

Alts, Dress-up and Farming - “I Can Do Everything That Isn’t Raiding”

General DFO Beginner/Farmer Guide

DFO in a nutshell, sort of

Doesn't include details about Luke/Beast/Imperial Arena/Fiend War/Prey.
A lot of detail has been cut out in the farming section since it's not so important to know now.

The guide after Harlem and before Operation Hope updates:

https://docs.google.com/document/d/1wauA3Rskzu6SWsRqEIE_QNXyhxwkIJntxpH_Rk7MH_Y/edit?usp=sharing

[Gear progression summary added](#)

Main contents last updated: 24/12/2019

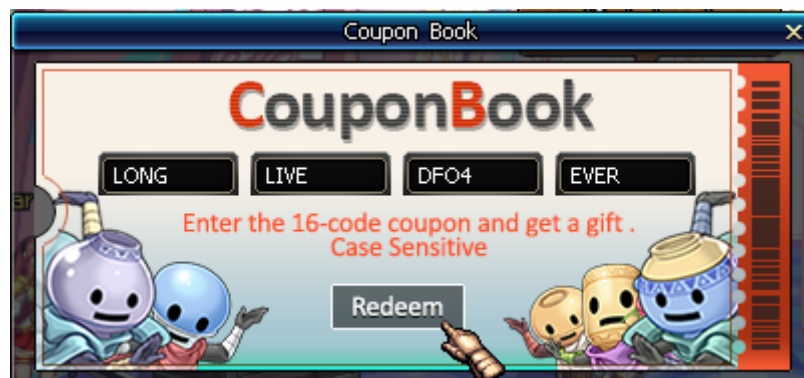
Housekeeping/Minor Changes: 30/12/2019

dd/mm/yyyy format

**Not updated for Pandemonium War - yet, or maybe never. Dunno.
Probably get updated when level 100 cap hits.**

If you need to get to a section faster, click on the links in the contents page or go to **View > Show Document Outline** on the top left and click on those links on the left.

If you haven't done it yet, enter **LONG-LIVE-DFO4-EVER** in the **Coupon Book** (from the **ESC Menu**) for 10 Life Tokens, 100 Remy Touches and 3 Heartbeat Megaphones!



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About This Guide

This guide is separated into 3 main parts: **Alt Fighter Online**, **Dress-up Fighter Online** and **Farming Fighter Online**. In one way or another, every player, no matter what their playstyle is (to be geared as possible, to simply enjoy the game or play all the classes), should find pieces of information that is useful.

Throughout the guide, there will be tips scattered here and there which are indicated with horizontal lines that go across the page. I'll also try to **bold** some important bits of information. Most of the information gathered here is from my experience playing DFO and reading posts from Reddit or from the DFO Global Discord server and I'll acknowledge, where appropriate, if a piece of information is not from my experience.

My Experience With DFO

I've played this game for a long time without doing any raid content and I still continue to play this game today (although there are solo versions of raids now and I run those ;^). Perhaps there are people out there that have a similar mindset. They may be a minority, but they too are players and so I decided to create this guide for the Share Your Expertise! Event.

Why Play Alts?

Dungeon Fighter Online (DFO) is a great game for people who enjoy running the same content with different classes. It may be repetitive, mind-numbing and dull at times, but at the same time it can be somewhat satisfying and enjoyable to learn and play different classes and to progress through the game. Of course people play DFO for other reasons, but in short, this is the main reason why I have stuck with DFO for the past years and continue to stick with it.

Everyone has their own way of playing a game and enjoying it, be it to rush to the end and be one of the first to achieve a goal or simply taking the time to learn various aspects of the game. Similarly, there are different ways to play DFO: gear yourself up to participate in end-game content so you can get more gear to do more end-game things, play with multiple alts or a mix of both.

Having alts also allows you to take advantage of events that are intended for having alts. Of course you can pass up on these events and continue on your way to gear your main, but I do recommend planning out what items are actually relevant to you and choosing whether you should bother with the events at all.

If you're just beginning your DFO adventure, creating alts is also a way to extend your play time, albeit not on the same character. The fatigue point (FP) system resets at 9:00AM UTC and resets for all your characters so you'll have a lot of FP to spend when you have a lot of alts.

Other Information

Server: Cain

Explorer Name: Packet

Discord: Papket#4790

Main Characters: Fuwapoi, Kitzor and supposedly Kupkaek (highest Expertise from all the Bloody Lane runs when that was a thing).

Also lurking around in the DFO Global Discord server.

Sorry for any inconsistencies with my English if that sort of thing bugs you. Most of it should be UK English. ;^)

Arad Explorer Club Information (updated as of 9/05/2018):

The screenshot displays the 'Arad Explorer Club' interface for a user named 'Packet'. The interface is titled 'Explorer Club (None)' and has tabs for 'Basic Info', 'Trait', 'Collection', 'Expedition', and 'Shop'. The background features a dark, stormy landscape with a bright blue lightning bolt striking a dark, swirling mass in the sky.

Packet Explorer Club

Explorer Club Lv 35

100.00%

Total Characters 66 character(s) **Consecutive Logins** 24 564 day(s)

Highest Training Accomplished Legend **17 Swift Master**

Explorer Club Creation Date 2015/3/24

Content Training

Opt. Lv Dungeon	35.2k times	Arena Victory	0 times
Tower of Despair	52 times	Tower of Anguish	24 times
Anton Raid	1k times	Luke Raid	236 times
Fiend War Raid	0 times		

Character list (updated as of 9/05/2019):



The Schedule Breakdown of a Dungeon Fighter

This section is basically a breakdown of what you can do in DFO. You don't NEED to do all these things, but it never hurts knowing what you're not doing.

Might be missing a few things but it's most of the things.

All Day, Any Day, Everyday

- Claim Neo Premium Daily Gift (if you have Neo Premium Contract Plus) for:
 - Freebies (Simona's Letter of Recommendation, 2 Refined Terraniums, 10 Demon Invitations)
- Spamming left click to use Neo Premium Tokens on the vending machine to:
 - Get 5 Terraniums
 - Get more Canna's foods and Toys of Sparkling World. Need them HP and MP potions
 - Get Transcendent Stones and Golden Candles for transferring and resealing some not-so-useful things
 - Hope for Hell Party Tickets
 - Hope for x3 EXP potions
- Do event things to:
 - Get goodies, most of which are really nice and easy to get
- Level up alts to:
 - Increase Arad Explorer Club level for various buffs
 - Enjoy the altholic life
 - Fill up that Expertise 'bingo board' (Collection window).
- Run 5 Interdimensional Rifts to:
 - Get chronicle buff swaps
 - Be able to meme around with chronicle sets
 - Get Sea God Bottoms for swaps
 - Have a chance to fight a spooky fiery skeleton unicorn dog thing
 - Farm up gold cube fragments because all these upgrade things need them
 - Farm up a level 85 quest legendary set (and/or multiple pieces) so you can run Echon easier even though it's not necessary
- Run 4 Echon dungeons to:
 - Get better gear and make life easier because scenario dungeons are too hard in rare magic sealed equipment or just take too long
 - Disassemble Echon equipment for Endless Eternities to feed Interdimensional Rift runs
 - Have fun murdering hordes of enemies and some tough guys (if you're weak ;^)
 - See your framerate tank if you play on a toaster or a potato
- Run 8 Assault Mode dungeons to:
 - Get Harlem legendaries (no weapon)

- Run hell mode, Sky Rift or Celestial Rift (honestly, just run Celestial Rift) to:
 - Progress towards better epic goodies
- Run 4 Dawning Crevices to:
 - Also get 4 chances at epics a day
 - Use 20 Seeds of Birth a run to get no epics
 - Get more Aberrant Fragments and Aberrant Crystallines because you need to upgrade your legendaries into epics (Harlem stuff)
- Run Luke Normal for:
 - 5 or more Refined Terranium
 - A bunch of Light Sources for things that you don't really need anymore like:
 - Buying Silent Constructor pieces
 - Upgrading them into Heblon pieces
- Run Prey Normal for:
 - 5 - 10 Refined Terranium
 - Or get a card instead
 - Practise for Prey Raid
- Run Tower of Despair and Tower of Anguish (skip ToA since it's pointless) on multiple alts so that you can:
 - Increase that clear count on your Explorer Club
 - Get some freebie titles and emoticons for fashioning your character (Tower of Despair only)
 - Disassemble equipment from Tower of Despair to fuel cube fragment needs
- Run Tower of Dazzlement on 5 different characters for:
 - A level 95 Harlem epic weapon of your choice because you can't luck out in hell mode/Sky/Celestial Rift for a Sky's Legacy weapon
 - Cards to sell or use for yourself
 - Card compounders so that you can get better cards to sell or use for yourself
- Run Forgotten Land (wait, what's that?) because:
 - You can't afford to that sub equipment swap or it doesn't exist and would rather farm away for a 'freebie' sub equipment swap than luck out in hell mode for one specific sub equipment or upgrade that level 95 legendary Harlem sub equipment into the epic one but everything gets replaced by Operation Hope things so it doesn't matter if you run Forgotten Land
- Complete the daily quest for Carnelians to convert to Demon Invitations to:
 - Further your despair in your quest to obtain epics
- Farm gold via:
 - Leveling up alts (not as effective as other methods but you do get gold from just playing the game, especially from level 90 -> 95)
 - Level 90 characters by:
 - Grandine (also known as Grindine, level 90 cap)
 - Bloody Lane and to:
 - Sell Terranium to Jonathan
 - Buy goodies from Jonathan (350 Seeds of Birth and 200 Gold Cube Fragments are the main things)
 - Level 95 characters by:

- Disaster Sector for mainly Terranium (see point above about Jonathan)
 - Convert Terranium into Pentacles (via Pumpkin Ball) and gamble on random cards
 - Spam any Harlem dungeon in hopes for Rift Response Stones to sell in the Auction Hall for big boy \$\$\$ (Sleepy Hollow is probably the fastest for most people and you also get Seeds of Birth and Terraniums for more \$, but not \$\$\$, if you know what I mean)
 - Spam Total Eclipse on King or Slayer for pure gold \$\$\$
 - Other various means that may be shady or unknown
- Farm Powerful Energies because you play a fixed (or independent) attack class at:
 - Mt Kulun
 - Silver/Gold Dragon Tournament
- Run Imperial Arena to:
 - Get that level 90 non-set armour piece upgraded into a level 90 set armour piece (if you still live in level 90 cap anyway)
 - Get elemental damage enchants on your weapon
 - ~~Get whatever seasonal rewards are being sold~~ Jokes, they don't exist anymore
 - Have some fun that turns into a regular daily thing when you run it enough
- Run Guild Dungeons for Guild Certificates to:
 - Get more Demon Invitations so that:
 - You can run more hell modes (see above point about hell modes)
 - Get enough for a fancy legendary insignia
 - Become a proc meme with the ice accessory set

Day Specific Things

- Run Luke Raid up to 2 times per character, once per raid day (Thursday, Saturday and Sunday) to:
 - Get your Undaunted Determinations for:
 - Demon Invitations
 - Epic Souls
 - Rift Sensor Stones
 - Upgrade your Lv90 armour set, Savior weapon and buy Luke Raid epic special equipments (not so important so get Tayberrs stuff instead)
- Run Fiend War up to 2 times per character, once per raid day (Wednesday, Saturday and Sunday) to:
 - See Luke Raid for Undaunted Determinations
 - Upgrade Tayberrs armour set into a Super Tayberrs armour set
- Run Prey Raid up to 2 times per character, once per raid day (Thursday, Saturday and Sunday) to:
 - See Luke Raid for Undaunted Determinations
 - Upgrade the rest of your Tayberrs equipment (weapon, accessories and special equipment)

Weekly Things (any day, but not everyday)

- Run The Beast (on two different days) to:
 - Upgrade your already upgraded Anton accessories or level 90 epic accessories or just buy Beast accessories
- Run 6 - 9 Voyage dungeons for:
 - Easy Demon Invitations
 - Easy Rare/Unique/Legendary Souls
 - Easy Powerful Energies
- Run Anton Subjugation Dungeons (2 times per week, once a day, any day):
 - Blue rocks (fake rocks) for 5% critical chance rate enchants and sub equipment enchant
 - Condensed blue rocks (the real blue rocks) to
 - Convert back to fake rocks (see point above)
 - Convert to red rocks for magic stone enchant (+12 all elemental damage)
- Process a craftable epic via Epic Crafting Machine next to Kiri and
 - Run dungeons for 7 Carbonic Crystals because you want Gaea Crusher proc memes on your Fighter classes.
- Run Pandemonium Meeting (3 times per week, your choice of frequency per day) to:
 - Buy account bound boxes of:
 - 10 Sky Fragments (100 materials total)
 - 3 Antimatter Particles (15 materials total)
 - Some really good gear enchants (not the best but it's pretty good)

- Some events

Seems dull? Boring? Repetitive? Yeah, but that's life. And lots of people still continue to play anyway, kinda like any other game really. :^)

Welcome to Alt Fighter Online!

