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LINEAGE II

THE CHAOTIC CHRONICLE



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ALL WEAPONS,
ARMOR, ENEMIES,
AND LOOT!

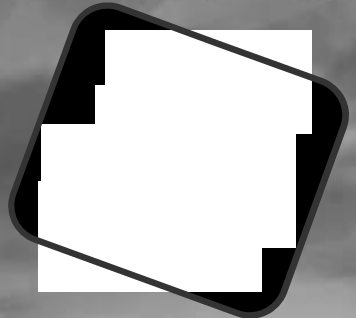
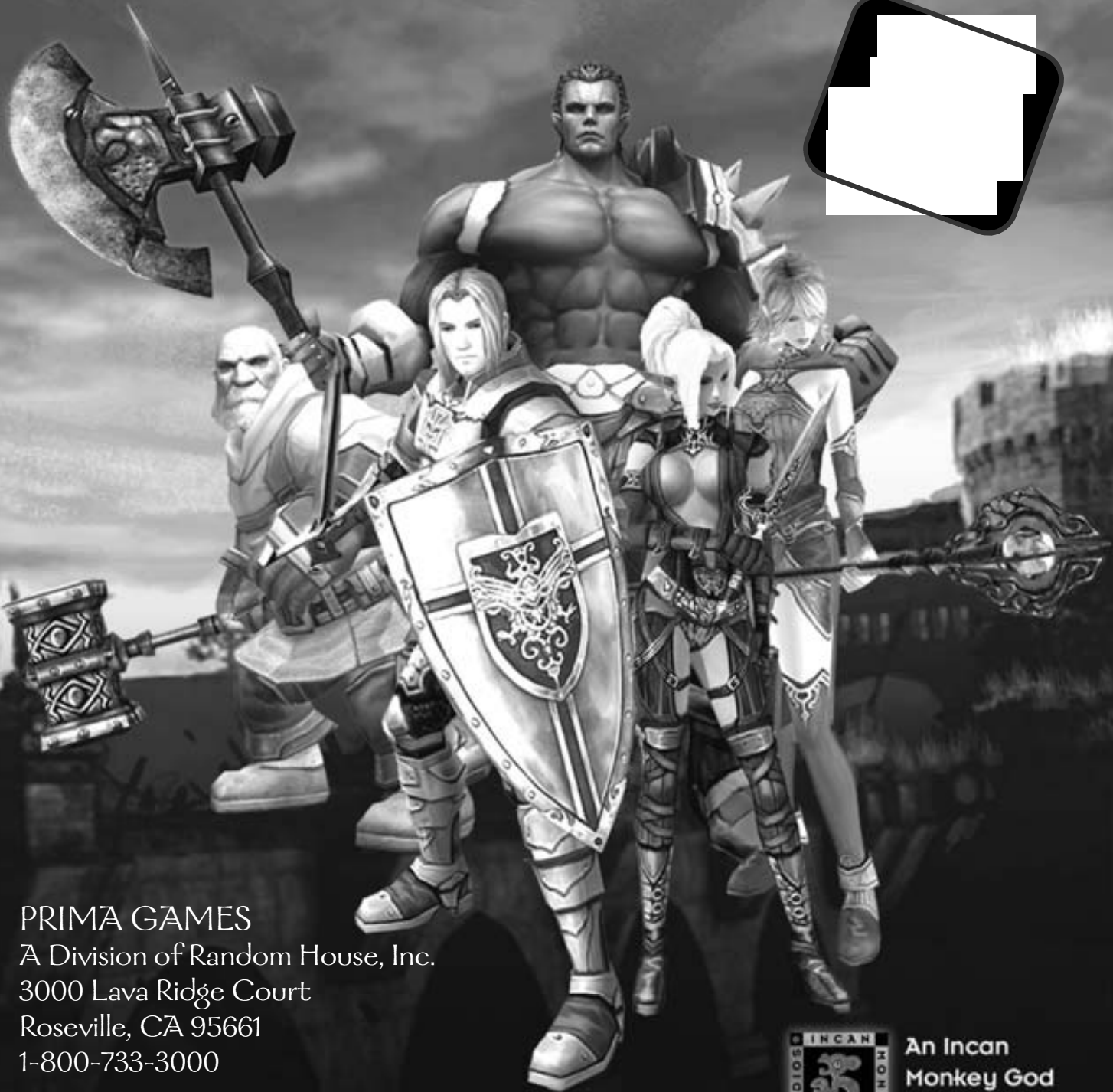
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MASSIVELY MULTIPLAYER ONLINE GAME

LINEAGE™ II

THE CHAOTIC CHRONICLE



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1-800-733-3000

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Monkey God  
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Production



## CREDITS

*Writers*

**Editors & Panel Contributors**

*Editors*

**David Ladyman, Laura "Taera" Genender**

*Book Design*

**Raini Madden**

*Layout*

**David Ladyman, Tuesday Frase,**

**Raini Madden**

*Game Art*

**NCSoft**

*Many Thanks!*

**Our Indispensable Support at NCsoft**  
**Aaron Rigby, Katie Adams, JangHan Jung**

**Craig "Linspatz" Hanson**

**Adam "Duncan" Beberg,**  
**chief cartographer and head of the**  
**Lineage 2 Documentation Project (L2DP)**  
**<http://www.mithral.com/~beberg/L2DP/>**

**IMGS Panelists who braved  
hot vats of midnight oil  
to fulfill the call of duty:**

Colin "TheDrunkenFriar" Doody  
Ethan "Esis" Kidhardt  
Ernie "Zandarbar" Whited

**IMGS Panelists who went  
above and beyond the call of duty:**

Kristin "Katyara" Bates  
Scott "Godslayer" Burgess  
Jason "Executor" Choi  
Kenneth Fautt  
Kevin "Owyn" McLaughlin  
Amer "Amer" Mallah  
Gary "Kylock" Morrow  
Kai "TRC" Nirkkonen  
Tim "Dariuas" Slager  
Ian "Lohengrin" Taylor  
Trey "UltraPh0enix" Webb  
CP "Kittychan" Wilkinson



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Product Manager: Damien Waples

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***This is a big book, for a big game. There's lots of useful information here, but that means you might have to do a little digging to find what you want. Let's see if we can help you get around.***

## Hints, Tips & Strategies

This chapter includes a wide array of suggestions and information about various aspects of the game. It begins with tips for new players, and has an extensive chart comparing all fifty-nine classes of player characters available to you (pp. 8-9).

The last three pages of the chapter describe each character stat, and tells you how the various weapons, armor and other equipment you find will affect your play.

## Classes

The next five chapters (along with the Skills chapter at the back of the book) cover every class in the game. Each chapter describes one of the races, and includes entries for:

- The starting village (completely keyed map)
- The starting dungeon (keyed and annotated)
- The available quests in the area
- The classes

Races and classes are organized the same way they are in the game:

Human / Elf / Dark Elf / Orc / Dwarf

There is a page or two for each class, giving tips plus its HP and MP progression. Fighters are described first, followed by Mystics.

## Equipment

This chapter lists the stats for every weapon, piece of armor, shield, and other item that you can find in the lands of Aden and Elmore. It also includes a list of what every NPC vendor sells, with prices.

## Quests

This chapter begins with a table of every quest in the game, along with where you can get it, and what rewards success will bring.

The remainder of the chapter includes a walk-through for each one of the quests.

## Beyond Your Village

We haven't got a map of every location in the game, but we've got the most popular ones.

We start with a large map of the entire world, and then give smaller maps with the teleport paths and Escape Scroll destinations marked.

After that are completely keyed maps of Aden, Dion, Floran, Giran, Gludin, Gludio, Hunters' Village and Oren, plus an Ivory Tower list.

And then we have completely keyed maps for all the other dungeons in the game — the Ant Nest, Cruma Tower, Forgotten Temple, Giant's Cave and Antharas' Lair.

## Creatures & NPCs

Another chapter of stats, with all the crucial info on the monsters that you have to fight, plus a list of every NPC in the game, and (roughly) where each can be found.

## Drops

Admit it — some of you got this book solely for this chapter. It's got a list of what every creature drops (with the chance it will drop), and then *another* list of which creatures drop each item. To top it off, we have the contents of every recipe to be found.

## Skills

A book in itself, this chapter describes every skill available to every class, organized by class. The order here is identical to the order in Classes.



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## SKILLS

*See individual Classes for specific starting pages*



# HINTS, TIPS & STRATEGIES



When you first arrive in your homeland, it will take a while for you to become familiar with your surroundings and comfortable with venturing beyond where you begin.

As a new player, you can benefit from the wisdom of others. Take a look at the tips in this chapter. A little preparation can go a long way, and your early levels will pass more quickly once you understand the basic principles of the game.

## FIRST STEPS

- As soon as your character is created, equip your items (double-click on them in your inventory; you have upper armor, lower armor and a weapon or two to choose from).
- Talk to one of the masters around your starting point and get the map quest. The master asks you to kill Keltirs and get Keltir Fangs. Keltirs should be very easy to kill, and completing this quest gives you 50 SP (skill points, used to learn skills) and a map (Elmore for Orcs and Dwarves; Aden for Humans, Elves and Dark Elves). The 50 SP are a decent step toward your first new skill (at Level 5 for Fighters, Level 7 for Mystics), and the map will be useful throughout your entire stay in this world.
- By now, you should be Level 2 or so. Hunt more Keltirs and nearby creatures until you reach Level 4.
- After this, go talk to the guide in your village (marked with **G** on each village map in this guide) and listen to the advice he offers. Especially pay attention to the details he gives on quests — questing is nearly always more profitable than regular hunting until at least Level 10 — to find what NPCs give quests near your level.

## KEYS & GAME FUNCTIONS

- Any mouse with a thumbwheel can give you a quick way to check for enemies while you're running away. Click the thumbwheel to switch to a 180° rear viewpoint that looks over your character's back. Click it again to resume your original view.
- If you like to switch weapons in combat, put all of them on hotkeys. This makes it much faster to switch in mid-fight.
- If you like to hunt mobs that aggro (that is creatures that attack you first, rather than waiting politely for you to attack them), you definitely want to put several hotkeys in easy order. Many players use F1 (Next Target), F2 (Powershot, Mortal Blow, etc.), F3 (Attack). That way, you can press F1, F2, F3 in sequence each time you kill your current target. It's much faster than clicking on the new target, but only works when the mobs are practically on top of you.
- Use the Pick Up action instead of visually finding and picking up items. Put it on your hotkey bar. Use it early, use it often, and keep using it after each kill until you're sure the area is looted. This way, you can pick up things other characters miss, or something a mob is obscuring.
- Try using Pick Up when you're traveling — hit brushy areas where people may have missed loot, or died before they could pick it up.





## TOP 10 TIPS FOR NEWBIES

1. Do the map quest when you first start the game. It's easy, and it will help you find your way around.
2. Replace that newbie weapon as soon as you can! Fighters should get a bow and arrows, and Mystics should find a good spellbook or staff. (You get a weapon upgrade quest at level 10.)
3. Keep a healing potion on hand at all times as soon as you can afford it. Lesser Healing isn't that expensive, and will heal you over time. This often gives you the time you need to run away, or make your way to the dungeon exit.  
The same can be said for Escape Scrolls — why run when you can be whisked back to town in several seconds?
4. Always make sure you know what direction to run to reach town. Nothing's worse than running yourself into a dead end!
5. Take on any weapon and armor quests you find. You'll get something valuable for your time, as well as XP.
6. Complete all coin quests, and repeat them if you can. Very often. That's a surefire way to earn money when you're young.
7. Use your hotkeys during combat! You can set up multiple hotkey bars, so try setting up one for combat, placing the keys in the order of your most common actions (for example, Next Target/Power Strike/Attack, or Assist/Attack).
8. Learn to shout! Players are usually good about answering questions. In the Chat window, precede your comment with an exclamation point (!) to broadcast it.
9. (Learn to whisper!) Precede your comment with a double quotation mark, followed by the character's name, then your message — for example: "Jaylina Let's meet in Gludin.
10. Until you fully understand karma and its consequences, don't hit anyone, even if they hit you. Red players may try to lure you into fights.

## Who Are You, Anyway?

*Lineage II* has nine initial character choices, which grow into eighteen choices once you get to Level 20, and then sprout another 32 at Level 40. Which one are you? This time?

You can be a mighty warrior, a subtle sorceress, a crafty Dwarven artisan. You can summon the elementals of nature, or lurk in the shadows, striking unseen. You can be any of these, and all of them.

To help you decide who you are, we've prepared a chart on pp. 8-9 with details about each of the classes you can choose. It is divided into three parts, one for each level of profession. The first part lists the base stats for each class; they won't change as you develop.

Each part lists the Hit Points (HP) and Mana

Points (MP) for each class — at Level 20, Level 40 and Level 60. It also looks at how well each class can fulfill various roles, and what skills it can acquire.

The symbols used include \*\*\* (excellent), ☆☆☆ (good), ☆☆ (workable), ☆ (minimal) and × (don't do it). "—" indicates something that is not possible. (For example, only Dwarves can craft, so all other classes simply list "—" for crafting.) Some of it is purely subjective, given to get you started toward forming your own opinion — feel free to disagree.

**DL.Sw.** is Dual Swords expertise. **DoT** is damage over time. **LT.ARM.** is Light Armor. **SUMM** is Summoning expertise. **MYSTIC** is expertise with Mystic weapons. **FROM** gives an abbreviated list of where each upper class comes from.



# LINEAGE II

## PRIMA Official Game Guide

| FIRST PROFESSIONS  | 20:HP | 20:MP | STR   | DEX  | CON  | INT   | WIT   | MEN    | P.DAM | M.DAM | DoT | TANK | BUFF | HEAL |
|--------------------|-------|-------|-------|------|------|-------|-------|--------|-------|-------|-----|------|------|------|
| Human Fighter      | 516   | 184   | 40    | 30   | 43   | 21    | 11    | 25     | ***   | -     | -   | ***  | -    | -    |
| Human Mystic       | 405   | 284   | 22    | 21   | 27   | 41    | 20    | 39     | ☆☆    | ***   | ☆☆☆ | ×    | ***  | ***  |
| Elven Fighter      | 464   | 187   | 36    | 35   | 36   | 23    | 14    | 26     | ☆☆☆   | -     | -   | ☆☆☆  | ☆☆☆  | ☆☆   |
| Elven Mystic       | 392   | 286   | 21    | 24   | 25   | 37    | 23    | 40     | ☆☆    | ***   | -   | ×    | ***  | ***  |
| Dark Fighter       | 438   | 187   | 41    | 34   | 32   | 25    | 12    | 26     | ***   | ☆☆    | -   | ☆☆   | ☆☆☆  | -    |
| Dark Mystic        | 389   | 278   | 23    | 23   | 24   | 44    | 19    | 37     | ☆☆    | ***   | ☆☆☆ | ×    | ***  | ***  |
| Orc Fighter        | 577   | 188   | 40    | 26   | 47   | 18    | 12    | 27     | ***   | -     | -   | ***  | -    | -    |
| Orc Mystic         | 456   | 291   | 27    | 24   | 31   | 31    | 15    | 42     | ☆☆☆   | -     | *** | ☆☆☆  | ***  | -    |
| Dwarven Fighter    | 560   | 188   | 39    | 29   | 45   | 20    | 10    | 27     | ☆☆☆   | -     | -   | ***  | -    | -    |
| SECOND PROFESSIONS | 40:HP | 40:MP | FROM  | STUN | ROOT | SLEEP | SUMM. | DL.SW. | P.DAM | M.DAM | DoT | TANK | BUFF | HEAL |
| Warrior            | 1649  | 459   | HF    | ☆☆☆  | -    | -     | -     | ☆☆☆    | ***   | -     | -   | ☆☆☆  | -    | -    |
| Human Knight       | 1536  | 459   | HF    | ***  | -    | -     | -     | ☆☆     | ☆☆☆   | ☆☆    | -   | ***  | -    | ☆☆   |
| Rogue              | 1460  | 459   | HF    | ☆☆   | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | -    | -    |
| Human Wizard       | 998   | 708   | HM    | -    | -    | ***   | ***   | ☆☆     | ☆☆    | ***   | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Cleric             | 1146  | 708   | HM    | -    | ***  | ***   | -     | ☆☆☆    | ☆☆    | ☆☆    | ☆☆  | ☆☆   | ***  | ***  |
| Elven Knight       | 1380  | 466   | EF    | -    | -    | -     | -     | ☆☆     | ☆☆    | -     | -   | ***  | ☆☆☆  | ☆☆   |
| Elven Scout        | 1312  | 466   | EF    | ☆☆   | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | ☆☆☆  | ☆☆   |
| Elven Wizard       | 966   | 713   | EM    | -    | -    | ***   | ***   | ☆☆     | ☆☆    | ***   | -   | ×    | ☆☆   | ☆☆   |
| Elven Oracle       | 1109  | 713   | EM    | -    | ***  | ***   | -     | ☆☆☆    | ☆☆    | ☆☆    | -   | ☆☆   | ***  | ***  |
| Assassin           | 1238  | 466   | DEF   | ☆☆   | -    | -     | -     | ☆☆     | ***   | ☆☆    | ☆☆☆ | ☆☆   | ☆☆☆  | -    |
| Palus Knight       | 1302  | 466   | DEF   | -    | -    | -     | -     | ☆☆☆    | ***   | ☆☆    | ☆☆☆ | ***  | ☆☆☆  | -    |
| Dark Wizard        | 957   | 694   | DEM   | -    | -    | ***   | ***   | ☆☆     | ☆☆    | ***   | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Shillien Oracle    | 1100  | 694   | DEM   | -    | ***  | ***   | -     | ☆☆☆    | ☆☆    | ☆☆    | ☆☆  | ☆☆   | ***  | ***  |
| Orc Raider         | 1855  | 470   | OF    | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ***  | -    | -    |
| Orc Monk           | 1775  | 470   | OF    | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆☆  | ☆☆☆  | -    |
| Orc Shaman         | 1308  | 727   | OM    | ☆☆☆  | ☆☆   | ☆☆☆   | -     | ☆☆     | ☆☆☆   | -     | *** | ☆☆☆  | ***  | ☆☆☆  |
| Scavenger          | 1799  | 470   | DwF   | ☆☆☆  | -    | -     | -     | ☆☆     | ☆☆☆   | -     | -   | ☆☆☆  | -    | -    |
| Artisan            | 1722  | 470   | DwF   | ☆☆☆  | -    | -     | ☆☆    | ☆☆     | ☆☆☆   | -     | -   | ☆☆☆  | -    | -    |
| THIRD PROFESSIONS  | 60:HP | 60:MP | FROM  | STUN | ROOT | SLEEP | SUMM. | DL.SW. | P.DAM | M.DAM | DoT | TANK | BUFF | HEAL |
| Gladiator          | 3324  | 995   | HF.Wr | ☆☆☆  | -    | -     | -     | ***    | ***   | -     | -   | ☆☆☆  | -    | -    |
| Warlord            | 3500  | 995   | HF.Wr | ☆☆☆  | -    | -     | -     | ☆☆     | ☆☆☆   | -     | -   | ☆☆☆  | -    | -    |
| Paladin            | 3123  | 995   | HF.K  | ***  | -    | -     | -     | ☆☆     | ☆☆☆   | ☆☆    | -   | ***  | -    | ☆☆☆  |
| Dark Avenger       | 3123  | 995   | HF.K  | ***  | -    | -     | ***   | ☆☆     | ☆☆☆   | ☆☆    | -   | ***  | -    | ☆☆   |
| Treasure Hunter    | 2871  | 995   | HF.R  | ☆☆   | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | -    | -    |
| Hawkeye            | 2959  | 995   | HF.R  | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | -    | -    |
| Necromancer        | 1966  | 1534  | HM.Wz | -    | -    | ***   | ***   | ☆☆     | ☆☆    | ***   | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Sorcerer/ess       | 1966  | 1534  | HM.Wz | -    | -    | ***   | -     | ☆☆     | ☆☆    | ***   | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Warlock            | 2036  | 1534  | HM.Wz | -    | -    | -     | ***   | ☆☆☆    | ☆☆    | ☆☆    | ☆☆  | ×    | ☆☆   | ☆☆   |
| Bishop             | 2184  | 1534  | HM.C  | -    | ☆☆☆  | ***   | -     | ☆☆☆    | ☆☆    | ☆☆    | ×   | ×    | ☆☆   | ***  |
| Prophet            | 2253  | 1534  | HM.C  | -    | ***  | ☆☆☆   | -     | ☆☆☆    | ☆☆    | ☆☆    | ×   | ☆☆   | ***  | ☆☆   |
| Temple Knight      | 2806  | 1010  | EF.K  | -    | -    | -     | ***   | ☆☆     | ☆☆    | -     | -   | ***  | ☆☆   | ☆☆   |
| Swordsinger        | 2886  | 1010  | EF.K  | -    | -    | -     | -     | ☆☆     | ☆☆    | -     | -   | ☆☆☆  | ***  | ☆☆   |
| Plains Walker      | 2580  | 1010  | EF.S  | ☆☆   | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | ☆☆☆  | ☆☆   |
| Silver Ranger      | 2659  | 1010  | EF.S  | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | ☆☆   | ☆☆   |
| Spellsinger        | 1903  | 1544  | EM.W  | -    | -    | ***   | ☆☆☆   | ☆☆     | ☆☆    | ***   | -   | ×    | ☆☆   | ☆☆   |
| Elemental Summoner | 1970  | 1544  | EM.W  | -    | -    | -     | ***   | ☆☆☆    | ☆☆    | ☆☆    | -   | ×    | ☆☆   | ☆☆   |
| Elven Elder        | 2180  | 1544  | EM.O  | -    | ☆☆☆  | ***   | -     | ☆☆☆    | ☆☆    | ☆☆    | -   | ×    | ***  | ***  |
| Abbyss Walker      | 2435  | 1010  | DEF.A | ☆☆   | -    | -     | -     | ☆☆     | ***   | ☆☆    | ☆☆☆ | ☆☆   | ☆☆   | -    |
| Phantom Ranger     | 2509  | 1010  | DEF.A | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | ☆☆    | ☆☆☆ | ☆☆   | ☆☆   | -    |
| Bladedancer        | 2723  | 1010  | DEF.K | -    | -    | -     | -     | ***    | ***   | ☆☆    | ☆☆☆ | ☆☆   | ***  | -    |
| Shillien Knight    | 2648  | 1010  | DEF.K | -    | -    | -     | ***   | ☆☆     | ☆☆☆   | ☆☆    | ☆☆☆ | ***  | ☆☆   | -    |
| Spellhowler        | 1887  | 1503  | DEM.W | -    | -    | ***   | ☆☆☆   | ☆☆     | ☆☆    | ***   | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Phantom Summoner   | 1953  | 1503  | DEM.W | -    | -    | -     | ***   | ☆☆☆    | ☆☆    | ☆☆    | ☆☆☆ | ×    | ☆☆   | ☆☆   |
| Shillien Elder     | 2162  | 1503  | DEM.O | -    | ***  | ☆☆☆   | -     | ☆☆☆    | ☆☆    | ☆☆    | ×   | ×    | ***  | ***  |
| Destroyer          | 3905  | 1018  | OF.R  | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ***  | -    | -    |
| Tyrant             | 3732  | 1018  | OF.R  | ☆☆☆  | -    | -     | -     | ☆☆     | ***   | -     | -   | ☆☆   | ☆☆☆  | -    |
| Overlord           | 2560  | 1575  | OM.S  | ☆☆☆  | ***  | ☆☆    | -     | ☆☆     | ☆☆☆   | -     | *** | ☆☆   | ***  | ☆☆☆  |
| Warcryer           | 2560  | 1575  | OM.S  | ☆☆☆  | ☆☆   | ***   | -     | ☆☆     | ☆☆☆   | -     | *** | ☆☆   | ***  | ☆☆☆  |
| Bounty Hunter      | 3788  | 1018  | DwF.S | ☆☆☆  | -    | -     | -     | ☆☆     | ☆☆☆   | -     | -   | ☆☆☆  | -    | -    |
| Warsmith           | 3620  | 1018  | DwF.A | ☆☆☆  | -    | -     | ***   | ☆☆     | ☆☆☆   | -     | -   | ☆☆☆  | -    | -    |



| FIRST PROFESSIONS  | HERD | KITE | CRAFT | LT.ARM. | HV.ARM. | ROBES | SWORD | BLUNT | FISTS | DAGGER | BOW | POLE | STAFF | MYSTIC |
|--------------------|------|------|-------|---------|---------|-------|-------|-------|-------|--------|-----|------|-------|--------|
| Human Fighter      | X    | ☆☆   | -     | ☆☆☆     | ☆☆☆     | X     | ***   | ***   | ☆☆    | ***    | *** | ☆☆   | X     | X      |
| Human Mystic       | X    | ☆☆☆  | -     | X       | X       | ☆☆☆   | ☆☆    | ☆☆    | ☆☆    | X      | ☆☆  | X    | ***   | ***    |
| Elven Fighter      | X    | ***  | -     | ☆☆☆     | ☆☆☆     | X     | ***   | ***   | ☆☆    | ***    | *** | ☆☆   | X     | X      |
| Elven Mystic       | X    | ***  | -     | X       | X       | ☆☆☆   | ☆☆    | ☆☆    | ☆☆    | X      | ☆☆  | X    | ***   | ***    |
| Dark Fighter       | X    | ☆☆☆  | -     | ☆☆☆     | ☆☆☆     | X     | ***   | ☆☆    | ☆☆    | ***    | *** | ☆☆   | X     | X      |
| Dark Mystic        | X    | ***  | -     | X       | X       | ☆☆☆   | ☆☆    | ☆☆    | ☆☆    | X      | ☆☆  | X    | ***   | ***    |
| Orc Fighter        | X    | X    | -     | ☆☆☆     | ☆☆☆     | X     | ***   | ***   | ***   | X      | ☆☆  | ☆☆☆  | X     | X      |
| Orc Mystic         | X    | X    | -     | ☆☆☆     | X       | ☆☆☆   | ☆☆    | ☆☆☆   | ☆☆☆   | X      | X   | ☆    | ***   | ***    |
| Dwarven Fighter    | X    | X    | ☆☆☆   | ☆☆☆     | ☆☆☆     | X     | ☆☆    | ***   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆   | X     | X      |
| SECOND PROFESSIONS | HERD | KITE | CRAFT | LT.ARM. | HV.ARM. | ROBES | SWORD | BLUNT | FISTS | DAGGER | BOW | POLE | STAFF | MYSTIC |
| Warrior            | ☆☆☆  | X    | -     | ☆☆☆     | ☆☆☆     | X     | ☆☆☆   | ***   | ☆     | ☆      | ☆   | ***  | X     | X      |
| Human Knight       | X    | X    | -     | X       | ***     | X     | ***   | ***   | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Rogue              | X    | ☆☆   | -     | ***     | X       | X     | ☆     | ☆     | ☆     | ***    | *** | ☆    | X     | X      |
| Human Wizard       | ***  | ☆☆☆  | -     | X       | X       | ***   | ☆☆    | ☆☆    | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Cleric             | X    | ☆☆   | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Elven Knight       | X    | X    | -     | X       | ***     | X     | ***   | ***   | ☆☆    | ☆      | ☆   | ☆☆   | X     | X      |
| Elven Scout        | X    | ***  | -     | ***     | X       | ☆☆    | ☆     | ☆     | ☆     | ***    | *** | ☆    | X     | X      |
| Elven Wizard       | ***  | ☆☆☆  | -     | X       | X       | ***   | ☆☆    | ☆☆    | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Elven Oracle       | X    | ☆☆   | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Assassin           | X    | ***  | -     | ***     | X       | ☆☆    | ☆     | ☆     | ☆     | ***    | *** | ☆    | X     | X      |
| Palus Knight       | X    | X    | -     | X       | ***     | X     | ***   | ☆☆    | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Dark Wizard        | ***  | ☆☆☆  | -     | X       | X       | ***   | ☆☆    | ☆☆    | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Shillien Oracle    | X    | ☆☆   | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Orc Raider         | ☆☆☆  | X    | -     | ☆☆☆     | ☆☆☆     | X     | ☆☆    | ***   | ☆☆    | ☆      | ☆   | ***  | X     | X      |
| Orc Monk           | X    | X    | -     | ***     | X       | X     | ☆     | ☆     | ***   | ☆      | ☆   | ☆    | X     | X      |
| Orc Shaman         | ☆☆   | ☆    | -     | ***     | ☆☆☆     | ***   | ☆☆    | ☆☆☆   | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Scavenger          | ☆☆☆  | X    | ☆☆    | ☆       | ***     | X     | ☆☆    | ***   | ☆☆    | ☆      | ☆   | ***  | X     | X      |
| Artisan            | ☆☆☆  | X    | ***   | ☆       | ***     | ☆☆    | ☆☆    | ***   | ☆☆    | ☆      | ☆   | ***  | X     | X      |
| THIRD PROFESSIONS  | HERD | KITE | CRAFT | LT.ARM. | HV.ARM. | ROBES | SWORD | BLUNT | FISTS | DAGGER | BOW | POLE | STAFF | MYSTIC |
| Gladiator          | ☆☆   | X    | -     | ☆☆☆     | ☆☆☆     | X     | ☆☆☆   | ***   | ☆     | ☆      | ☆   | ☆☆   | X     | X      |
| Warlord            | ***  | X    | -     | ☆☆☆     | ☆☆☆     | X     | ☆☆    | ☆☆    | ☆     | ☆      | ☆   | ***  | X     | X      |
| Paladin            | X    | X    | -     | X       | ***     | X     | ***   | ☆☆☆   | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Dark Avenger       | X    | X    | -     | X       | ***     | X     | ***   | ☆☆☆   | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Treasure Hunter    | X    | ☆☆   | -     | ***     | X       | X     | ☆     | ☆     | ☆     | ***    | ☆☆☆ | ☆    | X     | X      |
| Hawkeye            | X    | ☆☆☆  | -     | ***     | X       | ☆☆    | ☆     | ☆     | ☆     | ☆☆     | *** | ☆☆   | X     | X      |
| Necromancer        | ☆☆☆  | ***  | -     | X       | X       | ***   | ☆     | ☆     | ☆     | ☆      | ☆   | ☆    | ***   | ***    |
| Sorcerer/ess       | ***  | ***  | -     | X       | X       | ***   | ☆     | ☆     | ☆     | ☆      | ☆   | ☆    | ***   | ***    |
| Warlock            | ☆☆   | ☆☆   | -     | ☆☆☆     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Bishop             | X    | ☆    | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Prophet            | X    | ☆    | -     | ***     | ☆☆      | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Temple Knight      | X    | X    | -     | X       | ***     | X     | ***   | ☆☆☆   | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Swordsinger        | X    | X    | -     | X       | ***     | X     | ***   | ☆☆☆   | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Plains Walker      | X    | ☆☆   | -     | ***     | X       | X     | ☆     | ☆     | ☆     | ***    | ☆☆☆ | ☆    | X     | X      |
| Silver Ranger      | X    | ***  | -     | ***     | X       | ☆☆    | ☆     | ☆     | ☆     | ☆☆☆    | *** | ☆    | X     | X      |
| Spellsinger        | ***  | ***  | -     | X       | X       | ***   | ☆     | ☆     | ☆     | ☆      | ☆   | ☆    | ***   | ***    |
| Elemental Summoner | ☆☆   | ☆☆   | -     | ☆☆☆     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Elven Elder        | X    | ☆    | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Abyss Walker       | X    | ☆☆   | -     | ***     | X       | X     | ☆     | ☆     | ☆     | ***    | ☆☆☆ | ☆    | X     | X      |
| Phantom Ranger     | X    | ***  | -     | ***     | X       | ☆☆    | ☆     | ☆     | ☆     | ☆☆☆    | *** | ☆    | X     | X      |
| Bladedancer        | X    | X    | -     | X       | ***     | X     | ☆☆    | ☆     | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Shillien Knight    | X    | X    | -     | X       | ***     | X     | ***   | ☆☆    | ☆     | ☆      | ☆   | ☆    | X     | X      |
| Spellhowler        | ***  | ***  | -     | X       | X       | ***   | ☆     | ☆     | ☆     | ☆      | ☆   | ☆    | ***   | ***    |
| Phantom Summoner   | ☆☆   | ☆☆   | -     | ☆☆☆     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Shillien Elder     | X    | ☆    | -     | ***     | X       | ***   | ☆☆☆   | ☆☆☆   | ☆☆☆   | ☆☆☆    | ☆☆☆ | ☆☆☆  | ☆☆☆   | ☆☆☆    |
| Destroyer          | ***  | X    | -     | ☆☆☆     | ☆☆☆     | X     | ☆     | ☆     | ***   | ☆      | ☆   | ☆    | X     | X      |
| Tyrant             | X    | X    | -     | ***     | X       | X     | ☆☆    | ***   | ☆     | ☆      | ☆   | ***  | X     | X      |
| Overlord           | ***  | ☆☆☆  | -     | ***     | ☆☆☆     | ***   | ☆☆    | ☆☆    | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Warcryer           | ☆☆   | ***  | -     | ***     | ☆☆☆     | ***   | ☆☆    | ☆☆☆   | ☆☆    | ☆☆     | ☆☆  | ☆☆   | ***   | ***    |
| Bounty Hunter      | ☆☆☆  | X    | ☆☆    | X       | ***     | ☆☆    | ☆     | ***   | ☆     | ☆      | ☆   | ***  | X     | X      |
| Warsmith           | ☆☆☆  | X    | ***   | X       | ***     | ☆☆    | ☆     | ***   | ☆     | ☆      | ☆   | ***  | X     | X      |



## HUNTING BEYOND YOUR VILLAGE

**Abandoned Camp.** By Level 20 or 25, you've outgrown your starter dungeon, and when this happens you want to move on to the Abandoned Camp. You will last well into your late 20s here. Monsters range from the easier Ol Mahum Patrols and Stragglers, to the more difficult Captains and Commanders (which usually require you to group with others). There is also a profitable repeatable adena quest here, which you can get from Leopold in Gludin.

After you've grown out of the Abandoned Camp, you have plenty more spots where you can move to. It's recommended that all of these places be visited with a group only, especially at lower levels.

**The Orc Barracks** north of Gludin feature dungeon-type monsters (double HP, double experience), and an adena quest, which you can get from Piotur just north of the barracks.

**The Wastelands** are a great place to hunt and the Punchers and Granite Golems there drop D-grade Enchant Armor/Weapon Scrolls. (Archers might want to hunt elsewhere, since most golem-type monsters are resistant to arrows.)

**The Forgotten Temple** is great for experience, though dangerous for lower-level characters.

If you're looking to solo, you might try the **outer rings of Cruma Tower** (Gray Ants, Giant Mist Leeches), or the area around **Dion** (Hobgoblins, Dire Wolves, Enku Orcs) or **Floran** (Monster Eyes, Dire Wolves).

Later in your career you may wish to move to **Giran** and hunt monsters around there (Wyrms, Guardian Basilisks, Harpies).

Wyrms and Harpies are a good bet for archers, since they are slow and take 10% more damage from arrows.

If you're in a group, go north from Giran into **Death Pass** and hunt Fettered Souls, which are also double HP/experience monsters. They're tough, but with a group you can kill them quickly for large amounts of experience.

The **Execution Ground** is also a good place for experience, though easier than Giran. Archers will find slow monsters here as well, such as Ghouls and Hangman Trees (watch out for their Dryad Root spell!).

You may also move back into the **Wastelands** if you're a dagger user; by this time you should be strong enough to solo the monsters there. There is another adena quest involving Golems here; you can get it from Trader Rolento at the southern entrance of the Wastelands.

If you're looking for a challenge, you may wish to venture into the **Cruma Tower**. All monsters inside the tower are above Level 40, and have triple HP (and triple experience)! If you're looking to hunt here between Level 35 and 40, it's a good idea to form a full group of 9 people before hunting in here. You can continue to hunt in Cruma (first floor) until you reach Level 40. Archers should think about switching to a dagger when hunting in here; there are plenty of golem type monsters and you will find yourself running out of arrows/MP very quickly, taking you out of the group experience. For this reason experienced Cruma-bound groups are often hesitant to accept archers.

## CAMPING

Camping is when a player or a group of players "take over" a room, initially killing all the monsters, then killing them as they respawn, thus cutting down on the risk of getting ganged up on.

**Etiquette of Camping.** If someone is already camping a room, leave them be.

If someone invades your room, remember that they might not understand that you do not want help.

If you are camping a monster needed for a quest, give other people a turn. Not only is it polite, but it saves you a scolding from a Game Master!



## PLAYER vs. ENVIRONMENT

- Get your weapon of choice first — then worry about armor!
- Mana Points and Hit Points are fully regenerated each time you gain a new level. You can afford to drop way low, if you know you can survive — you'll be fully restored as soon as the combat is over.
- Before you go on a hunt, it's helpful to know what mobs will aggressively attack, which ones will help those of their own kind, and which ones will just stand by while you whack its twin several feet away.
- If you're in rugged terrain and about to attack a mob that you know might get help, take a quick look around trees, boulders and other obstacles. On occasion, a second enemy is inconveniently hidden and will attack once you hit the exposed one.
- Always try to keep your Hit Points and Mana Points evenly balanced. That gives you the best chance at survivability. Low on HP? Use an attack skill that requires MP. Low on MP? Rely on your physical attack.
- Don't quaff potions before combat. Several HoT (heal-over-time) potions apply a large boost up front, then restore HP slowly for the duration of the potion. If you're already at full health, you'll lose some of its effectiveness. Try waiting until you're between 50% and 70% of full health.
- Bandages stop bleeding effects, and Antidotes stop poisoning effects. (But they have to be powerful enough for the wound you're trying to negate.)
- If you fall below 25% or so of your HP, start running away. Point and click somewhere far off into the horizon, and click your mouse thumbwheel to check your rear view every once in a while. Running is a better option than standing there and dying. Plus, if other players see you running, they'll often help you out by hitting whatever's chasing you.

Conversely, if you see someone running away, you should always ask if he needs help first. If someone is kiting (running away to regenerate HP or MP), he may get upset if you attack his kill.

- When it's time to flee for your life, try this trick. Find a sharp corner in the architecture or the landscape and "scrape off" the mob(s) chasing you. In many cases, the enemy won't follow you down a side corridor or around the bend of a hill.
- Some monsters start running back to their camps when they hit 50% health — for instance, Tureks and Mahums do this. You may have to chase down your kills to finish them off. But be aware that they might be running for protection; try not to chase one right into a nest of red mobs.
- Critters always seem to want to fight from equal footing. If you attack from a set of stairs or a platform, your enemy will usually try to find a way to climb up before attacking. Obviously, this can give you a great advantage when you're fighting something tough.
- You may notice some weapons have both a soulshot and spiritshot rating. Fighters can use soulshots before striking, to apply extra physical damage. Casters can use spiritshots and then cast spells while wielding that weapon to get a magical attack boost. Before you use that weapon, click the appropriate shot type.

## KITING

Learn it, use it, live it. Here's a quick tutorial: using a bow (or attack spell) shoot at your target once. Before the arrow even makes contact, turn tail and run a few steps (the chances of you missing are slim to none at this point). Now stop and fire another arrow. Rinse and repeat until your target is dead. Because of your speed you can effectively out run almost anything from Levels 1 – 20, with a few exceptions such as spiders.



- Just because you *can* attack something doesn't mean you should. Take some time to figure out your fighting efficiency. If you hit 10 times to kill creature X and get 500 XP, then you're really only getting about 50 XP per hit. But, if you can kill another creature with three swift blows and get 270 XP for it, you're earning 90 XP per kill.
- Similarly, if you kite (attack, run away to regain HP or MP, then attack again), your fighting efficiency over time might be reduced.
- Don't attack similar critters that are standing within ten or so paces of one another, or they'll probably help each other. (One solution: find a buddy on the fighting field and coordinate your attacks so that each of you draws the attention of one monster.) It's easy to attack something without realizing its buddy is standing behind a boulder or tree.
- Since combat is automatic, you can rotate your view while you fight. This can be a good way to get an early fix on your next target (especially in the "get 50 of item X" quests).
- If you have Mortal Blow, Powerstrike, Iron Punch, or another skilled attack, hit with it first. You should always make your hardest, most powerful hit first — while you're not being hit as you wind up for your blow.
- Power Shot (bow attack) does not consume arrows; none of the special bow attacks use arrows.
- If you're an archer, consider getting a dagger along with your bow. Start with a Powershot from your bow. Then, use hotkeys to quickly switch to your dagger as the creature rushes to attack you. The advantage is that you'll get in a major blow and a couple of arrows before it reaches you. The disadvantage is that even though you can deliver a bunch of damage this way, Powershot sucks up MP (which archers need for normal attacks).

- Even if you're not an archer by trade, a standard bow in your arsenal helps you pull a critter to your group or simply gives you extra time to deal damage from afar before you strike with your main melee weapon. Many players camp an area this way.
- If you're using arrows and a bow, you don't have to wait for your arrow to land. Fire, then run. Archers have an inherent ability to kite since they're already able to strike from a distance.
- Using a shield hurts your ability to evade a hit from an enemy. If your class wears light armor, consider just dropping the shield — light armor is all about *not* being hit! Spend your time dodging and attacking.
- Make sure you attack what's appropriate for your level. Your XP will be low if you hunt something that's too easy, and you'll get slaughtered if you take on too much.

In general, you can accumulate more XP by fighting blue and green mobs than white ones. You don't get quite as much per kill, or quite as much adena, but you don't have to rest as often.

- Group for exp, solo for cash: Even once you've reached grouping levels, you'll still need to take time to farm cash alone
- Money is important: Don't gain exp (without cash) too fast and let your equipment fall far behind, or you're in big trouble.
- Killing lower-level monsters is better exp: You kill greens faster with less downtime than whites solo, so you actually get the best exp over time by picking on high greens.

| Con Color  | Proximity to your level          |
|------------|----------------------------------|
| Red        | 9 or more levels above you       |
| Light Red  | 6 to 8 levels above you          |
| Yellow     | 3 to 5 levels above you          |
| White      | +/-2 levels (above or below you) |
| Green      | 3 to 5 levels below you          |
| Light Blue | 6 to 8 levels below you          |
| Blue       | 9 or more levels below you       |



## GROUPING vs. ENVIRONMENT

- When forming groups, mix races and classes for maximum benefit. Consider all of the race and class advantages and disadvantages when you're hunting with a group. The best groups have a mixture of Fighters from the strongest physical races and healers from the strongest magical races.
- When you join a party, look for the green dots on the radar. They represent your party members (useful if you've had to run away, or if you've died and restarted in a village).
- When you've got a group with several people, and multiple mobs are in the area, make sure the group concentrates on a single mob at a time. The group's priorities will vary, but in general, you can focus on eliminating the most dangerous mobs first. One of the most common mistakes made by young groups (and uncoordinated older groups that should know better!) is attacking multiple critters at once — the tank draws one, just as an anxious Fighter or Mystic is also getting off a first shot at another one.
- The easiest way to run as a party is to designate a leader. All party members can then double-click the leader's name (MP and HP bar) in the upper left corner to automatically follow the leader.
- If you're one of the weaker characters (e.g., a Mystic), don't take the first hit on a creature. It goes after the attacking player first, so leave the preliminary bashing to your tank, and then use your spells to either buff the Fighters, or harm the mob.
- In a group, be sure to follow the lead tank and attack whatever he designates as a target. Target your tank, place the Assist button on a hotkey bar, and use it to get your next target. If you don't, you run the risk of attacking the wrong enemy in a mob, or possibly even someone in your group.
- Never, ever run away from the party during battle, even if you're low on HP. Carry some Resurrection Scrolls if you're afraid you'll die, but don't run away. The only person that should run away — ever — is the healer/rezzer. If that character dies, so does the party. But, he or she will die without tank and damage support. So, let them heal you while you stand there and fight like a man! Or woman!
- If you buff a Fighter in mid-battle, you may draw the monster's aggression. Monsters are sometimes smart enough to figure out who's buffing, and attack that person.
- You can have up to nine people in your party (including yourself).
- The best advantage of partying is that for every kill, you get at least 7% more experience than you would normally. (Sure, you're dividing XP with your party mates, but you can hunt longer and more quickly in a party.)
- In party situations, never run away, even if you're low on HP or MP. The only one who should ever run is the rezzer/healer/buffer.
- If you die and have to meet up with your party, you won't get experience again until you see them on your radar again. But, you'll still share adena they earn while you're traveling back to them.
- Depending on your level, bigger/smaller parties might be better. For example, while a Level 30 two-person group can get the best EXP in the Ant Nest, you need at least a four-person group to start at Cruma Tower at 32.
- Different characters in parties fulfill different roles. Know, before you go into combat, what your duties are:
  - The Tank.** Usually a Knight class, the tank is the person who goes in and takes the hits, whether by pulling or by simply charging in.
  - Pulling.** Pulling is when you use a bow, magic or careful movement to pull one monster out of a group, usually a group of aggressives or helpers.



**The Healer.** Despite popular belief, it's not necessary to have a healer ... if the party knows how to work together and stay alive. As the name implies, the healer is in charge of keeping the other party members alive.

**The Damage Dealer.** Most tanks do not have a high attack power or many special attacks, so it's always good to have a dagger, bow, magic, or dual swords type along to help kill the monsters. Remember, the faster the monsters fall, the less HP your tank loses!

- If you want to maximize speed and minimize time between monsters, have someone call out the next target, e.g., "NW Skel" ("northwest Skeleton!").
- Stunning a creature, while not doing much damage (for shield stun, no damage at all), gives your tank a break from being hit.
- It's better to go for a collection of monsters that you can kill nonstop then go for an area that spawns too slow or a spot where you need to rest a lot.
- Whenever your secondary meleers or even an archer has extra HP, let them tank one or two monsters. This gives the real tank some time to regenerate, and then they can regenerate while the real tank is tanking!
- Healers, don't heal the secondary tanks unless they're in trouble. Their tank time is also a time for you to regenerate more MP to heal the primary!
- And the most important one of all ... *Listen!*

Listen to each other, and have someone listening to shouts/chats. You never know when someone might shout that a PKer is coming!

## PLAYER vs. PLAYER (PvP)

- Character name color indicates PvP status. You don't have to do anything special to enter PvP mode, except hit another player character (hold down the Control key while striking). This can increase your karma level (which is a bad thing, unless you like playing bad guys), changing your color as follows:

| YOU    | YOUR ACTION | OTHER GUY   | YOUR RESULT        |
|--------|-------------|-------------|--------------------|
| White  | Hit         | White       | Purple             |
| White  | Kill        | White       | Red                |
| White  | Hit         | Purple      | Purple             |
| White  | Kill        | Purple      | Purple, then White |
| White  | Defend Self | Purple      | Purple, then White |
| White  | Hit/Kill    | Red         | White              |
| Purple | Hit         | Any Color   | Purple             |
| Purple | Kill        | White       | Red                |
| Purple | Kill        | Purple, Red | Purple             |
| Red    | Hit         | Any         | Red                |
| Red    | Kill        | Creatures   | Red decreases      |
| Red    | Die         |             | Red decreases      |

- If you get karma, you turn red and become an instant target for guards and other PCs who won't be penalized for killing you. Also, if you turn red, you can't shop in towns.
- You also stand to lose items if you die and your name is red. Even if an item is equipped, you can still lose it!
- If you turn red because of bad (high) karma, the only way to lower it is to hunt *a lot* of creatures, the higher the better. Or die a lot.
- You don't really have a way to evaluate your enemy except by appearance (or reputation). Take a look at the weapon and armor listings in this guide and familiarize yourself with the list. Discover at what levels characters are most likely to be wearing certain types of armor.
- Be wary of someone dressed in newbie garb who's taunting you to start a fight. That person may lure you into swinging, then equip his or her real armor and weapons (or even worse, may have buddies lurking nearby).
- PvP may sound fun and powerful, but you should really hold off until you get to high-





er levels. If you strike out on the PvP path too early, you can destroy your character's karma (and become a prime target for others who won't be penalized for killing you).

- Some of the best PvP skills can only be used on purple or red player characters — root, snare, sleep, stun, and damage over time (DoT) skills. If you plan on going that route, make sure you pick the right profession and skill set.
- Silver Ranger (<- Elven Scout <- Elven Fighter) is one of the best classes for PvP because of its speed, which gives the ability to kite enemies (continual hitting and running, while avoiding most return damage).

## PARTY vs. PARTY

- Follow three general rules when fighting with a group against another group in PvP:
  1. Make sure one or more people in your group have a bow to catch kiting or fleeing characters. If that's not possible, make sure your Mystic has root or sleep abilities.
  2. The more healers you have, the better. Balance the number of Fighters with the number of Mystics needed to keep those Fighters buffed and healthy.
  3. Keep your healers alive. If they die, the Fighters usually follow.
- For success, your group needs either crowd control (snare, root or sleep skills) or speed. Speed is required to catch fleeing enemies (or to run away), while crowd control slows down opponents. A Mystic with both types of skills is invaluable for group PvP battle.
- In PvP group fights, focus on killing Mystics with healing and nuke skills first. Put your other primary focus on rooting tanks.
- If you're on the opposite end of rooting (i.e., you're a tank stuck in place), you're going to want to acquire a top-of-the-line bow. You will be the target of many, many root spells, and a bow will be your only method of attack during those times.

## HUNT MODIFIERS

This guide lists the base EXP and SP you earn for each kill, but what you actually earn can be modified by a couple of factors.

### Hunting Deep Blue MOBs

- **EXP and SP.** When you kill a creature that has a lower level than yours, your rewards go down. For each level you are above the creature, you lose 9% of the total reward. Both EXP and SP round down, so that if you kill a creature even one level below yours, you're giving up at least one SP. (That makes a much greater difference at lower levels than it does at higher levels.)
- **Drops.** When you kill a deep blue creature, the chance for each drop is reduced to a third of the normal chance. This applies to both normal drops and Spoil drops.

### Party Modifiers

- When you group together to hunt as a party, you earn less per kill (because you're sharing the EXP and SP with your group) but there is a group bonus that increases the total EXP and SP awarded.
- When two characters group together to hunt, there is a 7% bonus. For each additional member there is an additional 7% bonus.
- If all members are the same level, EXP and SP are shared equally. If there's a difference in levels, you gain EXP and SP based roughly on how many levels you have, compared to the other characters in your group.

So (for example), if a Level 6 and a Level 4 group together, the Level 6 will get about 60% of the rewards, and the Level 4 will get about 40%. (It's not that simple — to get the actual division, you square each level [ $6 \times 6 = 36$ , and  $4 \times 4 = 16$ ] and add them together [ $36 + 16 = 52$ ]. The Level 6 character gets  $36/52$  of the rewards, while the Level 4 gets  $16/52$  of the rewards — that works out to almost a 70/30 split.) However, remember the 7% bonus for grouping that adds to both characters' rewards.



## SKILLS

- You don't have a skill point cap — as long as you can kill things, you can earn additional skill points (SPs) to spend on skills.
- Your skill timer only affects the skill you've just used. A good tactic at lower levels, if you don't mind forking over a little extra XP up front, is to acquire two attack skills as early as possible. You can start your attack with one weapon and power hit type, and then switch to another weapon and power hit for the final blow (to get overkill and extra XP). This can help speed up some of the earlier "Go get 50 of these ..." quests.
- You can't combine soulshots or spiritshots with skills like Powershot or Powerstrike.
- When getting skills, go for your high-level attack first (so you can kill stuff). Then, acquire your preferred masteries and other passive skills. Then, expand your horizons with other skills.
- In some towns, there are trainers for multiple races, but in other towns, you can't train at all if you're not native to the area. You can find race-friendly trainers in Dion, Floran, Giran and Gludio — but they won't be in the normal training buildings.
- If you're playing an Orc or Human, learn Relax as soon as you can. It'll help you regenerate your HP much faster (although it consumes MP). This might not be the best tactic for archers, who need MP for their Power Shot strikes, but for most fighting classes, Relax gives you a big payoff at higher levels — eventually you'll regenerate MP even when you're using Relax!
- Before you buy a skill, make sure you're going to get long-term use out of it. Check out the character development paths early on, pick a profession goal, and examine what skills you're going to need down the road.
- Many players invest thousands of adena in a particular weapon and skill set (for

instance, a sword and its associated skills) — only to discover that their chosen profession is built around a completely different set of skills.

- If you have a skill that supports overhit, you'll get more XP when you use it as the killing blow. Overhit occurs when you strike for more damage than a creature's remaining hit points. The excess damage will give you additional experience. So, if you can, use your power attack both first and last!
- Blunts are powerful and consistently apply high damage, but fewer critical hits. They also get the benefit of stuns at higher levels. Two-handed swords are slower, but are better at penetrating shield defenses. Polearms have nearly double the critical hit chance and can hit multiple opponents, but are less accurate.
- Knight types got a big boost against archers in Chronicle 1. Not only is the Deflect Arrow skill boosted, but shields now block arrows much more often. A character with no shield masteries succeeds in shield defense about 50% of the time. A character with Shield Mastery 2, such as a Level 28+ Paladin, succeeds in shield defense against an archer about 75% of the time. A character with Shield Mastery 4, available at Level 52 for some Fighters, succeeds in shield defense 99% of the time! The catch is that you must be facing the archer who is firing at you, which both adds to realism and gives the archers a bit of a break.



## SPELLCASTING

- Even if you're a Mystic with good healing power, it never hurts to pick up a Heal Potion or two for emergencies.
- Some spells (ones that don't target yourself) can be cancelled by hitting the ESC key.
- There's a casting delay before each spell. Start casting your second spell *immediately* after the first, or you may be toast!
- Don't move after you begin casting a spell, or it will be broken. Similarly, if you're attacked while casting, it can be interrupted.
- If your spell gets interrupted, immediately switch to your staff, rod or whatever weapon you have to beat the stuffing out of your prey. Or again, you're dead!
- Don't brave the dungeons unless you're partying with high-level Fighters. Kiting is difficult in close quarters, and you really need a group to survive.
- You may decide to wear armor or other Fighter gear, but note that you only get an MP boost from robes, not other armor.
- Damage-over-time (DoT) spells don't hit as often as you want against mobs that con white to you. Green mobs are better. And to get your best DoT effects, use spiritshots with your spells.
- As you approach Level 20, examine your career paths. You can summon pets using crystals (good for solo or small group excursions), acquire area-of-effect spells (useful for slow mobs), or root spells and bow skills (best for healers).
- Although their magical abilities don't quite match that of other races, Orc Mystics are a nice compromise between a Fighter and Mystic. They can take a few extra hits, so a common tactic is to hit hard with spells until an enemy closes in, then fight with a sword.

If you go this route, keep your power levels up (Ice and Wind). Try Wind, then Ice, then your melee weapon.

## QUESTING

- Creatures won't drop quest items unless you've accepted that particular quest.
- You don't pick up quest items that are dropped by monsters. These items will go directly into your Quest inventory window. (To view quest-specific items, click **Quest** in your inventory window.)
- If you're running quests with friends, organize the hunt. The person who strikes the killing blow for a monster is the one awarded the quest item. One effective tactic is to have everyone deliver their power attack first, then step back and let one person finish off the critter.
- If you're on a quest looking for drops, but your hunt partner isn't doing that quest, you need the last hit on the mob to make the drop occur.
- Watch out for kill-stealers in quest areas — many less scrupulous players will dive in to make the last hit and steal your quest item.
- You can have multiple quests active at once. Before you leave town, make sure you have a quest appropriate for your level. Why go kill a gaggle of Rakeclaw Imps strictly for XP when you can get XP plus adena?
- If this guide won't be handy, write down who gives you a quest, where he or she is, and what you need to get! The quest information in your window isn't always in-depth enough to help you remember the NPC's location.
- Early levels (20 and below) pass by way too quickly to invest in buying a lot of critical gear. At lower levels, quests are an incredible boon. You get to rack up XP and SP, and you sometimes also get a valuable weapon or piece of armor for your efforts.
- Repeatable money quests are very much the way to go, especially when you hit Level 10 or so. Find out which ones you can perform multiple times, and keep repeating them.



## BUYING, SELLING & CRAFTING

- Dwarves are the only race with a crafting development path, and higher-level Dwarves (Artisans and Warsmiths) can craft unique items that are never dropped by enemies.
- To craft something, you need both the recipe and the ingredients. Failure to craft something destroys the ingredients (but failure is possible with just a few recipes).
- Item drops commonly differ by region (e.g., Stems are fairly common on Talking Island). It might make sense to run characters in different towns to collect the various materials that you need, or team up with other players and trade supplies via private stores.
- It's usually more lucrative, but slower, to sell item drops to players than local merchants.
- If you're really into crafting, join a clan or solicit group help. Nobody wants to spend the time and energy to gather 70 steel, and many clans will collectively gather items to craft something in particular.
- If the store sells an item cheap, or if that item is easily available through a quick quest, it's probably not worth selling in a private store. Go ahead and dump it off to a trader, or clanmate.
- Player stores are most valuable for high-end items, crystallized items (crafted by dwarves), enchanted items, and for remote, high-profile combat locations where players don't want to travel back to town.
- Buying from a player at a discount is not always better than buying from a trader. For instance, say you earn 5K adena per hour at Level 15 and spend 30 minutes looking for 2000 in savings by buying from a player. In the end, you've actually lost 500 adena by spending your time shopping instead of hunting. Worse yet, even if

you saved 4000, you still missed out on all the XP you could have earned in the meantime. (Of course, everyone needs a break from time to time, and shopping around might make for a good break).

A good policy is to breeze by player stores in the normal course of your travels, but don't necessarily spend a lot of time hunting down a particular item for sale.

- You can make a load of adena by setting up a "convenience store" at a popular fighting site. Buy items in town, and transport them to the dungeon. Desperate players will pay a nice mark-up for a convenient supply of Soulshots, Heal Potions, Escape Scrolls and other necessary combat items.
- If you want to get rid of an item but can't sell it, open your inventory. Then, drag the item's icon on top of the Recycle Bin icon in your inventory window to permanently destroy it. You can get rid of your starting equipment that way, as well as any quest items you don't want any longer.
- When buying items off of another player, always check the item in the trade window to make sure it's what you think it is. (You can click the item slot to view its stats.) Some players may try to fool you into buying a junk item.
- You can determine what a store will pay for an item you've found while out in the field, even if you're foolishly playing without this guide by your side. Private Store cautions you if the price you've set is far from store price. Set up a Private Store, and then try out different prices for the item. If you ask 40% (or less) for it, or if you ask 1000% (or more) for it in the Private Store, you'll get the caution. Find the price point where the message changes, then do the math — divide by 10 (if your price has been high) or multiply by 2.5 (if your price has been low) to find out what a store would pay for it.



## ACQUIRING EQUIPMENT

- For low-level Fighters, get the weapon you want before you get the armor you want. Armor is more important as you progress in level.
- Buy the first weapon, quest your second. Buy the 768a weapon in your category from the store in your starting town, but don't bother with the 25k weapon, because there is an equivalent weapon available through a quest at Level 10. Do not buy this weapon from players — quest it yourself. Purchase the 66k and higher weapons from players as you get the money.
- You should perform all of the weapon and armor quests available to you for your race and profession. If you don't want to spend time questing for it, then you can resort to adena — but realize that you're missing out on whatever XP you would have earned while questing.
- A twinked Fighter can reach Level 20 in about 8 hours if lent a full set of bronze armor and the best ungraded sword, plenty of Heal Potions, and a ton of Soulshots.
- If money is not a problem, running a new character up is amazingly fast. The "XP grind" is worst for your first character. After you've leveled up a character, future characters can benefit from the first character's inventory (if they can physically visit the same areas).
- Until you reach Level 10 and can take on a weapon quest, fight with your starter weapon. Fighters may also find it beneficial to pick up a Short Bow and some Wooden Arrows — this boosts your attack ability because you can get in additional shots before melee combat.
- Always try to kill red player characters. You won't be penalized, and they have the best drops of any "mob" in the game! Any PvP character who dies drops something.

## USING WEAPONS & ARMOR

- You can right-click on weapons, armor and clothing in your inventory window to quickly equip them. (Putting them on your keyboard shortcut bar is better.)
- Bows consume MP, even for non-Power Shot attacks. This effect consistently curves upward as you upgrade your bow. (The MP cost for each bow is listed in **Equipment**.)
- Don't think that just because you're a Mystic, or an archer, that you can't use heavy-duty swords and other weapons. You can use any weapon, no matter what your class — but you may not be able to learn skills particular to that type of weapon.
- Pick a weapon class concentration based on what you enjoy doing in the game. Fighting other players? You'll probably want two-handed sword skills to overcome their shields. Like pulling mobs? You'll probably want bow skills. Hunting skeletons and golems? Blunt weapons or staves are your best bet.
- Dual-wield weapons hit twice per round, but do only half-damage per hit.
- The very large number in your character status screen represents your maximum encumbrance, or maximum weight you can carry. You don't really have to worry much at lower levels, but if you are carrying too much, then you may regenerate MP and HP more slowly, and you won't be able to run as fast. If you are completely encumbered, you're as good as dead until you drop something — you can't move, and you won't regain MP and HP.



## Weapons at Levels 1-20

- Remember the difference between weapons. Daggers are faster and score critical hits more often, but also miss more often. Blunts almost always hit, but hardly ever score a critical. Swords usually hit, and critical at a good rate. Bows do a lot of damage, but are very slow to shoot.
- Think about what class you're going for. If you intend to be a Knight, you might not want to get caught at Level 20 with a dagger and a bunch of Mortal Blow skills, as all your Knight skills concentrate on swords and blunts.

## Armor at Levels 1-20

- Fighters, do not wear very low Mystic armor (in particular, the Cotton Tunic quest reward), as these actually lower your P.Def!
- Investing all your money in one piece of armor is bad, because it might drop, and then you lose it all! With your defense spread through five items, it isn't as critical to drop one.
- Think before wielding a shield. At the lower levels, it's probably better, but remember for the future that a shield takes off 8 Evasion.
- When considering what armor to buy, take the special sets into consideration (listed in this guide on p. 128). Each one listed provides an extra benefit or two. For example, while Bone Armor has better P.Def than the Wooden set, the Wooden set gives you more HP.
- If you're using a bow to kite, you don't need to put as much money into your armor.
- As people start to buy their 20k armor sets, most of them get Bone armor because it looks better. But Bone armor and Tights armor have identical defense ratings, and Bone armor weighs more. Until *Lineage II* introduces a wear-and-tear factor, Tights armor is better.

- Once you have the best armor that your starting village vendors offer, you need to go out into the world to get new armor. While Gludin is easier to get to, it starts off with a 20% tax rate, while the Giran tax rate is only 10%. While the Giran rate is subject to change once a clan controls its castle, the lesson still applies: know global tax rates so you can buy at the cheapest convenient location.

## Weapons at Levels 20-40

- Don't rush into the second recommended weapon, as that gets you into the D Grade weapons, and this means you have to buy D Grade Soulshots. The big difference between Non-grade and D Grade is that D Grades must be player crafted, and thus are harder to find and are more expensive, for the most part.
- Hunting for a weapon drop can be a long and grueling experience; while it's sometimes worth it to try to get an armor drop, weapons drop so rarely that you are usually better off spending your time getting money to buy it!

## Armor at Levels 20-40

- Remember, you don't have to buy all of one set at once, or all the items in a recommended set.
- Before buying something, look at what drops it. Is it something that you can hunt? Do you need it badly enough that you want to buy it instead of trying to get it as a drop?
- For the final sets (the hard ones), all of the items are drop only. If you get the complete set, congratulations, but don't think this is normal by any means! By the time you have that set, you would usually be more than rich enough to get C Grade stuff!



## EQUIPMENT GRADES & EXPERTISE

- Be aware that weapons, armor and consumable projectiles like arrows and soulshot are graded to ensure proper use (and prevent over-twinking of young characters). Until you hit Level 20, you're limited to non-graded items.
- Twinking (giving unearned equipment to lower-level characters) can be useful, but there are balancing factors in *Lineage II* to avoid abuse. Twinking is especially helpful to propel young characters through the early levels. However, weapons and armor are "graded" for certain levels, and only provide best effect at the correct level range. When you click on a weapon's icon and display its stats, a little letter in a box immediately after its name tells you its Grade. (If there's no letter, it's "ungraded," or "No-Grade.") You can't effectively wield D-Grade equipment until you get the Expertise Grade D skill at Level 20 (it's free and automatic). Expertise Grade C doesn't come until Level 40.
- You can't combine weapons and accessories of different grades. For instance, C-grade Soulshot won't work with a B-grade weapon, and B-grade Soulshot won't work on a D-grade weapon. Ungraded bows will only shoot Wooden Arrows; buying Bone Arrows (Grade D) before you reach Level 20 is wasted money. Before you buy something, check out its grade to make sure you can use it.
- Don't mistakenly buy higher-grade weapons or armor than you can use, or you'll be severely hindered in terms of your accuracy (for weapons) and attack/run speed (for armor).

## MAKING MONEY

- Dwarves are the only class with a crafting skill, and a lot of the items you find while hunting can be used as materials in Dwarven recipes. Often, Dwarves will often pay more for ore, coal, twigs, stems, and so forth than you can get by selling to NPC traders.
- Ask (or look) around for item prices in other cities. Something that sells for 40K on Talking Island can net a nice profit in another town. It might be worth going into the export business — buy something in one town, sell it in another.
- Look for repeatable quests that award you adena. It may be tedious to kill the same 50 monsters over and over, but it's a reliable way to build your assets.
- If you're able to enchant items, you can make money. But enchant only the top item of your grade.
- You can't enchant non-graded weapons.
- You can safely enchant an item three times. After that, it has a chance of blowing up.
- Enchant Scrolls are dropped by mobs and can increase P.Def (armor), P.Atk (weapon), or M.Def (jewelry). Scrolls of Enchant Armor work on armor and jewelry, while Enchant Weapon works on weapons. But, the scroll must be the appropriate grade for the item (C, D, etc.).



## PETS

- Pets can be summoned through spells, or gained by questing for a collar (wolf) or dragonflute (hatchling).
- Spell-summoned pets are temporary, and can only be re-summoned every 6 hours when using skills learned before Level 40.
- What they say about pets and their owners is true, at least with regard to karma — if you're red, your pet will be red as well.
- As of Chronicle 1, any summoner under 40 got a major kick — summon refresh time is now 6 hours until you reach Level 40! Thus, even if you plan to go the summoner route, be prepared to spend many hours soloing, and get attack skills for just that. If the idea of fighting without a companion does not appeal to you, consider getting a wolf or a hatchling. They eat a lot of food, but your servitor buffs and heals work on them, making summoners the most effective quested pet owners in the game.

## Wolves & Hatchlings

- You can do quests to receive an item that manages a certain wild pet — a Wolf collar (when you reach Level 15) or a Hatchling dragonflute (Level 35).
- Pets acquire skills as they progress in level, and those skills appear in your active skill window.
- If you *dismiss* your pet, you'll have to do the quest again to get it back (or buy one).
- Wolves and Hatchlings are expensive — you have to feed them, and feed them often, or they'll return to the wild. Using a pet increases its hunger, but it doesn't need food while "stored." And ever-better armor and weapons (to match its ever-higher level) costs more and more, as well.
- To feed a quested pet, you must first put the food into its inventory slot, then click on the food. Pet food can only be bought from Pet Managers (P on town maps).

