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<https://df.nexon.com/df/testinfo/notice?p=web&mode=view&no=2632724>

Disclaimer: Some minor details have been omitted. Still in test server so all details are subject to change.

Dungeons

New story/town regions

- Saints' War - White Land, Bericholis
- Noblesse Code - Canyon Hill, Queen Palt, Noblesse Code
- Destroyed Castle of the Dead - King's Cradle, Heblon's Oracle, Destroyed Castle of the Dead
- Dimensional Ship Wahrheit
- Namenlos - Nasau Forest, Eternal Flame Laboratory

Difficulty system

- Growth dungeons: during lvl 100~109 if you have no current epic quests remaining the corresponding growth dungeons will open to help you lvl up.
- The following dungeon difficulties will be added to normal and scenario dungeons. Heroes difficulties only apply to normal dungeons and not scenario dungeons. Normal dungeons will have 1 fp cost per room and can be entered from lvl 110.

Difficulty	Unlock Condition	Fame req.
Normal	-	4176
Expert	Complete normal as solo	8602
Master	Complete expert as solo	13363
King	Complete master as solo	20103
Heroes Normal	Complete king as solo	23883
Heroes Expert	Complete heroes normal as solo with less than 20 hits taken and 10 coins used	27052
Heroes Master	Complete heroes expert as solo with less than 15 hits taken and 5 coins used	28791

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Heroes King	Complete heroes master as solo with less than 10 hits taken and 1 coins used	30162
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- Advanced dungeons only have 3 difficulties: normal, expert and master.
- In a party if the party leader has the difficulty unlocked, the party can enter regardless of the rest of the party having it unlocked.
- Regional weakness system: applies daily weakness to heroes difficulties of normal dungeons, applying the following weaknesses to all monsters in the dungeon. Weaknesses reset everyday, and the same weaknesses will not appear again in a row the next day. Weaknesses can be checked on either region panel (the screen on Philasia) or dungeon selection screen.

Type	Description	Amount
Elemental	Decreases the resistance of a certain element.	-15 (H. normal) -30 (H. expert) -45 (H. master) -60 (H. king)
Status	Decreases the resistance of a certain status ailment from shock, poison, bleeding and burn.	-5% (H. normal) -10% (H. expert) -15% (H. master) -20% (H. king)

Emergency missions

- Emergency missions will randomly appear during a normal dungeon run. A rift will appear in the marked rooms, enter the rift to begin the mission. Complete the mission to obtain rewards.

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Destroyed Castle of the Dead (DCD)



- Fame req.: 18144, 23382, 28119 (according to difficulty)
- Costs 30 fp + entry ticket to enter. Each difficulty has its own ticket. No daily entry limit.
- Can be entered as a party.
- Time limit: 30 min. You can retreat to temporarily leave the dungeon. Can be abandoned to give up the current run. Ticket and fp are not refunded.
- Oculus style dungeon where you go through a rectangular map. A room can have buffs, debuffs or special abilities (star icon) that can be used once per player via tab key.
- Using coins does not reset CD.
- Each named mob has a chance to drop gears. Clear the dungeon to obtain a certain number of gears.

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Noblesse Code (NC)



- Fame req.: 17280, 22516, 27255 (according to difficulty)

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- Costs 60 fp + entry ticket to enter. Each difficulty has its own ticket. No daily entry limit.
- Can only be entered solo with your alts.
- Time limit: 50 min. Can be abandoned to retry. Ticket and fp are not refunded.
- A 4-men tag-team style dungeon where you progress through the dungeon and for each room you pick one of your 4 characters to attempt. Clear a room to progress to the next one.
- Consumables, coins are unusable. You cannot change your gear once you start the run. HP, MP and cd status is maintained throughout a run.
- Rewards are 1-2 epic pieces per character + mats for the character that consumed fp. Pieces can be cursed.

