

Improvements on Ereda Island 2017

Ereda Island 2017

Detail Settings for Dungeons

How to Enter

- Can be entered from level 70 to 99
- Entry requirements: Completed 2nd Class Change
- Number of entries: no restriction
- Entry time: 20 mins. every hour
 - While entry is closed, the icon is deactivated and cannot be clicked.
 - The remaining time until the next possible entry time will be displayed.
 - Once it is possible to enter, the dungeon icon is active and the remaining time until the dungeon closes is displayed.
 - The appropriate emblem will be displayed while it is possible to enter.
- Only single player matching is permitted (group matching is not possible).
 - If an attempt is made to enter via group matching, a warning will display regarding this.

Rules

- 1 stage (1 substage)
- 3:3 Team PvP
- Time limit: 10 mins.
- At the start of the dungeon
 - Countdown timer
- Requirements for participants
 - Once a team has extracted 100 magic, the team that captures 2 bases within 1 min. 40 secs. wins.
 - After the team wins, the dungeon ends.
 - Once time is up, victory goes to:
 - The team that extracted more magic than the other.
 - If both teams extract the same amount of magic, then there is a tie.
 - A tie counts as a defeat in terms of the rewards you receive. (EXP, AP, Coins)
- Ways to acquire extracted magic:
 - Once a team has captured both of the bases on the map, they extract 1 magic/sec.

- Attribute effects do not apply
- Socket effects do not apply (Accessories, Equipment, etc.)
- Equipment effects do not apply
- Strengthened stats do not apply

- Resonance Grade does not apply
- Stop Time does not apply
- Resurrection Stones cannot be used
- Consumable Items cannot be used
- Mounts cannot be used
- Pets cannot be used
- Restricted exit like that for Henir's Time-Space (cannot exit the dungeon via ESC)
- If exit is forced, then the reforming debuff is applied.
- Upon entry the buff is removed.
 - EXP buffs such as Hot Spring are not removed.
- Will and Durability (as before)
 - Equipment durability does not go down.
 - Each play-through costs 2% Will.
- The PvP skill adjustments apply.
- Title
 - A different title will be given to each character depending on which team they belong to (Hamel/Belderian).
 - The character window (U key) cannot be opened inside the dungeon, so that titles cannot be swapped while the player is in the dungeon.
 - Upon leaving Ereda Island the title the character had previously is automatically reactivated.

Title name	Requirements for applying	Effects
Belderian Knights	Upon entering Ereda Island when you belong to Team Belderian	none
Hamel Knights	Upon entering Ereda Island when you belong to Team Hamel	

Monsters spawned

- Team Monster
 - Any monsters that belong to a team will attack nearby players in the opposing team.
 - Once the opposing team defeats all of Team Monster in the base, they have conquered the base.
 - Once the base is conquered, Team Monster appears at the new base. (Converting a Hamel base to a Belderian base spawns Belderian monsters. And vice versa.)
 - 8 types of Hamel Monsters (4 bosses, 4 standard monsters)
 - 8 types of Belderian Monsters (4 bosses, 4 standard monsters)

Appearing objects

- Neutral objects
 - Once a neutral object is destroyed, **the character that hit it last** (or their team) receives a buff.
 - Each object displays the corresponding Buff icon or effect.
 - Different buffs can be gotten from different objects:
 - Restorative Magic – Restores all HP and MP instantly (Standard).
 - Speed Magic – Increases movement speed and jump power for 30 secs.
 - Destructive Magic – Increases damage against monsters by 100% for 30 secs.
 - Attack Magic – Increases damage against characters by 100% for 30 secs.
 - Ereda Magic Source – Gives all team members all four buffs + K.O. protection for 30 secs.

Once a buff object is destroyed, the character that hit it last receives a 30 second buff.

Stage details

Starting room

- Starting and resurrection room
- You cannot fight here
- At the end of the room are 2 teleporters.

Base room

- You can fight here
- 2 teleporters in the upper area
- 2 teleporters in the lower area

Monster room

- You can fight neutral monsters here
- 2 teleporters in the upper area, 2 teleporters in the lower area

Ereda Magic Source

Name	Ereda Magic Source
Effect	Grants all team members destructive magic, attack magic, speed magic, restorative magic and K.O. protection for 30 secs.

