



Reborn Expansion

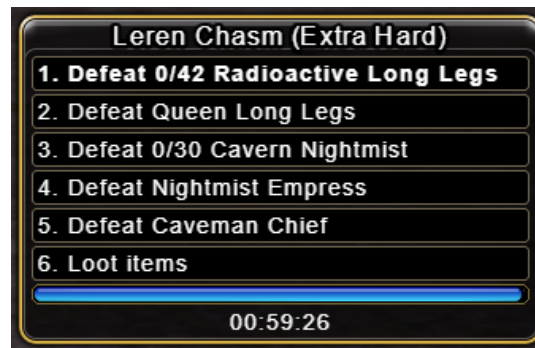
Flyff Universe Version 1.2.0

This document will be updated as needed prior to the release



Dungeons

The new dungeon system being introduced in this expansion covers a large portion of the new content, and has many smaller components that will be explained. Dungeons will include different difficulties, dungeon curses, rankings, and various drops that you can expect to see!



Inside each dungeon, there will be an objective tracker which indicates the status of the current objective as well as the time remaining to complete the current objective.

Difficulties

All dungeons including Meteonyker, Clockworks, Iblis Leanes, and all the Flaris dungeons now have different difficulties that you may choose from. The difficulty selected will affect the strength of the monsters inside a dungeon, as well as the rewards. The harder the difficulty, the better the rewards. For the 5 brand new dungeons, the difficulty levels affect the minimum and maximum required levels for entry. This means that as a level 140 player, you will be able to enter every dungeon at the appropriate difficulty that matches your level.




Dungeon	Type	Cooldown
Big Muscle	Party	1 day
Krrr	Party	1 day
Mushmoot	Party	1 day
Iblis Leanes	Party	1 day
Clockworks War	Guild	2 days
Meteonyker	Guild	2 days
Red Meteonyker	Party	1 day
All New Dungeons	Party or Solo	1 hour

New Dungeons

There are 5 new dungeons available throughout the leveling process, accessible in each continent in Madrigal. These new dungeons are **instanced**, meaning there is no queue, and

every party (or solo player) enters their own instance of a dungeon. The theme of each dungeon matches its respective area.

To enter the new dungeons, there will be a  **dungeon coin** cost for the players entering **and** for the player creating the instance. All the costs can be viewed in the dungeon entry window. The cost to enter a dungeon is dynamic for each player - the more dungeons you enter throughout the day, the higher the cost will be each subsequent time, and your number of entries resets every day at midnight server-time. These coins will be purchasable with both *Penya* and *fCoins* in the cash shop.

Cooldowns are separate for each dungeon, but number of entries are shared between all dungeons. Everyday, players will have **2 free entries, +1 if they have an extended battle pass**.

Amongst other drops, each dungeon will drop a variation of the new **Weapon Piercing Cards**. The cards that drop depend on the level of the dungeon, where lower level dungeons are more likely to drop lower tier piercing cards, and higher level dungeons are more likely to drop the higher tier piercing cards. However, there is always one dungeon with the best drop rate for a given card tier; For example, while all *Nightmare* difficulty dungeons can drop A cards, *Storm Peak* has the highest probability.

The dungeons also come with various new mechanics, some of which are explained in the *New Mechanics* section. Each dungeon comes with new music and some new sounds, so make sure to experience them with your audio on!

The levels and difficulties available for each dungeon as are follows:

	Easy (16 - 30)	Medium (31 - 60)	Hard (61 - 90)	Extra Hard (91 - 120)	Nightmare (121+)
Leren Chasm	✓	✓	✓	✓	✓
Rhis Catacombs	✗	✓	✓	✓	✓
Envy Depths	✗	✗	✓	✓	✓
Guardiane Sanctuary	✗	✗	✗	✓	✓
Storm Peak	✗	✗	✗	✗	✓

The monsters in these dungeons have **no level**. They are balanced according to the required entry level, but they do not interact the same way as other monsters in terms of level difference penalties. The monsters do not have any damage reduction based on level difference, so their damage is not affected by your level at all. They also have no drop penalties based on level difference, so it doesn't matter what level you are - if you can enter the dungeon, you have the full drop rate potential.

