

## **Hero Dungeon: Hell Mode**

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## **Hero Dungeon: How to Enter**

### **Removal of the Hero Dungeon button from the map and change to entry method**

1. The select button for the Hero dungeon has been removed.
2. A Hero dungeon icon has been added to the map. (Belder - ElySION)

### **Difficulty level Hell added to Hero dungeons**

1. The difficulty level of the current Hero dungeons has been changed to Normal.
2. A button has been added that allows players to enter on Hell mode from level 90.
3. Players can only enter if the character has the required equipment level.  
(Also applies for group members, exactly as in other dungeons.)
4. The function of the 'Dungeon request' and 'Start with current members' buttons is identical to normal dungeons.

<b>Level</b>	<b>Required character level</b>	<b>Required item level</b>
Normal	80	130
Hell	90	150

### **Definitions for Hero dungeon matching**

1. The group matching begins after selecting the level and starting the dungeon request.  
(Normal/Hell)
2. Once the group has been formed, a Hero dungeon is selected and entered at random.
3. If group matching does not resolve after 60 seconds, the players enter a random Hero dungeon with the current members.
4. The debuff for interrupting matching is identical to normal dungeons.

### **Information about 'Start with current members'**

1. After selecting the level and 'Start with current members', the dungeon begins with the current members.

### **Entry permit required for Hero dungeons**

1. In order to enter a Hero dungeon, an entry permit is required depending on the level.

Level	Name of the entry permit	Required amount	Description
Normal	Hero Invitation	1	Chosen one, do you accept this challenge? This invitation permits you to face the challenges in the Hero dungeon.
Hell	Hero Invitation	3	Chosen one, do you accept this challenge? This invitation permits you to face the challenges in the Hero dungeon.

2. Hero Invitations can not be traded.

## How a Hero dungeon starts

### List of accessible Hero dungeons depending on the level

1. The list of Hero dungeons that can be entered depending on the level is composed as follows: (Regions of Elder - Peita are excluded due to adjustment of the difficulty level.)

<b>Normal</b>	<b>Hell</b>
<b>Dungeon name</b>	<b>Dungeon name</b>
Third District (Normal)	Third District (Hell)
Bridge of Hope (Normal)	Bridge of Hope (Hell)
Palace Street (Normal)	Palace Street (Hell)
Burning Bridge (Normal)	Burning Bridge (Hell)
Merchant's District (Normal)	Merchant's District (Hell)
South Gate (Normal)	South Gate (Hell)
Lysia Outskirts (Normal)	Lysia Outskirts (Hell)
Sunken Lysia (Normal)	Sunken Lysia (Hell)
Ancient Canal (Normal)	Ancient Canal (Hell)
Centre of the Ancient Canal (Normal)	Centre of the Ancient Canal (Hell)
Magmanta's Lair (Normal)	Magmanta's Lair (Hell)
Frozen Water Temple (Normal)	Frozen Water Temple (Hell)
Water Temple (Normal)	Water Temple (Hell)
Dry Sander (Normal)	Dry Sander (Hell)
Garpai (Normal)	Garpai (Hell)
Trax Nest (Normal)	Trax Nest (Hell)
Village of the Kalluso Tribe (Normal)	Village of the Kalluso Tribe (Hell)
Sandtilus (Normal)	Sandtilus (Hell)
Heart of the Behemoth (Normal)	Heart of the Behemoth (Hell)
Burnt Forest (Normal)	Burnt Forest (Hell)
Ash Covered Village (Normal)	Ash Covered Village (Hell)
Phantasmal Geyser (Normal)	Phantasmal Geyser (Hell)
Volcanic Fires Entrance (Normal)	Volcanic Fires Entrance (Hell)
Collapsing Fire Temple (Normal)	Collapsing Fire Temple (Hell)
The Hollow (Normal)	The Hollow (Hell)
Decion Mine (Normal)	Decion Mine (Hell)
Atlas City (Normal)	Atlas City (Hell)
Elysion Tower (Normal)	Elysion Tower (Hell)
Celestial Crossroads	Celestial Crossroads
Adrian's Dwelling	Adrian's Dwelling

## Hero Dungeon: Quests

### Change to quests to Normal Hero dungeons

1. The condition for quest completion has been changed to: Play 3x Hero Dungeon (Normal) daily
2. Rewards have been standardised to 1x Loot Camp and 20x Hero Loot Item.

Quest ID	Quest name	Repeat	Required Level	Quest NPC	Condition	Reward Type	Reward	Quantity
Re-issue	[Hero] Hero's Challenge	Daily	higher than 80	Glave	Play 3x random Hero dungeon on Normal	All	Hero Loot Camp	1
						All	Hero Loot Item	20
						All	Hero Invitation	1

### Addition of a repeat quest: Play Hero dungeon on Hell

1. Quests have been added which are possible from level 90 and revolve around playing Hero dungeons on Hell level daily/weekly/in the internet café.

Quest ID	Quest name	Repeat	Required Level	Quest NPC	Condition	Reward Type	Reward	Quantity
Re-issue	[Hero] Hero's Challenge	Daily	90	Glave	Play 3x random Hero dungeon on Hell	All	Hero Equipment Storage	1
						All	Hero Equipment Fragment	20
						All	Hero Invitation	3
Re-issue	[Hero] Hero Progress	Week	90	Glave	Play 10x random Hero dungeon on Hell	All	Hero Equipment Storage	3
						All	Hero Equipment Fragment	50
						All	Hero Invitation	10

#### Hero Equipment Fragment [Elite]

The fragment of battle armour that was worn by tremendous heroes.\n\nGather the fragments and bring them to Glave to then swap them through #CFFFF0Trade#CX for a random piece of equipment.

Amount = 1000  
Item level = 0

Cannot sell  
Trade not possible

### Contents of Hero Equipment Storage

Item Name	Quantity
Equipment of Fury	1
Equipment of Insight	1
Equipment of Wisdom	1
Equipment of Fury (Hero)	1
Equipment of Insight (Hero)	1
Equipment of Wisdom (Hero)	1

#### Hero Equipment Storage

[Unique]

A chest that holds the equipment of a hero.  
You can positively feel the might of the hero emanating.  
(Right-click to open.)

Amount = 1000

Item level = 0

Cannot sell

Trade not possible

## **Hero Dungeon: Burden System**

### **Application of a debuff when temporarily leaving Hero dungeons**

1. A debuff is activated as soon as you enter the Hero dungeon that lasts for 10 minutes and prevents you re-entering a Hero dungeon.
2. This debuff is removed if you play through the Hero dungeon.
3. The debuff remains active when you leave the dungeon.
4. The debuff is removed when you leave the dungeon after a failed attempt.

<b>Debuff name</b>	<b>Debuff description</b>
Hero's Rest	You cannot use the automatic grouping function for the Hero dungeon within the time specified.

### **Willpower/EXP in a dungeon**

1. No EXP is awarded for defeating monsters in Hero dungeons or playing through the dungeon.
2. No willpower is consumed in Hero dungeons.

### **Drops from Hero dungeons not sealed**

1. Items of equipment that drop in Hero dungeons are not sealed.

### **Equipment from Hero Loot Camp not sealed**

1. If you receive equipment from the Hero Loot Camp as a reward for the Hero dungeon day's quest, this is not sealed.

### **Summoned mounts cannot be used**

1. Mounts cannot be used in Hero dungeons. (Just as in Henir's Time-Space 'Challenge')
2. If you are currently sitting on a mount, you will climb off when you enter the Hero dungeon.

## Hero Dungeon: Equipment Specifications

### Hero equipment: standard stats

Item Name	Trade	Number of Seals	Equipment Level	Item Level	Rank	Number of Attributes	Socket
Elite Hero's Weapon	Can be traded	5	90	110	Elite	3	3
Elite Hero's Top	Can be traded	5	90	110	Elite	2	2
Elite Hero's Leg Guards	Can be traded	5	90	110	Elite	2	2
Elite Hero's Gloves	Can be traded	5	90	110	Elite	2	2
Elite Hero's Shoes	Can be traded	5	90	110	Elite	2	2
Unique Hero's Weapon	Can be traded	1	90	120	Unique	3	4
Unique Hero's Top	Can be traded	1	90	120	Unique	2	3
Unique Hero's Leg Guards	Can be traded	1	90	120	Unique	2	3
Unique Hero's Gloves	Can be traded	1	90	120	Unique	2	3
Unique Hero's Shoes	Can be traded	1	90	120	Unique	2	3

Item Name	Trade	Number of Seals	Equipment Level	Item Level	Rank	Number of Attributes	Socket
Longsword of Fury	Cannot be traded	1	90	110	Elite	3	3
Staff of Fury	Cannot be traded	1	90	110	Elite	3	3
Bow of Fury	Cannot be traded	1	90	110	Elite	3	3
Blade of Fury	Cannot be traded	1	90	110	Elite	3	3
Module of Fury	Cannot be traded	1	90	110	Elite	3	3
Cannon of Fury	Cannot be traded	1	90	110	Elite	3	3
Spear of Fury	Cannot be traded	1	90	110	Elite	3	3
Claymore of Fury	Cannot be traded	1	90	110	Elite	3	3
Dynamo of Fury	Cannot be traded	1	90	110	Elite	3	3

Dual Weapon of Fury	Cannot be traded	1	90	110	Elite	3	3
Arsenal of Fury	Cannot be traded	1	90	110	Elite	3	3
Top of Fury	Cannot be traded	1	90	110	Elite	2	2
Leg Guards of Fury	Cannot be traded	1	90	110	Elite	2	2
Gloves of Fury	Cannot be traded	1	90	110	Elite	2	2
Shoes of Fury	Cannot be traded	1	90	110	Elite	2	2
Longsword of Insight	Cannot be traded	1	90	110	Elite	3	3
Staff of Insight	Cannot be traded	1	90	110	Elite	3	3
Bow of Insight	Cannot be traded	1	90	110	Elite	3	3
Blade of Insight	Cannot be traded	1	90	110	Elite	3	3
Module of Insight	Cannot be traded	1	90	110	Elite	3	3
Cannon of Insight	Cannot be traded	1	90	110	Elite	3	3
Spear of Insight	Cannot be traded	1	90	110	Elite	3	3
Claymore of Insight	Cannot be traded	1	90	110	Elite	3	3
Dynamo of Insight	Cannot be traded	1	90	110	Elite	3	3
Dual Weapon of Insight	Cannot be traded	1	90	110	Elite	3	3
Arsenal of Insight	Cannot be traded	1	90	110	Elite	3	3
Top of Insight	Cannot be traded	1	90	110	Elite	2	2
Leg Guards of Insight	Cannot be traded	1	90	110	Elite	2	2
Gloves of Insight	Cannot be traded	1	90	110	Elite	2	2
Shoes of Insight	Cannot be traded	1	90	110	Elite	2	2
Longsword of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Staff of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Bow of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Blade of Wisdom	Cannot be traded	1	90	110	Elite	3	3

Module of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Cannon of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Spear of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Claymore of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Dynamo of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Dual Weapon of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Arsenal of Wisdom	Cannot be traded	1	90	110	Elite	3	3
Top of Wisdom	Cannot be traded	1	90	110	Elite	2	2
Leg Guards of Wisdom	Cannot be traded	1	90	110	Elite	2	2
Gloves of Wisdom	Cannot be traded	1	90	110	Elite	2	2
Shoes of Wisdom	Cannot be traded	1	90	110	Elite	2	2

Item Name	Trade	Number of Seals	Equipment Level	Item Level	Rank	Number of Attributes	Socket
Longsword of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Staff of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Bow of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Blade of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Module of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Cannon of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Spear of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Claymore of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Dynamo of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Dual Weapon of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Arsenal of Fury (Hero)	Cannot be traded	1	90	120	Unique	3	4
Top of Fury (Hero)	Cannot	1	90	120	Unique	2	4

	be traded						
Leg Guards of Fury (Hero)	Cannot be traded	1	90	120	Unique	2	4
Gloves of Fury (Hero)	Cannot be traded	1	90	120	Unique	2	4
Shoes of Fury (Hero)	Cannot be traded	1	90	120	Unique	2	4
Longsword of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Staff of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Bow of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Blade of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Module of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Cannon of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Spear of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Claymore of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Dynamo of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Dual Weapon of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Arsenal of Insight (Hero)	Cannot be traded	1	90	120	Unique	3	4
Top of Insight (Hero)	Cannot be traded	1	90	120	Unique	2	4
Leg Guards of Insight (Hero)	Cannot be traded	1	90	120	Unique	2	4
Gloves of Insight (Hero)	Cannot be traded	1	90	120	Unique	2	4
Shoes of Insight (Hero)	Cannot be traded	1	90	120	Unique	2	4
Longsword of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Staff of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Bow of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Blade of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Module of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Cannon of Wisdom (Hero)	Cannot be traded	1	90	120	Unique	3	4
Spear of Wisdom (Hero)	Cannot	1	90	120	Unique	3	4



