Update February 6 2026



Update — February 6th, 2026

WELCOME TO FEBRUARY, BETHLEHEM!

We've got some exciting updates to kick off the month, including some more Revenant Cave improvements, a quality-of-life boost, and more! Let's dive in!

GEAR ENHANCEMENT REWORK — PHASE TWO

Rev Cave Instancing & Revenant Titans

Since the release of the Revenant Caves on Bethlehem one thing was apparent; NOT ENOUGH SPAWNS. What better way to fix that than to give everyone their own instance!

We have also added some new bonuses for those that are dedicated to the Gear Enhancement grind to help them make that grind even faster! Introducing; Revenant Titans!

Players with 3+, 6+ or 8+ Gear Enhancement slots maxed (level 5) will have a random Revenant Titan spawn in their instance every half an hour. Each Titan based on it's unlock group has a much higher chance to drop an Enhancement Totem to continue upgrading the rest of your slots even faster!

• Players with 3+ will now have a Revenant Madara, Bloodlust or Gundam spawn | 1/3 chance to drop an Enhancement Totem

• Players with 6+ will now have a Revenant Sasuke or Sakura spawn | 1/2 chance to drop an Enhancement Totem

• Players with 8+ will now have a Revenant Joker, Vorago, Icy Vorago, Dbone Corp or Solkrath spawn | 100% chance to drop an Enhancement Totem

• Players with 10+ slots will now have all Enhancement Totem drops doubled when dropped by a Titan

• Players with 12+ slots will now have all Enhancement Totem drops tripled when dropped by a Titan

• Players with 8+ maxed slots get a bonus of 160 DR/DDR

• Players with all 14 maxed slots receive a bonus of 260 DR/DDR, stacking to +420DR/DDR giving a whopping bonus of 560DR/DDR total!

Ogre Shop

VIP 6 Item Changes

When we originally introduced VIP 6 items into the game we had big plans to make them upgradeable and heavily sought out, over time that roadmap pivoted into what we have now which is a lot of extra cash in the economy with no extra use for these items which changes today.

When selling individual VIP 6 items to the Ogre, each items value will "Diminish" by 2.5% per sale down to a soft cap of 10Q (11Q for Divine) per piece in an attempt to reduce the amount of cash injected into the economy in the long run, but also re-pivot players objectives with these armour sets.

It came to our attention that since the release of the Nightmare Shards in BBG not many shards have entered the game since (less than 25 total) so to fix that, you can now scrap your VIP 6 pieces into Nightmare Fragments which you can combine 10x to create a Nightmare Shard.

Reminder on what the Nightmare shards are for - You use a Nightmare shard on any Trinity piece to upgrade that pieces DR/DDR by +4 up to a total of +40DR/DDR per piece or +200DR/DDR for the set.

BUG FIXES

• Fixed issue where you need 10 free slots to open T1 Gumballs

• Fixed Double Shard Mondays not doubling Amulet/Necklace shards obtained from Icy Salve & Beth Neck at the end of zombie rounds

• DBZ3 Level now accepts the both types of 7 Dragon Balls

• Summer Blessing now correctly collects drops from Roll System

• Made Rev Caves Multi Combat - but you can't AOE (Disables "You are already under attack" spam),

• Can now summon pets in Rev caves

QUALITY OF LIFE UPDATES

• Removed Solkrath being on the Blacklist for Death Notes

• CTRL+G now teleports you straight to your Golden Dice (i) teleport as long as it's in your Toolbelt

• Amaterasu pieces & scroll are now tradeable

• Quest Tab now provides detailed info when you click on each day's buff

• Treasure Island teleport now takes you directly to the island

• Pets are now hidden on Treasure Island for a cleaner view

• Increased starting gate size at BBG for smoother access

• ::revs command now available for easier access to Revenant Cave

• Changed the flat rate of Saiyan drops from 1/200 > 1/90

• Completely reworked GOT2/3 item permissions; Any item in the game should now be allowed, but only the GOT armour will offer stats while in these zones. (A Long Claw / (i) must still be used as the weapon!)

2026 is in full swing, only up from here!

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