- Quested pets act as burros. In other words, they can carry lots of heavy stuff for you (at least until they hit their weight limit).
- Quested pets can wear a piece of armor and carry a weapon. But if the pet dies, both will be dropped.
- You can resuscitate a dead quested pet with a Resurrection Scroll, but you only have a few minutes to do so.
- Quested pets can't ride boats (but of course, you can store it away while in transit).
- Pets consume soulshots if they're using a weapon that requires it, and have soulshot in their inventory.
- To give a pet to someone else, give the pet's collar or dragonflute to another player.
- Only a pet's master can resurrect it using a scroll or spell.
- If you dismiss a pet while it's in attack mode, it will attack you. The pet will also retain whatever upper armor and weapon it was using.
- Tamed pets follow certain commands:
  - Follow.** Causes pet to follow you.
  - Name.** Gives your pet a name.
  - Attack.** Instructs pet to attack your target.
  - Stop.** Voids all commands you've previously given your pet.
  - Collect.** Causes pet to pick up items on the ground.
  - Return.** Calls pet to your side.
  - Dismiss.** Permanently releases the pet back into the wild.

## Cubics

- Temple and Shillien Knights can summon *cubics*, pets that attack, buff or even heal. To summon a cubic, you need to acquire and use crystals, as well as master different summoning skills (one per cubic type).
- An attack cubic will only attack your own target, and is not capable of targeting on its own.
- Cubics can't be hit!





## CLANS: Why Have Them?

- **Communication.** Use the @ symbol before your message (or just use the Clan tab on chat) to effectively keep in contact with friends, huntmates, fellow PKers or team members. This is not only helpful in clan wars and sieges, but makes for a great coordinator for hunts, or just a simple chat channel.
- **Crafting.** With recipes that need upwards of 300 Iron or rare and hard to find materials, no single Dwarf wants to craft alone. Having a clan on the lookout for basic materials (Iron, Coal and so forth) or more specific ones (e.g., Bone Gaiter Pieces, Excellence Leather Gloves Lining) makes crafting not only possible but profitable.
- **Clan Storage.** A Level 1 clan can start 'clan storage,' a separate storage box from the personal box, where all clan members can access items stored within. This is good for lending armor or selling items over long distance, as well as making materials available to Dwarves, but it also forces you to have a trustworthy clan.
- **Who's Online.** Tired of typing "Bob over and over? In the 'clan' status tab (alt-C, click Clan) you can see who is online and what level they are. This is a great way to form a party!
- **Sieges.** *Lineage II* is based around sieges, and sieges are based around clans. You belong to a clan to siege!
- **Friendship.** Yes, it sounds corny, but the reason most of us play a MOG instead of a single-player game is to spend time with people. A clan gives you a good opportunity to spend time chatting and hunting with old friends — or meeting new ones!

## HOW TO CREATE A CLAN

In order to create a clan, you must be at least Level 10. Talk to a Grand Master or Grand Magister (in just about any skill training area) and you can create a clan. The clan name must be under 16 characters, including spaces.

### Clan Levels and What you Need for Them

*Level 1 Clan.* 30K SP, 650K adena

*Level 2 Clan.* 150K SP, 2.5 million adena

*Level 3 Clan.* 500K SP, Proof of Blood (an item dropped by the Level 60 Bloody Queen in the Valley of Dragons)

*Level 4 Clan.* A quest (Proof of Clan Alliance; walkthrough on p. 172), 1.4 million SP

*Level 5 Clan.* A quest — a very hard quest. First, three clan members must sacrifice their lives, then the same three have to complete a very complicated and high-level quest together, while the rest of the clan keeps your clan leader alive from a severe poison. See **Clan Quests**, p. 172, for complete walkthrough.

## CLAN BENEFITS

A Level 0 clan can have **10** members.

A Level 1 clan can have **15** members and **clan storage**.

A Level 2 clan can have **20** members and can purchase a **clan hall**.

A Level 3 clan can have **25** members and can have **titles, an emblem and warring capabilities**.

A Level 4 clan can have **30** members and can participate in a **siege**.

A Level 5 clan can have **40** members and can **ally with other clans**.



## BASE STATS

Base stats determine your character's strengths and weaknesses. Your base stats are chosen when you choose your race and class at character creation. As of Chronicle 1, the only way to change any of them is by equipping certain armor sets (pieces of armor that have a special bonus when worn together). A list of armor sets and their effects can be found on p. 128.

Base stats also impact the success rate of some skills. For example, skills like Stun (based on CON) or Dryad Root (based on DEX) are more effective with certain races than others because the influential base stat isn't the same.

Each base stat is listed below, with the other stats it influences, and its modifiers. Stats that also appear in your Character window are listed before the "/". Modifiers are used to determine the effects they have on other stats, as described in the next section.

### STR (STRENGTH)

**Influences.** P.Atk /  
Melee damage, skills like Curse: Weakness

#### Modifiers

| HF   | HM   | EF   | EM   | DEF  | DEM | OF   | OM  | DwF  |
|------|------|------|------|------|-----|------|-----|------|
| +19% | -10% | +13% | -11% | +22% | -8% | +20% | -2% | +18% |

### CON (CONSTITUTION)

**Influences.** HP, Carrying Capacity /  
HP regeneration, skills like Shield Stun

#### Modifiers

| HF   | HM   | EF   | EM   | DEF  | DEM  | OF   | OM   | DwF  |
|------|------|------|------|------|------|------|------|------|
| +58% | +24% | +42% | +20% | +34% | +19% | +67% | +32% | +62% |

### DEX (DEXTERITY)

**Influences.** Accuracy, Critical, Attack Speed,  
Movement Speed, Evasion /  
Skills like Dryad Root

#### Modifiers

| HF   | HM  | EF   | EM  | DEF  | DEM | OF  | OM  | DwF |
|------|-----|------|-----|------|-----|-----|-----|-----|
| +10% | +1% | +15% | +4% | +14% | +3% | +6% | +4% | +9% |

### INT (INTELLIGENCE)

**Influences.** M.Atk / Magic damage

#### Modifiers

| HF   | HM   | EF   | EM   | DEF  | DEM  | OF   | OM  | DwF  |
|------|------|------|------|------|------|------|-----|------|
| -19% | +21% | -15% | +12% | -12% | +28% | -23% | -1% | -20% |

### MEN

**Influences.** MP, M.Def /  
MP regeneration, skills like Poison

#### Modifiers

| HF   | HM   | EF   | EM   | DEF  | DEM  | OF   | OM   | DwF  |
|------|------|------|------|------|------|------|------|------|
| +28% | +48% | +30% | +49% | +30% | +45% | +31% | +52% | +31% |

### WIT

**Influences.** Casting Speed / Skills like Sleep

#### Modifiers

| HF   | HM | EF   | EM   | DEF  | DEM | OF   | OM   | DwF  |
|------|----|------|------|------|-----|------|------|------|
| -36% | 0% | -25% | +16% | -32% | -5% | -32% | -22% | -39% |

## CHARACTER STATS

Character stats are influenced by your base stats, your level and your equipment. As you gain experience, skills and items, you see these numbers grow, and they help you decide which equipment to use in certain situations.

Listed below are all your stats on the Character window, what contributes to that number, formulas for how they're determined and what they mean.

Note that each class also has passive and active skills that can affect their character stats.

**Level Modifier** is a percentage equal to  
[your level - 11]

For example, a Level 30 character has a level modifier of +19% (30 - 11), while a Level 1 character has a modifier of -10% (1 - 11).

### MAX HP AND MAX MP

These are determined by your class, your level and your CON (for HP) and MEN (for MP). Higher CON and MEN give better HP and MP, but since these base stats rarely change, you'll rarely see the direct effect of these modifiers.

Max HP = [your current base HP] x [your CON bonus]

Max MP = [your current base MP] x [your MEN bonus]



**P.ATK**

P.Atk is an abbreviation for Physical Attack and determines how much damage you will inflict on a player or monster with a P.Def of 64.

$$[\text{your weapon's P.Atk}] \times [\text{your level bonus}] \times [\text{your STR bonus}]$$

**P.DEF**

P.Def is an abbreviation for Physical Defense and determines how much damage your armor can absorb when a player or monster hits you with their weapon.

$$[\text{your armor's total P.Def}] \times [\text{your level bonus}]$$

**ACCURACY**

Accuracy affects your hit/miss ratio with your weapon. The higher your accuracy, the better.

$$([\text{square root of your DEX}] \times 6) + [\text{your level}] + [\text{your weapon's Hit Modifier}]$$

**Weapon Hit Modifier**

|                                       |             |
|---------------------------------------|-------------|
| <i>Blunts, Dual Fists</i>             | +4.75       |
| <i>Bows, Polearms</i>                 | -3.75       |
| <i>Others (Swords, Daggers, etc.)</i> | no modifier |

**CRITICAL**

Critical affects your chance of a critical hit. The higher your Critical, the better. While Critical damage is usually double normal damage, skills like Critical Power can increase the multiplier of a critical hit.

$$[\text{your DEX bonus}] \times [\text{your weapon's Critical bonus}]$$

**Weapon Critical Bonus**

|                                            |     |
|--------------------------------------------|-----|
| <i>Daggers, Bows</i>                       | 120 |
| <i>Blunts</i>                              | 40  |
| <i>Others (Dual Fists, Polearms, etc.)</i> | 80  |

**ATTACK SPEED**

Attack speed determines how fast you strike with your weapon. Attack Speeds are directly comparable (for example, Attack Speed 500 is twice as fast as Attack Speed 250), with one exception. Bows have a delay period after every arrow is fired, which basically cuts a bow's Attack Speed in half. To figure a bow's

functional Attack Speed, do just that — divide the displayed number in half.

$$[\text{your DEX bonus}] \times [\text{your weapon's Attack Speed}]$$

**Weapon Attack Speeds**

|                                           |                       |
|-------------------------------------------|-----------------------|
| <i>Daggers</i>                            | 433                   |
| <i>Polearms, 2H Swords, 2H Blunts</i>     | 325                   |
| <i>Bows</i>                               | (effectively 146) 293 |
| <i>Others (Dual Swords, Blunts, etc.)</i> | 379                   |

**M.ATK**

M.Atk (Magic Attack) helps determine the amount of damage your weapon and a certain spell will do on a player or monster.

$$[\text{your weapon's M.Atk}] \times [\text{your level bonus}]^2 \times [\text{your INT bonus}]^2$$

**M.DEF**

M.Def (Magic Defense) determines how much magic damage is absorbed by your accessories.

$$[\text{your accessories' combined M.Def}] \times [\text{your level bonus}] \times [\text{your MEN bonus}]$$

**EVASION**

The higher your Evasion, the less likely you are to be hit by an attack. Shields can lower your Evasion, but can also partially block hits.

$$([\text{square root of your DEX}] \times 6) + [\text{your level}]$$

**SPEED**

Speed determines how fast you can walk and run. Like Max HP and Max MP, it is the product of a base (unseen) value and a stat modifier — in this case, DEX.

$$[\text{your class's Base Speed}] \times [\text{your DEX bonus}]$$

| <b>Class</b>           | <b>Actual Walk</b> | <b>Actual Run</b> |
|------------------------|--------------------|-------------------|
| <i>Elven Fighter</i>   | 103                | 143               |
| <i>Dark Fighter</i>    | 96                 | 139               |
| <i>Elven Mystic</i>    | 88                 | 126               |
| <i>Human Fighter</i>   | 88                 | 126               |
| <i>Dwarven Fighter</i> | 87                 | 125               |
| <i>Dark Mystic</i>     | 87                 | 125               |
| <i>Orc Mystic</i>      | 72                 | 125               |
| <i>Orc Fighter</i>     | 74                 | 124               |
| <i>Human Mystic</i>    | 78                 | 121               |



## CASTING SPEED

Casting Speed is how fast you cast spells. All casting speeds are comparable to each other (Casting speed 500 is twice as fast as casting speed 250).

$$166.5 \times [\text{your DEX bonus}]$$

## CARRYING CAPACITY

Carrying capacity is how much you can carry. As you carry more and more, you begin to be penalized. This is represented by a color-change from yellow to orange to red on your carrying capacity bar. For example, at 50% capacity, your HP/MP regeneration rates are slower.

$$52,000 \times [\text{your CON bonus}]$$

## PHYSICAL ATTACK DAMAGE

Roughly speaking, if a strike hits, the damage it inflicts is:

$$[\text{attacker's P.Atk}] \times 70 / [\text{defender's P.Def}]$$

This can be further modified by several factors, including a purely random damage modifier (of about +/- 5%) and of course, whether a critical hit is scored. (Dual Fist and Daggers have the lowest random damage variation. Blunt weapons have the highest variation.)

## MAGICAL ATTACK DAMAGE

$$(\text{square root of } [\text{attacker's M.Atk}/\text{defender's M.Def}]) \times [\text{skill's Power}] \times 91$$

## CREATURE COMBAT STATS

Most of the useful stats for each creature are listed in the Monsters chapter. However, those stats don't include their P.Atk, P.Def, M.Atk and M.Def. That's because these stats are (in general) almost totally determined by the creature's level, so we've listed those values here, in a single table. These are *average* stats, but they are correct for over 95% of the creatures in *Lineage II*. There are a few exceptions to that rule of thumb:

- An archer's P.Atk is about 120% higher (but archers tend to have slower attack speeds).
- Mercenaries have significantly higher stats.
- Castle guard stats can be significantly higher, especially their attack stats.

- Aden guard P.Atk stats can be as much as triple the normal.
- Boss stats tend to be higher.

| Lvl | P.Atk   | P.Def   | M.Atk | M.Def |
|-----|---------|---------|-------|-------|
| 1   | 4       | 39-40   | 2-3   | 31    |
| 2   | 9-10    | 41-42   | 3     | 33    |
| 3   | 11-12   | 43      | 3     | 35    |
| 4   | 12-13   | 45-47   | 3     | 37    |
| 5   | 13      | 48-49   | 4     | 38    |
| 6   | 14-15   | 50-52   | 5     | 41    |
| 7   | 17-18   | 52-54   | 5     | 42    |
| 8   | 18-19   | 55-57   | 6     | 45    |
| 9   | 21-22   | 57-59   | 7     | 46    |
| 10  | 22-24   | 60-67   | 8     | 49    |
| 11  | 25-27   | 64-72   | 8     | 51    |
| 12  | 26-30   | 66-72   | 9     | 53    |
| 13  | 30-33   | 69-76   | 11    | 56    |
| 14  | 33-35   | 73-80   | 12    | 59    |
| 15  | 36-39   | 75-83   | 13    | 61    |
| 16  | 40-44   | 79-87   | 14    | 64    |
| 17  | 43-48   | 82-91   | 16    | 67    |
| 18  | 46-52   | 86-95   | 18    | 70    |
| 19  | 48-58   | 90-99   | 20    | 73    |
| 20  | 57-62   | 93-103  | 22    | 76    |
| 21  | 62-68   | 97-107  | 24    | 79    |
| 22  | 67-74   | 102-112 | 27    | 82    |
| 23  | 73-81   | 106-117 | 30    | 85    |
| 24  | 81-89   | 110-122 | 33    | 90    |
| 25  | 87-97   | 115-127 | 36    | 93    |
| 26  | 95-104  | 120-132 | 39    | 97    |
| 27  | 103-114 | 125-138 | 43    | 101   |
| 28  | 112-123 | 129-142 | 47    | 105   |
| 29  | 121-134 | 135-148 | 52    | 110   |
| 30  | 131-144 | 140-154 | 57    | 113   |
| 31  | 142-156 | 145-160 | 61    | 118   |
| 32  | 153-168 | 151-166 | 67    | 122   |

| Lvl | P.Atk     | P.Def   | M.Atk | M.Def |
|-----|-----------|---------|-------|-------|
| 33  | 165-181   | 157-173 | 73    | 127   |
| 34  | 178-196   | 162-179 | 79    | 132   |
| 35  | 191-211   | 168-186 | 86    | 137   |
| 36  | 205-226   | 175-192 | 94    | 141   |
| 37  | 220-243   | 181-187 | 101   | 146   |
| 38  | 237-260   | 187-194 | 109   | 152   |
| 39  | 254-279   | 194-200 | 118   | 157   |
| 40  | 272-298   | 201-221 | 127   | 163   |
| 41  | 291-319   | 208-228 | 137   | 168   |
| 42  | 311-342   | 214-237 | 148   | 174   |
| 43  | 332-365   | 223-245 | 159   | 180   |
| 44  | 354-389   | 230-253 | 170   | 186   |
| 45  | 376-414   | 237-261 | 183   | 193   |
| 46  | 401-440   | 245-270 | 197   | 199   |
| 47  | 425-468   | 252-278 | 210   | 205   |
| 48  | 452-498   | 261-287 | 225   | 211   |
| 49  | 480-528   | 269-296 | 241   | 219   |
| 50  | 508-560   | 278-305 | 257   | 225   |
| 51  | 539-593   | 285-315 | 274   | 231   |
| 52  | 570-626   | 294-324 | 292   | 239   |
| 53  | 601-662   | 303-333 | 311   | 245   |
| 54  | 634-698   | 311-343 | 331   | 253   |
| 55  | 670-736   | 321-352 | 351   | 260   |
| 56  | 704-776   | 330-362 | 372   | 268   |
| 57  | 742-816   | 340-373 | 394   | 275   |
| 58  | 779-859   | 348-384 | 417   | 283   |
| 59  | 817-902   | 358-395 | 441   | 290   |
| 60  | 860-945   | 368-405 | 466   | 299   |
| 61  | 901-991   | 378-415 | 492   | 306   |
| 62  | 941-1038  | 388-426 | 518   | 315   |
| 63  | 986-1085  | 398-437 | 545   | 322   |
| 64  | 1031-1134 | 408-448 | 573   | 331   |
| 65  | 1075-1184 | 417-459 | 602   | 338   |
| 66  | 1121-1235 | 428-470 | 633   | 347   |
| 67  | 1168-1286 | 438-481 | 663   | 356   |
| 68  | 1217-1337 | 448-492 | 695   | 364   |
| 69  | 1248-1391 | 459-503 | 726   | 373   |
| 70  | 1312-1444 | 469-514 | 760   | 381   |



# HUMAN

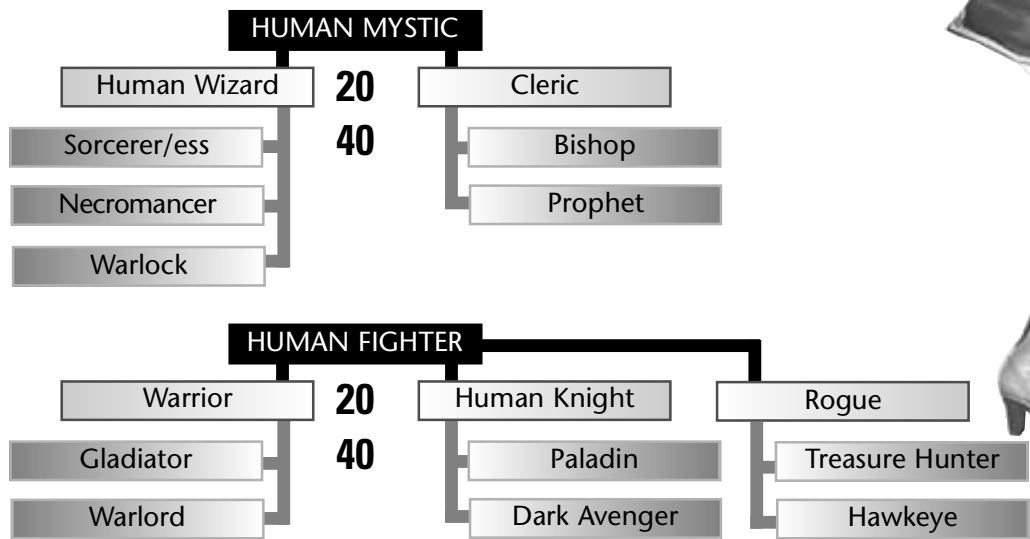
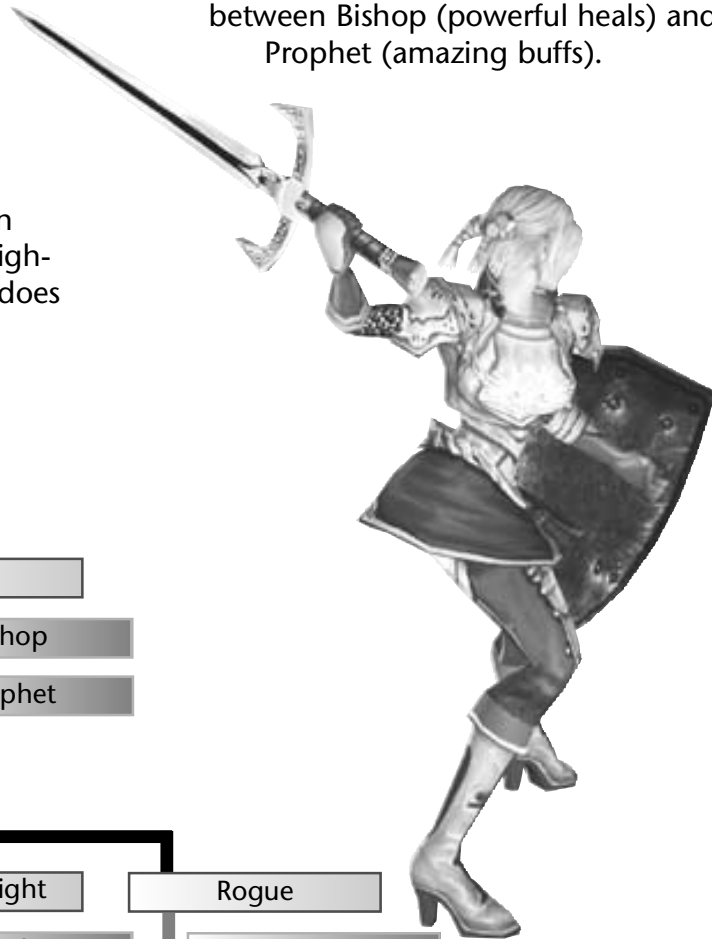
The Humans of *Lineage II* are similar to the humans of our modern world. They possess no extreme abilities, but are very well balanced. In *Lineage II*, Humans have the most choice in their specialized class. Humans land in the middle of the pack when it comes to natural abilities with weapons or magic.

Human Fighters can initially choose to be Knights (heavy armor, swords/blunts and shield), Warriors (flexible armor choice, blunt and/or polearms) or Rogues (light armor, dagger and/or bow). While Knights and Rogues have counterparts in the Dark Elf/Elf societies (Palus Knight, Ranger, etc), the Warrior class line is only similar to the Orc Tyrant, and then only until 40. Human Knights get a unique skill that can make Elves and Dark Elves drool: Shield Stun. Compared to Stun Attack or Stun Shot, Shield Stun has the highest stun rate. The only downside is that it does no damage, while its counterparts do.

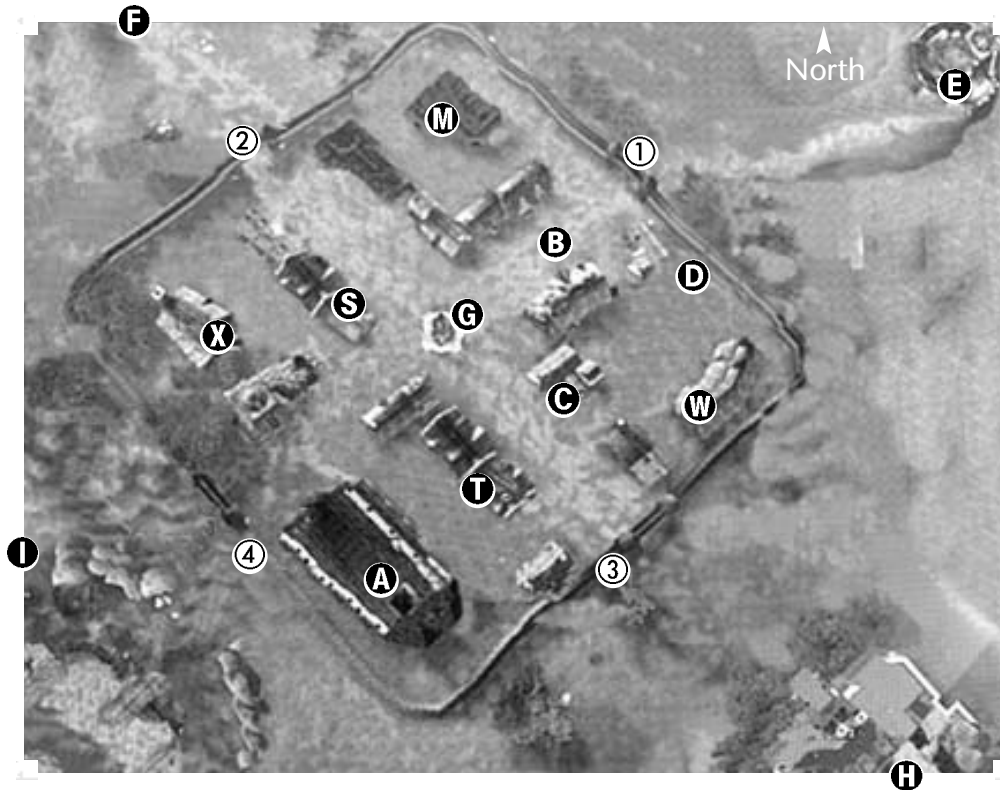
The biggest disadvantage for a Human Fighter is his lower MEN. However, the difference is minor, and the impact on MP regeneration (used when executing skills) and Magic Defense is not very noticeable. Human also have a slow movement speed.

Human Mystics can initially choose to be Wizards (attack magic, mostly fire, and summoned beasts, such as Kat or Mew the Cat) or Clerics (support magic, such as buffs and heals). While Elves and Dark Elves have healer classes like the Cleric, they only have one class choice at Level 40, a combined healer/buffer.

The Cleric, on the other hand, gets to choose between Bishop (powerful heals) and Prophet (amazing buffs).



## TALKING ISLAND VILLAGE



### KEY

- A** High Priest Biotin  
Priest Yohanes ◆  
Magister Baulro ◆  
Magister Harrys ◆  
Priest Petron ◆  
Lilith

- B** Master Gwinter ✱  
Master Pintage ✱  
Master Minia ✱  
Grand Master Bitz

- C** Bonnie

- D** Cristel

- E** Lighthouse Keeper Rockswell

- F** Sir Collin Windawood  
Obelisk of Victory

- G** Elias, Darin,  
Guide Kensley

- H** Cedric's Training Hall  
Grand Master Roien  
Master Maslin  
Master Carlrin  
Master Guts  
Master Langut

- I** Einhasant's School of Magic  
Grand Magister Gallint  
Magister Riak  
Magsiter Rianon  
Magister Guprang  
Magister Daefian

- M** Magic  
Trader Silvia (Jewelry)  
Trader Katerina (Books)

- S** Smithy  
Blacksmith Altran

- T** Gatekeeper Roxxy

- W** Warehouse  
Warehouse Keeper Wilford  
Warehouse Keeper Rolfe  
Warehouse Keeper Rant

- X** Weapons & Armor  
Trader Lector  
Trader Jackson

- ① ➔ *Lighthouse, NE shore*  
Guard Leon  
Captain Gilbert

- ② ➔ *Obelisk, Elven Ruins*  
Guard Kenyos  
Guard Hanks

- ③ ➔ *Sir Cedric's (HF start)*  
Guard Arnold  
Guard Abellos

- ④ ➔ *Einhovant's (HM start),  
Obelisk, Elven Ruins*  
Guard Johnstone  
Guard Chiperan

✱ *Fighter Trainer*      ◆ *Mystic Trainer*

Talking Island is the Human Fighter and Mystic starting spot. Though the island is isolated, it is often highly populated with young Humans, especially at the start of a new server. Elves and Dark Elves sometimes travel to the island as well, for the good hunting in the Elven Ruins dungeon.

Also found on Talking Island is a village with a blacksmith, a weapon/armor shop, a potion shop, a warehouse, a teleporter and a town guide. Outside of the town, some of the hotspots include the Mystic and Fighter starting spots (Einhasant's School of Magic and Cedric's Training Hall, respectively), the lighthouse, the obelisk and the docks.

**Appropriate Levels.** 1-18

**Good Locations.** The best spot you can find on Talking Island is an uncrowded one, and the least crowded spots are the ones farthest from town. The west side of the island, while not empty, is usually less crowded than other areas. Here you can find monsters ranging from level 11 to level 17, as well as a repeatable spider-hunt quest.

Another good spot is the north tip of the island. This is farther away from town, which means the creatures are tougher and the crowds are thinner. That makes this a good, generally uncrowded spot for level 16-18s.

**Landmarks.** Obelisk of Victory, Talking Island Waterfall, Elven Ruins

**Slow Monsters** (for kiting). Giant Toads, Orc types, Goblin Scouts, Werewolves, Crashers (note: resistance against arrows)

**What Monsters Help.** Giant Toads, Orc types, Stone Golems, Pirates, Goblins, Werewolf types, Blade Spiders, Talon Spiders, Crashers

**What Monsters Aggro.** Orc Fighter, Orc Fighter Leader, Vrykolakas, Werewolf Hunter, Werewolf Chieftain, Giant Spider, Blade Spider

**Bosses.** Vrykolakas (who has 4 Vrykolakas Wolfkin minions)

### Things to Watch For

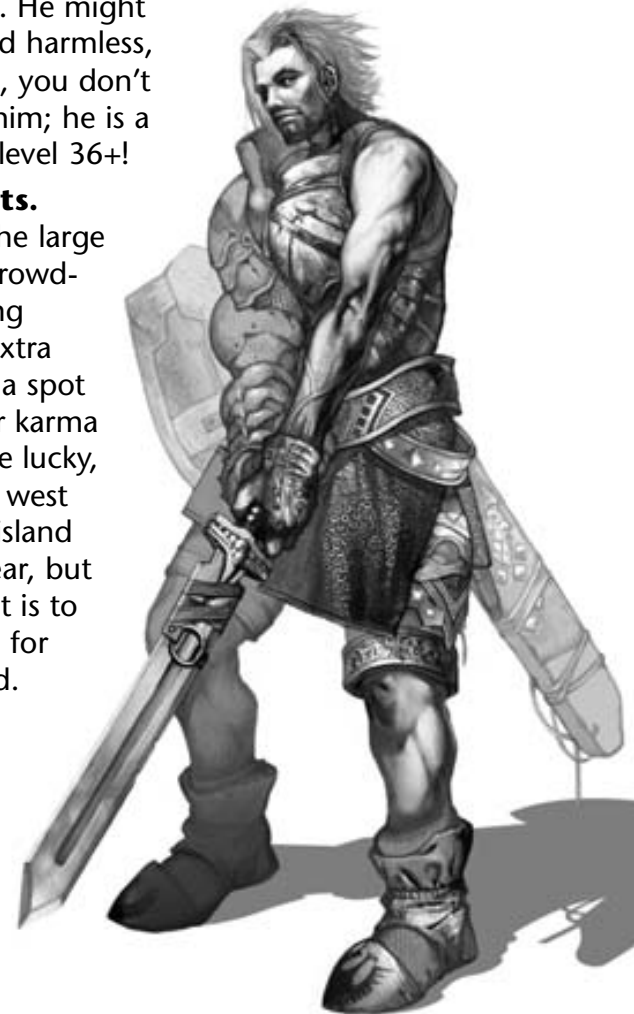
**Magic Users.** Stone Golems. Here's a quick Golem tip: most golems with names such as <<rock type>> golem are magic casters, while <<attack verb>> golems aren't. So while a Granite Golem will cast, a Puncher or Crusher won't.

**Archers.** Orc Archers

**Pako the Cat.** He might look cute and harmless, but trust me, you don't want to hit him; he is a match for a level 36+!

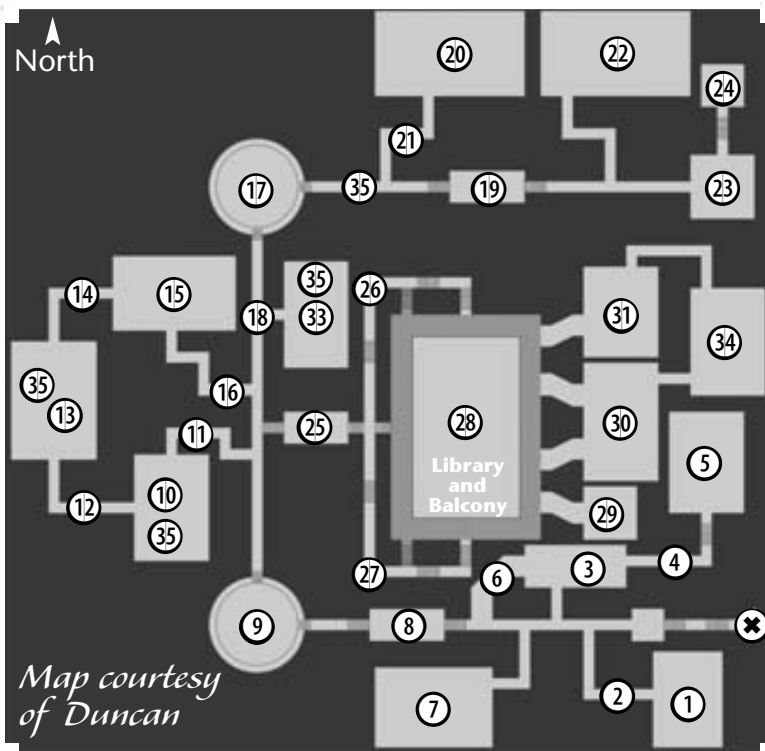
### Karma Spots.

Because of the large amount of crowding on Talking Island, it is extra hard to find a spot to work your karma off. If you are lucky, the north or west sides of the island might be clear, but your best bet is to make a dash for the mainland.



## ELVEN RUINS

- ❶ 2 Tunath Orc Marksman (10)  
2 Relic Werewolf (9)  
2 Vampire Bat (10)
- ❷ 1 Skeleton (12)\*
- ❸ 2 Tunath Orc Marksman (10)  
1 Vampire Bat (10)
- ❹ 1 Skeleton (12)\*
- ❺ 3 Tunath Orc Warrior (12)\*  
2 Monster Eye (10)  
2 Skeleton (12)\*
- ❻ 1 Skeleton (12)\*
- ❼ 2 Tunath Orc Marksman (10)  
2 Tunath Orc Warrior (12)\*  
2 Relic Werewolf (9)  
1 Vampire Bat (10)
- ❽ 3 Skeleton (12)\*
- ❾ 2 Drill Bat (11)  
2 Skeleton (12)\*  
3 Stone Giant (13)
- ❿ 2 Tunath Orc Marksman (10)  
2 Tunath Orc Warrior (12)\*  
2 Monster Eye (10)  
2 Skeleton (12)\*
- ⓫ 1 Skeleton Marksman (14)
- ⓬ 1 Skeleton Marksman (14)
- ⓭ 3 Skeleton (12)\*  
2 Skeleton Marksman (14)  
3 Stone Giant (13)
- ⓮ 1 Skeleton Marksman (14)
- ⓯ 2 Tunath Orc Marksman (10)  
2 Tunath Orc Warrior (12)\*  
1 Monster Eye (10)  
2 Skeleton (12)\*
- ⓰ 1 Skeleton Marksman (14)
- ⓱ 2 Dungeon Spider (15)\*  
3 Skeleton (12)\*  
2 Skeleton Archer (13)\*
- ⓲ 2 Drill Bat (11)
- ⓳ 2 Skeleton (12)\*
- ⓴ 2 Dungeon Spider (15)\*  
2 Skeleton Marksman (14)  
3 Stone Giant (13)  
3 Misery Skeleton (14)\*



- ⓶ 1 Skeleton Archer (13)\*
  - ⓷ 2 Dungeon Spider (15)\*  
2 Skeleton Lord (15)  
3 Stone Giant (13)  
3 Misery Skeleton (14)\*
  - ⓸ 1 Skeleton Archer (13)\*  
1 Skeleton Marksman (14)  
2 Skeleton Lord (15)
  - ⓹ 1 Dre Vanul (20)\*  
1 Dre Vanul Scout (21)\*
  - ⓺ 3 Tunath Orc Warrior (12)\*
  - ⓻ 2 Monster Eye (10)
  - ⓼ 2 Monster Eye (10)
  - ⓽ 3 Cave Blade Spider (17)\*  
4 Silent Horror (16)\*  
3 Skeleton Lord (15)  
3 Misery Skeleton (14)\*  
4 Wererat (16)
  - ⓾ 2 Stone Giant (13)  
2 Wererat (16)
  - ⓿ 2 Dre Vanul Scout (21)\*  
3 Relic Spartoi (21)
  - ⓿ 2 Dre Vanul Scout (21)\*  
3 Silent Horror (16)\*
  - ⓫⓫ 2 Drill Bat (11)  
1 Tunath Orc Marksman (10)  
1 Tunath Orc Warrior (12)\*  
2 Stone Giant (13)
  - ⓫⓬ 3 Salamander (17)  
3 Undine (17)\*
  - ⓫⓭ Every 5 hours or so,  
spawns at 1 of 4 locations:  
1 Oblivion Watcher (17)  
4 Discarded Guardian (20)\*
  - ⓫⓮ Quest for dungeon boss:  
1 Nerkas (22)
- Nahir (35) also appears for a quest.

\* Asterisks indicate aggressive monsters.





## Elven Ruins (Talking Island Dungeon)

The Elven Ruins is one of the best starter dungeons because of the quests and, even more importantly, because of the x2 EXP/drops. Sadly though, the price to pay for it being such a good dungeon is a large number of explorers.

**Appropriate Levels.** 14-26

**Nearest Town.** Talking Island Town

**Good Locations.** The entire dungeon is set up so well that it's hard to find the 'best' spot, but there are certainly some spots that are more popular than others. People tend to avoid rooms with aggressive skeleton archer types. On the other hand, especially in the later levels, the Undine/Salamander room and the Nerkas room are particularly crowded.

*Quick Tip.* If you cannot find a free room elsewhere, try the north side of the dungeon (continue north on the path past the library).

**Landmarks.** Library

**What Monsters Help.** Orc types, Skeleton types, Wererats, Stone Giants, Drill Bats, Relic Spartoi, Salamanders, Relic Werewolves, Dre Vanul types, Silent Horrors, Vampire Bats

**What Monsters Aggro.** Tunath Orc Warrior, Skeleton, Skeleton Archer, Misery Skeleton, Cave Blade Spider, Dungeon Spider, Silent Horror, Undine, Dre Vanul, Dre Vanul Scout, Discarded Guardian

**Bosses.** Nerkas, Discarded Guardian

**Things to Watch For**

*Magic Users.* Stone Golems, Undines, Discarded Guardian

*Archers.* Tunath Orc Sniper, Skeleton Archer

**Karma Spots.** The northeast corner of the dungeon is hardly ever touched, as there are so few (6) spawns there.

## TALKING ISLAND REGULAR QUESTS

| QUEST                           | LVL | RACE/CLASS | WHAT?        | WHO GIVES IT?               | WHERE?                | RPT? | REWARD                |
|---------------------------------|-----|------------|--------------|-----------------------------|-----------------------|------|-----------------------|
| <i>Human Fighter's Tutorial</i> | 1   | H.Fighter  | Hunt/Collect | Any NPC in Start Area       | Fighter Starting Area | N    | World Map             |
| <i>Human Mystic's Tutorial</i>  | 1   | H.Mystic   | Hunt/Collect | Any NPC in Start Area       | Mystic Starting Area  | N    | World Map             |
| <i>Deliver Goods</i>            | 2   | All        | Delivery     | Guard Arnold                | TI Village            | N    | Lesser Healing Potion |
| <i>Letters of Love</i>          | 2   | All        | Delivery     | Darin                       | TI Village            | N    | 450a                  |
| <i>Sacrifice to the Sea</i>     | 2   | All        | Hunt/Collect | Lighthouse Keeper Rockswell | NE of TI Village      | N    | 400a, 1100exp         |
| <i>Bring Wolf Pelts</i>         | 3   | All        | Hunt/Collect | Trader Lector               | TI Village            | Y    | x 50a                 |
| <i>Find Sir Windawood</i>       | 3   | All        | Delivery     | Guard Abellos               | TI Village            | N    | 100a                  |
| <i>Recover Smuggled Goods</i>   | 5   | All        | Hunt/Collect | Warehouse Keeper Wilfred    | TI Village            | N    | 1500a                 |
| <i>The Guard is Busy</i>        | 6   | All        | Hunt/Collect | Captain Gilbert             | TI Village            | Y    | x 5a, x 10a, x 15a    |
| <i>Sword of Solidarity</i>      | 9   | Human      | Hunt/Collect | Grand Master Roien          | Fighter Starting Area | N    | Sword of Solidarity   |
| <i>Collect Arrowheads</i>       | 10  | All        | Hunt/Collect | Master Minia                | TI Village            | Y    | 1000a, 1200exp        |
| <i>Shards of Golem</i>          | 10  | All        | Hunt/Collect | Magister Harrys             | TI Village            | N    | Cotton Tunic          |
| <i>Spirit of Mirrors</i>        | 10  | Human      | Hunt/Collect | Grand Magister Gallint      | Mystic Starting Area  | N    | Wand of Adept         |
| <i>Millennium Love</i>          | 15  | All        | Delivery     | Lilith                      | TI Village            | N    | Haste Potion          |
| <i>Rancher's Plea</i>           | 15  | All        | Hunt/Collect | Edmond                      | NW TI Shore           | Y    | x 25a                 |
| <i>Save My Sister</i>           | 15  | All        | Hunt/Collect | Elias                       | TI Village            | N    | Haste Potion          |
| <i>Crystals of Fire and Ice</i> | 17  | All        | Hunt/Collect | Trader Katerina             | TI Village            | Y    | x 60a                 |
| <i>Seed of Evil</i>             | 21  | All        | Hunt/Collect | High Priest Biotin          | TI Village            | N    | Sickle                |



## HUMAN FIGHTER (1 - 20)

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 40 | <b>WIT</b> 11 | <b>CON</b> 43 |
| <b>INT</b> 21 | <b>DEX</b> 30 | <b>MEN</b> 25 |

### PROS

- Lots of CON, therefore lots of hit points
- Decent damage dealing
- High carry capacity
- Fighters of other races only have two paths they can follow: tank or damage dealer. Human Fighters, while they can become tanks (Knights) or damage dealers (Rogues), can also become a hybrid tank/damage dealer (Warrior), which does decent damage and can take hits.

### CONS

- While they have plenty of hit points, Human Fighters are weak in mana points, and their regeneration rate is slower.
- Low Accuracy and Evasion
- Slow runspeed! If you plan to do a lot of PvP, be warned — archers will be impossible to catch and hit. This also works the other way around; a Human archer does not do very well, as she cannot run and kite.

### GETTING STARTED

- You get access to your first new skills at Level 5, and can learn these from the masters in Talking Island Village. Here are a few recommendations for your first choices.
- Relax! While it takes a lot of MP to begin with it, it can really be a lifesaver in some situations, and if you don't use special attacks often it reduces your downtime.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 126 | 38  | 11    | 322 | 111 |
| 2     | 145 | 45  | 12    | 343 | 119 |
| 3     | 163 | 52  | 13    | 364 | 127 |
| 4     | 183 | 59  | 14    | 385 | 135 |
| 5     | 202 | 66  | 15    | 406 | 143 |
| 6     | 221 | 74  | 16    | 428 | 151 |
| 7     | 241 | 81  | 17    | 450 | 159 |
| 8     | 261 | 88  | 18    | 472 | 167 |
| 9     | 281 | 96  | 19    | 494 | 175 |
| 10    | 302 | 104 | 20    | 516 | 184 |

- One level in your special attack(s) of choice — if you're partial to daggers, get one level of Mortal Blow. Power Strike for sword, or Power Shot for bow.
- Weapon Mastery 1. This adds 2 damage to your normal physical attack with any weapon. This may seem small, but it's a big difference in the long run.
- Armor Mastery 1. This adds 9 defense to your normal physical defense when wearing armor. This is a big help when fighting monsters with physical attacks.
- The next two levels in your special attack(s) of choice — though it costs more mana to use, it does more damage; fair trade.
- You get the next skill batch at Level 10.
- Weapon Mastery 2. This adds 1 damage to your normal physical attack (P.Atk) with any weapon.
- Armor Mastery 2 and 3. AM2 adds 2 defense to your normal physical defense (P.Def) when wearing armor, AM3 adds another 1.
- The next three levels in your special attack(s) of choice. (Mortal Blow, Power Strike, Power Shot)
- You get the next skill batch at Level 15. This is the last batch of skills before your class change.



- **Weapon Mastery 2.** This adds 1 damage to your normal physical attack with any weapon.
- **Armor Masteries 4 and 5.** These each add 1 defense if you are wearing armor. If you're wearing light armor, AM4 adds 3 Evasion.
- **The next three levels in your special attack(s) of choice.** (Mortal Blow, Power Strike, Power Shot)

## GOOD HUNTING GROUNDS, GOOD TARGETS

- **Levels 1-4.** Stick to the south, the east, and the southwest of town for Keltirs (1) and Elpys (1). Note, you can do the Sacrifice to the Sea quest here.
- **Levels 5-6.** Do you have your bow by now? If not, head northwest from town to fight Wolves (4) and Elder Keltirs (3). If you have your bow, head to the river north of the Einhovant's School of Magic and kite the Giant Toads (5). Note that you can do the Bring Wolf Pelts or Recover Smuggled Goods quests here!
- **Levels 7-9.** If you don't have a bow, head on over to the Giant Toads (5) or northwest of town to find Elder Wolves (5). With a bow, though, run north out of town, then follow the coast northwards until you see Orcs (6) and Orc Grunts (7). While these are faster than the toads, you can still kite them. Note that you can do the Bring Wolf Pelts, Recover Smuggled Goods, or The Guard is Busy quests here!
- **Levels 10-13.** If you don't have a bow, find a friend and work on Werewolves (9) and Werewolf Hunters (10) who live just north of the Obelisk of Victory. If you do have a bow, find a friend with a bow and head north from the Obelisk as well, but keep going until you see Orc Lieutenants

(11), Orc Fighter Leaders (12) and Werewolf Chieftains (12). One of you hit the monster first, then run in circles around the other while he hits it with the bow. Note, you can do The Guard is Busy quest here!

- **Levels 14-20.** Get some good friends (a group of three to five should be good), and head into the Elven Ruins (Talking Island dungeon). In here you find monsters ranging from Level 9 to Level 21 — the difference is, all these monsters have twice the normal HP of their level and give twice the EXP/money/drops. This is extremely helpful, as you now have Level 9 monsters that hit like Level 9s but give EXP like Level 18s! Note that you can do the Sword of Solidarity, Shards of Golem, Collect Arrowheads or Crystals of Fire and Ice quests here!
- **Near the Final Levels.** don't leave the island until Level 19.5. At this point, head to Gludin to start your class change quest. Find several other people heading over there too, and group up to help each other. By the time you all finish, you will have likely leveled.
- **Important Note.** If you aren't going Rogue, this is a great point to get a free bow. Talk to the NPC who starts the Rogue quest, who will then send you to Neti. Neti gives you a bow and a dagger that you are supposed to use on the quest — but if you never complete the quest, you get to keep the bow and the dagger! While the dagger isn't that great, the bow is a 45 P.Attack weapon; not bad, for at least a few levels.



## WARRIOR (← HUMAN FIGHTER)

The Warrior is a splicing of the Knight and Rogue class: high damage, but also tank-capable. In essence, it's a mid-level tank, a mid-level damager, and perfect for a two-man fighter/healer party.

- Even if you intend to go Warlord, think about using a blunt/shield combo for Levels 20-40. Until 40 you don't get the most important polearm skill (mass stun) and the herding can be quite difficult, as most 20-40 groups like to take on monsters one at a time.
- Warriors get a lot of HP skills, such as Fast Recovery (faster regen rate), Vital Force (faster regen rate when sitting), and HP Boost (higher maximum HP). They also get the active skill, Battle Roar, which increases max HP by 10% for 10 minutes. When tanking, the high HP can make up for their lower physical defense.
- War Cry is a very useful skill. Lasting for 1 minute, War Cry increases your P.Atk by 20%. Though a lot of Warriors consider this an emergency skill, like Ultimate Defense for Knights or Ultimate Evasion for Rogues, remember that their emergency skills have 10-minute recharge times while yours is just 2 minutes. Unless you are pressed for mana, use War Cry every time it's recharged.
- If you're using a spear, don't try to use it like it's a sword — that is, don't go one-on-one with monsters. Gather up a group of monsters (lower levels, so you don't get pummeled!), turn to face them, and use the full range of the spear to your advantage. Remember, polearm weapons trade damage for multi-hit, so if you aren't using that multi-hit, it's not worth giving up the damage.
- Detect Insect Weakness is the first in a long line of Detect ... Weakness skills. These

skills increase damage by 10% against the monster they are aimed at, and while they aren't drop-dead awesome skills, take advantage of them; if it's a choice between Level 32 Ant Overseers and Level 32 Toad Lords, go for the Ants since you have +10% P.Atk on them!

- Stun Attack can be very, very useful ... if used correctly. With Chronicle 1, stun lasts 8 seconds (longer than it did in Prelude) but has a chance of being interrupted when hit. When it's just one person hitting the monster, the chance is very small, but if it's a big group pummeling away, the chance is quite high. Therefore, when soloing, go with Stun Attack, but when in a group, use your MP on Power Smash.
- If acting as a group tank, remember that you don't have all the skills of a 'real' tank class. You don't get the added Magic Defense skills, and you don't have any shield masteries. More importantly, if something aggroes to your healers or nukers, you have no Hate skill to pull the monsters to you.
- When making the choice between Gladiator and Warlord, remember that it isn't just polearm vs. duals; Gladiators also get blunt skills. While blunts are lower damage, they have the added benefit of shields and stun skills. Take this alternative into consideration.

### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 568  | 196 | 31    | 1116 | 330 |
| 22    | 621  | 209 | 32    | 1173 | 343 |
| 23    | 674  | 222 | 33    | 1231 | 358 |
| 24    | 728  | 235 | 34    | 1289 | 372 |
| 25    | 782  | 248 | 35    | 1348 | 386 |
| 26    | 836  | 262 | 36    | 1407 | 400 |
| 27    | 891  | 275 | 37    | 1467 | 415 |
| 28    | 947  | 288 | 38    | 1527 | 430 |
| 29    | 1002 | 302 | 39    | 1588 | 444 |
| 30    | 1059 | 316 | 40    | 1649 | 459 |



## GLADIATOR (← WARRIOR ← HUMAN FIGHTER)

The Gladiator is a high-damage, high-HP class with plenty of active attack skills, many of which are special high-damage 'Focus' attacks.

- *Blunts or Duals.* The age old battle — people often argue over whether blunts or duals are better for a Gladiator, but it really depends on your style. For sheer brute damage, you are going to want to have the duals, but in a duel or when fighting strategically (grouping up on higher-level monsters, for example) the stun power of the blunt is invaluable. Also, if you consistently hunt with a Knight or another stunner in the group, go for the dual swords, just because of how fast you can drop things!
- In order to use one of the powerful sonic attacks, you must have used Focus Sonic beforehand. If you use it once, you get Force Level 1, twice Force Level 2 and so forth. The more force you have, the stronger your attack. Also, note that once you have used a sonic skill, you must re-focus in order to cast another one.
- *Sonic Blaster.* This is a surprisingly useful skill, both for pulling monsters and just as a regular opening attack (it does a lot of damage for so little MP).
- *Double Sonic Slash.* while you might think that the name connects to the fact that you have a dual sword, it's really there for "double sonic" ... as in, you need two sonic charges to use it.
- Don't be afraid to focus sonic or use a buff mid-fight. All of the Gladiator buffs take mere seconds to cast, and they can often be a huge help. For example, six seconds of focus sonic means you can use another awesome sonic attack!
- *Special attacks.* while it's tempting to use two or more special attacks per monster (after all, you have more than two skills to use!), in order to preserve MP, it is wise to only use one. Remember, if your MP is

more full than your HP, you can always use it on Relax!

- *Soloing or Grouping.* Almost every 40+ who knows what they're doing will hunt in a group, because of how much better the EXP is. But there is something to be said for the solo Gladiator, especially if you are a dual wielder and 46+. (Double sonic slash or even better, triple sonic slash takes damage to insane heights.)
- *Tanking.* Even if your party has a primary tank (a Knight type, or a heavy armor Orc), whenever you have full HP, tank one or two monsters. With all your HP and your regeneration skills, it makes life much easier for the tank to have a backup to take a few swings.
- *Detect Weakness skills.* There is no reason that you should not always have a weakness skill on! Even if you do not know what your monster is, you can take a guess and are usually right! If it's leafy, it's probably a plant. If it resembles an animal from the real world, it's likely a beast. If it resembles a dragon ... and so on!

### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1727 | 484 | 61    | 3414 | 1024 |
| 42    | 1806 | 509 | 62    | 3505 | 1053 |
| 43    | 1885 | 535 | 63    | 3596 | 1082 |
| 44    | 1965 | 560 | 64    | 3688 | 1111 |
| 45    | 2045 | 586 | 65    | 3780 | 1141 |
| 46    | 2126 | 612 | 66    | 3874 | 1171 |
| 47    | 2208 | 638 | 67    | 3967 | 1200 |
| 48    | 2290 | 664 | 68    | 4061 | 1231 |
| 49    | 2373 | 691 | 69    | 4156 | 1261 |
| 50    | 2457 | 717 | 70    | 4252 | 1291 |
| 51    | 2541 | 744 | 71    | 4348 | 1322 |
| 52    | 2625 | 771 | 72    | 4444 | 1353 |
| 53    | 2711 | 799 | 73    | 4542 | 1384 |
| 54    | 2796 | 826 | 74    | 4640 | 1416 |
| 55    | 2883 | 854 | 75    | 4738 | 1447 |
| 56    | 2970 | 882 | 76    | 4837 | 1479 |
| 57    | 3058 | 910 | 77    | 4937 | 1511 |
| 58    | 3146 | 938 | 78    | 5037 | 1543 |
| 59    | 3235 | 966 | 79    | 5138 | 1575 |
| 60    | 3324 | 995 | 80    | 5239 | 1607 |



## WARLORD (← WARRIOR ← HUMAN FIGHTER)

One of the few melee classes that can effectively herd, the Warlord is often overlooked. Contrary to popular belief, the amazing skills of the Warlord (such as Thunderstorm and Whirlwind) make it one of the best levelers in the game.

- You have less power, especially in your special attacks, than the average Level 40. Why? Because your specialty is not in doing a concentrated amount of damage to one target, but taking on a collection of weaker targets. Thus, you do end up in huntspots under your level ... but killing four or five monsters at a time!
- Don't be afraid to use Howl or Warcry whenever they're ready. Each regenerates so fast, it really isn't worth saving for a "tough spot." Just use it when it's ready!
- Make sure not to use Thrill Fight when you might have to run, as it decreases your movement speed. It's best for when you're facing off against a monster you are confident you can beat, and Thrill Fight is just there to make it die faster!
- When you have six monsters smacking you at one time, don't worry about saving MP. Use Thunderstorm as often as possible, and intersperse some Whirlwinds as well. To get the monsters together in the first place, run around hitting them — run in a circle to get them all together, then turn to face them. Remember, if they aren't in front of you, your normal attacks won't hit.
- PvP is one really bad point about Warlords. If you are a PvPer, you might want to reconsider your class choice. Because of the style of the special attacks for Warlords (they hit anything around them, but no one particular target) it is impossible to dependably hit someone, even if she's red.

- Revival is, as the name implies, a last grab at life. The skill has a 3-hour recharge time and can only be used when you're under 10% of your HP, but when used, it's a 1685 HP heal. This makes it fall into the Good To Have But Not Often Used Skills category.
- *Detect Weakness skills.* There is no reason that you should not always have a weakness skill on! Even if you do not know what your monster is, you can take a guess and are usually right! If it's leafy, it's probably a plant. If it resembles an animal from the real world, it's likely a beast. If it resembles a dragon ... and so on!



### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1735 | 484 | 61    | 3600 | 1024 |
| 42    | 1822 | 509 | 62    | 3700 | 1053 |
| 43    | 1910 | 535 | 63    | 3801 | 1082 |
| 44    | 1998 | 560 | 64    | 3903 | 1111 |
| 45    | 2087 | 586 | 65    | 4005 | 1141 |
| 46    | 2177 | 612 | 66    | 4108 | 1171 |
| 47    | 2267 | 638 | 67    | 4211 | 1200 |
| 48    | 2358 | 664 | 68    | 4315 | 1231 |
| 49    | 2449 | 691 | 69    | 4420 | 1261 |
| 50    | 2542 | 717 | 70    | 4526 | 1291 |
| 51    | 2634 | 744 | 71    | 4632 | 1322 |
| 52    | 2728 | 771 | 72    | 4739 | 1353 |
| 53    | 2822 | 799 | 73    | 4846 | 1384 |
| 54    | 2917 | 826 | 74    | 4954 | 1416 |
| 55    | 3013 | 854 | 75    | 5063 | 1447 |
| 56    | 3109 | 882 | 76    | 5173 | 1479 |
| 57    | 3206 | 910 | 77    | 5283 | 1511 |
| 58    | 3303 | 938 | 78    | 5394 | 1543 |
| 59    | 3402 | 966 | 79    | 5505 | 1575 |
| 60    | 3500 | 995 | 80    | 5617 | 1607 |

# HUMAN KNIGHT (← HUMAN FIGHTER)

One of the top 20-40 tanks, the Human Knight is a welcome addition to any party and not that bad at soloing, either. Be prepared to do less damage than your Warrior counterpart, but your tanking skills (Hate, Majesty, etc.) make up for your lower damage.

- You are the ultimate mid-level tank, with high P.Def, lots of hit points, Hate skills, and Shield Stun. Remember though, that the trade-off for soaking up damage is that you don't *do* as much damage.
- If you are a soloer at heart, make sure to upgrade both your weapon and armor as often as possible. If you group most of the time, though, remember that your key role in a party is taking damage; don't ignore weapon upgrades, but concentrate on getting some really good armor as fast as you can!
- A lot of people underrate Ultimate Defense because it takes away your ability to run away or chase a monster, and it has such a long recharge time. In a fight, if a monster switches to another party member, you must stand still and watch them get pummeled. In a duel, if your opponent realizes you are using Ultimate Defense, he will likely just step away and wait for it to wear off. So where's the value in it? The true value of UD is when you get attacked by a large group of monsters. When you have 4+ foes beating at you, the elevated P.Def and M.Def is often what gives you and your buddies the time to kill the monsters before your time expires!
- Whenever you're hunting, have your Majesty buff on! You use Heavy Armor and a Shield, so your Evasion is already low; might as well lose some more to boost your P.Def!

- Shield Stun is what really separates Human Knights from Elven or Shillien Knights. This skill has a high-success rate stun which lasts for up to 8 seconds (it can be interrupted). This is the best use of your MP as a Knight.
- Hate pulls aggressive monsters off of another target and onto you. This is very helpful when an NPC archer decides that your healer or dagger friend looks like easy meat!
- Drain Health might look like a cool skill, but it is heavily reliant on M.Atk (for damage) and WIT (for casting speed), both stats that the Human Knight lacks. Put off getting this skill in favor of some of the more important skills, such as armor masteries!
- Divine Heal is an emergency self-heal. It takes a lot of MP and a lot of time to cast, especially considering how very little it heals you. Basically, it's a good thing to have for those near-disaster moments, but if you are in a group with a healer... let him do his job. He's much better at it than you!



HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 563  | 196 | 31    | 1056 | 330 |
| 22    | 610  | 209 | 32    | 1107 | 343 |
| 23    | 658  | 222 | 33    | 1159 | 358 |
| 24    | 706  | 235 | 34    | 1212 | 372 |
| 25    | 755  | 248 | 35    | 1265 | 386 |
| 26    | 804  | 262 | 36    | 1318 | 400 |
| 27    | 854  | 275 | 37    | 1372 | 415 |
| 28    | 904  | 288 | 38    | 1426 | 430 |
| 29    | 954  | 302 | 39    | 1481 | 444 |
| 30    | 1005 | 316 | 40    | 1536 | 459 |



## PALADIN (← HUMAN KNIGHT ← HUMAN FIGHTER)

Even though the Dark Avenger is thought to be more of a tank than the Paladin, especially in the lower levels, Paladin doesn't rank far behind Avenger. Though you don't have the panther, you still have Hate and UD, and of course the signature Paladin heals and undead fighting skills.

- While you might think of the Paladin as a tank healer, try using your MP to shield stun, not heal, except in extreme situations. By Level 40 you should be grouping most of the time, and healers use less MP and heal more HP in less time than you can!
- Majesty is an awesome skill! It improves your P.Def by 7-15% (depending on level) which, for a Knight, is well worth the 2-6 Evasion loss!
- As you can tell from the Paladin's skill list, their forté is undead. Between the active Holy Strike and the passive Holy Blade/Armor, you are a skeleton and ghost killing machine. Seek out undead.
- Sacrifice is an amazing skill, especially if you aren't a frontline tank. This skill heals the target for about 900 HP, using your HP instead of your MP. This is useful when your healer already has an aggro or two pounding at her, or when she's fresh out of MP.
- Flashy and quick to cast, Sanctuary makes a good opening to a fight versus several undead, as it has an area-effect radius. This is especially good when facing an undead leader; pull it close, flash your Sanctuary spell, and throw Ultimate Defense into effect.
- A character with Shield Mastery 4, such as a Level 52+ Paladin, succeeds in shield defense 99% of the time when facing an archer.

- Invest in Magic Defense items; a lot of the undead and upper-level monsters use magic, and it's good to be prepared for that! Another thing — the higher your Magic Defense, the more effect Iron Will has. The same with Physical Defense and Majesty.
- Where Hate pulls one monster onto you, Hate Aura pulls all monsters around you to attack you. This is very good when a Cleric or a Rogue type finds himself being chased by leaders or a group spawn.



### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1610 | 484 | 61    | 3208 | 1024 |
| 42    | 1684 | 509 | 62    | 3294 | 1053 |
| 43    | 1759 | 535 | 63    | 3380 | 1082 |
| 44    | 1835 | 560 | 64    | 3467 | 1111 |
| 45    | 1911 | 586 | 65    | 3555 | 1141 |
| 46    | 1988 | 612 | 66    | 3643 | 1171 |
| 47    | 2065 | 638 | 67    | 3732 | 1200 |
| 48    | 2143 | 664 | 68    | 3821 | 1231 |
| 49    | 2222 | 691 | 69    | 3911 | 1261 |
| 50    | 2301 | 717 | 70    | 4001 | 1291 |
| 51    | 2380 | 744 | 71    | 4092 | 1322 |
| 52    | 2461 | 771 | 72    | 4184 | 1353 |
| 53    | 2541 | 799 | 73    | 4276 | 1384 |
| 54    | 2623 | 826 | 74    | 4369 | 1416 |
| 55    | 2705 | 854 | 75    | 4462 | 1447 |
| 56    | 2787 | 882 | 76    | 4556 | 1479 |
| 57    | 2870 | 910 | 77    | 4650 | 1511 |
| 58    | 2954 | 938 | 78    | 4745 | 1543 |
| 59    | 3038 | 966 | 79    | 4841 | 1575 |
| 60    | 3123 | 995 | 80    | 4937 | 1607 |



## DARK AVENGER (← HUMAN KNIGHT ← HUMAN FIGHTER)

This is the ultimate Human tank class, so be prepared to lead the hunt. Know where you are going and what you are doing at all times!

- The fearsome, armored Black Panther is now your most honored friend. This courageous pet is pixel art in its finest format ... scary to look at and an amazing kick-your-booty ally.
- Depending on how the situation sets up, you can play fetch the foe or charge right in. Let your cat take some of the aggro, especially when soloing, to save down time and maintenance costs. You heal much faster than the panther, but it's no bad tank when you're in a crunch. You can pretty much go nonstop, killing fighting critters at your level or just below.
- If you need to farm for some cash, don't forget to figure in the cost of the crystals to keep summoning the panther; it might be better off soloing alone.
- Hamstring, one of your Level 43 spells, sounds like a good 'run away!' tactic; the sad truth is, the spell takes a full 3 seconds to cast, and if you are desperate enough to use it, you likely don't have 3 seconds to spare.
- Horror, which also takes 3 seconds to cast, is a bit more useful than Hamstring. If you have two or three monsters on you, cast a quick Horror on one of them, and they will run away and wait their turn to get beat up.
- If two or more monsters suddenly decide your magician/light armor friend looks tasty, a quick use of Hate Aura can attract their attention. Just make sure that there are no other nearby monsters that you don't want smacking you.
- This class is very versatile. It can solo decently and is a major boon to any group. In PvP you can own. You can use a bow to

lure if you want, and then hotkey over to your bread and butter (sword and shield)

- Life Scavenge is a boon to soloing Avengers. It works like a Life Drain, draining the HP of a monster and giving it to you ... the catch is that the target must be dead! When you finish a hard battle, there's no better way to get back at the monster than hitting it again while it's down.
- A character with Shield Mastery 4, such as a Level 52+ DA, succeeds in shield defense 99% of the time when facing an archer.
- Corpse Plague isn't really the most useful of spells, because of how fast corpses disappear and how long the spell takes to cast. It's nice to have every now and then, but it isn't worth its weight in SP.



### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1610 | 484 | 61    | 3208 | 1024 |
| 42    | 1684 | 509 | 62    | 3294 | 1053 |
| 43    | 1759 | 535 | 63    | 3380 | 1082 |
| 44    | 1835 | 560 | 64    | 3467 | 1111 |
| 45    | 1911 | 586 | 65    | 3555 | 1141 |
| 46    | 1988 | 612 | 66    | 3643 | 1171 |
| 47    | 2065 | 638 | 67    | 3732 | 1200 |
| 48    | 2143 | 664 | 68    | 3821 | 1231 |
| 49    | 2222 | 691 | 69    | 3911 | 1261 |
| 50    | 2301 | 717 | 70    | 4001 | 1291 |
| 51    | 2380 | 744 | 71    | 4092 | 1322 |
| 52    | 2461 | 771 | 72    | 4184 | 1353 |
| 53    | 2541 | 799 | 73    | 4276 | 1384 |
| 54    | 2623 | 826 | 74    | 4369 | 1416 |
| 55    | 2705 | 854 | 75    | 4462 | 1447 |
| 56    | 2787 | 882 | 76    | 4556 | 1479 |
| 57    | 2870 | 910 | 77    | 4650 | 1511 |
| 58    | 2954 | 938 | 78    | 4745 | 1543 |
| 59    | 3038 | 966 | 79    | 4841 | 1575 |
| 60    | 3123 | 995 | 80    | 4937 | 1607 |



## ROGUE (← HUMAN FIGHTER)

The Rogue is a damage-focused class that uses big-hit attacks to finish its enemies quickly before getting mowed down. Remember though, that you are in Light Armor, so you cannot take as many hits as the other Human Fighter classes.

