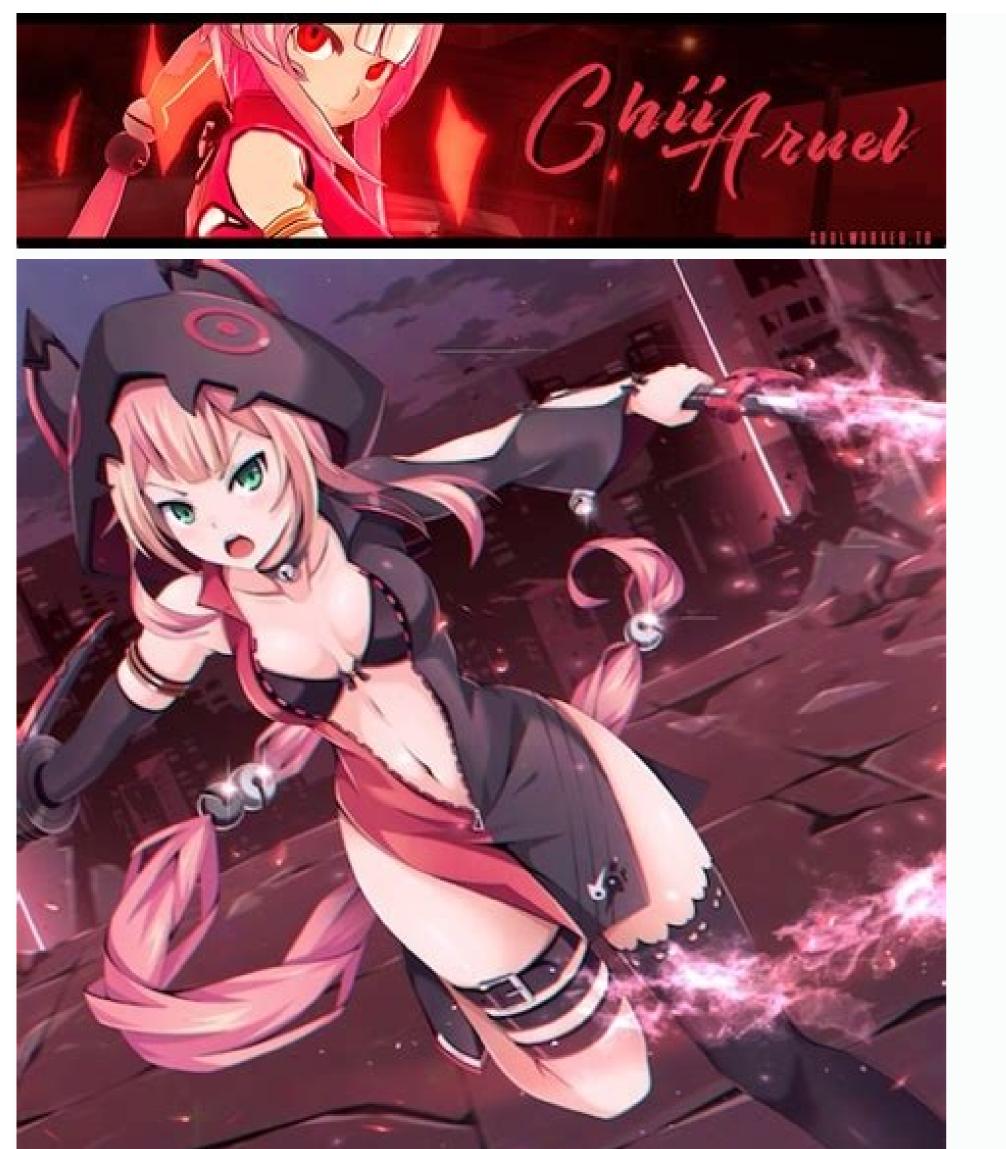
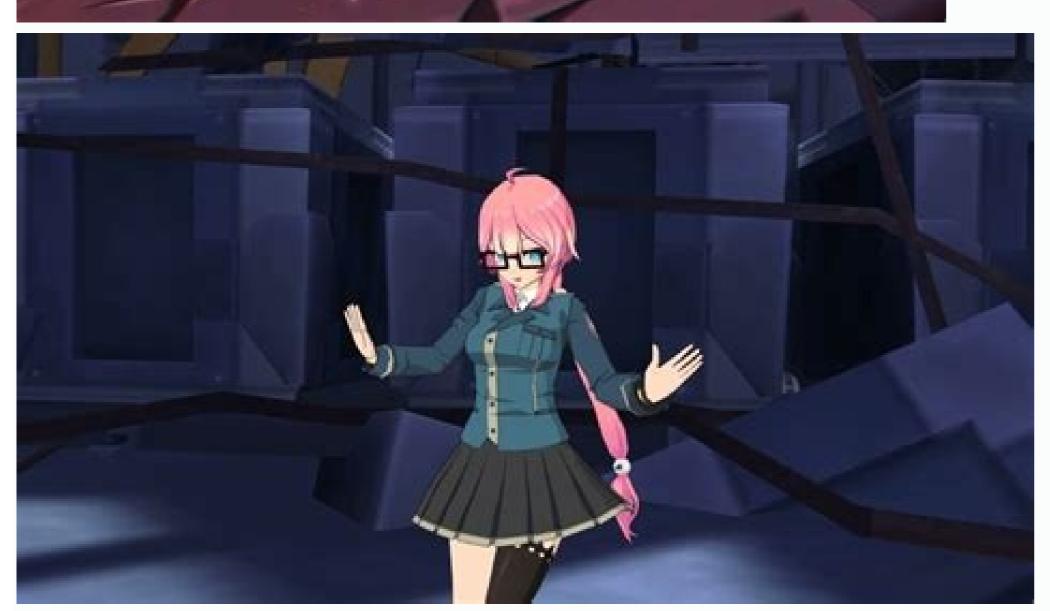
Burning soulworker chii aruel guide

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While we wait for Gameforge to bring new Soul Worker character Chii Aruel to North America and Europe, our dear friend Rendermax has jumped into the Burning Soulworker private server to test her skills. The video below will show Chii Aruel joing through all the motions, right up to level 50. You can see her dance, a few different costumes, plenty of boss battles and a lot more, all of it condensed into 15 minutes. Chii Aruel is already available in the Korean SoulWorker server since February 27, 2019. A couple of months or so and she should make her official English debut. If you click on a link and sign up for a game we may receive a small commission. Read our affiliate policy. SoulWorker Mega Guide (RIP, Ice)AB CDEFGHIJKTable of Contenses. In Movement, Button Configuration & User Interface 2. General Information: Daily Meas stats storage and good for me?] Daily Meas stats storage and good for me? Plant English of Lasses is strong and good for me? Plant English of Lasses is strong and good for me? Plant English En my first clickming of your gear/costume. In the potential year of the period year of the period year of the period year of the period year. It was not to move an internity of the period year of the period year of the period year. It was not to move an internity of the year of the period year of the period year. It was not to reduce the period year of the period year of the ye off UI and access additional camer a modes (additional camer a modes (ttack mode. You should be using that skill on party members as often as possible. Firs is a class that take advantage of this buff and don't consume it after the first hit. Jin's can increase her and party members next hit's damage with her buff. Some classes have skills that take advantage of this buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses very well. His counter skill increases potency of his next skill under the buff. Some classes have skills that take advantage of this buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skills that take advantage of this buff and don't consume. Jin is can increase her and party members next hit's damage with her buff. Some classes have skill that take advantage of this buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skills that take advantage of this buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skill shad the buff. Some classes have skill that take advantage of this buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skill shad the buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skill shad the buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skill shad the buff and the buff and don't consume it after the first hit. Jin is a class that can handle groups of mobs and Bosses have skill shad don't consumer shad and start have a start hat a secure have a start hat a secure have a start hat a secure hat a start hat a secure hat a start hat a start hat a secure hat a start hat hat a start hat you press 1 to use the 1st skill in the chain, you can press 1 again, or Z to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain, you won't activate the 2-step bonus. You must press 1 again, or Z, to use the 2nd skill in the chain, you can press 1 again, or Z, to use the 2nd skill in the chain the 2nd skill in the 2nd skil was skill A. You might think pressing 1 to use skill A will granting you a 2-step bonus while skipping the 2nd skill in the chain, while the 2nd skill in the chain is on cooldown, you won't get the 2-step bonus while skipping the 2nd skill in the chain is on cooldown, you won't get the 2-step bonus while skipping the 2nd skill in the chain is on cooldown, you won't get the 2-step bonus while skipping the 2nd skill in the chain is on cooldown, you won't get the 2nd skill in the chain is on cooldown, you won't get the 2-step bonus while skipping the 2nd skill in the chain in the chain is on cooldown, you won't get the 2-step bonus won't get the 2nd skill in the chain is on cooldown, you won't get the 2-step bonus will be able to use 3rd skill in the chain in the c good at Primal or The Thing are usually not flexible at other things. It you want a more healing/supportive role, play Stella. She can also DPS pretty well. There are no tanks in this game. Tanking and keeping aggro in dungeons usually doesn't matter. In it is a bit more tanks in this game. Tanking and keeping aggro in dungeons usually doesn't matter. In it is a bit more tank, the sa damage dealer that can survive a few hits more and give partly a short invincibility buffs to partly. How do I level up fast? First of all, you should great the other topics in this spreads and can give partly a short invincibility buffs. In it is a bit more tanks in this game is a damage dealer that can survive a few hits more tanks in this game. Tanking and the other topics in this spreads a damage dealer that can survive a few hits more tanks in this game is a damage dealer that can survive a few hits more tanks in this game. Tanking and the other topics in this spreads a damage dealer that can survive a few hits more tanks in this game. Tanking and tanks in this game is a damage dealer that can survive a few hits more tanks in this game. 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You must always calculate every situation individually. There's no "golden solution". This all depends on what your experience bonuses are, what dungeon you're doing and if there are any quests that can be done in that or other dungeons. In the every situation individually. There's no "golden solution". It is all depends on what your experience bonuses are, what dungeon you're doing and if there are any quests that can be done in that or other dungeons. It is all depends on what your experience bonuses are, what dungeon you're doing and if there are any quests that can be done in that or other dungeons. It is all depends on what your experience bonuses are, what dungeon you're doing and if there are any quests that can be done in that or other dungeons. It is all depends on what your experience bonuses are, what dungeon you're doing and if there are any quests that can be done in that or other dungeons. 