Summer 2022 Expansion

Flyff Universe Version 1.1.0

Azria Continent

Azria will be available as a new continent in Madrigal between and below Flaris and Darkon, containing monsters from levels 117 to 137, with giants and violets going up to 143. The map is completely remade, and about 1.5x larger than the original Azria. There is also a completely new story line and quest line.

Monsters

The monsters in Azria include all the same ones from the original map (with new stats), brand new ones like *Medumets*, plus some new variations such as *Ancient Mammoths*, *Ghosts of the Forgotten Emperor*, *Glacial Augus*, and more. Azria monsters now also have giant variants.
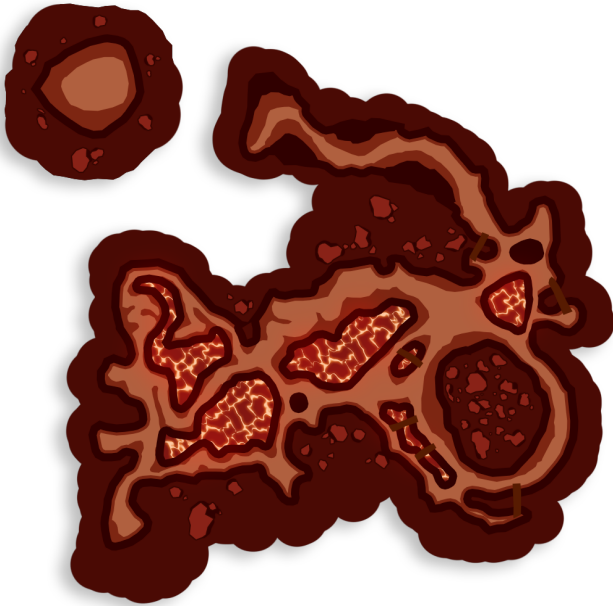
Graphical Improvements

Azria now has a new Blizzard weather effect. This is a weather state where the snowfall is more aggressive and windy.

Azria Village

Volkane Cavern

Volkane will be available as a new cavern in Darkon 3 near the Magmient volcano, with monster levels 117-120. Like Azria, Volkane has undergone a complete makeover, and is now much larger and vast than the previous Volkane cavern. There is also a completely new story line and quest line.
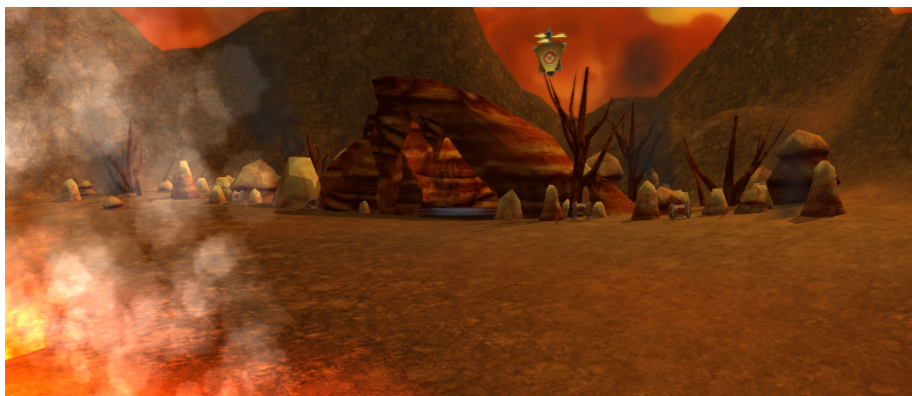
Monsters

Along with Meteonykers and Cyclops X's, there are several new monsters and giants added to Volkane. Red Meteonyker returns as a final boss of Volkane, who can be faced once you complete a quest line.

Graphical Improvements

Volkane now has fully animated lava towards the bottom of the cavern, including lava-falls and rising ash.

Volkane Cavern

Volkane Cavern entrance in Magmient

Pet Candy Harvesting System

Players will be able to use **harvested plant materials** *(berries)*, **penya**, and sometimes a **previous tier of Pet Candy** to craft new Pet Candy to level up their pets.