- Humans have lower MP than some races and slower foot speed, so be careful with special moves and don't expect to be able to always run away. Dash helps, but it's short-lived with a moderate cooldown.
- Rogues get plenty of passive skills, some very useful, some not. Think about getting skills that will help you in combat before getting skills that will help you in traveling; 5% more P.Atk speed is much more useful in the heat of battle than an extra three minutes on your underwater breath bar!
- Power Shot is a wonderful opening move — and it doesn't consume any arrows.
- Decide early on which weapon you want to focus on, and keep it maxed. Both dagger and bow are useful, but one can follow the other in due time.
- A lot of Rogues feel that Levels 20 to 36 is a very slow, boring process, but at 36 it spices up a lot with an attack speed boost. The 5% extra attack speed means a quick shoot-and-reload for bow Rogues, and even more importantly, it makes dagger Rogues the fastest attackers in the game!
- Bleed is a fairly substantial damage over time (DoT) move, but should be done early in the combat for maximum effect. In PvP, the move is good at any time, but especially towards the end should your opponent decide running would be the better option.
- Don't bother getting Unlock 2 or above. As of Chronicle 1, there are only Level 1 doors

in the game, and Unlock 1 works well enough.

- Daggers have a higher critical chance, but have a higher chance to miss. Accuracy is a skill which you will either love or hate; it raises your chance to hit but sucks away MP. Still, it is fairly inexpensive to keep running, and you shouldn't hesitate to turn it on going into PvP combat.
- Mortal Blow is a high-damage, high-risk skill. It only works on a critical, so it is more likely to work if you use it flanking or behind the monster. Luckily for the Rogue, you get a Critical Chance skill which ups the chance of Mortal Blow hitting.
- Ultimate Evasion is very short-lived, with a long cooldown time, but it can save your life when needed.
- Stun attacks in general are powerful things. Stun Shot doesn't hit hard and uses a lot of MP, but the chance to make your opponent stand around dazed is worth the effort. It's expensive for Humans, but fast.



HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 560 | 196 | 31    | 1016 | 330 |
| 22    | 603 | 209 | 32    | 1064 | 343 |
| 23    | 648 | 222 | 33    | 1112 | 358 |
| 24    | 692 | 235 | 34    | 1160 | 372 |
| 25    | 737 | 248 | 35    | 1209 | 386 |
| 26    | 783 | 262 | 36    | 1259 | 400 |
| 27    | 829 | 275 | 37    | 1309 | 415 |
| 28    | 875 | 288 | 38    | 1359 | 430 |
| 29    | 921 | 302 | 39    | 1409 | 444 |
| 30    | 968 | 316 | 40    | 1460 | 459 |





# TREASURE HUNTER (← ROGUE ← HUMAN FIGHTER)

With the fastest attack speed in the game (due to passive skills), the Treasure Hunter is sometimes thought of as the best dagger class — slower, but with higher HP, P.Atk and P.Atk speed than other classes.

- Primary strengths include: excellent passive abilities. Largest drawbacks: slowest run speed of all Rogues, few active combat skills.
- Even though you are a dagger user, invest in a shield. Why, you might ask? You will likely find yourself in at least one PvP encounter with an archer who is faster than you. As of Chronicle 1, Shields have a very high chance of blocking an archer's arrows, so long as you are facing said archer. Even if all you buy is a kite shield, that's an extra 142 defense about 50% of the time!
- The Treasure Hunter trades in Mortal Blow for two new attacks: Backstab and Deadly Blow. Deadly Blow works just like Mortal Blow, it is simply more powerful. Backstab, on the other hand, works 100% of the time from the back and never from the front or the sides. Therefore, when attacking from the front or the sides, always use Deadly Blow. When attacking from the back, always use Backstab.
- While you only have 3 levels of Stun Shot, a lot of Treasure Hunters carry around a low-level bow, at least for the first few levels. Even with the high MP cost, stopping an enemy in its tracks is quite helpful, especially for such a slow class.
- With a Level 6 HP regeneration spell, the Treasure Hunter has a clear advantage in PvE over the other Rogue classes.
- Fake Death is useful, fun and very dangerous, all in one! Useful, because if you have

a large group of monsters chasing you, playing dead will cause them to go find something else to do. Fun, because who doesn't like to fall down in the middle of town for no apparent reason? And dangerous, because when the monsters decide that you are done for and they can go bother someone else, that someone else might be your party!

- Silent Move is a good skill to use when you are traveling through monsters that you don't want to fight. This skill consumes 5 MP every 5 seconds to remain active, though, so when in the heat of battle, it might be wiser to use a skill like Veil, Switch or Trick, which only have a one-time MP cost and get the monster off you just the same.



HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1526 | 484 | 61    | 2947 | 1024 |
| 42    | 1592 | 509 | 62    | 3023 | 1053 |
| 43    | 1659 | 535 | 63    | 3100 | 1082 |
| 44    | 1726 | 560 | 64    | 3177 | 1111 |
| 45    | 1794 | 586 | 65    | 3255 | 1141 |
| 46    | 1862 | 612 | 66    | 3333 | 1171 |
| 47    | 1931 | 638 | 67    | 3412 | 1200 |
| 48    | 2000 | 664 | 68    | 3492 | 1231 |
| 49    | 2070 | 691 | 69    | 3572 | 1261 |
| 50    | 2140 | 717 | 70    | 3652 | 1291 |
| 51    | 2211 | 744 | 71    | 3733 | 1322 |
| 52    | 2282 | 771 | 72    | 3814 | 1353 |
| 53    | 2354 | 799 | 73    | 3896 | 1384 |
| 54    | 2426 | 826 | 74    | 3979 | 1416 |
| 55    | 2499 | 854 | 75    | 4062 | 1447 |
| 56    | 2573 | 882 | 76    | 4145 | 1479 |
| 57    | 2646 | 910 | 77    | 4229 | 1511 |
| 58    | 2721 | 938 | 78    | 4313 | 1543 |
| 59    | 2795 | 966 | 79    | 4398 | 1575 |
| 60    | 2871 | 995 | 80    | 4484 | 1607 |



## HAWKEYE (← ROGUE ← HUMAN FIGHTER)

Many think that the Hawkeye is handicapped by its inability to kite; it's hard being the slowest archer in the game! But, for every bad side there is a good: the Hawkeye's lost speed is put into power, making it the best siege archer.

- Compared with its Elven and Dark Elven counterparts, the Hawkeye has the highest accuracy, hit points and power of the three.
- The disadvantage to a Hawkeye is that you are not as fast as Dark Elves or Elves, and thus cannot kite monsters or people half as well. Overall conclusion: Hawkeye is the best siege archer, but not the best PK/kiting archer.
- As it already takes MP to shoot a bow (the better the bow, the more MP it takes) a lot of archers find it a waste of MP to use the special attacks. If you find yourself with full MP, though, feel free to let off a Double Shot or Stun Shot.
- Hawk Eye, the signature move of Hawkeyes, is not as good as one might expect. The skill is entirely useless when soloing — that extra 10% P.Def keeps you alive — but as long as you're sure that you won't get hit, it can be useful in a group.
- If you find yourself out of arrows with a monster chasing you, remember that special attacks do not use up arrows. While it burns a lot of MP, you will likely need a town run soon anyway, so Double Shot the bugger to death!
- Stun Shot is especially useful when a PKer realizes you are too strong and begins to run away. This attack stops your target dead in her tracks (if it works) and gives you time to knock her off. The downside? It uses a lot of MP and does little damage.
- Burst Shot does much less damage than Double Shot, or even Stun Shot, but it does shower damage, hitting several monsters at once. This is a good skill to use if a tank draws too many monsters at once — just make sure the monsters don't turn on you!
- A big debate among archers is whether you should have a secondary weapon. While a dagger can come in useful when attacked by a player or fighting a monster in close quarters, it is a big drain on the pocket-book to support two weapon upgrades.
- The combined high attack power of the bow and the attack power of a Human makes the Human Hawkeye a good PK character. While some might argue that the Treasure Hunter is better suited to high-damage hits and quick kills, the Hawkeye has the advantage of being farther away from the target, having attacks that always hit, and doing more damage with a single regular attack.

### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP   |
|-------|------|-----|-------|------|------|
| 41    | 1530 | 484 | 61    | 3040 | 1024 |
| 42    | 1600 | 509 | 62    | 3121 | 1053 |
| 43    | 1671 | 535 | 63    | 3202 | 1082 |
| 44    | 1743 | 560 | 64    | 3285 | 1111 |
| 45    | 1815 | 586 | 65    | 3367 | 1141 |
| 46    | 1887 | 612 | 66    | 3451 | 1171 |
| 47    | 1960 | 638 | 67    | 3534 | 1200 |
| 48    | 2034 | 664 | 68    | 3619 | 1231 |
| 49    | 2108 | 691 | 69    | 3704 | 1261 |
| 50    | 2183 | 717 | 70    | 3789 | 1291 |
| 51    | 2258 | 744 | 71    | 3875 | 1322 |
| 52    | 2334 | 771 | 72    | 3961 | 1353 |
| 53    | 2410 | 799 | 73    | 4048 | 1384 |
| 54    | 2487 | 826 | 74    | 4136 | 1416 |
| 55    | 2564 | 854 | 75    | 4224 | 1447 |
| 56    | 2642 | 882 | 76    | 4313 | 1479 |
| 57    | 2720 | 910 | 77    | 4402 | 1511 |
| 58    | 2799 | 938 | 78    | 4492 | 1543 |
| 59    | 2879 | 966 | 79    | 4582 | 1575 |
| 60    | 2959 | 995 | 80    | 4673 | 1607 |





## HUMAN MYSTIC

### PROS

- Good INT, M.Atk., M.Atk Speed
- Good HP, CON and DEX for a Mystic

### CONS

- Least Accuracy, Critical chance, Evasion, P.Atk Speed of all
- Low MEN, WIT, DEX and STR for a Mystic

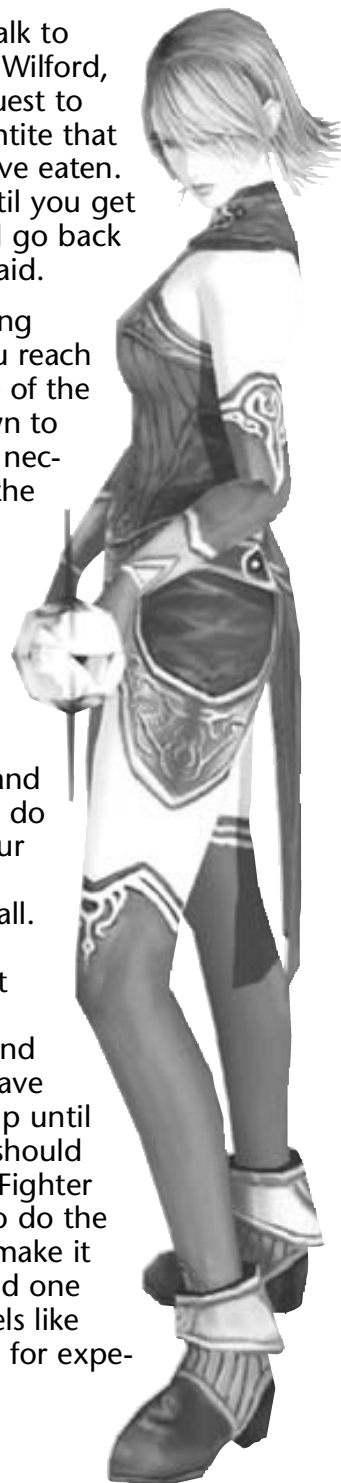
### GETTING STARTED

- Human Mystics get some good low level quests; you can quickly get over 1,000 adena within the first few levels, but the first quest you should do is the map quest, so you know how to get around! Find one of the Magisters in your starting area and talk to him, then do what he asks.
- When you reach Level 2 (which takes about five minutes of hunting) go to town and talk to Guard Arnold. He's got a job that he's willing to pay good adena for, and it helps you get familiar with the village. Another quest you should do right away is the one Lighthouse Keeper Rockswell gives. Go talk to him (he is at the Lighthouse marked on the map), kill Keltirs for keltir Fur. Take the fur to Cristel who is by the well in town and get the keltir furs sewn together. Then go talk to Warehouse Keeper Rolfe and go back to Lighthouse Keeper Rockswell. (Walkthroughs for all of these are available in the **Quests** chapter.)
- Now you have made a quick 1000+ adena for some early shopping. It's a good idea to get your first new weapon, an Apprentice Rod, as apposed to your Apprentice Wand. Now you should try kiting Giant Toads near the river. Cast at them with Wind Strike and run a bit before casting again. If this feels too hard, kill more Keltirs. Once you

|            |    |            |    |            |    |
|------------|----|------------|----|------------|----|
| <b>STR</b> | 22 | <b>WIT</b> | 20 | <b>CON</b> | 27 |
| <b>INT</b> | 41 | <b>DEX</b> | 21 | <b>MEN</b> | 39 |

reach Level 5, go talk to Warehouse Keeper Wilford, who gives you a quest to recover his Adamantite that the Giant Toads have eaten. Kill Giant Toads until you get 20 Adamantite and go back to Wilford to get paid.

- You can start learning new skills when you reach Level 7. Talk to one of the Magisters **A** in town to learn skills; get any necessary books from the Magic shop **M**.
- Now you have done the first few quests and can level up a bit until you reach Level 9. Killing Giant Toads and possibly Orcs and Werewolves should do the trick. Check your map and go to Cedric's Training Hall. Talk to Roien who gives you your next quest. Go talk to Blacksmith Altran and then if you don't have Heal yet, go level up until you get Heal. You should try searching for a Fighter of the same level to do the quest with you to make it easier. One tank and one Mystic at small levels like this isn't very good for expe-



rience or SP, but the quest is the important thing now. You should heal the Fighter until he gets the quest parts from the Orcs in the dungeon (Tunath Orc Archers die easier than Warriors but hit harder) and then attack them yourself (with the help of the Fighter; just make sure you get the last hit) to get your pieces of the Sword of Solidarity. Once you have found the two parts, return to Altran, fetch the handle from Roien and go back to Altran who now gives you your first free Fighter weapon. If you have the time and inclination, see how much the store would pay you for it, then try a Private Sale at a bit higher. If you're impatient, sell it to the store itself.

- You should be Level 10 by now, but if you're not, go level up to start your second free weapon quest. Go to the Magic School and talk to Grand Magister Gallint for the instructions to go kill a Giant Toad Spirit Mirror which can be found near the bridge where other toads are. Then go find the Orc Spirit Mirror located near the Obelisk and lastly, the Werewolf Spirit Mirror in the westernmost part of the island. There will likely be a lot of people there, so either be fast or see if you can't organize a line. Now that you have done what you were asked to, return to Grand Magister Gallint to receive the Wand of Adept, a fine Mystic weapon for you.
- Now you might want to collect more money by killing something you can kill easily, many times in row, with as few rests as possible. You might want to consider partying with a tank of the same level until Level 15, when you can get a quest from Rylith. Keep farming with a tank of the same level until you reach Level 19, and then go do your class change quest in Gludin.

## USING SKILLS

- Kiting is the best way to go at low levels. Combining Wind Strike and Ice Bolt for

solong takes mana but is good for killing monsters. Healing is good for partying, since your tank doesn't have to sit and waste time that way. Shield and Might are good for both you and your tank — Might raises the physical attack of whomever you cast it on, and Shield raises physical defense the same way.

## GOOD HUNTING GROUNDS/ GOOD THINGS TO HUNT

- On TI the Orcs are always good for low-level experience. When the Orcs get too easy, upgrade to Werewolves. Later you can go into the dungeon and hunt Tunath Orcs, or you can go hunt Spiders on the north and west coasts.
- On the Mainland there are various types of Bears, Lizardmen, Bats, Spiders and Wererats for you to choose from, but be careful — some of them are high levels!

## NEAR THE FINAL LEVELS

- Partying is the key for fast leveling at this time, and you all want to be of the same level. Killing monsters with little or no downtime gets you to Level 19-20 quickly. Money is also important, so try to choose the best "money monster" you can find.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 99  | 59  | 11    | 253 | 172 |
| 2     | 113 | 69  | 12    | 269 | 184 |
| 3     | 128 | 80  | 13    | 285 | 196 |
| 4     | 143 | 91  | 14    | 302 | 208 |
| 5     | 158 | 103 | 15    | 319 | 220 |
| 6     | 174 | 114 | 16    | 336 | 233 |
| 7     | 189 | 125 | 17    | 353 | 245 |
| 8     | 205 | 137 | 18    | 370 | 258 |
| 9     | 221 | 148 | 19    | 387 | 271 |
| 10    | 237 | 160 | 20    | 405 | 284 |



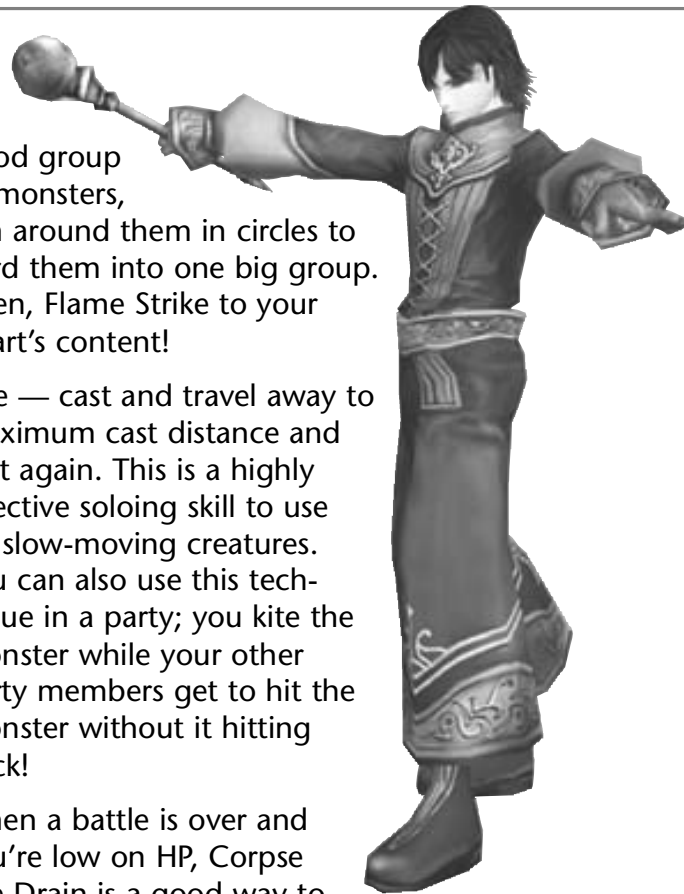
## HUMAN WIZARD (← HUMAN MYSTIC)

Do not misjudge a Human Wizard as a pushover, no matter how cute their summons are. With devastating fire-element spells and powerful summons, the Human Wizard provides quick carnage wherever it goes.

- Wizards make good party hunters. Their powers are strong, though they are too slow to kite and can't take very much damage at all.
- Every Wizard has a special element — for Dark Wizards, it's wind, for Elven Wizards, it's water, and for you, it's fire. While you have other elemental spells, take into account that fire is your strongest suit, and when looking for a hunt spot, consider this as well. If it's a choice between two Level 32 monsters, one that is weak against fire and one that is weak against air...well, you know which to go for!
- You get 2 types of summons: Kat the Cat and Mew the Cat. Kat the Cat takes only 30% of the EXP gained when hunting with it, but costs more crystals. Mew the Cat takes 90% of the EXP gained when hunting with it, but costs many fewer crystals. Use Kat for hunting and Mew for any PvP or boss raids.
- When you get stuck in close combat, use Aura Burn. It's a high-damage skill that is very quick to cast; the only downside is you have to be up close.
- Flame Strike is one of the most important tools in a young Wizard's leveling progression. Able to hit many monsters at once, a lot of Wizards head out to the Wastelands, Cruma Swamp or Cruma Tower to find slow monsters (such as golem types) that they can herd. To herd, cast a simple spell (such as Blaze or Ice Bolt) to turn the monsters' attention to you. Once you have a

good group of monsters, run around them in circles to herd them into one big group. Then, Flame Strike to your heart's content!

- Kite — cast and travel away to maximum cast distance and cast again. This is a highly effective soloing skill to use on slow-moving creatures. You can also use this technique in a party; you kite the monster while your other party members get to hit the monster without it hitting back!
- When a battle is over and you're low on HP, Corpse Life Drain is a good way to heal yourself. Corpse Life Drain is like a Vampiric Touch, except you use it on an already dead monster, and thus do more damage (and use less MP).
- You may not plan on moving up to Summoner at your career transfer, but summoning skills are very useful; it's a good idea to get all that are available before transferring.



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 21    | 432 | 303 | 31    | 719 | 508 |
| 22    | 460 | 323 | 32    | 749 | 530 |
| 23    | 488 | 343 | 33    | 779 | 551 |
| 24    | 516 | 363 | 34    | 809 | 573 |
| 25    | 544 | 383 | 35    | 840 | 595 |
| 26    | 572 | 404 | 36    | 871 | 618 |
| 27    | 601 | 424 | 37    | 902 | 640 |
| 28    | 630 | 445 | 38    | 934 | 662 |
| 29    | 659 | 466 | 39    | 966 | 685 |
| 30    | 689 | 487 | 40    | 998 | 708 |





# NECROMANCER (← HUMAN WIZARD ← HUMAN MYSTIC)

Despite their penchant for the undead arts, the Necromancers' versatility is their most defining characteristic; naturally, the diversity revolves around a variety of necromantic skills. They can summon undead companions to fight beside you, as well as skills that debilitate opponents and modify your abilities. Due to the powerful summoned pets and debilitating offensive attacks, the Necromancer makes for a great party addition and can also suit those who prefer to solo. If you're the type of person who enjoys magic, pets, death and frequent evil chortling, then this class will suit you well.

- During a powerful encounter, Silence can be invaluable. This skill is used when you're in a stressful spot fighting a powerful casting enemy.
- Corrupted Man is your first Necromancer's pet. You're surely tired of summoning cute little bunnies, so this will be a pleasant change of pace — and power. Watch out for costs and be sure to test out his abilities before sending him out to wreak death and destruction. Note that this monster takes 90% of all experience gained.
- Reanimated Man works a lot like Corrupted Man, and is quite powerful. Unlike its counterpart, though, this monster only steals 30% of your EXP, making it a much more effective (if more costly) hunting partner.
- Anchor not only roots a target in place but totally paralyzes it, too. Extremely useful in PvP, a siege or even a sticky hunting situation, this spell lasts for *two minutes*, ample time for you to drop your foe.
- Curse Death Link is powerful, but is only useful when you're low on HP — a situation you want to avoid in the first place.
- Don't forget to buff your pet. For soloing work, bring out your skeleton and buff its speed, might and defense. If you're fighting a slow creature you can make sure it attacks you first, then let the pet beat it up while you run around. Due to your great AoE abilities, consider finding slow mobs,

aggroing a bunch of them, and then lure them into your AoE and DoT spells (Poison Cloud) to whittle them away. There are such a great variety of skills you can use for solo combat that you'll have to be creative to make the best of the class.

- For group play, your pet acts as another powerful tank. In a team, you don't have to be the hero, so you can sit back and play a bit more of a specialized role — the debilitator and damage dealer. With a pet, potent offensive spells and debuffing skills, you're a spectacular addition to the group. Watch for bad pulls and be ready to cast Fear, Anchor or Sleep — and if there are many enemies, bust out your AoE and DoT spells for mass damage. Depending on the group and your versatility, you can play many roles — you can be the tank, the main damage dealer, or the guy who cripples the enemy in every possible way. The Necromancer will suit virtually any play style.
- Use Vampiric Claw to save a healer MP.
- Drain your pet's HP for yourself, and then heal the pet.

## HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1043 | 747  | 61    | 2018 | 1578 |
| 42    | 1088 | 785  | 62    | 2071 | 1623 |
| 43    | 1134 | 824  | 63    | 2124 | 1668 |
| 44    | 1180 | 864  | 64    | 2177 | 1713 |
| 45    | 1227 | 903  | 65    | 2230 | 1759 |
| 46    | 1274 | 943  | 66    | 2284 | 1805 |
| 47    | 1321 | 984  | 67    | 2338 | 1851 |
| 48    | 1369 | 1024 | 68    | 2393 | 1897 |
| 49    | 1416 | 1065 | 69    | 2448 | 1944 |
| 50    | 1465 | 1106 | 70    | 2503 | 1991 |
| 51    | 1513 | 1148 | 71    | 2558 | 2039 |
| 52    | 1562 | 1189 | 72    | 2614 | 2086 |
| 53    | 1612 | 1231 | 73    | 2671 | 2134 |
| 54    | 1661 | 1274 | 74    | 2727 | 2183 |
| 55    | 1711 | 1316 | 75    | 2784 | 2231 |
| 56    | 1762 | 1359 | 76    | 2841 | 2280 |
| 57    | 1812 | 1403 | 77    | 2899 | 2329 |
| 58    | 1863 | 1446 | 78    | 2957 | 2378 |
| 59    | 1915 | 1490 | 79    | 3015 | 2428 |
| 60    | 1966 | 1534 | 80    | 3074 | 2478 |



## SORCERER/ESS (← HUMAN WIZARD ← HUMAN MYSTIC)

There aren't too many secrets with the Sorcerer — you're a walking wave of destruction, with extremely powerful offensive capabilities mixed with a touch of crowd control skills and a dab of pets. You'll like this class if you enjoy blowing things up with catastrophic results. The Sorcerer's role is that of primary damage dealer, with some excellent crowd control spells. Fire and non-elemental attacks are your expertise, and once you have your target in sight — you'll have to wait until the smoke clears to see the result.

- By the time you turn into a Sorcerer, you have a good idea of what weapons and armor you should be using. Just make sure to get the best you can afford. The Sorcerer is all about offense, which in this case is your best defense. Your weapons are your spells, and your armor is not much of a concern, since you're in a bad place if a creature reaches you.
- The spells you receive when you become a Sorcerer focus mainly on additional offense.
- Aura Flare is useful due to its high speed. It is powerful, and can be used rapidly to great effect. This is a non-elemental attack, so is not subject to those resistances. Be sure not to drain your MP too quickly. Its speed makes it very useful for finishing off a mob.
- Blazing Circle is another powerful offensive fire spell. Casting speed is fairly slow.
- Blazing Skin is an interesting spell that reflects a certain amount of damage back to the dealer. While cast on just yourself, this spell might seem a bit puny — but cast it on the entire group and there will be some serious damage returned to any attacker.
- Prominence is probably your most powerful direct damage spell as you hit 40. There isn't much of a secret to it — just point, blast and enjoy!
- Sleeping Cloud is a great AoE spell for a variety of situations. Get this!
- Cancel removes all status ailments. This is

one of the few beneficial group spells you can get.

- Decay is a focused poison, which does damage over time. It is very powerful, and, as of Chronicle 1, the only earth element skill in the game.
- While the Sorcerer may lack some of the versatility that other classes have, it makes up the difference in brute force. Simply, don't try to solo. You can do it, of course, it's just not a very productive method of gaining experience. The Sorcerer is suited extremely well for team fighting against groups of creatures. For effective grouping, focus yourself on just blasting the target until it dies. By 40 you will be extremely familiar with how and when to use your AoE and DD damage spells. However, with your new spells you find that your MP can be drained very quickly, so you need to learn how to deal with these additional spells — and how to manage your MP efficiently.
- Use your "Surrender" skills if other members in the party have that type of elemental attack.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1043 | 747  | 61    | 2018 | 1578 |
| 42    | 1088 | 785  | 62    | 2071 | 1623 |
| 43    | 1134 | 824  | 63    | 2124 | 1668 |
| 44    | 1180 | 864  | 64    | 2177 | 1713 |
| 45    | 1227 | 903  | 65    | 2230 | 1759 |
| 46    | 1274 | 943  | 66    | 2284 | 1805 |
| 47    | 1321 | 984  | 67    | 2338 | 1851 |
| 48    | 1369 | 1024 | 68    | 2393 | 1897 |
| 49    | 1416 | 1065 | 69    | 2448 | 1944 |
| 50    | 1465 | 1106 | 70    | 2503 | 1991 |
| 51    | 1513 | 1148 | 71    | 2558 | 2039 |
| 52    | 1562 | 1189 | 72    | 2614 | 2086 |
| 53    | 1612 | 1231 | 73    | 2671 | 2134 |
| 54    | 1661 | 1274 | 74    | 2727 | 2183 |
| 55    | 1711 | 1316 | 75    | 2784 | 2231 |
| 56    | 1762 | 1359 | 76    | 2841 | 2280 |
| 57    | 1812 | 1403 | 77    | 2899 | 2329 |
| 58    | 1863 | 1446 | 78    | 2957 | 2378 |
| 59    | 1915 | 1490 | 79    | 3015 | 2428 |
| 60    | 1966 | 1534 | 80    | 3074 | 2478 |





## WARLOCK (← HUMAN WIZARD ← HUMAN MYSTIC)

Warlocks are summon-focused, and for someone who has taken a long trip through Human Wizard, they are a true blessing! From here on out you don't have those horrible 6-hour delays between summons, and new buffs make your pet more powerful than ever. You are a caster who brings your own tank to the party!

- Warlocks are good solo or in a party. When soloing, act as a two-man healer/tank group; buff and heal your pet, and let it do most of the damage. Don't hesitate to throw a fire ball or two, though!
- Mew's special ability is a Vampiric Touch spell. When soloing, you and your furry companion can stand side by side and blow oncoming creatures to smithereens. Put the special attack button from your pet command window onto your hot bar next to your main attack spell and you can cycle both easily. When told to do their special move (in this case, ranged attack spell), they do it once and return to your side. This makes pulling critters for you or your group easy. Target, tell the unicorn to fire away and it will run to maximum range, fire a shot and then immediately return to your side with creature in tow. Not only does this serve the party a fresh snack, your opponent's initial aggro is focused on the cute but expendable pet.
- From here on out you have a choice of changing to light armor. Stay in robes, because the added MP far outweigh the added MP regen time — but get a level of Light Armor Mastery in case you ever find yourself with a light armor set.
- If you own both robes and light armor, consider switching into the armor whenever you are using Kat the Cat. He can augment your mana well enough that it's worth the extra 5% P.Atk speed and P.Def you get from light armor.
- You don't really get that many attack skills from here on out, so when you feel that your Blaze just isn't more than a brush on the shoulder, think about making the switch from Mystic weapon to Fighter weapon. Your primary focus will likely be playing healer and buffer for your pet, and most healers and buffers out there already use a good Fighter weapon, as M.Atk has no effect on heals or buffs.
- Be aware that, as your attack skills get more and more outdated, it might become harder for you to find a good group. While you're an effective healer/tank team that takes half the mana, you can't heal the other party members, can't resurrect, and can't battle heal if the going gets tough. Be prepared to duo with your pet very often.
- More and more servitor buffs become available as you progress through the levels. As always, make sure to keep your pet fully buffed; give yourself a shot of Might 1 or Shield 1 right before you buff your buddy so that you know their buffs are about to wear out when yours starts wearing out.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1046 | 747  | 61    | 2091 | 1578 |
| 42    | 1095 | 785  | 62    | 2148 | 1623 |
| 43    | 1144 | 824  | 63    | 2204 | 1668 |
| 44    | 1193 | 864  | 64    | 2261 | 1713 |
| 45    | 1243 | 903  | 65    | 2318 | 1759 |
| 46    | 1293 | 943  | 66    | 2376 | 1805 |
| 47    | 1344 | 984  | 67    | 2434 | 1851 |
| 48    | 1395 | 1024 | 68    | 2492 | 1897 |
| 49    | 1446 | 1065 | 69    | 2551 | 1944 |
| 50    | 1498 | 1106 | 70    | 2610 | 1991 |
| 51    | 1550 | 1148 | 71    | 2670 | 2039 |
| 52    | 1603 | 1189 | 72    | 2730 | 2086 |
| 53    | 1655 | 1231 | 73    | 2790 | 2134 |
| 54    | 1709 | 1274 | 74    | 2851 | 2183 |
| 55    | 1762 | 1316 | 75    | 2912 | 2231 |
| 56    | 1816 | 1359 | 76    | 2973 | 2280 |
| 57    | 1870 | 1403 | 77    | 3035 | 2329 |
| 58    | 1925 | 1446 | 78    | 3097 | 2378 |
| 59    | 1980 | 1490 | 79    | 3159 | 2428 |
| 60    | 2036 | 1534 | 80    | 3222 | 2478 |



## CLERIC (← HUMAN MYSTIC)

Though weak when soloing, the Cleric is perhaps the most sought after party member; you will be hard-pressed to find a group that would not want the help of at least one healer/buffer.

- Never, ever, ever solo when you can group. While there will be some times (wee hours of the morning, holidays, busy days for your hunt party) that you are forced to solo, even a bad group is usually better for a healer than no group. You should always at least try to find a tank to group with you!
- When hunting monsters lower than you, unless the monster is an archer/magic user, try rooting it before your tank attacks. If your root works, the monster is now stuck standing still and is busy thinking about hitting you for at least half of the time that your tank whacks away at it. This gives you time to sit down and regenerate as well!
- Sleep for crowd control. If you or your tank gets attacked by too many monsters, use a bit of MP to put them to sleep. While they wake up the moment they are hit, as long as they are not bothered they won't move or attack. This is good for crowd control, shortening a train, or just giving you room to run away.
- Know your tank! Know if your healing target has a high or low P.Def, M.Def, speed and so forth. This can save you a lot of grief, as you will know to be extra ready if she is taking physical/magic attacks or getting chased.
- Preemptive healing — if you know your tank is too weak to stand up to magic, get a heal started as soon as you see something start to cast on him.

- Don't heal secondary tanks unless they're in trouble. Their tank time is a time for you to regenerate more MP to heal the primary, and time for your primary to regenerate more HP.
- Always buff yourself first. Even if you don't need buffs, as soon as your buffs start to wear out you know your party's buffs are about to wear out.
- If you have full MP, don't be afraid to go up to the front lines and start whacking away at the monsters as well. You don't do much damage, but you can do some. Remember, as a healer you have no need for the M.Atk boost of staves or books, so you ought to be wielding a Fighter weapon of some sort.
- Make sure to get heals before you get anything else.
- Your main job is to keep people alive, not hit or be hit. Also, make sure to get your individual heals before group heals — you will use them much more.



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 439 | 303 | 31    | 797  | 508 |
| 22    | 473 | 323 | 32    | 835  | 530 |
| 23    | 508 | 343 | 33    | 872  | 551 |
| 24    | 543 | 363 | 34    | 911  | 573 |
| 25    | 579 | 383 | 35    | 949  | 595 |
| 26    | 614 | 404 | 36    | 988  | 618 |
| 27    | 650 | 424 | 37    | 1027 | 640 |
| 28    | 686 | 445 | 38    | 1066 | 662 |
| 29    | 723 | 466 | 39    | 1106 | 685 |
| 30    | 760 | 487 | 40    | 1146 | 708 |



## BISHOP (←CLERIC ←HUMAN MYSTIC)

The most powerful healer in the game, the Bishop is a must-have when venturing deep into the upper-level dungeons, and a welcome addition to lesser groups as well. While it gets no more buffs, its heals are better than either of the Elder classes, and *much* better than its Prophet counterpart. It's the only class with Vitalize or Mass Resurrection, and one of the only two classes with Greater Resurrection 4. In short, it's a beefed up Cleric with even more demand for its services.

- If you're going to cast Restore Life, make sure that the percentage of HP your target will gain is higher than what they would gain from a Greater Heal, because Greater Heal costs less MP to cast.
- Casting Vitalize (which both heals and cures poison and bleeding) on someone who is hurt and afflicted with either poison or bleeding saves you time and MP over casting Purify and Heal separately.
- Use Mass Resurrection only if you really need all your clan members resurrected at once. Mass Resurrection restores less of their hard earned EXP than normal Resurrection does.
- The original (pre-40) Battle Heal heals the same amount of HP as the normal pre-40 Heal. However, Greater Battle Heal heals less HP (and still costs more!) than Greater Heal. Only cast GBH when you need it in combat.
- When hunting in hard hunting spots with multiple aggro, you will sometimes have multiple members of your party getting hit at once. At this time, casting Greater Group Heal can save lives.
- All of the Bishop's attack skills affect undead only, so if you get bored of just

healing, try going to Dragon Valley; a lot of the monsters there are undead.

- Might of Heaven will be your main attack against undead. It deals a large amount of damage for a small amount of MP.
- Hold Undead rarely works; consider not learning this skill at all. It costs a lot of MP and has a long recharge time as well.
- Repose, a skill that reduces undead aggression, comes in handy if your party gets too many undead monsters on them at once. Cast this in the middle of the monster clump and your party can kill them off one by one.
- Requiem's effect range is too small to be very useful. Another downside: you need to cast it before the undead monsters become aggressive on you or your party for it to have an effect.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1194 | 747  | 61    | 2240 | 1578 |
| 42    | 1243 | 785  | 62    | 2296 | 1623 |
| 43    | 1292 | 824  | 63    | 2352 | 1668 |
| 44    | 1342 | 864  | 64    | 2409 | 1713 |
| 45    | 1391 | 903  | 65    | 2466 | 1759 |
| 46    | 1442 | 943  | 66    | 2524 | 1805 |
| 47    | 1492 | 984  | 67    | 2582 | 1851 |
| 48    | 1543 | 1024 | 68    | 2641 | 1897 |
| 49    | 1595 | 1065 | 69    | 2699 | 1944 |
| 50    | 1646 | 1106 | 70    | 2759 | 1991 |
| 51    | 1698 | 1148 | 71    | 2818 | 2039 |
| 52    | 1751 | 1189 | 72    | 2878 | 2086 |
| 53    | 1804 | 1231 | 73    | 2938 | 2134 |
| 54    | 1857 | 1274 | 74    | 2999 | 2183 |
| 55    | 1910 | 1316 | 75    | 3060 | 2231 |
| 56    | 1964 | 1359 | 76    | 3121 | 2280 |
| 57    | 2019 | 1403 | 77    | 3183 | 2329 |
| 58    | 2073 | 1446 | 78    | 3245 | 2378 |
| 59    | 2128 | 1490 | 79    | 3308 | 2428 |
| 60    | 2184 | 1534 | 80    | 3370 | 2478 |



## PROPHET (← CLERIC ← HUMAN MYSTIC)

The most powerful buffer in the game, the Prophet is a must-have when venturing deep into the upper-level dungeons, and a welcome addition to lesser groups as well. While it gets no more heals, its buffs are better than either of the Elder classes, and *much* better than its Bishop counterpart. It has more buffs than any other class — nineteen total — and while not all are entirely useful, most of them are more than helpful when charging straight into danger.

- Even though you get masteries for all three types of armor, heavy and light armor still have a slightly slower casting rate than you get when you wear robes.
- You can learn up to 19 different buffs. Casting them all on all of your party members every 20 minutes will leave you with no MP. Choose what buffs to cast in various situations.
- You get no further healing skills as a Prophet. Try to party with a Bishop, Elven Elder or Shillien Elder and let them be in charge of healing. With all your buffs, you will have little MP left over for healing anyway.
- Return teleports you to the closest town. Getting this will save you from ever having to buy Scrolls of Escape again, but at Level 40 your 31,000 sp might be better spent on buffs or masteries ... especially since you probably get enough adena to buy an Escape Scroll from every kill you make!
- When casting buffs, try to remember to always cast Greater Acumen on yourself first so you take less time buffing.
- Casting Haste on Fighters is always a good idea, but it only increases attack speed, so there is no reason to cast it on your nuker.
- Casting Bless Shield on people with shields will greatly increase the chance for their shield defense to succeed. If you cast this before fighting bow monsters, your target's shield defense will rarely fail.
- If you are fighting against fire-based monsters like the ones in Forgotten Temple, it's a good idea to cast Resist Fire. It's also a good spell to use when facing a sorcerer in PvP.
- If you don't recast Bless of Soul before it wears out, any MP you had over your normal max will disappear.
- Death Whisper greatly increases the amount of damage that is done on a critical hit. It's a smart idea to cast this, along with Focus, on all of your attacking party members.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1197 | 747  | 61    | 2312 | 1578 |
| 42    | 1249 | 785  | 62    | 2372 | 1623 |
| 43    | 1302 | 824  | 63    | 2433 | 1668 |
| 44    | 1355 | 864  | 64    | 2493 | 1713 |
| 45    | 1408 | 903  | 65    | 2555 | 1759 |
| 46    | 1461 | 943  | 66    | 2616 | 1805 |
| 47    | 1515 | 984  | 67    | 2678 | 1851 |
| 48    | 1570 | 1024 | 68    | 2740 | 1897 |
| 49    | 1624 | 1065 | 69    | 2803 | 1944 |
| 50    | 1680 | 1106 | 70    | 2866 | 1991 |
| 51    | 1735 | 1148 | 71    | 2929 | 2039 |
| 52    | 1791 | 1189 | 72    | 2993 | 2086 |
| 53    | 1847 | 1231 | 73    | 3058 | 2134 |
| 54    | 1904 | 1274 | 74    | 3122 | 2183 |
| 55    | 1961 | 1316 | 75    | 3187 | 2231 |
| 56    | 2019 | 1359 | 76    | 3253 | 2280 |
| 57    | 2077 | 1403 | 77    | 3319 | 2329 |
| 58    | 2135 | 1446 | 78    | 3385 | 2378 |
| 59    | 2194 | 1490 | 79    | 3452 | 2428 |
| 60    | 2253 | 1534 | 80    | 3519 | 2478 |

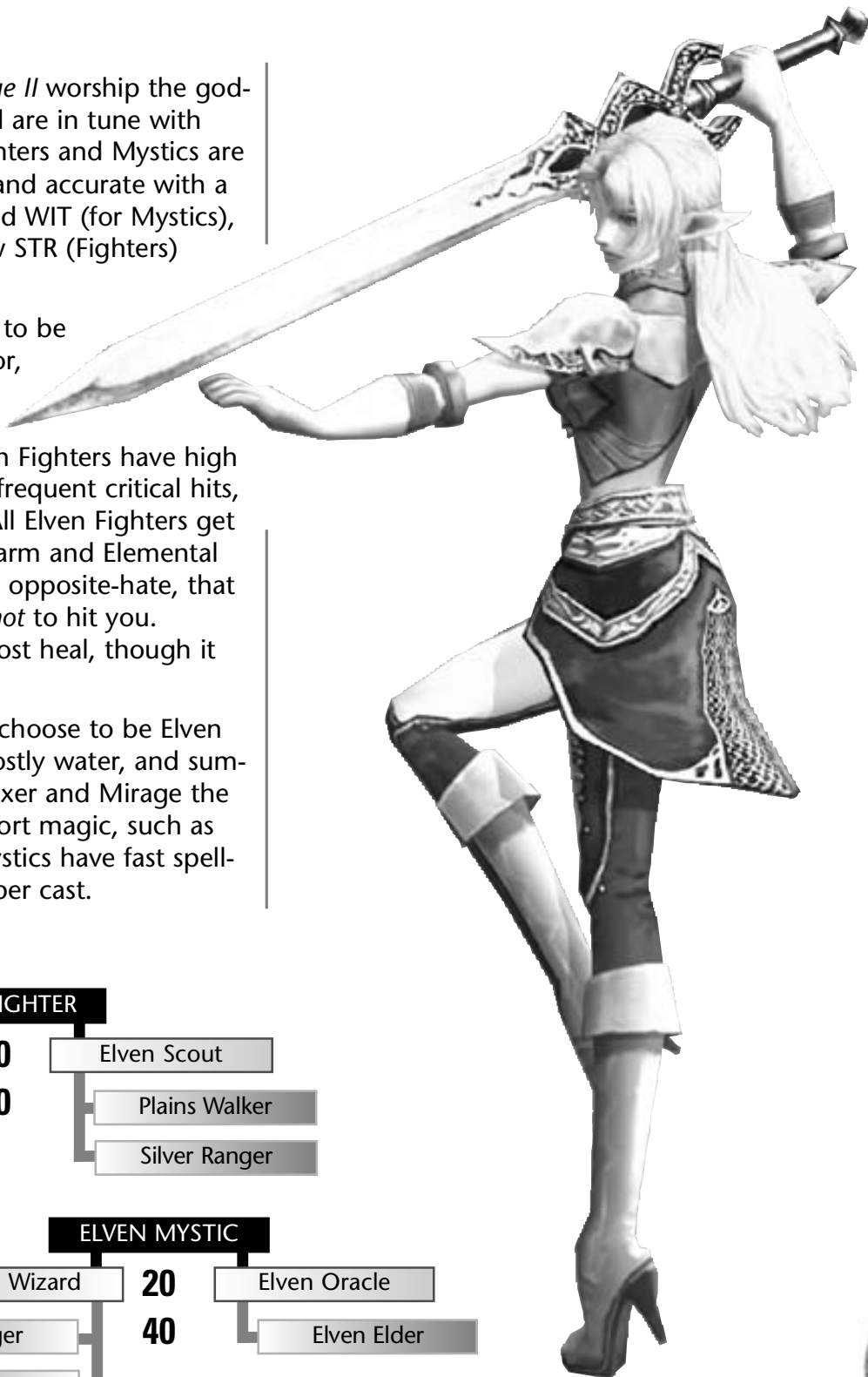


# ELF

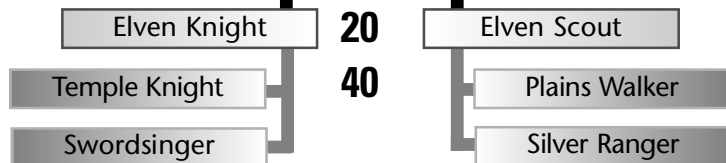
The Elves of *Lineage II* worship the goddess of water and are in tune with nature. Elven Fighters and Mystics are tuned to be fast and accurate with a high DEX (for Fighters) and WIT (for Mystics), but pay for this with a low STR (Fighters) and INT (Mystics).

Elven Fighters can choose to be Elven Knights (heavy armor, swords/blunts) or Elven Scouts (light armor, dagger and/or bow). Elven Fighters have high speed, accuracy, evasion, frequent critical hits, but less damage per hit. All Elven Fighters get two very unique skills: Charm and Elemental Heal. Charm works like an opposite-hate, that is, it convinces monsters *not* to hit you. Elemental Heal is a high-cost heal, though it beats having nothing.

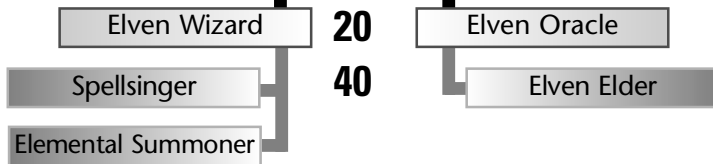
Elven Mystics can initially choose to be Elven Wizards (attack magic, mostly water, and summoned beasts. Such as Boxer and Mirage the Unicorn) or Oracles (support magic, such as buffs and heals). Elven Mystics have fast spell-casting, but less damage per cast.



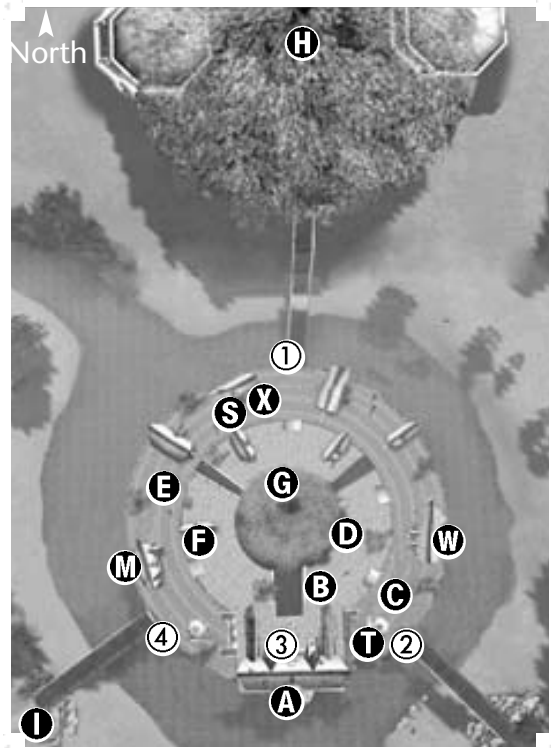
## ELVEN FIGHTER



## ELVEN MYSTIC



## ELVEN VILLAGE



✧ *Melee Trainer* ◆ *Mystic Trainer*

### KEY

- Ⓐ Master Cobendell ✧  
Master Ellenia ✧  
Tetrarch Asterios  
Magister Esrandell ◆  
Magister Greenis ◆
- Ⓑ Alshupes
- Ⓒ Andellia
- Ⓓ Rizraell
- Ⓔ Arujien
- Ⓕ Rosella
- Ⓖ Guide Roios
- Ⓗ Nerupa

- Ⓘ Pixy Murika  
The Worldtree's Guards:  
Arkine, Daelian  
Sitadiel, Valeor
- Ⓜ Magic  
Trader Creamees (Jewelry)  
Trader Herbiel (Books)
- Ⓢ Smithy  
Blacksmith Aios
- Ⓣ Gatekeeper Mirabel
- Ⓦ Warehouse  
Wareh. Freightman Chadren  
Warehouse Keeper Markius  
Warehouse Keeper Julia
- ⓧ Weapons & Armor

- Trader Ariel  
Trader Unoren
- ① ➔ *Mother Tree Glade*  
Sentinel Berros  
Sentinel Wheeler
- ② ➔ *Iris Lake*  
Sentinel Kendnell  
Sentinel Veltress
- ③ Sentinel Gartrandell  
Sentinel Knight Alberius
- ④ ➔ *Elven Fortress*  
Sentinel Rayen  
Sentinel Starden





The Elven Village is the Elf Fighter and Mystic starting spot. This is a great starting spot for young adventurers, largely because of its proximity to the Dark Elven Village and Gludio, a capital of trade until Level 40 or so. Humans and Dark Elves sometimes travel to the forest as well for the good hunting, especially in the Elven Fortress (dungeon) and around the south rim of the area.

In the town proper, you can find a weapon/armor shop, a potion shop, a warehouse, a teleporter and a town guide.

**Appropriate Levels.** 1-20

**Good Locations.** The best spot you can find in Elven Village is a deserted one. The Lirein spots are usually taken up by 20ish kites, so it's probably better to go after spiders or into the Fortress if you don't want to compete.

**Landmarks.** Neutral Bridge, Elven Fortress, Mother Tree, World Trees

**World Trees.** If you're an Elf, look for hunting spots around World Trees, because when you enter their shade you get a boosted HP and MP regen rate!

**Things to Watch For**

*Unicorn of Eva.* They might look weak and friendly, but trust us, you don't want to hit them until you're at least Level 28 or in a good group!

*Unicorn Phantasm.* Consider Phantasm the big sister to all Unicorns of Eva. A quest monster for the Third Profession Summoner quest, this little unicorn is sure to be quite a challenge anytime before that.

**Karma Spots.** Because of the extreme crowding in Elven Village, it's particularly hard to find a spot to work your karma off. If you're lucky, try heading straight south of town, or to the northwest isolated corners.

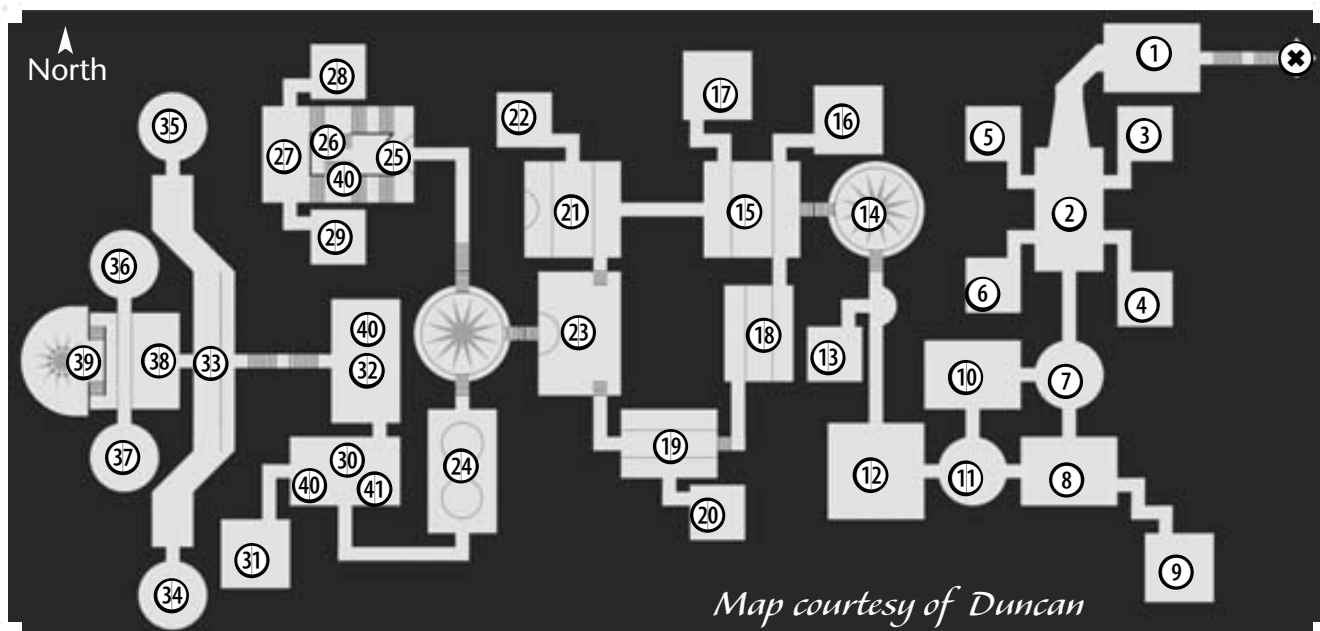


## ELVEN VILLAGE REGULAR QUESTS

| QUEST                           | LVL | RACE/CLASS | WHAT?        | WHO GIVES IT?            | WHERE?              | RPT? | REWARD                       |
|---------------------------------|-----|------------|--------------|--------------------------|---------------------|------|------------------------------|
| <i>Elf's Tutorial</i>           | 1   | Elf        | Hunt/Collect | Any NPC in Start Area    | Starting Area       | N    | World Map                    |
| <i>What Women Want</i>          | 2   | Human,Elf  | Delivery     | Arujien                  | Elven Village       | N    | 450a or 5 Beginner's Potions |
| <i>Fruit of the Mothertree</i>  | 3   | Elf        | Delivery     | Andellia                 | Elven Village       | N    | 500a, 1000exp                |
| <i>Nerupa's Request</i>         | 3   | Elf        | Delivery     | Nerupa                   | Elven Village       | N    | 1000exp                      |
| <i>Pleas of Pixies</i>          | 3   | All        | Hunt/Collect | Pixy Murika              | Elven Village       | Y    | 100a, 300a or 5000a          |
| <i>Wrath of Verdure</i>         | 4   | Elf        | Hunt/Collect | Treant Bremec            | NW of Elven Village | Y    | x 10a                        |
| <i>Hunt the Orcs</i>            | 6   | All        | Hunt/Collect | Sentinel Rayen           | Elven Village       | Y    | x 5a, x 15a                  |
| <i>Collect Spores</i>           | 8   | All        | Hunt/Collect | Trader Herbiel           | Elven Village       | Y    | 2000a                        |
| <i>Skirmish with the Orcs</i>   | 10  | Elf        | Hunt/Collect | Sentinel Kendnell        | Elven Village       | N    | Red Sunset Sword             |
| <i>Legacy of the Poet</i>       | 11  | <Dark Elf> | Hunt/Collect | Sentinel Starden         | Elven Village       | N    | Leather Shirt                |
| <i>Curse of Fortress</i>        | 12  | <Dark Elf> | Hunt/Collect | Trader Unoren            | Elven Village       | N    | Bone Shield, 2000exp         |
| <i>Protect the Water Source</i> | 12  | Elf        | Hunt/Collect | Tetrarch Asterios        | Elven Village       | N    | 2500a                        |
| <i>Sea of Spores Fever</i>      | 12  | Elf        | Hunt/Collect | Sentinel Knight Alberius | Elven Village       | N    | Sentinel Sword or Staff      |
| <i>Collector's Dream</i>        | 15  | All        | Hunt/Collect | Alshupes                 | Elven Village       | Y    | 1000a                        |
| <i>Catch the Wind</i>           | 18  | All        | Hunt/Collect | Rizraell                 | Elven Village       | Y    | x 30a                        |
| <i>Destroy Plague Bringers</i>  | 18  | Elf        | Hunt/Collect | Master Ellenia           | Elven Village       | Y    | x 60a, 10,000a               |
| <i>Blood Fiend</i>              | 21  | <Dark Elf> | Hunt/Collect | Trader Creamees          | Elven Village       | N    | 3000a, 4000exp               |



## ELVEN FORTRESS (DUNGEON)



The Elven Fortress is a simple yet elegant dungeon, providing many side rooms and awesome soloing/party spots, as well as one of the best quests in Aden. The price to pay for this is an overpopulated area, but luckily, with all the side rooms and pathways, you can usually find a nook or a cranny with 3+ monsters to call your own!

**Appropriate Levels.** 9-23

**Nearest Town.** Elven Village

**Good Locations.** The entire dungeon is set up so well that it's hard to find the 'best' spot, but there are certainly some spots that are more popular than others. People tend to avoid rooms with aggressive Skeleton Archer types and, especially in the later levels, the side-rooms of Kirunak's hall are perfect spots. You probably want to avoid Varool Fouclaw's room, as it is often packed with high-level questers.

**What Monsters Help.** Baraq Orc types, Skeleton types (including Kirunak's Guards), Mist Terrors, Shade Horrors, Wererat types

**What Monsters Aggro.** Baraq Orc Fighter, Dread Soldier, Dungeon Skeleton, Mist Terror, Dark Terror, Sukar Wererat Leader, Dre Vanul Tracker, Dre Vanul Beholder, Dre Vanul Slayer, Malex Herald of Dagoniel

**Bosses.** Malex Herald of Dagoniel, Varool Foulclaw, Kirunak

### Things to Watch For

**Archers.** Dungeon Skeleton Archer

**Karma Spots.** This dungeon is generally a bad place to lose your Karma, because of the high population of questers and levelers.

- 1 3 Baraq Orc Fighter (10)\*  
3 Baraq Orc Fighter Lt. (11)
- 2 2 Dread Soldier (14)\*  
3 Dungeon Skeleton (12)\*  
3 Dungeon Skel. Archer (13)
- 3 2 Baraq Orc Fighter (10)\*  
2 Baraq Orc Fighter Lt. (11)
- 4 2 Baraq Orc Fighter (10)\*  
2 Baraq Orc Fighter Lt. (11)
- 5 2 Baraq Orc Fighter (10)\*  
2 Baraq Orc Fighter Lt. (11)
- 6 2 Baraq Orc Fighter (10)\*  
2 Baraq Orc Fighter Lt. (11)
- 7 4 Dread Soldier (14)\*
- 8 2 Dread Soldier (14)\*  
3 Dungeon Skeleton (12)\*  
2 Dungeon Skel. Archer (13)
- 9 2 Dungeon Skeleton (12)\*  
2 Dungeon Skel. Archer (13)
- 10 3 Baraq Orc Fighter (10)\*  
2 Dungeon Skeleton (12)\*  
2 Dungeon Skel. Archer (13)
- 11 4 Dread Soldier (14)\*
- 12 3 Baraq Orc Fighter (10)\*  
3 Dungeon Skeleton (12)\*  
3 Dungeon Skel. Archer (13)
- 13 4 Dread Soldier (14)\*
- 14 7 Mist Terror (15)\*
- 15 5 Dread Soldier (14)\*  
5 Mist Terror (15)\*
- 16 4 Shade Horror (17)
- 17 4 Shade Horror (17)
- 18 5 Dark Terror (16)\*  
5 Dread Soldier (14)\*
- 19 5 Mist Terror (15)\*  
5 Shade Horror (17)
- 20 4 Dark Terror (16)\*
- 21 5 Dark Terror (16)\*  
5 Dread Soldier (14)\*
- 22 4 Mist Terror (15)\*
- 23 4 Dark Terror (16)\*  
4 Mist Terror (15)\*  
4 Shade Horror (17)
- 24 4 Sukar Wererat (18)  
4 Sukar Wererat Leader (19)\*
- 25 3 Sukar Wererat (18)  
2 Sukar Wererat Leader (19)\*
- 26 7 Dark Terror (16)\*
- 27 6 Dre Vanul Tracker (20)\*
- 28 2 Shade Horror (17)  
2 Sukar Wererat Leader (19)\*
- 29 2 Mist Terror (15)\*  
2 Sukar Wererat (18)
- 30 3 Sukar Wererat (18)  
2 Sukar Wererat Leader (19)\*
- 31 4 Dre Vanul Tracker (20)\*
- 32 3 Dre Vanul Tracker (20)\*  
4 Sukar Wererat (18)  
3 Sukar Wererat Leader (19)\*
- 33 6 Sukar Wererat Leader (19)\*
- 34 2 Dre Vanul Beholder (21)\*  
2 Dre Vanul Tracker (20)\*
- 35 2 Dre Vanul Beholder (21)\*  
2 Dre Vanul Tracker (20)\*
- 36 2 Dre Vanul Beholder (21)\*  
2 Dre Vanul Slayer (22)\*
- 37 2 Dre Vanul Beholder (21)\*  
2 Dre Vanul Slayer (22)\*
- 38 8 Kirunak's Guards (21)\*
- 39 1 Kirunak (22)\*  
2 Kirunak's Guards (21)\*
- 40 Spawn occasionally in 1 of 3 spots:  
4 Abyss Flyer (27)  
3 Malex Herald Of Dagoniel (30)\*
- 41 Quest monster:  
1 Varool Foulclaw (20)



## ELVEN FIGHTER

Elven Fighters and their higher-level derivatives are the fastest things on two legs. However, they are also the most fragile of the close combat classes. This, however, is not a big deal. The Elven Fighter is almost always played as an archer until around Level 20, regardless of what class is intended for the character later in the game. Because Elves can kite rather efficiently, and because of the large populations of naturally-occurring monsters near their starting area that are slow enough to kite, Elves are almost invariably sighted carrying a bow from Levels 1-19. The Elven Scout and Rogue classes are among the best at high levels due to their naturally high movement speed, and the Silver Ranger in particular is commonly regarded as the best soloing class in the game. Don't dismiss Elven Knight classes either, as they can be quite powerful in a group.

### PROS

- Plenty of DEX (= speed)
- A "Hit and Run" approach is very viable for lower levels and will keep you alive on more than one occasion
- Accuracy and evasion are the Elven Fighters strongest assets
- Soloing at low levels is easy

### CONS

- Low CON and STR relative to other Fighters.
- Low magic points — using specials can eat through your MP quickly, so be smart and use your specials sparingly

### GETTING STARTED

- **Don't group yet!** Soloing is much faster from Levels 1-20 because the starting classes aren't good enough at any specific task to be effective in groups.

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 36 | WIT | 14 | CON | 36 |
| INT | 23 | DEX | 35 | MEN | 26 |

- **Do cash quests.** Every starting area except Talking Island (Human start) has at least one repeatable low-level quest worth several thousand adena. Find them. Do them. Repeatedly.
- **Use a bow** An integral part of the hit and run method, bows are *really good*. Pick one up as soon as you can. Bear in mind that you can only use arrows that are appropriate for your bow's weapon grade. Don't spend a ton of money on bone arrows if you only have a short bow, they won't work.
- **Weapons are more important than armor.** They cost more for a reason. Buying a new weapon will improve your performance more than new armor.
- **Spare the soulshot.** Once you have about a 54k weapon, you'll have the ability to use soulshots to double your damage on a single swing. *Don't Use Any.* Carry some for emergencies, but don't waste money during normal hunting. Your cash is much better saved and spent on a better weapon.

### RECOMMENDED SEQUENCE

- **Level 5.** Start out with the first attack skill in your chosen weapon type. If you are going to use the bow (recommended) grab Power Shot. If it's sword, Power Strike. For Dagger, take Mortal Blow. If you do a little forward thinking and decide that your character's eventual class is going to be in the Rogue category, you can ditch the sword skills altogether and take up the nimble dagger. Similarly, if you know you want to be a Ranger, concentrate your skill points on the bow skills. If the way of the



noble knight is the one for you, then concentrate on the sword skills. A word of advice — if you are considering a Rogue, it's a good thing to look into both bow and dagger skills. The multifaceted abilities of range and ultra-fast melee are a great combination.

Next, go with Weapon Mastery. A few permanent points of boost to your attack power can go a long way. After this pick up Defense Aura. Although it's temporary, it's more of a boost than Armor Mastery. Round out your Level 5 skills with Armor Mastery and the last levels of your remaining attack skills. Don't worry about not spending all your skill points. You'll use them later on.

- **Level 10.** Now you have a choice, more defense or more attacking power? It's a toss-up really, except you should consider the naturally high Evasion skills of the Elf. Taking that into account, the recommended sequence is: Attack Aura, Weapon Mastery 2, and the next 3 levels of the attack skill(s) of your choice, and then finally Armor Mastery 2 and 3. Similar to Defense Aura, Attack Aura is a short-lived spell, but it enhances your stats more than the second level of mastery does. In conjunction with Weapon Mastery 2 your attacking power has increased noticeably and you have 2 levels of a permanent stat boost. Gaining the final level of your attack skill(s) will see you fighting at power levels of 137, 122, or 46 with respect to dagger, bow or sword. Not too shabby. The final two levels of Armor Mastery will permanently increase your defense.
- **Level 15.** Finally! You have a heal spell — take it while the taking is good, all three levels of it. Keep in mind, this is a selfish spell, it will only heal *you*. Next take Weapon Mastery 3. This will be your third permanent attack-increasing stat boost and also marks your final general weapon

boost. For your profession change you will have to pick between sword, dagger and bow. Now take all three levels of the attack skill(s) of your choice. Finally take the last 2 levels of general Armor Mastery. Similarly to Weapon Mastery, in the next go-round you will get to choose between light and heavy armor types.

## GENERAL TIPS

- **The Fighting Way.** A Fighter is a very general melee class that has the basic abilities of a tank, archer and rogue all rolled together. And that's good, because all these classes start as Fighters, and don't separate until Level 20. The often-overlooked side effect of this shared heritage is that a Fighter can and should take advantage of all three classes' advantages while they last.
- **Find good targets.** Some monsters have weaknesses or strengths. Be aware; if monster X is weak to bows, and monster Y is strong to bows ... hunt monster X!