Yes, it's still Dungeon Fighter Online but the game and its events are largely beneficial to your alternate characters (characters that aren't your main) and hence the name Alt Fighter Online.

Even though you may be or may become an altholic, **you should actually have a main character**. This is to focus your gearing efforts to a single character that will open up opportunities to participate in end-game content such as Anton Raid and Luke Raid.

Some event rewards are better off consolidated to that main character rather than spread across your alts, but of course that's for you to decide. For example, getting 10 free reinforcers and using them on your main character's weapon is far more worthwhile than getting +1 on weapons on 10 alts.

Choosing a Class

In short, there's really no guaranteed way to know what class you'll like the most unless you create and level them all, but that takes a lot of time and effort. And I mean a lot.

In total there are currently 61 advanced classes to choose from, 2 of which are called 'Complementary' classes (Creator and Dark Knight) and can only be created when you reach level 70 on any character. **Default amount of character slots is 24 and you can buy up to 75 more slots** for a total of 99 slots (290 CERA each or obtained from events).

Reaching level 15 will allow you to preview and try out all class advancements for that base class when you go pick a class advancement. It can be hard to understand all the skills for a class at first, but with some time you can decide which class advancement you wish to play.

You can also change your advanced class if you're **below** level 50. First change is free and costs gold afterwards (100k I think?). **Skill point resets are also free** so don't be afraid of trying out new skills and changing your skill build!

There are ways to narrow down on which class you'd be most interested in playing and assigning as your main, semi-main or just planning your next alts.

1. Look at gameplay videos or class trailers.
 2. Depending on your preferences, prioritise based on (in an order that you think is appropriate):
 - Aesthetics
Skills look awesome? Like having a sword? Has summons? etc.
 - Lore
Dark and edgy? Stuff about dragons? etc.
 - Mechanics
How does the class play in end-game content? In solo? In a party?
DPS, Synergy or Buffer (aka Crusader/Enchantress)?
 3. Screw it and let RNGesus decide for you.
-

Here's a place to start for class trailers:

Credits to Neople.

https://www.youtube.com/channel/UC4mV4omijEEhZG3XpFhSh8g/playlists?shelf_id=6&view=50&sort=dd

If you can't find the class you're looking for, search around on YouTube. You should be able to find something.

You can also view class trailers and short descriptions of each class in:

<https://www.dfonepeople.com/pr/landing/character>

There are also previews of all the classes, their 1st awakening and 2nd awakening (class advancements, like getting a 2nd job or 3rd job in other games) **when you go to create a character**. They should give you a rough idea on how they work.

If you want some lore tidbits, you'll need to go through the Updates section of DFO's website. Click on a year then sort it by Character.

<https://www.dfonepeople.com/news/updates/842/Overview?list=true#>

Beginning Your Altholic Adventure

Checklist - Altholic Adventure Assistance

Here's a checklist of things that you should consider (in no order) to help out with leveling up your alts/being an altholic:

- **Be in a guild.** Make one or join one that's active. Benefits include:
 - +120 to all stats (STR/INT/VIT/SPR)
 - +10% hunting EXP (EXP from killing monsters)
 - Ability to teleport anywhere (that you can access) in town
 - Access to guild dungeons for minmax gear goodies and proc meme gear goodies (equipment that can inflict damage with additional effects when you attack)
 - If it's a guild full of your alts, then you can use the guild storage as another account vault.
- **Get an account vault.** Available when you hit level 60 on at least 1 character. Upgrade it as much as possible or as needed. Nihilistic Demon Stones (and fragments) are obtained from disassembling chronicle equipment from Interdimensional Rift or purchased from the Auction Hall (AH). Unfortunately upgrades past 8 rows are only available with CERA or very rarely through events. 1 row = 1 upgrade. Fully upgraded vault has ~~40 rows~~ 12 rows? It got expanded so now I don't know how many rows. Benefits include:
 - Stores items and gold for easy transferring between characters
- **Get Neo Premium Contract Plus** if you can. Look out for events and turn in your Neo Premium Tokens to the vending machine next to Canna in Hendon Myre. Also available in the CERA shop. If you have Seria's Greeting, you can get it on your 10th daily login (I'm not sure if this was changed recently - 21/11/2018). Plus benefits include:
 - Rental weapon that doesn't need repairing. Also pretty strong.
 - Daily box that gives useful freebies.
 - Increases your FP from 156 to 273 a day.
 - +10% dungeon clearance EXP (EXP from clearing dungeons and not from anything else like hunting enemies and quests)
 - Drops tokens that gets you goodies like potions (Canna's food), Transcendent Stones, Golden Candles, Hell Party Tickets, 20 FP potions, x3 EXP potions and Terraniums.
 - FP Express to consume twice as much FP to get twice as much hunting and dungeon clearance EXP. Does **NOT** include quest EXP which is the main source of EXP. Only use it if you have no time to burn FP normally or if you're at a smaller amount than the number of rooms in the dungeon.
 - +1 dungeon clear reward card. You get a chance for another equipment to sell at the end of the dungeon. Huzzah! More gold!
 - No stamina loss from exiting dungeons before clearing if you decide to leave for whatever reason.

- **Get Growth Contract.** Gives +20% EXP from ALL sources. Look out for events that give contracts out! Also available in the CERA shop. Other contracts aren't as important for leveling alts but if you get them, it's a good bonus!
- **Run optimal level dungeons for Mileage Points.** 1 optimal level dungeon clear = 1



Mileage Point. Optimal dungeons will say 'Optimal' on them. You can buy 3x EXP potions and a 20 FP potion to assist your leveling. EXP potions, however, only increase your dungeon clear EXP. Mileage Point items are found in the CERA shop. Your current scenario quest will usually be optimal. **There's no limit on Mileage Point gains** but don't be surprised if it does get limited since

People never officially mentioned Mileage Point gains having no limit in maintenance or patch notes. You can also get Mileage Points from buying things with CERA (think of it as a bonus, nothing more or nothing less).



- **Consider having at least 1 of each profession.** Not a must, but it can be handy to have sometimes. Alternatively you can just use another player's enchanter to enchant things and buy other profession items from the Auction Hall (if they're available anyway). If you don't care about professions, can't be bothered with crafting things or already have the 4 professions, I recommend making everyone else a disassembler so that you can disassemble 'cursed' equipment later on.
- **Disassemble common, uncommon, rare and 'useless' unique equipment.** Use your own disassembler to level up your disassembler profession. You'll need coloured cube fragments and clear cube fragments for quests and to use cube skills. You'll also get souls to use for transferring or resealing things via Grandis as well as crafting epic equipment. If your profession isn't a Disassembler, just disassemble (with your extractor) rare equipment for your profession materials.

Tip: You should set up your disassembling settings as shown below for fast and easy disassembling of equipment. Then you should be able to simply open up the disassembling window, **press A then space to confirm** to disassemble things quickly.



You can protect your equipment from being included in the “All” disassembly by **Ctrl + Left Clicking on an equipment to apply a sort lock**. Also prevents it from being sorted. You can also apply **an item lock with Alt + Left Click**. This lock will prevent any changes to an equipment. To unlock item locks instantly rather than waiting 72 hours, you should link a Google Authenticator code to your account. Visit the website’s **Security Center** for more details.

- **Have a main character that you enjoy the most.** You need to consolidate event goodies somewhere and eventually be geared enough for end-game content. Of course when your main doesn’t need the items, you can put them on alts instead.
- **Have a max leveled character.** Makes your life easier when you need to go farm for materials and gold for alts.
- **Have a storage character.** Depending on what you decide to store in your account vault, you may not have enough space to keep everything. In your repeated adventures around Arad you should be picking up almost everything. I say almost everything because some items aren’t too useful. But in case you run out of inventory slots you should consolidate all or most of your tradeable materials to a storage character.

Events

Events can be very useful in your altholic adventure as they can provide items that will greatly assist in your alt leveling, gear progression or overall quality of liveness. Keep an eye out for them and plan out how you'll use your items to maximise their value!

Tip: Click the green E icon to see all current events. Alternatively check the [DFO website](#) for more details on those events.



Event Dungeons

Event dungeons are sort of rare in occurrence but **CAN provide a good amount of EXP when clearing them**. I emphasise the chance aspect of it since it usually varies for each dungeon. Of course you'll need to run the dungeon yourself and decide if the EXP is good or not or ask around. They might not be the most effective in terms of FP to EXP ratio (if they do require FP anyway), but if you're going to run them, you might as well run them and get EXP at the same time. Make sure to use EXP potions when entering them too! That is, if they are good for EXP.

Most of the time event dungeons are also optimal level dungeons so you'll receive Mileage Points in there as well!

Event Rewards

Event rewards vary for each event but you usually see the same rewards every now and then. There are more types of rewards but the ones listed below are usually the reoccurring rewards.

Level assistance/general use event rewards:

- Consumable Potions (HP, MP, buff)
- Fatigue Potions
- EXP Potions
- Life Tokens
- EXP Capsules
- Level Up Tickets
- Master Contract Package (contains all contracts except Neo Premium Contract Basic and Plus)
- Neo Premium Contract Plus
- Sub Equipment Quest Clear Tickets

- Magic Stone Quest Clear Tickets
- Earring Quest Clear Tickets
- 1st Awakening Clear Tickets
- 2nd Awakening Clear Tickets
- Transcendent Stones
- Golden Candles
- Safe Upgrade Kit
- Inventory Upgrade Kit

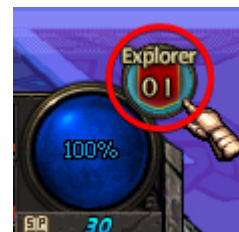
Gear progression assistance rewards:

- Emblem of Heroes
- Aberrant Crystallines
- Sky Fragments
- Antimatter Particles
- Refined Terranium (usually not normal Terranium since that would be too helpful ;^))
- Demon Invitations
- Powerful Energy
- Reinforcers, Refiners, Amplifiers

Explorer Club

The Explorer Club is a very useful feature that provides **access to various buffs, Expeditions and the Explorer Club Shop**. It also summarises some account statistics.

You can access the Explorer Club via the **ESC menu** or simply clicking on the button on the bottom right above your MP gauge.



To increase your Explorer Club level, you must obtain enough regular EXP (killing enemies, clearing dungeons, clearing quests, etc) for the next level. EXP gained from using EXP capsules and using Level Up Tickets do not contribute to Explorer Club level. **Assuming you do not use these items**, leveling from 1 to 95 will get you 3,036,882,246 EXP with 90 to 95 being a little over half that total. However, when your character is **level 95**, **all EXP obtained afterwards is converted to roughly 1/3 the amount for Arad Explorer Club EXP**. So 1,000,000 EXP at level 95 will be roughly 333,333 Explorer Club EXP.

Expertise

Expertise does nothing but provide you with a **prefix to your name** and can also indicate how much you have played on a max leveled character. Expertise levels are based on how much EXP you gain when you are level 95. Unlike Explorer Club EXP, Expertise EXP is gained at a 1:1 ratio.

Expertise Levels		
Expertise Tier	Maximum Level	Total EXP Required
Challenger	49	152,667,084
Expert	50	1,084,956,568
Leader	26	2,237,962,257
Guru	25	5,831,403,174
Legend	49	54,436,752,597
Hero	90	2,111,978,212,156

Credit goes to this post for the information in the table:

https://www.reddit.com/r/DFO/comments/796k8y/expertise_level_levelgrade_breakdown/

Expedition

To put simply, **do 24 hours for each expedition area for maximum rewards**. You also don't need to fill up all the expedition party slots. Sending characters onto an expedition DOES NOT mean that you cannot play them. **You can still play on your sent characters that are on an expedition.**

Every class has a different set of attribute symbols. Using the auto-select feature will select the most optimal expedition party from your available characters.

You get more crystals if more symbols are highlighted. There are no bonuses for having more of a highlighted symbol.

You get 51 Glory Crystals if you have all symbols highlighted and send for 24 hours for each area.

After receiving rewards from a successful expedition, the attribute symbols required for bonus rewards for each area is randomly changed. The first expedition area will always stay the same (i.e. you can choose anyone to send to get the bonus, although that's not really a bonus now is it? :^)).

Returning your expedition parties early will **NOT** change the symbols and you will **NOT** get any rewards.

Tip: If your dispatch all window doesn't dispatch all expedition parties, then just click the Expedition tab again to make the dispatch all window appear again.

Shop

The Explorer Club Shop provides very useful items and you can check them out under the Shop tab. All items require different Arad Explorer Club levels.

Valor Crystal

1 Valor Crystal is obtained when you receive 15 million EXP on any character. An easy way to farm Valor Crystals is to go through higher level scenario quests (especially level 90 -> 95)

Item purchase count resets on the **first day of each month**. Valor Crystals do **NOT** reset.

Glory Crystal

Glory Crystals are obtained through expeditions.

Item purchase count and Glory Crystals reset on the **first day of each month**.

Growth Capsule

I wouldn't call this a shop, but it's in the Shop tab so... yeah.

Any EXP you gain on a level 95 character will contribute to the EXP in Growth Capsules. These capsules can be claimed on any level 50 - 90 character. Very useful for classes that aren't so great until they get their second Awakening.

Growth Capsules reset every Tuesday at 9:00 am UTC (server reset time).

General Tips

Level Up Tickets and Clear Tickets

- When using **Level Up Tickets**, you should **consider using it on the highest level on its level range**. For example, using a level 50 - 69 Level Up Ticket when you're level 69.
- If you're using **Explorer Club Level Up Tickets on 1 character**, then you should **use all the tickets before the highest level** in a way that the **last ticket** should be **used on the highest level**. For example, when using 7 (Lv. 10~19) Level Up Tickets you should start to use them at level 13. This will make sure that all 7 Level Up Tickets are used and that your last ticket used would be at level 19, making you level 20. If you like math: (highest level on the ticket - amount of tickets being used) + 1 = level that you use the tickets. So in the above example, $(19 - 7) + 1 = 13$.
- **Use Sub Equipment, Magic Stone and Earring Quest Clear Tickets whenever you get them and are at the appropriate level.** If you have lots of alts and plan to unlock everything on them, you should consider using these clear tickets on your least favourite or weakest character so that you don't struggle to clear the dungeons required for these quests (earring quest especially). If you don't care, then use it on whoever needs it.

FP Potions and FP Express

Fatigue Point (FP) Potions are used to extend your gameplay time on a single character. They can only be used once per day (resets at server reset time)

- **20 FP Potions** from the Mileage Shop.
- Alchemists can also create **30 FP Potions** and are usually sold in the Auction Hall.
- If you have Neo Premium Contract, using **FP Express doubles your FP consumption and Hunting and Dungeon Clear EXP. It does not double quest clear EXP** which is the main source of your EXP when you are doing Scenario quests. **It is only recommended to use FP Express when:**
 - **Your FP is lower than the required amount needed for clearing the dungeon.** For example, if you have 7 FP left and the dungeon to be cleared has 8 rooms (1 room = 1 FP) then you should use FP Express for that run.
 - **You don't have much time to play** or don't want to spend too much time on a character.

Shortcut Keys

- **Some functions and features do not have a default shortcut key.** One feature that is useful to have on a shortcut key is the **Profession window**. You should have this window binded to a key since you'll be using it quite a lot if you're a Disassembler. This also makes it easier to access your disassembler in a dungeon.
- **If you don't want to be constantly pressing X to use your basic attack chain, you can enable the "Auto Fire Toggle".** This means (if enabled) you can hold down the X button to use your basic attack chain.



- When transferring already existing items to your Character Safe and Account Vault, **pressing A then Space will transfer all already existing items to your Character Safe or Account Vault.** Pressing A is the shortcut key for this quick stack function and pressing Space will confirm any confirmation message.
- Similarly, you can press A then Space when disassembling items in a disassembler to disassemble all items.

- **Set up the //setitem, //setcharacter and //monitor commands to a button.** You can do this in your Hotkey Settings in the Settings (shortcut key is O).
 - **//setitem will teleport all dropped items in the room to your location.** Use this when an item is out of reach in an inaccessible area or after a boss fight. Also useful when running hell mode. This command **can only be used once per dungeon.**
 - **//setcharacter will teleport your character to the room gate you entered from.** Use this when you're stuck. This command **can only be used once per dungeon.**
 - **//monitor will display the ping of your party members.** There are also other numbers but there isn't much information on what they are for. **The first number is the ping.** To toggle off the numbers, simply use the command again.



Skill Hotbar and Skill Input Commands

- **Have a general skill layout.** When you have multiple alts it can be a hassle to remember what each skill does. If you played long enough or are observant, you'll notice that some skills are very much like others in their mechanics, aesthetic or usage. These similar skills should be on the same hotbar key or even the same skill command binding so that you can more easily remember what each skill is such as putting a movement skill on Q (Drive Slash for Male Slayers and Sliding Slash for Female Slayers for example) . There are, of course, classes that will be vastly different from others such as Summoner, Creator or Dark Knight so you'll need to spend some time on what button you want each skill to be on or if you want them to be manually inputted. Generally, buff skills, common class skills and non-cube skills are manually inputted but it's up to you if you want that.
- **You can change the input command for each skill in the skill window.** Up to 4 directional keys can be included and must end with Z, X, C or Space. If you want a skill to only be used when you're holding a directional button down, then hold down that button until you see the directional button with the & sign when editing a skill input command. This can only be done with 1 directional button in the input command.



- In the above screenshot, you should notice the warning in red. **For all skills on your hotbar, you should lock them to prevent any accidental usage when you manually input a skill.** You can lock these skills by right clicking on them when they're in your hotbar or in the Acquired Skills window (see below). **Skills without an**

input cannot be locked such as Battle Mage's Chaser Launcher **and must be put on the skill hotbar.**

- **You can assign cooldown notifications for your skills** by holding Alt and left clicking on each skill. You can only assign cooldown notifications for manually inputted skills which are shown in the Acquired Skills window. Skills with a border on them have a cooldown notification when in dungeon and are displayed above the skill hotbar.



Buying, Selling and Disassembling

- **Disassemble all common, uncommon and rare (magic sealed) equipment below level 75.** This is because these equipment don't go for very much when sold to NPC vendors compared to higher level equipment and you'll need cube fragments of all colours for quests and for using clear cube fragment skills. That being said, if you need the gold, **I recommend only to sell weapons (their icons are usually overlayed with red) and disassembling armour equipment.** Weapons are sold for a higher price whereas only heavy and plate armour go for a similar price, but who bothers checking what armour is what type? :^)
- The exception to the above is if you get any **level 55 magic sealed top piece**, keep it because you might need it for **+1 level to your buff!** Alternatively you can sell it to the Auction Hall if you have spares.
- When selling items to an NPC vendor, **click the "Sell" button then hold space while clicking on items.** This will automatically confirm all the selling messages for you. If you accidentally sell something important, it should be in the Repurchase tab of the NPC vendor.
- When buying multiple items of the same type from vendors, **hold Shift and left click on the item you want to buy multiples of.**

Other

- **Visit the main website:** <https://www.dfonepeople.com/> , log in then check out the **Security Center** and get your account linked to a Google authenticator security code (save this code somewhere just in case you change phones or something). **Provides you with account security and some in-game goodies.** If you don't want to use your phone when you log in, then you can use WinAuth on your PC instead: <https://github.com/winauth/winauth> (scroll down and get the latest stable version). It's a good idea to have both though, in case you switch phones or PCs. I've been using WinAuth it since the Security Center got updated and it's really simple to use.
- If you happen to use up all your Life Tokens, don't worry! **You get up to 3 Life Tokens daily at reset time (9:00am UTC)** if you've used 10 of your beginning Life Tokens.
- **Don't delete characters** unless you run out of character slots and don't want to buy or wait for more character slots (from events). There is no reason otherwise.
- If you want to clear your Epic (scenario) quest, you can open up your Quest Book (F1), select the Epic quest and click "Clear". You should only do this when you're max level or if you know what you're doing at lower levels. :^)
- If you want to link any item into the chat, Shift + Left Click on the item you want to link. Your chat window does not need to be opened to do this.
- If you **partied with someone else** throughout your dungeoning adventures, you can get a **free hell mode run** (no Demon Invitations required) by running a regular dungeon (make sure not be in the hell mode interface). Just make sure not to break the party or else you'll lose the hell mode! Check above your mini-map window to see if the hell gauge is filled up. Remember, there's a chance that it might not spawn on the next run, so make sure to run again!
- You can **Shift + Right Click to use a maximum of 100 of the same box**. This does not apply to items that generate random amounts of materials.



Welcome to Dress-up Fighter Online!

Nothing beats a good ol' fashioning (or dress-up) session where you spend up to 2 hours on deciding on a new look. Yes, it's possible and I speak from experience.

Avatar Basics

Avatars are purely cosmetic items that change how your character looks. They do not provide stats (unless you're using rental avatars from Seria's Welcome). You can purchase CERA avatars that are constantly available from the CERA shop in the Avatar tab.

There are also avatar packages that you can buy in the Special tab. Each package usually has 3 or 4 colour variations. A **Lite package is usually untradable** and will contain only the cosmetic avatars whereas a **normal package is tradable** and will contain the Lite package along with a set of Clone Avatars (see next section), and a bunch of tradable goodies (usually includes a title, creature, aura and bonus box). These packages are bought with CERA but can also be bought with gold from other players or the Auction Hall (usually more expensive due to 5% tax on gold). Keep in mind that if you buy a package with gold or trade with another player, the package will become **account bound**.

Since the Origin update, avatars from avatar packages can either be **tradable or untradable**. Previously bought avatars are currently all untradable. This means that you can buy cosmetic avatars from the Auction Hall and from other people.

All packages don't have an expiration date, but the tradable items (excluding avatars) inside do. When opened, they will disappear once you log out so be sure to use them if you ever do find yourself in that position.

Each package sale **usually lasts for 3 months but sometimes it can be shorter**. Be sure to check the dates on their sales.

Rare avatars on the other hand, are **tradable** cosmetics and provide better stats bonuses than normal Clone Avatars (see next section). They generally are fancier than your normal avatars, can have special effects with a completed set and get **cycled every year or so**. To obtain rare avatars, you need to **combine two avatars or clones of the same type** (like shoes with shoes) using a **Bind Cube**. **The outcome will be either a random CERA avatar, a rare avatar or a rare clone avatar**.

Bind Cubes are available in the CERA shop or rarely given out in events. You can also buy a Bind Cube Pouch (gives 2 - 100, usually 2 though) from the Auction Hall with gold.

