

Category	Contents	Explanation / Specifications
Item	<p>1. Method to receive dungeon set equipment has been improved</p>	<p>1. If bosses are defeated in regular dungeons, there is a set chance that an elite dungeon weapon set will drop.</p> <p>2. Epic Quests now also provide a route to elite dungeon set items.</p> <ul style="list-style-type: none"> - Elite dungeon weapon sets will be awarded for quests in the entry area of a dungeon. (Weapons will be distributed in Lv.5 state.) - Armour pieces will be distributed through cubes. (Lv.6 status) <p>3. The crafting/production of dungeon set items will be removed.</p> <ul style="list-style-type: none"> - You will no longer be able to produce dungeon set equipment (rare→elite) at the blacksmiths'. Correspondingly, no more materials will be dropped for the production of rare→elite. (e.g. Soul of Ruben Forest) - Relevant item descriptions will be partially changed to reflect this. (Information on the availability of upgrades will be deleted.) - Rare level equipment will drop in the dungeon.

Item	2. Changes to the production and sale at the Blacksmith	<p>1. Rare equipment will be sold in the shop. To make the acquisition of equipment items a bit more smooth, shops will also sell rare equipment items. * Normal items will be left in the sales list for comparison purposes.</p> <p>2. The production tab at the Blacksmith has been removed. - The section where elite/unique items could be produced has been removed. - Eldrit Jelly cannot be produced anymore and instead has to be exchanged.</p> <p>3. Weapon casting moulds and armour designs will no longer be sold in the Special tab at the Blacksmith. - Weapon casting moulds and armour designs will no longer be used for the production and upgrade of equipment. - Weapon casting moulds and armour designs that users currently have in their possession will no longer be usable.</p>
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<p>Item</p>	<p>3. Dismantling Armour</p>	<p>When dismantling equipment, weapon fragments, armour fragments, Eldrit crystals (inc. dust and traces) will no longer drop dependent on level. (Excludes items from hero dungeons and Apocolypse weaponry)</p> <ul style="list-style-type: none"> - When dismantling equipment, you now generally earn more Magic Crystals. - A magic crystal is a new type of material that replaces/combines the former weapon fragments, armour fragments, Eldrit crystals and Secret Potions of Alchemy. <p>Previously, depending on the level spectrums 1-20, 21-30, 31-40, 41-50, 51-60, 61-70, 71-80, 81-90, different materials dropped when items were dismantled.</p> <p>Change: when you dismantle equipment, Magic Crystals will be created (distribution behaviour corresponds to item resale value), to the tune of 1 Crystal per 1,000 ED of resale value.</p> <ul style="list-style-type: none"> * Secret Potions of Alchemy will no longer be sold in the shop. * Weapon fragments, armour fragments and Eldrit crystal that were used for the update with secret dungeon equipment will be replaced by Magic Crystals. * Quests that required the use of the Secret Potion of Alchemy, weapon fragments, armour fragments and Eldrit Crystals will now instead require Magic Crystals. * Eldrit crystals (inc. dust and traces) that were available from the alchemist will be removed from the tab. * Quest requirement conditions that demanded these materials will be changed. * As all types of Eldrit Crystals have been rendered useless, the correspondent production of Eldrit Crystals through the gathering of Eldrit fragments and rare Eldrit Fragments has been removed.
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<p>Item</p>	<p>4. Dungeon Cube Improvements (Aim: ED returns → bonus)</p>	<p>1. Removal of drops from the old cubes Cubes will no longer drop per region as it formerly was in the dungeons. Cubes that users have in their inventories can continue to be used as normal. List of cubes that will no longer be dropped: - Old Wooden Chest, Ancient Wooden Cube, Stained Copper Chest, Ancient Copper Cube - Robust Steel Chest, Ancient Steel Cube, Radiant Silver Chest, Ancient Silver Cube - Valuable Gold Chest, Ancient Gold Cube, Eye-Catching Jewellery Box, Ancient Jewellery Cube - Mysterious Rune Chest, Ancient Rune Cube, Strong Decitium Cube, Ancient Decitium Cube</p> <p>2. Drops from new cubes (3 types) New types of cubes are dropped in the dungeons. Compared to previous cubes, the primary focus is no longer the return of ED, but instead the character as a bonus item. In addition, a drop will only occur with the boss monsters. The new cubes contain accessories and high quality rewards, which were already found in the old cubes, excepting items that can be used with the suited level. No unnecessary equipment (rare, elite equipment) is contained in the new cubes. Equipment fragments (everyday items) as well as other everyday equipment items will also be distributed in the new cubes, thereby offering a set chance for studs.</p> <p>The new cubes are made up of 3 levels: - Beginner cube: drops in Ruben, Elder, Besma and Altera. - Advanced cube: drops in Peita, Belder, Hamel and Sander. - Professional cube: drops in Ranox and ElySION dungeons. The contents of the new cube are made of the contents of the previous cube, accessories, required battle loot as well as useful consumables. * Henir's Time-Space will not drop cubes.</p>
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Item	5. Change to the Tooltips as well as the Placement of Certain Items	<p>1. Tooltip for Summoning Circle Fragments now more detailed. An explanation to the things that require the use of Summoning Circle fragments have been added.</p> <p>2. Potential upgrades and attribute enhancement of equipment items will be displayed.</p> <p>3. The item placement changes so that materials and special items that drop in the dungeons and are used frequently are more recognisable. (Because they drop as standard items, it was previously difficult to tell them apart and acquire them.)</p> <ul style="list-style-type: none"> - Summoning Circle Fragment (Standard -> Rare) - New Adventurer Insignia (Standard -> Rare) - Soul of Darkness (Standard -> Elite) - Hero Invitation (including internet café) (Standard -> Elite) - Secret Dungeon Entry Permit (including internet café) (Standard -> Rare)
Item	6. Removal of Helen's equipment offering	<p>Helen in the rest areas will no longer sell standard level equipment items. Sales of standard equipment now only takes place with the respective NPCs in the villages as well as with Yuno at the Atlas rest area.</p>
System	1. Added system explanations to the individual characters	<p>Some characters were missing short explanations on their specific combat systems. Example: Cannonballs - Chung can load up to 6 cannonballs. While the character waits motionless, 1x cannonball is loaded every 2 seconds. The number of cannonballs changes depending on the class change.</p>
System	2. Notification when equipping PvP gear	<p>After equipping PvP gear and entering a dungeon, a warning will be displayed that lasts for 3 seconds.</p>
System	3. Display when acquiring a new skill	<p>A level up or a class change and thereby, the acquisition of a new skill, displays a message with a yellow border.</p>
System	4. EXP Reduction	<p>EXP has been reduced correspondent to the removal of the Epic Quests for all regions. (Applies till Lv.90. For EXP that is gathered above Lv.90, a reduction to present EXP of 65% will take place.)</p>
System	5. Improvement to Equipment Repairs	<p>With the exception of villages, you can now carry out repairs in locations where you can wear items whose durability reduces. Doing so however doubles the cost.</p>

