

June List

-----Event-----

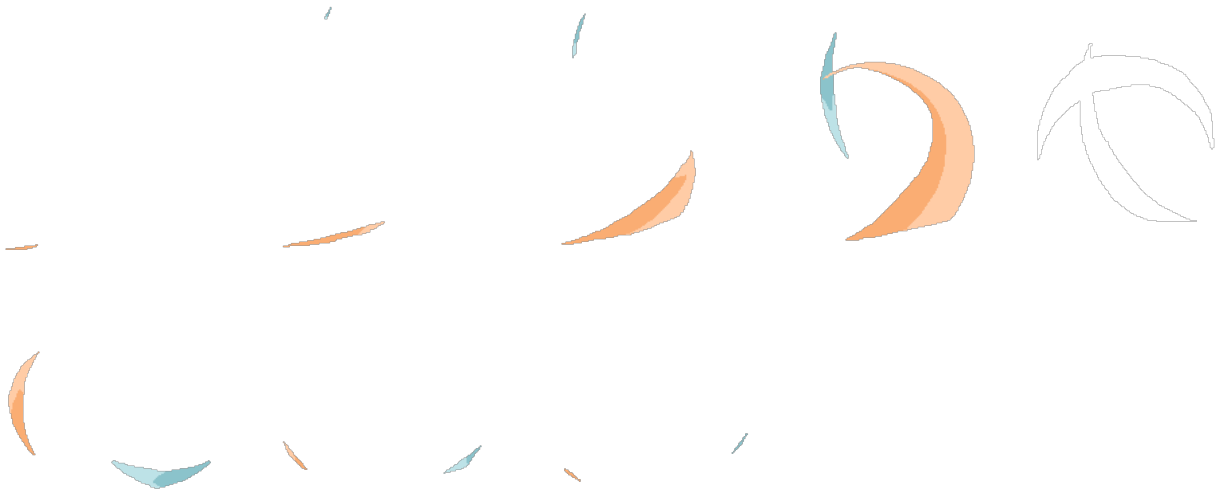
4 new event images

New quest for the event. You need to finish the beach event with Wulfrick before you can start the quest.
After the Wulfrick scene, just talk to the leopard to start the quest.

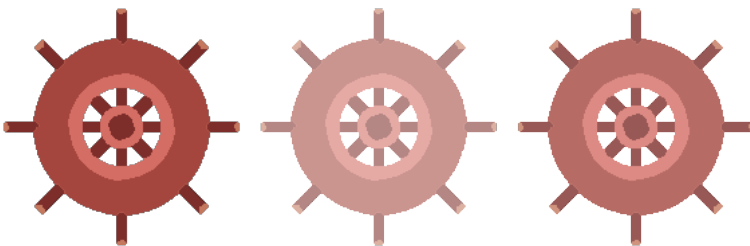
-----Animation-----

Animation

"Twin Strike" animation for Scarr.



Dolpho's "Wheel Slam" animation.

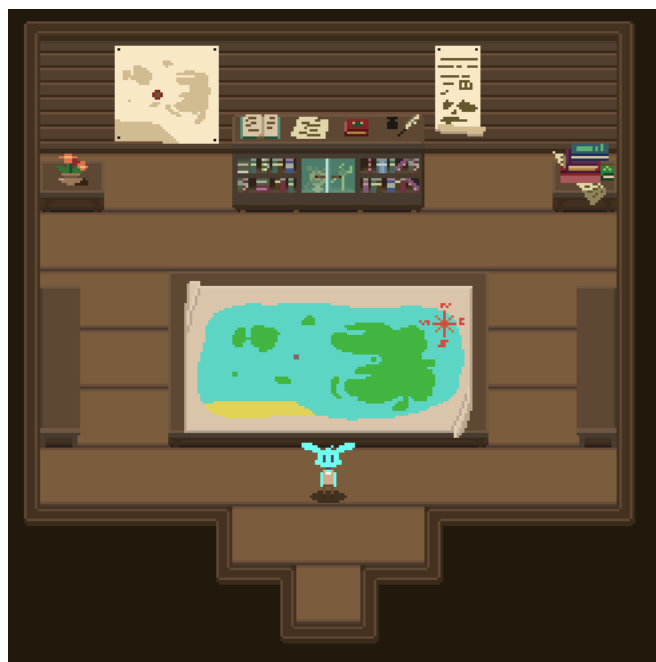


“Reason” animation for the ACT skill against the Beach Cave pirates!
(“!” but animated, lol)

-----World art-----

Props

Pirate ship – Map room



Pirate ship - Captain's office



Pirate ship - Living space



Pirate ship - Laundry room



Pirate ship – Living space entrance



World map - Logtown



Beach Cave - Fire Dungeon entrance



Faces

Rewatch House NPC



Shiptown Market hall NPC



Event leopard NPC



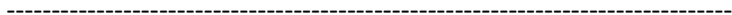
Sprites

Shiptown NPC



-----Battle art-----

Battlers



Battle backgrounds



-----Icons-----

States/Skills



Dolpho's "Wheel Slam" skill icon

Items

Magano's Flame



Duiro's Scale



-----Audio-----

Music

Pirate Ship theme

NPC audio

NPC talking voices

-----Gameplay-----

Gameplay

The Safen key quest now fails if you don't finish it before Shiptown.

Small changes to the introduction of crafting in Shiptown.

Lizard and Red Orc in Shiptown now have a quest in the quest journal for their event.

New quest for the Essence of Rubyro. You need to finish the quest before you can enter the Fire Dungeon.

The 3rd part of the Pink Dragon questline now finishes after you see him at the glory hole in Shiptown. He also leaves the bathroom. You can rewatch the scene at the Rewatch House as usual.

Battle changes

Rat cave encounters are now balanced so you can encounter everyone at the same rate.

Normal attack give 15TP instead of 7TP now.

Duiro's first form has 60 DEF and MDEF instead of 30. So you better be using those ACT skills on him!

ACT skills against Hunkypunk, Magano and Duiro don't cost anything

Scarr is no longer weak to Claw damage.

Scarr has a new skill "Twin Strike". He slashes at a target dealing high damage and WOUNDS the target.

Fire Elementals have a 15% chance to drop "Scroll of Fireball".

Rat mages have more spells (Splash, Zap, Wind Sphere)

Skills

“Thundershock” now has a better description on what it actually does.

“Shock the target between two bolts of Thunder magic! Consume 30% of your current MP then deal Thunder damage equal to 30% of the MP that's left.”

Dagger skill changes

Stab

Attacker's ATK * 1.5 ---> attacker's ATK + SPE

Bullseye

Attacker's ATK ---> attacker's ATK + (attacker's SPE * 0.5)

Poison Jab

Same as before because of the strong effect! (Only attacker's ATK)

All the pirate fights in Beach Cave have an ACT skill, “Reason”. It's not really that effective...

Layout

Sketching for the 3rd floor of Fire Dungeon. Nothing in game yet!

Story

A new scene in Shiptown when you first enter the town!

New scenes for the Fire Dungeon questline

Small changes to the scene when you first enter Fire Dungeon.

New scene in the Pirate Ship when you first get on it!

Items

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Location: ---

Some changes to crafting Fire Dungeon weapons.

Flaming ashes much easier to farm. (100% droprate)

Rubyro's weapons now need two 2 more unique items. They drop from the bosses and have a 100% droprate.

Greaves and boots from Lava golem now drop at 15% rate instead of 12,5%

-----Bugfixes-----

Fire dungeon floor 1, last room won't have encounters anymore.