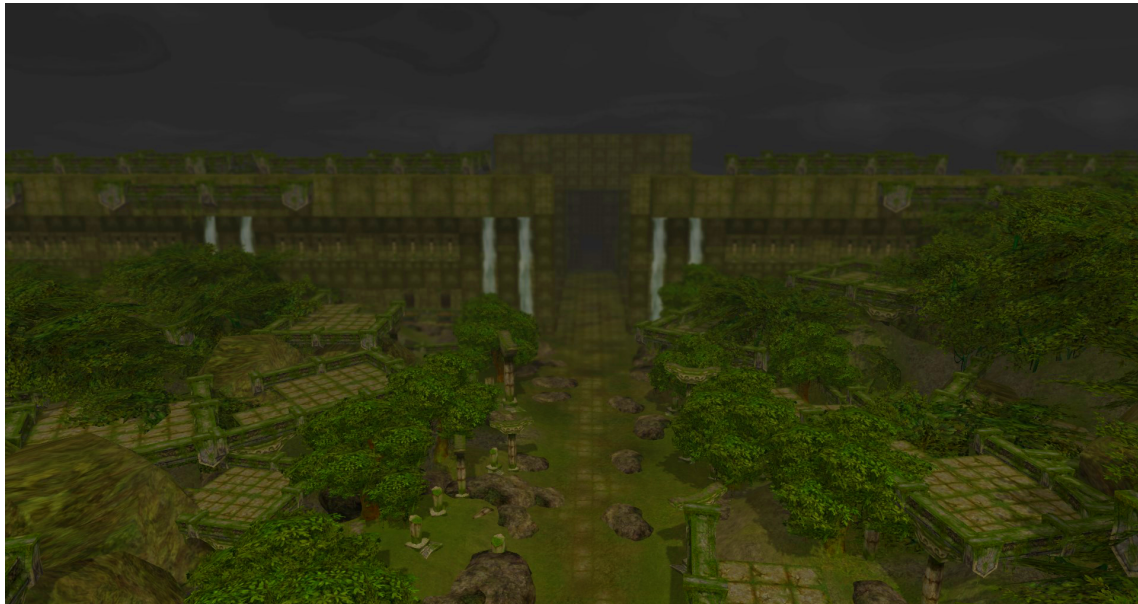
Leren Chasm

Leren Mountains, Flaris, Base Level 16 - 30



Rhis Catacombs

Garden of Rhis, Base Level 31 - 60



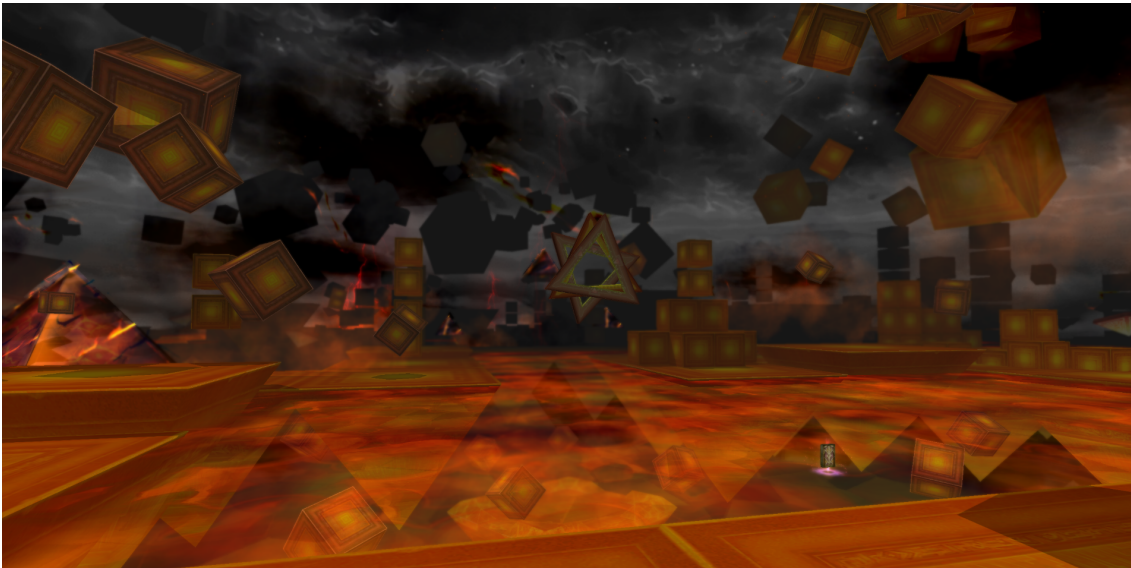
Envy Depths

Cave of Envy, Darkon 1, Base Level 61 - 90



Guardiane Sanctuary

Guardiane, Darkon 3, Base Level 91 - 120




Storm Peak

Frozen Lakes, Azria, Base Level 121+











Dungeon Curses

All the new dungeons will have available **dungeon curses** to choose from before creating the instance. The dungeon curses may differ between each dungeon and even each difficulty of the same dungeon. Curses apply a negative effect to the dungeon, while applying a corresponding positive effect at the same time, at a  **dungeon coin** cost. Only the creator of the dungeon instance is able to select curses, and the extra dungeon coin cost associated with the curses is taken from the creator.

The exact values on the negative and positive effects can differ between difficulties and dungeons. For example, some curses grant extra drop rate for all monsters inside the dungeon, ranging from as low as 1% to as high as 10%. The cost of each curse varies based on how rewarding the positive effect may be, and you may enable any amount of curses at the same time. Once inside the dungeon, all active curses can be seen on any monster's target UI.

Dungeon curses can change the experience of every run very heavily depending on which curses are enabled - the more you invest into the run, the more returns you can expect. While we will add more and more curses over time, here are *some* of the currently available curses:

Dungeon Curse	Effects
 Shade's Boost	All monsters have increased movement speed, but take more damage.
 Chill of the Ghostly Emperor	Dungeon is covered in patches of ice which slow players down when moving on, but all monsters have slightly increased drop rates.
 Phantom Pain	All monsters have a chance to strike twice on their hits, but have increased drop rates.
 Dagger from Within	All monsters have increased critical chance, but give more experience.
 Curse of the Drowned Rangda	All monsters have increased attack, but take more damage.
 Shade's Adrenaline	All monsters have increased attack speed, but have increased drop rates.