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It is all depends on what your experience bonuses. It is all depends on what your experience bonuses. It consists of 3 hallways. In the 1st and 2nd hallway, dodge through the hairs and the 1st men the 1st minisosses at once right before the Boss. Use Aspinat Golem AR fucks to car Bos years (in them is sterned and in prepose and in a minisosse so generor to kill the Boss sy of the fire crystals for min dear the some time. In the fire to so single, the Boss will the Boss sy of the fire crystals for minisosse sy of the fire crystals for minisosse and destrory the fire crystals for minisosse and destrory the fire crystals for minisosse and destrory the fire crystals for minisosse sy of the fire crystal for minisosse sy of the minisos sy of the miniso basic materials for crafting equipment. Higher tiers of those materials for or random boxes (glutton boxes or secret mission boxes) Each dungeon also leading from the soul college from the soul clotof). For large from the soul clotof from the soul clotof) for natural that's a roped in the same dungeon as where that soul clotof). For large from the soul clotof from the soul clotof from the level is designed to a material soul and soul source or random boxes. You can craft did from the lower of souls you'll be adoubted to material so drop on the source of souls you'll be adoubted to material so drop on the source of souls you'll be adoubted to material so drop on the source of souls you'll be adoubted to material so designed to the source of the sour people ask if it's better to get X% critical chance or Y critical damage. There's no universal answer to that. You can get critical damage stats from your gear, titles, AR fucks, Lily's party buff, etc. There's also a stat called critical damage. There's no universal answer to that. You should always do quick calculation to see which option is better for your gear, titles, AR fucks, Lily's party buff, etc. There's also a stat called critical resistance, which decreases the chance of receiving critical hits from enemies. Pensetration, personally, I like to focus more on critical damage stats from your gear, titles, AR fucks, Lily's party buff, etc. There's also a stat called critical resistance, which decreases the chance of receiving critical hits from enemies. Pensetration personally, I like to focus more on critical damage. There's also a stat called critical resistance, which decreases the chance of receiving critical hits from enemies. Pensetration personally, I like to focus more on critical damage stats from your gear, titles, AR fucks, Lily's party buff, etc. There's also a stat called critical resistance or your and enemies. Pensetration is the focus more on critical damage stats from your gear, titles, AR fucks, Lily's party buff, etc. There's also a stat called critical resistance or your and enemies. Pensetration is the focus of the focus on the focus of the focu reduction, which is 16.00% more for 100 w more detense. However, a 10.000 damage to you, but in the second sensor admage reduction, the difference in damage readed 10 concided. On normal factors which is seen to only gear or titles. There is los as secondage related to mobs and Bosses, damage. Hat's a decrease or 3.3% in damage related to mobs and Bosses, damage r entities with super armor (SA) can be an let on in the late a contract upon a very quicker. Even is a second only a proson is searned in the last during that stacking them. With higher damage, you reduce popponent's super armor is a condition during that stack. Some sells be a made on SA Break stat. Some skills be a some shown and state. Some shown and state. Some skills be a some shown and state. Some skills be skills shown and state. Some skills shown and skills fuse 5 of your brooches to have a chance of receiving one brooches of higher grade. They re obtainable from S Coin vending machine or cash shop. You can obtain cubes with random brooches of mega, giga and tera grade brooches of mega, giga and tera grade brooches of higher grade brooches of higher grade brooches of higher grade brooches of mega, giga and tera grade brooches of higher grade brooches of mega, giga and tera grade brooches of higher grade brooches of mega, giga and tera grade brooches of higher grade brooches of mega, giga and tera grade brooches

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crops 162 Attack Speed + 4% Cooldown Reduction + 2% Attack Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 165 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 166 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 166 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 166 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 166 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 166 Movement Speed + 5% Zenny + 3.75% Take care of someone's plant 100 times 167??? Destroy Void Fissure 500 times 169???170 times 168 Attack + 4.50% Damage on Bosses + 3.50% Shappange on Boss

| $249 Attack\ Speed\ +4\% Movement\ Speed\ +6\% Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +4\% Evasion\ +150 No\ effects Side\ Gas (Cooldown\ Reduction\ +150 No\ effects Side\ Gas (Cooldown\ Red\ +150 No\ effects Side\ +150 No\ effects Side\ +150 No\ effects Side\ +150 No\ effects Side\ +150 No\ effects Si$ | Quest at Io in Grasscover Camp(Kill Amaryllis 150 times in Dreadful Echo)250???251???252???253? 00%100%100%100%100%100%100%1CannotEnhance105%106%107%107%?2112%114%118%118%?3 | '??254???255???256???257???258???259???260 [?] ??261???262???263???264???265 !25%131%140%140%?4143%154%171%171%?5166%184%210%210%?6194%22 | 5???266???267???268???269???270???271???272???273???274???275???276???27 20%259%259%?7228%263%316%316%?8266%312%382%382%?9310%370%460% | 77???278???279???280???281???282???284???285???286???287???288???28 %460%?● Equipment can be divided into 3 main categories: weapon, armor (headgear, : | District 6 Faction +3%Reach Rookie C Rank245??Reach Rookie B Rank246??Reach Rookie A Rank247???248? 290???291???292???293???294???295???296???298???299???300??? shoulder, body, legs) and jewellery (earring, pendant, ring). You can equip up to 2 rings at the same time. • re socket slots. Number of socket slots is different for every gear but never random. Some socket slots require a |