### Set effects for Hero equipment

Set name	Set Number	Set effect for Elite equipment	Set effect for Unique equipment
Skill damage increase	2	Skill damage +3% Attack/magic attack +3%	Skill damage +5% Attack/magic attack +5%
	3	Critical damage, devastation, attack speed +3%	Critical damage, devastation, attack speed +5%
	5	Skill damage +6%	Skill damage +10%
Skill cooldown reduction	2	Skill cooldown -3% Attack/magic attack +3%	Skill cooldown -5% Attack/magic attack +5%
	3	Critical damage, devastation, attack speed +3%	Critical damage, devastation, attack speed +5%
	5	Skill cooldown -6%	Skill cooldown -10%
Skill cost reduction	2	Skill cost -3% Attack/magic attack +3%	Skill cost -5% Attack/magic attack +5%
	3	Critical damage, devastation, attack speed +3%	Critical damage, devastation, attack speed +5%
	5	Skill cost -6%	Skill cost -10%

## Hero Dungeon: Drops

### Information on Hero equipment drops

1. Hero equipment will drop unsealed.

### Hero Invitation drops

1. When defeating boss monsters in Normal dungeons/secret dungeons, there is a certain probability that a Hero Invitation will drop.

### Hero Equipment Fragment drops

1. When defeating a boss monster, 3x Hero Equipment Fragment is dropped.

### Miscellaneous

1. Magic Stone of the Wise no longer drops.
2. The new drop tableau looks like this:

Normal mode	
Normal monster	Boss monster
Item Name	Item Name
Blessed Upgrade Stone	Ancient Weapon Wedge
Vitality Potion	Ancient Armour Wedge
Recovery Potion	Recovery Potion
Ancient Weapon Ore	Hero Equipment Fragment
Ancient Armour Ore	<b>Magic Stone of the Wise</b>
<b>Magic Stone of the Wise</b>	Ancient Weapon Ore
	Ancient Armour Ore
	<b>Hero Loot Item</b>
	<b>Blessed Upgrade Stone</b>

Hell Mode
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Normal monster	Boss monster
Item Name	Item Name
Blessed Upgrade Stone	Ancient Weapon Wedge
Vitality Potion	Ancient Armour Wedge
Recovery Potion	Ancient Weapon Ore
Ancient Weapon Ore	Ancient Armour Ore
Ancient Armour Ore	Hero Equipment Fragment
Magic Stone of the Wise	

### Hero Dungeon: Dismantling

#### Information about Hero Equipment Fragments from dismantling Hero equipment

1. Old Hero equipment is dismantled into Hero Loot Items, new Hero equipment is dismantled into Hero Equipment Fragments.

Item to be dismantled	Dismantling reward Item Name	Quantity
Old Elite Hero's Weapon	Hero Loot Item	12
Old Elite Hero's Top	Hero Loot Item	6
Old Elite Hero's Leg Guards	Hero Loot Item	5
Old Elite Hero's Gloves	Hero Loot Item	5
Old Elite Hero's Shoes	Hero Loot Item	4
Old Unique Hero's Weapon	Hero Loot Item	24
Old Unique Hero's Top	Hero Loot Item	11
Old Unique Hero's Leg Guards	Hero Loot Item	10
Old Unique Hero's Gloves	Hero Loot Item	9
Old Unique Hero's Shoes	Hero Loot Item	8

Item to be dismantled	Dismantling reward Item Name	Quantity
New Elite Hero's Weapon	Hero Equipment Fragment	12
New Elite Hero's Top	Hero Equipment Fragment	6
New Elite Hero's Leg Guards	Hero Equipment Fragment	5

New Elite Hero's Gloves	Hero Equipment Fragment	5
New Elite Hero's Shoes	Hero Equipment Fragment	4
New Unique Hero's Weapon	Hero Equipment Fragment	24
New Unique Hero's Top	Hero Equipment Fragment	11
New Unique Hero's Leg Guards	Hero Equipment Fragment	10
New Unique Hero's Gloves	Hero Equipment Fragment	9
New Unique Hero's Shoes	Hero Equipment Fragment	8