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System changes

Explorer club season 4

- Max level expanded to 50. Lvl 41~50 will grant +290 stats, +15% dungeon clear exp, +10 registerable items on auction house and +1 additional ominous crystals and fractured twilight red crystals drops.
- Arad adventure characters stats will now follow fame instead of exorcism formulas. Arad adventure dungeons will be rebalanced.
- Valor crystal shop change:

Item	Monthly count	Level limit
Improved growth pot	20	1~99
10~29 lvl ticket	17	10~29
30~49 lvl ticket	12	30~49
50~69 lvl ticket	5	50~69
70~89 lvl ticket	5	70~89
90~99 lvl ticket	2	90~99
Sub eq. quest clear ticket	1	60~
Mstone quest clear ticket	1	65~
Earring quest clear ticket	1	90~
1~99 atk increase pot	20	1~99

- Explorer club shop change: some items will be replaced by the following - 160 abyss frags box, selectable 105 unique box, selectable 105 epic box, exile tali box, 16 play points, shining mystery box
- Exp capsules: can be usable at up to lvl 109. Required exp per capsule reduced by 50%.
- 2+2, 3+3, night of revelations will be removed from weekly dungeon count info.

Play point system

- For every 30 fp used you can obtain 1 play point.

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- Counted per character, you can hold up to 100 points. Points will not reset daily or weekly.
- Play point shop:

Item	Cost	Description
30 play points	-	Obtain 30 play points. Can be bought once per character per week.
NC normal ticket	32	Used to enter Noblesse Code normal
NC expert ticket	40	Same as above but expert
NC master ticket	48	Same as above but master
DCD normal ticket	16	Used to enter Destroyed Castle of the Dead normal
DCD expert ticket	20	Same as above but expert
DCD master ticket	24	Same as above but master

Achievement system

- 5 categories of achievements will be added to the adventure club. You can obtain various materials as you unlock achievements.
- Challenge will be changed to a subcategory of the achievement system. Requirements and rewards for challenges will remain unchanged (removed contents will have their corresponding challenges removed).
- You can obtain reputation titles (eg: experienced, DFO beginner, special, etc) according to achievements unlocked. These will be shown above your character's names (not to be confused with titles that you equip).

DFO missions

- Daily and weekly missions will be added. Daily missions apply per character, weekly per account.
- Uncleared daily missions can be changed for free once per day and for 1000 gold after that.
- Uncleared daily missions will grant a rest bonus the next day. Stacks up to 12 rest bonuses. When you have at least 4 rest bonuses and clear a daily mission, consume 4 rest bonuses to obtain the reward one more time.

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Monster encyclopedia

- Consists of monsters of 110 dungeons and applies per account.
- Obtain monster fragments through various methods to increase corresponding monster rank. You can unlock monster art, information and story according to rank.
- Each dungeon has 3 monster rank requirements. You can obtain a reward for each requirement if you meet them.
- Monster fragments can be disassembled and combined in the monster encyclopedia UI.

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Safe reinforcement/amplification

- New systems that consume new mats (ryan core, harmony crystals) that follow new probability formulas.
- Only applies up to +12 reinforcement (weapons) and +10 amp.
- Probability increases with each failure. Increased values reset if you succeed.

Reinforce	Cost	Probability	Increase per failure
0 to 1	29 ryan cores, 180360 gold	100%	-
1 to 2	30 ryan cores, 180360 gold	100%	-
2 to 3	31 ryan cores, 180360 gold	100%	-
3 to 4	32 ryan cores, 180360 gold	100%	-
4 to 5	59 ryan cores, 359265 gold	80%	5%p
5 to 6	66 ryan cores, 400300 gold	70%	5%p
6 to 7	72 ryan cores, 432948 gold	60%	5%p
7 to 8	80 ryan cores, 481989 gold	50%	5%p
8 to 9	90 ryan cores, 5465933 gold	40%	5%p
9 to 10	105 ryan cores, 633275 gold	30%	5%p
10 to 11	356 yan cores, 2153040 gold	8%	2%p
11 to 12	1108 ryan cores, 6704400 gold	3%	1%p

Amp (weap)	Cost	Probability	Increase per failure
0 to 1	36 harmony crystals, 430100 gold	100%	-
1 to 2	41 harmony crystals, 490600 gold	100%	-
2 to 3	46 harmony crystals, 551100 gold	100%	-
3 to 4	51 harmony crystals, 611600 gold	100%	-
4 to 5	55 harmony crystals, 876650 gold	70%	10%p
5 to 6	67 harmony crystals, 1072098 gold	60%	10%p
6 to 7	109 harmony crystals, 1730400 gold	50%	10%p

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7 to 8	122 harmony crystals, 1932679 gold	50%	5%p
8 to 9	230 harmony crystals, 3656400 gold	40%	5%p
9 to 10	320 harmony crystals, 5084870 gold	30%	5%p

