

What to do at 90? A Guide to post-90 content

So, you've just capped your first character? Or are you just now deciding on your main after filling your account with alts? Whatever the case may be, this is a quick guide on what your goals should be focusing around gearing up and getting gold. If you haven't capped your first character, or have just started you should take a look at: [Nu_Gundam's "The Adventurer's Handbook"](#) This will answer questions pertaining to the base mechanics and go further in depth than I will be going as this is mostly just a basic guide that will be covering where to go to get what, and may, eventually, include video guides to the dungeons covered.

First things first let's talk about a few dungeons that will help you on your quest for gear.

Circulation Dungeons, these dungeons are where you will be farming for your [Halidom](#) gears, special Unique tier legacy gear, providing set effects that include skill and stat boosts.

Difficulty: Easy

Dark Elf Ruins, a special dungeon, only two entries per day, and will reward the player with items based on which dungeon is cleared.

Difficulty: Easy(has become much easier with 90 cap release as they rebalanced the whole dungeon, including Gruff.)

Otherverse(Otherwise known as OV,) this is where you will get Chronicle set gear.

Difficulty: Easy(as of rework the dungeon is super easy with the removal of Rift.)

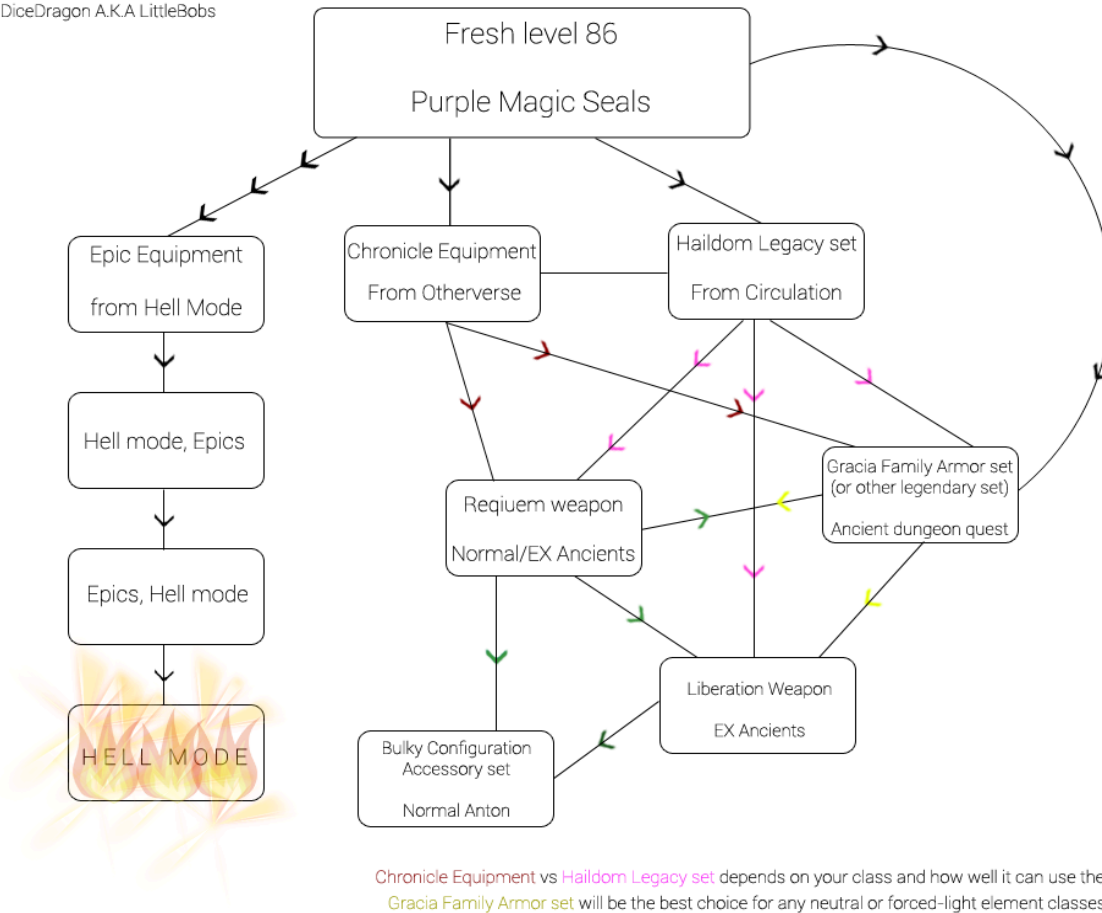
Ancient Dungeons, this is where you will get your Legendary set gear.