Clone Avatars and Rare Clone Avatars

Clone avatars are not exactly cosmetic and provide stat bonuses. What I mean by “not exactly cosmetic” is that they take over the looks of your normal avatars and apply a stat bonus to that avatar. However, you can use clone avatars without normal avatars and it will use the default avatar for that piece.

For the below screenshot, “Advanced Avatar Set” is an old term for normal avatars that had stats on them. Normal Clone Avatars are basically an “Advanced Avatar Set”.



Tip: You can mix and match rare avatars with rare clone avatars for the “Rare Avatar Set” set bonuses.

Weapon, Aura and Skin Avatars

Weapon avatars change the look of your weapon and often do not provide stat bonuses. With the introduction of the Dragon Force Avatar Package, however, newer weapon avatars may also have a +2% attack/casting speed bonus.

Aura avatars add a special effect to your character. Each aura is different but is usually displayed around your character. Aura avatars can have varying stat effects so be sure to read them!

Skin avatars change the skin colour of your character.

Weapon Shapes

Similar to weapon avatars, weapon shapes also change the look of your weapon but require a different method to obtain (unless you just buy it from the Auction Hall then I guess it's the same ;^). Weapon shapes can take the appearance of any weapon in the game at the cost of the weapon itself and a Linus' Mold (weapon shapes become account bound) or a Linus' Steel Mold (weapon shapes become tradeable). Linus in Elvenguard creates weapon shapes for you.

Both molds can be purchased in the CERA shop (Items > Equipment) for 190 CERA (account bound) or 690 CERA (tradeable). You can also find Linus' Steel Mold in the Auction Hall if you prefer to buy with gold.

Another method to obtain a weapon shape is to search in the Auction Hall.

Spirit Heaven (located in the Valley of the Dead) drops weapon pots and materials that can be used to them. These weapon pots contain discontinued weapons that can be used as a weapon shape. Spirit Heaven also has a small chance to drop a Linus' Mold from its S rank reward.

Just remember that boxing gloves, broomsticks and lightsabres can only be used by those classes that use them as their main weapon (only Strikers can use boxing gloves shapes for example). Other classes cannot use weapon shapes that they cannot equip.

If you want to look at all the weapons that can be obtained in Spirit Heaven, check out DFOpedia and search "[Spirit]" with the square brackets.

Stat Options and Emblems

Each clone avatar, rare avatar and rare clone avatar piece has its own individual stat options and an emblem slot colour. Skin avatars also have their own stat option and require an Emblem Socket Generator [Skin] (obtained from some avatar packages and rarely from events) to have emblem slots. Look at the image to the right for which colours are on which avatar pieces. **Aura, skin and weapon clone avatars can accept any colour except platinum.**



There are, however, auras that can accept platinum emblems and are usually rare in occurrence. The Dragon Spirit Aura (from buying 5 and 10 packages) and Unique Motion Aura (from Lost Treasure item of the month when it gets rotated in) avatars are the only aura avatars to have a platinum slot.

Emblems come in 5 different colours as well as being multi-coloured. Multi-coloured emblems can be inserted to any avatar that has accepts those colours. Platinum emblems can only be inserted into rare and rare clone **top** and **bottom** avatars. A **platinum emblem's main purpose is to provide +1 level to your main buff skill** but can also be used for your main damage skill.

Emblems also come in 3 different tiers: Bronze, Silver, Gold. Gold emblems provide the best stat bonuses. Bronze emblems are obtained via monster drops in dungeons and bought from Daphine (located in West Coast) for 100k gold each. Silver, gold and platinum emblems are obtained by chance from compounding 2 or more emblems from previous tiers (bronze into silvers, silvers into gold, gold into platinum). There is also a Selective Silver Emblem Box that can be obtained from the Lost Treasure at any time. Gold and platinum boxes can be obtained from the Lost Treasure when the item of the month changes to them. Alternatively you can sunder normal avatars and clone avatars for silver and gold emblems. Rare avatars and rare clone avatars will yield gold and platinum emblems. **Emblems are tradable** (but some aren't depending on how you get them) so you can also find them in the Auction Hall.

Rather than listing all the possibilities, I'll list some recommendations. For a non-Crusader class, ideally, you want more critical chance to get 97% critical chance in total (hidden 3% that isn't shown in the character stat window, $100 - 3 = 97$) so adding extra Green emblems to your Aura and Skin (if available) is recommended. If you still need more critical chance you can add Red + Green emblems to your red slots which are on the hair and hat avatars. Just make sure you add up all your bonuses from skills first if you ever need to decide if you need more critical chance.

If you're a Male Crusader however, you should choose between Vitality or Spirit for red emblems. I don't have experience in gearing one, but I do believe Spirit is easier to stack (2x Spirit options from avatars compared to 1x Vitality option from avatars). However,

the easy(ier) to farm Harlem equipment stuff only give Vitality stats so it might be better to stack Vitality instead.

Recommended Emblem Stat Options	
Colour	Stat Option
Red/Red + Green	Strength or Intelligence OR Strength + Physical Critical Chance or Intelligence + Magical Critical Chance
Yellow	Attack Speed
Green	Magical Critical Chance or Physical Critical Chance
Blue	Hit Rate or Move Speed
Platinum	Your main buff skill

Recommended Avatar Stat Options			
Avatar Type	Recommended Stat Options		
	Magical (includes Female Crusader and Enchantress)	Physical	Male Crusader
Hair	Intelligence	Casting Speed	Casting Speed
Hat	Intelligence	Casting Speed	Casting Speed
Face	Attack Speed	Attack Speed	Attack Speed
Torso	Attack Speed	Attack Speed	Attack Speed
Top	Buff Skill	Buff Skill	Divine Invocation
Belt	Max Weight Up	Max Weight Up	Max Weight Up
Bottom	HP or MP Max	HP or MP Max	HP or MP Max
Shoes	Move Speed	Strength	Vitality
Skin	Any	Any	Any

Fashioning

If you want to see all the avatars that are available in Korea's version of DFO then check out the link below. Most of these avatars aren't available in our version though, so keep that in mind. It's also in Korean so use your browser's translator (if you can anyway).

<http://df.nexon.com/df/showroom#/dressroom>

Choosing Dress-up Material (from avatar packages)

If you're worried about spending gold (or your IRL money) on every avatar package that comes out, the good news is that you probably don't have to! Of course it's better to have all the avatars, but sometimes you want to limit how much you buy so you have enough gold for other things you want.

First of all, **think about what kind of look you're going for on your character**. Maybe an armoured look? Or would you prefer a summer look? If you're going for all sorts of looks on a character though, it looks like you'll be buying every (or most) avatar packages.

Secondly, **look at each piece individually**. Don't look at the avatar set as a whole. The purpose of fashioning is to mix other avatars in. If the avatar set as a whole looks great, then that's a bonus. Consider what avatars you have currently would mix well with each piece and then consider if it would be worthwhile buying (if it actually changes your look dramatically enough in a good way). Also consider if you don't have that sort of avatar on your character yet. What I mean by this is if, for example, you're looking for a casual look and don't have shorts on your character yet, you might consider buying the package for the shorts or just buying it individually from the Auction Hall (people in the echo chat usually only sell in sets).

Thirdly, which kind of links to the second point, **consider what colours appeal to you the most, BUT also keep in mind that there are no black or white dyes** (see the Dyes section). Close to white dyes don't exist and Aubergine is the closest colour to black. You might want to consider buying the black or white colour variation of a set instead of the colour you wanted.

If you missed any avatar package, then you'll need to wait for Black Friday sales and hope that your wanted avatar packages are included in them.

Other Ways of Fashioning

Believe it or not, clothing avatars aren't the only thing that can make you look good. Along with aura avatars, weapon avatars and skin avatars there are also:

- Unique/Legendary Insignias (from [Guild Dungeons](#))
- Creatures
- Emoticons
- Titles
- Advanced/Awakening Avatar (not an avatar in item form)
- Shields (only applies to the Elven Knight and Chaos classes)

They may not necessarily play a big part in your look, but they have aesthetic value and can differentiate you from the vast majority.



You should, of course, **change creatures when you're actually running dungeons if your aesthetic creature isn't your main creature.**

A title skin can be applied to your equipped title by Shift + Right Clicking on another title (also works for titles in the Title Book).

You can also apply an aura skin to your aura avatar but you'll need to buy an item called Aura Skin Slot License which is from the CERA Shop under Item > Equipment. **Costs 1 million gold.** Then when you have it unlocked, you need to drag your skin aura into the aura skin slot. **You can also do the same with Creatures**, although that requires CERA or purchasable through the Auction Hall (search Creature Skin and it should pop up if there are any being sold).



Emoticons can be accessed by Left Clicking on your character then clicking on Emoticon. Some emoticons will be locked and can be unlocked by getting various titles in your Title Book (shortcut key F9). You can also store titles in the Event tab of your Title Book.

Advanced/Awakening avatars differ for each class and you can disable them for each of your characters by going into your Options (shortcut key O) > Graphics then scroll down until you see the option for it. Disabling this option will also **disable your class specific idle**

animation (if it has one) and applies for other people looking at your character. That is, other people can see if your advanced/awakening avatar is disabled or not.

You can also disable your aura and insignia effects but other people will still see your aura and insignia.

If you're either an **Elven Knight** or **Chaos**, you can change the look of your shield by equipping different ones in the Shield Safe (shortcut key /). I recommend using the **Noble Determination/Master's Seal** shield for most non-armoured looks. This shield will be entirely invisible in town.

If you're a Lightbringer or Dragon Knight however, you won't have different shield options but you can disable your shield by disabling the advanced/awakening avatar. For Dragon Knights, Astra (your dragon) will also disappear in town. Unfortunately this shield avatar will still be seen when in a dungeon for **Lightbringer** and **Dragon Knight**.

Dyes

Dyes can be accessed in the CERA Shop under Avatars > Dyes.

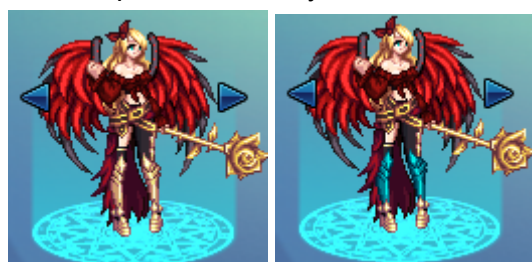
There are 2 different dyes, your **normal dyes that work on normal avatars** and **rare dyes that only work on rare avatars**. Each normal dye is 300k gold and rare dyes are 1.5mil gold (unfortunately :^(). There are also less rare dyes than normal dyes. Not sure why, but it is what it is. There is also a dye remover which is also 300k gold and works for both normal and rare avatars.

Dyeing in DFO is, unfortunately, very limited in the way that there is **only 1 dye region that an avatar can have and it may not be the one you want**. These dye regions can also seem incomplete. **Some avatars (usually event ones) are undyeable**.

Compare the default turquoise top to eggplant dyed top. You should notice the undyed turquoise end of the sleeve.

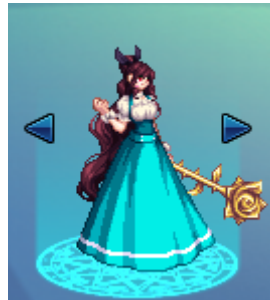


Or the default golden boots to the process blue dyed boots.



Unfortunately, there is no way to know what dye region an avatar is if it's from an avatar package unless you ask someone else who has it or visit that Korean web app. **The dye region of an avatar is usually the most predominantly coloured section of that avatar**, but it can be different in some cases. Just keep that in mind when you're deciding on buying an avatar package.

Dyes can also vary between each piece. Below is a screenshot of the top and bottom avatars being dyed process blue but having a different effect on both.

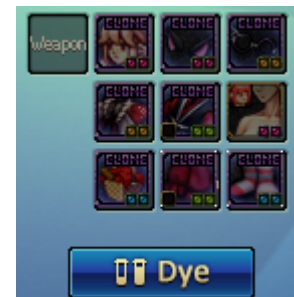


Unfortunately (so many negatives :^(), there are also a limited selection of good colour dyes. There is also no black or white dye, but there is Aubergine which is the closest you can to black. There is nothing that is close to white though. Good yellows and pinks don't exist either.