Amp	Cost	Probability	Increase per failure
0 to 1	16 harmony crystals, 189860 gold	100%	-
1 to 2	21 harmony crystals, 250360 gold	100%	-
2 to 3	26 harmony crystals, 310860 gold	100%	-
3 to 4	31 harmony crystals, 371360 gold	100%	-
4 to 5	46 harmony crystals, 490750 gold	70%	10%p
5 to 6	58 harmony crystals, 615450 gold	60%	10%p
6 to 7	98 harmony crystals, 1043132 gold	50%	10%p
7 to 8	109 harmony crystals, 1157283 gold	50%	5%p
8 to 9	212 harmony crystals, 2246200 gold	40%	5%p
9 to 10	277 harmony crystals, 2937440 gold	30%	5%p

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Items

New items

- Following lvl 105 gears will be added: common, uncommon, rare (tradable), unique (untradable), legendary (tradable), fixed/custom epic (untradable)
- Lvl 100 abyss swap will be added. Tradable, but it'll be almost impossible to farm it purely from dungeons and its boost will be relatively low.

New enchants

Rarity	Slot	Effect
Unique	Weap, top, bottom	Spr +50 Solo buffer: +50 ind. Atk, +20 int
	Weap, top, bottom	Spr +100 Solo buffer: +70 ind. Atk, +40 int
	Weap, top, bottom	Vit +50 Solo buffer: +50 ind. Atk, +20 int
	Weap, top, bottom	Vit +100 Solo buffer: +70 ind. Atk, +40 int
	Shoulder	Int +25, mag. crit +6%
	Shoulder	Str +25, phy. crit +6%
	Belt, shoes	Int +35, mag. crit +3%
	Shoulder	Skill atk +1%, +30 pmi, mag/phy. crit +5%
	Shoulder, belt, shoes	Str +50
	Shoulder, belt, shoes	Str +100
	Shoulder, belt, shoes	Int +50 Solo buffer: +5% crit
	Weapon	+13 all ele
	Shoulder, belt, shoes	Int +100 Solo buffer: +7% crit
	belt, shoes	Str +35, phy. crit +3%

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Legendary	Neck, bracelet, ring	+35 fire/light ele
	Neck, bracelet, ring	+35 water/shadow ele
	Neck, bracelet, ring	+33 all ele

New mats descriptions

- Frost crystal fragments: mats to buy selectable 105 unique boxes, entry level enchantment beads and 95 abyss swap gear
- Ominous crystals: mats to buy selectable epic boxes (normal dungeon), frost crystal fragments and engraving stones
- Golden beryl: used for option growth, transfer and level transfer of epics
- Red twilight crystals: mats to buy selectable epic box (NC, DCD)
- Mats with subscripts (ex: **shining** frost crystal fragments) are acc. bound.

Dungeon rewards

- Scenario: rare gear (normal), uniques (normal, expert), fixed option epics (any), frost crystal fragment (normal, expert), shining frost crystal fragment (normal, expert), ominous crystal (above normal), resonating ominous crystal (above normal), ryan core (above normal), golden beryl (above normal)
- Normal: uniques (normal), fixed option epics (any), custom epics (above king), frost crystal fragment (normal), shining frost crystal fragment (normal), ominous crystal (any), resonating ominous crystal (any), ryan core (any), golden beryl (any), harmony crystal (above king)
- Advanced: fixed option epics (any), custom epics (above normal), legendaries (above normal), lvl 100 abyss swap (above normal), fragmented red twilight crystal (any), red twilight crystal (any), condensed ryan core (any), shining harmony crystal (above normal), flawless golden beryl (any), corresponding entry tickets (at corresponding difficulty)
- Gabriel's secret shop: random fixed epic pot (any), random legendary pot (above king), random 100 abyss swap pot (above king), resonating ominous crystals (any), golden beryl (any), condensed ryan core (any), shining harmony crystal (above king), advanced dungeon tickets (above expert)
- Premium cards flips: legendaries, 100 abyss swap gear, golden beryl, card album
- Emergency missions: fixed option epics (above normal), custom epics (above king), ominous crystal (normal), resonating ominous crystal (normal), golden

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beryl (expert to king), flawless golden beryl (above king), condensed ryan core (above normal), shining harmony crystal (above king), advanced dungeon entry tickets (above expert)

- Daily missions: ominous crystals, resonating ominous crystals, daily mission reward (contains random fixed epics, 110 cards or ominous crystals and resonating ominous crystals).
- Weekly missions: red twilight crystal, golden beryl, condensed ryan core, shining harmony crystal, weekly mission reward (contains random fixed epic).