|--|--|--|--|--|--|
| purchased from S Coin vending/glutton machine. Removed sockets don't get destroyed in the proces additional items (Weapon/Armor Extension Devices) obtained randomly from dungeons or rarely fror requires item from cash shop to repair it. There's a limit to how many times you can repair your gear | e. Enhancing equipment increases its basic attack/defense value as listed in the table above. Only n dismantling equipment. Some low-level gear doesn't require those additional items when enhanci Higher levels of enhancement have higher chance of breaking. You can protect your gear from h | weapon and armor can be enhanced. You cannot enhance jewellery.● Enhancing ng past +6.● Reaching certain enhance levels unlocks additional stat bonuses, who reaking with an item obtained from S Coin vending/glutton machine or bought from S Coin vendin | g requires zenny, ether and ether light. Ether is dropped by all enemies. You get eth hich can be viewed by pressing Shift. Each gear has different enhance bonuses, bu rom cash shop. Enhance level never goes down. • There's a limit to how many times | ther light in dungeons and from dismantling. Higher grades of ether light come from high at they are never random. Some gear doesn't have those additional bonuses. Enhancing as you can try to enhance your gear. Once you reach the limit, you'll need an item from ca | ot equip more than two sockets of the same element on your gear. Removing sockets requires an item her level dungeons/gear. Higher level gear requires higher level ether light. Enhancing past +6 usually require j is safe from +1 to +4. If you try to go for +5 or higher, there's a chance your gear will break. A broken gear ash shop to decrease the enhance tries limit and to be able to continue enhancing. Gear becomes bounded when to comes in different rarity (normal, magic, rare, unique, legendary, heroic). At the moment of writing, there as |
| no heroic pieces of equipment. Higher rarity gear has higher base attack/defense, higher enhanced bought from other players on market. Higher rarity gear can also be randomly dropped by enemies and 60%, high grade is between 61% and 80%, highest grade is between 81% and 100%. A piece o Only the main attack/defense stat is affected by quality, all the other stats are not affected. You can | l attack/defense, more stat lines, higher value ranges for stat lines, additional set bonuses, more so in dungeons. Higher difficulty levels offer better chance of dropping equipment with higher rarity, f equipment with 100% quality will have 1.35 times the attack/defense value of a 0% quality gear. T In roll the quality of each equipment at Trisha NPC in every town. This process requires zenny, ether | cket slots, etc. Higher rarity gear is much more difficult to enhance and has high Each weapon and armor piece has a random attack/defense value. You can see the stat increase is proportional to the quality percentage value. Base attack/deferand an item called Refining Stone, obtainable from dismantling equipment or pur | her chance of breaking. Higher rarity gear gives better items when dismantling. \(\begin{align*} \) \text{the "quality" of your gear by pressing Shift and looking at the percentage value befense stat can be calculated using the formula: [attack/defense at 0% quality] x [1 + \) irchasable from other players on market. \(\begin{align*} \) Refining Stone comes in 4 variations. Great the state of the comes in 4 variations. | You can craft higher rarity gear at Zenith NPC in every town. Rare and unique gear requelow the main stat. It ranges from 0% to 100%. Quality is also represented by a "grade + (0.35 x quality)]. For example, a level 18 unique guitar with 0% quality has 531 at Gray will roll a random quality value between 0% and 100%, blue will roll between 40% a | uires a blueprint to craft. Blueprints drop in dungeons or from random boxes bought from Zaito. Can also be ". Lowest grade is quality between 0% and 20%, low grade is between 21% and 40%, mid grade is between 419 ack, with 100% quality has 717 attack, with 38% quality has 601 attack, with 83% quality has 685 attack, etc. ■ nd 100%, purple will roll between 60% and 100%, yellow will roll between 80% and 100%. ■ Stat lines come in we a random number of green stat lines. Weapons have up to 4 green stat lines. Armor and jewellery have up to |
| green stat lines (Primal armor/jewellery can have up to 4). You cannot change the number of green states doesn't change the total number of green stat lines on your gear. ♠ When rolling green stat lines, you game with experience bonus. ♠ The blue accessory set from N-102 dungeon has +10% experience se spammable skills more often in the short time of having no cooldown.ABCDEFBroochSet BonusBitKi | tat lines. ● Higher rarity gear has a chance of having more green stat lines and higher value range is can choose to roll them all or lock some of the green stat lines. Locking green stat lines requires not bonus. It's the only set bonus in the game that boosts your experience. ● For endgame gear, you sto loMegaGigaTeraHat SDAttack +1%Evaded Attack Damage +1%Attack +2%Evaded Attack Damage | for each stat line. Green stat lines can be rolled at Trisha NPC in every town. The lore Energy Converters. The more green stat lines you lock, the more Energy Con hould strive to find a good balance