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 113 | 39  | 11    | 289 | 113 |
| 2     | 130 | 46  | 12    | 308 | 121 |
| 3     | 147 | 53  | 13    | 327 | 129 |
| 4     | 164 | 60  | 14    | 346 | 137 |
| 5     | 181 | 67  | 15    | 365 | 145 |
| 6     | 199 | 75  | 16    | 384 | 153 |
| 7     | 217 | 82  | 17    | 404 | 161 |
| 8     | 235 | 90  | 18    | 424 | 170 |
| 9     | 253 | 97  | 19    | 444 | 178 |
| 10    | 271 | 105 | 20    | 464 | 187 |



## ELVEN KNIGHT (← ELVEN FIGHTER)

The Elven Knight isn't exactly the most fun or the easiest, but consider it a means to an end. Both Temple Knight and Swordsinger are very strong in their own ways. Elf Knight is just the rough road to paradise!

- With your low P.Atk, you level much more effectively when partied with a damage dealer (for example, Wizard, Warrior, dagger user or bow user).
- A lot of people underrate Ultimate Defense because it takes away your ability to run away or chase a monster, and it has such a long recharge time. In a fight, if a monster switches to another party member, you must stand still and watch them get pummeled. In a duel, if your opponent realizes you are using Ultimate Defense, he will likely just step away and wait for it to wear off. So where's the value in it? The true value of UD is when you get attacked by a large group of monsters. When you have 4+ foes beating at you, the elevated P.Def and M.Def is often what gives you and your buddies the time to kill the monsters before your time expires!
- Already the fastest tank in Aden because of your Elven heritage, Sprint makes it so you can catch all archers and dagger users except other Elves, and even they barely outrun you.
- The only real new attack you get is Power Strike. While this is adequate until about Level 26, from then on you start to note that the MP use isn't really worth the extra 10 or 20 damage. Use your extra MP to give yourself a quick Elemental Heal when your healer is low on MP or when you have full MP and nothing else to do with it.
- Elves have the highest Dexterity in Aden, and with the Chronicle 1 update, Dexterity

becomes a factor in shield blocking. Make sure you have the best shield of your grade whenever possible; the shield gives you a lot more P.Def for your money than regular armor, and the better your shield, the more often it works.

- With the Chronicle 1 update, monster speeds are boosted, making some monsters faster than even the lightning-quick Elves. Entangle, a spell that decreases your enemy's movement speed by 15% (30% at Level 2 and 50% at Level 3), can often be the difference between life and death. This spell is also helpful when hunting with archer or nuker types — you slow the monster, they kite it.
- Spending adena on Cure Poisons to hunt bees isn't usually high on any solo hunter's shopping list, but the Cure Bleeding and Poison Recovery skills allow Elven Knights to go after these seldom-visited hunting spots and take advantage of the quiet.
- Hate pulls aggressive monsters off of another target and onto you. This is very helpful when an NPC archer decides that your healer or dagger friend looks like easy meat!



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 506 | 200 | 31    | 949  | 335 |
| 22    | 549 | 213 | 32    | 995  | 349 |
| 23    | 592 | 226 | 33    | 1042 | 363 |
| 24    | 635 | 239 | 34    | 1089 | 378 |
| 25    | 679 | 252 | 35    | 1137 | 392 |
| 26    | 723 | 266 | 36    | 1185 | 407 |
| 27    | 767 | 279 | 37    | 1233 | 421 |
| 28    | 812 | 293 | 38    | 1282 | 436 |
| 29    | 857 | 307 | 39    | 1331 | 451 |
| 30    | 903 | 321 | 40    | 1380 | 466 |

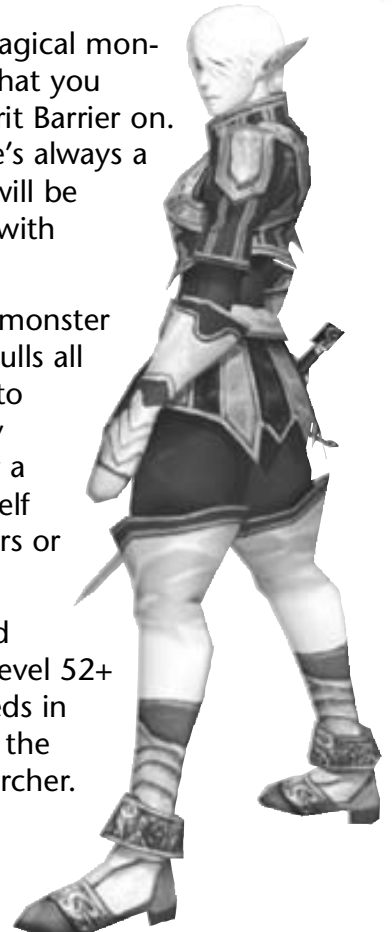


# TEMPLE KNIGHT (← ELVEN KNIGHT ← ELVEN FIGHTER)

Upon first glance, the Temple Knight is an average tank who stands in the shadow of the Dark Avenger. But add in the cubics, and the Temple Knight shows her true face: a tank who has awesome, unique abilities that make her welcomed by any party.

- Your class is centered on cubics, and it's the cubics that make you a wonderful Fighter; without them, you are just a low STR tank. The downside is that cubics are expensive; you have to summon three or four to get through an hour's play. The plus is that they can't be hit and give you help in attacking and healing.
- The first cubic that you get is the Storm Cubic. This cubic helps make up for the Temple Knight's low attack; when fighting a monster, the Storm Cubic throws in a powerful Wind Strike or two.
- The Life Cubic would be *incredibly* useful ... if only it were a bit smarter. Yes, it heals, with no MP cost to you, but no one taught it when to heal. Meaning, you could have 3 HP left and three monsters chasing you, and the Life Cubic might not get the hint. Or you could be sitting down at 75% life, leisurely regaining your HP, and the Life Cubic might pop you a heal.
- Cubics disappear on death, even if you get resurrected.
- Cubic Mastery 2 — just don't get it. You only have two cubics, so why do you need a mastery that gives you the ability to summon three at a time?
- Aside from being a cubic master, you get skills aimed at fighting undead — Holy Armor and Holy Aura. Take a hint from your skills, and search out undead monsters. You get bonuses against them; why not use them?

- Even if there are no magical monsters in your vicinity (that you know of ...), leave Spirit Barrier on. It's low cost, and there's always a slim chance that you will be attacked by someone with magic.
- Where Hate pulls one monster onto you, Hate Aura pulls all monsters around you to attack you. This is very good when a Cleric or a Rogue type finds himself being chased by leaders or a group spawn.
- A character with Shield Mastery 4, such as a Level 52+ Temple Knight, succeeds in shield defense 99% of the time when facing an archer.



HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1447 | 492  | 61    | 2883 | 1040 |
| 42    | 1514 | 517  | 62    | 2960 | 1069 |
| 43    | 1581 | 543  | 63    | 3038 | 1099 |
| 44    | 1649 | 569  | 64    | 3116 | 1129 |
| 45    | 1718 | 595  | 65    | 3195 | 1159 |
| 46    | 1787 | 621  | 66    | 3274 | 1189 |
| 47    | 1856 | 648  | 67    | 3354 | 1219 |
| 48    | 1926 | 675  | 68    | 3434 | 1250 |
| 49    | 1997 | 702  | 69    | 3515 | 1281 |
| 50    | 2068 | 729  | 70    | 3596 | 1312 |
| 51    | 2139 | 756  | 71    | 3678 | 1343 |
| 52    | 2211 | 783  | 72    | 3760 | 1374 |
| 53    | 2284 | 811  | 73    | 3843 | 1406 |
| 54    | 2357 | 839  | 74    | 3926 | 1438 |
| 55    | 2431 | 867  | 75    | 4010 | 1470 |
| 56    | 2505 | 895  | 76    | 4095 | 1502 |
| 57    | 2579 | 924  | 77    | 4179 | 1534 |
| 58    | 2655 | 952  | 78    | 4265 | 1567 |
| 59    | 2730 | 981  | 79    | 4351 | 1599 |
| 60    | 2806 | 1010 | 80    | 4437 | 1632 |



## SWORDSINGER (← ELVEN KNIGHT ← ELVEN FIGHTER)

While your previous class was a good tank, the Swordsinger falls well below Temple Knight and such when it comes to 40+ tanking; you are a buffer now, and you should make allowances for that. If you can rely on your tank to keep the monsters off of you, you might even want to think about getting a magic robe for more MP. Even at Level 60 you will run out of MP before you can cast all of your songs.

- Song of Warding increases your party's M.Def by 30%. This is very useful when fighting monsters that use magical attacks. On the other hand, it has no effect at all when fighting melee-only monsters, so know your enemy.
- Song of Invocation increases your party's defense against undead by 20%. This is useful when fighting undead. When fighting monsters that aren't undead, it is useless.
- Song of Wind improves your party's speed by 15%. This is the first very useful song that Swordsingings get. A speed boost is never a bad thing, especially with the improved Chronicle 1 monster speeds; keep this spell on as much as you can!
- Song of Hunter doubles your party's crit. Chance. This is also a very useful song. It works best with dagger users, since doubling their already high crit. chance gives more bang for your MP.
- Song of Life improves your party's HP regen rate by 20%. While this is good for tanks and Warrior types, one might argue that it isn't really the most useful song at all, as 20% even on a good regen rate is only 3 or 4. Consider not casting this spell as often, to save MP.
- Song of Earth improves your party's P.Def by 15%. This is very useful in almost any situation, because in every party there is someone getting hit. Cast this spell often.
- Song of Water improves your party's Evasion by 10. While it isn't always useful because most upper-level parties are led by tanks, this spell is rather amazing. 10 Evasion is a lot, and if you cast this on a light armor user, prepare for them to evade a lot of hits.
- Sword Symphony — costing 120 MP, this spell is sort of a "last resort" when a party member pulls too many monsters at once. It does damage to the enemies, but more importantly it inflicts fear on them, causing them to run away.



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1450 | 492  | 61    | 2967 | 1040 |
| 42    | 1521 | 517  | 62    | 3048 | 1069 |
| 43    | 1592 | 543  | 63    | 3130 | 1099 |
| 44    | 1664 | 569  | 64    | 3213 | 1129 |
| 45    | 1736 | 595  | 65    | 3296 | 1159 |
| 46    | 1809 | 621  | 66    | 3379 | 1189 |
| 47    | 1883 | 648  | 67    | 3464 | 1219 |
| 48    | 1956 | 675  | 68    | 3548 | 1250 |
| 49    | 2031 | 702  | 69    | 3634 | 1281 |
| 50    | 2106 | 729  | 70    | 3719 | 1312 |
| 51    | 2181 | 756  | 71    | 3806 | 1343 |
| 52    | 2258 | 783  | 72    | 3893 | 1374 |
| 53    | 2334 | 811  | 73    | 3980 | 1406 |
| 54    | 2411 | 839  | 74    | 4068 | 1438 |
| 55    | 2489 | 867  | 75    | 4156 | 1470 |
| 56    | 2567 | 895  | 76    | 4245 | 1502 |
| 57    | 2646 | 924  | 77    | 4335 | 1534 |
| 58    | 2725 | 952  | 78    | 4425 | 1567 |
| 59    | 2805 | 981  | 79    | 4516 | 1599 |
| 60    | 2886 | 1010 | 80    | 4607 | 1632 |



## ELVEN SCOUT (← ELVEN FIGHTER)

Known for its speed and quick attacks, the Elven Scout is the best kiter in the game and the only dagger or bow user with a self-heal and a self-cure poison, which makes it much easier to solo in areas that are avoided for their poisonous qualities.

- Decide early on which weapon you want to focus on, and keep it maxed. Both dagger and bow are useful, but one can follow the other in due time.
- Mortal Blow is a high damage, high risk skill. It only works on a critical, so it is more likely to work if you use it flanking or behind the monster. Luckily for the Elven Scout, you get a Critical Chance skill which ups the chance of Mortal Blow hitting.
- Passive hunting is sometimes the way to go, as it gives you the chance for a first hit ... from behind!
- Power Shot is a wonderful opening move — and it doesn't consume any arrows.
- Consider not getting a shield. Your class was made to evade, with light armor masteries and high DEX. Don't spoil it with the -8 Evasion that a shield costs.
- Elven Scouts get a self-heal that is good for emergency situations, but when you are partied with a healer, let him do his job. Their heal does more and costs fewer MP — definitely more productive. If soloing, your heal can be good for minimizing downtime, but remember that you need your MP for Mortal Blows or shooting your bow, so don't overdo it.
- When PvPing, know that you have a huge advantage over Humans and Dark Elves: speed. With your natural high speed, passive speed pluses, and self speed buff, you can kite your target to your heart's content. Even if you're a dagger user, if you find yourself in trouble, run.
- Don't bother getting Unlock 2 or above. As

of Chronicle 1, there are only Level 1 doors in the game, and Unlock 1 works well enough.

- Daggers have a higher critical chance, but have a higher chance to miss. Accuracy is a skill which you will either love or hate; it raises your chance to hit but sucks away MP. Still, it is fairly inexpensive to keep running, and you shouldn't hesitate to turn it on going into PvP combat.
- Ultimate Evasion is best used when things have gone south, since it has such a long refresh time. It greatly enhances your Evasion, which means you won't be hit for a considerable amount of time, but refresh on it is very harsh.
- Charm is the exact opposite of the tank spell Hate; where Hate draws monsters to a target, Charm gets them to leave you alone. If you find yourself the object of a monster's affections, Charm it to make it switch to another party member. Watch out if it switches to a Mystic type; Mystics have no Charm spell of their own!
- Stun attacks in general are powerful things. Stun Shot doesn't hit hard and uses a lot of MP, but the chance to make your opponent stand around dazed is worth the effort.



HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 503 | 200 | 31    | 913  | 335 |
| 22    | 542 | 213 | 32    | 956  | 349 |
| 23    | 582 | 226 | 33    | 999  | 363 |
| 24    | 622 | 239 | 34    | 1043 | 378 |
| 25    | 663 | 252 | 35    | 1087 | 392 |
| 26    | 703 | 266 | 36    | 1131 | 407 |
| 27    | 745 | 279 | 37    | 1176 | 421 |
| 28    | 786 | 293 | 38    | 1221 | 436 |
| 29    | 828 | 307 | 39    | 1266 | 451 |
| 30    | 870 | 321 | 40    | 1312 | 466 |



## PLAINS WALKER (← ELVEN SCOUT ← ELVEN FIGHTER)

The only dagger class with a self-heal spell, the Plains Walker has a definite advantage over the other dagger classes when it comes to soloing. Her damage is lower than the other dagger users, but she is quick and a master at Evasion. Couple her speed with Entangle and she can outrun most monsters under Level 50.

- The Plains Walker trades in Mortal Blow for two new attacks: Backstab and Deadly Blow. Deadly Blow works just like Mortal Blow, it is simply more powerful. Backstab, on the other hand, works 100% of the time from the back and never from the front or the sides. Therefore, when attacking from the front or the sides, always use Deadly Blow. When attacking from the back, always use Backstab.
- Even though you're a dagger user, invest in a shield. Why, you might ask? Sooner or later, you'll find yourself in a PvP encounter with an archer who is faster than you. As of Chronicle 1, shields have a very high chance of blocking an archer's arrows, as long as you are facing said archer. Even if all you buy is a kite shield, that's an extra 142 defense about 50% of the time.
- Fake Death is useful, fun and very dangerous, all in one. Useful, because if you have a large group of monsters chasing you, playing dead will cause them to go find something else to do. Fun, because who doesn't like to fall down in the middle of town for no apparent reason? And dangerous, because when the monsters decide that you are done for and they can go bother someone else, that someone else might be your party!
- You are the *only* Rogue-type to get a magical defense spell like Spirit Barrier, so use it and use it well. Because of its low cost, you

might leave it on even when you aren't fighting spellcasting monsters. After all, you never know when you might get attacked by a Wizard-type.

- While you only have 3 levels of Stun Shot, a lot of Plains Walkers carry around a low-level bow, at least for the first few levels, as, even with the high MP cost, stopping an enemy in its tracks is quite helpful.
- Be very careful when using Lure. While it's a good spell to pick one monster out a group, it focuses a lot of attack power on you. If you're grouped with a knight type, let him use Hate instead.



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1371 | 492  | 61    | 2648 | 1040 |
| 42    | 1431 | 517  | 62    | 2717 | 1069 |
| 43    | 1491 | 543  | 63    | 2786 | 1099 |
| 44    | 1551 | 569  | 64    | 2855 | 1129 |
| 45    | 1612 | 595  | 65    | 2925 | 1159 |
| 46    | 1674 | 621  | 66    | 2996 | 1189 |
| 47    | 1735 | 648  | 67    | 3067 | 1219 |
| 48    | 1798 | 675  | 68    | 3138 | 1250 |
| 49    | 1860 | 702  | 69    | 3210 | 1281 |
| 50    | 1923 | 729  | 70    | 3282 | 1312 |
| 51    | 1987 | 756  | 71    | 3355 | 1343 |
| 52    | 2051 | 783  | 72    | 3428 | 1374 |
| 53    | 2116 | 811  | 73    | 3502 | 1406 |
| 54    | 2181 | 839  | 74    | 3576 | 1438 |
| 55    | 2246 | 867  | 75    | 3650 | 1470 |
| 56    | 2312 | 895  | 76    | 3725 | 1502 |
| 57    | 2378 | 924  | 77    | 3801 | 1534 |
| 58    | 2445 | 952  | 78    | 3876 | 1567 |
| 59    | 2512 | 981  | 79    | 3953 | 1599 |
| 60    | 2580 | 1010 | 80    | 4030 | 1632 |

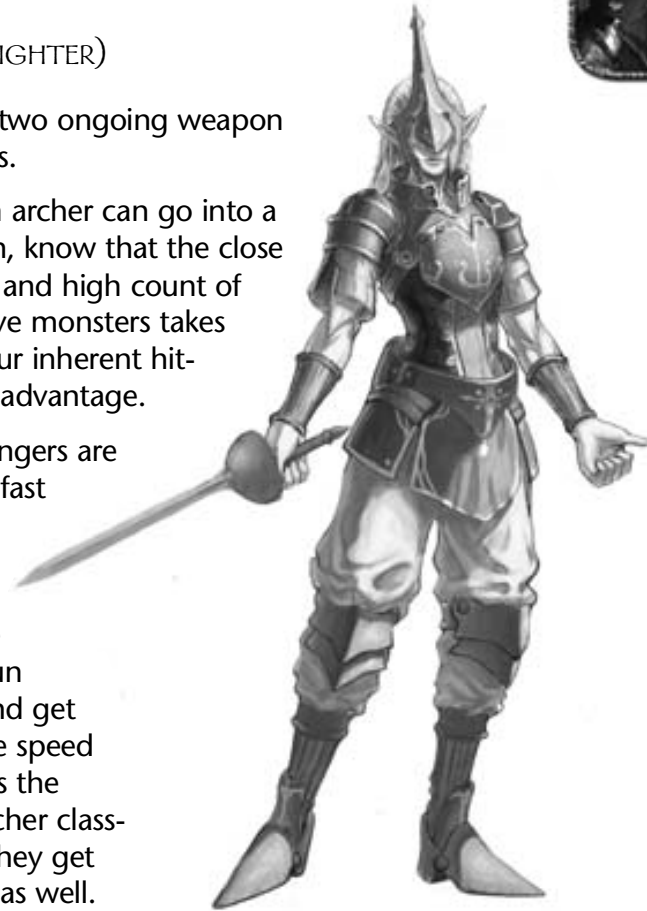
## SILVER RANGER (← ELVEN SCOUT ← ELVEN FIGHTER)

Near unbeatable in PvP, the Silver Ranger's speed and agility make up for any downsides it has. Though most Silver Rangers avoid using their high-MP skill attacks, their regular attacks pack a hugely powerful punch on their own, and when they use soulshots, prepare to see their enemies fall quickly.

- Kiting is an archer's best friend. Due to your speed and the fact that you just happen to use a ranged weapon, the optimal way for you to hunt (at least when solo) is to kite.
- As it already takes MP to shoot a bow (the better the bow, the more MP it takes) a lot of archers find it a waste of MP to use the special attacks. If you find yourself full of MP, though, feel free to let off a Double Shot or Stun Shot.
- If you find yourself out of arrows with a monster chasing you, remember that special attacks do not use up arrows. While it burns a lot of MP, you will likely need a town run soon anyway, so Double Shot the buggo to death.
- Stun Shot is especially useful when a PKer realizes you are too strong and begins to run away. This attack stops your target dead in her tracks (if it works) and gives you time to knock her off. The downside? It uses a ton of MP and does little damage.
- Burst Shot does much less damage than Double Shot, or even Stun Shot, but it does shower damage, hitting several monsters at once. This is a good skill to use if a tank draws too many monsters at once — just be aware that the monsters might turn on you.
- A big debate among archers: should you have a secondary weapon or not? While a dagger can come in useful when attacked by a player or fighting a monster in close quarters, it is a big drain on the pocketbook to

support two ongoing weapon upgrades.

- While an archer can go into a dungeon, know that the close quarters and high count of aggressive monsters takes away your inherent hit-and-run advantage.
- Silver Rangers are insanely fast because, not only do they have the fastest run speed and get the same speed boosts as the other archer classes, but they get Sprint 2 as well. Sprint 2 is like a self-Wind Walk 2, and so a Silver Ranger can outrun almost anyone.



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1375 | 492  | 61    | 2732 | 1040 |
| 42    | 1438 | 517  | 62    | 2805 | 1069 |
| 43    | 1502 | 543  | 63    | 2878 | 1099 |
| 44    | 1566 | 569  | 64    | 2952 | 1129 |
| 45    | 1631 | 595  | 65    | 3026 | 1159 |
| 46    | 1696 | 621  | 66    | 3101 | 1189 |
| 47    | 1762 | 648  | 67    | 3176 | 1219 |
| 48    | 1828 | 675  | 68    | 3252 | 1250 |
| 49    | 1895 | 702  | 69    | 3328 | 1281 |
| 50    | 1962 | 729  | 70    | 3405 | 1312 |
| 51    | 2029 | 756  | 71    | 3482 | 1343 |
| 52    | 2097 | 783  | 72    | 3560 | 1374 |
| 53    | 2166 | 811  | 73    | 3638 | 1406 |
| 54    | 2235 | 839  | 74    | 3717 | 1438 |
| 55    | 2304 | 867  | 75    | 3796 | 1470 |
| 56    | 2374 | 895  | 76    | 3876 | 1502 |
| 57    | 2445 | 924  | 77    | 3956 | 1534 |
| 58    | 2516 | 952  | 78    | 4037 | 1567 |
| 59    | 2587 | 981  | 79    | 4118 | 1599 |
| 60    | 2659 | 1010 | 80    | 4199 | 1632 |



## ELVEN MYSTIC

So you've chosen the path of the Elven Mystic! This class choice will dictate how your character develops for the rest of your career, so it's an important decision. You'll have a lot of future options for class development, of course — the first will come at Level 20, when you choose between the Wizard and Oracle classes, and then you may get more choices at Level 40, when Wizards select from the Spell singer and Elemental Summoner classes. Oracles all promote to Elders at Level 40.

This class track is one of magic, with various skills including pets, damage spells, character buffs, healing and more. Your character will never be as strong with weapons, and you'll find your armor use somewhat limited. But you'll have other strengths which will balance those weaknesses. Which ones depend on your choices down the road. Much of that is in the future for you, however. Let's focus on getting started as a Mystic for now.

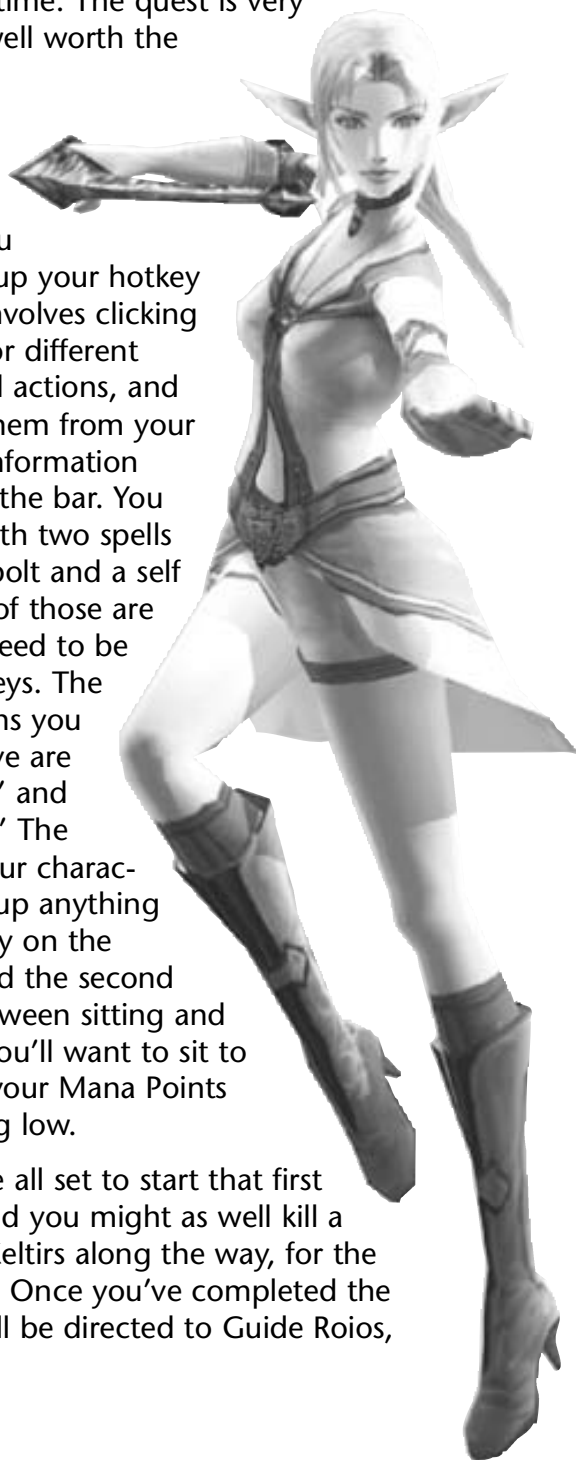
### YOUR FIRST LEVELS

- Elven Mystics start next to the Elf village on the mainland. Most other races start in their own separate realm, but you're already on the mainland. This is an advantage, because it will save you travel time and money later on.
- After logging in for the first time, you'll see a series of popup windows which guide you through various game mechanics. If this is your first time in the game, it's strongly recommended that you follow these starter directions, as they'll save you a lot of confusion later. You'll also be guided through your first quest: you have to kill Keltirs (small wild dogs running around the novice area) in order to get a world map. That map is great — you'll be using it for a

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 21 | <b>WIT</b> 23 | <b>CON</b> 25 |
| <b>INT</b> 37 | <b>DEX</b> 24 | <b>MEN</b> 40 |

long, long time. The quest is very easy, and well worth the reward.

- Before you go hunting Keltirs, though, you should set up your hotkey bar! That involves clicking the icons for different powers and actions, and dragging them from your character information sheet onto the bar. You will start with two spells — a wind bolt and a self heal. Both of those are vital, and need to be set to hotkeys. The other actions you should move are "Take Item" and "Sit/Stand." The first tells your character to pick up anything lying nearby on the ground, and the second toggles between sitting and standing. You'll want to sit to rest when your Mana Points start getting low.
- Now you're all set to start that first quest — and you might as well kill a few more Keltirs along the way, for the experience. Once you've completed the quest, you'll be directed to Guide Roios,




who will give you the names of people to go to for a variety of additional quests. Questing in this game makes for a nice break from regular leveling, and often has very good rewards, so those are worth investigating.

- As soon as you can, get back to leveling on those Keltirs, Elder Keltirs and Wolves. You'll find that you can start a wind bolt, then while it is casting, left-click a spot on the ground farther away from your target. As soon as the spell finishes its cast, you'll start running toward the point you clicked on the ground. This opens up more distance between you and your target, which is important: spells have a casting time, but also have a reset timer (usually short). That means you can't cast the same spell repeatedly without pause, so you're best off running a bit farther away while the spell resets. The tactic of firing a spell, running away a bit, then turning to shoot again is called "kiting," and you'll be doing a lot of it as a caster. You can't take damage very well, and if something attacks you while you're casting, it can interrupt the spell and prevent your cast. It's important to stay away from close range combat.

## MOVING ON UP

- As you press on in levels, you're going to see coin and items drop from the creatures you kill. These should be saved, and in most cases the items should be sold to the vendors in town for more coin. Your goal is to save up a bit under nine hundred adena for a new weapon. That will be either a "book" or a staff; the book is probably the better choice right off, since you can use a shield with it. Mystics can use a shield with no penalty. The new weapon will increase

your character's Magic Attack score, which makes your bolts do more damage and other spells more likely to hit.

- Finally, you've reached Level 7! You've done a couple of quests, and you've killed a lot of the easier creatures. You've bought that new weapon, and might have a shield too, if you went with the book weapon. Level 7 is special though, because it's when you get to learn new skills for the first time. It's also where you need to make the first important decisions about your character's future. Head to the trainers in the Elven Village, inside the big building with the elaborate staircases on the south side of town . If you noticed, each creature you killed gave you "SP" as well as experience. These skill points are used to buy new character powers and skills, or advance existing ones, and by now you should have a small pool of them.
- Don't stress too much about which skills to take — you can't mess up your character here. Eventually, you'll probably want all of the starting skills you see offered. In the short term though, there are definitely a couple of best paths to take. Perhaps most importantly, if you plan to group at all, you're going to want to get the Heal spell as soon as possible.

## HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 96  | 59  | 11    | 244 | 173 |
| 2     | 110 | 70  | 12    | 260 | 185 |
| 3     | 124 | 81  | 13    | 276 | 197 |
| 4     | 139 | 92  | 14    | 292 | 209 |
| 5     | 153 | 103 | 15    | 308 | 222 |
| 6     | 168 | 115 | 16    | 325 | 234 |
| 7     | 183 | 126 | 17    | 341 | 247 |
| 8     | 198 | 138 | 18    | 358 | 260 |
| 9     | 213 | 149 | 19    | 375 | 273 |
| 10    | 229 | 161 | 20    | 392 | 286 |



## ELVEN WIZARD (← ELVEN MYSTIC)

In limbo and between professions, the Elven Wizard is really intended to assist you in preparing for your second job change. Your choices from here are Elemental Summoner and Spellsinger.

- You get 2 types of summons: Unicorn Mirage and Unicorn Boxer. Boxer takes only 30% of the EXP gained when hunting with it, but costs more crystals. Mirage takes 90% of the EXP gained when hunting with it, but costs many fewer crystals. Consider using Boxer for hunting and Mirage for any PvP or boss raids.
- Your primary element is water (though you do get other elemental spells as well), so try to find fire creatures to hunt — you get a bonus against them.
- Concentrate on offensive skills first. Aura Burn, Aqua Swirl and Sleep are the only really useful spells you will continue to train in right up to Level 35. Then train in Higher Mana Gain (increase in MP recharge rates), Servitor Heal and Servitor Recharge. Pick up Fast Spell Casting at 25 and Quick Recovery 1 and 2 at 20 and 30 respectively.
- Flame Strike is an especially useful spell. A lot of Wizards get through their 20-40 stage by herding. You “herd” by hitting a bunch of slow monsters once, then running in circles around them to group them together. Once the monsters are together, you hit them with an AoE (area of effect) spell, such as Flame. In this fashion, you can kill 10 monsters at once!
- Get at least one level of Light Armor Mastery so that, if you do find yourself in light armor, you don't have the horrible nerfs.
- Early on, hunt mobs you can kill with Wind Strike, which should be pumped up to Level 5. You'll have to sit down often, but that's how it works. Something green or white is usually best.

- You'll start powering up Sleep starting at 25, which will increase your survivability and help you fight places you otherwise wouldn't have considered worth the risk. If you prefer to solo, stay away from the tougher mobs until then.
- Surrender to Earth is absolutely useless; there is only one earth spell currently available to PCs (Decay) and you don't have it!



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 21    | 418 | 305 | 31    | 696 | 512 |
| 22    | 445 | 325 | 32    | 725 | 533 |
| 23    | 472 | 345 | 33    | 754 | 555 |
| 24    | 499 | 365 | 34    | 783 | 577 |
| 25    | 526 | 386 | 35    | 813 | 599 |
| 26    | 554 | 406 | 36    | 843 | 622 |
| 27    | 582 | 427 | 37    | 873 | 644 |
| 28    | 610 | 448 | 38    | 904 | 667 |
| 29    | 638 | 469 | 39    | 935 | 690 |
| 30    | 667 | 490 | 40    | 966 | 713 |

# SPELLSINGER (← ELVEN WIZARD ← ELVEN MYSTIC)

Spellsingers are the heavy nukers of the Elf community. Although they will never do as much damage in one hit as their Dark Elf cousins, they cast a lot faster (nobody else can cast faster) and therefore are capable of doing more damage in a short amount of time. Having access to Unicorn pets makes them very versatile and enables them to both group and solo successfully.

- Very low hit points and defense; as you are slower than most monsters, this often means you are stuck in a party or using summons.
- You have no choice between robes and light armor; Robe Mastery is the only armor mastery you get, and if you try to wear light or heavy armor, you get a lot of nerfs.
- Surrender to Water (resistance debuff) combined with Hydro Blast and Aqua Skin (damage spells) are very damaging combinations. Try to keep these maxed out.
- Freezing Shackle does 500 to 1000 damage over a short amount of time, which is extremely useful for kiting.
- Most of your buffs are not that good, but cost almost no mana to cast, so if you're solo you should use them.
- Aura Flare is useful due to its high speed. It is very powerful, and can be used rapidly to great effect. This is a non-elemental attack, so it is not subject to those resistances. Be sure not to drain your MP too quickly.
- Cancel is extremely useful at high levels against boss mobs.
- Freezing Skin is an interesting spell that reflects a certain amount of damage back to the dealer. While cast on just yourself, this spell might seem a bit puny — but cast it on your entire group and there will be some serious damage returned to any attacker.

- Sleeping Cloud is a great AoE spell for a variety of situations. Get this.
- If you find yourself facing multiple targets, use Frost Wall to quickly damage them all at once. Be careful though; if there are a lot of monsters hitting you, you should be thinking about running, not hitting them back.



## HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1009 | 752  | 61    | 1953 | 1589 |
| 42    | 1053 | 791  | 62    | 2004 | 1634 |
| 43    | 1098 | 830  | 63    | 2055 | 1679 |
| 44    | 1142 | 870  | 64    | 2107 | 1725 |
| 45    | 1187 | 910  | 65    | 2158 | 1771 |
| 46    | 1233 | 950  | 66    | 2210 | 1817 |
| 47    | 1278 | 990  | 67    | 2263 | 1863 |
| 48    | 1324 | 1031 | 68    | 2316 | 1910 |
| 49    | 1371 | 1072 | 69    | 2369 | 1957 |
| 50    | 1417 | 1114 | 70    | 2422 | 2005 |
| 51    | 1464 | 1155 | 71    | 2476 | 2052 |
| 52    | 1512 | 1197 | 72    | 2530 | 2100 |
| 53    | 1560 | 1240 | 73    | 2584 | 2149 |
| 54    | 1608 | 1282 | 74    | 2639 | 2197 |
| 55    | 1656 | 1325 | 75    | 2694 | 2246 |
| 56    | 1705 | 1369 | 76    | 2750 | 2295 |
| 57    | 1754 | 1412 | 77    | 2805 | 2345 |
| 58    | 1803 | 1456 | 78    | 2862 | 2395 |
| 59    | 1853 | 1500 | 79    | 2918 | 2445 |
| 60    | 1903 | 1544 | 80    | 2975 | 2495 |



## ELEMENTAL SUMMONER (← ELVEN WIZARD ← ELVEN MYSTIC)

Elemental Summoners (to no one's surprise) are focused on summoning, and for someone who's taken a long trip through Elven Wizard, they're a true blessing. From here on out you don't have those horrible six-hour waits between summons, and new buffs make your pet more powerful than ever. You're a caster who brings your own tank to the party!

- From here on out you have a choice of changing to light armor. Stay in robes (because the added MP far outweighs the added MP regen time), but get a level of Light Armor Mastery in case you ever find yourself with a light armor set.
- The unicorns are solid tanks, and you are their healer and buffer. They have lots of hit points and hit hard. Don't be afraid to send them into the fray constantly. Coupled with Servitor Heal (which you don't have to target them to use), you can even safely send them to tie up additional opponents while you and your group tackle the main target, and expect them to live.
- Though you have to work hard at spending all your MP, Unicorn Boxer's special ability is a MP heal. If you expect a long hard fight ahead, having a backup mana battery could be useful. The MP you receive is small, though, and really only helps reduce downtime. Expecting it to put you over the top in a desperate combat is folly.
- You don't really get that many attack skills from here on out, so when you feel that your Aqua Swirl just isn't more than a brush on the shoulder, think about making the switch from Mystic weapon to Fighter weapon. Your primary focus will likely be playing healer and buffer for your pet, and most healers and buffers out there already use a good Fighter weapon, as M.Atk has no effect on heals or buffs.
- Be aware that as your attack skills get more and more outdated, it might become hard-

er for you to find a good group. While you are an effective healer/tank team that takes half the mana, you can't heal the other party members, can't Resurrect, and can't heal in battle if the going gets tough. Be prepared to duo with your pet very often.

- More and more servitor buffs become available as you progress through the levels. As always, make sure to keep your helper fully buffed; give yourself a shot of Might 1 or Shield 1 right before you buff your buddy so that you know its buffs are about to wear out when yours starts wearing out.
- For more pet tips, see **Necromancer** (p. 47) and **Warlock** (p. 49).



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1012 | 752  | 61    | 2024 | 1589 |
| 42    | 1059 | 791  | 62    | 2078 | 1634 |
| 43    | 1107 | 830  | 63    | 2133 | 1679 |
| 44    | 1155 | 870  | 64    | 2188 | 1725 |
| 45    | 1203 | 910  | 65    | 2244 | 1771 |
| 46    | 1252 | 950  | 66    | 2299 | 1817 |
| 47    | 1301 | 990  | 67    | 2355 | 1863 |
| 48    | 1350 | 1031 | 68    | 2412 | 1910 |
| 49    | 1400 | 1072 | 69    | 2469 | 1957 |
| 50    | 1450 | 1114 | 70    | 2526 | 2005 |
| 51    | 1500 | 1155 | 71    | 2584 | 2052 |
| 52    | 1551 | 1197 | 72    | 2642 | 2100 |
| 53    | 1602 | 1240 | 73    | 2700 | 2149 |
| 54    | 1653 | 1282 | 74    | 2759 | 2197 |
| 55    | 1705 | 1325 | 75    | 2818 | 2246 |
| 56    | 1758 | 1369 | 76    | 2877 | 2295 |
| 57    | 1810 | 1412 | 77    | 2937 | 2345 |
| 58    | 1863 | 1456 | 78    | 2997 | 2395 |
| 59    | 1916 | 1500 | 79    | 3057 | 2445 |
| 60    | 1970 | 1544 | 80    | 3118 | 2495 |





## ELVEN ORACLE (← ELVEN MYSTIC)

Elven Oracle is a support class which features an impressive Evasion buff called Agility and naturally high WIT, which means fast spell casting, a huge boon to any healer!

- Get at least 1 level of Light Armor Mastery and Robe Mastery, regardless of what kind of armor you have. This will make you more flexible when trying to come up with the right combination of P.Def (light armor) and Max MP/MP regeneration (robes). There's no penalty in mixing light and robe armor when you have at least one level of mastery in each.
- Use one of the hotkey panels (Alt-Fn) for just buffs. All buffs last 20 minutes, and it will be easiest to buff your entire party all together, instead of having party members ask you when they run out. Buff yourself first, and when your buffs start flashing, tell the party to rest after the next monster. That should keep everyone fully buffed.
- Think twice before buffing someone in the middle of combat. Remember that monsters are aware of buff spells and can turn on the Mystic casting the buff, even if they have been battling another player for some time.
- Be aware of the basic class of your party members — cast attack buffs on the Fighters and magic buffs on the Mystics, rather than every buff on everybody.
- Try to keep your party members with almost full HP, instead of waiting for them to be near death and saving them. You can't predict when a monster will score a critical hit. Also, don't heal too early, or you will waste the full MP cost of the heal for only a partial effect. Healing more than max HP loses that HP.
- Be aware of your party member's HP, or at least their level. This gives you an idea of how much total HP they have and allow you to gauge when one heal would restore

them to almost full.

- It is not uncommon to charge a fee for buffs. In Chronicle 1, Level 30 Oracles have been known to charge 2,000 adena for their buffs.
- Recharge is an excellent buff for bow users, like Elven Scouts, Assassins and Rogues. It also helps Dwarves make items faster. Be sure to take advantage of opportunities to hunt or make money with these classes using Recharge.
- Decrease Weight might not seem that useful — after all, how often do you go overweight on a hunt? — but Dwarves can use it to hold more materials and finished goods.
- Disrupt Undead is your most powerful attack spell, but it only works on the undead. There are undead monsters for just about all levels — seek those out and hunt them for most efficient XP gain. Purchase spiritshots if you wish to gain more experience in exchange for lower adena gain.
- When in a party, save your MP for healing and use your weapon to score melee hits for supporting damage. It will look like you are just watching and not contributing, but your heals help the party last significantly longer than they could without you.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 425 | 305 | 31    | 771  | 512 |
| 22    | 458 | 325 | 32    | 808  | 533 |
| 23    | 492 | 345 | 33    | 844  | 555 |
| 24    | 526 | 365 | 34    | 881  | 577 |
| 25    | 560 | 386 | 35    | 918  | 599 |
| 26    | 594 | 406 | 36    | 956  | 622 |
| 27    | 629 | 427 | 37    | 994  | 644 |
| 28    | 664 | 448 | 38    | 1032 | 667 |
| 29    | 700 | 469 | 39    | 1070 | 690 |
| 30    | 735 | 490 | 40    | 1109 | 713 |



## ELVEN ELDER (← ELVEN ORACLE ← ELVEN MYSTIC)

Along with its cousin, the Shillien Elder, the Elven Elder differs from the Human Prophet and Bishop in that it gets both new buffs and new heals. It doesn't have as many buffs as the Prophet, or as many heals as a Bishop, but the important thing is it has both!

- From here on out, you get no more levels of Root, but many more levels of Sleep. Start relying more on Sleep than Root.
- Bless Shield is one of your new buffs, and a good one at that. It adds 10 to the target's shield block rate, bringing someone with no masteries to 30% or someone with Shield Mastery 4 to a whopping 50%. This spell is doubly useful when fighting archers, as shields block twice as often when facing the archer.
- Might of Heaven is a more powerful version of Undead Disruption. As you already have the Holy Weapon skill, this just makes you more of an undead chopping machine. Party with Paladins or Temple Knights and go hunt undead to fully exploit your strengths.
- Once you get Return, you will never have to use a Scroll of Escape again. And once you get Mass Return, you can take your party members home with you. This isn't a high priority spell, as 500a is not that much once you get to Level 44, but remember that it also saves time — Return casts much faster than a Scroll of Escape.
- Until Level 48, you get no more heals, so make sure to hunt for awhile in areas where you won't need to rely on ever-increasing heals.
- From this point on, instead of Heal, you get Greater Heal. This skill works the same as its lesser counterpart, but with more power and more cost. The good news is you can keep your old healing spell as well, for when you only need a little help.
- Be careful — Elven Elders do not get Greater Quick Heal or Greater Group Heal. You will have to continue relying on your lower-level Group and Battle Heal in a pinch.
- Greater Resurrection 4 makes Elven Elders and Bishops in high demand. While Prophets and Shillien Elders can only restore 20% of a party member's lost EXP, Elven Elders and Bishops can bring back a whopping 40%. Note: this can be quite a money maker ... people will pay a lot to get that 40% back!
- One of the quick ways for an Elven Elder to make money is Recharging Dwarven crafters.



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1159 | 752  | 61    | 2238 | 1589 |
| 42    | 1209 | 791  | 62    | 2296 | 1634 |
| 43    | 1260 | 830  | 63    | 2354 | 1679 |
| 44    | 1311 | 870  | 64    | 2413 | 1725 |
| 45    | 1362 | 910  | 65    | 2472 | 1771 |
| 46    | 1414 | 950  | 66    | 2532 | 1817 |
| 47    | 1466 | 990  | 67    | 2592 | 1863 |
| 48    | 1519 | 1031 | 68    | 2652 | 1910 |
| 49    | 1572 | 1072 | 69    | 2712 | 1957 |
| 50    | 1625 | 1114 | 70    | 2774 | 2005 |
| 51    | 1679 | 1155 | 71    | 2835 | 2052 |
| 52    | 1733 | 1197 | 72    | 2897 | 2100 |
| 53    | 1788 | 1240 | 73    | 2959 | 2149 |
| 54    | 1843 | 1282 | 74    | 3022 | 2197 |
| 55    | 1898 | 1325 | 75    | 3085 | 2246 |
| 56    | 1954 | 1369 | 76    | 3148 | 2295 |
| 57    | 2010 | 1412 | 77    | 3212 | 2345 |
| 58    | 2066 | 1456 | 78    | 3276 | 2395 |
| 59    | 2123 | 1500 | 79    | 3340 | 2445 |
| 60    | 2180 | 1544 | 80    | 3405 | 2495 |

# DARK ELF

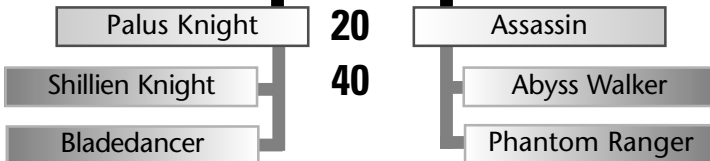
**D**ark Elves were once Elves, but turned dark when they learned black magic to battle the Humans. They worship the goddess of Death, Shillien. Dark Elves have the most attack power of all races (highest STR of Fighters, highest INT of Mystics), however, they have the least ability to withstand attacks (lowest CON).

Dark Elf Fighters can choose to be Palus Knights (heavy armor, swords/blunts) or Assassins (light armor, dagger and/or bow). Dark Elf Fighters have the highest STR and INT of all Fighters, which means that the damage inflicted by their physical and magical attacks is highest among Fighters. Their reduced CON means they have the lowest HP and HP regeneration among Fighters. Their unique skills, Drain Energy and Sting, come very useful in the heat of battle. Drain Energy is a HP-stealer; it takes HP from a target and gives it to the caster. Sting is a low-power attack, but it has a chance of making the target bleed.

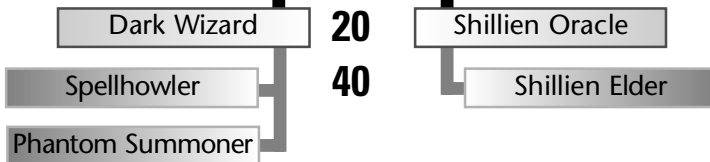
Dark Elf Mystics can initially choose to be Dark Wizards (attack magic, mostly wind, and summoned beasts, such as Shade and Silhouette) or Shillien Oracles (support magic, such as buffs and heals).



## DARK FIGHTER



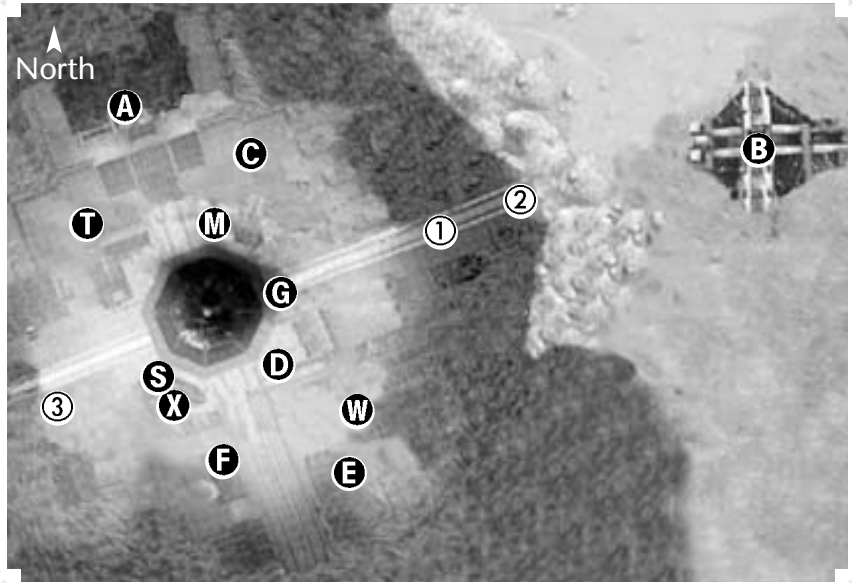
## DARK MYSTIC



## DARK ELVEN VILLAGE

### KEY

- A** Master Harant \*  
Master Trudy \*
- M** Magister Vlasty ◆  
Magister Harne ◆
- T** Tetrarch Vellior  
Tetrarch Kaitar  
Tetrarch Talloth  
Tetrarch Thifiell
- B** Temple of Shilen  
Abyssal Celebrant Cecktinon  
Abyssal Celebrant Poeny  
Abyssal Celebrant Prakia  
Abyssal Celebrant Kartia  
Abyssal Celebrant Undrias  
Abyssal Celebrant Mitraell
- C** Astaron
- D** Jewel
- E** Jughead
- F** Karina
- G** Guide Franz
- M** Magic  
Trader Vollodos (Jewelry)  
Trader Minaless (Books)
- S** Smithy  
Blacksmith Karrod
- T** Gatekeeper Jasmine



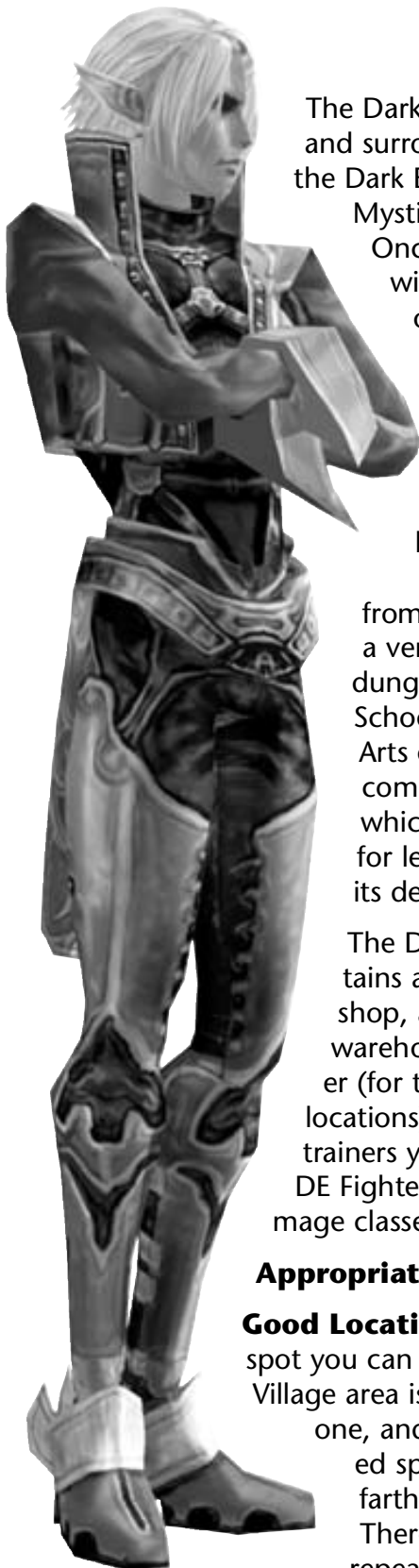
- W** Warehouse  
Wareh. Freightman Collette  
Warehouse Keeper Dorankus  
Warehouse Keeper Erviante
- X** Weapons & Armor  
Trader Payne  
Trader Iria

\* *Fighter Trainer*  
◆ *Mystic Trainer*

- ① Sentry Knight Rayla  
Sentry Roselyn
- ② ➔ *Temple of Shilen (DE start)*  
Sentry Jenna  
Sentry Nelsya
- ③ ➔ *School of Dark Arts (Dn)*  
Sentry Altima  
Sentry Marion  
Sentry Kayleen  
Sentry Kristin

## DARK ELVEN VILLAGE REGULAR QUESTS

| QUEST                             | LVL | RACE/CLASS      | WHAT?        | WHO GIVES IT?              | WHERE?             | RPT? | REWARD                         |
|-----------------------------------|-----|-----------------|--------------|----------------------------|--------------------|------|--------------------------------|
| <i>Dark Elf's Tutorial</i>        | 1   | Dark Elf        | Hunt/Collect | Any NPC in Start Area      | Starting Area      | N    | World Map                      |
| <i>Mass of Darkness</i>           | 2   | Human, Dark Elf | Delivery     | Abyssal Celebrant Undrias  | Dark Elven Village | N    | 250a, 500exp                   |
| <i>Deliver Supplies</i>           | 3   | Dark Elf        | Delivery     | Sentry Jenna               | Dark Elven Village | N    | 450a                           |
| <i>Keen Claws</i>                 | 3   | All             | Hunt/Collect | Trader Payne               | Dark Elven Village | Y    | x 50a                          |
| <i>Shilen's Hunt</i>              | 3   | Dark Elf        | Hunt/Collect | Sentry Nelsya              | Dark Elven Village | N    | Lesser Healing Potion, 1900exp |
| <i>Chains of Slavery</i>          | 5   | Dark Elf        | Hunt/Collect | Sentry Kristin             | Dark Elven Village | Y    | x 13a                          |
| <i>Orc Subjugation</i>            | 8   | Dark Elf        | Hunt/Collect | Sentry Kayleen             | Dark Elven Village | Y    | x 5a, x 15a                    |
| <i>Trade with the Ivory Tower</i> | 8   | All             | Hunt/Collect | Trader Vollodos            | Dark Elven Village | Y    | 2000a                          |
| <i>Bones Tell the Future</i>      | 10  | Dark Elf        | Hunt/Collect | Tetrarch Kaitar            | Dark Elven Village | Y    | x 100a                         |
| <i>Forgotten Truth</i>            | 10  | Dark Elf        | Hunt/Collect | Tetrarch Thifiell          | Dark Elven Village | N    | Eldritch Dagger                |
| <i>Scent of Death</i>             | 11  | All             | Hunt/Collect | Trader Minaless            | Dark Elven Village | Y    | 2000a                          |
| <i>Spirit of Craftsman</i>        | 11  | Dark Elf        | Hunt/Collect | Blacksmith Karrod          | Dark Elven Village | N    | Blood Saber                    |
| <i>Offspring of Nightmares</i>    | 15  | Dark Elf        | Hunt/Collect | Sorcerer Vlasty            | Dark Elven Village | N    | Bone Gaiters                   |
| <i>Will the Seal be Broken?</i>   | 16  | Dark Elf        | Hunt/Collect | Tetrarch Talloth           | Dark Elven Village | N    | 5000exp                        |
| <i>Sweetest Venom</i>             | 18  | All             | Hunt/Collect | Astaron                    | Dark Elven Village | Y    | 3500a                          |
| <i>Dangerous Seduction</i>        | 21  | Dark Elf        | Hunt/Collect | Tetrarch Vellior           | Dark Elven Village | N    | Bone Piece Breastplate         |
| <i>Dwarven Kinship</i>            | 25  | All             | Delivery     | Wareh. Freightman Collette | Dark Elven Village | N    | 6100a                          |



The Dark Elven Village and surrounding area is the Dark Elf Fighter and Mystic starting spot.

Once in a while you will see members of other races exploring this area.

This area is populated with good hunting ground for DE classes from levels 1–20 and a very challenging dungeon — the School of the Dark Arts or SoDA as it is commonly called — which is challenging for levels up to 45 in its depths.

The DE village contains a weapon/armor shop, a magic shop, a warehouse, a gatekeeper (for travel to other locations) and all the trainers you will need for DE Fighter classes and mage classes town guide.

**Appropriate Levels.** 1–20

**Good Locations.** The best spot you can find in the DE Village area is an uncrowded one, and the least crowded spots are the ones farthest from town. There are many repeatable quests you

can get from the DE Village that will let you gather money and XP at the same time. The area north of the village is particularly good hunting when you are going from Levels 1–7. Areas southwest of the village are particularly good for Levels 5–14. Areas surrounding SoDA and the swamp area southwest of the DE Village are good for Levels 14–20.

**Landmarks.** Dark Elven Temple, Dark Elven Village, School of the Dark Arts, Dark Elven Forest and the Altar of Rites.

**Slow Monsters (for kiting).** Keltir types, Imps, Stone Soldiers, Goblin Raiders and Lookouts

### Things to Watch For

*Lesser Dark Horror and Dark Horror.* These creatures are very dangerous and persistent. Avoid them unless you are in a party of Level 15 or higher.

*Dark Succubus.* These creatures, found near the Altar of Rites, are also very powerful and are a danger to anyone under Level 15.

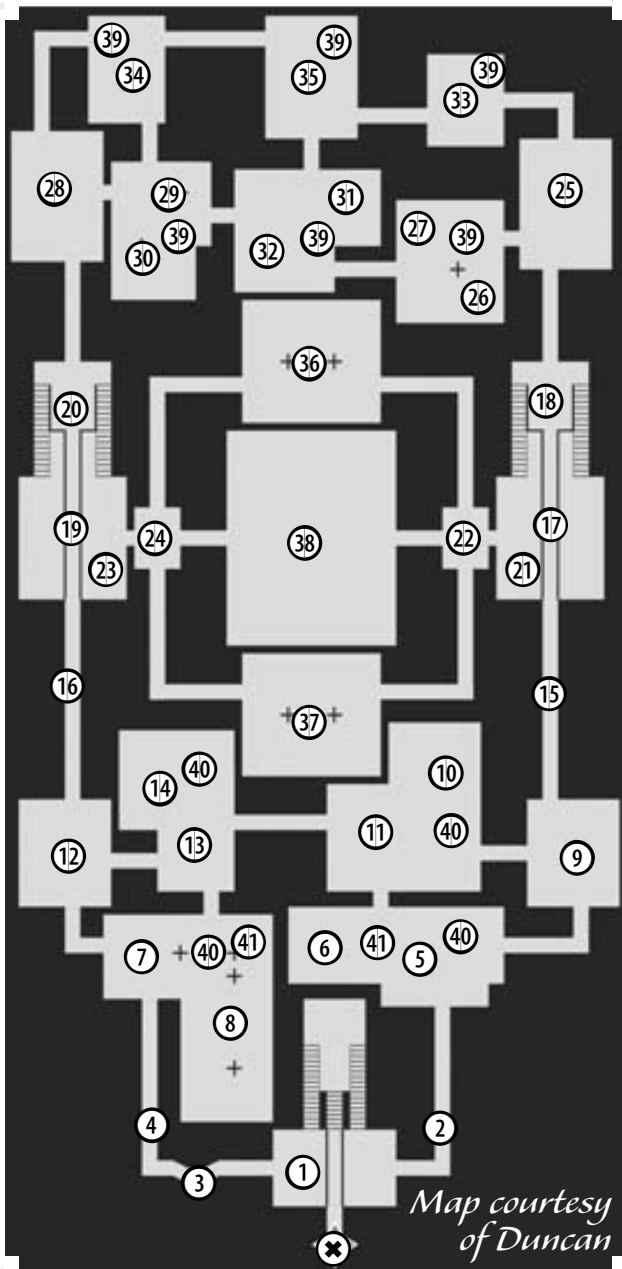
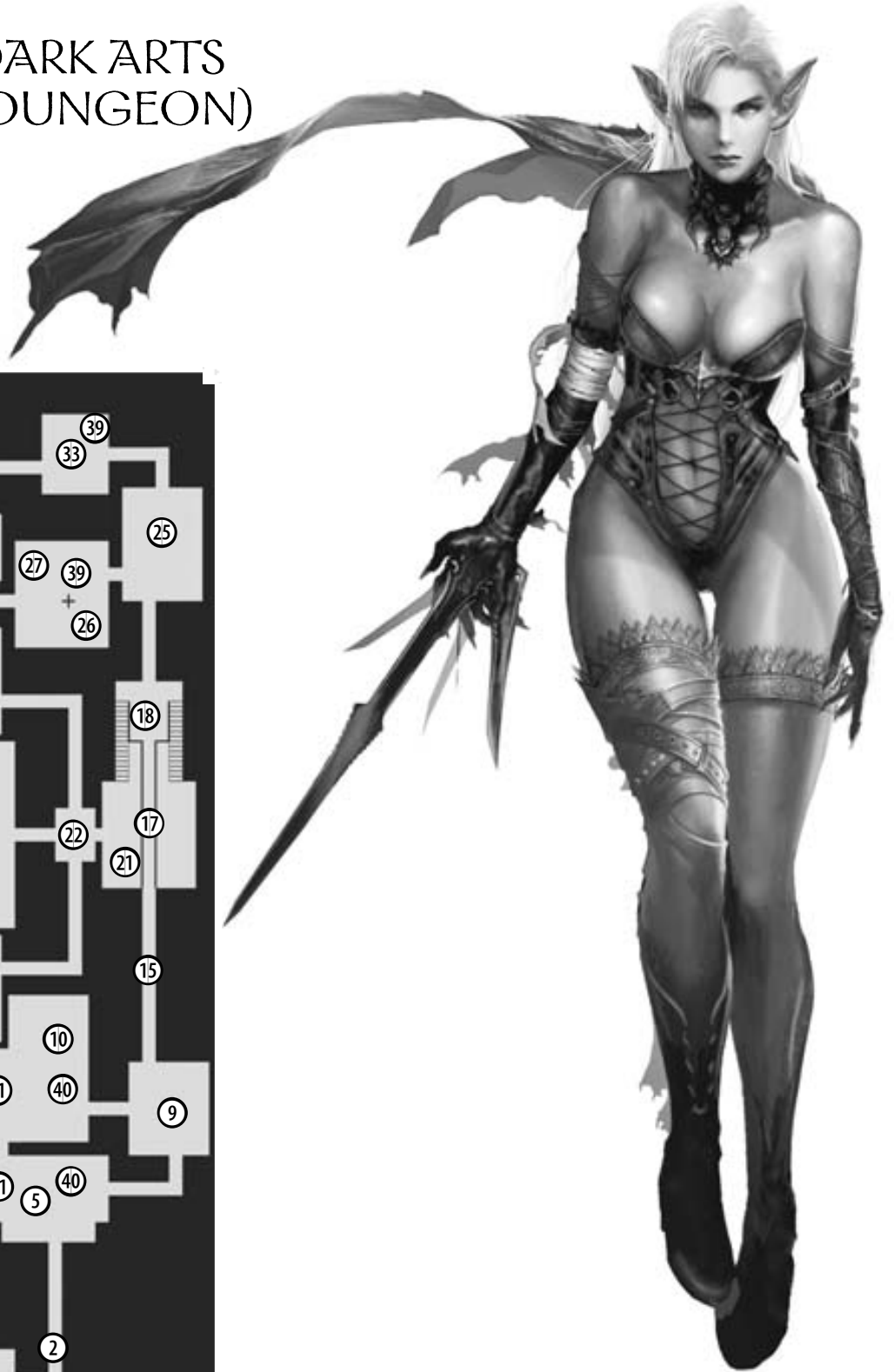
*Archers.* Orc Archers

*Poisonous Spiders.* While poison is easy to cure with a quick antidote, antidotes don't grow on trees, and thus hunting poisonous creatures can be very expensive. In addition, these creatures move very fast and will have little trouble chasing you down if you make a false step.

*Other.* Be aware of your surroundings at all times. Watch for things that spawn near you after you begin a battle — they might attack you at a very bad time. Also, always have an escape route available in case things go south, and be prepared to ask nearby players for help.



## SCHOOL OF DARK ARTS (DARK ELVEN DUNGEON)

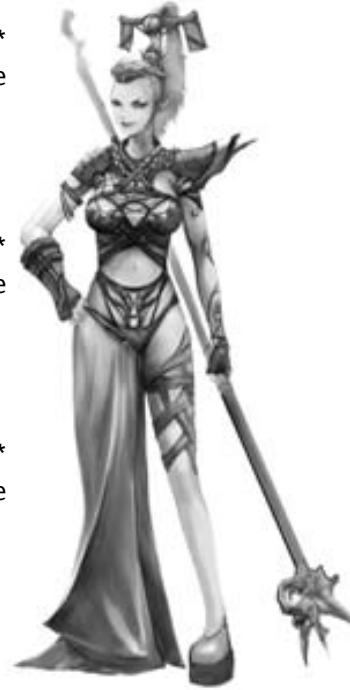


Map courtesy  
of Duncan

- ❶ 3 Skeleton Hunter (12)\*  
3 Skeleton Hunter Archer (13)  
4 Vaiss Orc (10)  
3 Vaiss Orc Lieutenant (11)
- ❷ 1 Skeleton Hunter (12)\*  
1 Skeleton Hunter Archer (13)
- ❸ 1 Skeleton Hunter (12)\*
- ❹ 1 Skeleton Hunter (12)\*  
1 Skeleton Hunter Archer (13)
- ❺ 3 Skeleton Hunter (12)\*  
3 Skeleton Hunter Archer (13)  
3 Vaiss Orc (10)  
3 Vaiss Orc Lieutenant (11)
- ❻ 2 Skeleton Hunter (12)\*  
2 Skeleton Hunter Archer (13)  
1 Vaiss Orc (10)  
1 Vaiss Orc Lieutenant (11)
- ❼ 2 Skeleton Hunter (12)\*  
2 Skeleton Hunter Archer (13)  
2 Vaiss Orc (10)  
2 Vaiss Orc Lieutenant (11)
- ❽ 4 Skeleton Hunter (12)\*  
4 Skeleton Hunter Archer (13)  
5 Vaiss Orc (10)  
4 Vaiss Orc Lieutenant (11)
- ❾ 4 Cave Bat (13)  
4 Doom Soldier (14)\*  
4 Misery Skeleton (14)\*
- ❿ 5 Cave Bat (13)  
4 Doom Soldier (14)\*  
5 Misery Skeleton (14)\*
- ⓫ 2 Cave Bat (13)  
1 Doom Soldier (14)\*  
2 Misery Skeleton (14)\*
- ⓬ 4 Cave Bat (13)  
3 Doom Soldier (14)\*  
3 Misery Skeleton (14)\*
- ⓭ 3 Cave Bat (13)  
2 Doom Soldier (14)\*  
3 Misery Skeleton (14)\*
- ⓮ 2 Cave Bat (13)  
1 Doom Soldier (14)\*  
1 Misery Skeleton (14)\*

- ⓯ 1 Cave Bat (13)  
1 Misery Skeleton (14)\*
- ⓰ 1 Cave Bat (13)  
1 Misery Skeleton (14)\*
- ⓱ 4 Doom Soldier (14)\*  
4 Misery Skeleton (14)\*
- ⓲ 6 Cave Spider (15)
- ⓳ 4 Doom Soldier (14)\*  
4 Misery Skeleton (14)\*
- ⓴ 6 Cave Spider (15)
- ⓵ 4 Cave Fang Spider (16)\*  
4 Cave Spider (15)  
5 Doom Soldier (14)\*
- ⓶ 6 Omen Beast (17)
- ⓷ 4 Cave Fang Spider (16)\*  
4 Cave Spider (15)  
5 Doom Soldier (14)\*
- ⓸ 6 Omen Beast (17)
- ⓹ 5 Cave Fang Spider (16)\*  
5 Omen Beast (17)  
4 Tainted Zombie (18)\*
- ⓺ 4 Cave Fang Spider (16)\*  
3 Omen Beast (17)  
3 Tainted Zombie (18)\*
- ⓻ 2 Cave Fang Spider (16)\*  
1 Omen Beast (17)  
1 Tainted Zombie (18)\*
- ⓼ 4 Cave Fang Spider (16)\*  
4 Omen Beast (17)  
4 Tainted Zombie (18)\*
- ⓽ 4 Cave Fang Spider (16)\*  
4 Omen Beast (17)  
4 Tainted Zombie (18)\*
- ⓾ 2 Cave Fang Spider (16)\*  
2 Omen Beast (17)  
1 Tainted Zombie (18)\*
- ⓿ 3 Lesser Succubus (20)\*  
4 Stink Zombie (19)\*  
4 Tainted Zombie (18)\*
- Ⓚ 2 Lesser Succubus (20)\*  
2 Stink Zombie (19)\*  
2 Tainted Zombie (18)\*

- Ⓛ 2 Lesser Succubus (20)\*  
3 Stink Zombie (19)\*  
3 Tainted Zombie (18)\*
- Ⓜ 3 Lesser Succubus (20)\*  
3 Stink Zombie (19)\*  
3 Tainted Zombie (18)\*
- Ⓨ 4 Lesser Succubus (20)\*  
4 Stink Zombie (19)\*  
5 Tainted Zombie (18)\*
- Ⓩ 5 Lesser Succubus (20)\*  
4 Lesser Succubus Tilfo (22)\*  
4 Lesser Succubus Turen (21)\*
- ⓐ 5 Lesser Succubus (20)\*  
4 Lesser Succubus Tilfo (22)\*  
4 Lesser Succubus Turen (21)\*
- ⓑ 19 Lesser Succubus Tilfo (22)\*  
1 Merkenis (22)  
20 Merkenis Escort (21)\*
- ⓒ Spawns occasionally in 1 of 6 locations:  
6 Kaysha Herald Of Ikaros (30)\*  
4 Nightmare Flyer (28)
- ⓓ Spawns occasionally in 1 of 4 locations:  
4 Brae Orc Chief (17)\*  
6 Brae Orc Fighter (15)\*
- ⓔ Quest monsters:  
1 Dark Horror (16)\*  
1 Lesser Dark Horror (15)\*



## DARK FIGHTER

### PROS

- High damage
- High Evasion
- Speedy runner

### CONS

- Low defense
- Relatively low HP

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 41 | <b>WIT</b> 12 | <b>CON</b> 32 |
| <b>INT</b> 25 | <b>DEX</b> 34 | <b>MEN</b> 26 |

### GETTING STARTED

- The Dark Fighter starts his journey in the overly secluded Dark Elven Village, a town that is quite far from any of its neighbors. In fact, the Dark Elf area is so secluded that the Gatekeeper will teleport you to the Dark Elves own southern forest! So, know from the get-go, most everyone you see will be blue-skinned and white-haired.
- The first think you want to do is your starting quest; talk to any of the NPCs around you and select Quest. By the time your quest is over, you should be at least Level 2. Keep killing Keltirs and the other nearby monsters until you reach Level 4, and then start making your way to town. Truth be told, the quickest way to the village is to simply die, and since you lose no EXP on death until Level 5 ... you can smack a bunch of enemies, then stand still as they give you a free ride to town.
- Once in town, hook up with Abyssal Celebrant Undrias and Trader Payne (both in the same building) and Sentries Nelsya and Jenna for some good starter quests. For walkthroughs, see the **Quests** chapter.
- Once you hit Level 5, hurry back to town, as skills are now available! Remember how monsters have been giving you "SP" as you kill them? That SP, or Skill Points, can be used to get new skills. Go to the building in which you found Undrias and Payne and follow the recommended sequence below (or make up your own if it feels comfortable).

