

Rates

Standard Rates

- **EXP: 10x**
- **Drop Chance: 5x**

Card Minimum

While Cards drop rates follow the standard rates, there is an additional minimum drop rate added. All card drops cannot have lower than a 3% chance to drop.

Item Minimum

While item drop rates follow the standard rates, there is an additional minimum drop rate added. All item drops cannot have lower than a 1% chance to drop.

Healing Rates

Natural Regeneration for both Standing and Sitting is doubled.

Party EXP Share

Players will receive a 5% increase in exp for each party member in the party subtracted by 1.

A disparity of 40 levels between the highest and lowest party members level can exist.

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