Difficulty: Easy-Hard(Depends on Regular/EX and which dungeon. Some classes have more or less trouble with certain dungeons, some are also gimmicky and require you learn them before being easier to complete.)

Hell Party(Otherwise known as Hell or Hell Mode,) is a mode entered via normal dungeons by paying with [Demon Invitations](#), or if playing in a party, will randomly occur. Instant access to these dungeons(AKA no party and always a hell run) requires a certain amount of [Demon Invitations](#), and completion of an epic quest given at different points in the game, aptly named "Hell Party Ep. X." X being 1-4. The drops from these dungeons vary from amazing, to very, very bad. However, hold onto any epic armor/accessories you get, as well as most weapons, as we will eventually get the Epic Transfer System, and potentially more Epic Transcendent Stones.

Pandemonium Rift, is a new special dungeon accessible at level 90. It is considered the Farming Dungeon, is quite difficult, having two mini-bosses with 500+ bars of HP, and two separate dungeon bosses with 700+ bars of HP. The two bosses are Executioner Belial and Executioner Turiel and they each have their own separate patterns and gimmicks.

By: DiceDragon A.K.A LittleBobs



This flowchart, created, as stated at the top, by Dicedragon(/u/Dicedragon on reddit) is a wonderful, quick, and easy to understand flowchart to gearing at endgame. As it stands, you can skip literally any of these steps at anytime to do another, but this is, in my opinion, a wonderfully helpful flowchart.

Now that I've covered the basics of what dungeons get you what, we'll break it down a bit further.

Circulation Dungeons

Circulation Dungeons, special dungeons that send you to a random dungeon from the normal dungeons in the area(ex. Power Station circulation will send you to Kore, Furtz, Grandine or Tombe Power plant dungeons.) Upon completion they reward you with a [Halidom](#) fragment box that when opened gives you 1-3 of the areas [Halidoms](#). These are then used in conjunction with [Halidom Conversion recipes](#) to turn a magic sealed item into a [Halidom](#) item. Some other important materials for [Halidom](#) conversion include but are not limited to; Unique Souls(Acquired by disassembling unique gear), Fused Cubes, and Data Chips.

Bloody Lane

Bloody Lane, located in the Pandemonium dungeon area is similar to a circulation dungeon, however it rewards you with Purification stones, 400 of which can be traded in for a level 90 "Reconstruction weapon"(It's pretty much just a Halidom weapon, except you only get 1-50 for the unique version and 1-85 for the Legendary version[Which must be crafted using 600 purification stones and the Unique Reconstruction weapon]), or for one of a set of 3 Legendary accessories that are proc gears tied to one of the three parts of Nornil(Skuldi, Elda, or Verdil), causing their main spell to go off on 2 random enemies at a 5 sec Cooldown. The dungeon itself is extremely straightforward, kill the enemies, move on, rinse repeat, jump on a train, kill more stuff, get off the train and kill everything, so on and so forth.