 Shade's Cruel Bargain	All monsters explode on death, but have increased drop rates.
 Rhis's Assistance	All monsters constantly regenerate a percentage of their health, but give more experience.

Pet Cages

The new dungeons also all include a new type of interactable: **Pet Cages**. These are cages located somewhere on the map which have a chance to include a raised pet inside, **with all levels set to 1**. Each dungeon has 2 pet cages - one somewhere along the middle of the dungeon, and one somewhere by the boss. These pets can serve as introductory pets for lower level players, or be used as sacrifices for rerolling other pets.




The cages found in each dungeon are the same no matter the difficulty level. So, in all difficulties of Leren Chasm for example, there is only an E tier and a D tier pet cage.


To open a pet cage, you need a **Cage Key**. There are three types of keys which open three different types of pet cages. The types of available pet cages are:

- E tier Pet Cage, containing an E tier pet
- D tier Pet Cage, containing a D tier pet
- C tier Pet Cage, containing a C tier pet
- B tier Pet Cage, containing a B tier pet
- A tier Pet Cage, containing an A tier pet
- S tier Pet Cage, containing an S tier pet



The keys required to open each cage and the location of each pet cage are as follows:

Pet Cage	Required Cage Key	Location(s)
E	 Cage Key (Low)	Leren Chasm (50%)
D	 Cage Key (Low)	Leren Chasm (25%), Rhis Catacombs (50%)
C	 Cage Key (Mid)	Rhis Catacombs (25%), Envy Depths (50%)

B	 Cage Key (Mid)	Envy Depths (15%), Guardiane Sanctuary (25%)
A	 Cage Key (High)	Guardian Sanctuary (15%), Storm Peak (20%)
S	 Cage Key (High)	Storm Peak (10%)

The chance of a pet cage to contain a pet depends on the cage and the dungeon it is found in. The chance is always in between the range of **50%** and **10%**, depending on the cage and the dungeon. For example, the rarest one is the S tier pet cage in Storm Peak, at 10% chance to contain a pet.

Cage Keys can be dropped from all monsters in all of the dungeons, with each dungeon dropping the cage keys which correspond to the tier of cages found in that dungeon.

New Quest Lines

As part of the dungeons update, there **61 new quests** related to the dungeons and their story. These quests expand on the Flyff story, and will guide players throughout each dungeon and its parent region. Each of these quests can be completed regardless of your level, as their requirements work for all difficulties of a given dungeon. For example, *The Mystery of Leren Chasm* can be completed by running Leren Chasm at any difficulty.

These new quests grant various types of rewards from experience, to different kinds of select boxes. Get started with the new story by taking the quest *Rumble in the Mountains* from the Flarine Mayor!

If you are more interested in each individual quest, you can find more information through our API once it is updated at <https://api.flyff.com/> or one of the various community Wikis that are available thanks to our wonderful developer community.

Rankings

All the dungeons will now have rankings for completion time, updated every 5 minutes, which can be viewed through the *Ranking* button at each dungeon NPC. Rankings are sorted by completion time, with the fastest runs being ranked at the top.

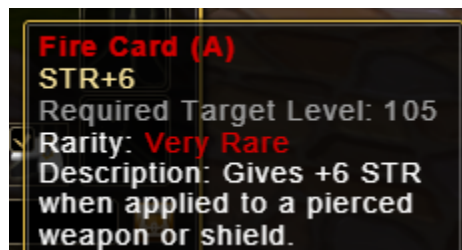
Rankin	Guild Name	Leader Name	Clear Time
★ 1	LapteckGuild	Marinhoo Lv.140	00:06:3
♣ 2	FFTW Guild	guja Lv.115	00:09:0
♣ 3	FFTW Guild	crong Lv.129	00:12:1
♦ 4	FFTW Guild	guja Lv.115	00:17:4
♦ 5	FFTW Guild	crong Lv.129	00:39:0

Updated every 5 minutes

Close

Weapon Piercing

With this expansion comes the introduction of weapon piercing cards. Similar to suit piercing which already exists, weapons (*and shields*) can now be pierced by up to 10 cards (5 for one-handed weapons, 10 for two-handed weapons). Weapon piercing is available at any upgrade NPC, and uses the same procedure as suit piercing (*GProtect scrolls and power dice x*). These weapon piercing cards have a minimum target item level, meaning you cannot use a Fire Card (A) on a Wooden Sword, for example.