Previewing Dyes

To preview a dye on your avatar, simply open up the CERA Shop and go to Avatar > Dye then click on the dye you want then click on the avatar you want dyed. You can also click on the avatar you want dyed first and click the big "Dye" button to choose the dye you want.

Keep in mind that you need to take off your clone avatars to preview the dye on an avatar.



You can also preview dyes from avatars in the CERA Shop. Clicking on an avatar from the CERA Shop will equip a preview on your character which will allow you to dye it.

Your Avatar Inventory

This isn't necessary, but organising your avatar inventory can help you see which avatars are from which package and what type they are. It also saves time in finding a specific avatar.

An example of an organisational layout, in the screenshot on the right, from top to bottom is: hair, hat, torso, top, waist, bottom, shoes, face (not shown since the inventory can only display 7 rows). The column on the right is reserved for avatar sets that aren't 8 pieces. **Make sure to sort-lock (Ctrl + Left Click) your avatars too so that they stay in position when you accidentally click Sort!**



Tip: When you're changing avatars with a clone avatar equipped, you should:

1. Equip the avatar you want. You should see that the clone avatar swaps the place of the avatar you pick.
2. Equip the clone avatar. The avatar should swap places with the clone avatar in your inventory so that the avatar returns to its original location and therefore keeps the organisational layout.
3. If you want to change avatars again, simply repeat the process.

Avatar Inventory Space and Avatar Closet

Each character has its own avatar inventory and avatar closet, both of which are expandable.

The **avatar inventory by default can hold 105 slots and 210 when fully upgraded with 45 Avatar Inventory Expansion Passes** which are available from the Mileage Shop at 30 Mileage each upgrade. 450 Mileage in total. **As of the update on 23rd October 2018, the maximum number of slots has been increased to 420** (315 extra slots, 45 Avatar Inventory Expansion Passes, 1350 Mileage in total).

If you're running out of avatar inventory space, even after upgrading, **you can use the avatar closet as extra storage** or to display your mix-matched sets (I don't recommend doing this as it defeats the purpose of organising your avatar inventory). The avatar closet can only display 1 avatar set (8 slots not including skin, weapon and aura avatar) by default and costs 2mil gold for the first upgrade, 2.5mil for the second and 3mil for the last upgrade for a total of 4 avatar sets (32 slots). These upgrades are located in the CERA Shop under Item > Cargo/ETC.

Keep in mind that both of these upgrades are per character, so you'll need to purchase these upgrades for every character that needs it.

Welcome to Dungeon Farmer Online!

Gear Progression Summary (up to Tayberrs)

Poopy stuff on the top, good stuff on the bottom. Not 100% accurate since there's always some stuff here and there that you could do and what not but it gives you an idea.

Dungeon/Location (links to sections in this guide)	Equipment	Notes
Scenarios	Magic Sealed	Level up to 95 first, if you can anyway
Missions (check Quest Book or visit Karakas in Moonlight Tavern)	Halidom	Scenarios too hard? Get Halidoms. Just armor should be fine unless you need a better weapon too. Otherwise skip .
Echon	Lv90 Echon	Skip unless you want to do some budget speed meme things or just need more exorcism for Assault mode
Assault Mode	Lv95 Harlem Legendary	Fresh level 95? Start here and fill up every slot
Hell Mode (Harlem)	Lv90 Unupgraded Epic	Most likely going to be skipped since you're going to be trying to keep the Harlem legendary and epic set bonuses.
Upgrade Harlem Legendary (run Dawning Crevice for equipment and Tower of Dazzlement for weapon)	Lv95 Harlem Epic	12/12 level 95 epics is enough to run Tayberrs (party and solo).
Luke Raid/Beast	Lv90 Upgraded Epic + Heblon Set + Beast Acc Set	Skippable . Go run Tayberrs instead.
Tayberrs/Sky Rift/Celestial Rift	Lv95 Tayberrs Epic	The goodies. Especially the Sky's Legacy weapon.

About Exorcism

Some dungeons have an exorcism requirement to enter without facing a debuff penalty. **You can still enter these dungeons but you will take more damage** from enemies **and deal less damage** depending on the difference between your exorcism and the required exorcism. Having higher than required exorcism will boost your damage dealt to enemies and decrease damage taken from enemies.

Hover over the exorcism icon where your buff bar is (above the item hotbar) to see the effects. **If you're in a party, the lowest exorcism of a party member will be applied.**



To increase your exorcism, you should wear higher tier equipment as they give more exorcism than lower tiers. The tier list is as follows, from highest to lowest:

- Epic
- Legendary
- Chronicle
- Unique
- Rare
- Uncommon
- Common

Higher level equipment will also give you more exorcism.

You can also **reinforce, amplify and/or refine** (refine only applies to weapon) equipment to increase your exorcism just a bit more.

Dungeons Using Exorcism		
Dungeon		Exorcism Requirement
Interdimensional Rift	Difficulty 1	2944
	Difficulty 2	3312
	Difficulty 3	3496
Echon		4504
Tower of Anguish		4232
Tower of Dazzlement		4606
Imperial Arena (Normal and Hard Mode)		4624
Pandemonium Meeting	Normal	4000
	Hard	5382
Anton Subjugation		4184
Luke Normal		4504
Luke Raid (includes solo and hard mode)		4624
The Beast	King	4826
	Slayer	4877
	Beast	4950
Harlem - Assault Mode		4000
Dawning Crevice		4760
Disaster Sector	Difficulty 1	4000
	Difficulty 2	4760
	Difficulty 3	5000
Tayberrs - The Golden Star		5000
Fiend War		5382
Prey Raid		5382

Saint Horn (Interdimensional Rift)

General Information

First things first: **Creators and Dark Knights do not have any chronicle set** meaning no chronicle equipment will drop if you are playing either class. Interdimensional Rift is requires **NO FP** and is **NOT** an optimal dungeon.

As the Interdimensional Rift (Int. Rift) combined the Otherverse (OV) and Ancient dungeons, some players may still call this OV or Ancients and refer to the equipment obtained from here as OV pieces or Ancient/quest legendary pieces (although there is no quest tied to these pieces anymore).

Saint Horn will give you access to Interdimensional Rift once you are **level 70**. **You will need to complete an introductory quest** (To the Saint Horn) **given by Captain Luther** (located to the right of the entrance to Seria's room in Saint Horn).

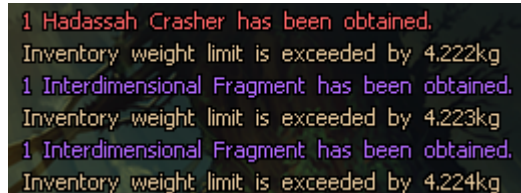
When you reach level 85, you can take on another quest in which you will receive a **Lv85 trial Requiem weapon** and a **Lv85 trial Great Glory accessory set**. These equipment will **expire in 3 days** and have the same stats as the permanent ones you can buy from Luther.

General Information (5 runs, not counting bonus entries or Ephelius rewards)				
Required Level	Difficulty	Total Endless Eternities Required	Total Materials Dropped	Chronicle Equipment Drops
70	1	5	280 Interdimensional Fragments	Cracked, OV2 and OV3 equipment
80	2	15	280 Interdimensional Fragments 180 Ancient Memory Fragments	Cracked, OV2 and OV3 equipment
85	3	25	280 Interdimensional Fragments 240 Ancient Memory Fragments	Cracked, OV2 and OV3 equipment

You get one piece of chronicle equipment for your class for each green-named enemy you defeat and a high chance to get a **RANDOM** (can be for a different class) chronicle equipment from the dungeon clear reward card. The dungeon clear reward card also has a small chance to give you a Lv85 quest legendary equipment. In total you can get up to **6 chronicle equipment per run** for a **total of 30 chronicle equipment and a minimum of 25**.

You can run Int. Rift **5 times a day per character** and up to 5 additional entries can be obtained per day. Additional entries **WILL** drop fragments, chronicle equipment and have a chance of spawning Ephelius.

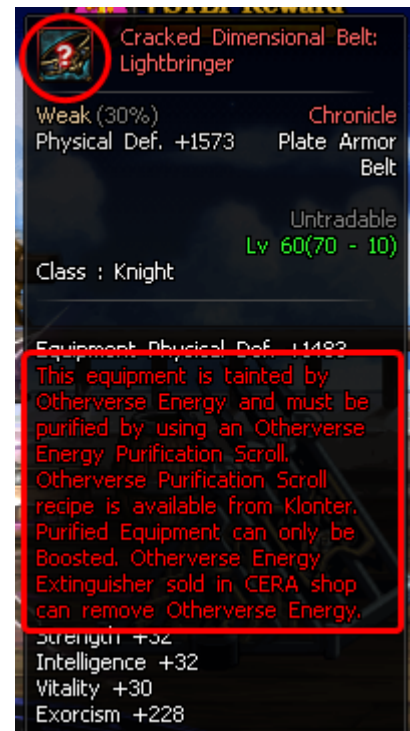
Tip: Even if your **inventory weight is over the limit, you still can pick up any untradeable item that is rare tier or above!** You'll most likely face inventory weight and space issues when running Int. Rift, especially if your class uses plate armour. Unfortunately there's no way to deal with the space issue unless you upgraded your inventory with an **Inventory Expansion Kit** (from CERA Shop and events).



1 Hadassah Crasher has been obtained.
Inventory weight limit is exceeded by 4.222kg
1 Interdimensional Fragment has been obtained.
Inventory weight limit is exceeded by 4.223kg
1 Interdimensional Fragment has been obtained.
Inventory weight limit is exceeded by 4.224kg

If it's 'cursed' (aka tainted) with otherverse energy, just disassemble it (or sell it if you can't do anything else). It's **not** worth purifying unless you have leftover Otherverse Energy Purification Scrolls or Extinguishers from events.

Tip: You can disassemble 'cursed' equipment in a **level 4 player disassembler or higher** even though the game tells you that you need a level 7 disassembler. You can also buy **Expert Mini Disassemblers from Abello** (located above Underfoot and Master Guild on the map) with **Useful Disassembler Parts** (obtained randomly from disassembling equipment). These Expert Mini Disassemblers are a **ONE TIME USE** item and will act as a player disassembler and you will **NOT** gain profession EXP from it. If you're not a disassembler, then you will actually need the level 7 Extractor for your profession (go see Abello in West Coast).



To disassemble Chronicle equipment faster, you should use the **multiple disassembling** feature. The disassemble all equipment feature will not work with any Chronicle equipment for your class so you have to **click the "Single" button then hold Ctrl while clicking on equipment.**



Swaps

The idea behind a swap set is to **boost your buff skill as much as possible** which means you do more damage.

Make sure to use the Buff Enhancement UI (commonly referred to as “swaps”) which is located in your Inventory. If a piece of your swap is your main equipment, then you can leave it equipped on your character. It will still use your equipment for that type if there is no equipment for that type in the UI. Better to just chuck it in the swap UI anyway so you don't forget later on.



Basic Swaps

A basic budget swap set is usually (varies slightly for each non-Crusader class):

- Chronicle swap set (gives additional values, usually +10% to whatever the buff gives)
 - 6 piece set usually consisting of: shoulder, belt, shoe, bracelet, necklace and magic stone.
 - 9 piece set is the same deal, but you need to remove 3 pieces of either top, bottom, sub equipment or ring.
 - No swap set? Use Green Auras on Cracked Chronicle equipment.
 - Creator and Dark Knight don't have swap sets so yeah...
- Cracked Green Aura'd Chronicle Top (+% to buff value, pretty much equal to half a skill level) or Lv55 Halidom Top (+1)
- Sea God's Bottom (+1)
- Halidom weapon (+1) or level 85 legendary weapon (+%, varies for each class)
- King's Book of Secrets Sub Equipment or Execution of Justice: Fairness (Harlem epic sub equipment) (+1)
- High Tech Dimensional Ring (+1)
 - Obtained from Melvin's Shame Side Quest
- Clone Avatar Top (+1)



If you are a **Crusader or Enchantress**, go run Assault Mode for Harlem legendaries and then run Dawning Crevice to upgrade them into Harlem epics. This will be your swap set and your 1st Awakening buff boosting set. You should equip your epics on your Swap UI and your character for consistency's sake even though it's technically not needed to be in your Swap UI.