Dark Elf Ruins

[Dark Elf Ruins](#), is a boon on the grind for [Halidom](#)/[Chronicle](#)/[Ancient Legendary](#) gears. To unlock these dungeons, you'll need to be level 40 and complete the quests "Dark Elf Ruins" and all following quests in the chain(Roughly 3.) These dungeons are on a set rotation and are as follows, Temple Entrance - Monday/Thursday/Sunday, Labyrinth - Tuesday/Friday/Sunday, and Inner Temple, Wednesday/Saturday/Sunday. You may only enter **twice** on any given day, so on Sunday, you have to pick which rewards you would like. The rewards for these dungeons are; Temple Entrance Reward Box(I or II), Labyrinth Reward Box(I or II), Inner Temple Reward Box(I or II), [Dimensional Fragments](#), [Remains of the Ruins](#), [Ancient Stone of the Ruins](#), [Otherverse Stone of the Ruins](#), and [Holy Stone of the Ruins](#). The last five being special currencies used specifically by the NPC "[Alisha Arden](#)" the knife spinning dark elf right outside of the [Dark Elf Ruins](#) portal. The five currencies are used to purchase specific items.



Dimensional Fragment - Traded for [Chronicle Gear](#) Boxes



Ancient Stone of the Ruins - Traded for a box that holds 5x of an [Ancient Dungeon's](#) material. Acquired from Temple Entrance Reward Box(I or II)



Otherverse Stone of the Ruins - Traded for a box that holds 5x [Interdimensional Fragments](#). Acquired from Labyrinth Reward Box(I or II)



Holy Stone of the Ruins - Traded for [Halidom Gear](#) boxes. Acquired from Inner Temple Reward Box(I or II)



Remains of the Ruins - Traded for [Halidom](#) fragments.





Beyond the dungeons themselves, there is yet another part of [Dark Elf Ruins](#), and this is a special boss named “Gruff.” Gruff is a giant, skeletal form coming out of an equally large portal. He has ridiculous defense, and hits like a truck. Even decently geared players will have issues with Gruff. That said, you will only have Gruff spawn at 3* and 4* difficulties, and you will know Gruff is going to spawn if the upper portion of your screen is foggy. **There is also now an NPC who will appear in the room prior to Gruff and allow you to skip fighting Gruff.** This is his indicator and will let you know you’re in for quite an uphill battle. Good things to bring with you when doing high difficulty [Dark Elf Ruins](#) runs are: [Sacred Blessings](#), [Remy’s Touches](#), [Touch of the Security System](#), [Canna’s Homemade Bread](#), [Canna’s Pudding](#), and [Canna’s Big Hendon Myre Milk](#).

Otherverse

Otherverse, the dungeons are filled with gimmicks meant to annoy, baffle, kill, and otherwise slow you down, however, the dungeons themselves, once properly geared, are not an issue and when you know the gimmick, it’s practically a joke. The dungeons themselves drop [Chronicle Gears](#), Recipes to craft [Chronicle Gears](#), [Otherverse Auras](#)(Blue/Red/Green,) and [Interdimensional Fragments](#)(Currency used to purchase [Chronicle Gear](#) boxes.)

Otherverse is one rotating dungeon now and only drops equipment for your class, exorcism requirements have been lowered to 10/50/80. The flip card at the end of the dungeon has a varying chance at being a set piece(not necessarily for your subclass, or even your class.) For a full [BiS OV Gearlist](#) (Potentially outdated at this point) follow the link.

Ancient Dungeons

Now let's move onto Ancient Dungeons, again these dungeons are where you will be farming your Legendary sets, for most classes this will be the "Gracia Family Heirloom" set, however, this is not the case for all classes, so I will do my best to breakdown what class should use which and where to get it. That said, first let's talk about quest legendaries. These are, specifically, the legendaries you can farm and include all of the below sets. There are a few ways to get them, but the most common will be farming via dailies. That said, you can also acquire quest legendaries via "Lion" which is a form of Hell for the ancient dungeons which causes a new room to spawn.

Regular ----->	14	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90	2.00	2.10	2.20
	13	0.93	1.03	1.13	1.23	1.33	1.43	1.53	1.63	1.73	1.83	1.93	2.03	2.13
	12	0.86	0.96	1.06	1.16	1.26	1.36	1.46	1.56	1.66	1.76	1.86	1.96	2.06
	11	0.79	0.89	0.99	1.09	1.19	1.29	1.39	1.49	1.59	1.69	1.79	1.89	1.99
	10	0.71	0.81	0.91	1.01	1.11	1.21	1.31	1.41	1.51	1.61	1.71	1.81	1.91
	9	0.64	0.74	0.84	0.94	1.04	1.14	1.24	1.34	1.44	1.54	1.64	1.74	1.84
	8	0.57	0.67	0.77	0.87	0.97	1.07	1.17	1.27	1.37	1.47	1.57	1.67	1.77
	7	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70
	6	0.43	0.53	0.63	0.73	0.83	0.93	1.03	1.13	1.23	1.33	1.43	1.53	1.63
	5	0.36	0.46	0.56	0.66	0.76	0.86	0.96	1.06	1.16	1.26	1.36	1.46	1.56
	4	0.29	0.39	0.49	0.59	0.69	0.79	0.89	0.99	1.09	1.19	1.29	1.39	1.49
	3	0.21	0.31	0.41	0.51	0.61	0.71	0.81	0.91	1.01	1.11	1.21	1.31	1.41
	2	0.14	0.24	0.34	0.44	0.54	0.64	0.74	0.84	0.94	1.04	1.14	1.24	1.34
	1	0.07	0.17	0.27	0.37	0.47	0.57	0.67	0.77	0.87	0.97	1.07	1.17	1.27
	0	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20
Runs		0	1	2	3	4	5	6	7	8	9	10	11	12
EX ----->														

This is a chart showing the required number of runs to trigger a lion. At 1.00 and above the Gate for Lion can occur, at a rate of about 95%

Players who have the patience to play 14(or 10, depending on difficulty, the actual number varies based on the chart above and while above the 1.00 rate the chance is approximately 95%) runs back to back will be rewarded with an ancient hell. The ancient hell mode can't be forced via demon invites like Time Gate, Slaugh and Zelva. The only way to get ancient hells is to either play in a party with you and a bunch of friends who don't mind grinding hells (which in

my opinion is the best way to do it) or the other way is to solo it(while in a party.) Ancient hells have the possibility to drop legendary quest gear whether that may be weapons or armor, it also drops a pot that randomly generates a quest material that correlates to that dungeon (Black Gem, Romantic Horizon, Etc.). Please note that if you are to solo ancient for lions you **ABSOLUTELY MUST BE IN A PARTY** otherwise it will not work. Some players do 13 runs of normal vilmark because it is the easiest of the ancient dungeons and then amp the difficulty to Ex on the 14th run for the full benefit of the run.

"Liberation Weapons" aren't part of a quest legendary set, but they are earned through Ancient dungeons via a pair of dailies(one providing [Low Grade Appeasing Stone](#), and one providing a regular [Appeasing Stone](#).) To get ahold of the [Liberation Weapons](#) themselves, you need to purchase a [Requiem Weapon](#), the corresponding conversion Recipe, and the roll the dice on crafting it. Depending on luck, farming for the [Liberation Weapon](#) will take you a bit. The dailies will net you one (Low Grade)[Appeasing Stone](#)(applicable to difficulty) and you require (140)100 to purchase Requiem. Then you will need another 15 to attempt to craft your Liberation Weapon. Remember that this is a conversion, so that if you upgrade your Requiem to +10, the [Liberation Weapon](#) will come out +10.

"Gracia Family Heirloom" set(Otherwise known as just "Gracia" set,) is the go to set for a large portion of classes. If you're a neutral damage or light damage locked class, this is the set for you.

The materials for purchasing the Gracia set will be farmed from [Noire Ferra](#)(EX or regular), and are called "[Apostle's Remnants](#)" and "[Impostor Reports](#)." The latter of which is the slightly harder to come by, but you can get 20/30 from the dailies in Regular/EX [Noire Ferra](#) respectively.

"Cursed Sea God's Fury" set(Otherwise known as just the "Sea God's" set,) is the go to set for a few classes, and the bottoms are a staple for almost every class as a pair of buff swap bottoms.