Piercing Probability (1 Handed Weapons & Shields)

1	2	3	4	5
50%	25%	12.5%	6.25%	3.13%


Piercing Probability (2 Handed Weapons)

1	2	3	4	5	6	7	8	9	10
50%	50%	25%	25%	12.5%	12.5%	6.25%	6.25%	3.13%	3.13%

Unlike suit piercing, weapon piercing does not use the existing percentage cards such as *Lightning Card (7%)*, but instead uses new elemental-themed cards like *Fire Card (B)*, and *Water Card (A)*. The cards range from **D** to **A**, A being the most powerful. The stat distribution of the cards is outlined in the following table:

Tier	Fire Card	Electric Card	Water Card	Land Card	Wind Card	Lava Card	Volt Card	Thorn Card
A	STR+6	DEX+6	INT+6	STA+6	Critical Chance +1.5%, Attack Speed +1.5%	Block Penetration +3%	Skill Damage +1%, MP and FP Consumption Decrease +3%	Critical Damage +3%
B	STR+4	DEX+4	INT+4	STA+4	Critical Chance +1%, Attack Speed +1%	Block Penetration +2%	Skill Damage +0.8%, MP and FP Consumption Decrease +2%	Critical Damage +2%
C	STR+3	DEX+3	INT+3	STA+3	Critical Chance +0.5%, Attack Speed +0.5%	Block Penetration +1%	Skill Damage +0.6%, MP and FP Consumption Decrease +1%	Critical Damage +1%
D	STR+2	DEX+2	INT+2	STA+2	Critical Chance +0.2%, Attack Speed +0.25%	Block Penetration +0.5%	Skill Damage +0.4%	Critical Damage +0.5%

PK Rework

After lots of feedback over time, the current PK system has been completely reworked to mend some issues and improve the PK experience in Flyff Universe. With the new PK system, it is going to be mainly centered around  **PK Chips**

First off, it is **no longer possible to drop your equipment or items** when you die on the PK channel. The only thing you drop when dying is a portion of your PK chips. These chips can be exchanged at *[Chip Merchant] Waforu* in Northern Flarine for various items such as name color change scrolls, various cosmetics that will be expanded over time, and a **1 Day Kebaras Ticket**, giving you access to Kebaras which is now a level 16 - 140 leveling zone with a global 10% extra experience modifier.

PK Chips can be obtained in two ways; Killing any monsters (outside of dungeons) on the PK channel can drop PK chips, and killing other players can drop a portion of their PK chips. The number of PK chips that drop from a player once killed depends on how many kills they currently have and how many PK chips they currently own. The more kills a player has, the higher percentage of their PK chips they will drop. Using a *Scroll of Forgive* from the PK chip merchant can recover your *karma*, or you can reduce it with time. Notably, PK chips cannot be stored anywhere outside of your inventory.

An important difference between the PK channel and other channels now is that dying to other players on the PK channel **does not reduce your experience**.



Secret Room & Forsaken Tower

The classic Secret Room experience is back to Flyff Universe, where guilds can compete every week in a PvE competition. Up to 24 members of your guild can participate in the Secret Room dungeon, **once per week**. A structural difference between this version of the dungeon and the original, is that guilds can choose any time that suits them best to run the dungeon throughout the week. Rankings will be updated accordingly at the end of each week based on the runs from that week.

Like all other dungeons, cooldowns are tied to players meaning two groups of 24 players can enter the Secret Room in one week, and their guild will appear on the rankings twice.

In the Secret Room, you are tasked with killing a lot of strong monsters, and defeating the final boss, **Asmodan**. The goal of the competition is to complete the dungeon in the shortest amount of time possible. Some of the top guilds each week will receive rewards, such as a **Tower Ticket** which is a level 25 - 140 leveling zone, similar to Kebaras, which has a global 10% experience modifier. There is also a very small chance for Asmodan to drop cosmetic items, such as brand new Asmodan fashion pieces and weapon skins.



Forsaken Tower

The Forsaken Tower will also be available in Northern Flarine, which provides another method of leveling. All the tower floors are instances which can be entered as a party or solo, with a maximum time of 2 hours. An important aspect of the Forsaken Tower is the new daily quests that come with it. There are **20 new daily quests** associated with the Tower, which

provide experience and *Penya*. You can now view your daily quests through the Daily tab in the quest window.



Optional Master quests

Using the regular quest system, players will now be able to get new master quests at *[Master Quests] Leila* allowing them to go back to lower levels. There are 6 masters quests available which will reduce your level. To complete each quest, you must gain 10 levels from the reduction point and speak to *Leila* once again. Once you do, you will go back to your original level and stats.

While on a master quest, there are some changes to your character:






- You have a 50% experience modifier
- You have a 50% drop rate penalty
- You can only efficiently share experience with other players on the same master quest
- You cannot enter dungeons
- You cannot enter level 60 or level 80 guild siege
- You can still use your skills and equipment from your original level

Anytime you wish, you may abort the quest and return to your original level, and your progress is saved. If you pick up the quest again later, you will start from wherever you left off previously.

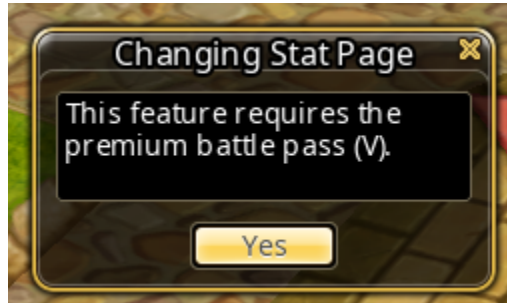
Upon completing each quest, you will receive a new **Master Badge**, available through the achievements window.



