

# Design of the Bestera Troop Dungeon

## How to Enter

Players enter using the entry ticket 'Defence Call Up: Bestera Troop'.

Item Name	Description	Pet Inventory	Private Bank	Account Bank	Trade	Sell
Defence Call Up: Bestera Troop	A call to defend, detailing that the Bestera Troop should gather on marked spot. Only those who own such a Call Up can get close to the Bestera Troop. The troop will meet within 24 hours at the described location and then move out. This means that the Defence Call Up will be useless after these 24 hours run out.	X	X	X	X	X

### 1. Available via daily quests

NPC	Quest Name	Quest Type	Required level:	Conditions	Reward	Quantity	Period
Bulletin Board	[Troop] Acquire the Defence Call Up: Bestera Troop (1)	Daily per character	35-70	Play a dungeon with EXP 3 times	Defence Call Up: Bestera Troop	1	1 day
Bulletin Board	[Troop] Acquire the Defence Call Up: Bestera Troop (2)	Daily per character	35-70	Play a dungeon with EXP 3 times	Defence Call Up: Bestera Troop	1	1 day

2. Available via Epic quests - When you complete certain Epic quests for level 35-70 you get 1 piece per quest.

NPC	Quest Name	Quest Type	Required level:	Conditions	Reward	Quantity	Period
Unchanged	[Dungeon] Cradle of the Nasod	Epic	Unchanged	Unchanged	Defence Call Up: Bestera Troop	1	1 day
	[Dungeon] The Golem King				Defence Call Up: Bestera Troop	1	1 day
	[Dungeon] Demons everywhere				Defence Call Up: Bestera Troop	1	1 day
	[Dungeon] War Music				Defence Call Up: Bestera Troop	1	1 day
	[Dungeon] Retreat				Defence Call Up: Bestera Troop	1	1 day
	[Dungeon] The Nephilim Medium				Defence Call Up: Bestera Troop	1	1 day
	Save the High Priestess of the Water				Defence Call Up: Bestera Troop	1	1 day

[Dungeon] Messenger's Escort			Defence Call Up: Bestera Troop	1	1 day
[Dungeon] Clear Up Misunderstandings			Defence Call Up: Bestera Troop	1	1 day
[Dungeon] Soul of the Wind			Defence Call Up: Bestera Troop	1	1 day

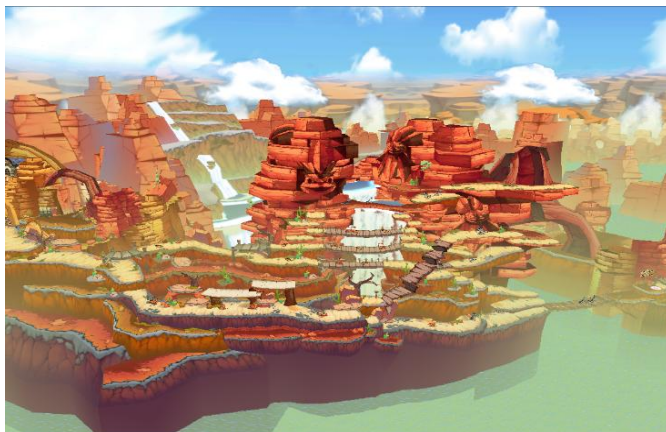
### 3. Matching during dungeon request

- Regions where the dungeon icon is displayed: Besma, Altera
- Automatic matching lv.35-70 (can only be entered at **Lv.35-70**)
- Optimal number of players: 3-4
- Optimal number of players: 0

### 4. Map UI

- The quantity of the item 'Defence Call Up: Bestera Troop' in your inventory is displayed on the map in the Bestera Troop dungeon icon.
- This only displays from 0 to 9 pieces. It still displays 9 if you have more than 9.

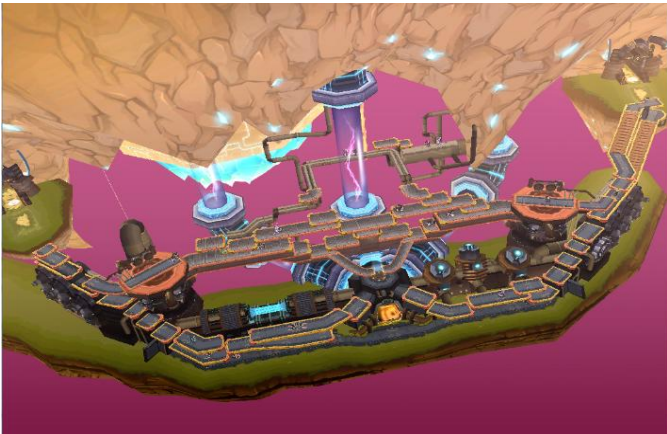
## Field information



1. Besma - Besagara Waterfall (old)



2. Besma - Toritugera Canyon (old)



3. Alterra - Heaven's Camp (old)



4. Alterra - Tomb of Cleansing (old)

## Stage details

**1st round - system comprising time limit, grade and points**

### Time limit

- 180 sec.