### RECOMMENDED SEQUENCE

#### LEVEL 5 SKILLS

- The first skill you want is one level of your attack of choice. Get Mortal Blow if you are a dagger user, Power Shot if you use bows, or Power Strike if you use swords.
- Next up, go for one level in Weapon Mastery — this gives you extra damage on standard hits.
- Before you get your Armor Mastery, get Defense Aura. Though this spell is temporary and Armor Mastery is permanent, the Aura adds more and thus you should get it first.
- Get the next two levels in your skill of choice, and then finally get Armor Mastery.

#### LEVEL 10 SKILLS

- Attack Aura, while temporary like Defense Aura, adds a significant amount to your physical attack.
- Weapon Mastery 2 adds less then Attack Aura, but it is permanent.
- Get the next three levels in your skill of choice and two more of Armor Mastery

#### LEVEL 15 SKILLS

- A new, interesting skill is now available to you — you might have seen some Level 15 Elves using a healing spell, but as a Dark Elf, you want something that does damage! Drain Energy does both, doing damage to the monster and giving its hit points to you. Get two levels in this.





- Once again get Weapon Mastery, this time your third dose. This will be your final general Weapon Mastery; next time, you get your pick of Sword, Bow or Dagger Mastery.
- Three more levels in your skill of choice.
- Two more levels of Armor Mastery. This will be your final general Armor Mastery; next time you get Light or Heavy Armor Mastery.

## GROUPING & SOLOING TIPS

- When soloing, try fighting green or light blue monsters instead of white ones. While white monsters give more exp per kill, you can kill more blues or greens at a time before resting.
- You might want to go to another area (Elf or Human) to find more effective tanks; while you will find plenty of damage-doers and casters in the village, you'll be hard pressed to find someone who wants to take the hits.
- Start grouping in the School of Dark Arts after Level 10 or so, and save your adena for your 64k weapon, and even later for your 300k weapon.
- Whether soloing or grouping, always have someone watching shout chat; the village seems to be the ideal hangout for PKers, and oftentimes shout can warn you when one is coming.

## HUNTING & QUEST TIPS

- **Levels 5-6.** Ashen Wolves are your best target right now; not only are they a good level and plentiful, but you can do two quests on them: Shilen's Hunt and Keen Claws. If the quest gets too boring or you just want something a bit harder, try your luck on Goblins.
- **Levels 7-9.** Imps and Imp Elders make good targets and are part of the Chains of Slavery quest; take the Imps until they're

too easy, then move on to Green Fungus and the Trade with the Ivory Tower quest, an awesome repeatable that you might want to continue for a good few levels.

- **Levels 10-12.** First off, as soon as you can, take the Forgotten Truth and Spirit of Craftsman quests, available at Levels 10 and 11, respectively. Once you've completed these quests you can either use one of the weapons or sell them both to buy a new weapon/armor. Now you can either go back to farming Fungi (note that Level 12 Blood Fungus also work for this quest, just not as well as Green Fungi) or try Balor Orc Fighters or Goblin Thieves if you're bored.
- **Levels 13-15.** You have two choices from here on out. You can continue soloing on Blood Fungus and Balor Orc types, or try your hand on the Scent of Death quest with Marsh Zombies. If you're tired of soloing, though, join a group and head into the School of Dark Arts. As long as you stay at the very beginning, you should be safe, and you can do the Bones Tell the Future quest here as well. Note also that at Level 15 there is a quest for free bone gaiters; do this ASAP.
- **Levels 16-20.** Continue hunting in the School of Dark Arts, or if you are soloing, start heading more and more south to find Festering and Redeye Bats as you level. Once you are 20 and start your profession change quest, make sure to do the Dwarven Kinship quest at the same time; both require trips to Gludio and Gludin.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 107 | 39  | 11    | 273 | 113 |
| 2     | 123 | 46  | 12    | 291 | 121 |
| 3     | 139 | 53  | 13    | 308 | 129 |
| 4     | 155 | 60  | 14    | 326 | 137 |
| 5     | 171 | 67  | 15    | 344 | 145 |
| 6     | 188 | 75  | 16    | 363 | 153 |
| 7     | 204 | 82  | 17    | 381 | 161 |
| 8     | 221 | 90  | 18    | 400 | 170 |
| 9     | 238 | 97  | 19    | 419 | 178 |
| 10    | 256 | 105 | 20    | 438 | 187 |



## ASSASSIN (◀ DARK FIGHTER)

Assassins have great offensive power, with daggers and bows both inflicting high levels of damage. Dark Elves also have naturally high STR, making an Assassin even more powerful. Your emphasis is almost totally on offense, with very few defensive skills — your job is to kill it before it has a chance to kill you.

- An Assassin can get expensive to maintain. You may want both a dagger and bow, and the cost of arrows and soulshots will keep your profits lower than other classes.
- Decide early on which weapon you want to focus on, and keep it maxed. Both dagger and bow are useful, but one can follow the other in due time.
- Mortal Blow is a high-damage, high-risk skill. It only works on a critical, so it is more likely to work if you use it flanking or behind the monster. Note that, unlike the Rogue and Elven Scout, you get no Critical Chance skill to make your Mortal Blows work more often. To make up for this, you get Critical Power, which raises the damage when you do hit.
- Passive hunting is sometimes the way to go, as it gives you the chance for a first hit ... from behind!
- Power Shot is a wonderful opening move — and it doesn't consume any arrows.
- Think twice before getting a shield; Assassins are made to evade, with light armor masteries and high DEX. You probably don't want to spoil it with the -8 Evasion that shields give.
- Assassins get a Drain Health spell, which can be somewhat useful when soloing the early levels. However, realize that you're not a caster and you won't do much damage or get much HP back.
- Don't bother getting Unlock 2 or above. As of Chronicle 1, there are only Level 1 doors

in the game, and Unlock 1 works well enough.

- Daggers have a higher critical chance, but also a higher chance to miss. Accuracy is a skill which you will either love or hate; it raises your chance to hit but sucks away MP. Still, it is fairly inexpensive to keep running, and you shouldn't hesitate to turn it on going into PvP combat.
- Ultimate Evasion is best used when things have gone south, since it has such a long refresh time. It greatly enhances your Evasion, which means you won't be hit for a considerable amount of time, but refresh on it is very harsh.
- Open up a fight with Power Break; it works pretty often, and when it does, it decreases the monster's P.AtK by 15%, which makes killing much easier.
- Stun attacks in general are powerful things. Stun Shot doesn't hit hard and uses a lot of MP, but the chance to make your opponent stand around dazed is worth the effort.
- Bleed is a fairly substantial damage-over-time (DoT) move. It should be executed early in PvE combat for maximum effect. In PvP, the move is good at any time, but especially towards the end should your opponent decide running would be the better option.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 475 | 200 | 31    | 861  | 335 |
| 22    | 512 | 213 | 32    | 902  | 349 |
| 23    | 549 | 226 | 33    | 943  | 363 |
| 24    | 587 | 239 | 34    | 984  | 378 |
| 25    | 625 | 252 | 35    | 1026 | 392 |
| 26    | 664 | 266 | 36    | 1067 | 407 |
| 27    | 703 | 279 | 37    | 1110 | 421 |
| 28    | 742 | 293 | 38    | 1152 | 436 |
| 29    | 781 | 307 | 39    | 1195 | 451 |
| 30    | 821 | 321 | 40    | 1238 | 466 |



## ABYSS WALKER (← ASSASSIN ← DARK FIGHTER)

The Dark Elven equivalent to the Elven Plains Walker and Human Treasure Hunter, the Abyss Walker is quick and deadly. She excels at dealing massive damage in a small amount of time. With the highest starting strength in the game, as well as multiple backstabbing dagger attacks, to turn your back on an Abyss Walker is to ask for death.

- The Abyss Walker trades in Mortal Blow for two new attacks: Backstab and Deadly Blow. Deadly Blow works just like Mortal Blow, it is simply more powerful. Backstab, on the other hand, works 100% of the time from the back, but never from the front or the sides. Therefore, when attacking from the front or the sides, always use Deadly Blow. When attacking from the back, always use Backstab.
- Even though you're a dagger user, invest in a shield. Why, you might ask? At some point, you're likely to find yourself in a PvP encounter with an archer who's faster than you. As of Chronicle 1, shields have a very high chance of blocking an archer's arrows, so long as you're facing the archer. Even if all you buy is a kite shield, that's an extra 142 defense about 50% of the time.
- PvP Tip: The Abyss Walker has a possible snare in Freezing Strike. This can be an effective advantage over a Treasure Hunter when one of you is chasing the other, especially since Humans are among the slowest characters in the game.
- Fake Death is useful, fun and very dangerous, all in one. Useful, because if you have a large group of monsters chasing you, playing dead will cause them to go find something else to do. Fun, because who doesn't like to fall down in the middle of town for no apparent reason? And dangerous, because when the monsters decide that you are done for and they can go bother someone else, that someone else

might be in your party.

- While you only have three levels of Stun Shot, a lot of Abyss Walkers carry around a low-level bow, at least for the first few levels. Even with the high MP cost, stopping an enemy in its tracks can be quite helpful.
- Open up a fight with Hex or Power Break; they work pretty often, and when they do, they decrease the monster's P.Def by 15% (Level 2 Hex by 20%) and the monster's P.Atk by 15% (Level 2 Power Break by 20%), which makes killing much easier.
- Be very careful when using Lure. While it's a good spell to pick one monster out a group, it focuses a lot of attack power on you. If you are grouped with a Knight of any sort, let her use Hate instead.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1294 | 492  | 61    | 2499 | 1040 |
| 42    | 1350 | 517  | 62    | 2564 | 1069 |
| 43    | 1407 | 543  | 63    | 2629 | 1099 |
| 44    | 1464 | 569  | 64    | 2695 | 1129 |
| 45    | 1521 | 595  | 65    | 2761 | 1159 |
| 46    | 1579 | 621  | 66    | 2827 | 1189 |
| 47    | 1638 | 648  | 67    | 2894 | 1219 |
| 48    | 1696 | 675  | 68    | 2961 | 1250 |
| 49    | 1755 | 702  | 69    | 3029 | 1281 |
| 50    | 1815 | 729  | 70    | 3097 | 1312 |
| 51    | 1875 | 756  | 71    | 3166 | 1343 |
| 52    | 1936 | 783  | 72    | 3235 | 1374 |
| 53    | 1996 | 811  | 73    | 3304 | 1406 |
| 54    | 2058 | 839  | 74    | 3374 | 1438 |
| 55    | 2120 | 867  | 75    | 3445 | 1470 |
| 56    | 2182 | 895  | 76    | 3515 | 1502 |
| 57    | 2244 | 924  | 77    | 3586 | 1534 |
| 58    | 2307 | 952  | 78    | 3658 | 1567 |
| 59    | 2371 | 981  | 79    | 3730 | 1599 |
| 60    | 2435 | 1010 | 80    | 3803 | 1632 |



## PHANTOM RANGER (← ASSASSIN ← DARK FIGHTER)

Though slower and more easily killed than the Silver Ranger, the Phantom Ranger is second only to the Hawkeye for damage output. Often thought to be the best PK class, it's also one of the most versatile bow users — its Sting skills give it a good reason to have a dagger at hand!

- Kiting is an archer's best friend. Due to your speed and the fact that you just happen to use a ranged weapon, the optimal way for you to hunt (at least when you're hunting solo) is to kite.
- As it already takes MP to shoot a bow (the better the bow, the more MP it takes) a lot of archers find it a waste of MP to use the special attacks. If you find yourself at max MP, though, feel free to let off a Double Shot or Stun Shot.
- If you find yourself out of arrows with a monster chasing you, remember that special attacks do not use arrows. While it costs a lot of MP, you will likely need a town run soon anyway, so Double Shot it to death.
- Stun Shot is especially useful when a PKer realizes you are too strong and begins to run away. This attack stops your target dead in her tracks (if it works) and gives you time to knock her off. The downside? It uses a lot of MP and does little damage.
- Burst Shot does less damage than Double Shot, or even Stun Shot, but it does shower damage, hitting several monsters at once. This is a good skill to use if a tank draws too many monsters at the same time — just beware that the monsters might turn on you.
- A big debate among archers: should you have a secondary weapon or not? While a dagger can come in useful when attacked by a player or fighting a monster in close quarters, it's a big drain on the pocketbook to support two continuing weapon upgrades.
- While an archer can go into a dungeon, know that the close quarters and high count of aggressive monsters takes away much of her natural hit and run advantage.

- The combined high attack power of the bow and of a Dark Elf make the Phantom Ranger a good PK character. While some might argue that an Abyss Walker is better suited to high-damage hits and quick deaths, the Ranger has the advantage of being farther away from the target, having special attacks that always hit, and doing more damage with a single regular attack.
- When you come across a monster that you know will take a while to kill, it's a good idea to cast Poison on it before attacking, so that the poison can eat away at the monster while you do active damage.
- Know thy enemy. A lot of monsters in Aden have special features that make them strong or weak to bows. Don't let these resistances and vulnerabilities single-handedly drive your choice of target, but if it's a choice between something with bow resistance and something with a bow weakness ...
- As the Phantom Ranger is still pretty good with a dagger, Sting and Bleed are recommended to use during PvP or when you need to do lasting damage to a monster you know will take a while to kill.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1298 | 492  | 61    | 2578 | 1040 |
| 42    | 1357 | 517  | 62    | 2647 | 1069 |
| 43    | 1417 | 543  | 63    | 2716 | 1099 |
| 44    | 1478 | 569  | 64    | 2786 | 1129 |
| 45    | 1539 | 595  | 65    | 2856 | 1159 |
| 46    | 1601 | 621  | 66    | 2926 | 1189 |
| 47    | 1662 | 648  | 67    | 2997 | 1219 |
| 48    | 1725 | 675  | 68    | 3069 | 1250 |
| 49    | 1788 | 702  | 69    | 3141 | 1281 |
| 50    | 1851 | 729  | 70    | 3213 | 1312 |
| 51    | 1915 | 756  | 71    | 3286 | 1343 |
| 52    | 1979 | 783  | 72    | 3360 | 1374 |
| 53    | 2044 | 811  | 73    | 3433 | 1406 |
| 54    | 2109 | 839  | 74    | 3508 | 1438 |
| 55    | 2175 | 867  | 75    | 3582 | 1470 |
| 56    | 2241 | 895  | 76    | 3658 | 1502 |
| 57    | 2307 | 924  | 77    | 3733 | 1534 |
| 58    | 2374 | 952  | 78    | 3809 | 1567 |
| 59    | 2442 | 981  | 79    | 3886 | 1599 |
| 60    | 2509 | 1010 | 80    | 3963 | 1632 |



## PALUS KNIGHT (◀ DARK FIGHTER)

The Palus Knight is a well rounded class that can not only take a hit, but is also pretty good at dishing out the damage. Still, the sacrifice you make for awesome Level 40 powers is a somewhat softer Level 20 to 40 progression; a Palus Knight tends to be more of a support tank than a primary tank.

- At Level 20 you get Poison, which does damage over time (DoT). It's a great way to shorten the battle without shifting the aggro focus to you.
- Ultimate Defense is very helpful if used properly. It raises your M.Def and P.Def by huge amounts, but roots you in place for the duration. This spell is helpful when you get many monsters beating on you that you are sure you cannot outrun.
- You are also introduced to some passive skills that help buff your defenses, such as Magic Resistance (increases your M.Def), Heavy Armor Mastery (increases your P.Def when in Heavy Armor) and Shield Mastery (increases your chances of blocking an attack).
- Level 24 brings a few new abilities that will prove your worth in a group. If your role is the primary tank, Hate is a great tool. This spell switches the attention of an enemy from its current target to you. This skill can save the life of healers or casters when they get in trouble.
- You also get the first few levels of Sting, your main attack skill from here on out. Sting works like Power Strike, but with daggers and dual swords. While the initial power is lower than even your Power Strike, Sting has a special add on — it has a chance to inflict bleeding damage.
- Power Break (available at Level 32) reduces the enemy's P.Atk for 2 minutes; it should be your opening spell from now on. It has a high success rate and is very helpful to the tank, even if that isn't you.
- At Level 36, you get two new skills: Freezing Strike and Focus Mind. Freezing Strike isn't the best of skills; it takes a lot of MP and a long time to cast, and its slowing effect doesn't work very often. Focus Mind, on the other hand, is an important passive skill that boosts your MP regen rate. Get this!



HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 477 | 200 | 31    | 895  | 335 |
| 22    | 518 | 213 | 32    | 939  | 349 |
| 23    | 558 | 226 | 33    | 983  | 363 |
| 24    | 599 | 239 | 34    | 1028 | 378 |
| 25    | 640 | 252 | 35    | 1073 | 392 |
| 26    | 682 | 266 | 36    | 1118 | 407 |
| 27    | 724 | 279 | 37    | 1163 | 421 |
| 28    | 766 | 293 | 38    | 1209 | 436 |
| 29    | 809 | 307 | 39    | 1256 | 451 |
| 30    | 852 | 321 | 40    | 1302 | 466 |



## BLADEDANCER (← PALUS KNIGHT ← DARK FIGHTER)

Even though it's not a good tank and only an average damager, immensely powerful buffs put the Bladedancer in high demand with any high-level party.

- Though very powerful, your dances don't last long — only 2 minutes! Be ready to recast them.
- Dance of Fire increases your party's crit. damage by 50%. This is most useful when hunting with dagger or bow users, as they have the highest crit. rate. Likewise, this skill is least useful when cast on blunt users, as they have a very low crit. rate.
- Dance of Light increases your party's damage against undead by 20 to 40%. This is very useful when fighting undead. When fighting monsters that aren't undead, it is useless.
- Dance of Inspiration increases your party's Accuracy by 4. This is most useful when hunting with dagger, bow or polearm users, as they have lower accuracy. Likewise, this skill is least useful when around blunt, staff, or book users, as they already have the highest accuracy.
- Dance of Mystic increases your party's M.Atk by 20%. This is very useful when you're grouped with attack Mystics, but has little effect on a Fighter-heavy party.
- Dance of Concentration increases your party's casting speed by 30% and reduces chance of interruption by 40. This is very useful for both attack and heal Mystics in your party.
- Dance of Warrior increases your party's P.Atk by 12%. This is one of the most useful dances, because who doesn't like to hit harder? Dances stack with Might and Shield as well, so this is a wonderful buff. Use it often.
- Dance of Fury increases your party's P.Atk Speed by 15%. Another awesome dance;

it's good to have this one going all the time. 15% greater attack speed is very noticeable.

- As your buffs cost the same whether cast on two or nine people, the bigger the party, the more efficient your buff.
- Tanking a Bladedancer is even harder than tanking a Palus Knight, as you are more buff-oriented than P.Def-oriented. Make sure to find a good party with a good tank. Elven Elders are very good to party with as well, as they have an MP recharge spell.
- Open up a fight with Hex or Power Break; they work pretty often, and when they do, they decrease the monster's P.Def by 15% (Level 2 Hex by 20%) and P.Atk by 15% (Level 2 Power Break by 20%), which makes killing much easier.
- Poison Blade Dance — for something that costs 105 MP (and that's just the first level), one would expect a really good spell. And while the poison does good damage ... it hardly ever hits. If you even bother learning it, don't use it too often.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1369 | 492  | 61    | 2799 | 1040 |
| 42    | 1435 | 517  | 62    | 2876 | 1069 |
| 43    | 1502 | 543  | 63    | 2954 | 1099 |
| 44    | 1570 | 569  | 64    | 3032 | 1129 |
| 45    | 1638 | 595  | 65    | 3110 | 1159 |
| 46    | 1707 | 621  | 66    | 3189 | 1189 |
| 47    | 1776 | 648  | 67    | 3268 | 1219 |
| 48    | 1846 | 675  | 68    | 3348 | 1250 |
| 49    | 1916 | 702  | 69    | 3429 | 1281 |
| 50    | 1987 | 729  | 70    | 3510 | 1312 |
| 51    | 2059 | 756  | 71    | 3591 | 1343 |
| 52    | 2130 | 783  | 72    | 3673 | 1374 |
| 53    | 2203 | 811  | 73    | 3756 | 1406 |
| 54    | 2275 | 839  | 74    | 3839 | 1438 |
| 55    | 2349 | 867  | 75    | 3922 | 1470 |
| 56    | 2423 | 895  | 76    | 4006 | 1502 |
| 57    | 2497 | 924  | 77    | 4091 | 1534 |
| 58    | 2572 | 952  | 78    | 4176 | 1567 |
| 59    | 2647 | 981  | 79    | 4261 | 1599 |
| 60    | 2723 | 1010 | 80    | 4347 | 1632 |



## SHILLIEN KNIGHT (← PALUS KNIGHT ← DARK FIGHTER)

Your class is focused on cubics, and it's the cubics that make you a wonderful Fighter; without them, you're just a low-HP tank. The downside is that cubics are expensive; you have to summon three or four to get through an hour's play. The plus is that they can't be hit and give you help in attacking and debuffing.

- Poltergeist Cubic, the first cubic available (at Level 40), could well be the best. It is cheap, costing two D Crystals at Level 1, three at Level 2, and four at Level 3, and it is a huge help. It debuffs your target's P.Atk, P.Atk Speed, or P.Def (and might end up debuffing all three before the fight's over).
- Vampire Cubic, the second cubic (at Level 40) isn't half as economical as the Poltergeist Cubic. While it can be argued that the HP Drain spell it casts can save you a heal, it really isn't worth the cost in D Crystals (six at Level 1, seven at Level 2, eight at Level 3). Use this cubic only in PvP or very hard fights.
- Venom Cubic, is your third and final cubic (at Level 49). Like the Poltergeist Cubic, it is very cheap (three D Crystals at Level 1, four at Level 2) and rather useful. Its poison spell works often, and though it doesn't do that much damage, anything is a help.
- Note that even if you get resurrected, you lose your cubics when you die.
- Corpse Plague isn't really the most useful of spells, because of how fast corpses disappear and how long the spell takes to cast. It's nice to have every now and then, but it isn't worth its weight in SP.
- Even though you have low HP and P.Def, as long as you stick with white monsters and have a nearby healer, you can handle tanking. Once you get into yellows or big groups of whites, though, it'd be better to

step aside for an Avenger to tank while you debuff.

- Open up a fight with Hex or Power Break; they work pretty often, and when they do, they decrease the monster's P.Def by 15% (Level 2 Hex by 20%) and P.Atk by 15% (Level 2 Power Break by 20%), which makes killing much easier.
- Lightning Strike, a spell you get at Level 58, is a must have indeed! It's a high-damage spell (power 1046) but even more importantly it has a chance (though small) of paralyzing your target for 2 minutes. It's a gamble, but if you paralyze someone in a duel or a hard monster on a hunt, you just gave yourself 2 minutes to hack away at him.
- Where Hate pulls one monster onto you, Hate Aura pulls all monsters around you to attack you. This is very good when a Cleric or a Rogue type finds herself being chased by leaders or a group spawn.

### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1365 | 492  | 61    | 2721 | 1040 |
| 42    | 1428 | 517  | 62    | 2793 | 1069 |
| 43    | 1492 | 543  | 63    | 2867 | 1099 |
| 44    | 1556 | 569  | 64    | 2941 | 1129 |
| 45    | 1621 | 595  | 65    | 3015 | 1159 |
| 46    | 1686 | 621  | 66    | 3090 | 1189 |
| 47    | 1751 | 648  | 67    | 3165 | 1219 |
| 48    | 1818 | 675  | 68    | 3241 | 1250 |
| 49    | 1884 | 702  | 69    | 3317 | 1281 |
| 50    | 1951 | 729  | 70    | 3394 | 1312 |
| 51    | 2019 | 756  | 71    | 3471 | 1343 |
| 52    | 2087 | 783  | 72    | 3548 | 1374 |
| 53    | 2155 | 811  | 73    | 3627 | 1406 |
| 54    | 2224 | 839  | 74    | 3705 | 1438 |
| 55    | 2294 | 867  | 75    | 3784 | 1470 |
| 56    | 2364 | 895  | 76    | 3864 | 1502 |
| 57    | 2434 | 924  | 77    | 3944 | 1534 |
| 58    | 2505 | 952  | 78    | 4025 | 1567 |
| 59    | 2576 | 981  | 79    | 4106 | 1599 |
| 60    | 2648 | 1010 | 80    | 4187 | 1632 |



## DARK MYSTIC

### PROS

- Powerful damage spells
- Fast casting speed
- Fast movement speed

### CONS

- Low CON and consequently relatively low hit points (HP)

### GETTING STARTED

- As soon as your character is created, equip your items and set up your quick bar with your preferred spells, actions and other items. To equip yourself, double-click on them in your inventory; you have:
  - Apprentice's tunic
  - Apprentice's hose
  - Apprentice's wand
- You start out in the Dark Elven Temple. A few things to keep in mind as you get to know your surroundings and your character's abilities:
- Talk to everyone you see and pay close attention to what they tell you. This will save you time in the long run, because you will not have to make multiple trips for things you may have forgotten to do on your quests.
- Avoid dying at all costs. Death after Level 4 is very costly. You can and will eventually drop your precious hard-earned items for someone else to pick up. Additionally the experience loss can be very painful and costly in terms of time. *Do not* take big risks! The risk is not worth the reward this early on.
- Pay attention to the con level (color) of the creatures you are fighting.

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 23 | <b>WIT</b> 19 | <b>CON</b> 24 |
| <b>INT</b> 44 | <b>DEX</b> 23 | <b>MEN</b> 37 |

- Be aware of which creatures will group and which are aggressive. This is very important to your ability to level quickly.
- You will want to get started running quests right away. They are a good way to earn adena and exp while getting to know your character's abilities and see some of the land. Do not waste your time fighting creatures without being in the process of doing a quest. You can kill two birds with one stone: *always* have a quest going.

### Questing

- Start out with the Dark Elf's Tutorial quest by talking to one of the Abyssal Celebrants. This quest will introduce you the Dark Elven race and history. Doing this quest, you will also learn basic concepts of the game. As a reward, you receive a world map which will come in very handy throughout the game.

#### Mass of Darkness

- Talk to Abyssal Celebrant Undrias just outside of the Dark Elven Temple to start this quest. It will give you an opportunity to visit and explore the Dark Elven Village. Make sure you kill anything in your path from the temple to the village to keep the XP and adena machines rolling! As a reward, you will be given adena and experience.

#### Delivery Supplies

- Talk to Sentry Jenna outside the DE Village to start this quest. Again, kill anything you come across during this quest, but do not get too side-tracked. Your reward for this quest: more adena.





### Shillens Hunt

- Talk to Sentry Nelsya at the eastern entrance to the Dark Elven Village. You will get a quest to kill Ashen Wolves. The reward for this quest is about 1900 XP.

### Chains of Slavery

- Talk to Sentry Kristin at the western entrance of the Dark Elven Village. You will get a quest to hunt Imps. Each Imp you kill will drop some shackles. Each shackle you collect is worth 5 adena. In addition, the Imp, and Imp Elders particularly, are very good exp at this point.

## RECOMMENDED SEQUENCE

- You get your first set of new skills and skill upgrades at Level 7. Max out your Wind Strike and Ice Bolt attacks first. The wind attacks will be the damage-dealing DE Mystic's bread and butter for most of your journey to DE Wizard. These attacks do a goodly amount of damage. Ice Bolt can slow an enemy's movement speed. Because of its fast cast speed, it can also be used to interrupt a creature that is trying to cast a spell against you. These should be followed up by learning Weapon Mastery, which increases both your physical attacks and magic attacks power.

## OTHER TIPS

- Avoid any fast-moving creatures that would cause you to spend a lot of time running — this will slow down your level progression.
- Stick to creatures that take you only one or two hits to kill in the beginning. This will allow you to spend your time actually making kills without having to run around a lot.
- Know your strength. If you shoot at an enemy and it only has a sliver of health left, use your physical attack to finish it off. Do this as long as it will only take one hit. A creature can quickly reduce your health in a

physical confrontation early on. The occasional physical strike will help you to conserve your MP and reduce down time.

- Concentrate on your offensive attacks unless you plan on going the Oracle route. Save the buffs and heals for when you have extra SP to spend.
- Remember to avoid fighting multiple creatures at the same time early on.
- Do not be afraid to run from a fight if you can escape, or ask for help if you can't. Death really hurts your progress toward the next level.



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 95  | 58  | 11    | 242 | 168 |
| 2     | 109 | 68  | 12    | 258 | 180 |
| 3     | 123 | 79  | 13    | 274 | 192 |
| 4     | 137 | 90  | 14    | 290 | 204 |
| 5     | 152 | 100 | 15    | 306 | 216 |
| 6     | 167 | 111 | 16    | 322 | 228 |
| 7     | 181 | 123 | 17    | 339 | 240 |
| 8     | 196 | 134 | 18    | 355 | 253 |
| 9     | 212 | 145 | 19    | 372 | 265 |
| 10    | 227 | 157 | 20    | 389 | 278 |



## DARK WIZARD (← DARK MYSTIC)

The Dark Wizard gives you a taste of both of your Level 40 class choices: Spellhowler, the highly offensive caster, and Phantom Summoner, the powerful shadow summoner. Try out both kinds of magic (offense and summon) and decide what you want to be. Remember though, summoning gets much easier after Level 40. (No six-hour wait between summons!)

- You get 2 types of summons: Shadow and Silhouette. The Shadow takes only 30% of the EXP gained when hunting with it, but costs more crystals. The Silhouette takes 90% of the EXP gained when hunting with it, but costs many fewer crystals. Consider using the Shadow for hunting and the Silhouette for any PvP or boss raids.
- Your primary element is wind (though you do get other elemental spells as well), so try to find floating or earth creatures to hunt, as you get a bonus against them.
- Aura Burn is the 'melee magic' skill; it is fast to cast and does a lot of damage, but you must be up close to your target.
- Flame Strike and Poison Cloud are particularly useful spells. A lot of Wizards get through the mid-levels by herding. You "herd" by hitting a bunch of slow monsters once, then running in circles around them to group them together. Once the monsters are together, you hit them with an AoE (area of effect) spell, such as Flame Strike or Poison Cloud. In this fashion, you can kill ten monsters at once!
- Think of Body to Mind as a reverse heal. It takes from your HP and gives to your MP.
- If you find yourself being chased by too many monsters, use Sleep to make them inactive for 30 seconds. Note that Sleep is broken for a monster the moment it's hit.
- As a Wizard, you get no more healing ... but you do get spells that make up for it.

Corpse Life Drain is one of these. Like Vampiric Touch, Corpse Life Drain takes HP from a monster and gives it to you. Unlike Vampiric Touch, Corpse Life Drain only works on a dead monster, not a live one.

- Not only can you use your Servitor heals and buffs on your summoned pets, but you can use them on "natural" pets (wolves and dragon hatchlings) too. This makes Wizards and Summoners the most effective pet users.
- Of all the Mystics and Wizards, the Dark Wizard is the highest damage dealer — the dagger user of Mystics, if you will. Still, like the highest damage dealers of the Fighter class and like *any* Mystic, you are not a tank and do not take hits very well. Either find slow monsters and use the herding technique, or get into a group with a Fighter or two.



HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 21    | 415 | 297 | 31    | 690 | 498 |
| 22    | 441 | 316 | 32    | 718 | 519 |
| 23    | 468 | 336 | 33    | 748 | 540 |
| 24    | 495 | 356 | 34    | 777 | 562 |
| 25    | 522 | 375 | 35    | 806 | 583 |
| 26    | 549 | 395 | 36    | 836 | 605 |
| 27    | 577 | 416 | 37    | 866 | 627 |
| 28    | 605 | 436 | 38    | 896 | 649 |
| 29    | 633 | 456 | 39    | 927 | 671 |
| 30    | 661 | 477 | 40    | 957 | 694 |

## SPELLHOWLER (← DARK WIZARD ← DARK MYSTIC)

The Spellhowler is the most deadly of the Wizard-types and definitely the best bet for any young adventurers with future hopes of taking out Antharas. Its spells are centered on wind and, as proper for a Dark Elf, death.

- If you thought it was hard to solo as a Wizard, it gets even worse as the levels progress. Monsters become faster, meaner and tougher; you *really* need a tank friend from Level 40 onwards, and forget trying to solo after 50.
- Hurricane becomes your bread-and-butter attack. As it's a wind spell, continue to go after floating targets if possible, but remember that you aren't the only one in your party. A Paladin might want to go after undead or a Spellsinger after fire monsters, and so forth.
- Death Spike does a lot of damage as well, but note that it uses up an item (cursed bone), and thus burns adena. Try to stick to Hurricane if possible.
- When you find yourself low on HP, Death Link is the spell to use. Death Link takes the pain of the caster and transfers it to the target. The lower your HP when you cast, the more damage you do. Switch to this spell whenever you have a monster beating on you.
- Silence is a very useful skill, especially in PvP. When it's cast successfully, the target is unable to cast any magic for 2 minutes.
- Tempest is your new AoE (area-of-effect) attack, but remember that as you party more and more often, it isn't as useful as it used to be. Still, for the rare occasion of a slow 40+ monster ... head 'em up and move 'em out!
- Important! As your prominent element is wind, you become very important in Antharas take-down tactics once you reach Level 50. Antharas is very strong and very

resistant to both magical and physical attacks ... but he has -50% defense against wind, meaning that you are one of the very few classes that can hit him for more than 100 damage in a single hit!



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1001 | 731  | 61    | 1937 | 1546 |
| 42    | 1044 | 769  | 62    | 1987 | 1590 |
| 43    | 1088 | 808  | 63    | 2038 | 1634 |
| 44    | 1133 | 846  | 64    | 2089 | 1679 |
| 45    | 1177 | 885  | 65    | 2140 | 1723 |
| 46    | 1222 | 924  | 66    | 2192 | 1768 |
| 47    | 1268 | 964  | 67    | 2244 | 1813 |
| 48    | 1313 | 1003 | 68    | 2296 | 1859 |
| 49    | 1359 | 1044 | 69    | 2349 | 1905 |
| 50    | 1406 | 1084 | 70    | 2402 | 1951 |
| 51    | 1452 | 1124 | 71    | 2455 | 1997 |
| 52    | 1499 | 1165 | 72    | 2509 | 2044 |
| 53    | 1547 | 1206 | 73    | 2563 | 2091 |
| 54    | 1594 | 1248 | 74    | 2617 | 2138 |
| 55    | 1642 | 1290 | 75    | 2672 | 2186 |
| 56    | 1690 | 1332 | 76    | 2727 | 2234 |
| 57    | 1739 | 1374 | 77    | 2782 | 2282 |
| 58    | 1788 | 1417 | 78    | 2838 | 2330 |
| 59    | 1837 | 1460 | 79    | 2894 | 2379 |
| 60    | 1887 | 1503 | 80    | 2950 | 2428 |



## PHANTOM SUMMONER (← DARK WIZARD ← DARK MYSTIC)

Phantom Summoners are focused on ... summoning. For someone who has taken the long trip through Dark Wizard, they are a blessing from Shilen. From here on out you don't have those horrible six-hour wait times between summons and new buffs make your pet more powerful than ever. You are a caster that brings their own tank to the party!

- From here on out you have a choice of changing to light armor. Stay in robes (because the added MP far outweighs the added MP regen time), but get a level of Light Armor Mastery in case you ever find yourself with a light armor set.
- Shadows and silhouettes are solid tanks, and you are their healer and buffer. They have lots of hit points and hit hard. Don't be afraid to send them into the fray constantly. Coupled with Servitor Heal (which you don't have to target them to use), you can even safely send them to tie up additional opponents while you and your group tackle the main target, and expect them to live.
- Debuff and poison your opponent and send in your pet. Save your mana for timely Servitor Heals after you have set the opponent up for your pet.
- You don't really get that many attack skills from here on out, so when you feel that your Twister just isn't more than a brush on the shoulder, think about making the switch from Mystic weapon to Fighter weapon. Your primary focus will likely be playing healer and buffer for your pet, and most healers and buffers out there already use a good Fighter weapon, as M.Atk has no effect on heals or buffs.
- Be aware that, as your attack skills get more and more outdated, it might become harder for you to find a good group. While you're an effective healer/tank team that takes half the mana, you can't heal the

other party members, can't resurrect, and can't heal in battle if the going gets tough. Be prepared to duo with your pet very often.

- More and more servitor buffs become available as you progress through the levels. As always, make sure to keep your helper fully buffed; give yourself a shot of Might 1 or Shield 1 right before you buff your buddy so that you know its buffs are about to wear out when yours starts wearing out!
- For more pet tips, see **Necromancer** (p. 47) and **Warlock** (p. 49).



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1004 | 731  | 61    | 2007 | 1546 |
| 42    | 1051 | 769  | 62    | 2061 | 1590 |
| 43    | 1098 | 808  | 63    | 2115 | 1634 |
| 44    | 1145 | 846  | 64    | 2170 | 1679 |
| 45    | 1193 | 885  | 65    | 2225 | 1723 |
| 46    | 1241 | 924  | 66    | 2280 | 1768 |
| 47    | 1290 | 964  | 67    | 2336 | 1813 |
| 48    | 1339 | 1003 | 68    | 2392 | 1859 |
| 49    | 1388 | 1044 | 69    | 2448 | 1905 |
| 50    | 1438 | 1084 | 70    | 2505 | 1951 |
| 51    | 1488 | 1124 | 71    | 2562 | 1997 |
| 52    | 1538 | 1165 | 72    | 2620 | 2044 |
| 53    | 1589 | 1206 | 73    | 2677 | 2091 |
| 54    | 1640 | 1248 | 74    | 2736 | 2138 |
| 55    | 1691 | 1290 | 75    | 2794 | 2186 |
| 56    | 1743 | 1332 | 76    | 2853 | 2234 |
| 57    | 1795 | 1374 | 77    | 2912 | 2282 |
| 58    | 1847 | 1417 | 78    | 2972 | 2330 |
| 59    | 1900 | 1460 | 79    | 3032 | 2379 |
| 60    | 1953 | 1503 | 80    | 3092 | 2428 |

## SHILLIEN ORACLE (← DARK MYSTIC)

Shillien Oracle is a support class that features an impressive M.Atk buff called Empower and naturally high INT. While not as powerful as a Wizard, it still makes sense for a Shillien Oracle to have a high M.Atk weapon available for solo and small-group attack support.

- Get at least 1 level of Light Armor Mastery and Robe Mastery, regardless of what kind of armor you have. This will make you more flexible when trying to come up with the right combination of P.Def (light armor) and Max MP/MP regeneration (robes). There's no penalty in mixing light and robe armor when you have at least one level of masteries in both.
- Use one of the hotkey panels (Alt-Fn) for just buffs. All buffs last 20 minutes, and it will be easiest to buff your entire party all together, instead of having party members ask you when they run out. Buff yourself first, and when your buffs start flashing, tell the party to rest after the next monster. That should keep everyone fully buffed.
- Don't cast buffs on anyone unless you are sure that they are not in the middle of a battle. Monsters are aware of buff spells and will turn on the Mystic casting the buff, even if they have been battling another player for some time.
- Be aware of the basic class of your party members – cast attack buffs on the Fighters and magic buffs on the Mystics, rather than every buff on everybody.
- Try to keep your party members with almost full HP, instead of waiting for them to be near death and saving them. You can't predict when a monster will score a critical hit. Also, don't heal too early, or you will waste the full MP cost of the heal for only a partial effect. Healing more than max HP loses that HP.
- Be aware of your party member's HP, or at

least their level. This gives you an idea of how much total HP they have and allow you to gauge when one heal would restore them to almost full.

- It is not uncommon to charge a fee for buffs. In Chronicle 1, Level 30 Oracles have been known to charge 2,000 adena for their buffs.
- Recharge is an excellent buff for bow users, like Elven Scouts, Assassins and Rogues. It also helps Dwarves make items faster. Be sure to take advantage of opportunities to hunt or make money with these classes using Recharge.
- Disrupt Undead is your most powerful attack spell, but it only works on the undead. There are undead monsters for just about all levels — seek those out and hunt them for most efficient XP gain. Purchase spiritshots if you wish to gain more experience in exchange for lower adena gain.
- When in a party, save your MP for healing and use your weapon to score melee hits for supporting damage. It will look like you are just watching and not contributing, but your heals help the party last significantly longer than they could without you.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 421 | 297 | 31    | 765  | 498 |
| 22    | 454 | 316 | 32    | 801  | 519 |
| 23    | 488 | 336 | 33    | 837  | 540 |
| 24    | 521 | 356 | 34    | 874  | 562 |
| 25    | 555 | 375 | 35    | 911  | 583 |
| 26    | 589 | 395 | 36    | 948  | 605 |
| 27    | 624 | 416 | 37    | 985  | 627 |
| 28    | 659 | 436 | 38    | 1023 | 649 |
| 29    | 694 | 456 | 39    | 1061 | 671 |
| 30    | 729 | 477 | 40    | 1100 | 694 |



## SHILLIEN ELDER (← SHILLIEN ORACLE ← DARK MYSTIC)

Along with its cousin, the Elven Elder, Shillien Elder differs from the Human Prophet and Bishop in that it gets both new buffs and new heals. It doesn't have as many buffs as the Prophet, or as many heals as a Bishop, but the important thing is it has both!

- From here on out, you get no more levels of Sleep, but many more levels of Root. Start relying more on Root than Sleep.
- Death Whisper is one of your new buffs, and a good one at that. Coupled with Focus, this skill makes for a deadly dagger or bow user, and is no small help to any Fighter type.
- Whether power-leveling a friend or hunting yellows and up, Guidance is a huge help to your party members, especially dagger users.
- At Level 40 you get another level of Empower. This spell is particularly useful on boss raids and sieges; make sure to keep all your allied attack Mystics Empowered.
- Until Level 48, you get no more heals, so make sure to hunt for awhile in areas where you won't need to rely on ever-increasing heals.
- From this point on, instead of Heal, you get Greater Heal. This skill works the same as its lesser counterpart, but with more power and more cost. The good news is you can keep your old healing spell as well, for when you only need a little help.
- Be careful — Shillien Elders do not get Greater Quick Heal or Greater Group Heal. You will have to continue relying on your lower-level Group and Battle Heal in a pinch.
- Purify will be your best friend throughout sieges and boss hunts — especially Antharas! You are the only class that gets this skill, and it is amazingly helpful. When you have a party member who is poisoned,

bleeding or paralyzed (especially the last, as it lasts 2 minutes and is otherwise incurable) Purify can remove the status ailment and return your party to normal!

- If you're in a party or near a Bishop or Elven Elder when a friend dies, let the Bishop or Elven Elder resurrect your pal for you. You only have Resurrection 2 (restores 20% of lost EXP); the Bishop and Elven Elder have Greater Resurrection 4, which restores 40% of lost EXP.



### HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1149 | 731  | 61    | 2219 | 1546 |
| 42    | 1199 | 769  | 62    | 2277 | 1590 |
| 43    | 1249 | 808  | 63    | 2335 | 1634 |
| 44    | 1300 | 846  | 64    | 2393 | 1679 |
| 45    | 1351 | 885  | 65    | 2451 | 1723 |
| 46    | 1402 | 924  | 66    | 2511 | 1768 |
| 47    | 1454 | 964  | 67    | 2570 | 1813 |
| 48    | 1506 | 1003 | 68    | 2630 | 1859 |
| 49    | 1559 | 1044 | 69    | 2690 | 1905 |
| 50    | 1612 | 1084 | 70    | 2750 | 1951 |
| 51    | 1665 | 1124 | 71    | 2811 | 1997 |
| 52    | 1719 | 1165 | 72    | 2873 | 2044 |
| 53    | 1773 | 1206 | 73    | 2934 | 2091 |
| 54    | 1827 | 1248 | 74    | 2996 | 2138 |
| 55    | 1882 | 1290 | 75    | 3059 | 2186 |
| 56    | 1937 | 1332 | 76    | 3122 | 2234 |
| 57    | 1993 | 1374 | 77    | 3185 | 2282 |
| 58    | 2049 | 1417 | 78    | 3249 | 2330 |
| 59    | 2105 | 1460 | 79    | 3312 | 2379 |
| 60    | 2162 | 1503 | 80    | 3377 | 2428 |

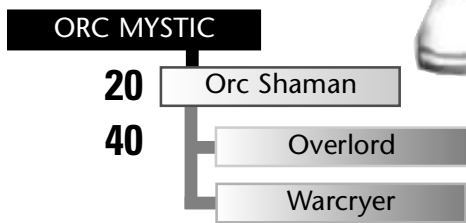
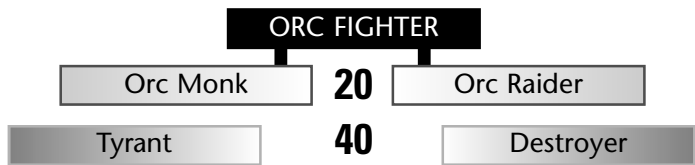
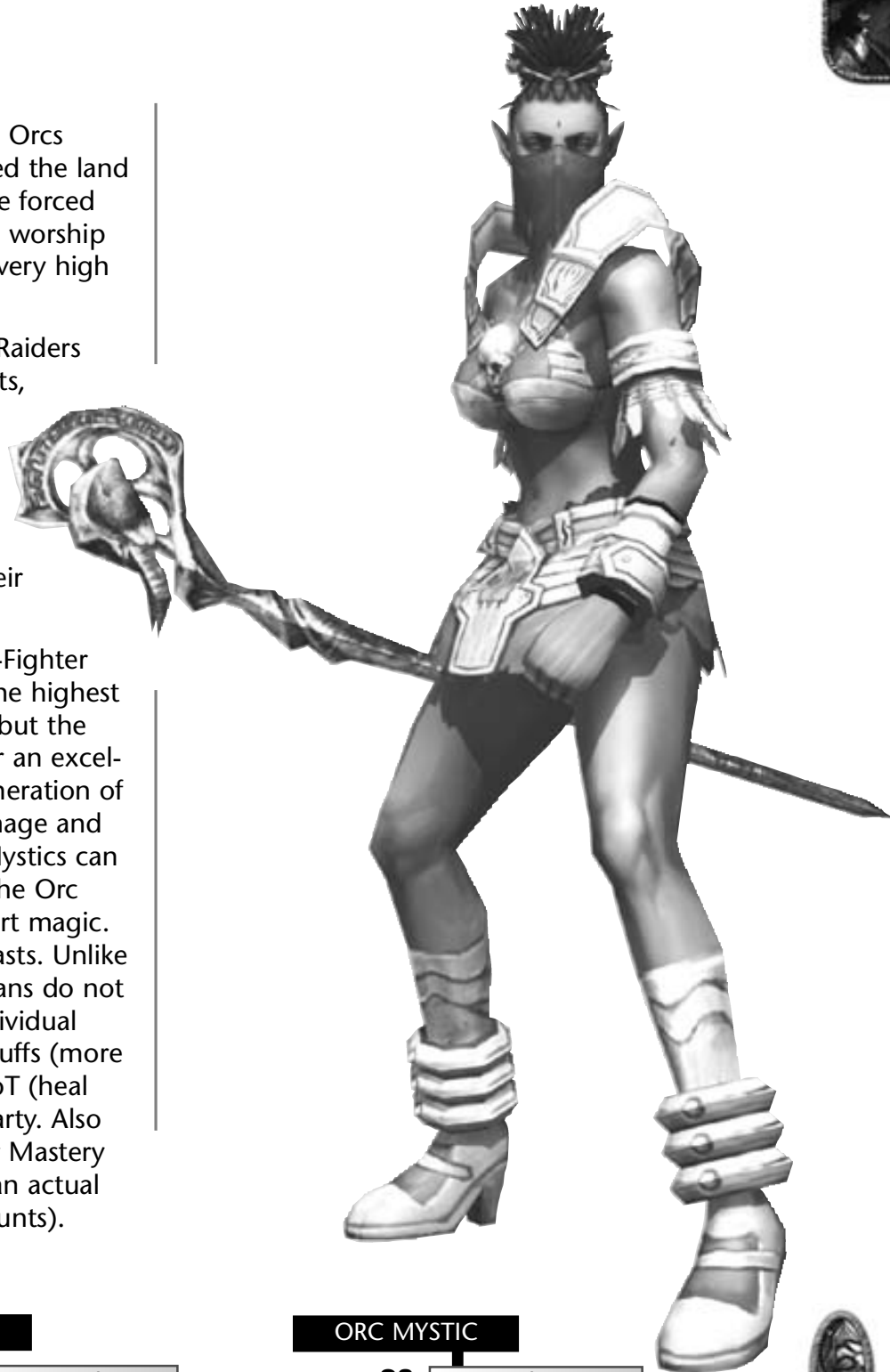


# ORC

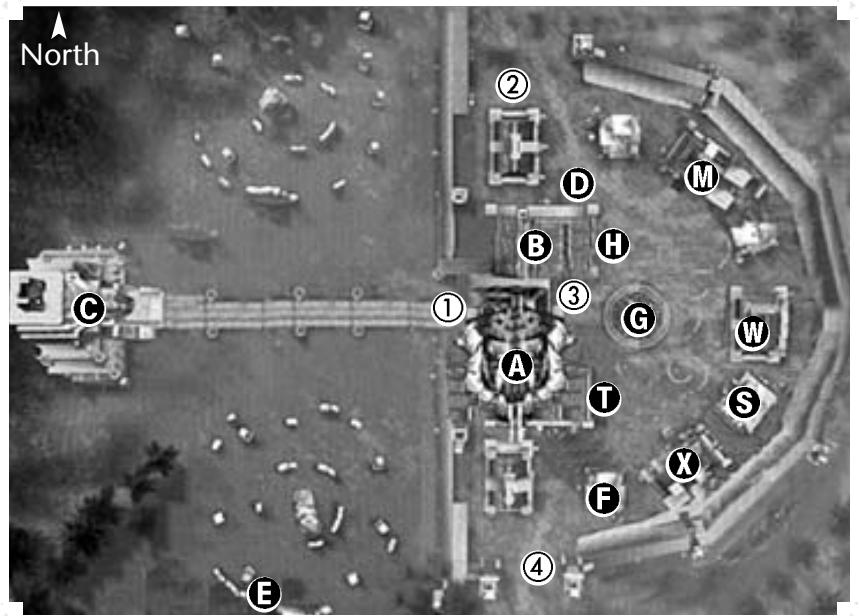
After eradicating the Giants, Orcs defeated the Elves and ruled the land until the Human-Elf alliance forced them back to Elmore. Orcs worship the god of fire, Paagrio. Orcs have very high durability (high CON).

Orc Fighters can choose to be Orc Raiders (flexible armor, swords and/or blunts, unique life-saving skills) or Orc Monks (light armor, fist weapons, unique self buffs). Orcs have the highest CON, which means that they have the highest HP and HP regeneration speed of any race. Their low speed balances this out.

Orc Mystics are a hybrid class, part-Fighter and part-Mystic. Orc Mages have the highest STR, MEN and CON of all Mystics, but the lowest INT and DEX. This makes for an excellent Fighter Mystic, with high regeneration of both HP and MP, but low spell damage and reduced melee effectiveness. Orc Mystics can only become Orc Shamans. Thus, the Orc Shaman has both attack and support magic. However, Orcs cannot summon beasts. Unlike the other Mystic classes, Orc Shamans do not have many individual buffs or a individual heal. Instead, they have full party buffs (more MP, less time) and their heal is a HoT (heal over time) that affects the whole party. Also notable, Shamans get Heavy Armor Mastery and are the only Mystic class with an actual physical attack: stun (works with blunts).



## ORC VILLAGE



### KEY

- A** Seer Tanapi ◆  
Seer Livina ◆  
Urutu Chief Hatos  
Flame Lord Kakai  
Neruga Chief  
Tantus
- B** Prefect Bruurse \*  
Prefect Karukia \*
- C** Temple of Paagrio  
Fire Priestess Shela  
Flame Guardian  
Vulkus  
Fire Priest Tokum
- D** Atuba Chief  
Varkees
- E** Hestui Totem Spirit
- F** Gantaki Zu Urutu
- G** Guide Tanai
- H** Tataru Zu Hestui
- M** Magic  
Trader Uska  
(Jewelry)  
Trader Papuma  
(Amulets)
- S** Smithy  
Blacksmith Sumari
- T** Gatekeeper Tamil
- X** Weapons & Armor  
Trader Jakal  
Trader Kunai
- W** Warehouse  
Warehouse Keeper  
Groomin  
Warehouse Keeper  
Imantu
- ① Centurion Nakusin  
Centurion Tamai
- ② ➔ *Frozen Waterfalls*  
Praetorian Rukain  
Centurion Parugon
- ③ Centurion Petukai  
Centurion Vapook
- ④ ➔ *Southern Fields*  
Centurion Tiku  
Centurion Orinak

\* *Fighter Trainer*  
◆ *Mystic Trainer*



Perched high atop the bluffs of the Immortal Plateau, the home village of the Orcs resembled a fortified military installation instead of a friendly city. Its west walls lead to the Temple of Paagrio (where you start), and the other edges of the village overlook the rugged mountains of Elmore. The first thing you'll notice about this area is that the Orcs' strength is offset by the difficulty in getting from one place to another. No nice little trek across a plateau — leave that for the weakling Humans in Talking Island Village! Here, the easiest way to get from point A (town) to point B (mobs) is to jump off the cliffs. Literally. (One caveat — right now, there's no fall damage, but we can't promise that won't change in the future.)

**Appropriate Levels.** For skills, you can't train anything new for a few levels, so complete the three early quests and repeat the money quests for a while. Stay in Orc land until you're ready to do your profession quest. Before that, there's plenty to keep you busy. If you get bored in town, head for the Cave of Trials (but don't forget that Escape Scroll for the trip home).

**Good Locations.** The north-south road just east of the village is the most obvious place to hunt Imps and Goblins. You can get away from the crowd a little if you jump off the south cliff and head right. There, you'll find a collection of Keltirs, Wolves, Imps and Goblins suitable for getting you through Level 5 or so.

The plateau area about halfway between the village and the falls is a good place to hunt Werewolves. Toward the back of the valley, you can find Marakus behind the trees. If it's crowded, you'll have to camp for spawns.

**Landmarks.** Frozen Waterfalls (northeast), Cave of Trials (east)

**What Monsters Help.** Rakeclaw Imp types, Goblin Grave Robbers, Mountain Fungi, Maraku Werewolf types

**What Monsters Aggro.** Kasha Bear, Grizzly, Rakeclaw Imp Chieftain

**Centurion Nakusin** is a bit of a grump. When you do the Lord of Flame quest, write down the items that asks you to get: Varkees (honey khandar), Tataru Zu Hestui (bear fur cloak), Uska (ancestor's skull), Groomkin (axe), Gantaki Zu Urutu (orb), Kunai (spider dust).

**Things to Watch For.** Be careful of the area in front of the Frozen Waterfalls unless you're in the mid-to-late teens. Lots of aggro creatures hang out in the frozen plateau area and will train on you!

*Magic Users.* Greystone Golems

*Archers.* None that we've seen so far

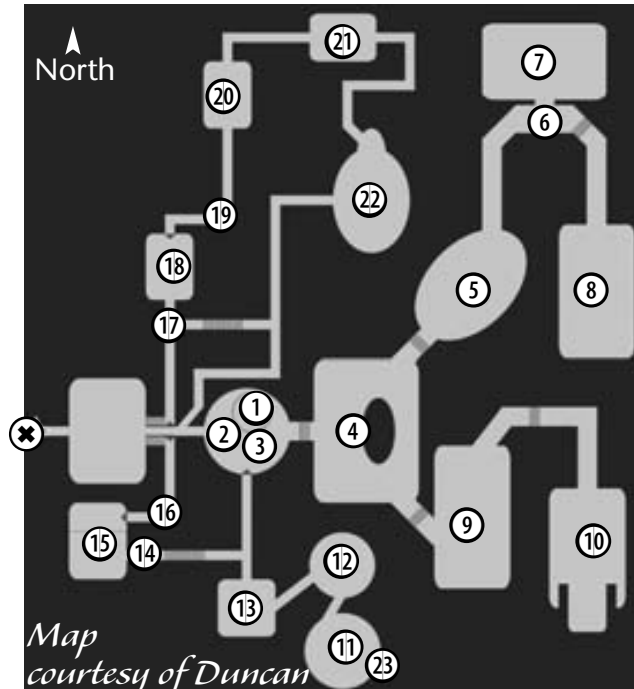
*Other.* Did we mention Scrolls of Escape?



## CAVE OF TRIALS (ORC DUNGEON)

### KEY

- ❶ 1 Scarlet Salamander (17)  
2 Scarlet Salamand. Elder (18)
- ❷ 2 Scarlet Salamander (17)  
1 Scarlet Salamand. Elder (18)
- ❸ 3 Scarlet Salamander (17)  
2 Scarlet Salamand. Elder (18)  
2 Slave Skeleton (12)\*
- ❹ 1 Evil Eye Lookout (14)  
4 Evil Eye Watcher (10)  
5 Slave Skeleton (12)\*  
2 Undead Slave (19)
- ❺ 2 Crypt Horror (15)\*  
2 Evil Eye Lookout (14)  
1 Evil Eye Watcher (10)  
3 Slave Skeleton (12)\*  
1 Undead Slave (19)
- ❻ 1 Crypt Horror (15)\*  
2 Evil Eye Lookout (14)  
1 Slave Skeleton (12)\*  
1 Undead Slave (19)
- ❼ 4 Crypt Horror (15)\*  
1 Evil Eye Lookout (14)  
1 Evil Eye Watcher (10)  
4 Slave Skeleton (12)\*
- ❽ 3 Crypt Horror (15)\*  
2 Evil Eye Lookout (14)  
2 Evil Eye Watcher (10)  
2 Undead Slave (19)
- ❾ 9 Slave Skeleton (12)\*
- ❿ 3 Baranka Escort (21)\*  
2 Baranka Guard (22)\*  
1 Crypt Horror (15)\*  
2 Kuruka Ratman (16)\*  
1 Kuruk. Ratman Hunter (17)\*  
6 Slave Skeleton (12)\*
- ⓫ 7 Ghost Guardian (21)
- ⓬ 5 Grave Keeper (13)
- ⓭ 4 Kuruka Ratman (16)\*  
2 Kuruk. Ratman Hunter (17)\*
- ⓮ 1 Kuruka Ratman (16)\*  
1 Kuruk. Ratman Hunter (17)\*
- ⓯ 2 Kuruk. Ratman Hunter (17)\*  
3 Quicksilver Beast (15)\*



- ⓰ 1 Quicksilver Beast (15)\*
- ⓱ 2 Quicksilver Beast (15)\*
- ⓲ 5 Undead Slave (19)
- ⓳ 2 Quicksilver Beast (15)\*
- ⓴ 2 Evil Eye Lookout (14)  
1 Evil Eye Watcher (10)  
1 Evil Eye Lord (37)(Quest)
- ⓵ 2 Evil Eye Lookout (14)  
2 Evil Eye Watcher (10)  
Ragna Orc Overlord and Seer  
(both 39) found here on quest
- ⓶ Warder Dubaba (NPC)  
Corpse of Kamur ("NPC")
- ⓷ Ancestor Martankus (NPC)



\* Asterisks indicate aggressive monsters.



The cave is on the east side of the map. You'll need to stay on the high road to get there, so don't try to shortcut it with a jump off the cliffs. Follow the north road out of town and then head south after you pass the Frozen Waterfalls. The cave is past the second wooden bridge.

Don't even think about soloing here until you're in your late teens! With a powerful group, you may be able to successfully hunt the northern chambers by Level 15 or so.

The cave has a river that runs through it, just past the main chamber. If you jump into it, you'd better head north — going the other way will dump you into a chamber with about a dozen heavy hitters, several of which are aggressive. Also in the Cave of Trials, you'll find Slave Skeletons, who have an ever-so-slight chance of dropping Foxnail. Baranka Escorts will occasionally drop bone armor. Scarlet Salamander Elder has a slim chance of giving you Cestus.

**Nearest Town.** Orc Village

**Appropriate Levels.** 10–20

**Good Locations.** It really depends on what level you are, and whether you're grouping or soloing. Unless you're Level 19 or 20, your best bet is to group — preferably, a very powerful group!

**What Monsters Help.** Baranku types, Skeleton types (including Undead Slaves), Scarlet Salamander types (help elementals), Kuruka Ratmen and Hunters, Crypt Horrors, Evil Eye Watchers, Evil Eye Lookouts, Grave Keepers

**What Monsters Aggro.** Quicksilver Beast, Slave Skeleton, Crypt Horror, Baranka Escort/Guard, Ghost Guardian

**Boss.** Evil Eye Lord (level 37)

**Things to Watch For**

*Magic Users.* Undead Slave, Grave Keeper

*Archers.* None

*Other.* Many chambers (and the river) have drop-offs. If you go down into a room, you may have to take another route out. Watch out for the "pit" area near the front of the Cave! Heading south down the river will force you into that area before you can get out.

Oh, and don't forget to buy those Scrolls of Escape and Healing Potions before you head out ...



## ORC VILLAGE REGULAR QUESTS

| QUEST                             | LVL | RACE/CLASS | WHAT?        | WHO GIVES IT?                 | WHERE?        | RPT? | REWARD                     |
|-----------------------------------|-----|------------|--------------|-------------------------------|---------------|------|----------------------------|
| <i>Orc's Tutorial</i>             | 1   | Orc        | Hunt/Collect | Fire Priest Tokum or Shela    | Starting Area | N    | Elmore Map                 |
| <i>Long Live the Paagrio Lord</i> | 2   | Orc        | Delivery     | Centurion Nakusin             | Orc Village   | N    | 450a                       |
| <i>Proof of Valor</i>             | 4   | Orc        | Hunt/Collect | Praetorian Rukain             | Orc Village   | Y    | Necklace of Courage/Valor* |
| <i>Wrath of Ancestors</i>         | 5   | Orc        | Hunt/Collect | Seer Livina                   | Orc Village   | Y    | 1500a                      |
| <i>Invaders of the Holy Land</i>  | 6   | Orc        | Hunt/Collect | Atuba Chief Varkees           | Orc Village   | Y    | x 5a, x 50a                |
| <i>Skirmish with Werewolves</i>   | 9   | Orc        | Hunt/Collect | Prefect Bruurse (pre-req = *) | Orc Village   | Y    | 1200a (+600a)              |
| <i>Dark Winged Spies</i>          | 11  | Orc        | Hunt/Collect | Neruga Chief Tantus           | Orc Village   | Y    | 3500a                      |
| <i>Merciless Punishment</i>       | 12  | Orc        | Hunt/Collect | Urutu Chief Hatos             | Orc Village   | N    | Butcher's Sword            |
| <i>Gatekeeper's Offering</i>      | 15  | All        | Hunt/Collect | Gatekeeper Tamil              | Orc Village   | Y    | Gatekeeper Charm           |
| <i>Totem of the Hestui</i>        | 15  | Orc        | Hunt/Collect | Seer Tanapi                   | Orc Village   | Y    | 5200a                      |



## ORC FIGHTER

### PROS

- Highest HP value of any race — great for meleeing!
- Fast HP and MP regeneration
- Some natural resistance to poison

### CON

- Slow and not good for kiting (though Quick Step potions help a lot)

### GETTING STARTED

- Your newbie weapons will work until you can afford your first gloves (spiked) or sword/blunt weapon. When hunting, look for things that con light blue or blue. You'll still get XP, but won't have to wait so long to recover HP/MP.
- Between Levels 1 and 3, hunt the Keltirs (young to elder as you progress). You can head north or south to find both Keltirs.
- Past Level 3, you should venture further out. The best way is to jump off the N or S cliffs. Watch out for boulders — if you get \*stuck\* behind one, try restarting the game. It will usually put you back a few steps and give you room to go around the rock.
- At Level 4, when you get new quests, scale down the cliffs to the N or S to find Kasha Wolves, Rakeclaw Imps, and Goblin Grave Robbers. The south side (by the ocean) is usually a little less crowded. Nice groups prowl near the cliff by the North exit (jump down and head right), and by the coast on the south side. You'll spend a lot of time there in your pre-teen levels — and quickly discover that it's a long hike back up the hill. A few hundred adena will get you an Escape Scroll at the Magic shop — if you have it to spare, get one to make the return trip go faster.