System	6. Change to the upgrade level of dropped items	The level of the items that are dropped has increased from Lv.4 to Lv.5.
Dungeon	1. Removal of the difficulty level from normal dungeons	<p>The difficulty level has been removed from normal dungeons.</p> <p>Removed in Ruben, 1st dungeon (El's Tree) - Elysion, 3rd dungeon (Elysion Tower)</p> <p>For the region of Elysion there is no difficulty removal.</p> <p>Corresponding to the removal of the difficulty level will adjust affected aspects of the dungeons to those of 'Expert'.</p> <p>(Affected quests, requirements for the receipt of affected titles, name markers on the map.)</p>
Quest	1. Reduction to Epic Quests	<p>For the regions Peita through Sander, the amount of Epic Quests has been adjusted.</p> <p>The amount of quests has been adjusted for levels 35-70.</p> <ul style="list-style-type: none"> - Peita to Belder: max 2 Epic Quests per dungeon - Hamel to Sander: max 3 Epic Quests per dungeon <p>Despite the reduction to the quest amount, the quest scenarios are untouched and will still be displayed in order.</p>
Quest	2. Changes to the rewards from Epic Quests	<p>Materials for the production of dungeon equipment as well as production items are no longer available as Epic Quest rewards.</p> <ul style="list-style-type: none"> - A portion of the equipment rewards as well as the dungeon set materials that are awarded for Epic Quests have been removed. - When playing through a portion of the Epic Quests, [CoBo] Potions of Resolve are available. - When playing through a portion of the quests, potions are available.