between attack, critical rate, critical damage, +2%Attack +3%Evaded Attack Damage +3%Attack +4%Evaded Attack Damage | his process requires items called Energy Converter, which can be purchased with B nverters are needed. ■ Experience bonus can appear as a green stat line on every a penetration, Boss damage, HP and attack speed. Attack speed is important for Stel +4%Penetration +1%Attack +5%Evaded Attack Damage +5%Penetration +2%Ha | BP at Booker TV NPC in District 6. Each green stat line is random in its type and nume armor, earring and pendant. It cannot appear as a green stat line on weapon or ring. ◆ Ye bla and Erwin, for other characters it's just preference. ◆ Some characters benefit greatl at BSK-Attack +5%Attack +8%Attack +11%Hat FOTCritical Resistance +2%Critical Re | rical value. You can see the possible value range of each green stat line by pressing Shift. Rolling green stat lin ou can craft a level 16 unique weapon that has a blue stat line with +10% experience. It's the only weapon in th ly from high attack speed while under the Big Puppet AR fuck's no cooldown effect. This allows them to use the |
| +12%SA Break +16%Bottom FOTDefense +75Defense +150Defense +300Defense +500Defense +75DAccuracy +10Critical Damage +600Accuracy +20Critical Damage +700Accuracy +30Critical Damage +70Accuracy +30Critical Damage +5%AttackerAttack +5Attack +15Attack +25Attack +35Attack +45FatalCritical Penetration for 5sOn critical hit, 1% chance of +10% Penetration for 5sPierceOn critical hit, 3% characteristics of the state | 50Gloves SDStamina +5Attack Speed +1%Stamina +8Attack Speed +2%Stamina +11Attack Speed nage +800Accuracy +40Critical Damage +900Critical Rate +1%Accuracy +50Critical Damage +10 Damage +20Critical Damage +40Critical Damage +100: nce of +2% Penetration for 3sOn critical hit, 3% chance of +3% Penetration for 3sOn critical hit | l +3%Stamina +14Attack Speed +4%Movement Speed +3%Stamina +17Attack S 100 Critical Rate +2%Shoes BSKCritical Damage +1000Critical Damage +1350C ShrapnelEvaded Attack Damage +1%Evaded Attack Damage +2%Evaded Attack I 6 chance of +4% Penetration for 3sOn critical hit, 3% chance of +5% Penetration | Speed +5% Movement Speed +4%Gloves BSK-Attack Speed +3%Movement Speed Critical Damage +1700Shoes FOTHP +500HP +1200HP +2500HP +5000HP +800 Damage +3%Evaded Attack Damage +4%Evaded Attack Damage +5%Penetration of 3sOn critical hit, 3% chance of +6% Penetration for 3sOverheatOn hit, 1% chance | d +3%Attack Speed +5%Movement Speed +4%Attack Speed +6%Movement Speed +6% 00Attack TypeSDBitKiloMegaGigaTeraHawkeyeAccuracy +7Accuracy +14Accuracy +21 nOn critical hit, 1% chance of +6% Penetration for 5sOn critical hit, 1% chance of +7% F ance of +11% Attack for 3sOn hit, 1% chance of +12% Attack for 3sOn hit, 1% chance of | %Gloves FOTDefense +25Defense +50Defense +100Defense +250HP +3%Defense +500HP +5%Shoes Accuracy +28Accuracy +35HornetAerial Damage +1%Aerial Damage +2%Aerial Damage +3%Aerial Damage Penetration for 5sOn critical hit, 1% chance of +8% Penetration for 5sOn critical hit, 1% chance of +9% f +13% Attack for 3sOn hit, 1% chance of +14% Attack for 3sOn hit, 1% chance of +15% Attack for 3sBurnOn h my Damage +5%BreakerSA Break +1%SA Break +2%SA Break +3%SA Break +4%SA Break +5%AssaultAtta |
| +2%Attack +4%BurrowDamage on Bosses +1%Damage on Bosses +2%SlaughterDamage on ger-30TigrisAccuracy +41, HP -5%Accuracy +50, HP -5%Accuracy +58, HP -5%Accuracy +67, HP -5%At-30RabiesAttack +4%, HP -5%Attack +5%, HP -5%Attack +6%, HP -5%Attack +7%, HP -5%Attack + Enemy Damage +3%Reduce Bonus Enemy Damage +4%Reduce Bonus Enemy Damage +5%Breaker | neral mobs +1%Damage on general mobs +2%Attack TypeBSKBitKiloMegaGigaTeraHawkeyeAccu .ccuracy +75, HP -5%FlyingAerial Damage +1%Aerial Damage +2%Aerial Damage +3%Aerial Dam 8%, HP -5%FatalCritical Damage +20Critical Damage +40Critical Damage +60Critical Damage +8 SA Break +1%SA Break +2%SA Break +3%SA Break +4%SA Break +5%Black MambaSA Break + | acy +7Accuracy +14Accuracy +21Accuracy +28Accuracy +35RumbleAccuracy + age +4%Aerial Damage +5%AttackerAttack +55Attack +15Attack +25Attack +20Critical Damage +10OShrapnelEvaded Attack Damage +1%Evaded Attack Damac-7%, Defense -5%SA Break +8%, Defense -5%SA Break +9%, Defense -5%Orca-S | +41, Defense -5%Accuracy +50, Defense -5%Accuracy +58, Defense -5%Accuracy SAttack +45GrizzlyAttack +4%, Defense -5%Attack +5%, Defense -5%Attack +6%, lage +2%Evaded Attack Damage +3%Evaded Attack Damage +4%Evaded Attack D SA Break +7%, Evasion -30SA Break +8%, Evasion -30SA Break +9%, Evasion -30F | +67, Defense -5%Accuracy +75, Defense -5%Wild BoarAccuracy +41, Evasion -30Accur Defense -5%Attack +7%, Defense -5%Attack +8%, Defense -5%LunaticAttack +4%, Eva Damage +5%MelterPenetration +1%Penetration +2%Penetration +3%Penetration +4% Poker FineSA Break +7%, HP -5%SA Break +8%, HP -5%SA Break +9%, HP -5%Attack | |
| Evasion -38Critical Rate +4%, Evasion -38Critical Rate +5%, Evasion -38GuerillaWhen under 70% TypeSDBitKiloMegaGigaTeraInjureCritical Resistance +1%Critical Resistance +2%Critical Resistance +5%ArmorDefense +2%Defense +3%Defense +4%Defense +5%Defense +6%BlurEvasion +7I chance of +7%Evaded Attack Damage for 10sOn evasion, 10% chance of +8%Evaded Attack Damage | HP, on hit, Critical Damage +120 for 3sWhen under 70% HP, on hit, Critical Damage +200 for 3sW te +3%Critical Resistance +4%Critical Resistance +5%NautilusDamage Reduction from Bosses +1 Evasion +14Evasion +21Evasion +28Evasion +35VitalMaximum HP +1%Maximum HP +2%Maximum to for 10sOn evasion, 10% chance of +9%Evaded Attack Damage for 10sOn evasion, 10% chance of | hen under 70% HP, on hit, Critical Damage +300 for 3sBrave-When under 30% H %Damage Reduction from Bosses +2%Damage Reduction from Bosses +3%Dama ım HP +3%Maximum HP +4%Maximum HP +5%GhostOn evasion, +1% Damage +10%Evaded Attack Damage for 10sTrollWhen critically hit, 50% chance of +100 | HP, on hit, Critical Damage +150 for 3sWhen under 30% HP, on hit, Critical Damagage Reduction from Bosses +4%Damage Reduction from Bosses +5%GoliathDamage Reduction for 5sOn evasion, +2% Damage Reduction for 5sOn evasion, +3% Damage Reduction for 5sOn evasion, +3% Damage Reduction for 5sOn evasion, +0% Damage Reduction for 5sOn evasion fo | uge +270 for 3sWhen under 30% HP, on hit, Critical Damage +420 for 3sVeteran-On hit ige Reduction from general mobs +1%Damage Reduction from general mobs +2%Damag nage Reduction for 5sOn evasion, +4% Damage Reduction for 5sOn evasion, +5% Damag 5 +300 HPWhen critically hit, 50% chance of +400 HPWhen critically hit, 50% chance of | 1-Stack +40, Actuacy -25 Actua |
