

## How to DOMO: Costume Modification

*Fashions fade, style is eternal.*

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Our favorite mmorpg, Dream of Mirror Online, is not only well known for its flexible and creative class system but also for its amazing shiny costumes! This costume modification guide will provide insight on how to get your cossies to the most powerful and sparkly they can be.

#### **1. Definition**

The activity of adding bonus stats to costumes. Any permanent costume can be modified. Nothing aesthetic will be modified, but a shiny sparkle effect will be added to the costume once it reaches the max level mod.

#### **2. The Mod Interface**

From the very beginning of the game domo players have the skill to modify their costumes by default, it looks like this:



You can access the Skill interface window by pressing Ctrl+X or by clicking the icon on the bottom right tool menu.

It will show Active skills tab by default, so you will have to click the Everyday skills tab to find the "Mod" icon.

Now before you go ahead and click it, you should have the following:

### 3. Costume Modification Requirements

- **A Permanent Costume** (as opposed to the temporary ones that expire after 1 to 30 days of being equipped)
- **Insurance Scroll** (prevents costume from disappearing if modification fails)
- **Premium Silk** (high quality fabric used for improving costumes)
- **3x Materials** per modification attempt (also known as *Alchemy Mats*, up to 20 successful modifications can be achieved per costume)



### 4. Materials

The materials in the light blue columns can be obtained with the collection skills, forager fairies, or bought from player stalls. All the other materials can be obtained by defeating monsters, bought from NPCs and from player stalls.

Mod Lv.	Materials (1x each per successful modification)						Success Rate
1	Maple Wood		Vine Rope		Animal Fat		100%
2	Copper Bar		Wild Hide		Red Silk Thread		95%
3	Pig Oil		Sugar		Brewer's Yeast		90%
4	Blue Powder		Beast Fang		Cow Cord		85%
5	Willow Wood		Hemp Rope		Cotton Cloth		80%
6	Iron Bar		Itching Powder		Black Spider Juice		50%
7	Knitting Wool		Conch Shell		Bat Wing		40%
8	Green Powder		Snakeskin		Charcoal		37.5%
9	Laurel Wood		Split Bamboo		Wolfskin		35%
10	Lead Bar		Lacquer		Prickly Pelt		32.5%
11	Silk		Poisonous Fang		Antler		30%
12	Violet Powder		Tusk		Niter		30%
13	Pear Wood		Fossil Ornament		Sharp Teeth		30%
14	Tin Bar		Fowl Fillet		Rose Petals		30%
15	Rabbit Fur		Angelica		Royal Jelly		30%
16	White Powder		Snowdrop Seed		Cirrus Silk		25%
17	Cedar Wood		Flame Sand		Wild Peony		20%
18	Gemstone		Strangleweed		Lightning Lapis		15%
19	Tanned Hide		Violet Glacite		Gustite		10%
20	Red Crystal		Earthstone		Turtle Shell		5%

All these 60 materials can also be obtained in their *Excellent* version via dice chests or monster bosses. Using excellent mats is supposed to affect the mod success rate positively.

## 5. Let's Mod!

Now that you have all the costume modification items, it is time to click that Mod icon on Skill Interface Window (Ctrl+X > Everyday skills tab > Mod)

This will show:



The left window is your inventory in review mode. You can scroll up or down to find your items. The right window is the *Mod Window*. Do not drag and drop your items to the equipment and insurance slots, this may accidentally drop the costume to the ground or equip it to your avatar.

After you double click the costume and the insurance, it should look like this.

We can identify the following:

- 1) A Permanent Costume
- 2) An Insurance Scroll
- 3) A Premium Silk
- 4) The **required materials** for a level 1 Mod



Now you can click *Start to mod*. Remember that if there is no insurance and the modification fails, your costume will disappear.

The *Reset* button will return the mod interface to its default view, like the first image.

## 6. Bonus Stats

Congratulations! You have successfully modified your costume and it will now have a bonus stat. For the first mod (1/20) the costume can either get max hp or mp bonus. So you have a 50% chance of getting the one you want.

Your costume has a chance to get additional stats if you successfully mod it to level six (6/20), to eleven (11/20), and finally to sixteen (16/20).