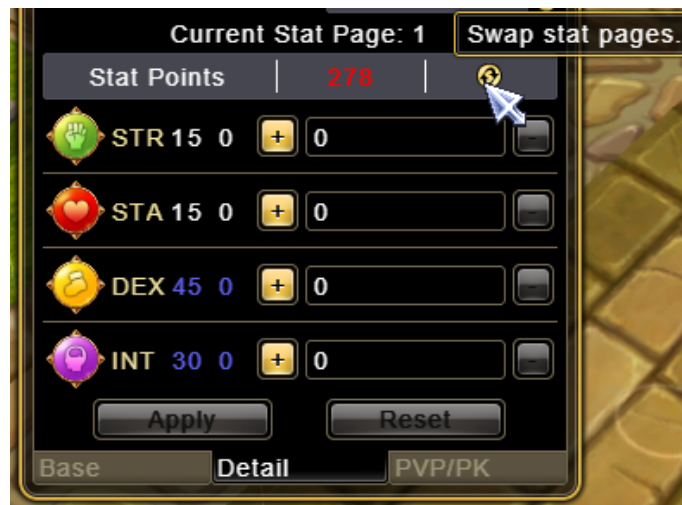
Quest	Required Starting Level	Required Completed Quest	Level Reduced To	Badge Reward
1	120	–	60	
2	123	1	70	
3	126	2	80	
4	129	3	90	
5	132	4	100	
6	135	5	110	

Multiple Stat Pages

With this expansion, the multiple stat page system is introduced. This system is an **extended battle pass** feature, meaning it is only accessible to players who have purchased the battle pass.



Two Stat Pages are accessible through the **character window** (H), and allow a player to have two stat setups and be able to switch between them using the button or the shortcut in the **motion window** (O). There is a 15 minute cooldown between each swap.



Each stat page has its own **STR**, **DEX**, **INT**, **STA**, and **remaining stat points**. Using a Re-Stat will only apply to the currently selected stat page, not both stat pages.

Upgrade Pity

Weapon, Armor, and Accessory general upgrading as well as piercing and element upgrading will now use a new Upgrade Pity system for probabilities. This new pseudo-random system aims to lower extreme variance of luck. This means that it's less likely to get really lucky while upgrading, but also less likely to get really unlucky.

You may notice that upgrade success rates seem lower in the upgrade windows, but with the upgrade pity system, your **success rate will rise with each failed upgrade attempt**, until you get a successful attempt.

Mathematically, this system produces the same upgrade chances but provides a very nice safety net and is less reliant on RNG. This system is based on a simple Markov-Chain; For example, a 2% probability will begin at 0.062%, and go up by 0.062% each failed attempt. With this system the standard deviation for a success is +/- 17 upgrade attempts, instead of +/- 49 upgrade attempts with the old system.

The number of failed attempts is stored on the **item**, not the player. This means that when trading items between players, the items retain their number of failed attempts for each upgrade. These numbers are visible on the item tooltip:



Boss Drop Distribution

Exclusive to bosses, giants, and other group-based monsters, the loot system now allows players to roll or pass on drops. After defeating the monster, a window will appear for all players that fought the monster which cycles between each item dropped above a certain rarity, giving players 15 seconds for each item; They may choose to either pass on the item, or roll a number. At the end of the timer, the item is given to the player with the highest number rolled.

If every player passes on an item, it is given normally to the killer of the monster. If there is only one player fighting the monster, all items drop on the ground normally.



The checkboxes at the top of the window indicate the number of players rolling for the item, and how many of them have made a decision.

Piercing removal selection

It is now possible for players to choose the piercing card to be removed, thus avoiding losing all the cards they had placed after. However, the removed card remains permanently lost.



New Cosmetic Drops

There is a large and growing variety of cosmetic items that will be available as loot from monsters throughout the game, at a very rare chance. Most of the cosmetic weapons will have a special attached VFX enhancing their visuals.



The special effects on these weapons are separate from all other effects, meaning that elements effects will be applied in addition to them. If you transmute a weapon into one of these skin weapons, the special effect will be visible.

New Mechanics

Without spoiling where these mechanics are ahead of time, a portion of development time was dedicated to creating new mechanics and putting a lot more thought into existing mechanic applications for various monsters and bosses, especially in the new dungeons. You can expect to see some new behavior from some of the monsters and bosses, besides the regular shape attacks that you already know!

While you may see similar mechanics to ones you have seen before, many of the mechanics in the dungeons will require more thought and strategy to combat, as opposed to being a binary situation where the only right option is to exit the region of attack.

Avenger

With the Avenger mechanic, monsters can receive special buffs if another specific monster dies nearby. For example, If you kill a *Small Aibatt* near an *Aibatt*, the *Aibatt* will receive a special buff called *Pack Tactics*, greatly increasing its attack power.