Harvesting Plant Materials

Plants are scattered throughout the world, indicated by a special SFX with insects flying around the plant and various sparkles. These plants are interactable using a **Harvesting Glove**, which will commence a base timer to collect the berries. There is a 5% base chance for a monster to spawn after the harvesting process, which carries many more berries.

Berry Sources

Type of Berry	Source Plant
Cloudberry	Flaris/Saint Morning/Rhisis plants
Lightberry	Darkon 1/Darkon 2 plants
Exoberry	Darkon 3/Azria plants

Pet Candy

Pet Candy is used for granting EXP to your raised pet. To create Pet Candy, it must be crafted using berries, penya, and sometimes a previous tier of Pet Candy. The amount of Pet Candy crafted depends on the input materials, and the amount of EXP granted depends on the current tier of your pet. F tier Pet Candy does not require previous tiers.
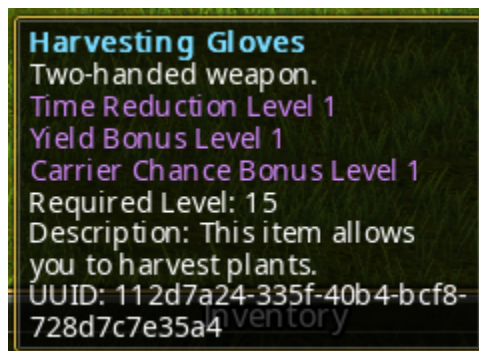
Pet Candy Recipes

Recipe for 1x unit				
Tier	Cloudberry	Lightberry	Exoberry	Penya
F	25	0	0	200,000
E	50	0	0	500,000
D	0	50	0	800,000
C	0	50	0	1,000,000
B	0	50	0	1,500,000
A	0	0	100	2,500,000

Note: Each tier after F requires 1x Pet Candy of the previous tier.

Pet Experience

Pet Candy Tier	EXP% granted per 1x unit
F	Egg: 10% F Pet: 5%
E	E Pet: 5%
D	D Pet: 4%
C	C Pet: 4%
B	B Pet: 4%
A	A Pet: 2%

Harvesting Gloves

Harvesting Gloves
Two-handed weapon.
Time Reduction Level 1
Yield Bonus Level 1
Carrier Chance Bonus Level 1
Required Level: 15
Description: This item allows you to harvest plants.
UUID: 112d7a24-335f-40b4-bcf8-728d7c7e35a4

Harvesting gloves are the item required to harvest any plant in Madrigal. The base item can be bought at various NPCs for **500,000** Penya. The gloves can then be upgraded to improve the harvesting process, using Power Dice 8 or 10 at a rarer chance than collector upgrading.

Upgrade Probabilities		
Level	Dice 8	Dice 10
+1	30%	60%
+2	10%	20%
+3	5%	10%
+4	3%	6%
+5	1.50%	3%

The aspects that are improved when upgrading are:
- Harvesting time reduction
- Harvest yield bonus (amount of berries granted per harvest)
- Carrier spawn chance bonus (chance for a monster to spawn after harvest)

Gloves Upgrade Level	Bonus
+0	Time Reduction Level 1 **(-0s)** Yield Bonus Level 1 **(x1.00)** Carrier Spawn Chance Bonus Level 1 **(+0%)**
+1	Time Reduction Level 2 **(-1s)** Yield Bonus Level 2 **(x1.05)** Carrier Spawn Chance Bonus Level 2 **(+5%)**
+2	Time Reduction Level 3 **(-2s)** Yield Bonus Level 3 **(x1.10)** Carrier Spawn Chance Bonus Level 3 **(+10%)**
+3	Time Reduction Level 4 **(-3s)** Yield Bonus Level 4 **(x1.15)** Carrier Spawn Chance Bonus Level 4 **(+15%)**
+4	Time Reduction Level 5 **(-4s)** Yield Bonus Level 5 **(x1.20)** Carrier Spawn Chance Bonus Level 5 **(+20%)**
+5	Time Reduction Level 6 **(-5s)** Yield Bonus Level 6 **(x1.25)** Carrier Spawn Chance Bonus Level 6 **(+25%)**

Raised Pet System

      This system will allow players to tame and raise pets that aid them in combat with useful stats. The base pet is an **Egg**, which can then be hatched into one of **9 pets**, which can be seen in the following table. An Egg will hatch into a pet after using enough Pet Candy (F), which can be seen in the Pet Candy Harvesting System section of this document.