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 40 | <b>WIT</b> 12 | <b>CON</b> 47 |
| <b>INT</b> 18 | <b>DEX</b> 26 | <b>MEN</b> 27 |

- Once you hit Level 6, you can do the grave-robber quest. Go ahead and get the Rakeclaw Imp quest too, since they are found in the same areas. If you have to wait for robber respawns, you can kill imps in search of soulstones. At Level 9, go for Maraku Werewolves in the plateau area about halfway between town and the Frozen Waterfalls on the map. (Jump off bluffs to get there faster.) The Werewolves drop totems worth 600 adena apiece, so this quest is worth repeating.
- For the early- to mid-teen levels, you'll feel the XP grind. It's slow... very slow.... especially since other players will be doing the exact same thing (killing Werewolves forever). But, keep repeating the Werewolf quest and save money. If you get bored, you can kill Fungi while you're waiting for Werewolves to respawn. Probably not worth wasting your HP over, but they're slow (speed and attack speed) and sometimes drop cloth boots, etc.
- For more difficult foes, head toward the falls (north road, toward Cave of Trials) and seek out Grizzlies and Golems.
- Finally, around Level 15, you can do the Gatekeepers' Charm quest (for one free ticket to Gludin; you still have to pay the return fare) and the Totem of the Hestui quest. Both take place near the bottom of the Frozen Waterfalls. The charm quest involves Greystone Golems, which boast a Wind attack. The totem one involves hunting aggressive Kasha Bears — for this one, stock up on health potions before you go! At the end of the quest, a totem bear (Level 17) spawns, and you have to kill it to get the totem to drop.





- Don't leave Orc land until you're ready to do your profession quest! There's plenty of stuff to kill in the Cave of Trials at Levels 15-19, and you will want to load up on adena and fill out your armor before you start the Monk or Raider quests.

## RECOMMENDED SEQUENCE

- Make the decision now as to whether you want to play hand-to-hand (dual wield) or sword/blunt/polearm weapons. What skills you develop depends primarily on your career goal.
- As you earn SP, go visit Prefect Brukurse and train the appropriate attack skill, plus Relax (190). For claws, get Iron Punch 1 and 2 (60 apiece), then boost Iron Punch as you're able. For swords, go for Power Strike. Next, pick up at least one of the masteries — Weapon Mastery (more important) or Armor Mastery.
- Here, you really need to examine your options. If you want to take the Monk path (better for soloing), focus on training Iron Punch all the way to Skill Level 6. If you want to be a swordsman or blunt attacker (best for damage-dealing in groups), you can get Power Strike for early levels, and later, you can opt for sword or blunt skills. Either way, before you venture too deep into the Cave of Trials for some heavy hitting, you're going to want to bolster your defense with Armor Mastery 1 and 2, or 1/2/3. Then, get Weapon Mastery!
- Side tactic: If you don't plan to be a monk, don't mind waiting for MP restoration, and don't mind spending an extra 60 SP, train Power Strike 1 or 2 along with Iron Punch 1/2/3. Hit with one power attack, then switch to your other weapon and hit while the first timer is still winding down. This makes the "go kill 50 Goblin Grave Robbers" quest go a little faster. But if you

do this, you'll have to wait longer to get mastery skills in both.

## WEAPONS TIPS

- Make spiked gloves your first purchase (fairly cheap), or a sword/dagger. It's worth mentioning here that few Orcs try archery. You don't get good skills for that, and this race can't kite due to a lack of speed — even though Monks get speed skills later.
- Gloves are the way to go if you plan to become a Monk later. Mobs drop gloves here, and players sell cheaper than traders when they trade up — you can get Iron Gloves for 8K to 10K, versus 14K at the store. Some players skip Iron Gloves entirely (or wait for a rare drop from the Maraku Werewolves) and save instead for Foxnail Gloves or armor, but the iron gloves pack more punch than spiked ones. For the H2H path, Foxnail gloves will be your next big purchase (45K to 50K, depending on the selling player's price). Later, down the dual wield road, you'll need Cestus — *don't* pay vendor prices! Look for player sales instead.
- It's worth mentioning here that if you plan to be a tank, you probably want to focus on swords or blunt weapons instead of claws. In that case, you're going to want to replace your newbie weapon with something other than claws.

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 133 | 39  | 11    | 356 | 114 |
| 2     | 154 | 46  | 12    | 380 | 122 |
| 3     | 176 | 53  | 13    | 404 | 130 |
| 4     | 198 | 60  | 14    | 428 | 138 |
| 5     | 220 | 68  | 15    | 452 | 146 |
| 6     | 242 | 75  | 16    | 477 | 154 |
| 7     | 264 | 83  | 17    | 502 | 163 |
| 8     | 287 | 91  | 18    | 527 | 171 |
| 9     | 310 | 98  | 19    | 552 | 180 |
| 10    | 333 | 106 | 20    | 577 | 188 |

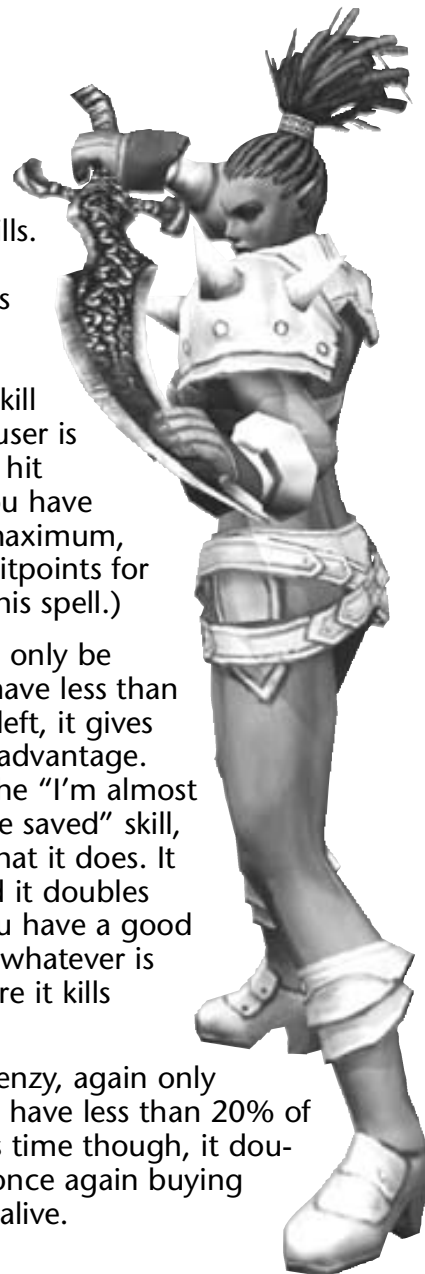


## ORC RAIDER (← ORC FIGHTER)

The Orcish equivalent of a Human Warrior, the Orc Raider is a powerful attacker and hard to kill, due to its stockpile of 'emergency skills.' The downside is a much slower run speed, making it even more kitable than Humans.

- You can learn and use both blunt and polearm skills. Pick one style, and concentrate your skill points and adena on keeping it the best that it can be. The other style can come later.
- If you pick blunts, consider grouping for your primary experience. If you pick polearms, you might be better off hunting solo for packs of green mobs.
- A polearm is a valuable weapon — instead of hitting a single target, it hits several targets at once. Thus one of the best tactics to use with a polearm is to herd or pull two or three monsters together and take them all out at once. Make sure you can handle getting hit by all these monsters at once, though!
- If you're go with blunts, you're probably better off with heavy armor and Heavy Armor Mastery. If you prefer a polearm, light armor and its mastery are probably better. Why? Polearm users usually do masses of blue-green monsters, while blunts tend to be used against green-yellow monsters. While heavy armor is good for defense against hard hitters, you can usually evade most things green or lower if you're in light armor.
- Fast HP Recovery is very important. It causes your HP regeneration speed to increase by a significant amount. This, coupled with Vital Force, makes a huge improvement when sitting or using Relax.
- Rage subtracts 3 Evasion and 20% of your P.Def. On the other hand, it adds 45% to your P.Atk.

- Battle Roar- This skill is, in my opinion, the best skill of the 20-40 Warrior skills. This skill lasts about 12 minutes and has a 10-minute recharge time. While the skill is activated, the user is given 10% more hit points (e.g., if you have 1000 hitpoints maximum, you have 1100 hitpoints for the duration of this spell.)
- While Frenzy can only be used when you have less than 20% of your HP left, it gives you an amazing advantage. Think of this as the "I'm almost dead, let's get me saved" skill, because that's what it does. It casts quickly, and it doubles your P.Atk, so you have a good chance of killing whatever is hurting you before it kills you.
- Guts is lot like Frenzy, again only usable when you have less than 20% of your HP left. This time though, it doubles your P.Def, once again buying you time to stay alive.



### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 636  | 201 | 31    | 1253 | 337 |
| 22    | 695  | 214 | 32    | 1318 | 352 |
| 23    | 755  | 227 | 33    | 1383 | 366 |
| 24    | 816  | 241 | 34    | 1449 | 380 |
| 25    | 877  | 254 | 35    | 1515 | 395 |
| 26    | 938  | 268 | 36    | 1582 | 410 |
| 27    | 1000 | 281 | 37    | 1649 | 425 |
| 28    | 1063 | 295 | 38    | 1717 | 440 |
| 29    | 1126 | 309 | 39    | 1786 | 455 |
| 30    | 1189 | 323 | 40    | 1855 | 470 |



## DESTROYER (←ORC RAIDER ←ORC FIGHTER)

Why Destroyer? You can be a battle-armored tank, pure and simple! By Level 45, you have close to 2600 HP, and with a good buffer in your party, you can get hundreds more prior to battle.

- You basically have three weapon paths as a Destroyer. (Sure, you could also train Iron Punch, but why?) Pick your weapon path early on — polearms, blunts or swords. Consider how you like to play, damage per blow, preferred mob, types and the number of blows per minute to figure out your best weapon.
- Your primary attack skills should support your playing style. Got groups? Develop your damage attacks. Got small groups, or plan to run alone? Don't forget your stun abilities. Run with damage-dealers and few healers? Get HP-related abilities.
- For blunts (and swords), Fatal Strike packs a much harder punch than Hammer Crush for the same MP. A much harder punch ... but it doesn't come with stun effects.
- Destroyers get several skills that add stun effects to attacks. Invest in one of these — Hammer Crush or Stun Attack. Rage also gives you stun, but at the expense of defense. Stun is not completely reliable, so be prepared to follow up — at Level 6, Hammer Crush seems to stun about 1 of every 6 or 7 tries.
- Get Battle Heal! It's a free 10% heal-over-time during battle and stays active for quite a while. Be sure to restart it when it expires.
- Destroyers often take the first shot at a pulled enemy with a stun attack. If you can stun, even if only for a few seconds, the party can whittle away HP. This is especially effective with large parties, or parties with powerful, summoned pets.
- In your late thirties and early 40s, accumulate as many skill points as possible! You

will be spending boatloads of SP once you hit 45. If you plan to do any soloing or self-buffs for health, you're going to need HP regen skills, and even boosting Battle Roar to Level 2 will cost you 40K SP.

- If you run strictly with parties that have heavy buffing skills, then you can forego the skills that aid HP recovery during battle (including Vital Force, Battle Roar and Boost HP). This will make you a more powerful attacker, since you can focus on boosting your stuns and weapon skills. But you'll be more vulnerable if you're ever caught alone.
- Destroyers, while powerful, shouldn't solo. You will never be able to run away.
- At Level 52, you get Expertise B, which allows you to use B-grade weapons. So, stay with a reasonable C-grade weapon and armor until you're ready to upgrade!
- Once you figure out your weapon, choose your armor. You can develop Light Armor Mastery — good for Evasion and a little bit of added speed — but if you're going to tank, you really need Heavy Armor Mastery.

### HP / MP BY LEVEL

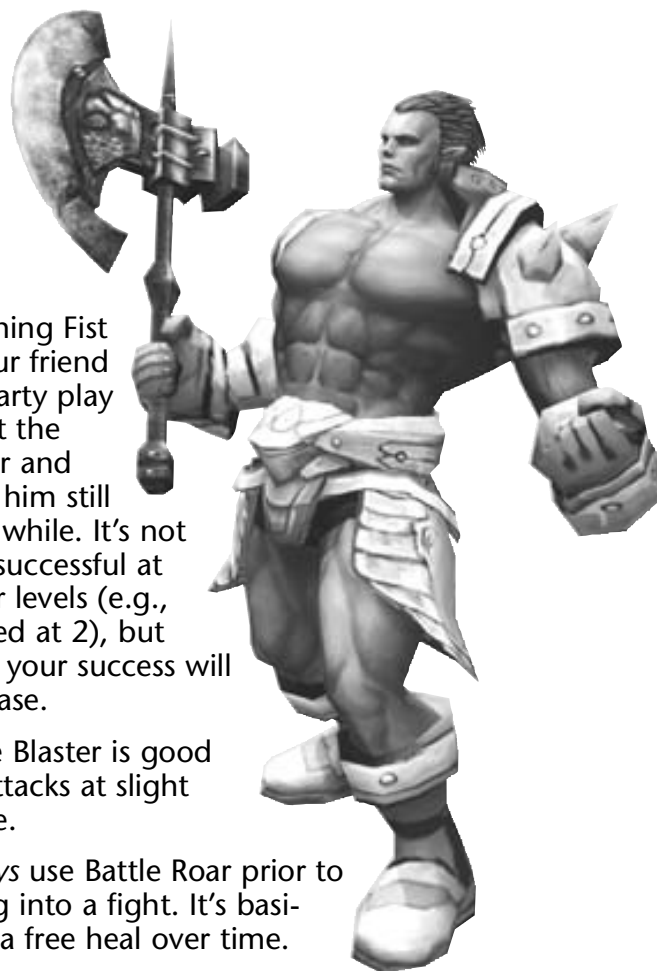
| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1950 | 495  | 61    | 4015 | 1048 |
| 42    | 2046 | 521  | 62    | 4126 | 1077 |
| 43    | 2143 | 547  | 63    | 4237 | 1107 |
| 44    | 2241 | 573  | 64    | 4350 | 1137 |
| 45    | 2340 | 600  | 65    | 4463 | 1167 |
| 46    | 2439 | 626  | 66    | 4577 | 1198 |
| 47    | 2539 | 653  | 67    | 4692 | 1229 |
| 48    | 2639 | 680  | 68    | 4807 | 1259 |
| 49    | 2741 | 707  | 69    | 4923 | 1291 |
| 50    | 2843 | 734  | 70    | 5040 | 1322 |
| 51    | 2946 | 762  | 71    | 5157 | 1353 |
| 52    | 3049 | 789  | 72    | 5276 | 1385 |
| 53    | 3154 | 817  | 73    | 5395 | 1417 |
| 54    | 3259 | 845  | 74    | 5515 | 1449 |
| 55    | 3365 | 874  | 75    | 5635 | 1481 |
| 56    | 3471 | 902  | 76    | 5756 | 1513 |
| 57    | 3578 | 931  | 77    | 5878 | 1546 |
| 58    | 3686 | 960  | 78    | 6001 | 1579 |
| 59    | 3795 | 989  | 79    | 6124 | 1612 |
| 60    | 3905 | 1018 | 80    | 6249 | 1645 |



## MONK (← ORC FIGHTER)

The worship of Paagrio trains Orc Fighters who want to be strong physically, rather than having strength with weapons as priests. They seek to master the science of fisticuffs according to their religious background.

- The most unique skill of Monks is a quick attack. They also use special damaging skills that gather spirits for attacking enemies (a.k.a. totem skills).
- In soloing, Monks wear light armor, which helps to evade attacks from the enemy. Weapons and the first totem skill are also an efficient combination.
- Focus Force can be a little tricky at first. Consider it a preparation skill — monk concentration, if you will. Use it before you use any of the Force skills to get an added bonus.
- Using Focus Force will halt your attack if you are currently in battle.
- You are an Orc! You are strong and mighty! You are not a tank! Orc Monks are outright damage dealers and get some amazing damage skills down the line due to their inner spirit strength.
- Your fist skills set you apart from the Raider and Destroyer (tank versions of the Orc Fighter). Invest in them as often as you can. Your advantage here is that you really don't need a backup weapon.
- Totems will be one of your mainstays. They can help speed you up, or slow down your enemy. The first one you get at Level 28, Wolf, will give you a speed boost. At 31 you get Bear, which slows down enemies and increases your power.
- When you decide to venture to Cruma, be wary of using follow on a party member. Those bridges don't work well with your follow algorithm, and you are slower than other races.



- Stunning Fist is your friend for party play — hit the critter and keep him still for a while. It's not that successful at lower levels (e.g., trained at 2), but later, your success will increase.
- Force Blaster is good for attacks at slight range.
- *Always* use Battle Roar prior to going into a fight. It's basically a free heal over time.

### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 632  | 201 | 31    | 1211 | 337 |
| 22    | 688  | 214 | 32    | 1272 | 352 |
| 23    | 744  | 227 | 33    | 1333 | 366 |
| 24    | 801  | 241 | 34    | 1394 | 380 |
| 25    | 858  | 254 | 35    | 1457 | 395 |
| 26    | 915  | 268 | 36    | 1519 | 410 |
| 27    | 974  | 281 | 37    | 1582 | 425 |
| 28    | 1032 | 295 | 38    | 1646 | 440 |
| 29    | 1091 | 309 | 39    | 1710 | 455 |
| 30    | 1151 | 323 | 40    | 1775 | 470 |





# TYRANT (←MONK ←ORC FIGHTER)

Tyrants draw their power from the strength of the highest priests in the Temple of Fire. They emerge from the ranks of Monks, but are much more seasoned in their fist-fighting abilities.

- Force Attacks are two-step, high-power attacks. The first step is charging your Force, using the Focus Force skill. Luckily, the skill is quick and takes little MP, so you can use it in the heat of battle. The second step is the actual attack — Force Blaster, Force Buster and the like. Note that some attacks take more than 1 Force charge; the more levels of Focus Force that you have, the more Force charges you can hold.
- Force Strike is a long-range Force attack, quite powerful and pretty cheap MP-wise.
- Force Buster and Storm attacks are not half as useful as Force Strike or Burning Fist. Not only do they cost a lot of MP and do just a bit of damage, but they hit all the monsters around you in a fan (Buster) or it splashes damage out from your target (Storm). Some might think this a good thing, but remember that when you hit a monster, even if they are already hitting someone else, they might get mad and turn on you. While you have a lot of HP, you are not a tank class ... so consider avoiding these skills!
- With a power over 400, Burning Fist is one of the few elemental physical attacks — quite good for hunting water-type monsters. Be wary, though, as it costs a lot of MP to cast!
- As with all stun attacks, Soul Breaker is low in power. Remember that, as of Chronicle 1, stun lasts 8 seconds and has a chance of being interrupted. Because of this, stun attacks are not as effective in parties where lots of people are hitting the target, as there is a big chance of interruption.
- Punch of Doom has huge power, but also a huge cost. While it does massive amounts

of damage to your foe, it costs you 399 HP, not MP. Use this skill as a last resort if a teammate is about to hit the floor, but otherwise, consider using Burning Fist instead.

- Consider investing only in your two favorite fist attacks, since they're not cheap (MP or SP-wise) at higher levels.
- Fist of Rage increases attack speed, which is all well and good, but also drains massive amounts of HP. The first time I used this, my healer/buffer couldn't figure out why I was taking so much damage. Be judicious in your use of FoR.
- Use Puma when you're not tanking — you get it at 40, if you're willing to part with the SP. The Puma totem skill makes you a faster attacker while taking away Evasion and defense.
- One major advantage to this class is that since it's only got one primary weapon style, you can focus your SP in that specific area.

## HP / MP BY LEVEL

| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1866 | 495  | 61    | 3837 | 1048 |
| 42    | 1958 | 521  | 62    | 3943 | 1077 |
| 43    | 2050 | 547  | 63    | 4049 | 1107 |
| 44    | 2144 | 573  | 64    | 4157 | 1137 |
| 45    | 2238 | 600  | 65    | 4265 | 1167 |
| 46    | 2332 | 626  | 66    | 4373 | 1198 |
| 47    | 2428 | 653  | 67    | 4483 | 1229 |
| 48    | 2524 | 680  | 68    | 4593 | 1259 |
| 49    | 2621 | 707  | 69    | 4704 | 1291 |
| 50    | 2718 | 734  | 70    | 4815 | 1322 |
| 51    | 2816 | 762  | 71    | 4928 | 1353 |
| 52    | 2915 | 789  | 72    | 5040 | 1385 |
| 53    | 3015 | 817  | 73    | 5154 | 1417 |
| 54    | 3115 | 845  | 74    | 5268 | 1449 |
| 55    | 3216 | 874  | 75    | 5383 | 1481 |
| 56    | 3318 | 902  | 76    | 5499 | 1513 |
| 57    | 3420 | 931  | 77    | 5616 | 1546 |
| 58    | 3523 | 960  | 78    | 5733 | 1579 |
| 59    | 3627 | 989  | 79    | 5851 | 1612 |
| 60    | 3732 | 1018 | 80    | 5969 | 1645 |



## ORC MYSTIC

### PROS

- Lots of CON, which gives lots of hit points
- Very good at soloing and group support — a versatile class.
- Strongest lifedrain, damage-over-time spells
- Only Mystic class to get weapon powers that can “over hit”

### CONS

- Slow runspeed! If you plan to do a lot of PvP, be warned — archers will be hard to catch and hit.
- Your damage-over-time spells force you to wait out the damage and often engage the target with weapons
- No single-target or fast healing spells; you need to rely on either Lifedrain or Chant of Life to regain health.

### GETTING STARTED

- After the Map Quest (you did do that, didn't you?), you should be Level 2ish. Hunt more of the Keltirs and other low-level creatures until you are Level 4. Right around Level 5, you should have enough money saved up for a new weapon. This should probably be a bow, although some people prefer to go to a fist weapon instead. Buy the new weapon as soon as you can, because this will open the doors to harder foes.

### RECOMMENDED SEQUENCE

#### Level 7

- The first skill you definitely want to learn is Life Drain. This drain is a way to heal yourself while you go. Properly used, this spell greatly decreases downtime, because you can damage a monster at the same time as healing your damage.

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 27 | <b>WIT</b> 15 | <b>CON</b> 31 |
| <b>INT</b> 31 | <b>DEX</b> 24 | <b>MEN</b> 42 |

- You'll want to choose between robe and light armor early on, and train the appropriate skills for the armor type you choose. Light armor gives much better protection, but robes give faster casting speed and magic point regeneration.
- Weapon Mastery should be your next pick, because this increases your damage dealt with both spells and weapons.
- You'll want to train a damage-over-time spell next. Chill Flame is stronger, faster, more damaging, and lands more often than Venom, so it's your best pick here. You can train Venom later if you have the points to spare at some point.
- Soul Shield is another good spell. It's an armor spell that increases your defense.

#### Level 14

- Soulcry 2 is one of the best spells at this level. You're still meleeing most of the time, and increasing that melee damage is key.
- Chant of Battle is another strong melee boost spell, and it assists the entire group.
- Once you have a weapon capable of using spiritshots, get Chill Flame 2. At this point, with spiritshots, you can move from a more melee-centric role into a DoT-centric one. Your DoTs should be doing a sizable chunk of your damage. Weapon Mastery 2 is a nice boost to your damage, and should be taken when possible.
- Taking Life Drain 2 depends on what course you're taking. If you're sticking with a melee route, this spell is key. But if you're moving to the DoT route with Chill Flame 2, then this spell is not as necessary.





- Armor path is finalized here as well. If you're planning to stay with robes or light armor, continue training the appropriate skill. If you're planning to head to heavy armor, now's the time to start training this skill. Usually Orc Mages who want heavy armor move to this path in their late teens. It should be noted that most Orc Mages tend toward light or heavy armor, not robes.
- Venom 2 and Fear 1 are not as generally useful, so it might be better to skip these and save your points for later.

## HUNTING TIPS

- **Levels 1-4.** Hunt anything near your start point. These levels should be fast and easy.
- **Levels 5-6.** Do you have a bow by now? If not, head to town and buy one. Once you do, you're set to fight Wolves (4) Goblin Grave Robbers (5), and Kasha Wolves (6). Even though they are higher level than the goblins, the Kasha Wolves are actually a bit easier, because they do not "bring friends" when you attack them. The Wrath of the Ancestors quest is a solid, repeatable cash-quest that gives you extra rewards for fighting Grave Robbers.
- **Levels 7-9.** Rakeclaw Imps and Imp Hunters are your next targets. These mobs are again a quest target – once you get the Invaders of the Holy Land quest, all imps (and there are many) drop soulstones which you can turn in for coin. At Level 9 you can also take on the Skirmish with the Werewolves quest, which is yet another repeatable reward adena quest for fighting Maraku Werewolves. One tactic here — you get a reward for each werewolf head (one head per kill), but get a much greater reward for the totems which are a quest drop from these mobs (that only drops if you have the quest active). Some players advise junking the heads, and just farming the totems, since they are worth so much much.

- **Levels 10-13.** At Level 11, you can get the Darkwind Spies quest, which gives you a nice cash reward for fighting darkwind bats; these are a bit tough at that level, but can be easily killed shortly afterwards. You'll also want to get the Merciless Punishment quest right away at Level 12 to get your weapon upgraded.
- **Levels 14-20.** At level 15, you can take on the Totem of the Hestui quest, which gives an extra reward for killing Kasha Bears. This is a very good money quest, and these should be a prime target through your late teens. DoT spells with spiritshots are very efficient. Kasha Spiders, Werewolf Chieftains and Greystone Golems (objectives of another repeatable quest) round out the best targets at these levels. Check out the Cave of Trials for a nice change of pace. This is better in your late teens, or with a strong group. The mobs at the bottom of this dungeon are still white to a Level 24!
- **Near the Final Levels.** There's little reason to leave Orcland until Level 20. The profession quest starts right here, but it requires you to travel back and forth to the mainland — complete the Gatekeeper's Offering quest a couple of times before you start your profession quest, as the quest reward is free teleport tokens.



### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 105 | 60  | 11    | 282 | 176 |
| 2     | 122 | 71  | 12    | 300 | 189 |
| 3     | 139 | 83  | 13    | 319 | 201 |
| 4     | 156 | 94  | 14    | 338 | 214 |
| 5     | 173 | 105 | 15    | 357 | 226 |
| 6     | 191 | 117 | 16    | 377 | 239 |
| 7     | 209 | 129 | 17    | 396 | 252 |
| 8     | 227 | 140 | 18    | 416 | 265 |
| 9     | 245 | 152 | 19    | 436 | 278 |
| 10    | 263 | 164 | 20    | 456 | 291 |



## ORC SHAMAN (← ORC MYSTIC)

For anyone who cannot decide between fighter and mystic, the Orc Shaman is the best route for you to go! With high HP and Soul Cry, not to mention that it's the only mystic with a physical attack (Stun), the Shaman can act like a tank in desperate situations. Likewise, with the combo of sleep and its arsenal of Damage over Time spells, it makes for a deadly mystic, whether hunting monsters or in the PvP arena.

- You definitely want to use a blunt weapon to take advantage of your stun skills. However, there's a choice here still. You can elect to use a Mystic staff, which gives better magic damage but prevents wielding a shield, or you can choose to work with a one-handed hammer or mace, with reduced bonuses to magic damage.
- Likewise, there are two main paths Shamans can follow. You can choose a melee-based role, or a damage-over-time caster-oriented role. Either way, you have some flexibility to do both, and have great group-beneficial powers as well.
- *Melee Shaman.* Get into heavy armor as soon as possible. Your primary skills are Heavy Armor Mastery, Weapon Mastery, Soul Cry, Stun Attack and Lifedrain. These vital skills can be rounded out with a combination of DoT spells and buffs. You typically engages a target at close range (using Lifedrain to pull it if you need health), using armor to prevent damage, your weapons to smite the monster, and Lifedrain to recoup lost hit points. This makes for a fast, light tank with very little downtime.
- *Caster Shaman.* You are a master of damage-over-time (DoT) spells. You have some flexibility with armor choice. Some prefer robes, for the additional casting speed and magic point recovery speed, but these also offer the worst protection. Light and heavy armor are generally better, but have some light penalties to casting abilities. The most important spell is Frost Flame — a very strong DoT that replaces Chill Flame as the main weapon in your arsenal. Other primary

### HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP   | MP  |
|-------|-----|-----|-------|------|-----|
| 21    | 495 | 311 | 31    | 907  | 522 |
| 22    | 535 | 332 | 32    | 950  | 544 |
| 23    | 575 | 352 | 33    | 994  | 566 |
| 24    | 615 | 373 | 34    | 1038 | 589 |
| 25    | 656 | 393 | 35    | 1082 | 611 |
| 26    | 697 | 414 | 36    | 1126 | 634 |
| 27    | 738 | 436 | 37    | 1171 | 657 |
| 28    | 780 | 457 | 38    | 1216 | 680 |
| 29    | 822 | 478 | 39    | 1262 | 704 |
| 30    | 864 | 500 | 40    | 1308 | 72  |

spells and powers include the Armor Mastery of your choice, Weapon Mastery for added spell damage, and Venom 3 as a second DoT that stacks with your primary. DoT casters generally cast one or both DoTs on a target, then run off a bit while they do their work, whittling the monster's health down. Spiritshots are often used to help ensure that the DoTs land. DoTs in *Lineage II* do not kill a target — the best they can do is take a victim to one Hit Point, and often leave more than that. You'll need a weapon of some sort, either a bow if you've got weaker armor, or a melee weapon if you use stronger armor, to finish off the monster.

- *Buffing Shaman.* You have a great number of self, other and group buffs which can help a lot. Chant of Life is a nice heal-over-time which you can use to help yourself or others. The Chants of Fire, Shielding, Battle and Flame are group buffs that are a strong contribution to any group you join. Shielding is another solid buff every Shaman should learn. Lastly, the two "Palagrio" spells — Power and Blessing of Palagrio — are "clan buffs" that affect every member of your clan who is in range, grouped with you or not. Starting in Chronicle 1, these clan buff spells affect both your clan and your group, if any members of either are in range, greatly increasing their effectiveness.
- *Seals.* Seal spells are point-blank area-of-effect spells, hitting all targets close to you. They generally deal damage, but some have other effects like a root (holds monsters in place), a slow and a seal that decreases accuracy of attacks.

**Cont. on next page**



## OVERLORD (← ORC SHAMAN ← ORC MYSTIC)

As an Overlord, you are a master of seals and clan buffs. The bad news? Seals and clan buffs take a lot of MP and SP. Change into robes if you aren't wearing them already; with buffs that cost 257+ MP — yet can buff an entire clan of 40 people if they stand near you! — you will need that extra robe boost.

- If you're hunting alone, use the party buffs, as they use much less MP than the clan buffs. Similarly, if you are hunting in a party that is primarily clan, still use the party buffs. Even if you have more than one party of clan members on a hunt, it costs less MP for you to switch parties and do the party buffs twice. Basically, just use the clan buffs when you need speed or you have more than two parties worth of clan members.
- The higher you get, the more you will start to notice the difference between clan and party buffs. If you are primarily a buff/melee Overlord (that is, you don't use your MP on much else) you might want to consider using clan buffs on partied clan members, or even when you are soloing.
- Your seals and a lot of your primary DoT spells affect more than one monster, so you

might want to find other area attackers to hunt with (for example, Wizard types and polearm users).

- Dreaming Spirit and DoT spells are still your best bet for soloing; when grouped, consider taking the line of buffer and debuffer; your seals are great for debuffing enemies!
- Seal of Silence stops monsters from using magic. This is a good example of "know thy enemy." If you know your enemy uses spells, this skill is very helpful in keeping that magic off you. On the other hand, using this skill on an enemy who has no spells is like beating a dead horse.
- Seal of Winter reduces attack speed of surrounding monsters by 10%. Whether soloing or grouping, you will definitely notice a 10% decrease in the attack speed of a foe.
- When the going gets tough, the tough get going; unluckily for Orcs, you can't go anywhere fast enough for it to matter. Thus, when you find yourself in a fight too hard for you, use Fear and Dreaming Spirit like there's no tomorrow. *Then* get going!

**HP/MP BY LEVEL: SAME AS WARCRYER (NEXT PAGE)**

**Cont. from previous page** Seals are problematic, however, when fighting monsters. In order to make them effective, several monsters need to all be very close to you, which probably means they are all beating on you — not a good thing. To make matters worse, the seal spells have a very high miss rate, and often simply do nothing. While in large-scale player vs. player battles these spells can often be a great boon, they are usually a waste of time away from major battlefields.

- *Soloing or Grouping.* You're going to get better experience if you group up. It's a fact of life for everyone by the time they are in their twenties. But the Shaman is also one of the better solo classes in the game. Able to take both roles well — either con-

tributing to groups with good damage, heal over times, and buffs, or putting those skills to solo play — the Shaman is a versatile class that is a good pick for someone who likes options. Soloing is generally a far better way to earn coin than grouping, so use it to stay in good gear.

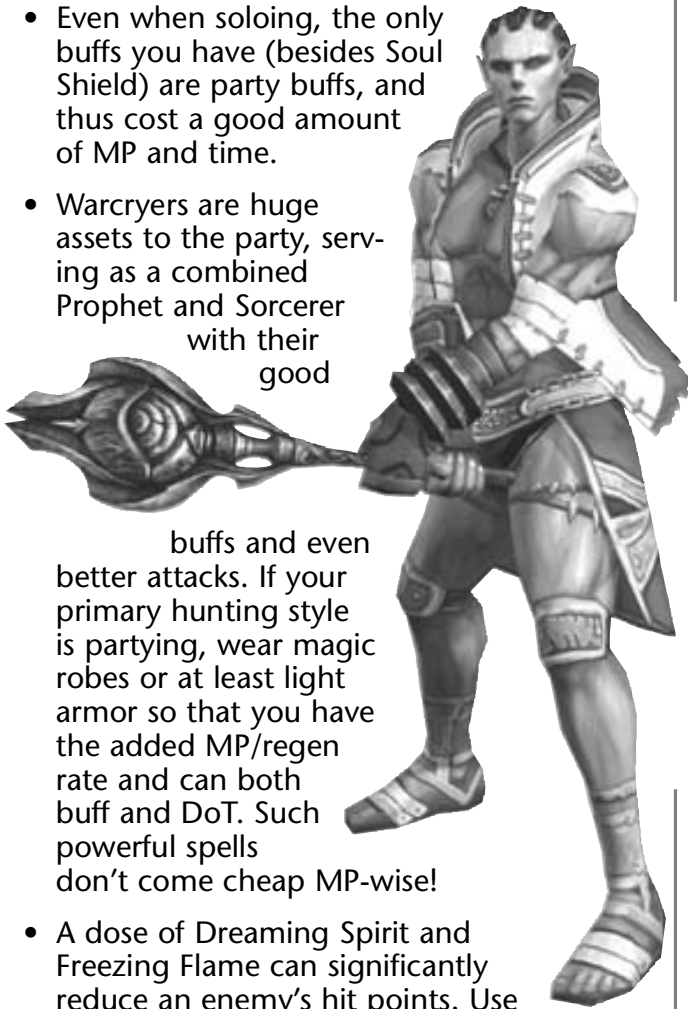
- *Adena Quests.* By the time you leave Orland and head to the mainland for the first time, you should be in outstanding equipment. Orland has some of the best repeatable adena quests in the game, and many players head back there during their 20s to continue farming those quests for coin. There are also some mainland adena quests that you can repeat over and over — look for those, because staying in the best equipment possibly is crucial to success.



## WARCRYER (← ORC SHAMAN ← ORC MYSTIC)

As a Warcryer, you are primarily focused on party buffs and single-target attacks. This means that you use less MP per cast than your Overlord cousin, but you affect fewer targets at a time.

- Even when soloing, the only buffs you have (besides Soul Shield) are party buffs, and thus cost a good amount of MP and time.
- Warcryers are huge assets to the party, serving as a combined Prophet and Sorcerer with their good



buffs and even better attacks. If your primary hunting style is partying, wear magic robes or at least light armor so that you have the added MP/regen rate and can both buff and DoT. Such powerful spells don't come cheap MP-wise!

- A dose of Dreaming Spirit and Freezing Flame can significantly reduce an enemy's hit points. Use this tactic for soloing, and finish up with either a regular hit or Steal Essence, depending how high your HP are.
- Even as one of the slowest classes in Aden, there are still monsters you can kite. Keep an eye out for golem types. (Enchanted Iron and Stone Golems near the Ivory

tower work until about Level 50.) Two or three Freezing Flames should put them at 1 HP.

- While a good DoT spell, Venom holds no cards compared to your Freezing Flame and Frost Flame. Don't expect to use Venom very often at all.
- Remember, Chant of Life is a good heal over time spell for your party, but it doesn't work fast. Try not to get into any difficult situations with your party, or you might find yourself wishing for Resurrect!
- While you don't get many levels in Seal of Binding, a mass-root is very useful in many situations. Give it a shot when you find yourself (or a party member) swamped by monsters. If it doesn't work, you can always individually Dreaming Spirit them.

### HP / MP BY LEVEL

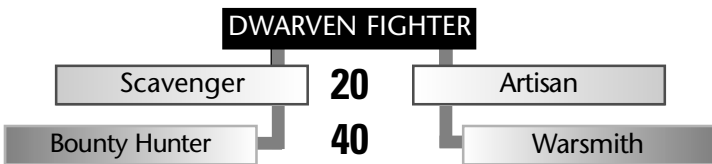
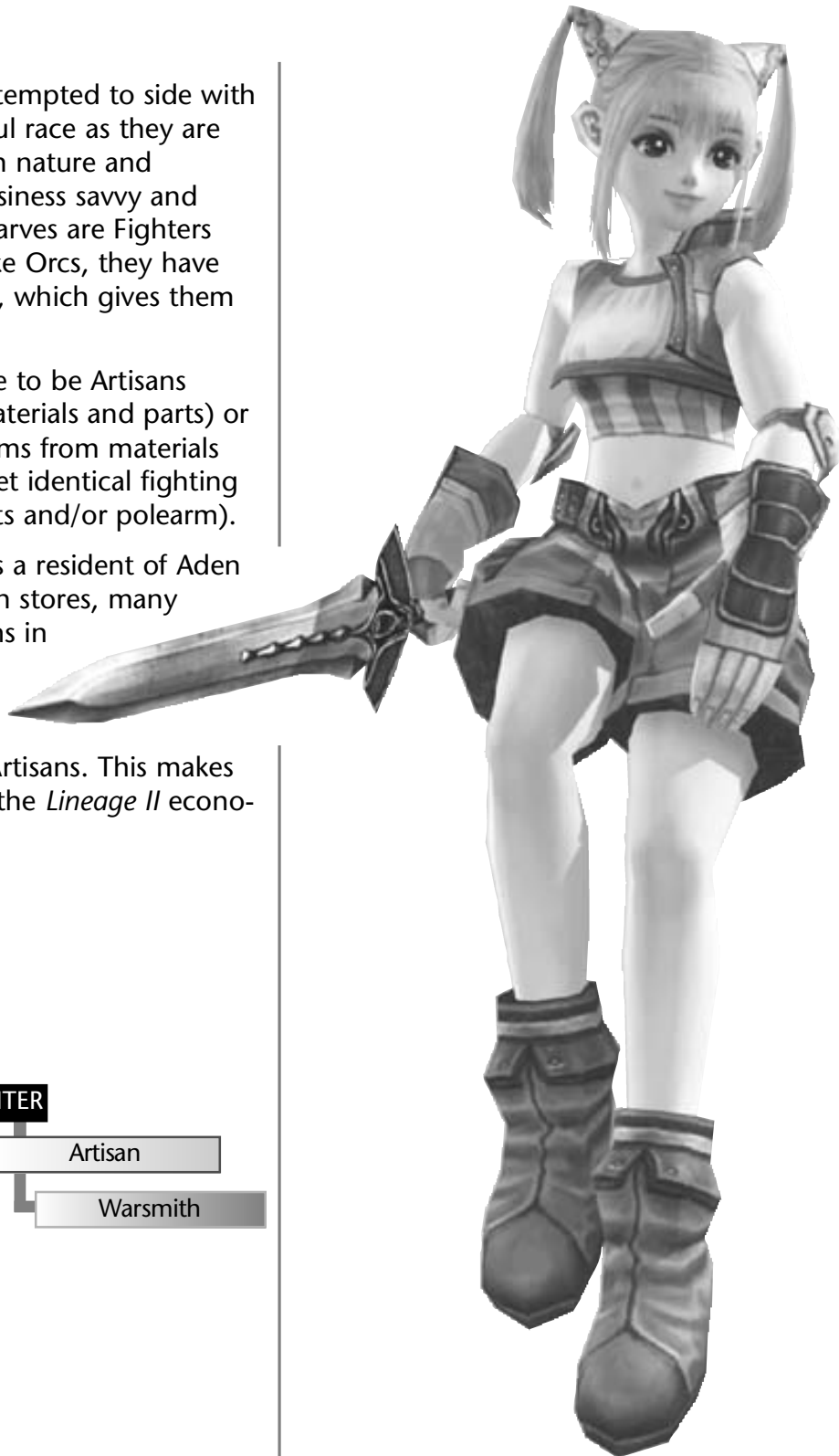
| LEVEL | HP   | MP   | LEVEL | HP   | MP   |
|-------|------|------|-------|------|------|
| 41    | 1366 | 767  | 61    | 2627 | 1621 |
| 42    | 1425 | 807  | 62    | 2695 | 1667 |
| 43    | 1484 | 847  | 63    | 2763 | 1713 |
| 44    | 1544 | 887  | 64    | 2832 | 1760 |
| 45    | 1604 | 928  | 65    | 2901 | 1806 |
| 46    | 1665 | 969  | 66    | 2971 | 1854 |
| 47    | 1726 | 1010 | 67    | 3041 | 1901 |
| 48    | 1787 | 1052 | 68    | 3111 | 1949 |
| 49    | 1849 | 1094 | 69    | 3182 | 1997 |
| 50    | 1912 | 1136 | 70    | 3254 | 2045 |
| 51    | 1974 | 1179 | 71    | 3325 | 2094 |
| 52    | 2038 | 1222 | 72    | 3398 | 2143 |
| 53    | 2101 | 1265 | 73    | 3470 | 2192 |
| 54    | 2166 | 1308 | 74    | 3543 | 2242 |
| 55    | 2230 | 1352 | 75    | 3617 | 2291 |
| 56    | 2295 | 1396 | 76    | 3691 | 2342 |
| 57    | 2361 | 1440 | 77    | 3766 | 2392 |
| 58    | 2427 | 1485 | 78    | 3841 | 2443 |
| 59    | 2493 | 1530 | 79    | 3916 | 2494 |
| 60    | 2560 | 1575 | 80    | 3992 | 2545 |

# DWARF

**D**warves always attempted to side with the most powerful race as they are entrepreneurial in nature and renowned for business savvy and organization skills. All Dwarves are Fighters and do not use magic. Like Orcs, they have high CON and high MEN, which gives them lasting power.

Dwarf Fighters can choose to be Artisans (crafting of items from materials and parts) or Scavenger (locating of items from materials and parts). Both classes get identical fighting skills (flexible armor, blunts and/or polearm).

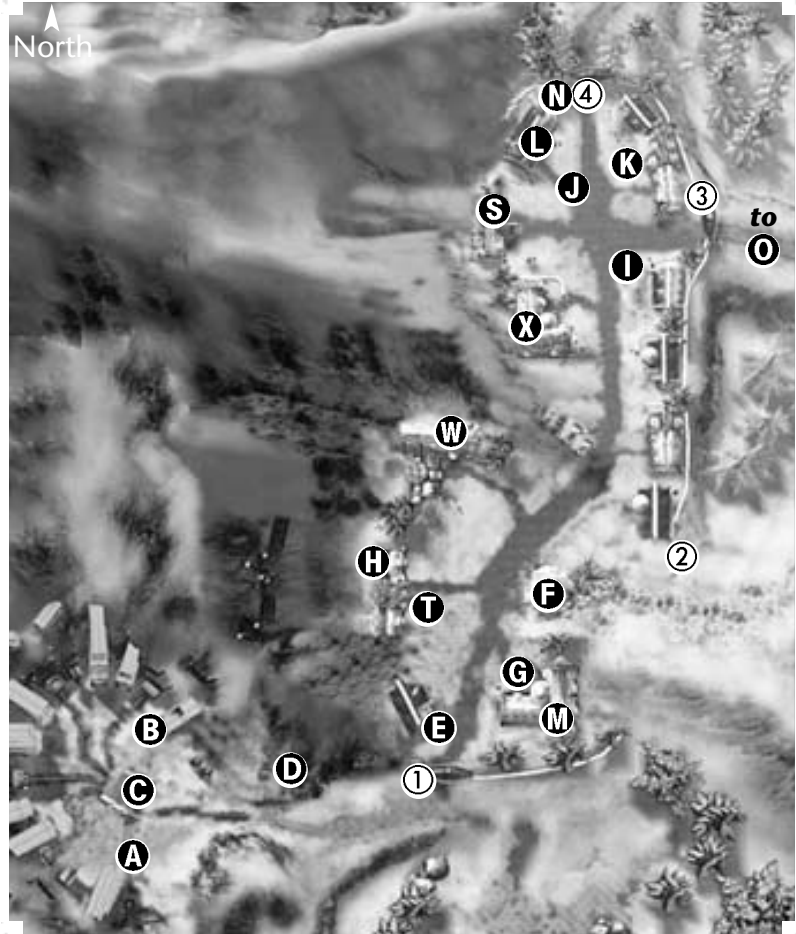
While initially all the items a resident of Aden needs can be purchased in stores, many of the most powerful items in the game can only be constructed through a combination of efforts between Scavenger and Artisans. This makes Dwarves a critical part of the *Lineage II* economy.



## DWARVEN VILLAGE

### KEY

- A** Miner May
- B** Miner Maron
- C** Foreman Lateron (on deck)
- D** Miner Bolter
- E** Priest of the Earth Gerald
- F** Bronze Key's Keef  
Black Anvil's Arin  
Gray Pillar's Filaur  
Iron Gate's Lockirin  
Silver Scale's Balanki  
Golden Wheel's Spiron
- G** Guide Gullin
- H** Priest of the Earth Daichir  
Priestess of the Earth  
Chichirin  
Priest of the Earth Zimenf
- I** Captain Croto
- J** Gauri Twinklerock
- K** Maryse Redbonnet
- L** Collector Pippi  
Collector Gough
- M** Magic  
Trader Mion (Jewelry)  
Trader Garita (Jewelry)
- N** Wanderer Dorff
- O** Nyakuri (toward dungeon)
- S** Smithy  
Head Blacksmith Bronk  
Blacksmith Brunon \*  
Blacksmith Silvera \*
- T** Gatekeeper Wirphy
- W** Warehouse  
Warehouse Chief Reed  
Warehouse Keeper Airy \*  
Warehouse Keeper Murphy \*  
Carrier Torocco (behind)
- X** Weapons & Armor  
Traders Reep, Shari
- ①** ➔ *Strip Mine (DwF start)*  
Defender Dinkey  
Defender Proton



- ②** ➔ *Western Fields*  
Defender Nathan  
Defender Tardyon
- ③** ➔ *Abandoned Coal Mine*  
Defender Ethan  
Protector Paion
- ④** ➔ *Northern Fields,  
N entrance of both mines*  
Defender Cromwell  
Defender Runant

\* *Fighter Trainer*







A Dwarf's lot in *Lineage II* is one of patience and perseverance, and Dwarfland gives a you good preparation in both of those. The available quests are both repetitious and lucrative (including a couple that give 60 SP each time you complete them). After awhile, you'll decide that you don't want to see another Bat or Weaver or Tarantula for a year or two, but you'll be sitting on a nice nest egg when you do.

Dwarfland is distinguished by having two dungeons, including one that begins at Level 6. It could be a couple of weeks before you venture into any other "starting" dungeon, but you can be profitably employed in the Abandoned Coal Mines within an hour after you create your Dwarf.

There is little to distinguish the rest of Dwarfland, except perhaps the uniform progression of the creatures surrounding it. With no other important landmarks in the area, it's easy to move gradually, and smoothly, from lower-level creatures to higher levels as you travel farther from the Dwarven Village.

**Appropriate Levels.** 1-25. The highest creatures (to the far northeast, and at the deepest of the Mithril Mines) barely surpass Level 20.

**Good Locations.** Dwarfland tends to have few visitors — it costs 6000 adena to teleport here. That's a lot of cash for a low-level character, and there isn't much incentive for higher

levels to make the jump. That means you can usually find someplace to call your own for an hour or so, even if it isn't your first choice.

While you're out in the wilderness, keep an eye out for PKers, but without the quick-kill skills of other classes, you usually don't have to worry about red Dwarves.

**What Monsters Help.** Goblin types (but not Goblin Lords), Utuku Orc types, Blade Bats, Garum Werewolves, Barbed Bats, Magical Weavers, Hunter Bears, Hunter Tarantulas, Plunder Tarantulas, Whinstone Golems, Obsidian Golems

**What Monsters Aggro.** Goblin Brigand Lieutenant and Leader, Plunder Tarantula, Twink Puma

**Things to Watch For**

*Archers.* Utuku Orc Archers

*Casters.* Whinstone and Obsidian Golems (damage), Magical Weaver (Mana drain, damage)



## DWARVEN VILLAGE REGULAR QUESTS

| QUEST                               | LVL | RACE/CLASS | WHAT?        | WHO GIVES IT?             | WHERE?               | RPT? | REWARD                            |
|-------------------------------------|-----|------------|--------------|---------------------------|----------------------|------|-----------------------------------|
| <i>Dwarf's Tutorial</i>             | 1   | Dwarf      | Hunt/Collect | Miner Maron or May        | Starting Area        | N    | Elmore Map                        |
| <i>Miner's Favor</i>                | 2   | All        | Delivery     | Miner Bolter              | W of Dwarven Village | N    | 450a                              |
| <i>Revenge of the Red Bonnet</i>    | 4   | All        | Hunt/Collect | Maryse Redbonnet          | Dwarven Village      | Y    | 100a, 300a, 500a, or 5000a        |
| <i>Brigands Sweep</i>               | 5   | Dwarf      | Hunt/Collect | Golden Wheel's Spiron     | Dwarven Village      | Y    | x 12a, x 33a, x 36a; 100a         |
| <i>The Hidden Veins</i>             | 6   | Dwarf      | Hunt/Collect | Gray Pillar's Filaur      | Dwarven Village      | Y    | x 10a; 1000a                      |
| <i>Covert Business</i>              | 10  | Dwarf      | Hunt/Collect | Bronze Key's Keef         | Dwarven Village      | Y    | Rg. of Raccoon* (or 2400a), 60sp  |
| <i>Jumble, Tumble, Diamond Fuss</i> | 10  | Dwarf      | Hunt/Collect | Collector Gough           | Dwarven Village      | N    | Silversmith Hammer                |
| <i>Dreaming of the Skies</i>        | 11  | All        | Hunt/Collect | Black Anvil's Arin        | Dwarven Village      | Y    | Ring of Firefly* (or 2400a), 60sp |
| <i>Gatekeeper's Favor</i>           | 15  | All        | Hunt/Collect | Gatekeeper Wirphy         | Dwarven Village      | Y    | Gatekeeper Token                  |
| <i>Tarantula's Spider Silk</i>      | 15  | All        | Hunt/Collect | Trader Mion (* = pre-req) | Dwarven Village      | Y    | x 20a                             |



## ABANDONED COAL MINES (DWARVEN DUNGEON)

### KEY

#### (ABANDONED COAL MINES)

- ❶ 2 Utuku Orc (6)  
1 Utuku Orc Grunt (7)
- ❷ 6 Black Timber Wolf (6)  
6 Goblin Brigand (8)  
6 Utuku Orc Grunt (7)
- ❸ 9 Garum Werewolf (9)  
10 Utuku Orc (6)  
9 Utuku Orc Archer (8)  
10 Utuku Orc Grunt (7)
- ❹ 6 Garum Werewolf (9)  
6 Goblin Brigand (8)  
5 Goblin Brigand Lt. (10)\*
- ❺ 4 Blade Bat (10)
- ❻ 4 Blade Bat (10)
- ❼ 3 Goblin Brigand Lt. (10)\*
- ❽ 3 Goblin Brigand Lt. (10)\*
- ❾ 9 Gemstone Beast (12)  
10 Magical Weaver (11)
- ❿ 9 Barbed Bat (12)  
9 Gemstone Beast (12)  
9 Magical Weaver (11)
- ⓫ 7 Barbed Bat (12)  
7 Gemstone Beast (12)  
6 Goblin Lord (13)
- ⓬ 4 Blade Bat (10)  
5 Garum Werewolf (9)  
4 Magical Weaver (11)

**Appropriate Levels.** 6-16

#### What Monsters Help.

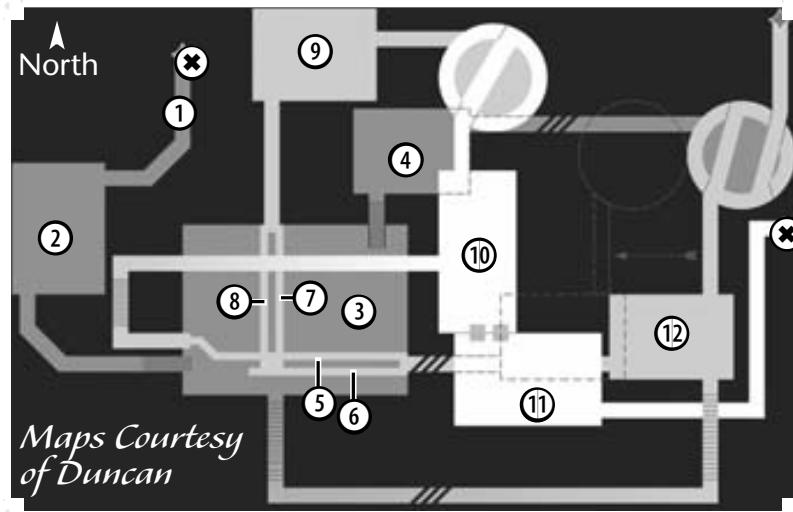
Goblin types (but not Goblin Lords), Utuku Orc types, Blade Bats, Garum Werewolves, Barbed Bats, Magical Weavers,

#### What Monsters Aggro.

Goblin Brigand Lieutenant

**Archers.** Utuku Orc Archers

**Casters.** Magical Weavers (Mana drain, damage)



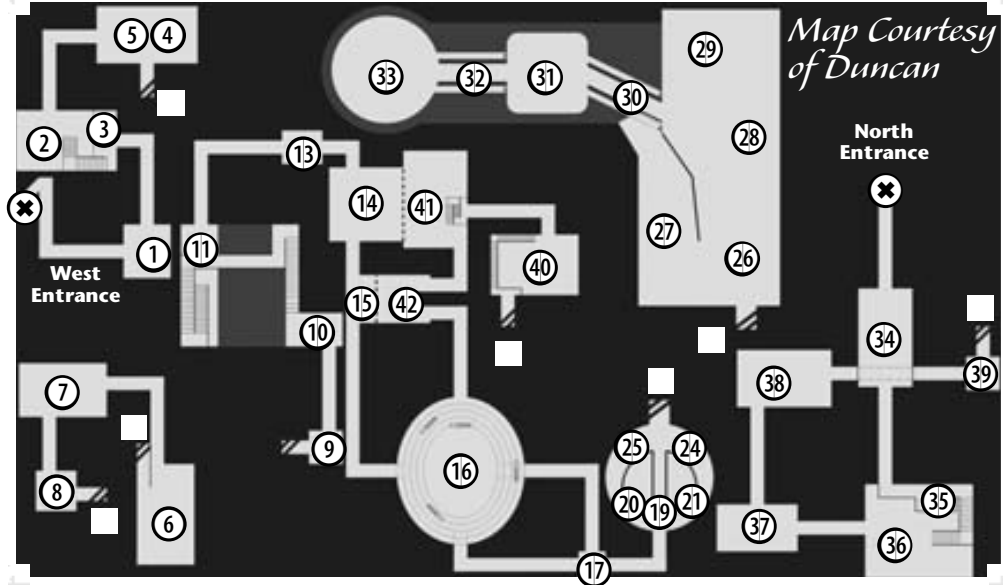
\* Asterisks indicate aggressive monsters.

### KEY (MITHRIL MINES)

- ❶ 2 Akaste Bone Soldier (12)\*  
2 Mineshaft Bat (11)  
3 Monster Eye Tracker (10)
- ❷ 3 Akaste Bone Soldier (12)\*  
4 Mineshaft Bat (11)  
4 Monster Eye Tracker (10)
- ❸ 2 Darkstone Golem (13)  
2 Mineshaft Bat (11)
- ❹ 3 Darkstone Golem (13)  
3 Mineshaft Bat (11)
- ❺ 4 Akaste Bone Soldier (12)\*  
4 Darkstone Golem (13)
- ❻ 5 Akaste Bone Archer (14)  
5 Akaste Bone Soldier (12)\*
- ❼ 5 Akaste Bone Archer (14)  
4 Akaste Bone Soldier (12)\*  
5 Darkstone Golem (13)
- ❽ 3 Akaste Bone Soldier (12)\*  
3 Will-O-Wisp (15)
- ❾ 2 Akaste Bone Archer (14)  
2 Akaste Bone Soldier (12)\*  
2 Will-O-Wisp (15)
- ❿ 3 Darkstone Golem (13)  
4 Will-O-Wisp (15)
- ⓫ 2 Boogle Ratman (16)  
2 Opal Beast (15)\*  
2 Ore Bat (17)\*
- ⓬ 7 Opal Beast (15)\*
- ⓭ 5 Boogle Ratman (16)  
5 Corpse Candle (15)  
4 Will-O-Wisp (15)
- ⓮ 2 Boogle Ratman (16)  
3 Corpse Candle (17)
- ⓯ 5 Corpse Candle (17)  
6 Opal Beast (15)\*  
5 Pitchstone Golem (19)
- ⓰ 5 Akaste Bone Warlord (17)\*
- ⓱ 5 Boogle Ratman Leader (18)
- ⓲ 5 Ore Bat (17)\*
- ⓳ 5 Ore Bat (17)\*
- ⓴ 6 Akaste Bone Warlord (17)\*
- ⓵ 5 Akaste Bone Warlord (17)\*
- ⓶ 3 Akaste Bone Lord (19)\*  
3 Akaste Bone Warlord (17)\*  
3 Pitchstone Golem (19)

# MITHRIL MINES (DWARVEN DUNGEON)

**1 2** Room connections  
**3 4**



- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>27 3 Boogle Ratman Leader (18)<br/>4 Pitchstone Golem (19)</li> <li>28 4 Akaste Bone Lord (19)*<br/>3 Boogle Ratman Leader (18)<br/>4 Pitchstone Golem (19)</li> <li>29 5 Akaste Bone Lord (19)*<br/>5 Nightmare Weaver (21)*<br/>4 Pitchstone Golem (19)</li> <li>30 5 Akaste Succub. Turen (21)*</li> <li>31 3 Akaste Bone Lord (19)*<br/>4 Akaste Succub. Turen (21)*<br/>4 Nightmare Weaver (21)*</li> <li>32 4 Akaste Succubus Tilfo (22)*</li> <li>33 13 Akaste Succubus Tilfo (22)*<br/>13 Akaste Succub. Turen (21)*</li> <li>34 4 Akaste Bone Soldier (12)*<br/>4 Mineshaft Bat (11)<br/>5 Monster Eye Tracker (10)</li> <li>35 4 Darkstone Golem (13)</li> <li>36 4 Akaste Bone Archer (14)<br/>4 Akaste Bone Soldier (12)*<br/>4 Darkstone Golem (13)<br/>4 Opal Beast (15)*</li> </ul> | <ul style="list-style-type: none"> <li>37 5 Akaste Bone Soldier (12)*<br/>5 Darkstone Golem (13)<br/>4 Mineshaft Bat (11)<br/>1 Ore Bat (17)*</li> <li>38 5 Akaste Bone Archer (14)<br/>5 Akaste Bone Soldier (12)*<br/>6 Mineshaft Bat (11)</li> <li>39 2 Opal Beast (15)*<br/>3 Will-O-Wisp (15)</li> <li>40 4 Boogle Ratman (16)<br/>3 Ore Bat (17)*<br/>4 Will-O-Wisp (15)</li> <li>41 6 Boogle Ratman (16)<br/>7 Corpse Candle (17)</li> <li>42 4 Corpse Candle (17)<br/>4 Opal Beast (15)*</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## Appropriate Levels. 12-22

### What Monsters Help.

Akaste Skeleton types, Boogle Ratman types, Corpse Candles, Mineshaft Bats, Darkstone Golems, Monster Eye Trackers, Pitchstone Golems, Succubus types

### What Monsters Aggro.

Akaste Bone Soldier and Lord, Opal Beast, Ore Bat, Nightmare Weaver

### Things to Watch For

*Archers.* Akaster Bone Archers

*Casters.* Corpse Candle and Will-O-Wisp: Splash  
Akaste Succubus (both): Sleep  
Pitchstone and Darkstone Golem: damage  
Monster Eye Tracker: Hold

## DWARVEN FIGHTER

### PROS

- Great clan members — can supply clans with much-needed supplies.
- Dwarves have two unique skills — Spoil produces added drops, while Crafting produces crafted goods
- Can make money crafting by buying materials and selling finished goods
- Can be a tank in battle due to high HP
- With their high Constitution, Dwarves have a lot of HP and a very good stun rate.

### CONS

- No real special combat abilities
- No buffing abilities
- Not good for casual play — requires a lot of patience and perseverance
- Dwarves have an even slower run speed than Humans, which makes them an easy kite for archers.

### THE BASICS

- Every Dwarf belongs to a workman association and goes through a period of training to learn how to craft various weapons and armors and gather materials for those items. For Dwarves, leveling through hunting is not as important as to other Fighter classes. Their major ability is taking items from monsters and selling items that they themselves create.
- Since Dwarves can score more drops, and can craft items as they progress, they tend to have much more available cash than other characters at the same level. Played efficiently, a Dwarf will use that extra cash to make life easier for himself as he levels. Of course, this is somewhat offset by the lack of other special abilities.

|               |               |               |
|---------------|---------------|---------------|
| <b>STR</b> 39 | <b>WIT</b> 10 | <b>CON</b> 45 |
| <b>INT</b> 20 | <b>DEX</b> 29 | <b>MEN</b> 27 |

- Dwarfland is possibly the most isolated region in the game, both because it's physically separated from the mainland, and because it breeds no Mystics. Consequently, many options and decisions that other players face are simply not a factor here. What kind of group will you form? Unless a caster from another race is ready to join you, you're choosing between solo Fighter, Fighter/Fighter, or maybe Fighter/Fighter/Fighter.
- Hunting styles are similar to that of other fighting classes. In the party, a Dwarf's stoutness lets her play an important role as a tanker, based on higher-than-average hit points and great physical strength.
- Every clan needs a Dwarf Warsmith and spoiler (Bounty Hunter). You'll be popular at higher levels.
- Dwarves have higher encumbrance ability and inventory space due to their stoutness.
- Some feel that it's not really worth spending time crafting till Level 50 or so. Profit margin prior to then can be pretty small. (But others will respond: every little bit helps. And the increased profits, invested wisely in better equipment, will increasingly add up.)
- Lots of Dwarves make mule characters to produce soulshots. Until you can craft hard-to-find items, that's a prime money-maker.
- The Dwarf Level 20 Scavenger quest is the longest Profession Quest in the game, all classes considered. Be prepared to spend a while completing it! (By the time you complete it, you'll wish you had a large nail to pin Toma down to one place.)





- Dwarves have one of the hardest starting locations (no magic, no other skills, just lots of Dwarves).
- Take your weapon skills first, then Spoil, then Sweep, then armor skills.
- Don't worry about wielding un-Dwarflike weapons, like swords and daggers. You don't start specializing until you hit 20 and choose a profession. Some prefer a dagger (which is Very Fast) to anything else that can normally be found. And a bow is occasionally useful for pulling one mob away from a companion who would also aggro if you didn't pull the first one.
- Save one of each recipe you find, and sell the rest. Don't try to sell the rest to other Dwarves (if you found two, there probably will be plenty of them in circulation), just take them to the store.
- Don't save upper-level recipes unless you might become an Artisan, or you have an Artisan to give them to. But don't discard recipes just because they're marked as "Crafting 2." Check the list in this guide for which ones are really Crafting 1.

AT LEVEL 10, YOU HAVE A CHOICE TO MAKE.

- *First Choice.* Learn the skills you can (including Crafting), then spend the adena to cross over to Talking Island. Partner with a healer and maybe another Fighter and start cranking EXP/SP.
- *Second Choice.* Run the Level 10-12 quests:  
At Level 10/11 run the two Elder quests (for bat fangs and floating stones) as often as you can. The first time you get a nice M.Def ring and 60 SP each. Do them again (and again, and again) for 2400 adena and 60 SP each. (That's about another 50 adena per kill — a very nice bonus — and the SP don't hurt either.)

If you stayed in Dwarfland, also run the Silversmith's Hammer quest as soon as you can — a much nicer weapon than you've had so far (unless you've been twinked or grabbed an extraordinary drop), that you get for free. That's a good time to make the switchover to blunt weapons.

- Once you're tired of killing Bats and Magical Weavers, cross over to Aden and find some non-Dwarf friends. If you're nearly to Level 15, you might stick around Dwarfland to get the skills at that level. Otherwise, leave earlier.
- Don't come back until you're ready to run your Level 20 Profession Quest.
- If you're going to be a crafter, buy all the components you can from other players.

One good reason to leave Dwarfland — not a lot of other Dwarves want to sell goods to you, while most other races are happy to unload goods on you, sometimes for less-than-store prices. When someone gives you a sweet deal, be sure to be properly appreciative — if you're staying in the same area for awhile, you're almost certain to see the same player again, and you'll want him to remember you kindly.