Option growth system

- You can feed gears of the same slot to increase the lvl of the base gear.
- If the gears have different options the options will gain less exp and will only gain up to 1 lvl at once.
- Has a chance for great success that will grant double exp.
- Reinforced/amped/refined/enchanted gear cannot be used to feed.
- Sirocco weap, max rolled sirocco gears and ozma gears will be treated as gears with lvl 20 options when used to feed.
- Cost: 25 golden beryl, 25000 gold, 1 power essence (if neither of the gears have options above lvl 20) / 50 golden beryl, 50000 gold, 1 power essence (if either of the gears have at least 1 option with over lvl 20).

Option transfer system

- For custom epics 1 option can be transferred from another gear.
- When a gear's option is replaced this way, the gear can no longer have its options replaced except for the option that was changed. Replaceable options will be marked with yellow arrows next to them.
- Ingredient epic will disappear.
- Reinforced/amped/refined/enchanted gear cannot be used as an ingredient.
- You cannot transfer options that already exist on base gear.
- Cost: 250 golden beryls, 250000 gold, 2 power essences.

Option level transfer system

- Option levels can be transferred over to another gear (similar to inheriting).
- Gears have to be same slot and ingredient gear will disappear.

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- Cost: 500 golden beryls, 500000 gold, 5 power essences.

Fame changes

- Fame will now be displayed near top of the gear stats. Secondary fame increases (enchantment, amp, etc) will be merged and shown under it.
- Mythic gears' fame will be increased from 580 to 1900.
- Other 100 gears (including POW) will have fame values rescaled. Fame on set effects will be removed.

Other changes

- DPS (non chronicle) weapons will be nerfed: skill dmg reduced to 35%, 1~100 skills lvl +1 no longer affects awk.
- Gear options have been changed. Refer to [105 gear preview](#).
- Dmg amp will be adjusted accordingly.
- Aeterna gear: the effect of entering dungeons regardless of fame will be limited to dungeons of lvl 100 or lower.
- Synergy/cdr effects on gears: lvl difference limit for gear synergy and CD to apply will be increased from 35 to 40.
- 100 rare gears will now have stats to help gearless characters.
- Mythic gears will be rebalanced.
- Magar will now sell the following items: guiding light (costs 2000 determinations), random mythic pot (costs 3 guiding lights).
- Gears with effects that affect ele boost on character skills will be changed to increase elemental dmg.
- Gears with object dmg effect (eg: nature's guardian) will have their values rescaled.
- Enchantments will have their own section on gear stats. if a gear has no enchantment, it'll show 'no enchantment'.

Character related changes

Incapacitation

- Incapacitation gauges will be added. Certain bosses and named mobs will have them and their own weaknesses. Exploit weaknesses to deplete the gauge. When depleted bosses will no longer be immune to status ailments and holds. Gauge recovers over time and will have higher value than before.

Status ailment change

- Status ailments will no longer have lvls.
- Class skills that affect status ailment res will be rescaled.
- Effects will be changed as following:

Effect	Description
Freeze/burn	Attacks with freeze effect on burning enemies will immediately cancel freeze and deal 105% dmg. Fire elemental attacks no longer cancel freeze. Freeze now stops enemies in the track, which resumes when it ends.
Sleep	Restore 1% hp per sec. If attacked during sleep, the first hit ends sleep and deals 150% dmg.
Petrify	While petrified dmg taken is reduced by 10%, reduction decreases by 1% per sec. Petrify now stops enemies in the track, which resumes when it ends.
Shock	Now also deals separate dmg over time.
Blind	When applied on mobs, decreases their hitrate.
Confuse	When applied on mobs, stops their movement.
Curse	Applies a random non damaging status ailment. No longer decreases status ailment res.

Survivability change

- Defense calculation formula will be changed.
- Max HP, MP formulas will be changed.

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- Iframes on some skills will be replaced with super armor.
- New skill: improved backstep. Allows backstep to be used while using skills (except awk) or while getting hit/knocked down. Cd is 30 sec / 40 sec respectively.
- Mobs attacks in dungeons will be rescaled.