### Points system

### 1. Monster Points

- Points that you get from killing monsters
- Killing individual monsters gives you the respective fixed amount of points

### 2. Total Number of Points

- **Points shared by all group members**
- These are reset at the start of every dungeon, starting value = 0
- Even if only one of the group members kills a monster within the time limit, the total number of points increases by →

### 3. Grade

- When you reach a certain number of points then the grade increases in the sequence C - > B - > A - > S. (Guide values: 30,000, 60,000, 100,000 points)
- If players complete the 1st round, the game moves to the 2nd round
- Another boss monster appears according to the grade.

### 2nd round - difficulty level matches the grade

#### 1. Monsters spawned

- Another boss monster appears in the 2nd round according to the grade.

#### 2. Buff for monsters

- Depending on the grade, a buff is bestowed that increases the monster's stats.
- The buff is bestowed to all summoned monster at the start of the corresponding stage.
- The buff won't be removed until the monsters are killed.

## Rewards

1st central reward: on completion, depending on the grade

- Bestera EXP items: when you use this item, your character receives N% of the EXP required for the next level.
- **Automatically deleted 24 hours after being dropped and picked up.**
- **Cannot be used by characters from Lv.71 and up.**
- **Cannot be used on fields or in dangers.**

Item Name	Description	Account Bank	Trade	Sell
Bestera Crystal (tiny)	A mysterious crystal that was found in the possession of the leader of the Bestera Troop and his underlings. It seems to give its owner great power. Upon use you get 1% of the EXP needed to rise up to the next level. Nobody really knows why, but as soon as somebody touches the crystal, a 24 hour timer counts down until it loses its power. Note: You cannot use this item once you reach Lv.71!	X	X	X
Bestera Crystal (small)	A mysterious crystal that was found in the possession of the leader of the Bestera Troop and his underlings. It seems to give its owner great power. Upon use you get 3% of the EXP needed to rise up to the next level. Nobody really knows why, but as soon as somebody touches the crystal, a 24 hour timer counts down until it loses its power. Note: You cannot use this item once you reach Lv.71!	X	X	X
Bestera Crystal (average)	A mysterious crystal that was found in the possession of the leader of the Bestera Troop and his underlings. It seems to give its owner great power. Upon use you get 5% of the EXP needed to rise up to the next level. Nobody really knows why, but as soon as somebody touches the crystal, a 24 hour timer counts down until it loses its power. Note: You cannot use this item once you reach Lv.71!	X	X	X
Bestera Crystal (large)	A mysterious crystal that was found in the possession of the leader of the Bestera Troop and his underlings. It seems to give its owner great power. Upon use you get 7% of the EXP needed to rise up to the next level. Nobody really knows why, but as soon as somebody touches the crystal, a 24 hour timer counts down until it loses its power. Note: You cannot use this item once you reach Lv.71!	X	X	X
Bestera Crystal (huge)	A mysterious crystal that was found in the possession of the leader of the Bestera Troop and his underlings. It seems to give its owner great power. Upon use you get 10% of the EXP needed to rise up to the next level. Nobody really knows why, but as soon as somebody touches the crystal, a 24 hour timer counts down until it loses its power. Note: You cannot use this item once you reach Lv.71!	X	X	X

## Monster information

### 1st round normal and special monsters

- The same consumable items, materials + Eldrit Shards, Vitality Potion, Magic Stone, Upgrade Stone are dropped as in normal fields.

Item
Magic Stone
Blessed Upgrade Stone
Eldrit Shard (unknown)
Vitality Potion
Spice Powder
Herbs
Fresh Water
Star Powder

## 2nd round mid-bosses, boss monsters

- Bestera Crystal drops

Monster	Drop category
Besma Commander Besku	Bestera EXP item
Besku's Armadillo King	
Besku's Scorpion King	
Nasod Adjutant Muta	
Nasod Adjutant Slashyu	
Altera Commander TYPE-ZERO	

Drop category	Item
Bestera EXP Item	Bestera Crystal (tiny)
	Bestera Crystal (small)
	Bestera Crystal (average)
	Bestera Crystal (large)
	Bestera Crystal (huge)

## Special features

The following special features apply in the Bestera dungeons:

1. no random missions
2. no event monsters
3. are set up for characters from Lv.35-70 as dungeons at a suitable level
4. no increase of the item drop probability (Resonance Grade, socket, events, etc.)
5. possible increase in EXP gain (events, Resonance Grade, medals, etc.)
6. effect of the EXP increase does not apply to Bestera EXP items
7. NPCs and monsters from monster cards are set to Lv.1