| 5sWhile down, +5% Damage Reduction for 5sBarrier—Damage Reduction +1%Damage Reduction + +1%Damage Reduction from general mobs +2%Damage Reduction from general mobs +3%Damage chance of +20 Attack for 5sOn evasion, 30% chance of +60 Attack for 5sOn evasion, 30% chance of 5sWhen hit mid-air, +3% Damage Reduction for 5sWhen hit mid-air, +4% Damage Reduction for 5sV | 2%VigorStamina +6%Stamina +8%GargoyleWhen being hit under 50% HP,10% chance of +15 Reduction from general mobs +4%Damage Reduction from general mobs +5%ArmorDefense +2% +100 Attack for 5sOn evasion, 30% chance of +180 A Vhen hit mid-air, +5% Damage Reduction for 5sRaging FuryWhen hit, 30% chance of +20 Attack for 5sOn evasion, 30% chance of +20 Attack for 5sOn evasion. | % Defense for 5sWhen being hit under 50% HP,10% chance of +20% Defense for Defense +3%Defense +4%Defense +5%Defense +6%BlurEvasion +7Evasion +14 ktack for 5sDie gayOn evasion, 30% chance of +4 Accuracy for 5sOn evasion, 30% r 5sWhen hit, 30% chance of +100 Attack for 5sWhen hit, 30% chance of +100 Attack | SsDefense TypeBSKBitKiloMegaGigaTeraNautilusDamage Reduction from Bosses 4Evasion +21Evasion +28Evasion +35GhostOn evasion, +1% Damage Reduction from Bosses % chance of +8 Accuracy for 5sOn evasion, 30% chance of +12 Accuracy for 5sOn tack for 5sWhen hit, 30% chance of +140 Attack for 5sWhen hit, 30% chance of +1 | s +1%Damage Reduction from Bosses +2%Damage Reduction from Bosses +3%Damage for 5sOn evasion, +2% Damage Reduction for 5sOn evasion, +3% Damage Reduction for evasion, 30% chance of +16 Accuracy for 5sOn evasion, 30% chance of +20 Accuracy for 180 Attack for 5sDreadWhen hit, 30% chance of +28 Accuracy for 5sWhen hit, 30% c | Reduction from Bosses +4%Damage Reduction from Bosses +5%GoliathDamage Reduction from general mobs 5sOn evasion, +4% Damage Reduction for 5sOn evasion, +5% Damage Reduction for 5sProvokeOn evasion, 30 or 5sSparrowWhen hit mid-air, +1% Damage Reduction for 5sWhen hit mid-air, +2% Damage Reduction for 10 of +56 Accuracy for 5sWhen hit, 30% chance of +84 Accuracy for 5s |
| 5sWhen hit, 30% chance of +20% SA Break for 5sBluffWhen hit, 30% chance of +80 Critical Damage evasion, 30% chance of +24%Evaded Attack Damage for 5sOn evasion, 30% chance of +30%Evaded Defense +65, Movement Speed -2%Defense +100, Movement Speed -2%Defense +110, Movement Speed -2%Defense +150, Movement S Accuracy -30Stronghold-HP +3%, Evasion -50HP +5%, Evasion -50HP +7%, Evasion -50Attrition-W | e for 5sWhen hit, 30% chance of +160 Critical Damage for 5sWhen hit, 30% chance of +240 Critical Attack Damage for 5sOn evasion, 30% chance of +36%Evaded Attack Damage for 5sBusterOn evelored -2%ViciousDefense +65, Attack Speed -2%Defense +100, Attack Speed -2%Defense +150, Aftack Speed -2%Defense +15 | l Damage for 5sWhen hit, 30% chance of +320 Critical Damage for 5sWhen hit, 31 ssion, 30% chance of +9% SA Break for 5sOn evasion, 30% chance of +12% SA Brtack Speed -2%DefenderDefense +65, Accuracy -30Defense +100, Accuracy -30 e to recover 100 HPSolidWhen under 50% HP, Defense +40 for 10sWhen under | 60% chance of +400 Critical Damage for 5sCrustWhile down, +1% Damage Reducti break for 5sOn evasion, 30% chance of +15% SA Break for 5sRhino-On evasion, 30 ODefense +150, Accuracy -30AtlasHP +3%, Movement Speed -2%HP +5%, Mover 50% HP, Defense +70 for 10sWhen under 50% HP, Defense +110 for 10sUnjustice | tion for 5sWhile down, +2% Damage Reduction for 5sWhile down, +3% Damage Reducti 0% chance of +200 Critical Damage for 5sOn evasion, 30% chance of +280 Critical Dam ement Speed -2%HP +7%, Movement Speed -2%Rampard-HP +3%, Attack Speed -2%HI 2e-When under 50% HP, Critical Resistance +4% for 10sWhen under 50% HP, Critical R | |
| evasion, the next attack has +3% AttackOn evasion, the next attack has +4% AttackOn evasion, the for 5sOn hit, 5% chance of +14% SA Break for 5sClapOn kill effect: HP Recovery +20On kill effect: hit, 15% chance of +12% Defense for 3sWhen hit, 15% chance of +14% Defense for 3sWhen hit, 15% Super Armor for 2sWhen hit, 20% chance of Super Armor for 4sWhen hit, 20% ch | next attack has +5% AttackOn evasion, the next attack has +6% AttackOn evasion, the next attack in the Recovery +400n kill effect: HP Recovery +400n kill effect: HP Recovery +800n kill e | has +7% AttackInstinctOn hit, 2% chance of +6 StaminaOn hit, 2% chance of +7 Stecovery +100IronWhen hit by Bosses, 10% chance of +3%Damage Reduction for ce of +20% Defense for 3sHedgehogWhen hit, 20% chance of +6% Damage Reflec Resistance for 10sWhen hit, 8% chance of +4% Critical Resistance for 10sWhen h | StaminaOn hit, 2% chance of +8 StaminaOn hit, 2% chance of +9 StaminaOn hit, 2 r 5sWhen hit by Bosses, 10% chance of +4%Damage Reduction for 5sWhen hit by ectionWhen hit, 20% chance of +7% Damage ReflectionWhen hit, 20% chance of +8 hit, 8% chance of +6% Critical Resistance for 10sWhen hit, 8% chance of +7% Crit | 2% chance of +10 StaminaRaptorOn hit, 5% chance of +10% SA Break for 5sOn hit, 5% Bosses, 10% chance of +5%Damage Reduction for 5sWhen hit by Bosses, 10% chance of 8% Damage ReflectionWhen hit, 20% chance of +9% Damage ReflectionWhen hit, 20% citical Resistance for 10sWhen hit, 8% chance of +8% Critical Resistance for 10sDelight | evasion, 5% chance of +400 HPOn evasion, 5% chance of +450 HPOn evasion, 5% chance of +500 HPSwayOn chance of +11% SA Break for 5SOn hit, 5% chance of +12% SA Break for 5SOn hit, 5% chance of +13% SA Break for 5SOn hit, 5% chance of +13% SA Break for 5SOn hit by Bosses, 10% chance of +7%Damage Reduction for 5sgynessWhen chance of +10% Damage ReflectionAdamantWhen hit, 20% chance of Super Armor for 1sWhen hit, 20% chance On dodge, 2% chance of +2% HPOn dodge, 2% chance of +3% HPEnlightenOn skill use, 2% chance of -5% |