Once a monster receives an Avenger buff, a special effect plays to indicate the monster receiving the buff:



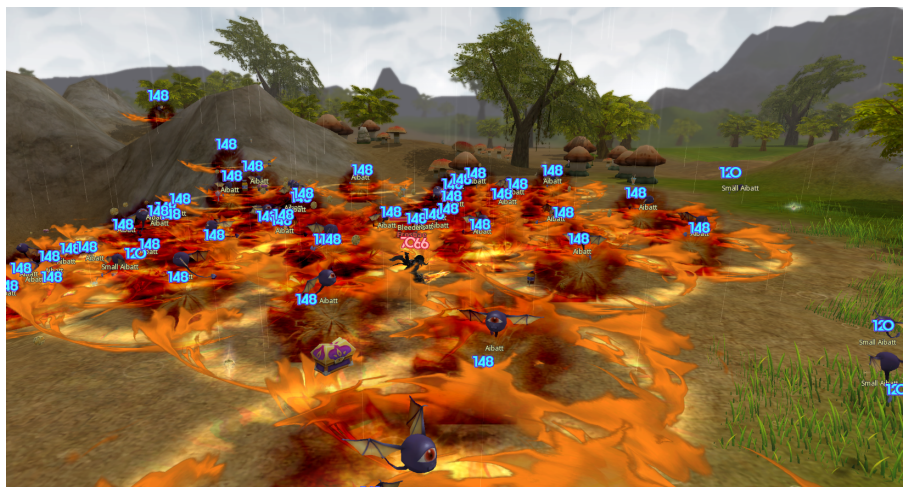
Lifelink

Monsters that could previously summon other monsters now have the ability to **Lifelink** with them. This means that either the summoner, the summoned, or both monsters cannot be killed until the other monster is **under 20% HP**. The monster(s) who cannot be killed have an extra special effect and an *Undying* buff attached to them:



Explode on Death

Monsters with this attribute will explode upon dying, dealing damage to surrounding players.

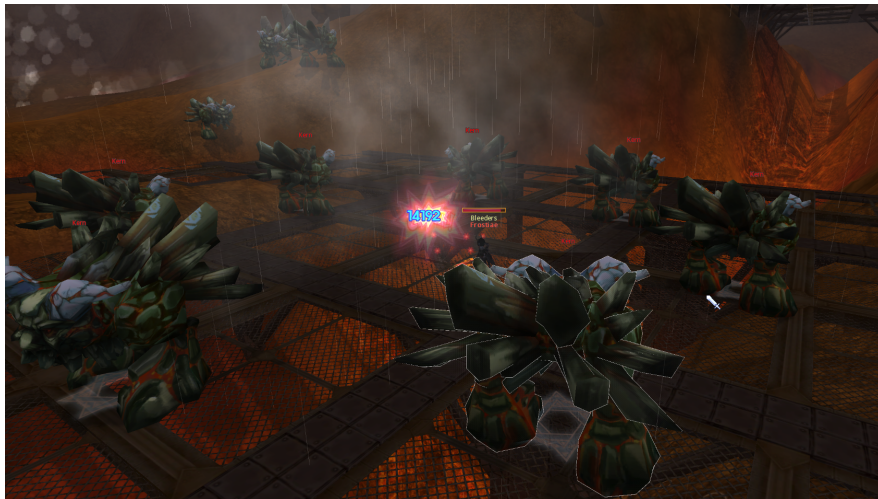


Skill Application

Monsters have a chance to apply any arbitrary skill at a predefined probability on each one of their hits, either to their current target, a random target from their enemies, or all of their enemies.

Clone

A monster will clone itself into some number of clones around the current player, and disappear into one of the clones. All the spawned clones except one (the real monster) have reduced health, damage, and grant no experience or drops:



Ground Patches

A map can contain certain types of patches which apply some effect on players standing on a patch. For example, an Ice Patch will slow down players on top, or a burning patch will burn and apply damage over time to players on top:



Burst Summons

Instead of summoning one monster at a time, a monster could summon any given number of monsters in a burst, overwhelming players.

Shared Attacks

A new type of shape attack, with a purple tint to the indicator. Shared attacks' damage is dependent on how many players are inside the region of the attack. The final damage is split between all the players inside the region:



Buff Totems

Special kinds of totems that provide players inside the attack region with short bursts of powerful buffs, such as increased defense or attack.



New Class Skills

Each one of the 8 second job classes will get a new skill, unlockable at level 100. Most of these skills are focused on utility and filling a role that was missing for the class, rather than flat buffs.

Knight

Heart of Sacrifice



Heart of Sacrifice is a target skill that can be cast on other players, which will give them the **Damage Redirection** buff. This is a new stat, where the **damage negated by the buff will go towards the Knight instead**.

For example, if a player has **Damage Redirection + 30%** from Heart of Sacrifice, 30% of their incoming damage will be removed and dealt to the Knight that gave the buff instead.

Blade

Rending Entry



Rending Entry is a non-target cursor skill that teleports the blade to the clicked position, dealing a small amount of damage to nearby enemies at the destination.