Male Battle Crusaders will need separate DPS swaps like every other class.

Optimal Swaps (Operation: Hope)

A set of **9 pieces** (armour + accessories + weapon) will be quite **a lot better** than your **basic swaps** so you should focus on grabbing those pieces. Leave special equipment to last.

Optimal swap sets will look something like this (I technically should have a Distorted set since I only have a +2 title instead of a +3 title but I'm lazy).



What Special Equipment to Choose?		
Special Equipment Set	Set Effect	Reason to Choose
Encroached	+3 levels	Don't have any platiniuns?
Distorted	+2 levels, 1.5%	Have platiniuns but no +3 title?
Warped	+1 level, 3%	Have everything?

Note: a buff skill level is typically 2%. Special equipment is just min-maxing so if you're lazy like me, just take whatever drops. Reasoning assumes that you have a buff skill creature.

Making the upgraded weapon is pretty expensive (if you're unlucky) so if you don't want to go through with that, you can save it for later when an event feeds you freebie Refined Terranium. Otherwise you can just buy it from the Auction Hall.

Valley of Fallen Souls

Tower of Despair and Tower of Anguish

The Valley of the Fallen Souls, located **above Elvenguard** and **easily accessible through the portal in Seria's Room**. These towers have a daily entry limit that is shared across your account. Both towers have 100 floors. **1 entry = 1 floor. Total of 100 days to clear it**, unless you have **Simona's Letter of Recommendation** which will **add 1 entry to your account shared entry count**.

Tip: There is another item called **Simona's Certificate** that **clears any floor except floor 100** without even entering the tower! Events usually give them out along with Simona's Letter of Recommendation so look out for them! Usually only applies to **Tower of Despair** and doesn't give you the title for clearing the floor (if applicable). **Be sure to read item descriptions!**



Fighting in these towers is sort of a mix between PvP and PvE in the way that your skills are still PvE based and the enemies are APCs (auto played characters) that are like another player. However, **their usable skills can have modified effects and cooldowns**. If you have the time, you should run Tower of Despair at least to get some common and uncommon equipment to disassemble for cube fragments. Tower of Anguish isn't helpful anymore so you can ignore it.

If you're level 95, Tower of Despair is really easy but there are a few floors which are basically immune to certain elemental damages. If this is the case, change your elemental damage inflict with a Cube Contract. If the enemy you are fighting is a Male Slayer, change your elemental damage inflict to light.

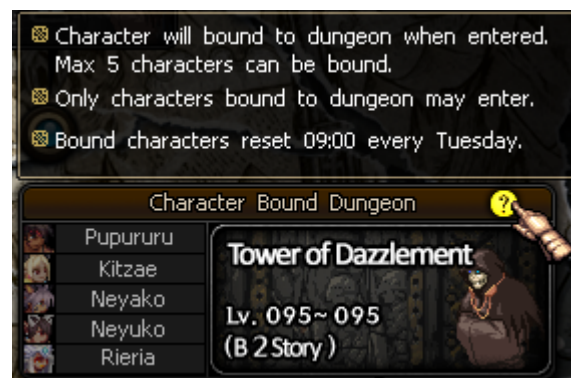
Tip: When you see the reward screen popping up or items being rewarded in the system chat, you can hit ESC and go back to town to skip the rewards screen while keeping your floor progress and rewarded items (works for Tower of Dazzlement as well)! It'll save you quite a bit of time if you run on multiple characters.

Another Tip: If you happen to use up all your Life Tokens, don't worry! You get up to 3 Life Tokens daily at reset time (9:00am UTC) if you've used 10 of your beginning Life Tokens (from when your character was created) so don't worry about using Life Tokens in Tower of Despair!

Tower of Dazzlement

Available after you reach **level 95** and **does not consume FP** to enter or clear. You can run this dungeon **daily on 5 different characters**. However, you will be **locked into using these characters for the week**. If you want to choose different characters, you will have to wait for Tuesday's reset at 9:00am UTC.

The enemies in Tower of Dazzlement are a lot different (and weaker in terms of damage) compared to Tower of Despair and Tower of Anguish. Here, you will face enemies that have once existed in DFO and enemies that are part of "irrelevant" content (like Altar of Ascension enemies, low-level dungeon enemies, etc.).



In my opinion, **if you can reach the exorcism requirement, you can clear this dungeon**. The enemies don't do very much damage and **you can use HP/MP potions** so it's pretty hard to die in this dungeon. It may take a while (3 minutes maximum?), but it is doable. There is also a **small chance** (like getting an epic chance) upon dungeon entry to get a **treasure room** which will give better and more goodies.

If you have no characters that need a level 95 Harlem epic weapon, run Tower of Dazzlement anyway. You can get random cards that are used for enchanting (or selling) and better card compounders (compared to Abello's card compounder).

On the **3rd, 5th and 7th floors, you will get a Reaper's Key** (3 in total for the 3 floors). **1 Reaper's Key = 1 selection** from the goodies that have dropped throughout your runs in the week. You will need to select up to 3 rewards that you want before entering Tower of Dazzlement again if the next week's reset passes by, even if you do not clear all 7 floors in that week. After you receive your rewards, your floor progress gets reset to the 1st floor and you can run the dungeon once again.

Items Related to Tower of Dazzlement	
Item Name	Description
Dazzled Spiritual Residue	Your material currency to buy stuff from Simona. You get around 30 per week minimum (assuming you run the dungeon daily).
Card Binding Device [Common/Uncommon/Rare]	Costs 5/12/30 Dazzled Spiritual Residue . Can also be dropped in the dungeon .
Random Common/Uncommon/ Rare/Unique Cards	Drops in the dungeon . Compound “useless” cards using the Card Binding Device first before selling them in the Auction Hall. Unique Cards have a chance to drop in the treasure room. Not found in normal rooms.
Harlem Legendary/Epic Equipment	Chance to drop in the treasure room.
Tower of Dazzlement Epic Weapon Pot	Costs 105 Dazzled Spiritual Residue to buy and 500k gold to open. Generates a random level 95 Harlem epic weapon for your base class. Don't do it unless you're really, REALLY desperate for epic souls for whatever reason. Still a scam so just don't gamble on these pots.
Tower of Dazzlement Epic Weapon Box	Costs 150 Dazzled Spiritual Residue to buy and 1mil gold to open. Up to 5 weeks to get . Yes it is more expensive than the pot, but you get to choose what you want . You get 1 box per character so don't screw it up.

Golden Road

Golden Road dungeons are accessed through Joah Ferrero who is on the right of the entrance to Seria's room in West Coast. **These dungeons do not require FP to enter.** Forgotten Land is irrelevant and so it will not be included here.



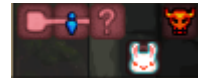
Voyage Dungeons

The Voyage dungeons are dungeons that can be **cleared 6 - 9 times per week per account** (depends on your Arad Explorer Club level) and has a limit of **3 runs per dungeon**. **The entry limit resets every Tuesday reset at 9am UTC.**

These dungeons are straightforward and easy to clear at any level, but the **level requirement is level 50+**. You also must complete the quest given by Seria on each character that you want to run on.

Voyage Dungeon Rewards	
Dungeon	Per Run Rewards
Trial of the Champion	100 Powerful Energies
Inner Castle	3 Rare, 1 - 2 Unique and 1 Legendary Soul
Underground Castle	35 Demon Invitations

Tip: Inner Castle has a chance to spawn another room where you can get **1 extra Legendary Soul**. If you see a **rabbit icon** on your map, make sure to clear it!



Guild Dungeons

Guild Dungeons are **located in the Guild Hideout** which is located right of the entrance to Seria's room in Elvenguard. You need to be in a guild to access the Guild Hideout.

8 FP is required per run.



The main reward for running these dungeons is for **Guild Certificates** to buy a **Legendary Insignia** and the **daily purchasable Demon Invitation Box** and **Powerful Energy Box**. The NPC shops in the Guild Hideout also sell different items such as rare gems for your insignia, unique cards, enchantment beads and Guild Dungeon legendary accessories (also known as Guild proc meme accessories).

Guild Dungeon Summary		
Dungeon Name	# of Guild Certificates	Bonus for <100% Purification
Gate of Sorrow	6	+2 Guild Certificates
Cave of Grief	8	+2 Guild Certificates
Valley of Destruction	10	+2 Guild Certificates
Land of Torment	8	+2 Guild Certificates
Maze of Betrayal	10	+2 Guild Certificates
Hall of Eternity	14	None

You can also party with your guild members for a bonus buff effect which gets better with more party members.

Bosses and green named mobs have a chance to drop a bonus Guild Certificate and a low chance of dropping Unique Insignias (rarer than epics low).

All mobs can drop common, uncommon and rare Insignias as well as common and uncommon gems.

Harlem

Harlem Daily Quest

Available at level 95. Sleepy Hollow takes 8 FP to enter.

This quest is automatically accepted when you enter Sleepy Hollow, even if you didn't accept it. Or if you want to say hi to **Pai**, there's that option.

All you do in this daily quest is **run Sleepy Hollow once** and you get **90 Miscellaneous Junks**. **700 Miscellaneous Junks = Emancipator Weapon** (level 95 legendary weapon). It's basically a level 85 epic weapon that's easily farmable. Unfortunately, you **cannot** upgrade these weapons into their Harlem epic counterparts.

Takes **8 days of daily quests** to get, or you could run more Sleepy Hollows.

1 run = 5 - 10 (?) Miscellaneous Junks

You might as well get these weapons for your alts if you don't have anything better but that's your decision. :^)

Assault Mode

Available at level 95 and requires 10 FP per run. 4 runs, 40 FP in total. The dungeon is pretty straightforward so you can run it as soon as you're level 95, even with magic sealed equipment. Just keep in mind that the enemies still pack quite a punch so remember to dodge or just murder everything before you get murdered. ;^)

Timothy (located in Harlem) is the guy with the shop and a Side Quest that gives you a freebie Harlem Legendary special equipment.

From boss drops (in total) you get 350 Tainted Energies + 150 Emblems of Hero = 185 Emblems of Hero. You also get 20 - 100 Emblems of Hero from the dungeon result card flip which usually gets you around 35 or 45 Emblems of Hero most of the time so that's usually 140 - 160 Emblems of Hero.

That makes a grand total of around **325 - 345 Emblems of Hero a day**.

There's also that Emblem of Heroes box sold in the **Explorer Club Shop** which is an **extra 800 Emblem of Heroes** in total (per month).

You should **keep any equipment that drops** (unless it's a duplicate) since you can upgrade the Harlem legendary into a Harlem epic. Armour type does not matter since **you can upgrade into any armour type**. For example, Harlem legendary cloth into Harlem epic plate.

Disaster Sector

Unlocked via side quest after you finish the Harlem epic quest line and located in the Harlem area.

Disaster Sector Summary			
Difficulty	Fatigue Points Used*	Rewards per run (excluding Terranium)	Gold Card Flip**
1	12 (1 per room)	3 - 8 (?) Tainted Energy	50k gold
2	24 (2 per room)	3 - 8 (?) Aberrant Fragments	100k gold
3	36 (3 per room)	3 - 8 (?) Sky Wishes	150k gold

* Note: You only need 8 FP to enter any difficulty. There are 12 rooms in total. Rush runs are only 8 rooms (8, 16, 24 FP respectively)

** Note: Each run has a chance for a gold card flip on the dungeon clear results screen. You also get the basic rewards.

If you want more **Terraniums**, then you should do **full clears** instead of rushing towards the boss. The **amount of Terraniums you get is the same regardless of difficulty** if you use up an entire FP bar. It is also the same as running Bloody Lane from Metro Center (if you still do that anyway :^)). **The only difference is how fast you get them**. If you can run difficulty 2 or 3 fast, then it's better to run Disaster Sector for Terranium.