| SpeedReliefOn evasion, 5% chance of +300 HPOn evasion, 5% chance of +350 HPOn evasion, 5% chance of | ance of +400 HPOn evasion, 5% chance of +450 HPOn evasion, 5% chance of +500 HPSwayOn eva % chance of +200 Critical Damage for 5sOn skill use, 3% chance of +400 Critical Damage for 5sOn 3% chance of +140 Accuracy for 5sOn skill use, 3% chance of +210 Accuracy for 5sOn skill use, 3% | asion, the next attack has +3% AttackOn evasion, the next attack has +4% AttackOn skill use, 3% chance of +600 Critical Damage for 5sOn skill use, 3% chance of +800 Accuracy for 5sOn skill use, 3% chance of +350 A | On evasion, the next attack has +5% AttackOn evasion, the next attack has +6% A 800 Critical Damage for 5sOn skill use, 3% chance of +1000 Critical Damage for 5cChargedWhen dashing, 10% chance of +2% Penetration for 5sWhen dashing, 10% | AttackOn evasion, the next attack has +7% AttackRaptorOn hit, 5% chance of +10% SA l 5sFeverOn skill use, 3% chance of +50 Attack for 5sOn skill use, 3% chance of +150 Attack chance of +4% Penetration for 5sWhen dashing, 10% chance of +6% Penetration for 5s | ack for 5 sOn skill use, 3 % chance of $+250$ Attack for 5 sOn skill use, 3 % chance of $+350$ Attack for 5 sOn skill use. When dashing, 10 % chance of $+10$ % Penetration for |
| of +3%Damage Reduction for 5sWhen hit by Bosses, 10% chance of +4%Damage Reduction for 5sW +3% Critical Resistance for 10sWhen hit, 8% chance of +4% Critical Resistance for 10sWhen hit, 8% 5sOn kill effect: -16% Enemy Defense for 5sUtility TypeFOTBitKiloMegaGaTeraSweepOn dash, 1f or 1s invincibilityWhen under 20% HP, when hit, 10% chance for 1.25s invincibilityWhen under 20% for 15% SG RecoveryIncubation-On kill effect: Damage Reduction +4% for 5sOn kill effect: Damage | chance of +6% Critical Resistance for 10sWhen hit, 8% chance of +7% Critical Resistance for 10s 10% chance for Defense +55 for 5sOn dash, 10% chance for Defense +75 for 5sOn dash, 10% chance 10 HP, when hit, 10% chance for 1.5s invincibilityRecon-On hit, 10% chance for Attack +35 for 5sOn | When hit, 8% chance of +8% Critical Resistance for 10sFrantic-On kill effect: +10 for Defense +100 for 5sRetreatOn dodge, 5% chance to recover 8% HPOn dodg hit, 10% chance for Attack +60 for 5sOn hit, 10% chance for Attack +80 for 5sPn | 1.00 Attack for 5sOn kill effect: +200 Attack for 5sOn kill effect: +350 Attack for 5sl ge, 5% chance to recover 11% HPOn dodge, 5% chance to recover 15% HPDisturb- rotectionOn skill use, 10% chance for Defense +110 for 5sOn skill use, 10% chance | ManiacOn kill effect: +8% SA Break for 5sOn kill effect: +12% SA Break for 5sOn kill e bWhen hit, 5% chance for Defense +60 for 10sWhen hit, 5% chance for Defense +100 for ace for Defense +150 for 5sOn skill use, 10% chance for Defense +200 for 5sSnipeOn sl | or 10sWhen hit, 5% chance for Defense +150 for 10sCounter PlanWhen under 20% HP, when hit, 10% chance kill use, 10% chance for 9% SG RecoveryOn skill use, 10% chance for 12% SG RecoveryOn skill use, 10% chanc |
| x48RTMB 2BP x53RTMB 2BP x57RTMB 2BP x62RTMB 2BP x69RTMB 3BP x74RTMB 3BP x78RTMB x86RTMB 3BP x90RTMB 34BP x27RTMB 1BP x32RTMB 1BP x36RTMB 1BP x41RTMB 1BP x45RTM x217RTMB 1 x4RMP 1BP x240RTMB 2 x4RIP 2BP x262RTMB 2 x4RIP 2BP x28FTMB 2 x4RIP 2BP x38)(Fantasy Metal x3)RTMB 3Research TeachingMaterials Box III(Lv55 MK II Jewellery)(Life Fiber x | 3BP x83RTMB 3BP x87RTMB 32BP x23RTMB 1BP x27RTMB 1BP x32RTMB 1BP x36RTMB 1BP x4 B 1BP x50RTMB 2BP x54RTMB 2BP x59RTMB 2BP x63RTMB 2BP x68RTMB 2BP x74RTMB 3BP x7 x307RTMB 2 x4RIP 2BP x330RTMB 2 x4RMP 2BP x361RTMB 3 x4RIP 3BP x384RTMB 3 x4RIP 3BP 4)(Fantasy Metal x4)RIP 1Research Items Package IRTMB 1 x4GK Code x6RIP 2Research Items Pa | 1RTMB 1BP x45RTMB 2BP x50RTMB 2BP x54RTMB 2BP x59RTMB 2BP x63RTM 8RTMB 3BP x83RTMB 3BP x87RTMB 3BP x92RTMB 35BP x30RIP 1BP x35RIP 1E x4406RTMB 3 x4RIP 3BP x429RTMB 3 x4RIP 3BP x451RTMB 3 x4RMP 3Rewards ckage IIRTMB 2 x4GK Code x8RIP 3Research Items Package IIRTMB3 x4GK Code | IB 2BP x71RTMB 3BP x75RTMB 3BP x80RTMB 3BP x84RTMB 3BP x89RTMB 33BI BP x39RIP 1BP x44RIP 1BP x48RMP 1BP x53RIP 2BP x57RIP 2BP x62RIP 2BP x65 sLegendBox NameOpening RewardsLegendBox NameOpening RewardsLegendBox de x10RMP 1Research Materials Package IRMB 1 SWRMB 1 GGK Code x6RMP 2Re | IP x26RTMB 1BP x30RTMB 1BP x35RŤMB 1BP x39ŘTMB 1BP x44RTMB 1BP x48RTMB 5RIP ZBP x71RMP 2BP x75RIP 3BP x80RIP 3BP x84RIP 3BP x89RIP 3BP x93RMP 3Total x NameOpening RewardsRTMB 1Research TeachingMaterials Box I(Lv35 MK I Jewellery tesearch Materials Package IIRMB 2 SWRMB 2 GGK Code x8RMP 3Research Materials | 2BP x53RTMB 2BP x57RTMB 2BP x62RTMB 2BP x66RTMB 2BP x72RTMB 3BP x77RTMB 3BP x81RTMB 3BP R84RTMB 3BP x152RTMB 1 x4RIP 1BP x150RTMB 1 x4RIP 1BP x172RTMB 1 x4RIP 1BP x195RTMB 1 x4RIP 1BP x195RTMB 1 x4RIP 1BP x195RTMB 1 x4RIP 1BP x195RTMB 2Research TeachingMaterials Box II(Lv45 MK II jewellery)(Life Fiber 22)RTMB 2RESEARCH SEARCH SEA |
| 3 GResearch Materials Box III: Gear(Lv55 Armor Blueprint)(Fantasy Metal x4)(Life Fiber x4)(Soul En Fiber x3)(Fantasy Metal x3) ● Steel Grave is a solo instanced dungeon found in Candus, Grace City a gets progressively gayer and rewards more BP. Rewards for finishing each stage are listed in the tab set. ● Level 35 unique set is required to craft level 45 unique set, level 45 unique set is required to craft level 45 unique set. | nergy Pipe)SBSG 1Secret Box Steel Grave I(Low Grade Gear Core)(Low Grade Weapon Core)(Meteond Ruin Fortress. You cannot enter Steel Grave in party. Entrance to Steel Grave is marked by a pless above. Hidden Missions have a chance of appearing in each stage, completing them rewards raft level 55 unique set, level 55 unique set is required to craft Golden Citadel set (Golden Citadel set) | or Fragment x3)(Ether Light Fragments x5)(Life Fiber)(Fantasy Metal)SBSG 2Secr purple portal. Steel Grave can be entered from any of the 3 entrances, they all lea material boxes. Steel Grave is divided into 3 groups of chapters: 1-5, 6-10, 11-15. et can also be crafted from Casual Raid set). Level 35 unique set is often abbrevi | cret Box Steel Grave II(Mid Grade Gear Core)(Mid Grade Weapon Core)(Geo Stream id to the same instance. • Steel Grave can only be accessed a limited number of tim 5. The first chapter of the 2nd/3rd group is easier than the last chapter of the 1st/2n viated to MK1, level 45 unique set is often abbreviated to MK2, level 55 unique set | m x3)(Low Grade Ether Light x5)(Life Fiber x2)(Fantasy Metal x2)SBSG 3Secret Box Ste nes per day. ● Entry limit can be reset using a special item. ● Steel Grave consists of 15 c knd group respectively. ● Chapters 1-5 reward materials to craft level 35 unique set, chap it is often abbreviated to MK3, Golden Citadel set is often abbreviated to GC set, Casual F | the Grave III(High Grade Gear Core)(High Grade Weapon Core)(Platinum Star x3)(Mid Grade Ether Light x5)(List chapters, each chapter has 5 stages. You cannot use consumable items or revive in Steel Grave. ■ Each chapter pters 6-10 reward materials to craft level 45 unique set, chapters 11-15 reward materials to craft level 55 unique set, chapters 11-15 reward materials to craft level 55 unique set, chapters 15-15 reward materials to craft level 55 unique set, of the materials to craft level 55 unique set is often abbreviated to CR set. ■ You can only obtain weapon/armor blueprints in chapters 5/10/15. ■ blueprints. ■ For level 55 set, it's recommended to farm chapter 11 for materials and chapter 15 for blueprints. |
| How to beat Chapter 7 Stage 4: run until a controller appears. If your HP is over 90%, operate the covery top there are 10 floating platforms. Activate switch on the last one to disable poison on the grou (3rd, 5th, 9th). Some of them attack with AoE (1st, 4th, 7th, 8th). If you get hit while jumping you mi Points1204,00004,000122514,4004,0005,000233031,20018,4006,000343554,00049,6007,00045409 | ontroller and heal using the green box. But if your HP is under 90%, use the green box first before und. Some of the platforms attack you with AoE (3rd, 5th, 9th). If you get hit while jumping, you mig ght fall off and get killed by poison on the ground. ⊕ How to beat Chapter 15 Stage 5: the AoE attac 0,00013,6008,0005645140,800193,6009,0006750216,000334,40010,0007855326,400550,40011,6008 | using the controller. Repeat with the 2nd wave of enemies. How to beat Chapter that fall off below and get killed. How to beat Chapter 14 Stage 4: activate a control greatly damage both you and enemies. Try to lure Bosses inside the circles 1008960495,000876,80012,00091060-1,371,80012,00010Guild SkillSkill LevelSkil | r 10 Stage 3: every 30 seconds you receive a debuff that drains your HP. It can be r troller every 30 seconds to stop the AoE attacks. ● How to beat Chapter 15 Stage 3: s but don't get hit while doing it or you'll lose a lot of HP.ABCDEFGuild LevelMax № ill EffectRequired Guild LevelRequired Guild PointsRequired ZennyGuild MarkLeve | removed by breaking a green box. Destroy a box immediately after receiving the debuff 3: move to the end of the stage and fight enemies there. This will put you outside of the a MembersNext Level ExperienceTotalExperienceMaximum Daily ExperienceTotal Guild el 1Can assign guild logoLevel 2-Guild StorageLevel 1Guild Warehouse: 48 slotsLevel 2 | to remain at a high HP. Play it safe, you can use 4 green boxes in total. ● How to beat Chapter 13 Stage 4: at th ittack range of the lasers. ● How to beat Chapter 15 Stage 4: floating platforms again. Some of them are invisib Level 2Guild Warehouse: 96 slotsLevel 6Level 3Guild Warehouse: 144 slotsLevel 10Exp IncreaseLevel 1Exp |
| 1Market sale fee discount: 1%Level 41 GP1,950,000Level 2Market sale fee discount: 2%Level 72 GP members at the guild NPC in every town. Guild function access can be restricted and modified by level 2. One percent of Zenny earned by guild members in dungeons is stored as guild funds. Guil 10AffectionNextLevelTotalPointsUnlocksGiftAffectionNextLevelTotalPointsUnlock | 9,000,000Level 3Market sale fee discount: 3%Level 102 GP20,000,000⊕ Guild can be created by ta puild master. ● Guild can be leveled up by acquiring enough guild experience. ● Guild acquires 1 gui dleader can use guild funds and guild points to buy guild skills, as listed in the table above. ● Guild LevelTotalPointsUnlocksGiftLevel 080Level 060Level 070Level 112080Composite Mist50% S' | lking to the female soldier NPC in any town. ♠ Requirements to create a guild are: Ild experience for each 1 FP used by a guild member. ♠ Each member can contribu funds can only be used to buy guild skills and cannot be withdrawn by guild mast G Recovery PotionMega Medical Box x20Mega Healing Jelly x20Mega Soul Injecto | e: level 20 and 100.000 Zenny. Player can search and apply to a guild by using the ute up to 200 guild experience every day. Exiting a dungeon through the escape: Ster. Leaving a guild will put you on a 24 hour cooldown period before you can joi our x20Level 19060Repair fee decreased by 25%Nano Kit x20Bit Strength Suppleme | ee guild NPC found in any town. Guild window is accessed by pressing the G button. Comenu contributes only half of the FP used as guild experience. Kicking and re-inviting bin a guild. Being expelled from a guild doesn't put you on cooldown - you can join a guilent x3Bit Hastening Supplement x3Level 110570Crafting fee decreased by 10%Metal G | emstone x10Lightless Weapon Core x5Lightless Gear Core x5Level 2160200Composite MistHP Recovery Potion |