If an enemy dies to Rending Entry, the cooldown of the skill is **reset**, and you are able to re-cast it immediately.

Ringmaster

Barrier of Life



Barrier of Life is a target buff with a very short duration and a long cooldown. A player with Barrier of Life has a **100% chance to block (-90% incoming damage) the next incoming attack, including skills**.

This skill is aimed towards anti-tank buster utility in PvE and PvP protection against strong attacks, requiring good timing and coordination.

Billposter

Sury's Tenacity



Sury's Tenacity is a short self buff which provides **immunity to stuns and roots**, as well as **increased incoming healing**. However, while Sury's Tenacity is activated, you **cannot use any skills**.

This skill is a great tool for the one-on-one playstyle, providing you with short bursts of safety. The increased incoming healing stat, which is new, works on food items, healing from other players, as well as lifesteal.

Jester

Jester's Blast



Jester's Blast is a target AoE skill. Upon using this skill on a target, the Jester plants a **time bomb** on the target which **explodes after a short duration**, dealing damage to nearby enemies.

If a target dies while having a bomb attached to them, it will immediately explode. The time remaining until an explosion is indicated in a visual countdown above the target.

If the Jester re-applies Jester's Blast on a target that already has an attached bomb, the attached bomb will immediately explode, and a new bomb will be applied.

Using a **Scroll of Holy** or **Gvur Tialla** while having a bomb attached will remove the bomb, and it will not explode.

Ranger

Boomburst



Boomburst is a target AoE skill. It is a long range shot that sends a shockwave in an area around the target, **knocking enemies down** (*Flyback*).

Boomburst does not deal a lot of damage but provides a considerable crowd control utility on a **long cooldown** which can be useful in some scenarios.

Elementor

Eye of the Storm



Eye of the Storm is a target skill that summons a tornado around yourself, pushing back enemies at a certain radius around yourself.

The initial cast of the skill pushes back nearby enemies, and then summons a wind wall that blocks others from getting too close to people inside the radius of the wall.

Eye of the Storm only has one skill level.

Psykeeper

Gravity Well



Gravity Well is a non-target spell that is **casted where your cursor position** is. Upon casting, you will create a circular area that slows enemies by a significant amount.

The Gravity Well remains in its original position and does not follow a target. Enemies who walk into the area of effect will subsequently be slowed.

Graphics Engine

The expansion comes with a variety of upgrades and improvements to our graphics engine, from water to VFX. Most of the new graphics features have a new setting in the improved options window related to them in case players would like to turn off specific settings, which will be outlined below.

Water

The changes to the water will be the most noticeable amongst the graphics improvements in this update. The water now has the following features:

- Reflections of the scene on the surface
- Distortion on the surface
- Surface color based on the depth of the water and environmental lighting
- Underwater screen discoloration
- Underwater screen distortion

In the graphics tab of the options window, toggling *Advanced Shaders* will either enable or disable the new water (meaning that if you turn off *Advanced Shaders* you will go back to the old water).



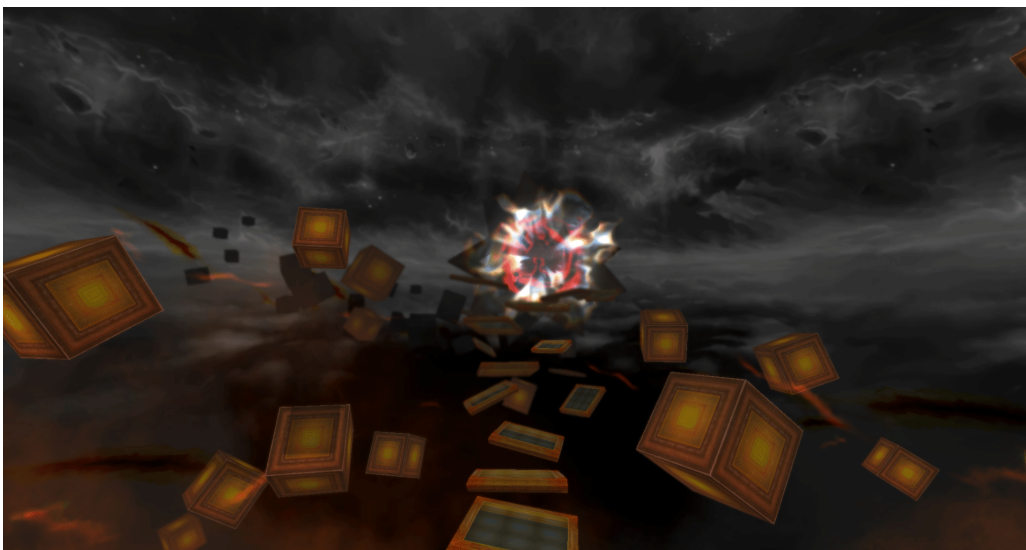
If the new water is enabled, there is a *Water Quality* dropdown in the same tab to control the water itself. The quality of the water changes how much is reflected on the surface of the water, as well as the resolution of the reflection.