Skill lvls rescaling

- Pre 1a skills with 50/60 master/max lvls will have them increased by 10 each.
- Post 1a skills with 30/40 master/max lvls will have them increased by 10 each.
- Light of divinity (both m/fsaders), fountain of life, hot affection, ninpou: molting will have master and max lvls increased by 10 each.
- The following skills will have max lvl increased by 10: ultimate phantom slash, blade triangle, gyre, naias, ador, wisp, stalker, eclipse fall, battlemage transformations, jackyl, second release, flower of purification, stream closer, resonance (chaos)
- Exceptions:

Class	Skills	Master lvl	Max lvl
DT	Scaffold, soul drain, buckshot, shadow puppet, black mirror, madness, deadly cape	+10	
SD	Dagger throw, shadow sting	-10	-10
Witch	Homunculus	-	+30

TP rescaling for skills under lvl 30

- TP will be rescaled in the following way:

Category	TP cost per lvl
5/7 master/max lvl	1
5/7 master/max lvl that affect 2 or more skills	2
1/3 master/max lvl	2

- The following skills are not affected: skills with TP cost of 2 at lvl 1 and 1 after, sign of protection, flame hurricane, ice shield

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- TP skills with 5/7 master/max lvls will now increase skill's atk by 10% per lvl. TP with higher increases are not affected.
- Basic training TP and TP skills with 5/7 master/max lvl will have both increased by 2.
- Exception: pierce strike, vain slash and dark ball of DK will be increased by 4 and 4.
- Exception: the following skills are not affected: upper skills, thrust (mslayer), keiga, bremen, phase shift, slicer

Elemental changes

- All skills and passives that affect ele boost will be replaced by % effects that increase elemental dmg.

Status caps

- Following effects will have limits

Effect	Cap value
CDR/CD rate	70%
Aspd	200%
Cspd	300%
Mspd	300%
Evasion	75%
Ele res	100
Phy. defense rate	75%
Mag. defense rate	75%

Manual command effect equalization

- Effect of manual commands according to lvl range will be equalized:

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Range	MP cost reduction	CD reduction
1~10	-	-
15~30	2%	1%
35~70	4%	2%
75~100	5%	5%
Awakenings	5%	5%

- Exceptions: skills that do not have CD, skills that do not have MP cost, skills without command, buffs and summon skills, skills with master lvl of 1.

Character UI



- New stats: mag and phy defense rates
- Stats with cap will have information shown when you hover on them

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Balancing

Buffer common changes

- Buff, 1a, 3a now show final applied stat increase in tooltip.
- Skills that need to hit party members (such as healing skills) will now not be affected by skill transparency under 20%.

Msader revamp

- DI str/int increase +4%, pmi increase +2%
- Stat calculation for DI and 1a will be changed to be the same as that of fsaders.
- Now deals 10% increased dmg while solo.
- 3a linked to 1a no longer gets canceled for moving to the next room while casting.
- Skills that target party members with an arrow key will now always have fixed positions regardless of party members dying.
- Sign of protection: no longer affected by spr/vit. Defense increase is rescaled and no longer provides % dmg reduction.
- Revenge of light: no longer increases mag def. Ancient library runes now increase lightning size.
- Heaven's melody: no longer affected by spr/vit. Max HP/MP increase rescaled.
- Apocalypse: no longer increases defense.
- Divine flash: dmg reduction decreased to 20%.
- Slow heal, holy sanctuary: heal decreased by 50%.

Fsader revamp

- VB str/int increase +4%, pmi increase +2%
- Fervent faith: increases skill dmg by 1% per lvl (1.5 after lvl 20).
- Now deals 20% increased dmg while solo.
- 3a and 1a no longer get canceled for moving to the next room while casting.
- Guardian's blessing: max lvl reduced to 20. No longer affected by int. No longer provides % dmg reduction. Buff stats rescaled.
- Crux: no longer increases defense.
- Light of divinity: dmg reduction is rescaled.
- Uriel's ward: dmg reduction reduced to 15%.
- Healing prayer, regen. aria, miracle shine: heal amount reduced by 50%.

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- Valor/regen. aria: dmg reduction reduced to 10%.