Interface

Results window

- Changes to results window

Removed content

1. Removed all info regarding time.
2. Removed hit damage, combos, techniques and damage suffered info.

Added content

1. Kills, assists and deaths info is displayed, like it is in PvP.
2. Number of monsters defeated is displayed.

Removed content

1. Removed info regarding received ED.

Added content

1. PVE-ranking information is displayed.

Changed content

1. Changed the Ereda Island Coin icon.

Results window – Detailed view of game results

- Changes to the detailed view of game results

Added content

1. Kills, assists, deaths, damage suffered, combos and techniques info is displayed, like it is in PvP.
2. + Info regarding the number of defeated monsters is displayed

Leave Ereda

- **Boot system**
 - Condition
 - The player has been inactive for 60 secs. (including time spent dead).
 - Execution
 - The other team members are shown a button which lets them choose to boot an inactive player.
 - If all team members press the button, this player is locked out of the dungeon.
- **Adaptation system for when the user leaves**
 - If a team member leaves, the remaining team members receive a buff.
 - Effects of the buff:
 - Increases damage to monsters by 75%.
 - Buff ends once the dungeon ends.
 - Cannot be removed using buff removal skills or sockets.
 - Buff label: For the counterstrike
 - Buff description: Allies may have left, but we still have a chance. Increases damage to monsters.

Changes to the reward

- New Ereda Coin
 - Item label: **Warrior's Medal**
 - This item will be given as a reward on Ereda Island after the update.
- Received:
 1. Upon victory, 1
 2. Upon defeat, 0
 3. Upon victory, +1 for each minute played (max. 6 mins.)
 4. +1 for playing longer than 4 minutes
 5. per 2 kills (per character, not per team) +1 (max. 2, only from at least 4 minutes played)

Changes to exchanging Warrior's Medals

Change to the exchange list

Warrior's Medal		Item Received	
Exchange Method	(Required amount)	Item Name	Quantity
Random	7	Mana Elixir	1
		Mana Elixir	2
		Mana Elixir	3
		Mana Elixir	4
Random	6	[CoBo] Recovery Potion	2
		[CoBo] Recovery Potion	4
		[CoBo] Recovery Potion	6
		[CoBo] Recovery Potion	8
Random	8	Vitality Potion	1
		Vitality Potion	2
		Vitality Potion	3
		Vitality Potion	4

Warrior's Medal		Item Received	
Exchange Method	(Required amount)	Item Name	Quantity
Random	5	Seed from El's Tree	1
		Seed from El's Tree	2
		Seed from El's Tree	3
		Seed from El's Tree	4
Random	15	Potion of Resolve	1
		Potion of Resolve	2
		Potion of Resolve	3
		Potion of Resolve	4

Crafting

Item (Name based on Result)	Materials: Miscellaneous	Materials: Medals	Effects	Set options (fixed)
Warrior Necklace	none	120	Random 0.5% socket option Random 0.3% socket option	Set 3 Damage bonus +2% Damage resistance +2% Set 5 Attack speed +3% Critical hit +3%
Warrior Ring		120	Random 0.5% socket option Random 0.3% socket option	
Warrior Hand Tattoo		120	Random 0.2% socket option Random 0.2% socket option	
Warrior Tattoo		120	Random 0.2% socket option Random 0.2% socket option	
Warrior Chronicle (based on character)		120	Random 0.3% socket option Random 0.2% socket option	
Tough Warrior Necklace	Mage's Necklace (II) + Warrior Necklace	360	Random 1% socket option Random 0.5% socket option MP gain +25% (fixed)	Set 3 Damage bonus +3% Damage resistance +3% Set 5 Attack speed +4.5% Critical hit +4.5%
Tough Warrior Ring	Warrior Ring	360	Random 0.5% socket option Random 0.5% socket option Attack and magic attack 0.5% (fixed)	
Tough Warrior Hand Tattoo	Warrior Hand Tattoo	360	Attack speed +0.5% (fixed) Random 1% socket option Random 1% socket option	
Tough Warrior Tattoo	Warrior Tattoo	360	Power Boost charge +2% (fixed) Random 0.5% socket option Random 0.5% socket option	
Tough Warrior Chronicle (unique to character)	Orichalcum Weapon + Warrior Chronicle	360	Random 1% socket option Random 0.5% socket option Based on character option to increase skill damage (fixed)	
Resonance Magic Stone Mana Magic Stone Power Strike Magic Stone	Magic Stone + Enhanced Magic Stone + Warrior Victory Medal	35		

Added new accessories

- We're adding a ring series with the same set options as the Tough Warrior series.
- Added 4 new rings that can be completed using Skill Ring II (of flexibility, toughness, strength or transcendence) + warrior ring.
- Options are previous effects of Tough Warrior Ring + effect of the Skill Ring
- These rings cannot be worn with other Skill Rings or other types of Warrior Rings. Can only wear 1.

