

Add's Energy Fusion Theory

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Standard settings

- Can be entered in a special region
- Singleplayer dungeon
- Using Resurrection Stone: max. 3x
- Number of entries: no restriction
- Can use elixir, wonder drug, pet
- Cannot use mounts
- Optimal level: 90-99
- Optimal Item Level: 160
- Cannot be entered using dungeon request (instead: Start with current members)

How to Enter

- Add's Energy Fusion Theory is displayed in special region on the map
- 'Add's Energy Fusion Theory' dungeon is displayed in special region
- Greyed out Dungeon Request button; can be entered using the 'Start with current members' button

Detailed instructions

- Made up of 5 stages:
 - Presentation - Stage 1 - Stage 2 - Stage 3 - Stage 4 - Boss Stage
- The 4 normal stages are played in random order.
- All monsters: Attack power +50% (Exception: Alterasia)
- Certain probability to drop an Energy Fragment up to 10x when played through once

Stage information - Energy Body: Balzac, Ethan, Proto Types

- Monsters spawned
 - Energy Body: Balzac Type

- Energy Body: Ethan Type
- Energy Body: Q-PROTO_00 Type
- Fight 3 Hero NPCs

Stage information - Energy Body: Berauk Type

- Monsters spawned
 - Energy Body: Berauk Type
 - Fight 3 Dark Berauks

Stage information - Energy Body: Alterasia Type

- Monsters spawned
 - Energy Body: Alterasia Type
 - Energy Body: Alterasia Spore Type
 - 2 Alterasian appear within countless Alterasian spores

Stage information - Energy Body: Bugwalk Type

- Monsters spawned
 - Energy Body: Bugwalk Type
 - To begin with a few appear, then there are lots of Bugwalks

Boss stage information - Apocalypse Void Type

- Monsters spawned
 - Apocalypse Void Type
 - Boss stage
 - Energy Fragments, Fusion Energy Disks levels 4-15, Apocalypse Weapon Cubes (Void Type) drops

Add's Energy Fusion Theory Reward: Weapon

- Weapon of the Apocalypse (Void Type)
 - Can be obtained from Apocalypse Void Type via a rare Apocalypse Void Type Weapon Cube drop
- Remove restriction: Materials
 - Remove restrictions on levels 1-15 using Fusion Energy Disk drops in Add's Energy Fusion Theory, or using Energy Fragment crafting
 - Remove stat restrictions in ascending order of levels
- Remove restriction: Upgrade level
 - Remove 5 different options depending on the upgrade level
- Weapon of the Apocalypse (Void Type): Options

Remove restriction: Material options

Removal level	Options
1	Critical hit 3% (Stat)
2	Attack speed 3% (Stat)
3	Devastation 3% (Stat)
4	Bonus damage 3% (Stat)
5	Attack and magic attack lv. 3
6	Damage resistance 5%, Power Boost charge 5% (Stat)
7	HP +9% (Stat)
8	On hit: MP +25% (Stat)
9	Chance of elemental attack +2.5%
10	Damage to prone opponents +2.5% (Dungeon)
11	All resistances 75
12	Probability of double attack 5%
13	On attack against enemy with less than 30% HP: damage +10%
14	Critical hit 7%; Damage Bonus 7%; Devastation 7% (Stat)
15	All skills +10% damage

Remove restriction: Upgrade level options

Upgrade level	Options
9	Defence and magic defence +7.5%
10	Attack and magic attack lv. 10
11	All skills +5% damage, all skills -5% cooldown, all skills -5% MP cost
12	Critical hit +10%
13	Max. MP +20%

- Fusion Energy Disk: Crafting information
 - Fusion Energy Disks can be crafted at the alchemist's in every village

Item	Material	Quantity
Fusion Energy Disk - Level 1	Energy Fragment	5
Fusion Energy Disk - Level 2	Energy Fragment	10
Fusion Energy Disk - Level 3	Energy Fragment	15
Fusion Energy Disk - Level 4	Energy Fragment	25
Fusion Energy Disk - Level 5	Energy Fragment	50
Fusion Energy Disk - Level 6	Energy Fragment	65
Fusion Energy Disk - Level 7	Energy Fragment	85
Fusion Energy Disk - Level 8	Energy Fragment	110
Fusion Energy Disk - Level 9	Energy Fragment	150
Fusion Energy Disk - Level 10	Energy Fragment	450
Fusion Energy Disk - Level 11	Energy Fragment	540
Fusion Energy Disk - Level 12	Energy Fragment	645
Fusion Energy Disk - Level 13	Energy Fragment	750
Fusion Energy Disk - Level 14	Energy Fragment	900
Fusion Energy Disk - Level 15	Energy Fragment	1200