Enchantress:

- Petit diablo: increases skill dmg by 1% per lvl (1.5 after lvl 20).
- Now deals 20% increased dmg while solo.
- Favoritism: max lvl reduced to 20. No longer affected by int. No longer provides % dmg reduction. Buff stats rescaled. Increased defense buff on target removed. Dmg reduction increase from talisman reduced.
- Marionette: no longer increases defense.
- Meticulous stitching, first aid of love: heal amount reduced by 50%.
- Marionette, first aid of love: dmg reduction reduced to 10%.

Balancing:

- SM: ~5% buffs except awk
- Vaga: ~5% buffs except awk
- Spectre: 8% nerf. Mobility, AoE and QoL improved.
- Mgrap: 6~10% buffs
- Fgrap: ~5% buffs
- Fmech: ~5% buffs except awk
- EB: 8~10% buffs except 3a (5%)
- SD: ~5% buffs
- Monk: ~7% buffs except awk
- Shaman: ~5% buffs on some skills including 3a
- EK: ~5% buffs
- Chaos: ~7% buffs
- DK: ~5% buffs

Crit chance rescaling

- Following classes' crit related passives will be rescaled to 20%: SB, zerk, DT, DS, vaga, brawl, mmech, mspit, franger, fmech, fpsit, EB, GM, blood, SM, summy, witch, msader, monk, avenger, shaman, necro, kuno, EK, chaos, skirm, dragoon, hitman, TS, DK.

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3a enlightenment changes:

- Subitism: base value reduced to 5%, increase per lvl reduced to 1.5%
- Clues to awakening: base value reduced to 5%, increase per lvl reduced to 3%

Other changes:

- BM: auto chaser's chaser generation chance on hit increased by 50%.
- Launchers (both male and female): heavy firearm mastery now allows skills to be affected by CD values on weapons + reduced CD on all non awk skills by 10%.
- Necro: wand mastery now allows skills to be affected by CD values on weapons + reduced CD on all non awk skills by 10%.

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Others

Training room changes

- Sandbags will now be affected by petrification and freezing.
- Sandbag challenge: added 30 sec and 1 minute.
- You can now apply CDR, from 10~70% in 10% increments.

Story changes

- Empyrean chronicles, Isys-Prey stories will be revamped and expanded.

Fame UI

- Fame will now be shown on the character selection screen.
- Base HUD will now show fame.
- Switching gears will now show fame change.
- Fame comparison mode will be added.

Other UI changes

- Gear guides and related UI will be improved.
- Dungeon selection screen will be improved.
- Party creation UI will be improved.



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- You can now announce your party which shows what dungeon you are running and what role you're looking for. Dungeons you can't enter will have red names on party announcements.



- Dungeon panel on Philasia will be improved
- Gear related functions such as inheriting, engraving and retexturizing will be usable with the gears equipped. If they require the gear to be repaired, they will now show the option to repair gear if they aren't.
- Auction house will now allow searching up specific options when searching for gears.
- Encyclopedia will be revamped to better show gear and enchantments. Will also show options of 105 gears.

Old contents

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- Altar of ascension/infinity, Kulundal, imperial arena, disaster sector, p.meeting, night of revelation, dark dimension and their corresponding channels will be removed.

Weapon CD values

- Following weapons' CD modifier values will be reduced by 5%p (if it didn't have any modifier, it'll be changed to 5% reduced CD): zanbato, kat, bludgeon, SS, knuckles, gauntlets, revolver, musket, hand cannon, spear, pole, staff, rosary, scythe, battle axe, dual blade, wands, chakra weapon, halberd, beam spear, javelin, odachi, kodachi, square blade, core blade.

Inheriting and engraving

- Stats on 100 gears can be engraved onto 105 gears.
- Engraving cost: 50 aiolites can now be replaced by 250000 gold.
- Weapons will now allow cross inheriting if it can be used by your character (eg: musket to bowgun).
- Inheriting cost: changed from 50 aiolites to 5 aiolites or 25000 gold.

Raid tickets (Sirocco, Ozma)

- New ticket boxes will be added: costs 150000 gold and 80000 gold (normal/hard, guide respectively).

Power essences

- Can now also be bought with 3 legendary souls.

CDR pots

- CD reducing potions can no longer be used.

Elemental imbue

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- After lvl 100 if your character does not deal elemental dmg a warning icon will be shown on bottom left of the screen (does not apply to classes that have innate ele).

Dungeon changes

- Exile mountains fp cost reduced to 8
- Leste, Karrelyn, Tiamat and Devastar's iframes will be removed.

Dungeon & life, creature revamp

- Delayed