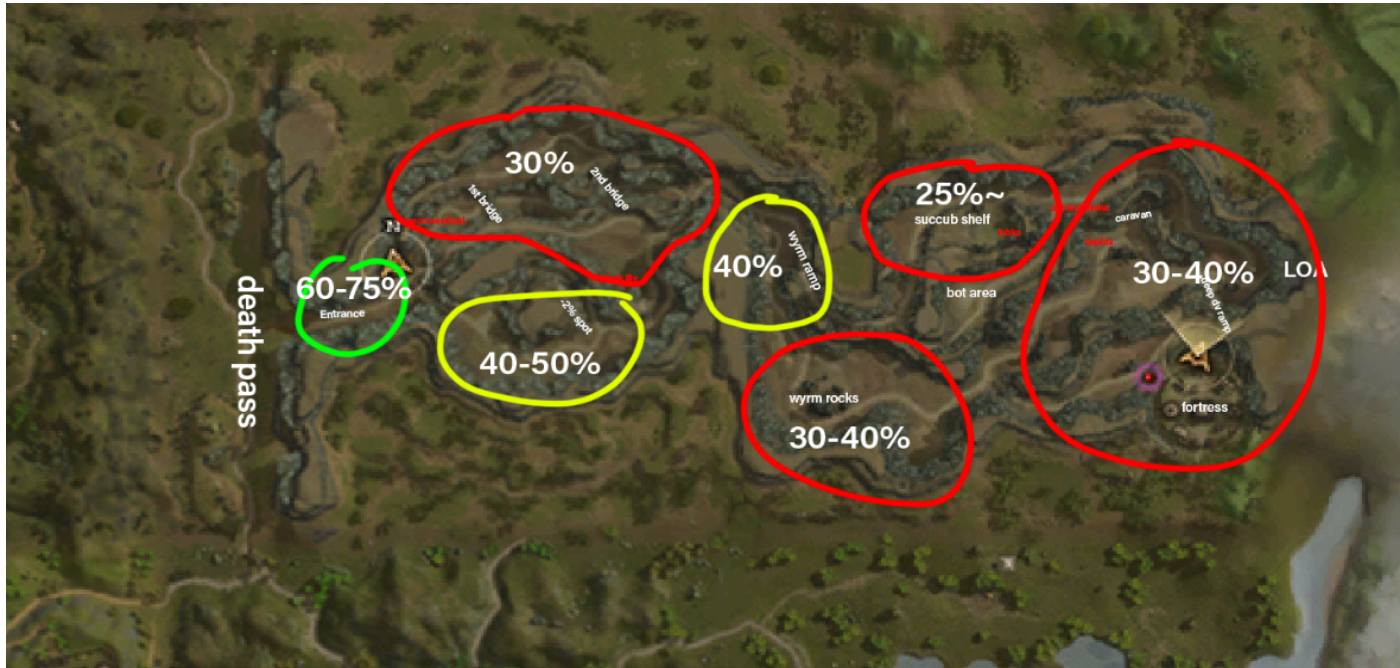
2. NUMBER OF MOBS

Very obviously, less mobs = less exp = worse location. there are, in some places, seemingly up to **LITERALLY 25%** of the correct number of mobs.

A potential part of this, is an area is said to have 50 mobs, and 15 of them are taken up by each individual mob in a dragon bearer group. Still, there should be OVERALL many more mobs in **EVERY SINGLE LOCATION IN DV**. (entrance is close maybe 75% of mobs?)

Here is my estimation based on running through DV and watching many DV farming videos (most linked here)

Estimated Club Mob Density vs OFF Mob Density (note: 30% = 30% of what would be on official. As in, below 1/3rd of expected)



Video of Classic Club MOB Density to compare to these official videos: <https://www.youtube.com/watch?v=UNroWoTojls>

Twitch stream of Comedy (top 1 party from EU Classic) farming DV 2nd Bridge for over an hour, showing mob density and speed from entrance to 2nd bridge

Skelth Official:

Mob density in DEEP DV (full example, player pulling trains)

Example of # of mobs in 2nd BRIDGE TRAIN

3-4x NUMBER OF MOBS @ SUCCUBUS AND SHELF

RU Classic Official:

Mob density near entrance [note: SMALL TRAINS, EARLY ON IN CLASSIC]:

NA Classic Official:

1/2 train (tank pulls +50% mobs) from 3rd best spot (and nice song)

[spot pull locations img]

Full Train from 1st bridge:

[spot pull location img]

General mob density from Succubus shelf video

[play at 0.75x speed for actual in game speed. notice MOB SPEED AS WELL]

3. Too many SLOW DRAKES (and other mobs as well)

Mobs on DV come in 2 types (let's say, **type 1** and **type 2**). Each type has their own characteristics. **Type 2 Royal Guard Captains** spam sleep, and run slower. **Type 2 drakes** run MUCH slower, cast more, have better emi bow drop rates, and are archer resist.