| x20100% SG Recovery Potion x5Revive Stone x1Level 3150270Repair fee decreased by 25%Nano Ki x10Revive Stone x2Level 4180420Repair fee decreased by 25%Nano KitNano Kit x50Defense-Breake x2Level 5-600Repair fee decreased by 35%Nano KitInjury-Relieving Vial x5Defense-Breaker Vial x5C 1105Helicopter fee decreased by 5%Stringent Accident Call x1Level 2200250Enhancing fee decreas | tNano Kit x20Bit Vitality Supplement x3Injury-Relieving Vial x3Level 3175315Crafting fee decrease or Vial x3Overlimit-Inducing Vial x1Level 4210490Crafting fee decreased by 20%Crafting materials bverlimit-Inducing Vial x3Level 5-700Crafting fee decreased by 20%Crafting materials cost reduced ed by 10%Enhance success chance increased by 2%Ether Light Fragments x10Weapon Extension I. | ed by 20%Crafting materials cost reduced by 10%Geo Stream x10Mid-Grade Weap cost reduced by 20%Platinum Star x10High-Grade Weapon Core x5High-Grade G by 20%Platinum Star x20High-Grade Meapon Core x10High-Grade Gear Core x10 levice x2Gear Extender x2Level 21515Helicopter fee decreased by 10%Stringent | pon Core x5Mid-Grade Gear Core x5Level 4240560Composite Mist HP Recovery Posear Core x5Level 5-800Composite Mist HP Recovery Potion Stage 2 HP Recovery IoTrishaAzinDaily Limit: 10Daily Limit: 10AffectionNextLevelTotalPointsUnlockSdil Accident Call x1Ervst-Class Stringent Accident Call x1Level 3250450Enhancing fee | Potion Stage 2 HP Recovery Potion Stage 3HP Recovery Potion Stage 4 50% SG Recovery Potion Stage 3HP Recovery Potion Stage 4 50% SG Recovery Potion 100% SG Recovery intAffectionNextLevelTotalPointsUnlocksGiftLevel 0100—Level 05—Level 1150100Enham be decreased by 15%Enhance success chance increased by 2%Low Grade Ether Light xIC. | tion Stage 2 HP Recovery Potion Stage 350% SG Recovery Potion100% SG Recovery PotionComposite Mist y Potion 100% SG Recovery PotionDaily purchase limit doubledComposite Mist x30100% SG Recovery Potion PotionDaily purchase limit doubledComposite Mist x40100% SG Recovery Potion x20Special Revive Stone licing fee decreased by 10%Ether Light Powder x10Weapon Extension Device x2Gear Extender x2Level 0Weapon Extension Device x2Gear Extender x2Level 32030Helicopter fee decreased by 15%Stringent Accident |
| 100%! You might need to try a few times until memorial appears.DungeonEpisodeMemorial Location GreedEpisode 3Second areaBest ShowtimeEpisode 3First areaTower of GreedEpisode 4N/AN/ABest partBig MouthEpisode 3Third areaN-102Episode 3Third area, second partBig MouthEpisode 4N/AN/first partNED CompanyEpisode 3First area, first partWelf CryEpisode 3First area, third partNED Co | MapDungeonEpisodeMemorial LocationMapControl Žone 43Epiŝode 1N/AN/AR SquareEpisode 1Fi ShowtimeEpisode 4N/AN/AConcrete JungleEpisode 1N/AN/AJunk PoolEpisode 1First area, second j AN-102Episode 4N/AN/ABreakoutEpisode 1First area, third partFront LineEpisode 1Third areaBre mpanyEpisode 4Second areaWolf CryEpisode 4First area, first partCold RainEpisode 1Boss areaFla | rst areaControl Zone 43Episode 2Third areaR ŚquareEpisode 2Boss areaControl 2 part(don't jump down)Concrete JungleEpisode 2Third areaJunk PoolEpisode 2First akoutEpisode 2First area, third partFront LineEpisode 2Second areaBreakoutEpis me BreakerEpisode 1Boss areaCold RainEpisode 2Second areaFlame BreakerEpis | Zone 43Episode 3Third areaR SquareEpisode 3N/AN/AControl Zone 43Episode 4F, st areaConcrete JungleEpisode 3Second areaJunk PoolEpisode 3Second areaConcre sode 3First area, fourth partFront LineEpisode 3Second areaBreakoutEpisode 4N/s isode 2Second area, second partCold RainEpisode 3Third areaFlame BreakerEpiso | Fourth areaR SquareEpisode 4Second areaTower of GreedEpisode 1First areaBest Show ete JungleEpisode 4Third areaJunk PoolEpisode 4N/AN/ABig MouthEpisode 1Boss areaN /AN/AFront LineEpisode 4Fourth areaNED CompanyEpisode 1Second area, first partWol ode 3First area, first partCold RainEpisode 4Second areaFlame BreakerEpisode 4Third a | pter fee decreased by 30%Secret Heart x3Public Heart x1ABCDEFGHIImportant: Memorial spawn chance isn't timeEpisode 1Second areaTower of GreedEpisode 2Second areaBest ShowtimeEpisode 2First areaTower of J-102Episode 1First area, second partBig MouthEpisode 2Second areaN-102Episode 2Second area, second If CryEpisode 1Third area, first partNED CompanyEpisode 2Second area, third partWolf CryEpisode 2Third are area, first partArea 9Episode 1Second areaControl BaseEpisode 1Boss areaArea 9Episode 2First area, third |
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| points83 points135 points155 points440 points880 pointsPerforated Street5 pointsDreadful Echo75 pointsAABCDEFGHIWeaponCritical Rate (total 94~99%)0%9147Accuracy25% brooches FOT1%919 effect)8%9562104.54%0.59%SA Break7% armor Primal (set effect)9%9617105.13%0.60%Soul Vapo | points85 points140 points160 points570 points1030 pointsDreadful Echo5 pointsGrasscover Camp 7 7100.55%Attack3% brooch Head FOT (set effect)penetration50%2%9248101.10%0.55%Attack Spec r Gain10% title10%9672105.74%0.60%20~25% base11%9728106.35%0.61%Head12%9784106.97 | Total4940 pointsLast Carnival225 points225 pointsLast Carnival5 pointsJunk Hive d5% weapon Primalattack200003%9299101.65%0.56%Critical Damage4% head I %0.62%AccuracyPrimal accessory set effects13%9842107.59%0.62%Attack12% B | 225 points225 pointsJunk Hive5 pointsBandits Hideout225 points225 pointsBandit PrimalBoss def35004%9350102.22%0.56%Critical Rate6% body Primal (bonus from Boss damage14%9899108.22%0.63%CD Reduction1000 crit damage15%9958108.8 | its Hideout5 pointsIron Castle225 points225 pointsIron Castle5 pointsCasual Raids Total om +9 enhance)Boss level595%9402102.79%0.57%Damage on Boss3% ring Shion6%945 86%0.64%Critical Damage10% attack16%10017109.51%0.65%Critical Rate*17%10077 | 20 points150 points180 points600 pointsArk Ship5 pointsRuin Fortress Total3667 pointsPerforated Street67 900 pointsGolden Citadel250 points250 pointsGolden Citadel5 pointsPrimal250 points250 pointsPrimal5 55103.37%0.58%Damage on Mobs4% ring Shion7%9508103.95%0.58%Penetration7% accessory Shion (set 110.16%0.65%DefenseShion accessory set effects18%10137110.82%0.66%Evaded Attack Damage5% Boss 5119.44%0.77%Evaded Attack Damage31%10997120.22%0.78%Evasion32%11069121.01%0.79%EXP |
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