

Manufacturing and Crafting requirement changes

Novice, Standard and Expert class medals

Notes:

These items can be only obtained through a very tedious and unnecessary process. Also theres no real use for these outside of the crafting system. Thats why we are making the following changes:

	Item Name	Change		New Item name
	Novice Swordsman Medal	->		Novice Monster Covenant
	Standard Swordsman Medal	->		Standard Monster Covenant
	Expert Swordsman Medal	->		Expert Monster Covenant
	Novice Hunter Medal	->		Novice Monster Covenant
	Standard Hunter Medal	->		Standard Monster Covenant
	Expert Hunter Medal	->		Expert Monster Covenant
	Novice Explorer Medal	->		Novice Monster Covenant
	Standard Explorer Medal	->		Standard Monster Covenant
	Expert Explorer Medal	->		Expert Monster Covenant
	Novice Herbalist Medal	->		Novice Monster Covenant
	Standard Herbalist Medal	->		Standard Monster Covenant

Commerce Statues

Notes:

Due to Commerce Statues being completely unattainable because of commerce mechanic being disabled, also the commerce mechanic is a very long and tedious process anyways. We will be Changing these items into Chaos Vouchers

	Item Name	Change		New Item name
	Sailor Commerce Statue	->		Novice Chaos Voucher
	First-Mate Commerce Statue	->		Standard Chaos Voucher
	Captain Commerce Statue	->		Expert Chaos Voucher

Hearts of Sparkle, Glory and Splendor

Notes:

Due to Hearts being unattainable in decent amounts because of them requiring alot of honor to obtain even a single one we will therefore be Changing these items in to Chaos Vouchers

	Item Name	Change		New Item name
	Heart of Sparkle	->		Novice Chaos Voucher
	Heart of Glory	->		Standard Chaos Voucher
	Heart of Splendor	->		Expert Chaos Voucher

Miniboss statues

Notes:

Statues currently are only dropped from minibosses which makes them really slow to obtain in decent quantity. We are adding statues to the normal monster versions of the minibosses as **5% drop chance** this makes these items farmable.

	Item Name		New Monster Name
	Little Squidy Captain Statue		Little Squidy
	Smuggler Leader Statue		Smuggler
	Violent Air Porky Statue		Air Porky
	Berserk Mad Boar Statue		Mad Boar
	Grassland Wolf Champion Statue		Grassland Wolf
	Malicious Azure Siren Statue		Azure Siren
	Aberrance Hopping Lizard Statue		Hopping Lizard
	Ancient Sandy Tortoise Statue		Sandy Tortoise
	Man-Eating Spider Queen Statue		Man-Eating Spider
	Elite Tempest Sea Jelly Statue		Tempest Sea Jelly
	Strong Little Deer Statue		Little Deer
	Vampiric Elk Statue		Elk
	Snowy Snail Monarch Statue		Snowy Snail
	Fearsome Skeletal Archer Statue		Skeletal Archer
	Aberrance Blood Polliwog Statue		Blood Polliwog

Prize vouchers

Notes:

These are currently unattainable. Making these obtainable from Gamble Chests and adding an exchange option for King of the Ring Emblem at the Chaos Administrator NPC in Icicle City.

	Item Name	Gamble Chest chance	King of the Ring Emblem exchange ratio
	Grand Prize Voucher	0,1%	1:1
	First Prize Voucher	1%	1:5
	Second Prize Voucher	5%	1:10
	Third Prize Voucher	20%	1:20

Other QoL changes regarding life skills

Blueprints

Blueprints besides Blurrys are fairly hard to obtain in large quantities so heres few changes to where to obtain them in addition to current methods. Adding blueprints to the maze drop pool would increase the appeal of mazes.

Encrypted Blueprints

Notes:

Due to few Forsaken City 1 monsters (not all) dropping them,we are making every monster in FC drop them. In addition to FC monsters dropping Encrypted Blueprints they will also be added to some of the easier to kill monsters in Dark Swamp.