The materials for purchasing the Sea God set will be farmed from [Ghost Train](#)(EX or regular), and are called "[Counter Spell: Cure of the Deep Sea](#)." As with the Impostor Reports, you can get 20/30 from the dailies in Regular/EX [Ghost Train](#) respectively.

"Heartrending Grief" set, is a solid support aura set. Used by DTs, SBs, and occasionally Saints.

The materials for purchasing the Heartrending Grief set will be farmed from [Vilmark: Area 50](#)(EX or regular), and are called "[Glowing Terranite](#)." As with the Impostor Reports, you can get 20/30 from the dailies in Regular/EX [Vilmark: Area 50](#) respectively.

"Buried Scream" set, I really don't know anything about the set or who uses it.

The materials for purchasing the Buried Scream set will be farmed from Screaming Cavern(EX or regular), and are called "[Nugol Eyes](#)" and "[Vengeful Residual Reflection](#)."The latter of which is harder to come by, but as with the Impostor Reports, you can get 20/30 from

the dailies in Regular/EX Screaming Cavern respectively.

“**Wild Romanticist**” set(Otherwise known as Dusky West set), is a set focused around increasing all damage types, excluding elemental, as well as increasing both crit types. Saints tend to use this for Apocalypse stacking, or just get the Dusky West Gem(Magic Stone) for extra Spi/Vit.

The materials for purchasing the Dusky West set will be farmed from [Kartel Headquarters](#)(EX or regular), and are called “[Romantic Horizon](#).” As with the Impostor Reports, you can get 20/30 from the dailies in Regular/EX [Kartel Headquarters](#) respectively.

“**Source of Disease**” set, the abnormal status resistance shred set. The viability of this set is limited mainly to 3pc on F.Brawler.

The materials for purchasing the Source of Disease set will be farmed from [Reshpon, Village of Pain](#)(EX or regular), and are called “[Black Gems](#).” As with the Impostor Reports, you can get 20/30 from the dailies in Regular/EX [Reshpon, Village of Pain](#) respectively.

“**Great Glory**” set, the armor itself, as well as it’s set effect, is pretty lackluster, but the accessories are among the best at the legendary tier.

The materials for purchasing the Great Glory set will be farmed from [King’s Ruin](#)(EX or regular, and are called “[King Borodin’s Seal](#)” and “[Ancient Kingdom Gold Coin](#).” The latter of which is harder to come by, but as with the Impostor Reports, you can get 20/30 from the dailies in Regular/EX [King’s Ruin](#) respectively.

Hell Mode

Hell Parties, the actual endgame grind. This is the mode that will take the majority of your time as well as funds to do. That said, this is where the most powerful weapons, armor, and accessories will be found. To enter you will need the hell mode currency known as [Demon Invitations](#), these drop from dungeons, can be purchased with [Epic Souls](#)(Rare material found in hell modes and by disassembling epic items) or [Demon Challenges](#)(which can be purchased with [Epic Souls](#) or from other players through trading), as well as rewarded via an account tradeable box of 500 when getting a character to 85, and are given out fairly commonly by events.

Some things to keep in mind while running Hell Mode:

1. In parties all drops are shared and who gets what is totally up to the RNG.
2. Difficulty increases the drop rate of general items like Epic Souls and Hell Orbs. The amount of epic fragments also increase (10 from slayer mode as opposed to 5 in normal mode). However the drop rate for epic equipment is the same whichever difficulty you do.