		Chance to obtain one at			
		Lv. 1	Lv. 6	Lv. 11	Lv. 16
Bonus Stats	Max HP	50%	33%	10%	8%
	Max MP	50%	33%	10%	8%
	HP Recovery		34%	10%	8%
	MP Recovery			10%	8%
	Accuracy			10%	8%
	Evasion			10%	8%
	Magic Defense			10%	8%
	Magic Attack			10%	8%
	Physical Defense			10%	8%
	Physical Attack			10%	8%
	Critical Rate				5%
	Attack Speed				5%
	+Defense vs. Boss				5%
	+Damage vs. Boss				5%
	Total		100%	100%	100%

At level 1, it will roll for one out of two stats (costume gets only 1 of the two possible stats).

At level 6, roll for one out of three stats (costume gets only 1 of the three possible stats).

At level 11, for one out of ten stats (costume gets only 1 of the ten possible stats).

At level 16, costume gets only 1 of the fourteen possible stats.

Do not panic if your costume isn't getting the stats you are looking for. It is always a good investment to mod until either 11/20 or 16/20. For example, rolling physical attack, magical attack or physical defense at level 11 opens the chance to roll it again at level 16. So if you roll the same stat, the costume will max at a 15% bonus.

Costumes cannot get more than a 15% combined total between max attack and defense. For example, either a) 15% physical attack without defense, b) 10% physical attack + 5% damage vs. boss or c) 10% physical attack + 5% physical defense, among many other combinations.

Due to costumes always getting either Max HP or MP, it is possible to obtain 15% HP or MP and 15% Attack (Magic or Physical) in a single maxed costume.

Critical Rate and Attack Speed can get to a max of 10%. Meanwhile damage and defense versus boss only to 5%. It is possible to obtain costumes with 10% Physical Attack and 10% Attack Speed bonus.

## 7. Where to get everything

### ▪ **Costumes:**

These can be found all around the Mirror World, but this does not mean it will be an easy task. The most accessible ones might be the *Seizer Palace* (aka Casino) Costumes. Other costumes can also be given as GM rewards for participating in scheduled events. Some can also be crafted by *Costume Alchemy*. Even the Halloween NPC can exchange seasonal mob drops for more costumes! They can also be obtained via Item Mall or from costume vouchers, and with Eversun city fame.

### ▪ **Insurance Scrolls:**

The basic ones can be bought from guild merchant (non-tradable) with guild coins. This is how they work: *Insurance Scroll I* saves costume if mod fails. When modification fails, costume level will be lowered by one and materials will be used.

The rest of them can be obtained by opening Mod Boxes:

*Insurance Scroll II* does the same as the first, and also adds +25% to success rate.

*Insurance Scroll III* saves costume and it won't lose a level if mod fails. Materials will be used.

*Insurance Scroll IV* works the same as the third, and also adds +25% to success rate.

(Note: the last mod 20/20 will have a 30% success rate with either insurance scroll II or IV)

### ▪ **Premium Silk:**

There is an NPC called Mai Golai located near the Eversun City bank who will exchange your face, head, and body perms for Premium Silk.

### ▪ **Materials:**

If mobs don't want to drop their materials, search for the Marshall Merchants near the Ironmonger of the Major Cities. The other methods are listed in section four (4) Materials.

Finally, make sure to check the *Event Stamp Merchant* located near Eversun City Jobseekers. It may have almost everything –if not all– for your costume modification adventures.

## 8. Modding Perks

### ▪ **Luck:**

If you are somewhat superstitious, raising your luck before a mod can help. It is recommended to increase all three types of luck for max superstitious modding.

- a) Fighting Chance can be fully raised with Strawberry Choco Cake.
- b) Provider's Providence (Work Luck) can be increased by equipping an abacus and accessories such as Commoner's Necklaces.
- c) Finally, Luck in Love can be increase with the Lover's Ring and a Salt Chocolate.

### ▪ **Costume Refresh:**

Costume Modification is a gamble. Our game provides the tools so we can always get the best possible costume. It is recommended to mod the costume to level 16 before taking it to the Refresh Merchant. This merchant will ask for a *Costume Refresh Stone* to provide its service. In this scenario, refresh means re-rolling the costume's bonus stats. Unless you also provide *Costume Lock Stones*, all four stats will be re-rolled. Up to three stats can be locked with their respective lock stones (you will consume the locks and refresh stone with each refresh). The refresh merchant is in Eversun City Player Community number 2.

### ▪ **The Guild Cottage:**

Undisclosed sources may or may not have revealed that this area could be beneficial for modding purposes. Anyhow, the Mirror World is home to incredible spots that you can choose from :happymodding:

