

# January change list

## -----Event-----

New event with 4 new images.

It is with a mysterious royal knight. You can find the new event inside the beach cave, after battling with the ninja. There is a new door way before you go down to the entrance of the Fire Dungeon.

Event poster



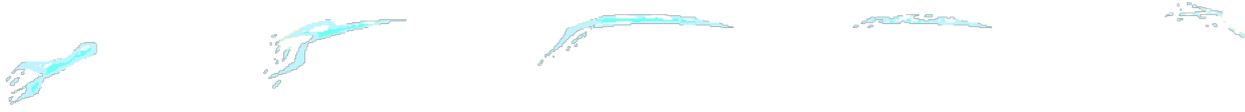
## -----Animation-----

Animation

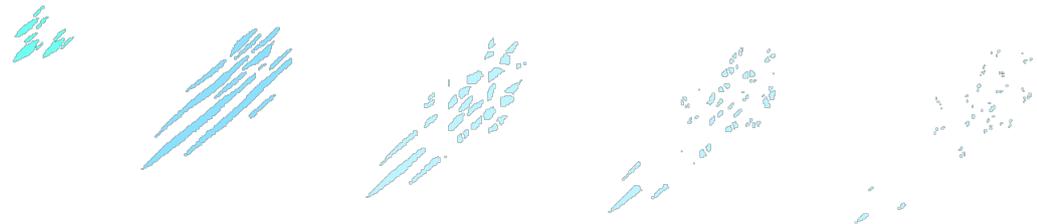
Thunder Hit



Water Sword



Water Claws



Mist



A new frame for the 5 event point reward and some drawing.

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

Props

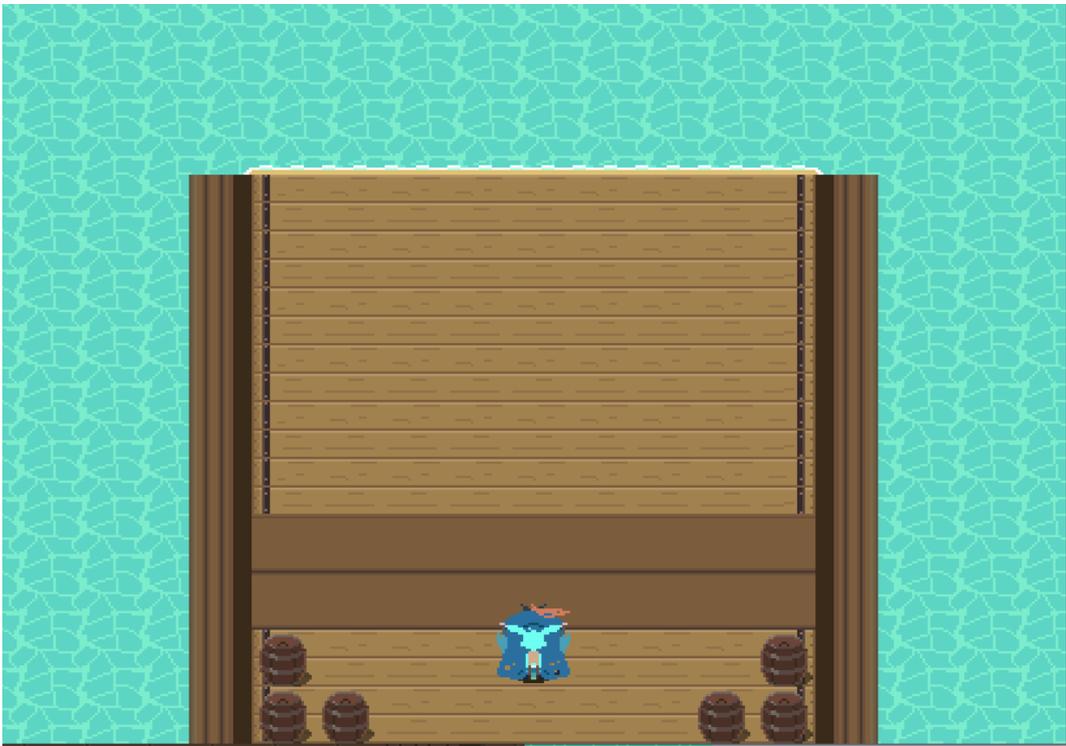
**Overworld** road and trees

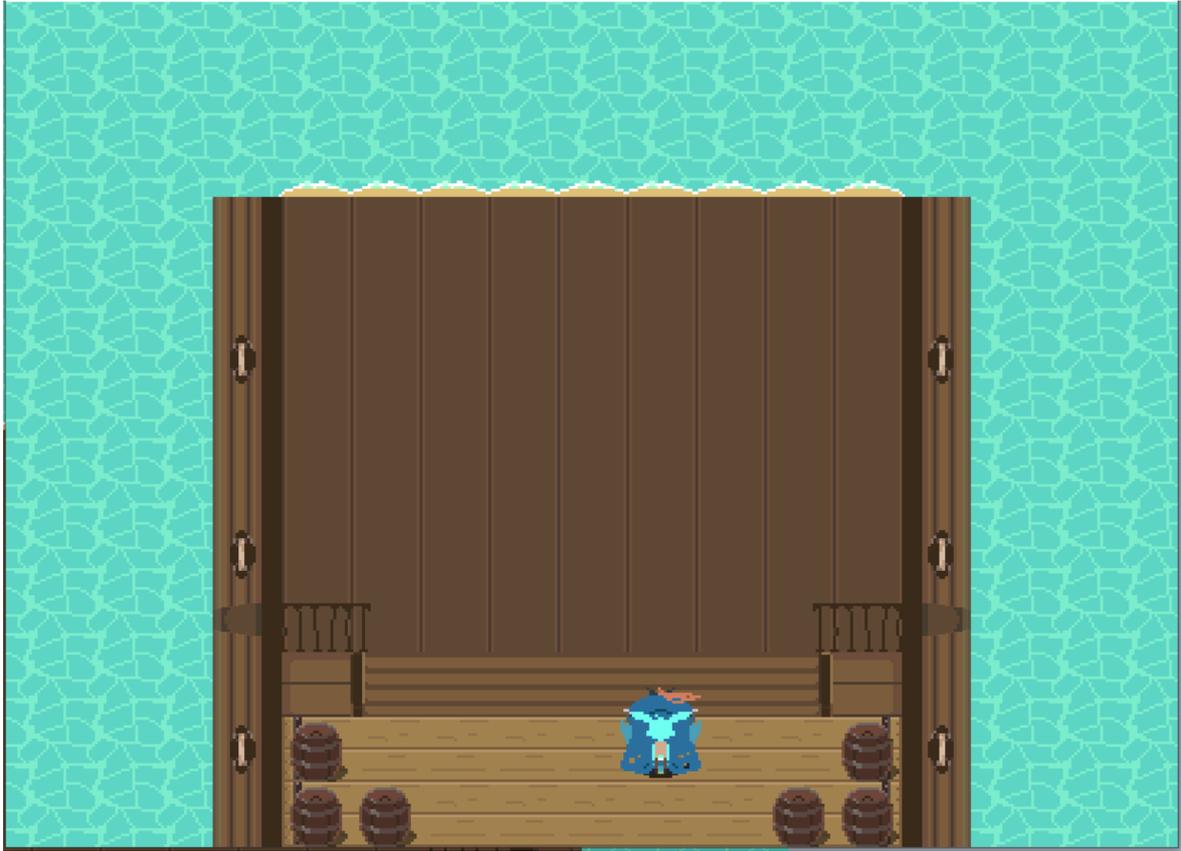


Puzzle props for the new Underwater map

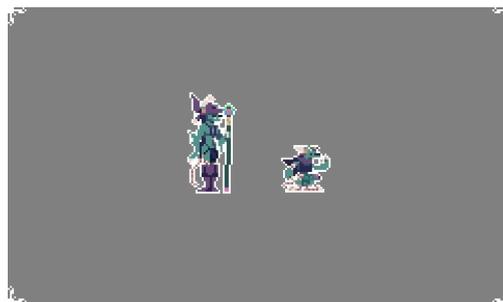


Pirate ship art





Rat quest image



# Faces

Magano face



Elite Royal Knight



Wolf face



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Beach boyo blush face



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Musk boxers guy



Sprites

Magano





Rat

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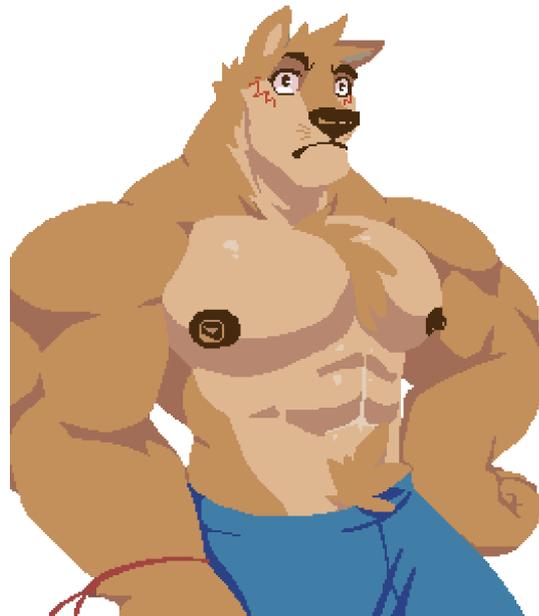
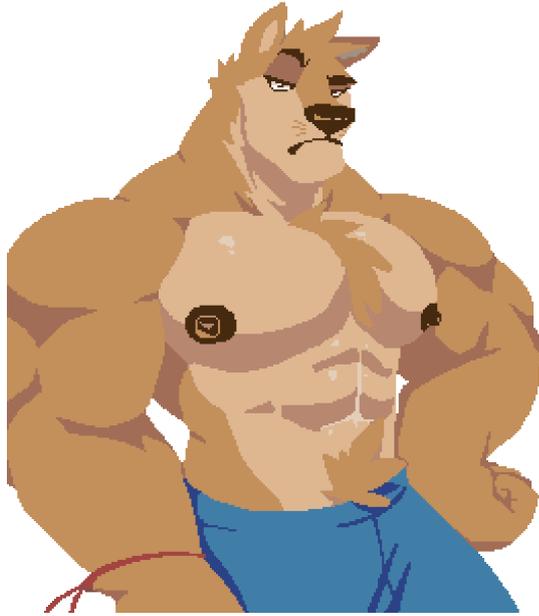
Rat2



Elite Royal Guard



Beach boyo



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

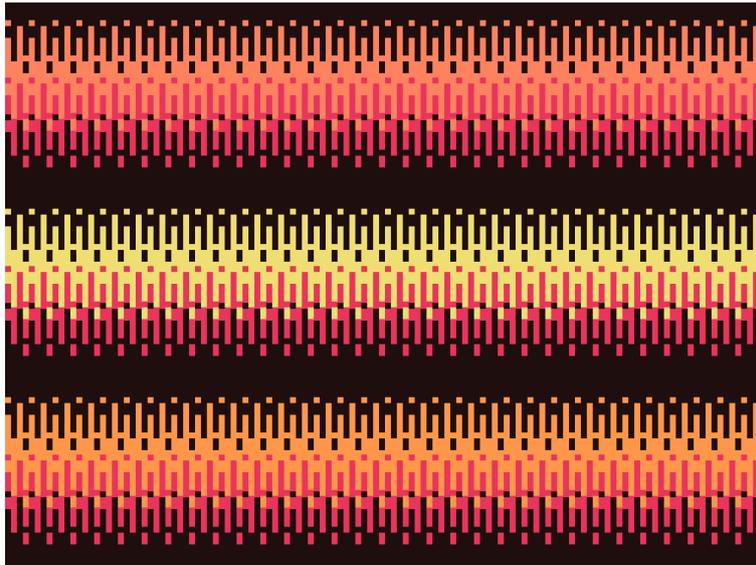
Battlers

Magano Boss Sprites (Fire Dungeon Floor 1 Boss)



## Battle backgrounds

Magano's battle background. The 2 layers roll downwards to create layered, dither effect!



## -----Icons-----

### States

**Wound** state has a new icon.



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**Spikes** state has an icon (White ingame).



### Items

Splasher (Sword)



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Oceania (Axe)



Misty (Dagger)



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Seafoamers (Claws)



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Spiky Weapons



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Rusty Lock Pick



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Ice creams



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Soda Pop



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Runes



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-----Audio-----

Music

Overworld theme

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Fiery Encounter (Fire Dungeon FL1 Battle Theme)

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For Master (for one of the intro scenes)

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## NPC audio

Magano voice

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Event NPC voice

# -----Gameplay-----

## Gameplay

A new puzzle in the new underwater area in Fire Dungeon. You get weapons that deal Water damage as a price for solving the puzzle.

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## Battle changes

**Horny Pervert's Boner** status now lasts for the rest of the fight, instead of being removed by damage.

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**Lava Golems** don't use Lavafall anymore.

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**9 Taunt responses** for **Magano's** both forms (18 in total!)

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The whole **Magano** fight in general!

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+1 DEF and M.DEF for Betas and Horny Pervert.

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## Skills

**Bullseye** doesn't do extra 25 damage anymore.

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**Wildstrike** TP cost to 50 from 60

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New ACT skills for Adventurer when he fights Magano.

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**Taunt** costs 30, up from 20. **Draining Claw** costs 40, up from 30

**Stab** costs 50, up from 40

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**Wind Sphere** healing 15% down from 25%.

**Healing Wind** cost 90, up from 50

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New Water spell "Mist" you can learn by equipping **Scroll of Mist**.

It costs 60 Mana and deals Water damage to all enemies while also lowering their M.Def for 5 turns.  
Ignores M.Def.