Pandemonium Rift

Pandemonium Rift is the newest farming dungeon with potential for epic drops without requiring [Demon Invitations](#), the catch is that you only get 5 runs per day and they require 3 [Refined Terranium](#) per run. The dungeon itself is pretty simple and requires very little thought until getting to the main boss. However the minibosses can give you some trouble if you don't know what to expect. The first one, Supersonic Elic, is pretty simple, but he has lots of iframes which can make him a nuisance for certain classes. If you have any super holds you can chain hold him until he dies or if you have a hold that launches(Knee Kick, Fling, etc) you can launch him and juggle him indefinitely. The second mini-boss, Destroyer Jack The Iron is more annoying than the previous due largely in part to him spawning giant meteors from the sky that then erupt into extremely dangerous pools of green muck, quickly sapping your HP. You can quickly destroy the meteors as they land, but if he manages to start the animation that destroys the meteor and leaves behind the muck, you're going to have a bad time. Avoid the pools at all cost and whittle away at him or burst him down as quickly as possible. **After defeating the each of the mini-bosses you will be informed that "The Epic drop rate from the boss has been increased," defeating both of them does not guarantee an epic, but definitely increases the chance of getting one.** That said, let's talk about the bosses themselves. Starting with Turiel, this boss is quite simple and just attacks with large AOE damage that may one-shot extremely squishy characters, but is survivable by most. He will also summon portals that spawn ghost-like entities at set intervals(uncertain of specific timing) that can be destroyed. He has much less HP than Belial(roughly 30% less) and is much less likely to kill you outright. Now for Belial, this guy is a grade-A asshole and will kill you for fun while you deal with his nonsense gimmick. If you ever had the misfortune of doing Void Rift you'll have a semi-decent idea of what's going on, however in this boss fight you're not following a specified Simon Says route to do bonus damage or anything fun like that, no, you're dodging four different types of AOE damage by running around in circles. Like I said, there are four types of AOE damage, one, marked by red tiles, will deal immediate burst damage and inflict you with burn, the damage is sizable(around 60% from my experience), but the follow-up burn is quite minor. The second, marked by neutral/gray tiles, will deal immediate burst damage and freeze you, leaving you at Belial's mercy if he decides to spawn more danger tiles under your frozen, helpless body. The final type, marked by yellow tiles, will deal immediate burst damage and stun you, once again leaving you at Belial's mercy. Finally, the fourth AOE damage will come around at fairly obvious times and marks the entire map with danger tiles. To avoid the OHKO this will cause you will need to run to the scary eye(the one moving around seemingly aimlessly) that's been constantly emitting red electricity(that will kill you super fast when it's on), which will now not be emitting electricity and will instead spawn a nen bubble for you to duck into. The bubble will last long enough to use some burst damage, or buff up if need be. Once the bubble disappears Belial will cast red lightning(denoted by scary red circles on the ground near your feet) that will almost always if not always kill you instantly if one hits you(as you'll be hit stunned as the other hits

you.) It is a good idea to spread out as much as possible if you are in a party when the red lightning is coming down as you can be struck by lightning intended for other players. Once you kill Belial/Turiel you'll get epic fragments as well as a potential epic drop. Good luck in your endeavors!

Money/Material Farming

Now that I've covered the majority of endgame gearing I'll cover how to get gold as well as some other important materials for upgrading your gear.

Kulundal, an area to the left of Shonan that holds three dungeons, these dungeons drop items that are extremely valuable to your endgame grind.

Mirror Arad, entrance via the portal near Annis in underfoot, similar to circulation dungeons you enter the dungeon, get a quest requirement, and upon clearing get a reward box, the contents of which are; an [Exp Pill](#), a [Powerful Energy Box](#), and an [Endless Eternity Box](#).

Shonan Dragon Tournaments, located in Shonan in the same area that you go for the 2nd awakening quest. These tournaments provide currencies used to purchase items from NPC "[Shonan Aska](#)."

Tower of Despair, the 100 day(less if you consistently use Simona's Letter of Recommendation), APC brawl fest. Upon clearing all 100 floors you get a [Seal of Despair](#) which can be traded for an Epic pot of your choosing(untradeable or tradeable.)

Kulundal

Arguably one of the best areas to farm gold daily(I believe it was nerfed how much gold per clear, will need to check out the actual amount of gold received), Kulundal provides a decent level of challenge for a fresh 86, but provides solid rewards if you're capable of clearing the

dungeons. The dungeons are as follow; Watchers of Natram, Twin Golem's Betrayal, and Sanctum of Kulunchad. They share a few rewards, including [Refined Nen Crystals](#), [Random Bead Pots](#), and [Powerful Energy Bags](#). I'll quickly cover the rewards for each specific dungeon and what they can be used to purchase, as with most of the dungeons at endgame, they have their own special currencies.