	Objects Reflection	Terrain Reflection	Skybox Reflection
High	✓	✓	✓
Medium	✗	✓	✓
Low	✗	✗	✓



VFX

Not directly as noticeable as the water, but still a big improvement to future visuals in the game are all the new features added to our VFX system. Our VFX system is now capable of much more complex effects and visuals, which is being showcased a lot in the new dungeons, and some select improved old effects as the new skills. You can also expect cosmetics in the future that make use of new effects.



Post-Processing

The post processing has gotten some improvements as well, mostly in the settings department. You now have more control over each post processing effect, such as turning off only the *bloom* effect, or only the *depth of field* effect.



You can also control the quality of the *bloom* effect, which will change the softness and size of the effect.

Rim Outlines

A new effect that has been added is the *Rim Outlines* effect. This effect is similar to the regular outlines, but gives a softer cartoon-y look to all entities (that is, players, monsters, and NPCs). This effect can also be toggled in the graphics tab of the options window.



Weather Effects

There are a variety of small improvements and additions to the weather effects, such as an extra post processing effect on top of the blizzard weather effect which can be seen in *Azria* and *Storm Peak*.

A new subtle weather effect can also be seen in the *Guardiane Sanctuary* dungeon.

Other Changes

Class Balance

- Berserk no longer blocks casting of other skills.
- Berserk now applies -50% skill damage.
- Increased Berserk base time at max level to 1 minute.
- Increased Berserk cooldown at max level to 1 minute and 5 seconds.
- Spirit Bomb damage multiplication based on MP% now happens before defense subtraction, not after.
- Burst Crack animation is now faster.
- Special Hit animation is now faster.
- Reduced Dark Illusion base time at max level to 10 seconds.
- Reduced Fast Walker base time at max level to 15 seconds.
- Slightly increased Elementor 1v1 skills INT scaling.
- Rage no longer decreases HP.
- Rage Block Penetration increased to 20%.
- Heart of Fury now consumes 1% FP per hit instead of 2%.
- Heart of Fury now increases your damage by 10% of your max FP instead of 15%.
- Increased STR scaling of Guillotine to 4.4.
- Holycross PvP cooldown increased to 2 seconds.
- Increased STR scaling for swords for Blades from 4.5 to 4.7.
- Increased STR scaling for axes for Blades from 5.5 to 5.7.
- Crossline now has a 100% probability to stun in PvP.
- Crossline now has a cooldown in PvP.
- All unique big swords and axes base attack now match (using the big axes original base attack).
- Mythical Silver Big Sword's Critical Resist has been changed to Block.
- Increased Bloody Slayer's Critical Damage to 60% from 55%.
- Belial Smashing cooldown reduced to 5 seconds, and 7 seconds in PvP.
- Vital Stab no longer has a chance to do double damage, and has been buffed to do a flat 1.5x damage at max level.
- Silent Strike now has a 100% probability to stun in PvP.
- Silent Strike cooldown increased from 8 seconds to 12 seconds at max level.

General Balance

- Slightly decreased all Power Dice drop rates in Madrigal to account for their high drop rate in the new dungeons.

- Slightly decreased all unique weapon and armor drop rates in Madrigal to account for dungeons.
- Slightly raised respawn times for Catchers in Madrigal.
- Increased max stats increase on +10 armor sets from +3 to +8, and improved the scaling throughout the 10 upgrade levels.
- Blocked hits no longer deal 1 damage at the minimum, but 20% of the initial damage instead.
- Speedo now gives all block instead of melee block.

Guild Siege

- Removed all collision objects from the Guild Siege arena.
- Geburah Tiphreth is now casted on guild members rather than party members while inside the Guild Siege arena.
- Circle Healing is now casted on guild members rather than party members while inside the Guild Siege arena.
- Heal Rain is now casted on guild members rather than party members while inside the Guild Siege arena.
- There can now be 6 members per guild inside the Guild Siege arena.
- Your target is now cleared upon teleporting into the arena.

Bugs

- Fixed various texts in the Dekane Mine quest line.
- Fixed the Guild Siege information window showing an incorrect number of guilds.
- Fixed descriptions of some Mercenary and Knight skills.
- Fixed various floating objects in Madrigal.
- Fixed an issue causing elemental upgrades on suits not to have as much impact as intended.
- Fixed a bug where you would receive the level 1 monster kill achievement reward after a single kill of a monster.
- Special Hit skill awakening is now available from item level 30 to account for a previous level requirement change, not level 35.

Miscellaneous

- Dekane Mine now has its own loading screen.
- You will now retain your max MP and FP when changing equipment with a Refresher Hold or Vital Drink X active.
- Increased all food item max stacks to 9999.

- Increased all MP and FP refresher items max stacks to 9999.
- Added new face and hair options to the appropriate make-up NPCs.
- Added cosmetic item drops to various monsters around Madrigal.
- Added a lot of missing cartoon textures.
- Slightly raised some Madrigal water levels.
- Unique and Very Rare items can no longer be picked up by players in the same party if they are not the owner of the drop, in light of the new loot distribution system.
- Scroll of Guild Rejoin has been added back to the cash shop.