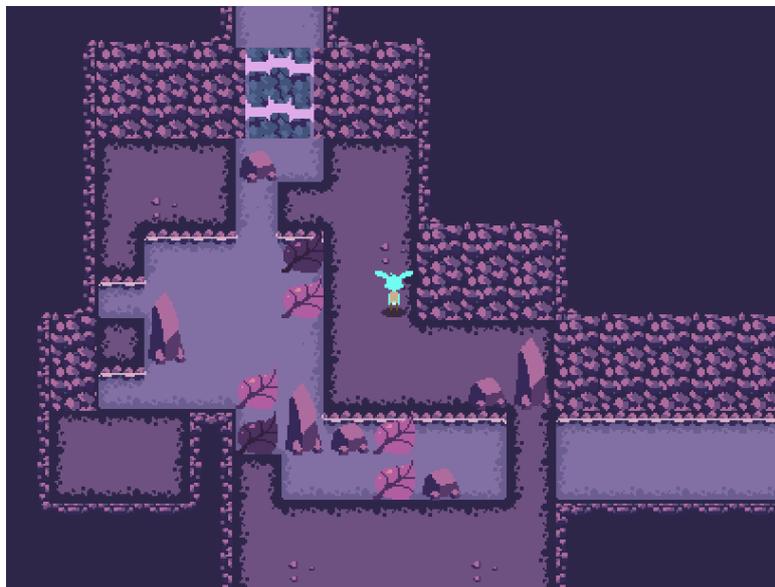
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## Layout

New underwater area in **Fire Dungeon**.



New area in **Beach Cave**, where you can find the new event. There is also a leaf puzzle in there.



## Story

Pirate Ship prequel. You can find the new story when you reach the end of the beach cave and enter the map where the pirate ship is.

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New rat NPCs in the Gloomy Dungeon!

## Items

### **Splasher (Sword)**

*+4ATK, +3SPE, Deals Water damage.*

**Location: Underwater area in Fire Dungeon. (Go right at the start of the dungeon)**

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### **Misty (Dagger)**

*+3ATK, +6SPE, Deals Water damage.*

**Location: Underwater area in Fire Dungeon. (Go right at the start of the dungeon)**

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### **Oceania (Axe)**

*+5ATK, +2SPE, Deals Water damage.*

**Location: Underwater area in Fire Dungeon. (Go right at the start of the dungeon)**

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### **Seafoamers (Claws)**

*+2ATK, +5MDEF, Deals Water damage.*

**Location: Underwater area in Fire Dungeon. (Go right at the start of the dungeon)**

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### **Summer Blast**

*Restore 50 HP, 50MP, 25TP*

**Location: Bought from the beach merchant.**

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**Box of Sugary Goodness**

*Restore 100 HP, 100MP, 50TP*

**Location: Bought from the beach merchant.**

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**Soda Pop**

*Restore 75TP*

**Location: Bought from the beach merchant.**

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**Spiky Dagger**

*+4ATK, +1DEF, +1MDEF, SPIKES*

**Location: A drop from the Fire Imps from Fire Dungeon**

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**Spiky Sword**

*+5ATK, +1DEF, +1MDEF, SPIKES*

**Location: A drop from the Fire Imps from Fire Dungeon**

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**Spiky Axe**

*+6ATK, +1DEF, +1MDEF, SPIKES*

**Location: A drop from the Fire Imps from Fire Dungeon**

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**Spiky Claws**

*+2ATK, +3DEF, +3MDEF, SPIKES*

**Location: A drop from the Fire Imps from Fire Dungeon**

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### **Rune of Fireball**

*+2MAG, +40HP, +15% Fire Resistance, Lace learns Fireball*

**Location: Crafted at Wizzy's**

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### **Rune of Bolt**

*+2SPE, +40MP, +15% Thunder Resistance, Lace learns Bolt*

**Location: Crafted at Wizzy's**

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### **Rune of Healing Wind**

*+80HP, +15% Wind Resistance, Lace learns Healing Wind*

**Location: Crafted at Wizzy's**

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### **Rune of Mist**

*+5M.DEF, +15% Water Resistance, Lace learns Mist*

**Location: Crafted at Wizzy's**

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### **Scroll of Mist**

*Lace learns Mist*

**Location: Beach Underwater map**

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**Whirlpool Ring** can now be found in the underwater area in Fire Dungeon.

**Showstick** nerf - +10SPE → +3SPE and -20% Max ATK when equipped.

**Sucker** HP regen 30% → 25%

**Nipple Clamps** 15% TP regen, instead of 200% TP regen rate.

**Succ** and **Ultrod** are now in the game and you can get them from a chest after beating **Magano**

# -----Bugfixes-----

Fixed a lot of weapons, especially fire related ones. They should now do physical damage and deal damage with your ATK not MAG!

Claws and Swords (If there are any relevant to this change) should add states now!

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Wave sounds in Logtown now don't follow inside houses or outside the town.

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Staffs should magic damage now.