Pet Raising

	Tier								
	F	E	D	C	B	A	S		
Req. Lvl	1	1	1	15	30	45	60		
	Max Level								
Pet	1	2	3	4	5	7	9	Total	Stat
Tiger	1	2	4	7	11	17	33	75	STR
Lion	1	2	4	7	11	17	33	75	STA
Rabbit	1	2	4	7	11	17	33	75	DEX
Fox	1	2	4	7	11	17	33	75	INT
Unicorn	91	182	364	637	1001	1813	3094	7182	HP
Dragon	5	10	20	35	75	130	225	500	Attack
Griffin	5	7	10	25	65	121	217	450	Defense
Angel	1	2	3	4	5	7	9	31	CritCh
Crab	2	3	4	5	6	9	16	45	CritDmg

A pet is raised using different tiers of **Pet Candy**, which depends on the current tier of the pet. Every time a pet reaches a new tier after using enough Pet Candy, it is assigned a random tier between 1 and the max level of the specific tier, as seen in the following table *(for example, once a pet reaches the C tier, it is assigned a level between 1 and 4)*. The assigned level is calculated based on probabilities, which are the following:

Probability to be Assigned the Highest Level of each Tier							
Tier	F	E	D	C	B	A	S
Max Level	1	2	3	4	5	7	9
Probability	100%	30%	18%	16%	4%	2%	1%

Pets also have an **energy** value. When the energy value reaches 0, the pet no longer provides stats until the energy value is above 0 again *(no, the pet does not die and there is no permanent effect when the energy reaches 0)*. One appropriate Pet Candy for the pet's tier will fill up the pet's energy, which depletes naturally over a period of **6 hours** at S tier (shorter at lower tiers).

Pet Grace Skills

All pets have a **grace skill**, which is a short duration, long cooldown *(2 minutes)* ability which will grant the user with very powerful bonuses. To activate the pet's ability, the grace meter must be full *(the grace meter is time-based, think of it like a cooldown for the ability)*, and the pet must have enough energy. All grace skills consume **50 minutes** worth of energy per-use.

Once the grace skill is ready to be used, the button will become activated and the pet will display a golden glittery effect indicating that the skill is available. Once the skill is used a special grace effect will be displayed on both the pet and the user.

The effects of the grace skills granted to the user depend on both the type of pet and the pet's current tier. An S tier pet will grant a more powerful version of the buff than a lower tier. The effects of the buffs are as follows:

Pet Grace Effects at S Tier	
Pet	**Grace Effect**
Tiger	Critical Damage + 50%
Lion	HP + 50%
Rabbit	Speed + 100%
Fox	Attack + 30%, DCT + 50%
Unicorn	All Block + 50%
Dragon	Attack + 40%
Griffin	Incoming Damage - 50%
Angel	Critical Damage + 100%
Crab	Block Penetration + 30%

Subject to change before the full release

Defect Recycling

While raising the perfect pet, many defects will appear with non-desirable levels. Instead of being completely useless, these failed pets, or *defects*, can be sacrificed to optimize the levels of another pet. To reroll the levels of a pet, the defect used must be at least the same tier or higher *(except for F Tier pets, as they cannot be rerolled since there is only one possible level)*.

Required Defect Tier Based on Current Tier							
Tier	F	E	D	C	B	A	S
Req. Tier	N/A	E+	D+	C+	B+	A+	S

The probabilities for the newly assigned level after defect recycling depends on the difference between the used sacrificial pet's tier and the current pet's tier. The bigger the gap between the two pets, the better chances there are at rolling a higher level.

Pet Transmutation

Since the pets no longer change their appearance based on the tier, there is now a cash shop item to reroll the appearance of a pet. This item is not limited to rerolls of your current pet type, which means you can have a pet White Tiger in the appearance of a Hellion pet.

Pet Sacrificing

Pet Sacrificing
You can **change the level** of your current pet's tier by sacrificing another pet with the **same tier or higher.**
The pet that you input below will be permanently destroyed.
The higher the tier of the pet you destroy, the better the chance to get a good level.