HP / MP BY LEVEL

| LEVEL | HP  | MP  | LEVEL | HP  | MP  |
|-------|-----|-----|-------|-----|-----|
| 1     | 129 | 39  | 11    | 346 | 114 |
| 2     | 150 | 46  | 12    | 369 | 122 |
| 3     | 171 | 53  | 13    | 392 | 130 |
| 4     | 192 | 60  | 14    | 415 | 138 |
| 5     | 213 | 68  | 15    | 439 | 146 |
| 6     | 235 | 75  | 16    | 462 | 154 |
| 7     | 256 | 83  | 17    | 487 | 163 |
| 8     | 278 | 91  | 18    | 511 | 171 |
| 9     | 301 | 98  | 19    | 535 | 180 |
| 10    | 323 | 106 | 20    | 560 | 188 |



## SCAVENGER (← DWARVEN FIGHTER)

Scavengers are part of the two-part crafting system in *Lineage II* — Scavengers/Bounty Hunters gather materials, and Artisans/WarSmiths make the items. Both classes rely heavily on each other.

- Since gathering materials is your main role, what you hunt will often be dictated by what materials you are trying to gather.
- While you do not craft any items, there are five materials you can combine: braided hemp (for all stems), course bone powder (for all animal bones), leather (for all animal skins), cokes, and steel. Make sure you keep those five recipes.
- Unless you're a clan leader, you should almost earn enough SP to learn all your skills as soon as they become available. Learn Spoil, Blunt Mastery, Stun Attack and then other passive skills. Unlike other classes, all Scavenger skills do exactly what they say they do in the skill list, so they don't need further description here.
- Skip Light Armor Mastery, because you should always be in heavy armor.
- Scavengers have the advantage of high HP and fast regeneration, but since you give up all the Fighter skills to be able to Spoil, and tend to use all your MP to Spoil, you aren't a prime solo candidate. Stick to easy monsters if you get stuck soloing. That can be frustrating, since you'll want to hunt hard monsters for the spoils.
- By this point, you should be through with anything but one-handed blunt weapons — you get Stun and Blunt Mastery, and your shield will block many arrows. (Well, a good polearm is handy when you're wading into a crowd of mobs, especially lower-level critters, once you have Wild Sweep.)
- In a group, you will mainly spoil when you have the MP, and do a little damage. You can tank quite well, but remember that you

have no Hate skill to keep aggro on you, so your Mystics and healers must be careful! While Stun is very useful, especially with your high Dwarf CON, it takes up MP that could otherwise be used on spoiling.

- As part of a clan, spoil, spoil and more spoil. Did I mention spoil? You will gather materials for the Artisans in your clan to turn into C-grade items that you and your friends will need soon.
- For crafting tips, see **Collecting & Crafting**, p. 119.



### HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 617  | 201 | 31    | 1216 | 337 |
| 22    | 675  | 214 | 32    | 1279 | 352 |
| 23    | 733  | 227 | 33    | 1342 | 366 |
| 24    | 791  | 241 | 34    | 1406 | 380 |
| 25    | 850  | 254 | 35    | 1470 | 395 |
| 26    | 910  | 268 | 36    | 1535 | 410 |
| 27    | 970  | 281 | 37    | 1600 | 425 |
| 28    | 1031 | 295 | 38    | 1666 | 440 |
| 29    | 1092 | 309 | 39    | 1732 | 455 |
| 30    | 1154 | 323 | 40    | 1799 | 470 |

## ARTISAN (← DWARVEN FIGHTER)

Artisans, as the name implies, are the crafters of Aden. While many items can be obtained from stores or monsters, it is Artisans and Warsmiths who provide most of the upper level items, and it is Artisans and Warsmiths who can craft lower-level items for cheaper prices.

- Artisans have the unique ability to create items. (Well, nearly unique. Scavengers can craft too, but only low-level items.) While it is expensive to create items, the value of a full, crafted item is sometimes nearly double the costs of the materials.
- Crafting takes a lot of MP, and thus a lot of time. Sadly, it is sometimes more profitable hunting than crafting, even though the latter is the Artisan's forté.
- Alternative perspective: crafting takes MP, but if you craft as you collect items, you'll rarely run low on MP, and even then it regenerates within a couple of minutes. You'll rarely be hindered in your crafting by a lack of MP.
- Now that you have completed your Level 20 quest and become an Artisan, the first thing you want to do is get skills. Choose wisely; I would suggest getting Create Item at each opportunity before getting anything else.
- It'd probably be good to get into a group right now. Find someone you work well with; a lot of the good EXP comes from monsters with a lot of HP, and you need more firepower against them. Also, you need to find Scavenger buddies who can hook you up with cheap materials.
- At 21, make sure to go to Talking Island to get the Seed of Evil quest. There is also a good quest (Blood Fiend) in Elf Town, as well as a few other 21 quests scattered around Aden.
- At Level 28, the Artisan gets a new skill, Summon Mechanical Golem. As the name implies, this skill summons up a pet (who

oddly enough looks a lot like R2-D2) for the mere cost of a few D-grade crystals. Your advantage over other summoners is that you can make your own crystals instead of having to buy them. The disadvantage is that you don't get the summoner buffs/heals.

- For crafting tips, see **Collecting & Crafting**, p. 119.



HP / MP BY LEVEL

| LEVEL | HP   | MP  | LEVEL | HP   | MP  |
|-------|------|-----|-------|------|-----|
| 21    | 613  | 201 | 31    | 1175 | 337 |
| 22    | 667  | 214 | 32    | 1234 | 352 |
| 23    | 722  | 227 | 33    | 1293 | 366 |
| 24    | 777  | 241 | 34    | 1353 | 380 |
| 25    | 832  | 254 | 35    | 1413 | 395 |
| 26    | 888  | 268 | 36    | 1474 | 410 |
| 27    | 944  | 281 | 37    | 1535 | 425 |
| 28    | 1001 | 295 | 38    | 1597 | 440 |
| 29    | 1059 | 309 | 39    | 1659 | 455 |
| 30    | 1116 | 323 | 40    | 1722 | 470 |



## BOUNTY HUNTER

(← SCAVENGER ← DWARVEN FIGHTER)

There are very few differences between Bounty Hunters and Warsmiths. Bounty Hunters get better Spoil skills and can Fake Death, while Warsmiths get better Crafting skills and can summon Golems and create crystals.

- Think of Hammer Crush as an extended Stun. It has more power and a greater chance of working on higher level creatures. Note that, with the Chronicle 1 update, Stun was changed to last 9 seconds (instead of 6) but has a chance of being interrupted on hits.
- Whirlwind, used with a polearm, hits each and every enemy around you in a 360° arc with 100% accuracy. You will use this skill constantly in sieges.
- Whirlwind is the higher level version of Wild Sweep. There is a big difference between the two, though. Where Wild Sweep hit a target and the enemies around it in a fan, Whirlwind hits all surrounding enemies with no specific target. The bad news is, it doesn't work on people, even with the Ctrl key.

## BOUNTY HUNTER

Bounty Hunters are high-level Scavengers. They continue to progress to higher levels of Spoil and other masteries, but are identical in play style and role in a party or clan.

- This is where things really pick up for you. Many C-grade and higher recipes, as well as many other items, can only be obtained with Spoil. For other things like enchantment scrolls, you will spoil them about ten times more often than they would drop otherwise (which still makes them rare, but at least gives you a better shot at them).
- Fake Death allows you to fall over and play dead until the monster wonders off or you run out of MP. This is a lifesaver, but be

## WARSMITH

(← ARTISAN ← DWARVEN FIGHTER)

aware that monsters will then immediately turn on the rest of your party.

- During this time, you will be focused on gather materials for B-grade items for yourself and your clan. Your combat skills will continue to fall farther behind other classes. One "catch": once you have a B weapon you'll want B soulshots — good luck finding those! Get that C-grade Yaksa Mace to +3 and hold onto it.

## WARSMITH

There are few differences between Artisans and Warsmiths. The two classes are played in the same fashion and have almost the same skills.

- Your new Summon Siege Golem skill summons a huge golem that does amazing damage on castle walls and doors, but very little damage on living targets. Impressive and massive, this golem costs a whopping 300 C-grade crystals and takes 5 minutes of non-interruption to cast. The golem can only be summoned during a siege.

### HP / MP BY LEVEL

| LEVEL | BH HP | WS HP | MP   | LEVEL | BH HP | WS HP | MP   |
|-------|-------|-------|------|-------|-------|-------|------|
| 41    | 1892  | 1810  | 495  | 61    | 3895  | 3722  | 1048 |
| 42    | 1985  | 1899  | 521  | 62    | 4002  | 3825  | 1077 |
| 43    | 2079  | 1989  | 547  | 63    | 4111  | 3928  | 1107 |
| 44    | 2174  | 2079  | 573  | 64    | 4220  | 4032  | 1137 |
| 45    | 2269  | 2171  | 600  | 65    | 4329  | 4137  | 1167 |
| 46    | 2366  | 2262  | 626  | 66    | 4440  | 4242  | 1198 |
| 47    | 2463  | 2355  | 653  | 67    | 4551  | 4349  | 1229 |
| 48    | 2560  | 2448  | 680  | 68    | 4663  | 4455  | 1259 |
| 49    | 2659  | 2542  | 707  | 69    | 4776  | 4563  | 1291 |
| 50    | 2758  | 2637  | 734  | 70    | 4889  | 4671  | 1322 |
| 51    | 2858  | 2732  | 762  | 71    | 5003  | 4780  | 1353 |
| 52    | 2958  | 2828  | 789  | 72    | 5118  | 4890  | 1385 |
| 53    | 3059  | 2925  | 817  | 73    | 5233  | 5000  | 1417 |
| 54    | 3161  | 3022  | 845  | 74    | 5349  | 5111  | 1449 |
| 55    | 3264  | 3120  | 874  | 75    | 5466  | 5222  | 1481 |
| 56    | 3367  | 3218  | 902  | 76    | 5584  | 5334  | 1513 |
| 57    | 3471  | 3318  | 931  | 77    | 5702  | 5447  | 1546 |
| 58    | 3576  | 3418  | 960  | 78    | 5821  | 5561  | 1579 |
| 59    | 3682  | 3518  | 989  | 79    | 5941  | 5675  | 1612 |
| 60    | 3788  | 3620  | 1018 | 80    | 6062  | 5790  | 1645 |





## COLLECTING & CRAFTING

- Recipes are fairly common drops/spoils off of monsters, and remember, you don't have to collect them all! Keep one of every recipe you get as a drop, and if you find yourself trying to craft something that you don't have the recipe for, see if you can/want to hunt for it (check the Drop List in this book). If not, buy it from someone else!
- Materials aren't as easy as recipes, just because of the sheer number that you need to collect. This is where clans/friends are really handy; if you have 10+ people looking for iron ore, you get a lot more iron in a lot less time. While it looks like you are spending a lot on materials, you will get a lot more back when you sell/use the item made.
- You can also set up a Private Store to buy ingredients. As a Dwarf, you can offer to buy up to five different items. As long as you set a fair price (usually, something a bit above what an NPC vendor would pay — the vendor prices are listed in this guide for all items in the "Pays" column) and have patience, you're likely to get what you want.
- Unfortunately, when this guide went to press, you were still unable to use the wish list to select any item to buy. Until that list appears, you have to have at least one of any item you want to buy. There's a least one work-around (other than constant chat shouts, which can get real obnoxious real fast) — set up a Private Store, and then list in your message what you want to buy that you don't have.
- Some players will insist that you pay them close to full store selling price (not buying price). Of course, you don't have to do business with those players. Other players will be happy to simply give you the materials they've picked up, out of the goodness of their heart or because they don't want to carry them around in inventory. In either case, be appropriately grateful.
- If you're looking for an exceptionally rare drop, you might have more luck setting up a store near the mobs that carry it and offering to buy it, rather than trying to pick it up yourself. This is particularly true when the mob in question is orange or red to you. If it's very rare, expect to pay a premium price for the drop.
- MP and time are the real buffers on heavy duty crafting. If you are trying to create a bunch of items that take 80 mana each to make, and you only have 300 mana, you will have to rest every 3 makes or so. A lot of Dwarves get robes because of this, but note that robes just give you more mana; they don't speed up your regeneration speed.
- Never waste material crafting, especially crafting none-grade or D-grade items. You can buy those items at the NPC stores, but cannot buy the key materials.
- Alternative approach: craft away, sell what you make, and use the extra cash to get better equipment. That can boost you faster into higher levels.
- If you make a diligent effort to collect recipes, it won't be long before you're maxed out on your carrying capacity. Remember to take advantage of warehouses for storage of more infrequently used recipes. This guide lists every recipe's materials (so you don't have to liberate it from the warehouse just to review the ingredients), and you can simply check off the recipes you have on the Recipe List here.



## EQUIPMENT

### WEAPONS

For each weapon, its **P.Atk** and **M.Atk** values are listed, followed by the number of soul or spirit **Shot** it requires (for an automatic, max-damage strike). The next three columns list its weight (**Wt.**), how much an NPC trader will pay for it (**Pays**, rounded to the nearest thousand if over 100,000) and what type of **Crystals** (and how many) you get if you crystallize it.

#### ONE-HANDED BLUNTS

(ATK. SPEED 379)

| ITEM                          | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|-------------------------------|-----|-----|------|------|-------|----------|
| <i>Apprentice's Wand</i>      | 5   | 7   | -    | 1350 | 69    | -        |
| <i>Apprentice's Rod</i>       | 6   | 8   | -    | 1330 | 384   | -        |
| <i>Guild Member's Club</i>    | 6   | 5   | -    | 1910 | 69    | -        |
| <i>Club</i>                   | 8   | 6   | -    | 1870 | 384   | -        |
| <i>Heavy Chisel</i>           | 10  | 8   | -    | 1890 | 4035  | -        |
| <i>Mace</i>                   | 11  | 9   | -    | 1880 | 6250  | -        |
| <i>Wand of Adept</i>          | 11  | 13  | -    | 1300 | 12.7k | -        |
| <i>Sickle</i>                 | 12  | 9   | -    | 1850 | 9250  | -        |
| <i>Silversmith Hammer</i>     | 13  | 10  | -    | 1860 | 12.7k | -        |
| <i>Dwarven Mace</i>           | 17  | 12  | 2    | 1860 | 27k   | -        |
| <i>Bone Club</i>              | 24  | 17  | 2    | 1850 | 68k   | -        |
| <i>Buzdygan</i>               | 31  | 21  | 2    | 1800 | 122k  | -        |
| <i>Iron Hammer</i>            | 31  | 21  | 2    | 1850 | 122k  | -        |
| <i>Hand Axe</i>               | 40  | 26  | 2    | 1820 | 205k  | D (743)  |
| <i>Heavy Mace</i>             | 40  | 26  | 2    | 1800 | 205k  | D (743)  |
| <i>Scapel</i>                 | 40  | 26  | 2    | 1810 | 205k  | D (743)  |
| <i>Work Hammer</i>            | 40  | 26  | 2    | 1790 | 205k  | D (743)  |
| <i>Doom Hammer</i>            | 41  | 43  | 2    | 1200 | 322k  | D (1170) |
| <i>Mace of Judgment</i>       | 41  | 43  | 2    | 1280 | 322k  | D (1170) |
| <i>Mace of Miracle</i>        | 41  | 43  | 2    | 1250 | 322k  | D (1170) |
| <i>Mace of Prayer</i>         | 41  | 43  | 2    | 1300 | 322k  | D (1170) |
| <i>Tomahawk</i>               | 51  | 32  | 2    | 1780 | 322k  | D (1170) |
| <i>Spiked Club</i>            | 64  | 39  | 2    | 1750 | 484k  | D (1758) |
| <i>Staff of Life</i>          | 74  | 72  | 3    | 1180 | 900k  | D (3272) |
| <i>Heavy Bone Club</i>        | 79  | 47  | 3    | 1730 | 700k  | D (2545) |
| <i>Morning Star</i>           | 79  | 47  | 3    | 1720 | 700k  | D (2545) |
| <i>Skull Breaker</i>          | 79  | 47  | 3    | 1740 | 700k  | D (2545) |
| <i>Tarbar</i>                 | 79  | 47  | 3    | 1730 | 700k  | D (2545) |
| <i>Stick of Faith</i>         | 85  | 81  | 2    | 1160 | 1145k | C (916)  |
| <i>Bonebreaker</i>            | 92  | 54  | 3    | 1720 | 900k  | D (3272) |
| <i>Battle Axe</i>             | 107 | 61  | 2    | 1720 | 1145k | C (916)  |
| <i>Big Hammer</i>             | 107 | 61  | 2    | 1710 | 1145k | C (916)  |
| <i>Skull Graver</i>           | 107 | 61  | 2    | 1640 | 1145k | C (916)  |
| <i>Silver Axe</i>             | 107 | 61  | 2    | 1690 | 1145k | C (916)  |
| <i>Club of Nature</i>         | 111 | 101 | 3    | 1100 | 2150k | C (1720) |
| <i>Mace of the Underworld</i> | 111 | 101 | 3    | 1090 | 2150k | C (1720) |
| <i>Nirvana Axe</i>            | 111 | 101 | 3    | 1150 | 2150k | C (1720) |
| <i>Stick of Eternity</i>      | 111 | 101 | 3    | 1130 | 2150k | C (1720) |
| <i>Dwarven War Hammer</i>     | 122 | 68  | 2    | 1670 | 1435k | C (1148) |
| <i>War Axe</i>                | 139 | 76  | 3    | 1660 | 2150k | C (1720) |
| <i>Yaksa Mace</i>             | 156 | 83  | 3    | 1640 | 3065k | C (2452) |
| <i>Heavy War Axe</i>          | 175 | 91  | 1    | 1620 | 4340k | B (1157) |
| <i>Art of Battle Axe</i>      | 194 | 99  | 1    | 1570 | 6550k | B (1746) |
| <i>Deadman's Glory</i>        | 194 | 99  | 1    | 1600 | 6550k | B (1746) |
| <i>Meteor Shower</i>          | 213 | 107 | 1    | 1600 | 9150k | B (2440) |

#### TWO-HANDED BLUNTS

(ATK. SPEED 325)

| ITEM                       | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|----------------------------|-----|-----|------|------|-------|----------|
| <i>Willow Staff</i>        | 11  | 12  | -    | 1080 | 6250  | -        |
| <i>Eldritch Staff</i>      | 13  | 13  | -    | 1050 | 12.7k | -        |
| <i>Red Sunset Staff</i>    | 13  | 13  | -    | 1700 | 12.7k | -        |
| <i>Staff of Sentinel</i>   | 13  | 14  | -    | 1800 | 16.8k | -        |
| <i>Cedar Staff</i>         | 16  | 16  | 2    | 1090 | 27k   | -        |
| <i>Journeyman's Staff</i>  | 23  | 22  | 2    | 1070 | 68k   | -        |
| <i>Mage Staff</i>          | 30  | 28  | 2    | 1050 | 122k  | -        |
| <i>Bone Staff</i>          | 39  | 35  | 2    | 1060 | 205k  | D (743)  |
| <i>Conjuror's Staff</i>    | 50  | 43  | 2    | 1030 | 322k  | D (1170) |
| <i>Mystic Staff</i>        | 50  | 43  | 2    | 1040 | 322k  | D (1170) |
| <i>Staff of Mana</i>       | 50  | 43  | 2    | 1040 | 322k  | D (1170) |
| <i>Staff of Magic</i>      | 62  | 52  | 2    | 1020 | 484k  | D (1758) |
| <i>Goat Head Staff</i>     | 77  | 63  | 3    | 1000 | 700k  | D (2545) |
| <i>Atuba Hammer</i>        | 90  | 72  | 3    | 1010 | 900k  | D (3272) |
| <i>Atuba Mace</i>          | 90  | 72  | 3    | 1010 | 900k  | D (3272) |
| <i>Ghost Staff</i>         | 90  | 72  | 3    | 1000 | 900k  | D (3272) |
| <i>Crystal Staff</i>       | 103 | 81  | 2    | 1020 | 1145k | C (916)  |
| <i>Heavy Doom Axe</i>      | 103 | 81  | 2    | 1010 | 1145k | C (916)  |
| <i>Heavy Doom Hammer</i>   | 103 | 81  | 2    | 1020 | 1145k | C (916)  |
| <i>Cursed Staff</i>        | 119 | 91  | 2    | 1000 | 1435k | C (1148) |
| <i>Inferno Staff</i>       | 135 | 101 | 3    | 1000 | 2150k | C (1720) |
| <i>Paagrio Hammer</i>      | 135 | 101 | 3    | 1010 | 2150k | C (1720) |
| <i>Paradia Staff</i>       | 135 | 101 | 3    | 1010 | 2150k | C (1720) |
| <i>Sage's Staff</i>        | 135 | 101 | 3    | 1000 | 2150k | C (1720) |
| <i>Paagrio Axe</i>         | 141 | 104 | 3    | 990  | 2390k | C (1912) |
| <i>Deadman's Staff</i>     | 152 | 111 | 3    | 1010 | 3065k | C (2452) |
| <i>Demon's Staff</i>       | 152 | 111 | 3    | 990  | 3065k | C (2452) |
| <i>Ghoul's Staff</i>       | 152 | 111 | 3    | 1000 | 3065k | C (2452) |
| <i>Sprite's Staff</i>      | 170 | 122 | 1    | 960  | 4340k | B (1157) |
| <i>Staff of Phantom</i>    | 170 | 122 | 1    | 980  | 4340k | B (1157) |
| <i>Staff of Seal</i>       | 170 | 122 | 1    | 970  | 4340k | B (1157) |
| <i>Divine Staff</i>        | 189 | 132 | 1    | 960  | 6550k | B (1746) |
| <i>Staff of Nobility</i>   | 189 | 132 | 1    | 910  | 6550k | B (1746) |
| <i>Staff of Evil Sprit</i> | 189 | 132 | 1    | 930  | 6550k | B (1746) |
| <i>Dasparion's Staff</i>   | 207 | 143 | 1    | 920  | 9150k | B (2440) |

#### TWO-HANDED SWORDS

(ATK. SPEED 325)

| ITEM                      | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|---------------------------|-----|-----|------|------|-------|----------|
| <i>Red Sunset Sword</i>   | 16  | 10  | -    | 1300 | 12.7k | -        |
| <i>Brandish</i>           | 21  | 12  | 2    | 2250 | 27k   | -        |
| <i>Old Knight's Sword</i> | 29  | 17  | 2    | 2100 | 68k   | -        |
| <i>Two-handed Sword</i>   | 78  | 39  | 2    | 2180 | 484k  | D (1758) |
| <i>Claymore</i>           | 112 | 54  | 3    | 2090 | 900k  | D (3272) |
| <i>Flamberge</i>          | 130 | 61  | 2    | 2010 | 1145k | C (916)  |
| <i>Great Sword</i>        | 213 | 91  | 1    | 1930 | 4340k | B (1157) |



## ONE-HANDED SWORDS

(ATK. SPEED 379)

| ITEM                             | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|----------------------------------|-----|-----|------|------|-------|----------|
| <i>Squire's Sword</i>            | 6   | 5   | –    | 1600 | 69    | –        |
| <i>Short Sword</i>               | 8   | 6   | –    | 1600 | 384   | –        |
| <i>Broadsword</i>                | 11  | 9   | –    | 1590 | 6250  | –        |
| <i>Sword of Solidarity</i>       | 12  | 9   | –    | 1300 | 9250  | –        |
| <i>Butcher's Sword</i>           | 13  | 10  | –    | 1450 | 12.7k | –        |
| <i>Blood Saber</i>               | 14  | 11  | –    | 1450 | 16.8k | –        |
| <i>Sword of Sentinel</i>         | 14  | 11  | –    | 1300 | 16.8k | –        |
| <i>Gladius</i>                   | 17  | 12  | 2    | 1570 | 27k   | –        |
| <i>Handmade Sword</i>            | 17  | 12  | 2    | 1570 | 27k   | –        |
| <i>Orcish Sword</i>              | 17  | 12  | 2    | 1570 | 27k   | –        |
| <i>Sword of Binding</i>          | 17  | 12  | 2    | 1200 | 27k   | –        |
| <i>Rusted Bronze Sword</i>       | 18  | 21  | 2    | 1400 | 58k   | –        |
| <i>Long Sword</i>                | 24  | 17  | 2    | 1560 | 68k   | –        |
| <i>Sword of Reflection</i>       | 24  | 17  | 2    | 1550 | 68k   | –        |
| <i>Sword of Watershadow</i>      | 24  | 17  | 2    | 1540 | 68k   | –        |
| <i>Falchion</i>                  | 31  | 21  | 2    | 1530 | 122k  | –        |
| <i>Saber</i>                     | 40  | 26  | 2    | 1520 | 205k  | D (743)  |
| <i>Sword of Magic</i>            | 43  | 45  | 2    | 970  | 358k  | D (1301) |
| <i>Sword of Mystic</i>           | 43  | 45  | 2    | 980  | 358k  | D (1301) |
| <i>Sword of Occult</i>           | 43  | 45  | 2    | 970  | 358k  | D (1301) |
| <i>Artisan's Sword</i>           | 51  | 32  | 2    | 1500 | 322k  | D (1170) |
| <i>Bastard Sword</i>             | 51  | 32  | 2    | 1510 | 322k  | D (1170) |
| <i>Knight's Sword</i>            | 51  | 32  | 2    | 1500 | 322k  | D (1170) |
| <i>Spinebone Sword</i>           | 51  | 32  | 2    | 1510 | 322k  | D (1170) |
| <i>Crimson Sword</i>             | 64  | 39  | 2    | 1490 | 484k  | D (1758) |
| <i>Elven Sword</i>               | 64  | 39  | 2    | 1470 | 484k  | D (1758) |
| <i>Sword of Revolution</i>       | 79  | 47  | 3    | 1450 | 700k  | D (2545) |
| <i>Elven Long Sword</i>          | 92  | 54  | 3    | 1440 | 900k  | D (3272) |
| <i>Stormbringer</i>              | 107 | 61  | 2    | 1430 | 1145k | C (916)  |
| <i>Sword of Whispering Death</i> | 111 | 101 | 3    | 920  | 2150k | C (1720) |
| <i>Homunkulus's Sword</i>        | 111 | 101 | 3    | 950  | 2150k | C (1720) |
| <i>Katana</i>                    | 122 | 68  | 2    | 1420 | 1435k | C (1148) |
| <i>Raid Sword</i>                | 122 | 68  | 2    | 1420 | 1435k | C (1148) |
| <i>Shamshir</i>                  | 122 | 68  | 2    | 1420 | 1435k | C (1148) |
| <i>Spirit Sword</i>              | 122 | 68  | 2    | 1420 | 1435k | C (1148) |
| <i>Caliburs</i>                  | 139 | 76  | 3    | 1400 | 2150k | C (1720) |
| <i>Sword of Delusion</i>         | 139 | 76  | 3    | 1400 | 2150k | C (1720) |
| <i>Sword of Limit</i>            | 139 | 76  | 3    | 1400 | 2150k | C (1720) |
| <i>Sword of Nightmare</i>        | 139 | 76  | 3    | 1400 | 2150k | C (1720) |
| <i>Tsurugi</i>                   | 139 | 76  | 3    | 1400 | 2150k | C (1720) |
| <i>Ghoulbane</i>                 | 140 | 122 | 1    | 910  | 4340k | B (1157) |
| <i>Sword of Valhalla</i>         | 140 | 122 | 1    | 900  | 4340k | B (1157) |
| <i>Samurai Longsword</i>         | 156 | 83  | 3    | 1380 | 3065k | C (2452) |
| <i>Elemental Sword</i>           | 170 | 143 | 1    | 830  | 9150k | B (2440) |
| <i>Phantom Sword</i>             | 170 | 143 | 1    | 860  | 9150k | B (2440) |
| <i>Sword of Life</i>             | 170 | 143 | 1    | 840  | 9150k | B (2440) |
| <i>Tear of Darkness</i>          | 170 | 143 | 1    | 830  | 9150k | B (2440) |
| <i>Dusk Sword</i>                | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Eminence Sword</i>            | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Hazard Sword</i>              | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Keshanberk</i>                | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Blade of Serenity</i>         | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Mist Sword</i>                | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Sword of Desert</i>           | 175 | 91  | 1    | 1370 | 4340k | B (1157) |
| <i>Sword of Damascus</i>         | 194 | 99  | 1    | 1350 | 6550k | B (1746) |
| <i>Tallum Blade</i>              | 213 | 107 | 1    | 1330 | 9150k | B (2440) |

## DAGGERS

(ATK. SPEED 433)

| ITEM                       | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|----------------------------|-----|-----|------|------|-------|----------|
| <i>Dagger</i>              | 5   | 5   | –    | 1160 | 69    | –        |
| <i>Bone Dagger</i>         | 7   | 6   | –    | 1150 | 384   | –        |
| <i>Doom Dagger</i>         | 10  | 9   | –    | 1130 | 6250  | –        |
| <i>Knife</i>               | 10  | 9   | –    | 1140 | 6250  | –        |
| <i>Cybellin's Dagger</i>   | 10  | 9   | –    | 400  | 6250  | –        |
| <i>Dagger of Adept</i>     | 11  | 10  | –    | 1050 | 12.7k | –        |
| <i>Eldritch Dagger</i>     | 11  | 10  | –    | 1130 | 12.7k | –        |
| <i>Red Sunset Dagger</i>   | 11  | 10  | –    | 1100 | 12.7k | –        |
| <i>Dirk</i>                | 15  | 12  | 2    | 1130 | 27k   | –        |
| <i>Skeleton Dagger</i>     | 16  | 13  | 2    | 1100 | 33.3k | –        |
| <i>Neti's Dagger</i>       | 19  | 16  | 2    | 1000 | –     | –        |
| <i>Shining Knife</i>       | 21  | 17  | 2    | 1120 | 68k   | –        |
| <i>Throwing Knife</i>      | 21  | 17  | 2    | 1120 | 68k   | –        |
| <i>Sword Breaker</i>       | 27  | 21  | 2    | 1110 | 122k  | –        |
| <i>Assassin Knife</i>      | 35  | 26  | 2    | 1100 | 205k  | D (743)  |
| <i>Crafted Dagger</i>      | 35  | 26  | 2    | 1100 | 205k  | D (743)  |
| <i>Conjurer's Knife</i>    | 45  | 52  | 2    | 750  | 484k  | D (1758) |
| <i>Dagger of Mana</i>      | 45  | 52  | 2    | 750  | 484k  | D (1758) |
| <i>Shillien Knife</i>      | 45  | 52  | 2    | 750  | 484k  | D (1758) |
| <i>Mystic Knife</i>        | 45  | 52  | 2    | 760  | 484k  | D (1758) |
| <i>Poniard Dagger</i>      | 45  | 32  | 2    | 1090 | 322k  | D (1170) |
| <i>Kukuri</i>              | 56  | 39  | 2    | 1080 | 484k  | D (1758) |
| <i>Cursed Maingauche *</i> | 62  | 42  | 3    | 1070 | 700k  | D (2545) |
| <i>Maingauche</i>          | 69  | 47  | 3    | 1070 | 700k  | D (2545) |
| <i>Mithril Dagger</i>      | 80  | 54  | 3    | 1060 | 900k  | D (3272) |
| <i>Soulfire Dirk</i>       | 86  | 91  | 2    | 750  | 1435k | C (1148) |
| <i>Cursed Dagger</i>       | 94  | 61  | 2    | 1040 | 1145k | C (916)  |
| <i>Darkvelven Dagger</i>   | 94  | 61  | 2    | 1050 | 1145k | C (916)  |
| <i>Wolverine Needle</i>    | 94  | 61  | 2    | 1040 | 1145k | C (916)  |
| <i>Stiletto</i>            | 107 | 68  | 2    | 1030 | 1435k | C (1148) |
| <i>Dark Screamer</i>       | 122 | 76  | 3    | 1010 | 2150k | C (1720) |
| <i>Grace Dagger</i>        | 122 | 76  | 3    | 1020 | 2150k | C (1720) |
| <i>Hell Knife</i>          | 122 | 122 | 1    | 740  | 4340k | B (1157) |
| <i>Crystal Dagger</i>      | 136 | 83  | 3    | 1000 | 3065k | C (2452) |
| <i>Kris</i>                | 153 | 91  | 1    | 980  | 4340k | B (1157) |
| <i>Demon's Sword</i>       | 170 | 99  | 1    | 970  | 6550k | B (1746) |
| <i>Bloody Orchid</i>       | 186 | 107 | 1    | 960  | 9150k | B (2440) |

\* Cursed Maingauche has a chance of inflicting bleeding damage (DoT) on critical hits.

## DUAL FISTS

(ATK. SPEED 325)

| ITEM                        | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|-----------------------------|-----|-----|------|------|-------|----------|
| <i>Training Gloves</i>      | 7   | 5   | –    | 1580 | 69    | –        |
| <i>Spiked Gloves</i>        | 10  | 6   | –    | 1590 | 384   | –        |
| <i>Iron Gloves</i>          | 13  | 9   | –    | 1580 | 6250  | –        |
| <i>Fist of Butcher</i>      | 16  | 10  | –    | 1400 | 12.7k | –        |
| <i>Fox Claw Gloves</i>      | 21  | 12  | 2    | 1560 | 27k   | –        |
| <i>Cestus</i>               | 29  | 17  | 2    | 1570 | 68k   | –        |
| <i>Viper's Fang</i>         | 38  | 21  | 2    | 1560 | 122k  | –        |
| <i>Bagh-nakh</i>            | 49  | 26  | 2    | 1540 | 205k  | D (743)  |
| <i>Single-edged Jamadhr</i> | 62  | 32  | 2    | 1550 | 322k  | D (1170) |
| <i>Triple-edged Jamadhr</i> | 78  | 39  | 2    | 1540 | 484k  | D (1758) |
| <i>Bich'hwa</i>             | 96  | 47  | 3    | 1510 | 700k  | D (2545) |
| <i>Scallop Jamadhr</i>      | 112 | 54  | 3    | 1520 | 900k  | D (3272) |
| <i>Chakram</i>              | 130 | 61  | 2    | 1490 | 1145k | C (916)  |
| <i>Fist Blade</i>           | 169 | 76  | 3    | 1480 | 2150k | C (1720) |
| <i>Great Pata</i>           | 190 | 83  | 3    | 1460 | 3065k | C (2452) |
| <i>Pata</i>                 | 204 | 89  | 1    | 1440 | 3915k | B (1044) |
| <i>Arthro Nail</i>          | 213 | 91  | 1    | 1420 | 4340k | B (1157) |
| <i>Bellion Cestus</i>       | 236 | 99  | 1    | 1390 | 6550k | B (1746) |
| <i>Blood Tornado</i>        | 259 | 107 | 1    | 1370 | 9150k | B (2440) |



## Crafting Dual Swords

Blacksmiths will craft several of the dual swords for you, if you supply them with the original swords and sufficient adena. See the **Craft** column for their service charge, in adena.

## ARROWS

Note that arrows can only be used with bows of equal grade. For example, Bone Arrows can only be used with D-grade bows.

|                  | WEIGHT | PAYS | GRADE |
|------------------|--------|------|-------|
| Wooden Arrow     | 6      | 1    | N     |
| Bone Arrow       | 5      | 1    | D     |
| Fine Steel Arrow | 4      | 3    | C     |
| Silver Arrow     | 4      | 4    | B     |

## MYSTIC WEAPONS

(ONE-HANDED; ATK. SPEED 379)

| ITEM                      | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|---------------------------|-----|-----|------|------|-------|----------|
| Buffalo's Horn            | 6   | 8   | —    | 660  | 384   | —        |
| Apprentice's Spellbook    | 9   | 12  | —    | 650  | 6250  | —        |
| Relic of the Saints       | 19  | 22  | 2    | 610  | 68k   | —        |
| Tears of Eva              | 19  | 22  | 2    | 630  | 68k   | —        |
| Crucifix of Blessing      | 25  | 28  | 2    | 620  | 122k  | —        |
| Voodoo Doll               | 25  | 28  | 2    | 630  | 122k  | —        |
| Branch of Life            | 32  | 35  | 2    | 620  | 205k  | D (743)  |
| Proof of Revenge          | 32  | 35  | 2    | 600  | 205k  | D (743)  |
| Scroll of Wisdom          | 32  | 35  | 2    | 610  | 205k  | D (743)  |
| Temptation of Abyss       | 32  | 35  | 2    | 610  | 205k  | D (743)  |
| Divine Tome               | 41  | 43  | 2    | 570  | 322k  | D (1170) |
| Blood of Saints           | 51  | 52  | 2    | 580  | 484k  | D (1758) |
| Tome of Blood             | 51  | 52  | 2    | 570  | 484k  | D (1758) |
| Crucifix of Blood         | 63  | 63  | 3    | 540  | 700k  | D (2545) |
| Eye of Infinity           | 63  | 63  | 3    | 1600 | 700k  | D (2545) |
| Blue Crystal Skull        | 67  | 66  | 3    | 1600 | 760k  | D (2763) |
| Demon Fangs               | 67  | 66  | 3    | 1600 | 760k  | D (2763) |
| Ancient Reagent           | 74  | 72  | 3    | 1600 | 900k  | D (3272) |
| Vajra Wands               | 74  | 72  | 3    | 1600 | 900k  | D (3272) |
| Horn of Glory             | 98  | 91  | 2    | 540  | 1435k | C (1148) |
| Tears of Fairy            | 98  | 91  | 2    | 1600 | 1435k | C (1148) |
| Heathen's Book            | 111 | 101 | 3    | 560  | 2150k | C (1720) |
| Hex Doll                  | 111 | 101 | 3    | 1600 | 2150k | C (1720) |
| Blessed Branch            | 125 | 111 | 3    | 800  | 3065k | C (2452) |
| Candle of Wisdom          | 125 | 111 | 3    | 1600 | 3065k | C (2452) |
| Cerberus Eye              | 125 | 111 | 3    | 1600 | 3065k | C (2452) |
| Claws of Black Dragon     | 125 | 111 | 3    | 1600 | 3065k | C (2452) |
| Phoenix Feather           | 125 | 111 | 3    | 800  | 3065k | C (2452) |
| Scroll of Destruction     | 125 | 111 | 3    | 1600 | 3065k | C (2452) |
| Three Eyed Crow's Feather | 125 | 111 | 3    | 1600 | 3065k | C (2452) |
| Soul Crystal              | 155 | 132 | 1    | 1600 | 6550k | B (1746) |
| Blood Crystal             | 170 | 143 | 1    | 1600 | 9150k | B (2440) |
| Unicorn's Horn            | 170 | 143 | 1    | 1600 | 9150k | B (2440) |
| Scroll of Mana            | 170 | 143 | 1    | 1600 | 9150k | B (2440) |
| Scroll of Massacre        | 170 | 143 | 1    | 1600 | 9150k | B (2440) |
| Wyvern's Skull            | 170 | 143 | 1    | 4800 | 9150k | B (2440) |

## BOWS (RANGE 500; ATK. SPEED 293 OR 227)

Atk. Speed 293 and ReUse Delay 1.5 seconds unless otherwise noted with "\*".

\* Atk. Speed 227 and ReUse Delay 1.1 seconds.

**MP** lists the MP consumed by each shot with the bow.

| ITEM                    | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS | MP |
|-------------------------|-----|-----|------|------|-------|----------|----|
| Short Bow               | 16  | 6   | —    | 1950 | 384   | —        | 1  |
| Bow                     | 23  | 9   | —    | 1930 | 6250  | —        | 2  |
| Crescent Moon Bow       | 34  | 12  | 6    | 600  | 27k   | —        | 2  |
| Hunting Bow             | 34  | 12  | 6    | 1910 | 27k   | —        | 2  |
| Neti's Bow              | 45  | 16  | 6    | 1850 | —     | —        | 3  |
| Forest Bow              | 49  | 17  | 7    | 1900 | 68k   | —        | 3  |
| Guard's Bow             | 49  | 17  | 7    | 1800 | 68k   | —        | 3  |
| Composition Bow         | 64  | 21  | 7    | 1880 | 122k  | —        | 3  |
| Strengthened Bow        | 82  | 26  | 6    | 1870 | 205k  | D (743)  | 4  |
| Dark Elven Bow          | 105 | 32  | 6    | 1830 | 322k  | D (1170) | 5  |
| Elven Bow               | 105 | 32  | 6    | 1850 | 322k  | D (1170) | 5  |
| Long Bow *              | 115 | 35  | 6    | 1830 | 322k  | D (1170) | 5  |
| Gastrophetes            | 132 | 39  | 8    | 1840 | 484k  | D (1758) | 5  |
| Strengthened Long Bow * | 179 | 51  | 10   | 1820 | 700k  | D (2545) | 6  |
| Light Crossbow          | 191 | 54  | 10   | 1810 | 900k  | D (3272) | 6  |
| Crystallized Ice Bow    | 220 | 61  | 8    | 1790 | 1145k | C (916)  | 7  |
| Elven Bow of Nobility   | 252 | 68  | 8    | 1760 | 1435k | C (1148) | 8  |
| Crossbow *              | 277 | 75  | 8    | 1770 | 1435k | C (1148) | 8  |
| Akat Long Bow *         | 315 | 83  | 9    | 1740 | 2150k | C (1720) | 8  |
| Eminence Bow            | 323 | 83  | 10   | 1720 | 3065k | C (2452) | 9  |
| Heavy Crossbow *        | 397 | 100 | 3    | 1720 | 4340k | B (1157) | 9  |
| Bow of Peril            | 400 | 99  | 3    | 1700 | 6550k | B (1746) | 10 |
| Carnage Bow             | 440 | 107 | 2    | 1670 | 9150k | B (2440) | 10 |

## POLE ARMS (ATK. SPEED 325; RANGE 80)

| ITEM            | P.A | M.A | SHOT | WT.  | PAYS  | CRYSTALS |
|-----------------|-----|-----|------|------|-------|----------|
| Short Spear     | 24  | 17  | 2    | 2140 | 68k   | —        |
| Talins Spear    | 24  | 17  | 2    | 800  | 68k   | —        |
| Long Spear      | 31  | 21  | 2    | 2120 | 122k  | —        |
| Trident         | 40  | 26  | 2    | 2100 | 205k  | D (743)  |
| Dreadbane       | 50  | 26  | 2    | 300  | 205k  | D (14)   |
| Giant Bar       | 50  | 26  | 2    | 300  | 205k  | D (14)   |
| Giant Rod       | 50  | 26  | 2    | 300  | 205k  | D (14)   |
| Guard Spear     | 50  | 26  | 2    | 300  | 205k  | D (14)   |
| Lady's Fan      | 50  | 26  | 2    | 300  | 205k  | D (14)   |
| Dwarven Trident | 51  | 32  | 2    | 2090 | 322k  | D (1170) |
| Pike            | 51  | 32  | 2    | 2090 | 322k  | D (1170) |
| Dwarven Pike    | 64  | 39  | 2    | 2070 | 484k  | D (1758) |
| War Hammer      | 64  | 39  | 2    | 2080 | 484k  | D (1758) |
| War Pick        | 79  | 47  | 3    | 2050 | 700k  | D (2545) |
| Winged Spear    | 79  | 47  | 3    | 2060 | 700k  | D (2545) |
| Glaive          | 92  | 54  | 3    | 2050 | 900k  | D (3272) |
| Body Slasher    | 107 | 61  | 2    | 2030 | 1145k | C (916)  |
| Orcish Glaive   | 107 | 61  | 2    | 2030 | 1145k | C (916)  |
| Scythe          | 107 | 61  | 2    | 2040 | 1145k | C (916)  |
| Bec de Corbin   | 122 | 68  | 2    | 2020 | 1435k | C (1148) |
| Poleaxe         | 139 | 76  | 3    | 2010 | 2150k | C (1720) |
| Scorpion        | 144 | 78  | 3    | 1990 | 2390k | C (1912) |
| Widow Maker     | 144 | 78  | 3    | 1980 | 2390k | C (1912) |
| Orcish Poleaxe  | 156 | 83  | 3    | 1950 | 3065k | C (2452) |
| Great Axe       | 175 | 91  | 1    | 1940 | 4340k | B (1157) |
| Lance           | 194 | 99  | 1    | 1920 | 6550k | B (1746) |
| Halberd         | 213 | 107 | 1    | 1900 | 9150k | B (2440) |

## ARMOR

This list is divided first by the location of the armor — chest, leggings, helms, gloves, footwear, cloaks, undergarments and one-pieces — followed by shields and then weapons and armor for pet wolves and



hatchling dragons. The chest, leggings and one-piece lists are further divided into light, heavy and magic/robes categories, since it is these pieces of armor that determine whether your Light, Heavy or Robe Mastery skill bonuses apply.

**P.Def** lists the additional Physical Defense you get when you wear the item. **Weight** is ... you know. **Pays** lists how much an NPC trader will pay for it. **Crystals** lists how many crystals, and what type, a Dwarf will gain if he crystallizes it. Magic armor can also boost your Mana Points (**MP+**), by the amount listed.

As you add your first armor, be aware that you are credited with a certain amount of armor protection even without any overt armor. How much this is depends on what it covers and whether you are a fighter or mystic:

| LOCATION      | FIGHTER P.DEF | MYSTIC P.DEF |
|---------------|---------------|--------------|
| Head          | 12            | 12           |
| Chest         | 31            | 15           |
| Legs          | 18            | 8            |
| Hands         | 8             | 8            |
| Feet          | 7             | 7            |
| Undergarments | 3             | 3            |
| Cloak         | 1             | 1            |

This means (for example) that a Tunic (P.Def 18) only adds 3 P.Def to a mystic, and it actually lowers a fighter's P.Def by 13.

## LIGHT CHEST PIECES

|                                      | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|--------------------------------------|-------|--------|--------|----------|
| <i>Squire's Shirt</i>                | 33    | 3301   | 13     | —        |
| <i>Shirt</i>                         | 36    | 4830   | 74     | —        |
| <i>Leather Shirt</i>                 | 43    | 4830   | 1,215  | —        |
| <i>Wooden Breastplate</i>            | 47    | 4820   | 3,980  | —        |
| <i>Bone Breastplate</i>              | 50    | 4770   | 10,150 | —        |
| <i>Cotton Shirt</i>                  | 50    | 4770   | 10,150 | —        |
| <i>Hard Leather Shirt</i>            | 53    | 4720   | 18,450 | —        |
| <i>Tattoo of Power</i>               | 53    | 4200   | 18,450 | —        |
| <i>Puma Skin Shirt</i>               | 58    | 4700   | 31,300 | D (113)  |
| <i>Lion Skin Shirt</i>               | 65    | 4580   | 49,950 | D (181)  |
| <i>Tattoo of Soul</i>                | 65    | 4150   | 49,950 | D (181)  |
| <i>Mithril Banded Mail</i>           | 73    | 4570   | 76k    | D (276)  |
| <i>Reinforced Leather Shirt</i>      | 73    | 4570   | 76k    | D (276)  |
| <i>Tattoo of Fire</i>                | 73    | 4050   | 76k    | D (276)  |
| <i>Tattoo of Resolve</i>             | 73    | 4000   | 76k    | D (276)  |
| <i>Manticore Skin Shirt</i>          | 81    | 4520   | 112k   | D (407)  |
| <i>Mithril Shirt</i>                 | 90    | 4470   | 189k   | C (151)  |
| <i>Plated Leather</i>                | 94    | 4450   | 223k   | C (178)  |
| <i>Rind Leather Armor</i>            | 97    | 4420   | 241k   | C (193)  |
| <i>Theca Leather Armor</i>           | 106   | 4370   | 412k   | C (330)  |
| <i>Tattoo of Bravery</i>             | 110   | 4100   | 535k   | C (428)  |
| <i>Zubei's Leather Shirt</i>         | 117   | 4330   | 780k   | B (208)  |
| <i>Tattoo of Avadon</i>              | 117   | 4000   | 780k   | B (208)  |
| <i>Tattoo of Pledge</i>              | 124   | 4000   | 780k   | B (208)  |
| <i>Tattoo of Doom</i>                | 125   | 4100   | 1205k  | B (321)  |
| <i>Prairie Leather Armor</i>         | 131   | 8000   | 1205k  | B (321)  |
| <i>Guardian's Leather Armor</i>      | 131   | 8000   | 1205k  | B (321)  |
| <i>Tattoo of Divine</i>              | 131   | 4100   | 1205k  | B (321)  |
| <i>Dark Crystal Leather Armor</i>    | 132   | 4300   | 1735k  | B (462)  |
| <i>Tattoo of Blood</i>               | 132   | 3800   | 1735k  | B (462)  |
| <i>Leather Armor o.t. Underworld</i> | 139   | 8000   | 1735k  | B (462)  |
| <i>Marksmen's Leather Armor</i>      | 139   | 4300   | 1735k  | B (462)  |
| <i>Tattoo of Flame</i>               | 139   | 800    | 1735k  | B (462)  |

## HEAVY CHEST PIECES

|                                  | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|----------------------------------|-------|--------|--------|----------|
| <i>Piece Bone Breastplate</i>    | 62    | 8970   | 15,900 | —        |
| <i>Bronze Breastplate</i>        | 68    | 8920   | 24,600 | —        |
| <i>Ring Mail Breastplate</i>     | 77    | 8820   | 41,750 | D (151)  |
| <i>Scale Mail</i>                | 87    | 8720   | 66,500 | D (241)  |
| <i>Mithril Breastplate</i>       | 95    | 8670   | 91,500 | D (332)  |
| <i>Compound Scale Mail</i>       | 95    | 8620   | 91,500 | D (332)  |
| <i>Dwarven Scale Mail</i>        | 95    | 8540   | 91,500 | D (332)  |
| <i>Blast Plate</i>               | 97    | 8420   | 101k   | D (369)  |
| <i>Brigandine Tunic</i>          | 108   | 8320   | 149k   | D (543)  |
| <i>Half Plate Armor</i>          | 111   | 8220   | 195k   | D (710)  |
| <i>Chain Mail Shirt</i>          | 120   | 8120   | 252k   | C (202)  |
| <i>Dwarven Chain Mail Shirt</i>  | 129   | 8070   | 322k   | C (257)  |
| <i>Zubei's Breastplate</i>       | 157   | 7970   | 1040k  | B (277)  |
| <i>Avadon Breastplate</i>        | 157   | 7920   | 1040k  | B (277)  |
| <i>Wolf Breastplate</i>          | 166   | 7820   | 1610k  | B (429)  |
| <i>Armor of Victory</i>          | 175   | 3360   | 1610k  | B (429)  |
| <i>Elven Crystal Breastplate</i> | 175   | 2400   | 1610k  | B (429)  |
| <i>Dark Crystal Breastplate</i>  | 176   | 7700   | 2315k  | B (617)  |
| <i>Breastplate of Valor</i>      | 185   | 3360   | 2315k  | B (617)  |

## MAGIC CHEST PIECES

|                               | P.DEF | WEIGHT | PAYS  | CRYSTALS | MP+ |
|-------------------------------|-------|--------|-------|----------|-----|
| <i>Apprentice's Tunic</i>     | 17    | 2150   | 13    | –        | 19  |
| <i>Tunic</i>                  | 18    | 2150   | 74    | –        | 24  |
| <i>Feriotic Tunic</i>         | 21    | 2140   | 1215  | –        | 38  |
| <i>Cotton Tunic</i>           | 21    | 2120   | 1215  | –        | 38  |
| <i>Leather Tunic</i>          | 25    | 2110   | 3980  | –        | 52  |
| <i>Tunic of Devotion</i>      | 30    | 2090   | 10150 | –        | 67  |
| <i>Tunic of Magic</i>         | 34    | 2080   | 18450 | –        | 86  |
| <i>Cursed Tunic</i>           | 39    | 2090   | 31300 | D (113)  | 106 |
| <i>Elven Tunic</i>            | 43    | 2080   | 49950 | D (181)  | 126 |
| <i>White Tunic</i>            | 43    | 2040   | 49950 | D (181)  | 126 |
| <i>Mystic's Tunic</i>         | 43    | 2030   | 49950 | D (181)  | 126 |
| <i>Tunic of Knowledge</i>     | 49    | 2020   | 76000 | D (276)  | 147 |
| <i>Mithril Tunic</i>          | 54    | 2010   | 112k  | D (407)  | 169 |
| <i>Elven Mithril Tunic</i>    | 54    | 720    | 112k  | D (407)  | 169 |
| <i>Karmian Tunic</i>          | 60    | 1980   | 189k  | C (151)  | 225 |
| <i>Demon's Tunic</i>          | 69    | 1990   | 368k  | C (294)  | 284 |
| <i>Divine Tunic</i>           | 74    | 1980   | 535k  | C (428)  | 314 |
| <i>Tunic of Zubei</i>         | 78    | 1960   | 780k  | B (208)  | 345 |
| <i>Blue Wolf Tunic</i>        | 83    | 1920   | 1205k | B (321)  | 377 |
| <i>Tunic of Doom</i>          | 83    | 1900   | 1205k | B (321)  | 377 |
| <i>Tunic of Mana</i>          | 87    | 2000   | 1205k | B (321)  | 377 |
| <i>Paradia Tunic</i>          | 87    | 1990   | 1205k | B (321)  | 377 |
| <i>Elemental Tunic</i>        | 87    | 1970   | 1205k | B (321)  | 377 |
| <i>Tunic of Solar Eclipse</i> | 87    | 1960   | 1205k | B (321)  | 377 |
| <i>Tunic of Summoning</i>     | 87    | 1950   | 1205k | B (321)  | 377 |
| <i>Phoenix Tunic</i>          | 87    | 1950   | 1205k | B (321)  | 377 |
| <i>Tunic of Grace</i>         | 87    | 1930   | 1205k | B (321)  | 377 |
| <i>Tunic of Aid</i>           | 87    | 1910   | 1205k | B (321)  | 377 |
| <i>Blood Tunic</i>            | 88    | 1860   | 1735k | B (462)  | 409 |
| <i>Tunic of Phantom</i>       | 92    | 1890   | 1735k | B (462)  | 409 |
| <i>Inferno Tunic</i>          | 92    | 1880   | 1735k | B (462)  | 409 |
| <i>Cerberus Tunic</i>         | 92    | 1870   | 1735k | B (462)  | 409 |

## LIGHT LEGGINGS

|                                   | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|-----------------------------------|-------|--------|--------|----------|
| <i>Squire's Pants</i>             | 20    | 1750   | 3      | –        |
| <i>Pants</i>                      | 22    | 1740   | 46     | –        |
| <i>Leather Pants</i>              | 27    | 1730   | 760    | –        |
| <i>Wooden Gaiters</i>             | 28    | 1670   | 2,485  | –        |
| <i>Hard Leather Pants</i>         | 29    | 1700   | 2,485  | –        |
| <i>Bone Gaiters</i>               | 32    | 1680   | 6,350  | –        |
| <i>Cotton Pants</i>               | 32    | 1630   | 6,350  | –        |
| <i>Hard Leather Gaiters</i>       | 33    | 1610   | 11,500 | –        |
| <i>Puma Skin Gaiters</i>          | 36    | 1600   | 19,550 | D (71)   |
| <i>Lion Skin Gaiters</i>          | 41    | 1570   | 31,250 | D (113)  |
| <i>Mithril Banded Gaiters</i>     | 46    | 1580   | 47,600 | D (173)  |
| <i>Reinforced Leather Gaiters</i> | 46    | 1570   | 47,600 | D (173)  |
| <i>Manticore Skin Gaiters</i>     | 51    | 1550   | 70,000 | D (254)  |
| <i>Tempered Mithril Gaiters</i>   | 56    | 1530   | 118k   | C (94)   |
| <i>Plated Leather Gaiters</i>     | 59    | 1560   | 139k   | C (111)  |
| <i>Rind Leather Gaiters</i>       | 60    | 1550   | 151k   | C (120)  |
| <i>Theca Leather Gaiters</i>      | 66    | 1530   | 258k   | C (206)  |
| <i>Zubei's Leather Shirt</i>      | 73    | 1480   | 486k   | B (129)  |
| <i>Prairie Leather Gaiters</i>    | 82    | 4800   | 755k   | B (201)  |
| <i>Guardian's Leather Gaiters</i> | 82    | 4800   | 755k   | B (201)  |
| <i>Dark Crystalline Leggings</i>  | 82    | 1480   | 1085k  | B (289)  |
| <i>Gaiters of The Underworld</i>  | 87    | 4800   | 1085k  | B (289)  |
| <i>Marksman's Leather Gaiters</i> | 87    | 1490   | 1085k  | B (289)  |

## HEAVY LEGGINGS

|                               | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|-------------------------------|-------|--------|--------|----------|
| <i>Piece Bone Gaiters</i>     | 39    | 4020   | 9,950  | –        |
| <i>Bronze Gaiters</i>         | 43    | 3960   | 15,350 | –        |
| <i>Iron Plate Gaiters</i>     | 48    | 3820   | 26,100 | D (94)   |
| <i>Scale Gaiters</i>          | 54    | 3860   | 41,650 | D (151)  |
| <i>Dwarven Scale Gaiters</i>  | 61    | 3840   | 63,500 | D (230)  |
| <i>Mithril Gaiters</i>        | 61    | 3830   | 63,500 | D (230)  |
| <i>Compound Scale Gaiters</i> | 61    | 3770   | 63,500 | D (230)  |
| <i>Mithril Scale Gaiters</i>  | 68    | 3870   | 93,500 | D (340)  |
| <i>Brigandine Gaiters</i>     | 68    | 3820   | 93,500 | D (340)  |
| <i>Plate Gaiters</i>          | 70    | 3770   | 122k   | D (443)  |
| <i>Chain Gaiters</i>          | 75    | 3680   | 158k   | C (126)  |
| <i>Dwarven Chain Gaiters</i>  | 80    | 3620   | 201k   | C (161)  |
| <i>Zubei's Gaiters</i>        | 98    | 3570   | 650k   | B (173)  |
| <i>Avadon Gaiters</i>         | 98    | 3520   | 650k   | B (173)  |
| <i>Blue Wolf Gaiters</i>      | 104   | 3370   | 1005k  | B (268)  |
| <i>Wolf Gaiters</i>           | 109   | 2560   | 1005k  | B (268)  |
| <i>Gaiters of Victory</i>     | 109   | 2240   | 1005k  | B (268)  |
| <i>Elven Crystal Gaiters</i>  | 109   | 2240   | 1005k  | B (268)  |
| <i>Dark Crystal Gaiters</i>   | 110   | 3320   | 1445k  | B (385)  |
| <i>Gaiters of Valor</i>       | 116   | 2240   | 1445k  | B (385)  |

## MAGIC LEGGINGS

|                                   | P.DEF | WEIGHT | PAYS  | CRYSTALS | MP+ |
|-----------------------------------|-------|--------|-------|----------|-----|
| <i>Apprentice's Stockings</i>     | 10    | 1100   | 3     | –        | 10  |
| <i>Stockings</i>                  | 11    | 1080   | 46    | –        | 15  |
| <i>Feriotic Stockings</i>         | 13    | 1070   | 760   | –        | 23  |
| <i>Cotton Stockings</i>           | 13    | 1060   | 760   | –        | 23  |
| <i>Leather Stockings</i>          | 16    | 1020   | 2485  | –        | 33  |
| <i>Stockings of Devotion</i>      | 19    | 1040   | 6350  | –        | 42  |
| <i>Stockings of Magic</i>         | 21    | 1030   | 11500 | –        | 54  |
| <i>Cursed Stockings</i>           | 24    | 1020   | 19550 | D (71)   | 66  |
| <i>Elven Stockings</i>            | 27    | 1010   | 31250 | D (113)  | 79  |
| <i>Dark Stockings</i>             | 27    | 1000   | 31250 | D (113)  | 79  |
| <i>Mystic's Stockings</i>         | 27    | 990    | 31250 | D (113)  | 79  |
| <i>Stockings of Knowledge</i>     | 30    | 1000   | 47600 | D (173)  | 92  |
| <i>Elven Mithril Stockings</i>    | 34    | 2400   | 70000 | D (254)  | 105 |
| <i>Mithril Stockings</i>          | 34    | 980    | 70000 | D (254)  | 105 |
| <i>Karmian Stockings</i>          | 37    | 970    | 118k  | C (94)   | 141 |
| <i>Demon's Stockings</i>          | 43    | 980    | 230k  | C (184)  | 177 |
| <i>Divine Stockings</i>           | 46    | 960    | 335k  | C (268)  | 196 |
| <i>Stockings of Zubei</i>         | 49    | 940    | 486k  | B (129)  | 216 |
| <i>Blue Wolf Stockings</i>        | 52    | 920    | 755k  | B (201)  | 236 |
| <i>Stockings of Doom</i>          | 52    | 910    | 755k  | B (201)  | 236 |
| <i>Stockings of Mana</i>          | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Stockings of Solar Eclipse</i> | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Stockings of Summoning</i>     | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Stockings of Grace</i>         | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Phoenix Stockings</i>          | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Stockings of Aid</i>           | 55    | 2400   | 755k  | B (201)  | 236 |
| <i>Paradia Stockings</i>          | 55    | 1600   | 755k  | B (201)  | 236 |
| <i>Elemental Stockings</i>        | 55    | 1600   | 755k  | B (201)  | 236 |
| <i>Blood Stockings</i>            | 55    | 920    | 1085k | B (289)  | 256 |
| <i>Cerberus Stockings</i>         | 58    | 6400   | 1085k | B (289)  | 256 |
| <i>Inferno Stockings</i>          | 58    | 1600   | 1085k | B (289)  | 256 |
| <i>Stockings of Phantom</i>       | 58    | 1600   | 1085k | B (289)  | 256 |

## HELMS

|                                | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|--------------------------------|-------|--------|--------|----------|
| <i>Cloth Cap</i>               | 13    | 660    | 28     | –        |
| <i>Leather Cap</i>             | 16    | 660    | 456    | –        |
| <i>Wooden Helmet</i>           | 19    | 660    | 1,990  | –        |
| <i>Leather Helmet</i>          | 23    | 650    | 5,100  | –        |
| <i>Hard Leather Helmet</i>     | 26    | 640    | 9,200  | –        |
| <i>Bone Helmet</i>             | 29    | 640    | 15,650 | D (56)   |
| <i>Bronze Helmet</i>           | 33    | 630    | 25,000 | D (90)   |
| <i>Helmet</i>                  | 37    | 640    | 38,100 | D (138)  |
| <i>Brigandine Helmet</i>       | 41    | 630    | 56,000 | D (203)  |
| <i>Plate Helmet</i>            | 44    | 630    | 73,500 | D (267)  |
| <i>Chain Helmet</i>            | 45    | 620    | 73,500 | C (59)   |
| <i>Chain Hood</i>              | 47    | 620    | 94,500 | C (75)   |
| <i>Steel Plate Helmet</i>      | 49    | 610    | 103k   | C (82)   |
| <i>Great Helmet</i>            | 51    | 610    | 121k   | C (96)   |
| <i>Composite Helmet</i>        | 54    | 610    | 184k   | C (147)  |
| <i>Shining Circlet</i>         | 54    | 600    | 184k   | C (147)  |
| <i>Full Plate Helmet</i>       | 58    | 600    | 268k   | C (214)  |
| <i>Phoenix Hood</i>            | 58    | 590    | 268k   | C (214)  |
| <i>Flame Helm</i>              | 58    | 400    | 268k   | C (214)  |
| <i>Helm of Avadon</i>          | 58    | 400    | 268k   | C (214)  |
| <i>Helmet of Pledge</i>        | 58    | 400    | 268k   | C (214)  |
| <i>Cap of Mana</i>             | 58    | 320    | 268k   | C (214)  |
| <i>Paradia Hood</i>            | 58    | 320    | 268k   | C (214)  |
| <i>Hood of Solar Eclipse</i>   | 58    | 320    | 268k   | C (214)  |
| <i>Hood of Summoning</i>       | 58    | 320    | 268k   | C (214)  |
| <i>Elemental Hood</i>          | 58    | 320    | 268k   | C (214)  |
| <i>Hood of Grace</i>           | 58    | 320    | 268k   | C (214)  |
| <i>Hood of Aid</i>             | 58    | 320    | 268k   | C (214)  |
| <i>Mithril Helmet</i>          | 58    | 240    | 268k   | C (214)  |
| <i>Zubei's Helmet</i>          | 62    | 590    | 389k   | B (103)  |
| <i>Avadon Circlet</i>          | 62    | 590    | 389k   | B (103)  |
| <i>Armet</i>                   | 62    | 580    | 515k   | B (4)    |
| <i>Helm of Bravery</i>         | 62    | 400    | 389k   | B (103)  |
| <i>Absolute Helm</i>           | 62    | 400    | 389k   | B (103)  |
| <i>Helm of Doom</i>            | 62    | 400    | 389k   | B (103)  |
| <i>Divine Helm</i>             | 62    | 400    | 389k   | B (103)  |
| <i>Sage's Cap</i>              | 62    | 320    | 389k   | B (103)  |
| <i>Inferno Hood</i>            | 62    | 320    | 389k   | B (103)  |
| <i>Hood of Black Ore</i>       | 62    | 320    | 389k   | B (103)  |
| <i>Otherworldly Hood</i>       | 62    | 320    | 389k   | B (103)  |
| <i>Hood of Phantom</i>         | 62    | 320    | 389k   | B (103)  |
| <i>Hood of Holy Spirit</i>     | 62    | 320    | 389k   | B (103)  |
| <i>Cerberus Hood</i>           | 62    | 320    | 389k   | B (103)  |
| <i>Hood of Blessing</i>        | 62    | 320    | 389k   | B (103)  |
| <i>Helmet of Victory</i>       | 66    | 640    | 605k   | B (161)  |
| <i>Wolf Helmet</i>             | 66    | 580    | 605k   | B (161)  |
| <i>Elven Crystal Helmet</i>    | 66    | 580    | 605k   | B (161)  |
| <i>Blue Wolf Helmet</i>        | 66    | 580    | 605k   | B (161)  |
| <i>Doom Helmet</i>             | 66    | 580    | 605k   | B (161)  |
| <i>Implosion Helmet</i>        | 66    | 480    | 605k   | B (161)  |
| <i>Prairie Helmet</i>          | 66    | 480    | 605k   | B (161)  |
| <i>Art of Helmet</i>           | 66    | 400    | 605k   | B (161)  |
| <i>Helmet of Silence</i>       | 66    | 320    | 605k   | B (161)  |
| <i>Helmet of Concentration</i> | 66    | 320    | 605k   | B (161)  |
| <i>Guardian's Helmet</i>       | 66    | 240    | 605k   | B (161)  |
| <i>Shining Dragon Helmet</i>   | 69    | 880    | 870k   | B (232)  |
| <i>Helmet of Valor</i>         | 69    | 720    | 870k   | B (232)  |
| <i>Dark Crystal Helmet</i>     | 69    | 570    | 870k   | B (232)  |
| <i>Gust Helmet</i>             | 69    | 570    | 870k   | B (232)  |
| <i>Blood Helm</i>              | 69    | 570    | 870k   | B (232)  |
| <i>Dark Dragon Helmet</i>      | 69    | 400    | 870k   | B (232)  |
| <i>Helm of The Underworld</i>  | 69    | 320    | 870k   | B (232)  |
| <i>Ace's Helmet</i>            | 69    | 320    | 870k   | B (232)  |
| <i>Marksman Helmet</i>         | 69    | 240    | 870k   | B (232)  |