If you don't do full clears then the Terranium reward will be greatly reduced (1 - 4?) per run.

The enemies in each room are quite spread out and usually do some moonwalking away from you into a corner so it's best to **run Disaster Sector in a party**. If you're soloing, you should pick a character that has enough area of effect skills so that you don't have a bad time. Tough luck if you need it on a character that needs Terranium for stuff that isn't selling the Terranium though.

The rewards for each difficulty should give you an idea of what gear you should have to clear the dungeon in reasonable time. Difficulty 1 should be doable with just Halidoms (not tested but that's what I think ;^)), difficulty 2 in Harlem legends and difficulty 3 with Harlem epics.

Tip: The dungeon has a random dungeon-wide gimmick associated with it. If you see **Stun Worms or poisonous beetle bug things, then you don't need to kill them to get to the next room**. Just kill off all the regular enemies (you should know which enemies I'm talking about if you went through scenario dungeons at least once :^)).

Alternatively, you could just re-enter the dungeon if you don't want to deal with it.

Getting Epics

Harlem Hell Mode/Sky Rift/Celestial Rift

Just a side note: Ignore the fact that hell mode and Sky Rift exists. Just run [Celestial Rift](#) if you have Demon Invitations and Rift Sensor Stones, otherwise run [Dawning Crevice](#).

Harlem Hell Mode

Harlem hell modes drops Aberrant Fragments which are used to craft Harlem epics and upgrade any Harlem legendary piece to a Harlem epic. For example you can go from legendary cloth shoe into epic heavy shoe but not legendary cloth shoe into epic ring. A shoe must be a shoe, a ring must be a ring and so on. **Harlem hell modes also have a chance to drop a Sky's Legacy weapon** (Tayberrs weapon, other Tayberrs equipments will not drop).

You can also get **Epic Souls and Demon Invitation Orbs (account bound)** as a drop from the hell party along with the usual epic fragment and sometimes Demon Invitation drops. Demon Invitation Orbs, however, have a lower drop rate than epics and contain 500 Demon Invitations if you run in Metro Center or in Harlem. **Rift Sensor Stone boxes (account bound, gives 20)** also drop in Harlem.

There is also a small chance that Gabriel will appear at the end of the hell party. He will trade 1 epic fragment of your chosen equipment to 5 epic fragments of 5 random equipments. That is you get 5 epic fragments of your choice by giving Gabriel 25 epic fragments in total. It is not recommended to trade with Gabriel unless you are close to crafting a single piece of equipment. Even then, he's a massive scam. Everything about him. A scam.

Tip: After getting your epic goodies from the hell party spawned in the 4th room, walk into the spooky portal that appears to get back to the dungeon select screen. From there, you can continue your hell moding adventure.

You can also click on it and assign your "wish epics". These epics, if dropped will have a fancier shine and sound. It **DOES NOT** change epic drop rates. **DOES NOT**. Purely for aesthetic and pleasure purposes.

Sky Rift

You can access Sky Rift when you reach level 95 and complete a short conversational side quest. The only difference with Harlem hell mode and Sky Rift is that **only Harlem and Tayberrs epics can drop** in here. However, it takes **30 Demon Invitations and 2 Rift Sensor Stones per run** so it's really expensive for regular players. Might as well run those freebie 1000 Demon Invitations and 50 Rift Sensor Stones from hitting level 95 though, right? :^)

The difference between Harlem epics and Tayberrs epics is that Tayberrs epics can be upgraded and are better than Harlem epics. Harlem epics are used as entry level gear into running the Tayberrs dungeon (where, surprise, you get Tayberr epics). You will get **Sky Wishes from both Sky Rift and the Tayberrs dungeon which can be exchanged into Sky Fragments which are then exchanged into Tayberrs epics**, just like how Aberrant Crystallines are used to get Harlem epics.

Sky Rift also drops the same amount of Aberrant Fragments as Harlem hell mode and has a chance to drop 5 Sky Fragments.

Celestial Rift

Celestial Rift is just like Sky Rift but better. Takes **40 Demon Invitations, 4 Rift Sensor Stones and 8 FP per run**. Double the RSS fee, double the epic drop rate and double the Sky Fragment amount if it drops (5 > 10).

You also have a **chance to receive 2 Antimatter Particles** (and account bound version) from a certain boss monster (Vice, a big muscular looking guy) that has a low chance to spawn in. You'll need a bunch of these (480 in total) later on for upgrading your Tayberrs armour pieces but every bit matters.

Dawning Crevice

Requires 20 Seeds of Birth and 8 FP per entry. 2 entries per character.

You should be able to run it solo with 12/12 Harlem legendary stuff but it might take a long time and quite a few deaths if you're not dodging properly in the boss room. A 5pc Harlem legendary armour set alone might be enough as well but I can't say for sure. ;^) Either way, you should party up with others for this. **NEVER** buy the epics outright. It's better (gold and time-wise) to **upgrade your Harlem legendaries into Harlem epics with the upgrade recipes** (check Strawberry Nose Della's shop in Black Market).

Dawning Crevice Material Rewards	
From Boss	Card Result
200 Aberrant Fragments OR 120 Purged Aberrant Crystallines (small chance)	50 - 75 Aberrant Crystallines OR 100 Purged Aberrant Crystallines (small chance)
140 - 190 Aberrant Crystallines in total (after conversion and not including Purged drops)	

You also have a chance to get **a piece of Harlem epic equipment** from the boss. Defeating the green named enemies (marked by the green icons on the map) increases that chance.

10 Aberrant Fragments = 1 Aberrant Crystalline

500 Aberrant Crystalline = 1 Harlem epic upgrade recipe

Purged Aberrant Crystallines are just account bound Aberrant Crystallines. It's not really worth the time to farm Dawning Crevice for Purged Aberrant Crystallines on characters that don't need it since the chance is pretty low, like getting-an-epic low. Whether you do it or not is your choice though. ;^)

Choosing Your Harlem Epic Set

For simplicity's sake, just stick with your armour mastery and ignore retexturing. All the sets are equal enough. Retexture (via Della) only if you already have one or more pieces from doing hell mode. **Accessories and special equipment are also really similar in the end** but if you can't decide here are some suggestions. There's more to it but thinking is hard and these seem like okay decisions. :^)

Also keep in mind that you can upgrade your Harlem epics into Tayberrs epics. For armour, this means that you need to choose what armour mastery to take since Tayberrs epics armour mastery actually matters a lot more than Harlem epics.

Choosing Accessory Set	
Accessory Set	Reason to Choose
Dream Architect	More critical hit chance and elemental damage
Temptation of Beckoning Desire	More attack/casting speed
Blessing of Angelic Whiteness Set	Are you a Crusader? Then this is the only set for you

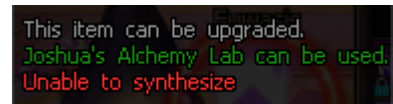
Choosing Special Equipment Set	
Accessory Set	Reason to Choose
Space of Nethermost Hell	Because you're sick of Crime and Punishment on all your alts
Crime and Punishment	Gives more elemental damage and skill levels (+2 to your buff if you don't have Operation: Hope swaps yet)
Tune of Soul's Rest	Are you a Crusader? Then this is the only set for you

Tayberrs

Requires 15 Terraniums and 10 FP per entry. 3 entries a day, 2 days a week per character (you run 6 in total per week).

You run this dungeon for Sky Wishes and Sky Fragments. 10 Sky Wishes = 1 Sky Fragment (honestly, the names should be the other way around).

Joshua (located in the Pandemonium Junction) sells the Tayberrs epic stuff. **600 Sky Fragments + 2 million gold for a piece.** Joshua's Alchemy Lab lets you change your bought (not dropped) Tayberrs piece into a different Tayberrs piece but that costs a lot of gold (5 million) so try not to make any bad decisions. ;^)



Alternatively (and recommended), you can upgrade your **Harlem epics into Tayberrs epics to reduce the time** it takes to get 12/12 Tayberrs epics (weapon will still require the same time, that is its price stays the same at 600 Sky Fragments). **Upgrade recipes cost 480 Sky Fragments + 2 million gold each but also require 3 Power Essences and 5 Refined Terranium per upgrade.** If you're unlucky and have to buy all the upgrade recipes then that's:

- $480 * 11 + 600 = 5880$ Sky Fragments
 - $600 * 12 = 7200$ Sky Fragments to buy everything (no upgrading)
 - 1320 Sky Fragment difference which is up to roughly 8 weeks worth of Tayberrs difference compared to upgrading everything
- $2 * 12 = 24$ million gold
- $3 * 11 = 33$ Power Essences (basically Epic Souls)
- $5 * 11 = 55$ Refined Terranium

If your party dies and fails to clear the dungeon, then **you can try again without losing your entry count.** If you leave the party during the dungeon, you will lose your entry count so **make sure that you stay in the party** if everyone agrees to retry! Your **15 Terranium won't be refunded** though, so keep that in mind.

That's all I can really say other than you should party with people that have 12/12 Harlem epics or better. Just don't do the party version alone.

Choosing Your Tayberrs Armour Set

These are very general guidelines so you probably should do more research if you're worried about what other people think and if you're making a mistake.

Choosing a Tayberrs Armour Set	
Armour Set	Main Reasoning
Cloth	Gives the most speed (and boosts 1st Awakening and 2nd Awakening skills more)
Leather	Have good level 1-45 skills and passives? (also gives good amounts of speed)
Light	Favours stronger 1st Awakening and 2nd Awakening skills
Heavy	Solo set (gives permanent super armour and speed when not in a party)
Plate	Damage spread amongst all skills is more even (favours sustained damage)

Pandemonium Meeting

This dungeon requires you to **finish the quest line after the Prey scenario quests**. There's no way to skip it so you have to play through it. You only need to **do this quest once on one of your characters** if you just want to do the Pandemonium Meeting dungeon.

However, you can get more account bound boxes that contain 3 Antimatter Particles if you complete the quest again on another character. ;^)

Accessed via Channel Selection window. Costs **no fatigue points and gold to enter** and has **no repair fee** for your equipment. **Can be cleared 3 times weekly**. If you fail the dungeon, you can re-enter it again. You cannot enter the dungeon 30 minutes before server reset time (8:30am - 9:00am UTC is when it closes). **Rewards and entry count reset every Tuesday 9:00am UTC** (same time as all other weekly content resets).

You need at least 2 level 95 characters to be able to enter and clear. Even though there are 3 teams of 2 characters (6 total) that you can create, this is only applicable if you want to finish running the dungeon for the week in a day since each team can only clear the dungeon once per day. This means that 3 days are required to finish the dungeon for the week.

As for which classes to put in your team, it really doesn't matter in terms of being able to clear. However, a synergy or Crusaders/Enchantress class teamed up with a DPS class would be ideal for Hard difficulty.

Difficulty Comparison		
Difficulty	Normal	Hard
Exorcism Requirement	4000	5382
Gear Requirement (for smooth clear but still could take some time)	11/11 Harlem Epics with Emancipator Weapon and basic swaps*	12/12 Tayberrs** and basic swaps
Rewards***	48 Winner's Prerogative + 48 Potentate's Prerogative (144 total each)	81 Winner's Prerogative + 81 Potentate's Prerogative (243 total each)

* Note: This is just an assumption I'm making since I don't actually know how hard Normal is.

** Note: Crusaders/Enchantress need to amplify, refine or reinforce something to increase their exorcism. Easiest way is to refine the weapon to +3. Full Harlems can also work with a 12/12 Tayberrs DPS class.

