

2023 New Expansion Developer's Note

Part 4

Hello Flyffers! This is GM GYU again and I'm back with more news today as I promised! 😊
Today's information is about various contents that you can enjoy after the update so you can look forward to it. Shall we take a look?

First off is **Dungeons**. All currently existing dungeons, including Guild ones such as Clockworks and Meteonyker, will be instanced and have difficulty levels included to choose from after the update! The harder the difficulty, the higher the chances to get better rewards. The dungeons being instanced means there is no longer a need to wait in any queues to enter a dungeon.



The difficulty and dungeon curses setup can be chosen by the creator before entering the dungeon!
(Anyone in the party or group can create the instance)



Once you enter a dungeon, there is a tracker on the right indicating the steps for completion, as well as a timer. The steps that are required to clear the dungeon is different for every dungeon, and the timer could vary between steps! If you fail to complete the dungeon within the given time, you will be removed from the instance.

Each dungeon has an entry cooldown and a max time limit, please refer to the table below:

Dungeon	Type	Cooldown	Max Clear Time
Big Muscle	Party	1 day	1 hour
Krrr	Party	1 day	1 hour
Mushmoot	Party	1 day	1 hour
Iblis Leanes	Party	1 day	1 hour
Clockworks War	Guild	2 days	1 hour
Meteonyker	Guild	2 days	1 hour
Red Meteonyker	Party	1 day	1 hour

Next are **5 Brand New Dungeons** that you can enter all over Madrigal! From these dungeons, you will be able to obtain the Weapon Piercing Cards that I have mentioned before as

well as many other rewards! Of course, the higher the dungeon level, better grade piercing cards will drop. Please look at the table below for the entry conditions for each dungeon below:

Dungeon	Level Range (Base Difficulty)	Area
Leren Chasm	16 - 30	Flaris
Rhis Catacombs	31 - 60	Saint Morning
Envy Depths	61 - 90	Darkon 1, 2
Guardiane Sanctuary	91 - 120	Darkon 3
Storm Peak	121 - 140	Azria

Also, here are the entry cooldown and other details for each entry:

- Please note that the entry condition and entry cooldown can be changed depending on the development status.

Dungeon	Type	Cooldown	Max Clear Time
Leren Chasm	Solo or Party	1 Hour	1 Hour
Rhis Catacombs	Solo or Party	1 Hour	1 Hour
Envy Depths	Solo or Party	1 Hour	1 Hour
Guardiane Sanctuary	Solo or Party	1 Hour	1 Hour
Storm Peak	Solo or Party	1 Hour	1 Hour

Here are some images from the new dungeons!

Leren Chasm



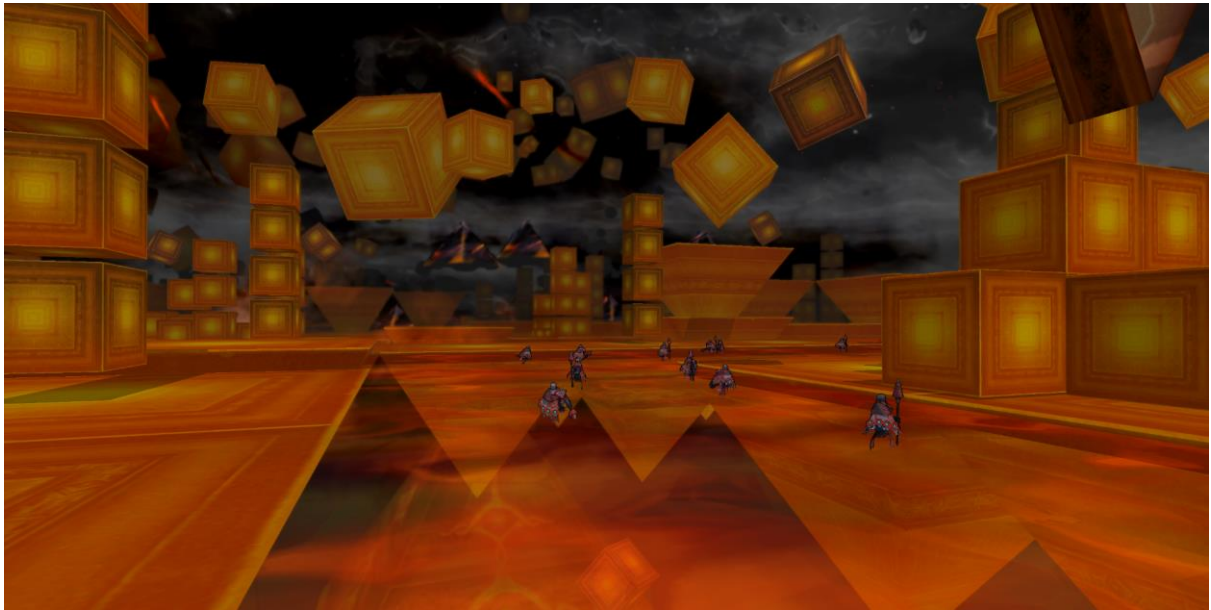
Rhisish Catacombs



Envy Depths



Guardiane Sanctuary

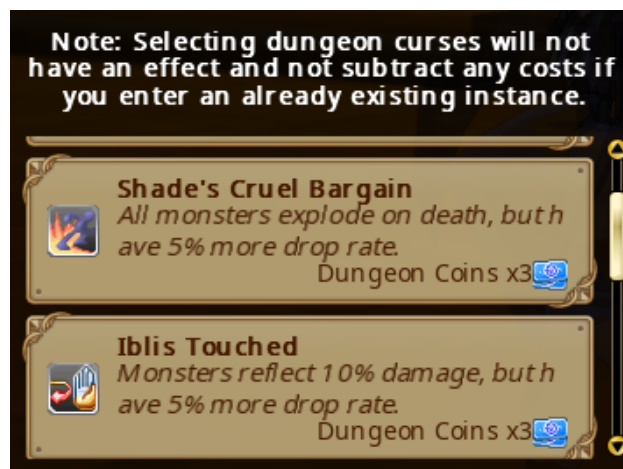


Storm Peak



These are the 5 brand new dungeons that are added to the game. If you can't clear it within the time limit, you won't be able to get the full rewards so please team up with your fellow players to tackle these new dungeons! These dungeons will also be available at various difficulties ranging between all levels, at increasing values. For example, Leren Chasm will be available for all levels above 16, while Guardiane Sanctuary is only available for all players above level 91. The level of the base difficulty is the minimum to enter a dungeon. These new dungeons will have many new mechanics that you haven't seen in the past which you can explore yourself!

Last thing to talk about for dungeons is the new dungeon curses system! In the dungeon entrance window you will be able to select any number of curses, which increase the creation cost taken from the instance creator. These curses make the dungeon more difficult, while making them more rewarding at the same time. For example, some curses may buff the monsters but increase drop rates, experience rates, and other interesting effects. The available curses may differ from dungeon to dungeon, and even from difficulty to difficulty. Some examples of curses include (Note that specific values are subject to change):



- **Shade's Cruel Bargain:**
 - o All monsters explode on death, but have 5% more drop rate.
- **Phantom Pain:**
 - o All monsters have a 10% chance to strike twice on their hits, but have 10% more drop rate.
- **Shade's Boost:**
 - o Monsters have 20% increased movement speed, but take 5% more damage.

So that's it for today! This was GM GYU with the update again. We hope to show this update soon to you guys. Please enjoy the game and always take care of yourselves!

Regards

GM GYU