Watchers of Natram - A very straightforward dungeon with a minor gimmick, every room after the first you will be notified of the bosses elemental affinity(Light, Dark, Fire, Water), and will have a chance to stack his weakness(Light <> Dark, Fire <> Water), this is a viable strategy for neutral damage classes, but if your class heavily favors a specific damage type, you'll want to stack that. The boss itself is a large immobile statue that does a few things, for the first 10ish seconds it will do nothing besides pull you towards it, after those 10ish seconds it will spawn a portal that will continuously spawn the baby dragons from the previous rooms, and an enemy named "Nen Dragon" that is undamageable, and will also potentially launch you back towards the portal(I'm uncertain what triggers the knockback as it is inconsistent.) After spawning the "Nen Dragon" and baby dragons, the statue will begin using a new attack that will cause a burning effect on the ground, causing heavy damage, easily killing most players if they aren't careful. After doing enough damage the statue will crack revealing a large orb matching the color of the element the statue has been charging up, once the crystal is revealed, the "Nen Dragon," any active baby dragons, and the spawn portal for the baby dragons will despawn. With the crystal revealed the statue changes up it's attacks a bit, it will now spawn fire pillars at set(I think they're set) intervals that will launch you, they generally won't hit you if you stand directly centered on the statue. It will also occasionally cause reveal text that says, "Begone Imbeciles!" at which point it will launch you back towards the entrance and impale you with some strange spines, bleeding you for a decent chunk of damage.

The dungeon and boss fight itself are pretty straightforward, but there is another mechanic I have yet to mention. You have a time limit, that said, you don't have to complete it super fast, but if you complete it within 1minute and 45seconds you will be rewarded with the maximum prize which is 7-10 Endless Eternities, and 7-20 Nen Crystals.

Twin Golem's Betrayal - A slightly more complex dungeon allowing you to choose one of two ways to complete it(they both end the same way, but one makes the boss fight a bit easier.) One route will be to protect the Ice Golem, this will require you use the portal at the top of the second room. Protecting him is extremely easy and can be handled in a matter of seconds. The other route is to skip the Ice Golem completely and run straight towards the boss. This will cause there to be more fire on the ground in the boss room, however, if you have decent damage output it won't be an issue whatsoever. This is easily the shortest dungeon of the three and provides a decent number of [Powerful Energies](#) upon completion.

Sanctum of Kulunchad - As with the other two, this is a short dungeon that allows completion very quickly if you are decently geared. The rooms leading up to the boss are very simple and follow the general pattern of, "Kill everything, move forward." That said, the final room before the boss which holds the named monster, "Lavasoul," is a bit different. Upon clearing out the

enemies you will trapped in the room avoiding giant golden nen crystals, fire breath, and a giant tail swipe(similar to Salamander's Furnace boss fight, but much less likely to kill you.) After surviving for a time, text will appear on screen saying, "Not bad! I will take you on myself! Mwahahahaha!" at this point, more Golden nen crystals will land and need to be destroyed before the door will open. The boss itself is quite easy, and can be made completely trivial with the use of the item, "Sealed Gourd" from "Bai Ming." Even without the use of the item, he is quite easy and will be put down quickly by most classes, however, after your initial damage he will heal, then you will need to do it all again and a little more to finish him off. The drops from this dungeon include [Powerful Energies](#), [Refined Nen Crystals](#), [Random Bead Pots](#).

Now I know what you're thinking, "What are these nen crystals and what are they for?" Well, there's a few things you can do with them. A.) Sell them for 2k each. B.) Complete dailies to trade them towards either [Refined Nen Crystals](#) or an [Endless Eternity](#) pouch. If you're looking purely for gold value, selling them at 2k each will generally net you the most profit, but be sure to use 3 a day to complete the [Refined Nen Crystal](#) daily as these will let you purchase items from "[Bai Ming](#)." There are a few dailies in the Kulundal area that provide these as a reward, be sure to complete them all if you're able to get the items you want faster.