Item	Materials: Miscellaneous	Materials: Medals	Effects	Set options (fixed)
Flexible Warrior Skill Ring	Warrior Ring + Skill Ring of Flexibility (II)	360	Random 0.5% socket option Random 0.5% socket option Attack and magic attack +0.5% Damage of flexibility skills +20%	Set 3 Damage bonus +3% Damage resistance +3% Set 5 Attack speed +4.5% Critical hit +4.5%
Tough Warrior Skill Ring	Warrior Ring + Skill Ring of Tenacity (II)	360	Random 0.5% socket option Random 0.5% socket option Attack and magic attack +0.5% Damage of tenacity skills +20%	
Strong Warrior Skill Ring	Warrior Ring + Skill Ring of Strength (II)	360	Random 0.5% socket option Random 0.5% socket option Attack and magic attack +0.5% Damage of strength skills +20%	
Transcendent Warrior Skill Ring	Warrior Ring + Upgraded Skill Ring of Transcendence	360	Random 0.5% socket option Random 0.5% socket option Attack and magic attack +0.5% Damage from transcendence skills +20%	

Name	Specifications
Flexible Warrior Skill Ring	Trade X, Sell O, Magic Wardrobe O
Tough Warrior Skill Ring	Trade X, Sell O, Magic Wardrobe O
Strong Warrior Skill Ring	Trade X, Sell O, Magic Wardrobe O
Transcendent Warrior Skill Ring	Trade X, Sell O, Magic Wardrobe O

Previous Crafting Item

Previous Crafting Items are being kept.

- Those items that could be crafted and upgraded using Warrior Victory Medals, will be removed from the crafting list during the next maintenance.

Title name	Previous Conditions	Changed Conditions	Previous Options	Changed Options
Winner on Ereda	Win 50x on Ereda Island		Damage bonus +3% On hit: +3% MP gain	Damage bonus +5% On hit: +5% MP gain
War Hero on Ereda	Defeat 1500 Gate Guardians	Defeat 2000 Hamel Knights	Critical hit +2% Attack speed +2% Movement speed +10% On hit: +1% MP gain 20% probability to evade Ereda Monsters	Critical hit +5% Devastation +5%
Destroyer on Ereda	Destroy Seal Device 750x	Destroy Ereda Magic Source 1000x	Damage resistance +10% HP +10% +10% damage against Ereda Defence Towers	Damage resistance +10% HP +10%
Ruler on Ereda	Destroy Defence Tower 250x	Defeat 2000 Belderian Knights	Critical hit +1% Attack speed +1% Damage bonus +1% Power Boost charge +5%	Attack speed +5% Damage bonus +5%
Best on Ereda	Star Rank in weekly Ereda Ranking (1st-100th place)		Attack speed +2.5% Critical hit +2.5% Damage bonus +2.5% Damage resistance +3% Power Boost charge +3% On hit: +2% MP gain	Devastation +5% Attack speed +5% Critical hit +5% Damage bonus +5% Damage resistance +10% On hit: +5% MP gain

Quests

- The Ereda quests will be adjusted to the dungeon entry level.
- The reward will be changed to the new coins.

Quest Name	Category	Random Probability	Quest Start Level	Completion Requirements	Reward	Duration	Quantity
[Battle] First time on Ereda	Epic	-	70	1x Ereda Island	High-Performance Protective Glasses	7	1
					Ring of Fury	7	1
					Warrior's Medal	-	1
[Battle] One after the Other	weekly, random	50	70	Destroy Ereda Magic Source 1x	Warrior's Medal	-	5
[Battle] Once Will Do	weekly, random	50	70	1x Ereda Island	Warrior's Medal	-	5

Weekend opening times

- Ereda Island stays open the whole weekend (Saturday 0:00 AM to Sunday 11:59 PM each week).