Start   Cancel

New Equipment

This expansion also brings a few sets of new equipment, both in armor and weapons. The new equipment is obtainable either through **Azria**, **Volkane**, or **PvP**, depending on the equipment. The stats and effects of these items will be published on the API *(at api.flyff.com)*, and can be viewed on https://flyffipedia.com/. ***(Note: the stats could change at any time before the actual release of the update)***

Weapons

For new weapons, there are **Bloody** weapons, and **Bloody Obsidian** weapons. Bloody weapons are available from the **Red Meteonyker**, and the giant monsters in the Volkane Cavern at a lower chance. Bloody Obsidian weapons are focused more towards PvP, and are obtainable the same way as Bloody weapons as well as **Red Chips** rewarded through the guild siege game mode.

Armor

There are a few sets of new armor, including rare and non-rare ones. The following rare armor sets have been introduced:
- Bloody armor set for each class, focused towards PvE *(defensive, level 120)*

- Bloody Obsidian armor set for each class, focused towards PvP *(level 120)*
- Armor sets obtainable from Azria, focused towards PvE *(damage, level 135)*
    - **Knight**: Cryro / Cyrent
    - **Blade**: Forrben / Forrain
    - **Jester**: Naneon / Nanex
    - **Ranger**: Vizes / Vizith
    - **Ringmaster**: Keinos / Keisan
    - **Billposter**: Ouken / Oukest
    - **Pyskeeper**: Peinn / Penel
    - **Elementor**: Quinox / Quition

Guild Siege Rewards

To account for the new PvP equipment, Guild Siege now has new red chip rewards, exchangeable at *[Red Chip Merchant] Wafor* in North Flarine for Bloody Obsidian Armor.

The amount of Red Chips awarded to each participant depends on their guild's rank in the siege, as well as the amount of participating guilds. The following table describes the calculation:

Red Chips Awarded to Each Participant	
Guild Rank	**Amount of Red Chips**
1	63 x # of Participating Guilds
2	18 x # of Participating Guilds
3	9 x # of Participating Guilds

The price for one Bloody Obsidian Armor set is **10,000** Red Chips.

Other Changes

Gameplay

- Increased the maximum level from 120 to 140.
- The skill *Berserk* now also grants *Block Penetration* + 15%. This is a new stat which reduces the effect of your target's block rate.
- Added 15 and 30 day *Scroll of Combined Party Effects,* as well as a bundle version including all the individual scrolls in the cash shop which activates all 4 party scroll effects, at a lower total price.
- Added Upgrade NPCs next to the Arena.
- Increased the maximum level required to use Buff Pang from 30 to 75.
- Knight rage HP decrease effect changed from -20% to -10%, and added Block Penetration + 10%.
- Increased *Swordcross* proc rate on Knight 2H weapons from 20% to 24%.
- Lifesteal is now reduced in AoE combat, similar to the *Herd* mechanic.
- Added Lava to the *Magmient* area in Darkon 3, as well as the entrance to Clockworks.
- Volkane Giants do not have a level difference drop penalty (including the *Red Meteonyker*).
- Added *Shade's Boost* to giants, which is a buff that slowly increases their speed gradually from 8% to 150% after not being able to attack for 7 seconds.
- Selling items through your vendor shop now gives a notification in the system message window.
- Brown item name color is now brighter.
- Fixed a bug where damage over time effects would apply attack% modifiers twice.

Miscellaneous

- The Japanese service for the game is now available *(August 17th).* You can log into the Japanese server under the Asia tab in the server selection step of logging in.
- The Game API has been moved to https://api.flyff.com/.
- The Game API has been updated to game version 1.1.0, and API version 1.3.0:
    - Added a route for skill awakes at */skillawake*
    - Added a route for raised pets at */raisedpet*
    - Added an exact *attackSpeedValue* property to weapon items
    - Added an *event* boolean to monsters
    - Added *upgradeLevels* property to jewelry items
    - Added *upgradeLevel* property to quest rewards where applicable
    - Added abilities property to skills schema
    - Added *resistElement* data to monsters
    - Added new attributes *blockpenetration* and *pvedamagereduction*

Events

- On August 22nd, there will be a 2x EXP event for players below level 120 for 1 week.
- More event information can be found on https://universe.flyff.com/.