

# Gloomy Room

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## Overview

- Dungeon which becomes visible from level 40 onwards. Select 'Gloomy Room' in the special tab to enter
  - Single player dungeon / entry via the dungeon request not possible (only available through 'Start with current members')
  - Character levels 40 to 99 / optimum item level not set
  - 3 entries available a day
  - Use of resurrection stones limited to 3
  - Use of quickslot items not possible (also applies to pet quickslots)
  - Use of mounts not permitted / use of pets permitted
  - Does not consume willpower, EXP for Resonance Grade available
  - Can be exited by pressing the ESC key
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- If 1 Stage (called a room from now on) is beaten and left, you return back to a village, rest area or field.
  - If a room is beaten, access to the next room is unlocked. Example: playing through room 1 unlocks entry to room 2.
  - If you do not manage to get through a room, on next entry the attack, magic attack, defence and magic defence of the legendary master will be reduced by 10% (stacks up to 6x, i.e. maximum reduction is 60%).
  - Independent of the results, it is not possible to restart the dungeon within the results window.
  - When you play through room 30, it will continue back at room 1.
  - Upon use of 'Gloomy Scroll', you can start your attempts again from room 1.
  - If a character within the dungeon is revived, the HP of the Legendary Master regenerates by 10 bars.
  - The dungeon is not influenced by events or increased item drop rates. There are no random missions and the Dark Portal does not appear.
  - Does not count as a 'Dungeon at a suitable level' with regards to quests.
  - The legendary masters count as boss monsters.
  - The legendary master skills are carried out without sounds. (Sound effects and moans on hits are present.)

## Rewards

- For playing through a room, you receive 1x Gloomy Relic. (No drop, receipt follows in results window.)

- For playing through room 30, you will additionally receive 1x Gloomy Book. (No drop, receipt follows in results window.)
- The new NPC 'Pane' in Peita let's you craft a cube in which the following accessories may be contained. (Accessories from this cube are not sealed.)

**Crafting Info:**

NPC	Required for crafting			Crafted item		Other
	Crafting type	Item name	Quantity	Item name	Quantity	
Pane	Random	Gloomy Relic	40	From the Room Curator Accessory Cube receive 1 piece, decided at random	1	Account Bank storage not possible
	Selection	Gloomy Relic Gloomy Book	40 1	Room Curator Hair Clip Cube (head)	1	
				Room Curator Mask Cube (eyes)	1	
				Room Curator Mask Cube (mouth)	1	
				Room Curator Earring Cube (earring)	1	
				Room Curator Eyes Cube (Support Unit)	1	
				Room Curator Wings Cube (top)	1	
				Room Curator Bracelet Cube (arm)	1	
				Room Curator Achilles Wings Cube (leg guards)	1	
	All	Gloomy Relic	10	Gloomy Scroll	1	

**Accessories Information**

Name	Dressing Area (equipment)	Rank	Item Level	Determined Options	Socket Options	Random Options	Set Options	Can be traded
Room Curator Hair Clip (character)	Face (Head) Face (Eyes) Face (Mouth) Earring Support Unit Top Arm Leg Guards (8 parts have the same options)	Unique	synchronises with wearer	Attack and Magic Attack +50 Defence and Magic Defence +25	Max. M P +5	Maximum 2.5% Random group socket 1x Maximum 1.5% Random group socket 1x	Gloominess Control - 2 piece set effect	After sealing possible (Sealing: once)
Room Curator Mask (character)							- All skill damages increase by 1%	
Room Curator Design (character)							(Heavenly Love/Hyper skills excluded)	
Room Curator Earring (character)							Gloominess Control - 3 piece set effect	
Room Curator Eyes (character)							- Attack and magic attack increase by 3%	
Room Curator Wings (character)								
Room Curator Bracelet (character)								
Room Curator Achilles Wings (character)								

## Accessory Merchant Pane

- Stands on the right side of Peita.
- Enables crafting of accessories from Gloomy Room rewards.
- 14 types of accessory can be bought with ED in the shop. (Shop is identical to the accessory shop belonging to Mouse in Belder.)
- The Upgrade button is not present. 'Claw Cube' cannot be crafted.