## Hero Dungeon: Trade

### Hero Equipment Fragments (trade settings)

1. When you collected Hero Equipment Fragments, you can exchange these for new Hero equipment.

Crafting name	Material/item name	Quantity	Results
Strengthened Hero's Weapon	Hero Equipment Fragment	240	Weapon of Fury
			Weapon of Insight
			Weapon of Wisdom
			Weapon of Fury (Hero)
			Weapon of Insight (Hero)
			Weapon of Wisdom (Hero)
Strengthened Hero's Top	Hero Equipment Fragment	110	Top of Fury
			Top of Insight
			Top of Wisdom
			Top of Fury (Hero)
			Top of Insight (Hero)
			Top of Wisdom (Hero)
Strengthened Hero's Leg Guards	Hero Equipment Fragment	100	Leg Guards of Fury
			Leg Guards of Insight
			Leg Guards of Wisdom
			Leg Guards of Fury (Hero)
			Leg Guards of Insight (Hero)
			Leg Guards of Wisdom (Hero)
Strengthened Hero's Gloves	Hero Equipment Fragment	90	Gloves of Fury
			Gloves of Insight
			Gloves of Wisdom
			Gloves of Fury (Hero)
			Gloves of Insight (Hero)
			Gloves of Wisdom (Hero)
Strengthened Hero's Shoes	Hero Equipment Fragment	80	Shoes of Fury
			Shoes of Insight
			Shoes of Wisdom
			Shoes of Fury (Hero)
			Shoes of Insight (Hero)
			Shoes of Wisdom (Hero)

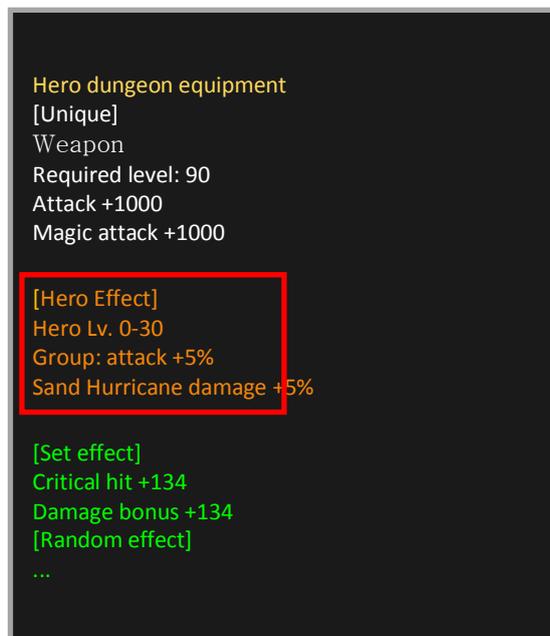
1. The number of Hero Loot Items required for exchanging Hero - Guardian/Saviour equipment has been reduced.

<b>Item to be dismantled</b>	<b>Materials required Item Name</b>	<b>Quantity</b>
Old Hero's Weapon	Hero Loot Item	240
Old Hero's Top	Hero Loot Item	110
Old Hero's Leg Guards	Hero Loot Item	100
Old Hero's Gloves	Hero Loot Item	90
Old Hero's Shoes	Hero Loot Item	80

## Hero Dungeon: Additional Systems

### Change to the tooltip settings for special ability sockets on Hero equipment

1. The stats for attack/magic attack/defence/magic defence of equipment you can obtain in a Hero dungeon are determined at random. (Subsequently called [Hero Effect].)
2. [Hero Effect] You can find the tooltip right next to the basic stats.
3. [Hero Effect] Tooltips consist of the 3 elements of Hero level, special options and skill upgrade options.
4. The [Hero level] refers to socket effects from level 1 to level 30. The attack, magic attack, defence and magic defence increase according to the level.
5. Random Hero level sockets cannot be re-identified by Blessed Time-Space Scroll.



## Hero Dungeon: Loot Camp

### Contents of the Loot Camp in Normal mode

1. Material items are no longer available from the Hero Loot Camp.
2. The new random cube tableau looks like this:

Cube item	Item Name
Hero Loot Camp	Guardian Weapon (Hero)
	Guardian Top (Hero)
	Guardian Leg Guards (Hero)
	Guardian Gloves (Hero)
	Guardian Shoes (Hero)
	Saviour Weapon (Hero)
	Saviour Top (Hero)
	Saviour Leg Guards (Hero)
	Saviour Gloves (Hero)
	Saviour Shoes (Hero)
	Guardian Weapon (Hero)
	Guardian Top (Hero)
	Guardian Leg Guards (Hero)
	Guardian Gloves (Hero)
	Guardian Shoes (Hero)
	Saviour Weapon (Hero)
	Saviour Top (Hero)
	Saviour Leg Guards (Hero)
	Saviour Gloves (Hero)
	Saviour Shoes (Hero)

List of items no longer dropped

<b>Item Name</b>	<b>Quantity</b>
Hero Loot Item	10
Blessed Weapon Upgrade Stone	10
Blessed Armour Upgrade Stone	10
Magic Stone of the Wise	1
Vitality Potion	2
Recovery Potion	2
Ancient Weapon Wedge	1
Ancient Armour Wedge	1
Ancient Weapon Ore	3
Ancient Armour Ore	3