- **Type 2 Mobs, in most cases, are RARE.**

For Example, around 75-85% of drakes should be type 1. This assists in train speed.

Simply, **More slow mobs = slower pull speed = less exp.**

MOBS ON CLUB seem (to me) to be around 60% type 1, 40% type 2. This is wrong. Type 2 should be much more rare than type 1 for almost all mobs.

EX: there are ~15-20 royal guard captains around 2nd bridge. only 4-6 of them spam sleep, and run EXTREMELY slow. if you remove the sleep spammers, they are gone until the server restarts.

4. FAR too many dragon bearers [\[dragon bearer map direct link\]](#)



Dragon Bearers are a rare mob with 15 minute spawn timers over LARGE land areas. (similar example: there should be 1 SNIPE in all of cruma floor 1 with random spawn) and there should be somewhere from 2-4 of them in the entirety of DV. They give lots of exp and adena and good spoils, but are hard to train.

- this is a problem because they are annoying to train, and they are taking up slots that OTHER MOBS should be spawning in.

5. Mobs cast too often

This is a complaint from 2 people, but I did not personally see it as I did not farm the location. obviously if mobs cast too much, it destroys the ability to effectively farm the location (those mobs fall off of the train 2-3 times before you kill them)

6. Mobs aren't dropping enough Key mats

Mobs, in general, on Classic Club, do not appear to be dropping as many weapon/armour keys as they should. On off servers for example, most parties by lvl 50 will have 100+ bec de corbin blades. On Club, maybe 5-10. **DV is a location PRIMARILY controlled by weapon key drops.** A good day of farming drakes should net 20+ eminence bow keys, which should sell for 200k+ adena each. If Club has mobs dropping 25% (maybe even less, from my experience) of the correct number of key mats, this means dragon valley will lose up to 75% of its income.

DV is controlled by WEAPON/ARMOR KEY DROPS, and SOP.
ABG is controlled by ADENA DROPS. and iron ore/steel.

IF WEAPON KEYS ARE NOT DROPPING ENOUGH, ABG (AND OTHER PRIMARILY ADENA LOCATIONS) WILL END UP BEING BETTER ADENA THAN Dragon Valley. THIS SHOULD NOT BE THE CASE.

Example: over 3 trains farmed at 1st bridge, I saw a total of 1 key mat drop. **In a video from Gran Kain, I can show you they dropped 2-3 key mats in ONE TRAIN**

[\[example of 1 train of drops from early Dragon Valley on RU Classic OFF\]](#)

[note: you have to follow chat as they pick up during train. they get 3 or 4 parts during 1 train. модель = armour part in chat]

[OR, I can show you a 2nd bridge train \(more rare mats compared to entrance\) dropping 5 KEY MATS in 1 Train \(1:00:45s into VOD roughly\)](#)



TLDR;

- 1) Dragon Valley should be the primary farm location on classic up until, at least, level 62-63. On Classic.Club, it is not.
- 2) Dragon Valley has under $\frac{1}{2}$ and at times under $\frac{1}{3}$ of the mobs that it should have.
- 3) Dragon Valley relies on Key Materials dropping, but mobs on Classic.Club are not dropping enough Key materials (IN ANY LOCATION)
- 4) ABG Being the primary farm location for top parties is FRUSTRATING, and BORING for both PVE because of the way the mobs operate, and PVP because it has infinite entrances, very few obstacles, and A PORT SPOT DIRECTLY BESIDE TOP FARM LOCATIONS.

Note: this is not a problem in all areas. Certain areas, including Forest of Mirrors, Fields of Massacre, and Blazing Swamp (in some spots) have INCREASED mob density. This mob density issue is specific to Dragon Valley.

To Fix

- Drastically Increase number of mobs in DV
- Remove all but 2-3 dragon bearer groups
- Increase mob speed by 20-30%.
- fix Key Material Drop Rate

Potentially

- Nerf aggro on mobs in ABG specifically (hardest area in the game to hold aggro on OFF servers)

Video Running around DV on Classic Club Dion x3

<https://www.youtube.com/watch?v=UNroWoTojIs>