	Monster Name Name	Drop Chance
	Sorrow Warrior	Already drops 5%
	Wailing Warrior	Already Drops 5%
	Wailing Archer	Put to 5%
	Sorrow Archer	Already drops 5%
	Swamp Bog	Put to 2.5%
	Swamp Watcher	Put to 2.5%
	Elite Wailing Warrior	Put to 2.5%
	Wailing Marksman	Put to 2.5%

	Cursed Mummy	Put to 2.5%
	Crazy Mummy	Put to 2.5%

Sealed Blueprint

Notes:

Sealed blueprints are very tedious to farm. They only drop from mid to low level monsters at a very low rate and there isn't any spots where you will get any kind of benefit from farming them other than when you're low lvl you get some what decent exp. We are therefore adding Sealed Blueprints to drop from harder to kill Dark Swamp monsters and monsters in Demonic world that way mazes will feel more appealing.

	Monster Name Name	Drop Chance
	Swamp Man	Put to 2.5%
	Swamp Warden	Put to 2.5%
	Imaginary Snow Doll	Put to 2.5%
	Snow Doll Spirit	Put to 2.5%
	Evil Snow Doll Spirit	Put to 2.5%
	Confused Snow Doll	Put to 2.5%
	Demonic Snowman	Put to 2.5%
	Demonic Yeti	Put to 2.5%

Chaos Vouchers and Monster Covenants

Chaos vouchers and Monster Covenants are only obtainable from Chaos Argent currently. Due to changes above you will need a lot more of them. We are therefore adding them as maze drops too.

Novice Chaos Voucher

Notes:

We are adding them to drop from Forsaken City minibosses and also the chests.

	Monster Name Name	Drop Chance
	Abandoned Chest 1	Put to 10%
	Abandoned Chest 2	Put to 10%
	Abandoned Chest 3	Put to 10%
	Sorrow Captain	Put to 10%
	Wailing Captain	Put to 10%
	Wailing Archer Captain	Put to 10%
	Sorrow Archer Captain	Put to 10%

Standard Chaos Voucher

Notes:

We are adding them to drop from Dark Swamp minibosses and also chests.

	Monster Name Name	Drop Chance
	Obscure Chest 1	Put to 10%
	Obscure Chest 2	Put to 10%
	Obscure Chest 3	Put to 10%
	Master Swamp Bog	Put to 10%
	Swamp Champion	Put to 10%
	Master Swamp Watcher	Put to 10%

Expert Chaos Voucher

Notes:

We are adding them to drop from Demonic World chests.

	Monster Name Name	Drop Chance
	Chest of Demonic World 1	Put to 10%
	Chest of Demonic World 2	Put to 10%

Novice Monster Covenant

Notes:

We are adding them to drop from Forsaken City monsters.

	Monster Name Name	Drop Chance
	Sorrow Warrior	Put to 1%
	Wailing Warrior	Put to 1%
	Wailing Archer	Put to 1%
	Sorrow Archer	Put to 1%
	Elite Wailing Warrior	Put to 1%
	Wailing Marksman	Put to 1%
	Cursed Mummy	Put to 1%
	Crazy Mummy	Put to 1%

Standard Monster Covenant

Notes:

We are adding them to drop from Dark Swamp monsters.

	Monster Name Name	Drop Chance
	Swamp Man	Put to 1%
	Swamp Warden	Put to 1%

	Swamp Bog	Put to 1%
	Swamp Watcher	Put to 1%

Expert Monster Covenant

Notes:

We are adding them to drop from Dark Swamp monsters.

Monster ID	Monster Name Name	Drop Chance
669	Imaginary Snow Doll	Put to 1%
670	Snow Doll Spirit	Put to 1%
671	Evil Snow Doll Spirit	Put to 1%
672	Confused Snow Doll	Put to 1%
725	Demonic Snowman	Put to 1%
726	Demonic Yeti	Put to 1%