Refined Nen Crystal



Concentrated Nen Red Bead - Magic Stone Enhancement, adds 500px Aura that increases Strength for your party by 20.



Concentrated Nen Blue Bead - Magic Stone Enhancement, adds 500px Aura that increases Intelligence for your party by 20.



Natram's Red Bead - Magic Stone Enhancement, +5 All Elemental Damage, +1 to Focus: Physical Critical Skill and Physical Rear Attack Skill



Natram's Blue Bead - Magic Stone Enhancement, +5 All Elemental Damage, +1 to Focus: Magical Critical Skill and Magical Rear Attack Skill



Essence of Mt. Kulun Bead - Ring Enhancement, -5% damage from Mt. Kulun monsters



Jiu Long's Bead - Weapon Enhancement, 1% chance to summon Nen Dragon on attack



Mirror Arad

The ultimate throwback dungeon as well as a good place to stock up on [Exp Capsules](#), [Endless Eternities](#), and [Powerful Energies](#), [Mirror Arad](#) is a fairly easy, but somewhat long dungeon starring some older dungeons no longer around in the normal flow of things(ex. Odessa Streets, old Mt. Thunderime, etc.) New players will be seeing enemies they are unlikely to have seen anywhere else and veteran players will be able to reminisce about the old days when getting to level 50 was a struggle.

Shonan Dragon Tournaments

Gold Dragon Tournament - The easier of the two tournaments. You will be pitted against a set of APCs that, unlike the Black Dragon Tournament, are not normal classes with new avatars, skills, and otherwise. The tournament is quick and easy and nets you [Glowing Magatama](#), a material used for dailies and purchasing items from “[Shonan Aska](#).” There is a daily for this tournament that requires you collect 12 [Purple Nen Energies](#) and will net you 1 [Purple Magatama](#).

Silver Dragon Tournament - The harder of the two tournaments. Once again you will be pitted against APCs that are not normal classes with new avatars, skills, and otherwise. The enemies here will do much higher damage(potentially OHKO), as well as being tougher to kill. The

tournament is short and will net you [Flamboyant Magatama](#), a material used for dailies and purchasing items from “[Shonan Aska](#).” There is a daily for this tournament that requires you collect 12 [Golden Nen Energies](#) and will net you 1 [Golden Magatama](#).



Glowing Magatama



Flamboyant Magatama



Purple Magatama



Golden Magatama



Not pictured: A series of accessories and special equipment that is not worth the required magatamas.



Yellow Dragon's Red Bijou Bead - Head/Shoulder, Belt, Shoes Enchant - 3% Phys Crit



Yellow Dragon's Blue Bijou Bead - Head/Shoulder, Belt, Shoes Enchant - 3% Mag Crit



Yellow Dragon's White Bijou Bead - Title - +3 All Elemental Damage



Blue Dragon's Red Bijou Bead - Title - +10 Weapon Physical Attack



Blue Dragon's Blue Bijou Bead - Title - +10 Weapon Magical Attack



Blue Dragon's Black Bijou Bead - Title - +15 Independent Attack

Tower of Despair

100 Days of slugging it out with APCs of varying difficulty, a cake walk for some classes, a chore for others. Accessible at level 70, it is likely best left for once you hit cap as these APCs get pretty mean as you go. The ordeal of completion can be shortened with Simona's Letter of Recommendation, acquired via events or Neo Premium +, which allows you to run Tower of Despair another time upon use (Event Letters can be used along with Neo Premium + Letters to allow for three entrances in a single day.) The whole of the tower is just to acquire a [Seal of Despair](#), get an epic weapon for your class (Level 60-85 pot). The APCs can be quite annoying, and some floors require you clear a small gauntlet of APCs for the reward. Besides the [Seal of Despair](#), you can get roughly 15-20k gold per day just completing the tower and selling the rewarded equipment.