*** Note: Hard also has a chance to give you a bead that Nihilistic Ron sells.

Something else to keep in mind: You cannot buy all the weekly boxes from the Winner's Prerogative tab in the shop with. My advice is to avoid the Abyss Fragment Box, Tayberrs Epic Pot and EXP Capsule. Only buy Antimatter Particle Box and Sky Fragment Box.

Resource Farming

Gold

Check out the spreadsheet that has everything farming related for how much gold you get from the dungeon running methods. Everything is based on **273 FP** (Neo Premium Contract Plus on weekdays). **Keep in mind that AH prices change, so the best gold farming method can also change.**

Spreadsheet isn't updated so... yeah...

https://docs.google.com/spreadsheets/d/1_4-vCNGDvlzC49mYw9DxP5sBaS59qQx4y8MMLRL8GJg/edit?usp=sharing

If your class is really fast at clearing large rooms (or if you have a speed meme'd Female Striker with the weapon Lightning Speed ;^), you could also try **Watchers of Natram** in **Mt Kulun** (in Suju). It won't get you the best gold per FP, but it'll be one of the quickest ways to farm up gold. You could pick up everything, but I find it better to just use //setitem on one of the rooms and ignore everything else. You should sell all the Nen Crystals (2k gold each) that you get. Each run should take less than 20 seconds (10 seconds is ideal) if you want this method to really be effective time-wise.

You could run **Total Eclipse on King or Slayer for gold from dungeon result card flip and 4 Terranium a run**. It's your choice if you want to pick everything up or to just ignore drops for faster runs. I would only recommend ignoring drops if you run more than 1 character. Should take around a minute (less is ideal) per run.



Starting from the top left, you go downwards. On the bottom left, there's a portal that appears and takes you 2 tiles to the right. From there you just work your way towards the boss.

If you're not strong enough to run these dungeons fast or if you want to farm some more (since Int. Rift costs no FP), you can farm **Interdimensional Rift** to gear up a little and also get **Nihilistic Demon Stones and Fragments (disassembler profession required) OR gold cube fragments (enchanter profession required, animators and alchemists receive half the amount) from disassembling Chronicle equipment**. It's not the best way to get gold, but you can build up a stash of Nihilistic Demon Stones and Fragments or gold cube fragments to sell when you need gold later on. Nihilistics are also useful for a lot of things alt related like unlocking sub equipment and magic stone slots or upgrading your account vault. But Gold Cube Fragments are especially needed for upgrading Harlem legends into Harlem epics on a lot of alts. 100 per piece and when you have a lot of alts... yikes. It's needed in some other stuff but that's probably the main use.

Interdimensional Rift bosses also have a small chance to drop Essence of the Rifts which can be sold in the Auction Hall.

~~Tip: If you have lots of Mileage, and I mean a lot, you can use **Bunny's Advice** (50 Mileage per 20 minutes, +50% gold from gold drops) and **Bunny's Tip** (30 Mileage per 5 runs, +300% gold from gold drops). You can get around 5k - 9k gold per gold drop. Doesn't apply to a gold 'jackpot' when an enemy drops multiple gold drops. **You should really only use Bunny's Tip if you're doing full clears of Grandine, Metal Brakium or Time Square.** Also stacks with the **I'm Level 85** title (no longer obtainable).~~

As of the update on 4th September 2018, Bunny's Advice and Bunny's Tip is no longer available in the Mileage Shop. Farewell Bunny. Farewell.

F.

If you want to further boost your **gold drop** amounts (not gold from results screen), you can invest in buying Grave Robber King's Journal and a Ring of Desire from the Auction Hall. Could be worth it, could be a scam, but it's there if you want ;^). You would also need to consider if you'd still be strong enough to OHKO everything with these items equipped.

Powerful Energies

If you're a fixed damage (utilises independent attack) class, you'll need to farm for Powerful Energies to refine your weapon (different from reinforce).

- **Twin Golem's Betrayal** in Mt. Kulun also gives **1 - 6 Powerful Energies** and a chance for a **Powerful Energy Bag (contains 1 - 5)** each dungeon run and can be ran an unlimited amount of times until you run out of FP. Takes 8 FP per run.
- **Silver/Gold Dragon Tournament** in Shonan gives **1 - 4 (?) Powerful Energies** as well as a chance for Demon Invitations and Challenges to drop each round (4 rounds in total, **4 - 16 Powerful Energies in total**). Requires entry materials that are bought from Jun. Takes 8 FP per run.
- Farming **Guild Dungeons** for Guild Certificates can also get you **25 Powerful Energies daily**. I recommend farming Guild Dungeons on weekends only for x2 Guild Certificate rates then buying the Powerful Energy Box every day. Costs 20 Guild Certificates. Takes 8 FP per run.
- Run the **weekly Voyage dungeons**. Gets you **300 Powerful Energies** for 3 Trial of the Champion runs.
- **Jonathan** (the NPC between Pandemonium Outpost and Central Park) also sells 100 Powerful Energies in total for 40 Refined Terranium. Not exactly a good price but it's there.
- Arad Explorer Club Shop sells a box that gives out **84 Powerful Energies** for 70 Glory Crystals. Once per month though. :^(
- The Mileage Shop sells Powerful Energy Pouches that give you **1 - 100 Powerful Energies**, but it often gives you **1 - 20**. 5 Mileage per pouch, 50 Mileage per 10 pouches.
- **Look out for events** that give Powerful Energies as well!

Demon Invitations

I heard you need more Demon Invitations... so where do you farm them?

- Buy the **Demon Invitation Boxes from Toby** (in Elvenguard) or **Karakas** (in Moonlight Tavern) that usually gives you **15 Demon Invitations**. 20 Carnelians each.
- Farm **Guild Dungeons** for Guild Certificates to buy **60 Demon Invitations daily**. Farm it on weekends for x2 Guild Certificate rate.
- Do **Luke, Fiend War and Prey raids** to get Undaunted Determination. These can be exchanged in the **Loot Shop in the Raid Shop**. Solo Luke raid and Fiend War Guide Mode will also get you Undaunted Determinations, but a slightly reduced rate. Doesn't really matter if you do raid on enough alts ;^). Each character can get up to **1600 Demon Invitations per week** (160 x 10 boxes).
- Running **Hell Mode** on alts and not getting what you want for your main. Not exactly a way to farm, but if you're lucky you can get epics to disassemble for epic souls so you can convert them to Demon Invitations for your main. You could also get Demon Invitation Orbs from hell mode!
- Run the **weekly Voyage dungeons**. Gets you **120 Demon Invitations** for 3 Underground Castle runs.
- Farm gold to buy Terranium to trade for Refined Terranium to buy Demon Invitation Pouches from Jonathan. I don't recommend doing this, but if you have no use for gold, why not...? Right? :^) You can get up to 900 Demon Invitations a day at 9 Refined Terranium per 30 Demon Invitations.

Endless Eternities

If you don't want to buy Endless Eternities from the Auction Hall, you can farm it yourself!

- **Drops from enemies in most dungeons and all normal dungeons above level 70** so just leveling a ton of alts is a way to 'inefficiently' farm for Endless Eternities.
- Obtained from **disassembling level 85 quest legendary equipment**. Hope for a jackpot and you might get ~200 Endless Eternities! Else you get **15**. Disassembling in the **town disassembler will guarantee Endless Eternities** rather than also having a chance at gold cube fragments.
- Obtained from **disassembling level 90 Echon legendary equipment**. Each one guarantees you **16 Endless Eternities if you use the town disassembler!**
- If you're not tough enough for those dungeons though, you can run **The Watchers of Natram in Mt. Kulun**. Make sure to accept the "Preparations To Advance 3" daily quest from the Mt. Kulun category in the Mission tab in the Quest Book or the Mission Bulletin Board outside the entrance.

Gold Cube Fragments and Nihilistic Demon Stones

Gold Cube Fragments are for a bunch of things. You could always buy them from the Auction Hall if you're too lazy to farm though... but then why are you reading this?

- Run **Interdimensional Rift** and disassemble chronicle equipment in a disassembler.
 - **Enchanter** extractors will get you **8 gold cube fragments** per chronicle equipment
 - **Alchemist** and **animator** extractors will get you half the amount of gold cube fragments
 - **Disassembler** disassemblers (player disassemblers only) will get you Nihilistic Demon Stone Fragments which can be converted into whole stones via Sharan at the Mage Guild (located in South Bel Myre)
- For Gold Cube Fragments only: run a bunch of **Operation: Hope** and disassemble (as well as pray for jackpots) the buff equipment you get from there. Don't disassemble in the town disassembler - you get 5 gold cube fragments.
 - **Enchanter** extractors will get you **15 gold cube fragments** per buff swap equipment
 - **Alchemist** extractors, **animator** extractors, and player **disassembler** disassemblers will get you **10 gold cube fragments** per buff swap equipment

Seeds of Birth

Echon, The Beast, Harlem - Assault Mode and Dawning Crevice are the dungeons that eat up your Seeds of Birth real fast, especially if you run multiple characters through them. So... where to get them?

- **Sleepy Hollow** (in Harlem) gives 3 Terranium and **roughly 10 Seeds of Birth per run**.
- Continue to run Total Eclipse for gold (to buy from the Auction Hall) and scant amounts of Seeds of Birth.

Terranium/Refined Terranium

Terranium is used for selling for gold (80 per day), entry material for Tayberrs (15 per run), exchanging into Pentacles (for Pumpkin Ball's shop, 5 Terranium is 1 Pentacle) and exchanging into Refined Terranium.

- **Bloody Lane (in Metro Center)** gives **6 Terranium per run**. **Not an optimal dungeon at level 95** so keep that in mind (no Skeleton Key drops, no Mileage gain and also not in Harlem so no Rift Sensor/Response Stones)
- **Sleepy Hollow** (in Harlem) gives **3 Terranium** and roughly 10 Seeds of Birth per run.
- **Disaster Sector (any difficulty)** gives a bunch. You get the same amount of Terranium in the same amount of FP spent regardless of difficulty. Just make sure to do full clears and run a difficulty that you can handle easily. You also get the same amount of Terranium in 1 fatigue point bar compared to running Bloody Lane for 1 fatigue point bar (supposedly ;^).

Refined Terranium is used for a lot of things like buying stuff from Jonathan, reinforcement (through Jonathan), upgrading this thing to that thing (especially looking at you, Operation Hope weapons), entry material for raids and buying weapon elemental damage beads from Imperial Arena (Beatrice's shop).

- Exchange Terranium into Refined Terranium
- Run Luke Normal for a **minimum of 5 Refined Terranium** (you get it when you defeat Luke). Each mini-boss and boss in the 6 dungeons (including Luke) have a small chance to drop an extra Refined Terranium.
- Run Prey Normal for **5 - 10 Refined Terranium** (or 0 if you get a card instead).

Rift Sensor/Response Stones

Just when you thought you only needed Demon Invitations to run hells, these stones and Sky/Celestial Rift say hello. You could just abandon Sky/Celestial Rift and just run Tayberrs, but some people can't wait it out like that.

- You buy Sensor Stones from **Grandis** at **1 Response Stone (tradable) for 1 Sensor Stone (untradable)**.
- You can also buy **20 Response Stones daily from Grandis**. 1 Epic soul is 2 Response Stones.
- The Raid Shop sells **50 Sensor Stones** per week. 100 Undaunted Determinations for 5 Sensor Stones.
- **Any Harlem boss (even scenario ones!) can drop these stones**. The chance for Response Stones is lower than Sensor Stones (I think? Sure seems that way to me though) but that doesn't matter if you use them for yourself. :^)
 - Run **Sleepy Hollow for quicker runs** alongside farming Terranium and Seeds of Birth.
 - But it's probably better if you run **Total Eclipse** if you want to grab some gold along the way from drops and dungeon result card flip. Also works as a Terranium farm too. Dieuleve counts as 2 bosses as well, so that's 1 more drop chance than any other Harlem boss!