## GLOVES

|                                  | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|----------------------------------|-------|--------|--------|----------|
| <i>Short Gloves</i>              | 9     | 660    | 19     | –        |
| <i>Short Leather Gloves</i>      | 11    | 660    | 304    | –        |
| <i>Gloves</i>                    | 13    | 660    | 1,325  | –        |
| <i>Leather Gloves</i>            | 15    | 650    | 3,385  | –        |
| <i>Bracer</i>                    | 17    | 650    | 6,150  | –        |
| <i>Excellent Leather Gloves</i>  | 19    | 650    | 10,450 | D (38)   |
| <i>Leather Gauntlets</i>         | 22    | 640    | 16,650 | D (60)   |
| <i>Gauntlets</i>                 | 24    | 640    | 25,400 | D (92)   |
| <i>Reinforced Leather Gloves</i> | 24    | 640    | 25,400 | D (92)   |
| <i>Gloves of Knowledge</i>       | 24    | 640    | 25,400 | D (92)   |
| <i>Elven Mithril Gloves</i>      | 27    | 640    | 37,350 | D (135)  |
| <i>Rip Gauntlets</i>             | 27    | 630    | 37,350 | D (135)  |
| <i>Manticore Skin Gloves</i>     | 27    | 630    | 37,350 | D (135)  |
| <i>Brigandine Gauntlets</i>      | 27    | 630    | 37,350 | D (135)  |
| <i>Mithril Gloves</i>            | 29    | 630    | 48,900 | D (177)  |
| <i>Sage's Worn Gloves</i>        | 29    | 630    | 48,900 | D (177)  |
| <i>Ogre Power Gauntlets</i>      | 29    | 620    | 48,900 | D (177)  |
| <i>Reinforced Mithril Gloves</i> | 32    | 620    | 63,000 | C (50)   |
| <i>Chain Gloves</i>              | 32    | 620    | 63,000 | C (50)   |
| <i>Karmian Gloves</i>            | 32    | 620    | 63,000 | C (50)   |
| <i>Plated Leather Gloves</i>     | 33    | 610    | 74,500 | C (59)   |
| <i>Paagrio Hand</i>              | 34    | 1600   | 80,500 | C (64)   |
| <i>Gloves of Seal</i>            | 34    | 620    | 80,500 | C (64)   |
| <i>Dwarven Chain Gloves</i>      | 34    | 600    | 80,500 | C (64)   |
| <i>Rind Leather Gloves</i>       | 34    | 600    | 80,500 | C (64)   |
| <i>Demon's Gloves</i>            | 36    | 610    | 122k   | C (98)   |
| <i>Mithril Gauntlets</i>         | 36    | 600    | 122k   | C (98)   |
| <i>Theca Leather Gloves</i>      | 37    | 600    | 137k   | C (110)  |
| <i>Gauntlets of Ghost</i>        | 39    | 1920   | 179k   | C (143)  |
| <i>Blessed Gloves</i>            | 39    | 610    | 179k   | C (143)  |
| <i>Drake Leather Gloves</i>      | 39    | 600    | 179k   | C (143)  |
| <i>Full Plate Gauntlets</i>      | 39    | 600    | 179k   | C (143)  |
| <i>Divine Gloves</i>             | 39    | 600    | 179k   | C (143)  |
| <i>Saint Knight's Gauntlets</i>  | 41    | 6400   | 259k   | B (69)   |
| <i>Zubei's Gauntlets</i>         | 41    | 590    | 259k   | B (69)   |
| <i>Avadon Gloves</i>             | 41    | 590    | 259k   | B (69)   |
| <i>Chain Gloves of Silence</i>   | 41    | 590    | 259k   | B (69)   |
| <i>Guardian's Gloves</i>         | 41    | 590    | 259k   | B (69)   |
| <i>Gloves of Blessing</i>        | 41    | 590    | 259k   | B (69)   |
| <i>Soul Leech Gauntlets</i>      | 44    | 4800   | 402k   | B (107)  |
| <i>Blue Wolf Gloves</i>          | 44    | 590    | 402k   | B (107)  |
| <i>Doom Gloves</i>               | 44    | 580    | 402k   | B (107)  |
| <i>Absolute Gloves</i>           | 44    | 580    | 402k   | B (107)  |
| <i>Gloves of Grace</i>           | 44    | 580    | 402k   | B (107)  |
| <i>Implosion Gauntlets</i>       | 44    | 580    | 402k   | B (107)  |
| <i>Paradia Gloves</i>            | 44    | 580    | 402k   | B (107)  |
| <i>Gloves of The Underworld</i>  | 46    | 580    | 580k   | B (154)  |
| <i>Dark Crystal Gloves</i>       | 46    | 580    | 580k   | B (154)  |
| <i>Blood Gloves</i>              | 46    | 580    | 580k   | B (154)  |
| <i>Gust Bracer</i>               | 46    | 580    | 580k   | B (154)  |
| <i>Phoenix Gloves</i>            | 46    | 570    | 580k   | B (154)  |
| <i>Gloves of Black Ore</i>       | 46    | 570    | 580k   | B (154)  |

## FOOTWEAR

|                            | P.DEF | WEIGHT | PAYS  | CRYSTALS |
|----------------------------|-------|--------|-------|----------|
| <i>Apprentice's Shoes</i>  | 8     | 1320   | 4     | –        |
| <i>Cloth Shoes</i>         | 9     | 1320   | 19    | –        |
| <i>Leather Sandals</i>     | 9     | 1320   | 19    | –        |
| <i>Cotton Shoes</i>        | 11    | 1320   | 304   | –        |
| <i>Crude Leather Shoes</i> | 11    | 1320   | 304   | –        |
| <i>Leather Shoes</i>       | 13    | 1320   | 1,325 | –        |
| <i>Low Boots</i>           | 15    | 1320   | 3,385 | –        |



|                                 | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|---------------------------------|-------|--------|--------|----------|
| <i>Boots</i>                    | 17    | 1310   | 6,150  | –        |
| <i>Leather Boots</i>            | 19    | 1300   | 10,450 | D (38)   |
| <i>Blue Buckskin Boots</i>      | 22    | 1300   | 16,650 | D (60)   |
| <i>Mithril Boots</i>            | 24    | 1290   | 22,950 | D (83)   |
| <i>Iron Boots</i>               | 24    | 1280   | 25,400 | D (92)   |
| <i>Reinforced Leather Boots</i> | 24    | 1280   | 25,400 | D (92)   |
| <i>Boots of Knowledge</i>       | 24    | 1270   | 25,400 | D (92)   |
| <i>Manticore Skin Boots</i>     | 27    | 1260   | 37,350 | D (135)  |
| <i>Boots of Power</i>           | 27    | 1250   | 37,350 | D (135)  |
| <i>Brigandine Boots</i>         | 27    | 1250   | 37,350 | D (135)  |
| <i>Elven Mithril Boots</i>      | 27    | 1250   | 37,350 | D (135)  |
| <i>Assault Boots</i>            | 29    | 1240   | 48,900 | D (177)  |
| <i>Plate Boots</i>              | 29    | 1240   | 48,900 | D (177)  |
| <i>Slamander Skin Boots</i>     | 29    | 1230   | 48,900 | D (177)  |
| <i>Karmian Boots</i>            | 32    | 1230   | 63,000 | C (50)   |
| <i>Chain Boots</i>              | 32    | 1220   | 63,000 | C (50)   |
| <i>Plated Leather Boots</i>     | 32    | 1220   | 63,000 | C (50)   |
| <i>Boots of Seal</i>            | 32    | 1220   | 63,000 | C (50)   |
| <i>Dwarven Chain Boots</i>      | 32    | 1210   | 63,000 | C (50)   |
| <i>Rind Leather Boots</i>       | 34    | 1220   | 80,500 | C (64)   |
| <i>Crimson Boots</i>            | 34    | 1210   | 80,500 | C (64)   |
| <i>Forgotten Boots</i>          | 36    | 4000   | 122k   | C (98)   |
| <i>Composite Boots</i>          | 36    | 1220   | 122k   | C (98)   |
| <i>Demon's Boots</i>            | 36    | 1220   | 122k   | C (98)   |
| <i>Theca Leather Boots</i>      | 37    | 1210   | 137k   | C (110)  |
| <i>Adamantite Boots</i>         | 39    | 4000   | 179k   | C (143)  |
| <i>Drake Leather Boots</i>      | 39    | 1210   | 179k   | C (143)  |
| <i>Divine Boots</i>             | 39    | 1200   | 179k   | C (143)  |
| <i>Full Plate Boots</i>         | 39    | 1200   | 179k   | C (143)  |
| <i>Boots of Aid</i>             | 41    | 1200   | 259k   | B (69)   |
| <i>Boots of Silence</i>         | 41    | 1190   | 259k   | B (69)   |
| <i>Zubei's Boots</i>            | 41    | 1180   | 259k   | B (69)   |
| <i>Wolf Boots</i>               | 41    | 1180   | 259k   | B (69)   |
| <i>Boots of Victory</i>         | 41    | 1180   | 259k   | B (69)   |
| <i>Glorious Boots</i>           | 41    | 1180   | 259k   | B (69)   |
| <i>Elven Crystal Boots</i>      | 41    | 1180   | 259k   | B (69)   |
| <i>Guardian's Boots</i>         | 41    | 1180   | 259k   | B (69)   |
| <i>Boots of Mana</i>            | 41    | 1180   | 259k   | B (69)   |
| <i>Boots of Solar Eclipse</i>   | 41    | 1180   | 259k   | B (69)   |
| <i>Boots of Concentration</i>   | 41    | 1170   | 259k   | B (69)   |
| <i>Boots of Summoning</i>       | 41    | 1170   | 259k   | B (69)   |
| <i>Avadon Boots</i>             | 41    | 1170   | 259k   | B (69)   |
| <i>Boots of Blessing</i>        | 41    | 1160   | 259k   | B (69)   |
| <i>Elven Vagjan Boots</i>       | 41    | 1150   | 259k   | B (69)   |
| <i>Art of Boots</i>             | 41    | 1150   | 259k   | B (69)   |
| <i>Prairie Boots</i>            | 41    | 1140   | 259k   | B (69)   |
| <i>Composite Boots</i>          | 41    | 200    | 259k   | B (69)   |
| <i>Boots of Black Ore</i>       | 44    | 1200   | 402k   | B (107)  |
| <i>Otherworldly Boots</i>       | 44    | 1200   | 402k   | B (107)  |
| <i>Boots of Holy Spirit</i>     | 44    | 1200   | 402k   | B (107)  |
| <i>Shining Dragon Boots</i>     | 44    | 1150   | 402k   | B (107)  |
| <i>Boots of Valor</i>           | 44    | 1150   | 402k   | B (107)  |
| <i>Implosion Boots</i>          | 44    | 1150   | 402k   | B (107)  |
| <i>Ace's Boots</i>              | 44    | 1150   | 402k   | B (107)  |
| <i>Marksman Boots</i>           | 44    | 1150   | 402k   | B (107)  |
| <i>Sage's Boots</i>             | 44    | 1150   | 402k   | B (107)  |
| <i>Paradia Boots</i>            | 44    | 1140   | 402k   | B (107)  |
| <i>Dark Dragon Boots</i>        | 44    | 1130   | 402k   | B (107)  |
| <i>Dark Vagjan Boots</i>        | 44    | 1130   | 402k   | B (107)  |
| <i>Hell Boots</i>               | 44    | 1130   | 402k   | B (107)  |
| <i>Masterpiece Boots</i>        | 44    | 1130   | 402k   | B (107)  |
| <i>Elemental Boots</i>          | 44    | 1130   | 402k   | B (107)  |
| <i>Boots of Grace</i>           | 44    | 1130   | 402k   | B (107)  |
| <i>Boots of Doom</i>            | 44    | 1130   | 402k   | B (107)  |
| <i>Blue Wolf Boots</i>          | 44    | 1130   | 402k   | B (107)  |
| <i>Blood Boots</i>              | 46    | 1130   | 580k   | B (154)  |

|                                | P.DEF | WEIGHT | PAYS | CRYSTALS |
|--------------------------------|-------|--------|------|----------|
| <i>Absolute Boots</i>          | 46    | 1130   | 580k | B (154)  |
| <i>Boots of Pledge</i>         | 46    | 1130   | 580k | B (154)  |
| <i>Red Flame Boots</i>         | 46    | 1120   | 580k | B (154)  |
| <i>Gust Boots</i>              | 46    | 1120   | 580k | B (154)  |
| <i>Phoenix Boots</i>           | 46    | 1120   | 580k | B (154)  |
| <i>Dark Crystal Boots</i>      | 46    | 1110   | 580k | B (154)  |
| <i>Boots of The Underworld</i> | 46    | 1110   | 580k | B (154)  |
| <i>Boots of Bravery</i>        | 46    | 1050   | 580k | B (154)  |
| <i>Flame Boots</i>             | 46    | 1020   | 580k | B (154)  |

## LIGHT ONE-PIECE ARMOR

|                                      | P.DEF | WEIGHT | PAYS  | CRYSTALS |
|--------------------------------------|-------|--------|-------|----------|
| <i>Salamander Skin Mail</i>          | 136   | 6100   | 214k  | D (780)  |
| <i>Drake Leather Armor</i>           | 179   | 5800   | 785k  | C (628)  |
| <i>Avadon Leather Armor</i>          | 191   | 5600   | 1140k | B (304)  |
| <i>Blue Wolf Leather Armor</i>       | 202   | 5500   | 1765k | B (470)  |
| <i>Leather Armor of Doom</i>         | 202   | 5500   | 1765k | B (470)  |
| <i>Chain Mail of Silence</i>         | 213   | 3200   | 1765k | B (470)  |
| <i>Leather Suit of Concentration</i> | 213   | 2400   | 1765k | B (470)  |
| <i>Blood Leather Armor</i>           | 214   | 5400   | 2540k | B (677)  |
| <i>Gust Chain Mail</i>               | 225   | 2720   | 2540k | B (677)  |
| <i>Ace's Leather Armor</i>           | 225   | 2400   | 2540k | B (677)  |

## HEAVY ONE-PIECE ARMOR

|                             | P.DEF | WEIGHT | PAYS  | CRYSTALS |
|-----------------------------|-------|--------|-------|----------|
| <i>Composite Armor</i>      | 224   | 10980  | 720k  | C (576)  |
| <i>Full Plate Armor</i>     | 239   | 10480  | 1045k | C (836)  |
| <i>Doom Plate Armor</i>     | 270   | 9980   | 2355k | B (628)  |
| <i>Glorious Armor</i>       | 284   | 6720   | 2355k | B (628)  |
| <i>Art of Plate</i>         | 284   | 6720   | 2355k | B (628)  |
| <i>Complete Plate Armor</i> | 284   | 6400   | 2355k | B (628)  |
| <i>Implosion Armor</i>      | 284   | 6080   | 2355k | B (628)  |
| <i>Elven Vagjan Armor</i>   | 284   | 2400   | 2355k | B (628)  |
| <i>Blood Plate Armor</i>    | 286   | 9780   | 3385k | B (902)  |
| <i>Shining Dragon Armor</i> | 301   | 6400   | 3385k | B (902)  |
| <i>Red Flame Armor</i>      | 301   | 6400   | 3385k | B (902)  |
| <i>Hell Plate</i>           | 301   | 6400   | 3385k | B (902)  |
| <i>Dark Dragon Armor</i>    | 301   | 5760   | 3385k | B (902)  |
| <i>Masterpiece Armor</i>    | 301   | 5600   | 3385k | B (902)  |
| <i>Dark Vagjan Armor</i>    | 301   | 2400   | 3385k | B (902)  |

## MAGIC ONE-PIECE ARMOR

|                            | P.DEF | WEIGHT | PAYS  | CRYSTALS | MP+ |
|----------------------------|-------|--------|-------|----------|-----|
| <i>Cotton Robe</i>         | 35    | 2750   | 1775  | –        | 61  |
| <i>Robe of Devotion</i>    | 49    | 2650   | 14850 | –        | 109 |
| <i>Robe of Magic</i>       | 56    | 2600   | 26950 | –        | 140 |
| <i>Sage's Rag</i>          | 90    | 2580   | 214k  | D (780)  | 320 |
| <i>Robe of Seal</i>        | 105   | 2500   | 353k  | C (282)  | 413 |
| <i>Avadon Robe</i>         | 127   | 2540   | 1140k | B (304)  | 561 |
| <i>Dark Crystal Robe</i>   | 143   | 2450   | 2540k | B (677)  | 665 |
| <i>Sage's Robe</i>         | 150   | 1600   | 2540k | B (677)  | 665 |
| <i>Robe of Black Ore</i>   | 150   | 1600   | 2540k | B (677)  | 665 |
| <i>Otherworldly Robe</i>   | 150   | 1600   | 2540k | B (677)  | 665 |
| <i>Robe of Holy Spirit</i> | 150   | 1600   | 2540k | B (677)  | 665 |
| <i>Robe of Blessing</i>    | 150   | 1600   | 2540k | B (677)  | 665 |

## CLOAKS \*

|                          | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|--------------------------|-------|--------|--------|----------|
| Hemp Cloak               | 2     | 260    | 19     | –        |
| Cloak of Invisibility    | 2     | 260    | 19     | –        |
| Cotton Cloak             | 3     | 250    | 304    | –        |
| Silk Cloak               | 4     | 250    | 1,325  | –        |
| Cloak of Silence         | 5     | 250    | 3,385  | –        |
| Golden Yarn Cloak        | 5     | 250    | 6,150  | –        |
| Knight's Cloak           | 7     | 240    | 10,450 | D (38)   |
| Cobweb Cloak             | 8     | 240    | 16,650 | D (60)   |
| Cloak of Magic           | 11    | 240    | 37,350 | D (135)  |
| Mithril Cloak            | 11    | 240    | 48,900 | D (177)  |
| Shadow Cloak             | 12    | 240    | 63,000 | C (50)   |
| Cloak of Self Protection | 13    | 240    | 80,500 | C (64)   |
| Ancient Cloak            | 15    | 230    | 122k   | C (98)   |
| Cloak of Protection      | 16    | 230    | 179k   | C (143)  |
| Cloak of Hell            | 18    | 220    | 402k   | B (107)  |
| Holy Spirit's Cloak      | 18    | 220    | 580k   | B (154)  |

## UNDERGARMENTS \*

|                              | P.DEF | WEIGHT | PAYS   | CRYSTALS |
|------------------------------|-------|--------|--------|----------|
| Cotton Undergarment          | 4     | 170    | 9      | –        |
| Wool Undergarment            | 5     | 170    | 152    | –        |
| Silk Yarn Undergarment Set   | 6     | 170    | 665    | –        |
| Pure White Undergarment Set  | 9     | 160    | 3,075  | –        |
| One-Piece Swimsuit           | 10    | 150    | 5,200  | D (18)   |
| Bikini Set                   | 11    | 150    | 8,350  | D (30)   |
| Cursed Undergarment Set      | 12    | 150    | 12,700 | D (46)   |
| Mithril Undergarment Set     | 16    | 140    | 31,550 | C (25)   |
| Fascination Undergarment Set | 17    | 140    | 40,250 | C (32)   |
| Demon's Undergarment Set     | 19    | 140    | 89,500 | C (71)   |
| Holy Undergarment Set        | 22    | 140    | 201k   | B (53)   |

\* Cloaks and undergarments were not yet in the game as this guide was completed, but we hope to see them soon.

## ARMOR SETS

There are many sets of armor, but only these seventeen give you any bonuses beyond the standard light, heavy or robe combinations. In these sets, the shield is always optional, but equipping it always gives you one more defensive bonus. Note that there are a few negative effects.

| CHEST (OR FULL)          | LEGGINGS                  | HELMET, GLOVES OR BOOTS  | SHIELD (OPTIONAL) | EFFECT                                               |
|--------------------------|---------------------------|--------------------------|-------------------|------------------------------------------------------|
| Wooden Breastplate       | Wooden Gaiters            | Wooden Helmet            |                   | HP +41                                               |
| Tunic of Devotion        | Stockings of Devotion     | Leather Helmet           |                   | Casting Speed +15%                                   |
| Mithril Breastplate      | Mithril Gaiters           | Helmet                   | Hoplon            | Poison Resistance -20 [HP +126 with Hoplon]          |
| Reinforced Leather Shirt | Reinforc. Leather Gaiters | Reinforced Leather Boots |                   | MP +80                                               |
| Tunic of Knowledge       | Stockings of Knowledge    | Gloves of Knowledge      |                   | M.Atk +10%; MP regen rate -5                         |
| Manticore Skin Shirt     | Manticore Skin Gaiters    | Manticore Skin Boots     |                   | MP +92                                               |
| Brigandine Tunic         | Brigandine Gaiters        | Brigandine Helmet        | Brigandine Shield | P.Def +5%; HP +153 [HP +20 (+173) with Brig. Shield] |
| Mithril Tunic            | Mithril Stockings         | Elven Mithril Gloves     |                   | Move Speed +7; WIS +1; INT -1                        |
| Mithril Shirt            | Tempered Mithril Gaiters  | Mithril Boots            |                   | Evasion +4                                           |
| Chain Mail Shirt         | Chain Gaiters             | Chain Hood               | Chain Shield      | P.Def (vs. daggers) +5% [HP +198 with Chain Shield]  |
| Karmian Tunic            | Karmian Stockings         | Karmian Gloves           |                   | P.Def +5%; Casting Speed +15%                        |
| Plated Leather           | Plated Leather Gaiters    | Plated Leather Boots     |                   | STR +4; CON -1                                       |
| Composite Armor          |                           | Composite Helmet         | Composite Shield  | Weight Limit +5800 [M.Def +5% with Comp. Shield]     |
| Demon's Tunic            | Demon's Stockings         | Demon's Gloves           |                   | INT +4; WIT -1; HP -270                              |
| Theca Leather Armor      | Theca Leather Gaiters     | Theca Leather Boots      |                   | P.Def +5%                                            |
| Full Plate Armor         |                           | Full Plate Helmet        | Full Plate Shield | HP +270 [Shield Defense +5% with Full Plate Shield]  |
| Divine Tunic             | Divine Stockings          | Blessed Gloves           |                   | P.Def +5%; MP +171; WIT +1; INT -1                   |
| Drake Leather Armor      |                           | Drake Leather Boots      |                   | M.Def +5%                                            |

## SHIELDS

The shield entries list the additional defense you get when your shield blocks an attack. Note that a shield will only block about 20% of the attacks made against you, and it won't block an attack made from behind you. Bigger and better shields don't block more attacks — they just absorb more of the damage for those attacks they do block.



|                          | SHIELD | P.DEF | WEIGHT | PAYS    | CRYSTALS |
|--------------------------|--------|-------|--------|---------|----------|
| Leather Shield           | 47     | 1430  | 20     | –       | –        |
| Small Shield             | 56     | 1420  | 319    | –       | –        |
| Buckler                  | 67     | 1410  | 1,390  | –       | –        |
| Skeleton Buckler         | 69     | 1400  | 1,720  | –       | –        |
| Round Shield             | 79     | 1390  | 3,555  | –       | –        |
| Bone Shield              | 90     | 1380  | 6,450  | –       | –        |
| Bronze Shield            | 101    | 1370  | 10,950 | D (39)  | –        |
| Aspis                    | 114    | 1350  | 17,500 | D (63)  | –        |
| Hoplón                   | 128    | 1340  | 26,650 | D (96)  | –        |
| Kite Shield              | 142    | 1320  | 39,200 | D (142) | –        |
| Brigandine Shield        | 142    | 1320  | 39,200 | D (142) | –        |
| Square Shield            | 154    | 1310  | 51,500 | D (187) | –        |
| Plate Shield             | 154    | 1310  | 51,500 | D (187) | –        |
| Eldarake                 | 166    | 1290  | 66,500 | C (53)  | –        |
| Chain Shield             | 166    | 1280  | 66,500 | C (53)  | –        |
| Dwarven Chain Shield     | 174    | 1280  | 78,000 | C (62)  | –        |
| Knight Shield            | 178    | 1260  | 84,500 | C (67)  | –        |
| Tower Shield             | 190    | 1240  | 129k   | C (103) | –        |
| Composite Shield         | 190    | 1230  | 129k   | C (103) | –        |
| Full Plate Shield        | 203    | 1220  | 187k   | C (150) | –        |
| Shield of Victory        | 216    | 6400  | 272k   | B (72)  | –        |
| Implosion Shield         | 216    | 4800  | 272k   | B (72)  | –        |
| Shield of Solar Eclipse  | 216    | 4800  | 272k   | B (72)  | –        |
| Shield of Pledge         | 216    | 4800  | 272k   | B (72)  | –        |
| Zubei's Shield           | 216    | 1210  | 272k   | B (72)  | –        |
| Guardian's Shield        | 216    | 1120  | 272k   | B (72)  | –        |
| Shield of Concentration  | 216    | 960   | 272k   | B (72)  | –        |
| Glorious Shield          | 216    | 800   | 272k   | B (72)  | –        |
| Prairie Shield           | 216    | 800   | 272k   | B (72)  | –        |
| Elven Crystal Shield     | 216    | 720   | 272k   | B (72)  | –        |
| Wolf Shield              | 216    | 640   | 272k   | B (72)  | –        |
| Shield of Silence        | 216    | 640   | 272k   | B (72)  | –        |
| Elven Vagian Shield      | 216    | 560   | 272k   | B (72)  | –        |
| Art of Shield            | 216    | 560   | 272k   | B (72)  | –        |
| Shield of Mana           | 216    | 480   | 272k   | B (72)  | –        |
| Paradia Shield           | 216    | 480   | 272k   | B (72)  | –        |
| Shield of Summoning      | 216    | 480   | 272k   | B (72)  | –        |
| Elemental Shield         | 216    | 480   | 272k   | B (72)  | –        |
| Shield of Grace          | 216    | 480   | 272k   | B (72)  | –        |
| Phoenix Shield           | 216    | 480   | 272k   | B (72)  | –        |
| Shield of Aid            | 216    | 480   | 272k   | B (72)  | –        |
| Flame Shield             | 216    | 480   | 272k   | B (72)  | –        |
| Blood Shield             | 216    | 480   | 272k   | B (72)  | –        |
| Avadon Shield            | 216    | 480   | 272k   | B (72)  | –        |
| Masterpiece Shield       | 230    | 5600  | 422k   | B (112) | –        |
| Dark Dragon Shield       | 230    | 4800  | 422k   | B (112) | –        |
| Doom Shield              | 230    | 1200  | 422k   | B (112) | –        |
| Marksman Shield          | 230    | 1200  | 422k   | B (112) | –        |
| Ace's Shield             | 230    | 1040  | 422k   | B (112) | –        |
| Red Flame Shield         | 230    | 960   | 422k   | B (112) | –        |
| Shield of the Underworld | 230    | 880   | 422k   | B (112) | –        |
| Shining Dragon Shield    | 230    | 720   | 422k   | B (112) | –        |
| Shield of Valor          | 230    | 720   | 422k   | B (112) | –        |
| Gust Shield              | 230    | 720   | 422k   | B (112) | –        |
| Hell Shield              | 230    | 640   | 422k   | B (112) | –        |
| Dark Vagian Shield       | 230    | 560   | 422k   | B (112) | –        |
| Sage's Shield            | 230    | 560   | 422k   | B (112) | –        |
| Inferno Shield           | 230    | 560   | 422k   | B (112) | –        |
| Shield of Black Ore      | 230    | 560   | 422k   | B (112) | –        |
| Otherworldly Shield      | 230    | 560   | 422k   | B (112) | –        |
| Shield of Phantom        | 230    | 560   | 422k   | B (112) | –        |
| Shield of Holy Spirit    | 230    | 560   | 422k   | B (112) | –        |
| Cerberus Shield          | 230    | 560   | 422k   | B (112) | –        |
| Shield of Blessing       | 230    | 560   | 422k   | B (112) | –        |
| Shield of Bravery        | 230    | 560   | 422k   | B (112) | –        |
| Absolute Shield          | 230    | 560   | 422k   | B (112) | –        |
| Divine Shield            | 230    | 560   | 422k   | B (112) | –        |
| Dark Crystal Shield      | 243    | 1190  | 610k   | B (162) | –        |

## PET WEAPONS

All weigh 100, Atk. Speed 277, Crit. Rate 8%.

### HATCHLING

|                 | P.ATK | M.ATK | SHOT | PAYS  |
|-----------------|-------|-------|------|-------|
| Serpent Fang    | 8     | 7     | 2    | 98.5k |
| Viperbite       | 9     | 10    | 2    | 157k  |
| Shadow Fang     | 10    | 11    | 2    | 211k  |
| Alya Fang       | 12    | 13    | 2    | 284k  |
| Torturer        | 13    | 16    | 2    | 379k  |
| Unuk Alhay Fang | 15    | 18    | 2    | 549k  |
| Antiplague      | 17    | 21    | 2    | 784k  |

### WOLF

|                        | P.ATK | M.ATK | SHOT | PAYS  |
|------------------------|-------|-------|------|-------|
| Iron Canine            | 4     | 5     | 2    | 6,759 |
| Shining Canine         | 7     | 8     | 2    | 17k   |
| Ghost Canine           | 11    | 10    | 2    | 30.5k |
| Mithril Canine         | 16    | 14    | 2    | 51.2k |
| Sylvan Canine          | 23    | 18    | 2    | 80.5k |
| Orikarukon Canine      | 31    | 24    | 2    | 121k  |
| Fang of Saltydog       | 40    | 30    | 2    | 175k  |
| Fang of Cerberus       | 49    | 36    | 2    | 225k  |
| Fang of Coyote         | 58    | 42    | 2    | 286k  |
| Crystalized Ice Canine | 69    | 50    | 2    | 359k  |
| Fang of the Blue Wolf  | 80    | 58    | 2    | 537k  |
| Fang of Fenril         | 93    | 66    | 2    | 766k  |

## PET ARMOR

All weigh 160.

### HATCHLING

|                          | P.DEF | M.DEF | PAYS   |
|--------------------------|-------|-------|--------|
| Hatchling's Soft Leather | 26    | 26    | 98,600 |
| Hatchling's Scale Mail   | 29    | 29    | 157k   |
| Hatchling's Brigandine   | 31    | 31    | 211k   |
| Hatchling's Bronze Coat  | 33    | 33    | 283k   |
| Hatchling's Steel Coat   | 36    | 36    | 379k   |
| Hatchling's Shadowplate  | 38    | 38    | 549k   |
| Hatchling's Mithril Coat | 41    | 41    | 784k   |

### WOLF

|                           | P.DEF | M.DEF | PAYS   |
|---------------------------|-------|-------|--------|
| Wolf Leather Armor        | 9     | 14    | 3,500  |
| Wolve's Hide Armor        | 13    | 16    | 8,900  |
| Wolve's Hard Leather Mail | 16    | 18    | 16,100 |
| Wolve's Wooden Armor      | 19    | 20    | 27,400 |
| Wolve's Ring Mail         | 22    | 23    | 43,700 |
| Wolve's Bone Armor        | 26    | 26    | 66,600 |
| Wolve's Scale Mail        | 30    | 29    | 98,000 |
| Wolve's Bronze Armor      | 33    | 31    | 128k   |
| Wolve's Plate Mail        | 37    | 33    | 166k   |
| Wolve's Steel Armor       | 40    | 36    | 211k   |
| Wolve's Luxury Plate      | 43    | 38    | 322k   |
| Wolve's Mithril Armor     | 47    | 41    | 469k   |

## JEWELRY ACCESSORIES

Earrings, necklaces and rings provide additional M.Def. You can wear two earrings, a necklace and two rings. Like most crafted items, jewelry can be crystallized by Dwarves or sold to NPC Traders. All jewelry weighs 150.

As with armor and P.Def, each character has inherent M.Def, even without jewelry:

| LOCATION  | M.Def |
|-----------|-------|
| Each Ear  | 9     |
| Neck      | 13    |
| Each Hand | 5     |

With jewelry, the least items add 2 to your inherent M.Def.

## EARRINGS

|                          | M.Def | Crystals | Pays   |
|--------------------------|-------|----------|--------|
| Apprentice's Earring     | 11    | –        | 25     |
| Mystic's Earring         | 13    | –        | 406    |
| Earring of Strength      | 16    | –        | 1,755  |
| Earring of Wisdom        | 16    | –        | 1,755  |
| Cat's Eye Earring        | 19    | –        | 4,445  |
| Coral Earring            | 21    | –        | 8,000  |
| Red Crescent Earring     | 24    | D (48)   | 13,450 |
| Enchanted Earring        | 27    | D (77)   | 21,300 |
| Tiger's Eye Earring      | 30    | D (116)  | 32,150 |
| Elven Earring            | 34    | D (169)  | 46,700 |
| Omen Beast's Eye Earring | 36    | D (220)  | 60,500 |
| Moonstone Earring        | 39    | C (62)   | 77,500 |
| Earring of Protection    | 42    | C (78)   | 98,000 |
| Earring of Binding       | 45    | C (118)  | 147k   |
| Nassen's Earring         | 48    | C (169)  | 212k   |
| Blessed Earring          | 48    | C (169)  | 212k   |
| Adamantite Earring       | 51    | B (80)   | 303k   |
| Earring of Mana          | 51    | B (80)   | 303k   |
| Earring of Solar Eclipse | 51    | B (80)   | 303k   |
| Earring of Summoning     | 51    | B (80)   | 303k   |
| Earring of Grace         | 51    | B (80)   | 303k   |
| Earring of Aid           | 51    | B (80)   | 303k   |
| Earring of Blessing      | 51    | B (80)   | 303k   |
| Sage's Earring           | 54    | B (123)  | 462k   |
| Paradia Earring          | 54    | B (123)  | 462k   |
| Earring of Black Ore     | 54    | B (123)  | 462k   |
| Otherworldly Earring     | 54    | B (123)  | 462k   |
| Elemental Earring        | 54    | B (123)  | 462k   |
| Earring of Holy Spirit   | 54    | B (123)  | 462k   |

## NECKLACES

|                           | M.Def | Crystals | Pays   |
|---------------------------|-------|----------|--------|
| Necklace of Magic         | 15    | –        | 33     |
| Necklace of Courage       | 15    | –        | 33     |
| Necklace of Knowledge     | 18    | –        | 540    |
| Necklace of Anguish       | 21    | –        | 2,340  |
| Necklace of Valor         | 21    | –        | 2,340  |
| Necklace of Wisdom        | 25    | –        | 5,950  |
| Blue Diamond Necklace     | 28    | –        | 10,650 |
| Necklace of Devotion      | 32    | D (65)   | 17,950 |
| Enchanted Necklace        | 36    | D (103)  | 28,400 |
| Near Forest Necklace      | 40    | D (155)  | 42,850 |
| Elven Necklace            | 45    | D (227)  | 62,500 |
| Necklace of Darkness      | 48    | D (294)  | 81,000 |
| Aquastone Necklace        | 52    | C (82)   | 103k   |
| Necklace of Protection    | 56    | C (104)  | 130k   |
| Necklace of Mermaid       | 60    | C (157)  | 196k   |
| Sage's Necklace           | 64    | C (226)  | 282k   |
| Blessed Necklace          | 64    | C (226)  | 282k   |
| Adamantite Necklace       | 68    | B (107)  | 404k   |
| Necklace of Mana          | 68    | B (107)  | 404k   |
| Necklace of Solar Eclipse | 68    | B (107)  | 404k   |
| Necklace of Summoning     | 68    | B (107)  | 404k   |
| Necklace of Grace         | 68    | B (107)  | 404k   |
| Necklace of Aid           | 68    | B (107)  | 404k   |
| Necklace of Blessing      | 68    | B (107)  | 404k   |
| Sage's Necklace           | 72    | B (164)  | 615k   |
| Paradia Necklace          | 72    | B (164)  | 615k   |
| Necklace of Black Ore     | 72    | B (164)  | 615k   |
| Otherworldly Necklace     | 72    | B (164)  | 615k   |
| Elemental Necklace        | 72    | B (164)  | 615k   |
| Necklace of Holy Spirit   | 72    | B (164)  | 615k   |

## RING

|                       | MP+ | Crystals | Pays   |
|-----------------------|-----|----------|--------|
| Magic Ring            | 7   | –        | 17     |
| Ring of Knowledge     | 9   | –        | 270    |
| Ring of Anguish       | 11  | –        | 1,170  |
| Ring of Raccoon       | 11  | –        | 1,170  |
| Ring of Firefly       | 11  | –        | 1,170  |
| Ring of Wisdom        | 12  | –        | 2,960  |
| Blue Coral Ring       | 14  | –        | 5,350  |
| Ring of Devotion      | 16  | D (32)   | 9,000  |
| Enchanted Ring        | 18  | D (51)   | 14,200 |
| Black Pearl Ring      | 20  | D (77)   | 21,400 |
| Elven Ring            | 22  | D (113)  | 31,150 |
| Mithril Ring          | 24  | D (146)  | 40,400 |
| Aquastone Ring        | 26  | C (41)   | 51,500 |
| Ring of Protection    | 28  | C (52)   | 65,000 |
| Ring of Ages          | 30  | C (78)   | 98,000 |
| Ring of Sage          | 32  | C (112)  | 141k   |
| Blessed Ring          | 32  | C (112)  | 141k   |
| Ring of Mana          | 34  | B (53)   | 202k   |
| Adamantite Ring       | 34  | B (53)   | 202k   |
| Ring of Solar Eclipse | 34  | B (53)   | 202k   |
| Ring of Summoning     | 34  | B (53)   | 202k   |
| Ring of Grace         | 34  | B (53)   | 202k   |
| Ring of Aid           | 34  | B (53)   | 202k   |
| Ring of Blessing      | 34  | B (53)   | 202k   |
| Sage's Ring           | 36  | B (82)   | 308k   |
| Paradia Ring          | 36  | B (82)   | 308k   |
| Ring of Black Ore     | 36  | B (82)   | 308k   |
| Otherworldly Ring     | 36  | B (82)   | 308k   |
| Elemental Ring        | 36  | B (82)   | 308k   |
| Ring of Holy Spirit   | 36  | B (82)   | 308k   |



## SPELLBOOKS, AMULETS & BLUEPRINTS

Humans, Elves and Dark Elves need spellbooks to learn certain basic spells. Orcs need amulets for the same reason. Dwarven Artisans need blueprints to create golems. All spellbooks, amulets and blueprints weigh 120.

### SPELLBOOKS

|                        | PAYS  |
|------------------------|-------|
| Advanced Attack Power  | 38    |
| Advanced Defense Power | 38    |
| Agility                | 625   |
| Anchor                 | 1,925 |
| Aqua Swirl             | 375   |
| Arcane Acumen          | 375   |
| Aqua Resistance        | 1,225 |
| Aura Burn              | 375   |
| Aura Flare             | 1,600 |
| Battle Heal            | 50    |
| Berserker Spirit       | 1,225 |
| Blaze                  | 375   |
| Blazing Circle         | 1,600 |
| Blazing Skin           | 1,600 |
| Bless Shield           | 1,600 |
| Bless the Body         | 1,925 |
| Bless the Soul         | 1,925 |
| Body to Mind           | 625   |
| Bright Servitor        | 1,225 |
| Cancel                 | 2,300 |
| Chant of Life          | 800   |
| Charm                  | 400   |
| Concentration          | 375   |
| Confusion              | 575   |
| Corpse Burst           | 2,300 |
| Corpse Life Drain      | 900   |
| Corpse Plague          | 2,125 |
| Cure Bleeding          | 575   |
| Cure Poison            | 250   |
| Curse Bleary           | 1,225 |
| Curse Death Link       | 2,700 |
| Curse Discord          | 1,600 |
| Curse Fear             | 1,600 |
| Curse Gloom            | 1,925 |
| Curse: Poison          | 250   |
| Curse: Weakness        | 250   |
| Death Spike            | 1,925 |
| Death Whisper          | 1,600 |
| Decay                  | 2,300 |
| Decrease Weight1       | 1,225 |
| Disrupt Undead         | 375   |
| Drain Energy           | 275   |
| Dryad Root             | 625   |
| Elemental Heal         | 275   |
| Empower                | 625   |
| Erase Hostility        | 1,225 |
| Fast Servitor          | 1,225 |
| Fire Resistance        | 900   |
| Flame Strike           | 250   |
| Focus                  | 625   |
| Forget                 | 1,925 |
| Freezing Shackles      | 1,925 |
| Freezing Skin          | 1,600 |

|                       | PAYS  |
|-----------------------|-------|
| Freezing Strike       | 1,300 |
| Frost Bolt            | 1,600 |
| Frost Wall            | 2,700 |
| Greater Battle Heal11 | 1,600 |
| Greater Group Heal11  | 1,600 |
| Greater Heal11        | 1,600 |
| Group Heal            | 250   |
| Guidance              | 1,600 |
| Hamstring             | 1,850 |
| Haste                 | 1,925 |
| Heal                  | 50    |
| Hex                   | 1,600 |
| Hold Undead           | 2,300 |
| Holy Blessing         | 1,600 |
| Holy Strike           | 2,125 |
| Holy Weapon           | 625   |
| Horror                | 2,125 |
| Hurricane             | 1,600 |
| Hydro Blast           | 1,600 |
| Ice Bolt              | 50    |
| Ice Dagger            | 1,925 |
| Invigor               | 1,600 |
| Iron Will             | 1,850 |
| Know Enemy            | 250   |
| Life Leech            | 1,600 |
| Life Scavenge         | 1,600 |
| Light                 | 50    |
| Lightening Strike     | 3,375 |
| Magic Barrier         | 1,925 |
| Mana Regeneration     | 1,600 |
| Mass Resurrection1    | 2,300 |
| Mental Shield         | 625   |
| Might                 | 50    |
| Might of Heaven       | 1,600 |
| Mighty Servitor       | 1,225 |
| Party Return1         | 2,300 |
| Poison                | 375   |
| Poison Cloud          | 625   |
| Poison Recovery       | 375   |
| Power Break           | 1,300 |
| Prominence            | 1,600 |
| Purify                | 1,925 |
| Quickness             | 625   |
| Rage of Paagrio       | 1,925 |
| Recharge              | 900   |
| Reflect Damage        | 1,600 |
| Regeneration          | 1,225 |
| Remedy1               | 1,600 |
| Repose                | 1,925 |
| Requiem               | 1,600 |
| Resist Poison         | 1,225 |
| Resist Shock          | 1,600 |
| Restore Life          | 1,925 |
| Resurrection          | 400   |
| Return                | 1,600 |

|                          | PAYS  |
|--------------------------|-------|
| Sacrifice                | 2,700 |
| Self Heal                | 25    |
| Servitor Haste           | 1,925 |
| Servitor Heal            | 375   |
| Servitor Magic Shield    | 1,925 |
| Servitor Mana Charge     | 625   |
| Servitor Physical Shield | 1,600 |
| Shield                   | 250   |
| Silence                  | 1,600 |
| Sleep                    | 900   |
| Sleeping Cloud           | 1,925 |
| Slow                     | 1,225 |
| Speed Walk               | 1,300 |
| Spirit Barrier           | 1,600 |
| Summon Black Cat         | 375   |
| Summon Dark Panther      | 1,600 |
| Summon Life Cubic        | 1,850 |
| Summon Meal              | 250   |
| Summon Mew the Cat       | 625   |
| Summon Poltergeist Cubic | 1,600 |
| Summon Shadow            | 400   |
| Summon Silhouette        | 400   |
| Summon Skeleton Warrior  | 1,925 |
| Summon Storm Cubic       | 1,600 |
| Summon Unicorn Boxer     | 400   |
| Summon Unicorn Mirage    | 625   |
| Summon Vampiric Cubic    | 1,850 |
| Summon Viper Cubic       | 2,400 |
| Summon Zombie            | 1,600 |
| Surrender to Earth       | 625   |
| Surrender to Fire        | 625   |
| Surrender to Poison      | 625   |
| Surrender to Water       | 1,600 |
| Surrender to Wind        | 1,600 |
| Tact of Paagrio          | 1,600 |
| Tempest                  | 2,300 |
| Touch of God             | 800   |
| Transfer Pain            | 1,600 |
| Twister                  | 375   |
| Vampiric Claw            | 1,600 |
| Vampiric Touch           | 50    |
| Vitalize                 | 2,300 |
| Water Breathing          | 400   |
| Wind Resistance          | 1,225 |
| Wind Shackles            | 250   |
| Wind Strike              | 25    |
| Wind Walk                | 250   |
| Zero Gravity             | 250   |

### AMULETS

|                            | PAYS  |
|----------------------------|-------|
| Aura Sway                  | 625   |
| Bind Will                  | 625   |
| Blaze Quake                | 400   |
| Blessing of Paagrio        | 1,225 |
| Blood Lust                 | 50    |
| Burning Spirit             | 400   |
| Chant of Evasion           | 1,600 |
| Chant of Fury              | 2,300 |
| Chant of Rage              | 1,925 |
| Chill Flame                | 50    |
| Devotion of Soul           | 400   |
| Engraved Seal of Lazyness  | 1,225 |
| Engraved Seal of Timidness | 900   |
| Entice Madness             | 400   |
| Eternal Flame              | 625   |
| External Fear              | 200   |
| Freezing Flame             | 1,600 |
| Glory of Paagrio           | 1,600 |
| Heart Of Paagrio1          | 1,925 |
| Mass Frenzy                | 375   |
| Night Murmur               | 50    |
| Pain Edge                  | 400   |
| Pain Thorn                 | 50    |
| Power of Paagrio           | 900   |
| Pure Inspiration           | 900   |
| Seal of Flame              | 2,300 |
| Seal of Gloom              | 1,925 |
| Seal of Mirage             | 1,925 |
| Seal of Scourge            | 1,600 |
| Seal of Silence            | 2,300 |
| Seal of Suspension         | 2,300 |
| Seal of Winter             | 1,600 |
| Shield of Paagrio          | 1,600 |
| Sight of Paagrio           | 1,925 |
| Soul Shield                | 50    |
| Steal Essence              | 1,600 |
| Wisdom of Paagrio          | 1,600 |

### BLUEPRINTS

|                       | PAYS  |
|-----------------------|-------|
| Summon Mechanic Golem | 775   |
| Summon Siege Golem    | 2,400 |



### MATERIALS

Unless you or an ally crafts, materials have only one use — sale to the highest bidder. All materials are stackable.

|                                | WEIGHT | PAYS   |
|--------------------------------|--------|--------|
| Adamantite Boots Design        | 60     | 1,837  |
| Adamantite Earing Gemstone     | 60     | 1,907  |
| Adamantite Necklace Chain      | 60     | 2,579  |
| Adamantite Nugget              | 2      | 2,500  |
| Adamantite Ring Wire           | 60     | 1,614  |
| Akat Longbow Shaft             | 60     | 20,565 |
| Ancient Reagent Remnant        | 60     | 11,406 |
| Animal Bone                    | 2      | 75     |
| Animal Skin                    | 2      | 75     |
| Aquastone Necklace Chain       | 60     | 1,328  |
| Aquastone Ring Wire            | 60     | 741    |
| Art of Battle Axe Blade        | 60     | 22,885 |
| Arthro Nail Blade              | 60     | 17,475 |
| Artisan's Frame                | 2      | 47,500 |
| Asofe                          | 2      | 3,000  |
| Assassin Knife Edge            | 60     | 7,525  |
| Assault Boots Part             | 60     | 896    |
| Atuba Hammer Head              | 60     | 12,094 |
| Atuba Mace Head                | 60     | 12,094 |
| Avadon Boots Design            | 60     | 1,922  |
| Avadon Breastplate Part        | 60     | 5,525  |
| Avadon Circlet Pattern         | 60     | 2,227  |
| Avadon Gaiters Material        | 60     | 3,575  |
| Avadon Gloves Part             | 60     | 1,922  |
| Avadon Leather Mail Lining     | 60     | 5,521  |
| Avadon Robe Fabric             | 60     | 5,521  |
| Battle Axe Head                | 60     | 13,400 |
| Bec De Corbin Blade            | 60     | 15,834 |
| Bellion Cestus Edge            | 60     | 22,885 |
| Bich'Hwa Edge                  | 60     | 9,879  |
| Big Hammer Head                | 60     | 13,400 |
| Blacksmith's Frame             | 2      | 32,000 |
| Blessed Branch Splinter        | 60     | 21,909 |
| Blessed Gloves Pattern         | 60     | 1,837  |
| Blood Helm Design              | 60     | 2,891  |
| Blue Crystal Skull Part        | 60     | 10,893 |
| Blue Diamond Necklace Gem      | 60     | 707    |
| Blue Wolf Boots Design         | 60     | 2,228  |
| Blue Wolf Breastplate Part     | 60     | 6,846  |
| Blue Wolf Gaiters Material     | 60     | 4,862  |
| Blue Wolf Gloves Fabric        | 60     | 2,228  |
| Blue Wolf Helmet Design        | 60     | 2,646  |
| Blue Wolf Leather Mail Texture | 60     | 8,850  |
| Blue Wolf Stockings Pattern    | 60     | 4,262  |
| Blue Wolf Tunic Fabric         | 60     | 5,754  |
| Body Slasher Blade             | 60     | 11,375 |
| Bone Helmet Design             | 60     | 630    |
| Bonebreaker Head               | 60     | 12,094 |
| Boot Lining                    | 60     | 390    |
| Boots of Blessing Design       | 60     | 1,922  |
| Boots of Grace Lining          | 60     | 2,228  |
| Boots of Power Pattern         | 60     | 740    |
| Boots of Seal Pattern          | 60     | 1,113  |
| Bow Shaft                      | 60     | 1,400  |
| Braided Hemp                   | 2      | 250    |
| Brandish Blade                 | 60     | 2,570  |
| Brigandine Boots Design        | 60     | 740    |
| Brigandine Gaiters Material    | 60     | 1,686  |
| Brigandine Gauntlets Pattern   | 60     | 740    |
| Brigandine Helmet Design       | 60     | 2,597  |

|                             |    |         |
|-----------------------------|----|---------|
| Brigandine Shield Fragment  | 60 | 695     |
| Brigandine Temper           | 60 | 2,515   |
| Broadsword Blade            | 60 | 1,400   |
| Caliburs Edge               | 60 | 18,725  |
| Candle of Wisdom Model      | 60 | 21,909  |
| Cap of Mana Pattern         | 60 | 2,891   |
| Cedar Staff Head            | 60 | 2,570   |
| Cerberus Eye Fragment       | 60 | 21,909  |
| Chain Boots Part            | 60 | 1,113   |
| Chain Gaiters Part          | 60 | 1,825   |
| Chain Gloves Design         | 60 | 1,113   |
| Chain Helmet Design         | 60 | 1,241   |
| Chain Hood Pattern          | 60 | 1,363   |
| Chain Mail Shirt Material   | 60 | 3,713   |
| Chain Shield Fragment       | 60 | 1,238   |
| Chakram Edge                | 60 | 13,400  |
| Charcoal                    | 2  | 100     |
| Claws of Black Dragon Piece | 60 | 21,909  |
| Claymore Blade              | 60 | 11,375  |
| Club of Nature Head         | 60 | 17,950  |
| Coal                        | 2  | 100     |
| Coarse Bone Powder          | 2  | 750     |
| Cokes                       | 2  | 600     |
| Composite Armor Temper      | 60 | 6,760   |
| Composite Boots Part        | 60 | 1,700   |
| Composite Helmet Design     | 60 | 2,280   |
| Composite Shield Fragment   | 60 | 1,560   |
| Composition Bow Shaft       | 60 | 8,534   |
| Compound Braid              | 2  | 1,500   |
| Conjuror's Staff Head       | 60 | 8,070   |
| Cord                        | 2  | 163     |
| Crafted Leather             | 2  | 2,850   |
| Craftsman Mold              | 2  | 355,000 |
| Crimson Boot Fabric         | 60 | 1,189   |
| Crossbow Shaft              | 60 | 13,095  |
| Crucifix of Blood Piece     | 60 | 10,822  |
| Crystal Dagger Blade        | 60 | 21,568  |
| Crystal Staff Head          | 60 | 13,500  |
| Crystallized Ice Bow Shaft  | 60 | 13,269  |
| Cursed Bone                 | 3  | 120     |
| Cursed Dagger Blade         | 60 | 12,213  |
| Cursed Maingauche Edge      | 60 | 9,465   |
| Cursed Staff Head           | 60 | 15,456  |
| Dark Elven Dagger Edge      | 60 | 12,213  |
| Dark Elven Long Bow Shaft   | 60 | 17,663  |
| Dark Screamer Edge          | 60 | 18,725  |
| Dark Stocking Fabric        | 60 | 850     |
| Deadman's Glory Stone       | 60 | 22,885  |
| Deadman's Staff Head        | 60 | 21,909  |
| Demon Fangs Part            | 60 | 10,893  |
| Demon's Boots Fabric        | 60 | 1,700   |
| Demon's Gloves Fabric       | 60 | 1,700   |
| Demon's Staff Head          | 60 | 21,909  |
| Demon's Stocking Pattern    | 60 | 2,350   |
| Demon's Sword Edge          | 60 | 22,846  |
| Demon's Tunic Fabric        | 60 | 4,120   |
| Dirk Blade                  | 60 | 2,820   |
| Divine Boots Fabric         | 60 | 1,837   |
| Divine Gloves Design        | 60 | 1,837   |
| Divine Stocking Pattern     | 60 | 3,318   |
| Divine Tunic Fabric         | 60 | 5,205   |
| Doom Boots Part             | 60 | 2,228   |
| Doom Gloves Part            | 60 | 2,228   |
| Doom Helmet Pattern         | 60 | 2,646   |
| Doom Plate Armor Temper     | 60 | 10,146  |
| Doom Shield Fragment        | 60 | 2,223   |
| Drake Leather Boots Design  | 60 | 1,837   |
| Drake Leather Gloves Design | 60 | 1,837   |
| Drake Leather Mail Texture  | 60 | 6,555   |
| Dwarven Chain Boots Part    | 60 | 1,113   |

|                                   |    |        |
|-----------------------------------|----|--------|
| Dwarven Chain Gaiters Material    | 60 | 2,617  |
| Dwarven Chain Gloves Design       | 60 | 1,189  |
| Dwarven Chain Mail Shirt Material | 60 | 4,150  |
| Dwarven Chain Shield Fragment     | 60 | 1,400  |
| Dwarven Trident Edge              | 60 | 7,220  |
| Dwarven Warhammer Head            | 60 | 15,034 |
| Earing of Black Ore Piece         | 60 | 2,825  |
| Earring of Binding Gemstone       | 60 | 1,780  |
| Earring of Protection Gemstone    | 60 | 1,345  |
| Eldarake Temper                   | 60 | 1,238  |
| Elemental Boots Lining            | 60 | 2,228  |
| Elemental Gloves Lining           | 60 | 2,228  |
| Elemental Hood Material           | 60 | 2,891  |
| Elven Bow of Nobility Shaft       | 60 | 13,095 |
| Elven Bow Shaft                   | 60 | 7,020  |
| Elven Earring Beads               | 60 | 987    |
| Elven Long Sword Blade            | 60 | 11,532 |
| Elven Mithril Boots Design        | 60 | 740    |
| Elven Mithril Gloves Design       | 60 | 740    |
| Elven Mithril Stockings Pattern   | 60 | 1,259  |
| Elven Mithril Tunic Pattern       | 60 | 1,961  |
| Elven Necklace Beads              | 60 | 1,072  |
| Elven Ring Piece                  | 60 | 600    |
| Eminence Bow Shaft                | 60 | 23,609 |
| Enchanted Necklace Chain          | 60 | 914    |
| Enria                             | 2  | 6,000  |
| Excellent Leather Gloves Lining   | 60 | 765    |
| Eye of Infinity Stone             | 60 | 10,822 |
| Fist Blade Piece                  | 60 | 18,500 |
| Flamberg Blade                    | 60 | 12,063 |
| Flame Helm Design                 | 60 | 2,891  |
| Forest Bow Shaft                  | 60 | 4,634  |
| Forgotten Boots Pattern           | 60 | 1,700  |
| Full Plate Armor Temper           | 60 | 9,464  |
| Full Plate Boots Part             | 60 | 1,837  |
| Full Plate Gauntlets Part         | 60 | 1,837  |
| Full Plate Helmet Design          | 60 | 2,891  |
| Full Plate Shield Fragment        | 60 | 1,828  |
| Gastraphetes Shaft                | 60 | 8,384  |
| Gauntlets of Ghost Pattern        | 60 | 1,837  |
| Gemstone A                        | 2  | 15,000 |
| Gemstone B                        | 2  | 5,000  |
| Gemstone C                        | 2  | 1,500  |
| Gemstone D                        | 2  | 500    |
| Gemstone S                        | 2  | 50,000 |
| Ghost Staff Head                  | 60 | 11,406 |
| Ghoul's Staff Head                | 60 | 21,909 |
| Glaive Edge                       | 60 | 12,094 |
| Gloves of Blessing Pattern        | 60 | 1,922  |
| Gloves of Grace Lining            | 60 | 2,228  |
| Gloves of Seal Pattern            | 60 | 1,189  |
| Goat Head Staff Head              | 60 | 10,822 |
| Grace Dagger Edge                 | 60 | 18,725 |
| Great Axe Head                    | 60 | 19,434 |
| Great Helmet Material             | 60 | 1,634  |
| Great Pata Blade                  | 60 | 22,982 |
| Great Sword Blade                 | 60 | 17,475 |
| Guardian's Boots Fabric           | 60 | 1,922  |
| Guardian's Gloves Design          | 60 | 1,922  |
| Half Plate Temper                 | 60 | 3,081  |
| Hammer In Flames Head             | 60 | 8,965  |
| Hard Leather Gaiters Material     | 60 | 775    |
| Hard Leather Shirt Pattern        | 60 | 1,254  |
| Hazard Bow Shaft                  | 60 | 22,962 |
| Heathen's Book Page               | 60 | 17,950 |
| Heavy Bone Club Head              | 60 | 9,879  |
| Heavy Doom Axe Blade              | 60 | 11,375 |
| Heavy Doom Hammer Head            | 60 | 11,375 |
| Heavy War Axe Head                | 60 | 17,475 |
| Hell Knife Edge                   | 60 | 17,750 |



## EQUIPMENT: MATERIALS

|                                        |    |         |                                          |    |        |                                          |    |        |
|----------------------------------------|----|---------|------------------------------------------|----|--------|------------------------------------------|----|--------|
| <i>Helm of Avadon Design</i>           | 60 | 2,891   | <i>Necklace of Darkness Gem</i>          | 60 | 1,438  | <i>Skull Graver Head</i>                 | 60 | 13,400 |
| <i>Helmet of Pledge Pattern</i>        | 60 | 2,891   | <i>Necklace of Devotion Chain</i>        | 60 | 640    | <i>Soul Ore</i>                          | 10 | 125    |
| <i>Hex Doll Fragment</i>               | 60 | 17,950  | <i>Necklace of Mermaid Teardrop</i>      | 60 | 2,350  | <i>Souffire Dirk Blade</i>               | 60 | 14,778 |
| <i>High Grade Suede</i>                | 2  | 1,200   | <i>Necklace of Protection Gemstone</i>   | 60 | 1,645  | <i>Spiked Club Head</i>                  | 60 | 7,634  |
| <i>Homunkulus's Sword Blade</i>        | 60 | 18,725  | <i>Necklace of Wisdom Chain</i>          | 60 | 254    | <i>Spinebone Sword Blade</i>             | 60 | 7,920  |
| <i>Hood of Solar Eclipse Texture</i>   | 60 | 2,891   | <i>Nirvana Axe Blade</i>                 | 60 | 18,500 | <i>Spirit Ore</i>                        | 10 | 200    |
| <i>Hood of Aid Material</i>            | 60 | 2,891   | <i>Ogre Power Gauntlets Part</i>         | 60 | 896    | <i>Spirit Sword Blade</i>                | 60 | 14,778 |
| <i>Hood of Grace Texture</i>           | 60 | 2,891   | <i>Omen Beast's Eye Earring Gemstone</i> | 60 | 1,028  | <i>Sprite's Staff Head</i>               | 60 | 17,767 |
| <i>Hood of Summoning Texture</i>       | 60 | 2,891   | <i>Orcish Glaive Blade</i>               | 60 | 11,375 | <i>Square Shield Fragment</i>            | 60 | 881    |
| <i>Horn of Glory Fragment</i>          | 60 | 15,456  | <i>Orcish Poleaxe Blade</i>              | 60 | 21,909 | <i>Staff of Evil Sprit Head</i>          | 60 | 24,154 |
| <i>Implosion Boots Part</i>            | 60 | 2,228   | <i>Oriharukon</i>                        | 2  | 12,300 | <i>Staff of Life Shaft</i>               | 60 | 11,406 |
| <i>Implosion Gauntlet Fabric</i>       | 60 | 2,228   | <i>Oriharukon Ore</i>                    | 2  | 1,500  | <i>Steel</i>                             | 2  | 1,000  |
| <i>Inferno Staff Head</i>              | 60 | 17,950  | <i>Paagrio Axe Blade</i>                 | 60 | 19,950 | <i>Steel Mold</i>                        | 2  | 2,250  |
| <i>Iron Boots Design</i>               | 60 | 670     | <i>Paagrio Hammer Head</i>               | 60 | 17,100 | <i>Stem</i>                              | 2  | 50     |
| <i>Iron Hammer Head</i>                | 60 | 8,700   | <i>Paagrio Hand Design</i>               | 60 | 1,189  | <i>Stick of Eternity Shaft</i>           | 60 | 17,950 |
| <i>Iron Ore</i>                        | 2  | 100     | <i>Paradia Boots Pattern</i>             | 60 | 2,228  | <i>Stick of Faith Shaft</i>              | 60 | 13,500 |
| <i>Karmian Boots Fabric</i>            | 60 | 1,113   | <i>Paradia Gloves Pattern</i>            | 60 | 2,228  | <i>Stiletto Edge</i>                     | 60 | 14,778 |
| <i>Karmian Gloves Fabric</i>           | 60 | 1,113   | <i>Paradia Hood Material</i>             | 60 | 2,891  | <i>Stockings of Doom Pattern</i>         | 60 | 4,262  |
| <i>Karmian Stocking Design</i>         | 60 | 1,881   | <i>Paradia Staff Head</i>                | 60 | 17,950 | <i>Stockings of Zubei Fabric</i>         | 60 | 2,794  |
| <i>Karmian Tunic Pattern</i>           | 60 | 3,125   | <i>Pata Blade</i>                        | 60 | 16,475 | <i>Stone of Purity</i>                   | 2  | 1,500  |
| <i>Katana Blade</i>                    | 60 | 14,778  | <i>Phoenix Feather Piece</i>             | 60 | 21,909 | <i>Stormbringer Blade</i>                | 60 | 12,213 |
| <i>Kite Shield Fragment</i>            | 60 | 695     | <i>Phoenix Hood Material</i>             | 60 | 2,891  | <i>Strengthened Long Bow Shaft</i>       | 60 | 8,643  |
| <i>Knight Shield Fragment</i>          | 60 | 1,250   | <i>Piece Bone Breastplate Fragment</i>   | 60 | 990    | <i>Suede</i>                             | 2  | 150    |
| <i>Kris Edge</i>                       | 60 | 17,750  | <i>Piece Bone Gaiters Fragment</i>       | 60 | 687    | <i>Sword Breaker Edge</i>                | 60 | 8,200  |
| <i>Kshanberk Blade</i>                 | 60 | 17,750  | <i>Plate Boots Design</i>                | 60 | 897    | <i>Sword of Damascus Blade</i>           | 60 | 22,846 |
| <i>Lancia Blade</i>                    | 60 | 22,923  | <i>Plate Gaiters Part</i>                | 60 | 1,981  | <i>Sword of Delusion Blade</i>           | 60 | 18,725 |
| <i>Leather</i>                         | 2  | 450     | <i>Plate Helmet Design</i>               | 60 | 1,241  | <i>Sword of Limit Blade</i>              | 60 | 18,725 |
| <i>Leather Boot Lining</i>             | 60 | 765     | <i>Plate Leather Boot Lining</i>         | 60 | 1,113  | <i>Sword of Nightmare Blade</i>          | 60 | 18,725 |
| <i>Leather Gloves Lining</i>           | 60 | 153     | <i>Plate Leather Gloves Design</i>       | 60 | 1,789  | <i>Sword of Reflection Blade</i>         | 60 | 4,800  |
| <i>Leather Helmet Design</i>           | 60 | 310     | <i>Plate Shield Fragment</i>             | 60 | 882    | <i>Sword of Revolution Blade</i>         | 60 | 9,465  |
| <i>Leather Mail of Doom Design</i>     | 60 | 8,850   | <i>Plated Leather Fragment</i>           | 60 | 2,739  | <i>Sword of Valhalla Blade</i>           | 60 | 17,750 |
| <i>Leather Shoes Texture</i>           | 60 | 155     | <i>Plated Leather Gaiters Material</i>   | 60 | 1,834  | <i>Sword of Whispering Death Blade</i>   | 60 | 18,725 |
| <i>Leather Stocking Pattern</i>        | 60 | 244     | <i>Poleaxe Blade</i>                     | 60 | 17,100 | <i>Synthetic Cokes</i>                   | 2  | 3,300  |
| <i>Leather Tunic Pattern</i>           | 60 | 392     | <i>Raid Sword Blade</i>                  | 60 | 14,778 | <i>Tarbar Head</i>                       | 60 | 9,879  |
| <i>Light Crossbow Shaft</i>            | 60 | 11,750  | <i>Reinforced Mithril Gloves Design</i>  | 60 | 1,113  | <i>Tears of Fairy Drop</i>               | 60 | 15,456 |
| <i>Mace of Judgment Head</i>           | 60 | 6,420   | <i>Rind Leather Boot Lining</i>          | 60 | 1,189  | <i>Tempered Mithril Gaiters Fragment</i> | 60 | 1,882  |
| <i>Mace of The Underworld Head</i>     | 60 | 18,500  | <i>Rind Leather Gaiters Material</i>     | 60 | 1,645  | <i>Temptation of Abyss Piece</i>         | 60 | 5,713  |
| <i>Maestro Anvil Lock</i>              | 2  | 45,200  | <i>Rind Leather Boots Design</i>         | 60 | 1,189  | <i>Theca Leather Boots Texture</i>       | 60 | 1,580  |
| <i>Maestro Holder</i>                  | 2  | 205,500 | <i>Rind Leather Mail Design</i>          | 60 | 3,045  | <i>Theca Leather Gaiters Pattern</i>     | 60 | 2,900  |
| <i>Maestro Mold</i>                    | 2  | 77,000  | <i>Ring of Ages Gemstone</i>             | 60 | 1,135  | <i>Theca Leather Gloves Texture</i>      | 60 | 1,580  |
| <i>Maingauche Edge</i>                 | 60 | 9,465   | <i>Ring of Binding Gemstone</i>          | 60 | 1,741  | <i>Theca Leather Mail Pattern</i>        | 60 | 4,665  |
| <i>Manticore Skin Boot Lining</i>      | 60 | 740     | <i>Ring of Black Ore Gemstone</i>        | 60 | 2,333  | <i>Thons</i>                             | 2  | 3,000  |
| <i>Manticore Skin Gaiters Pattern</i>  | 60 | 1,259   | <i>Ring of Protection Gemstone</i>       | 60 | 928    | <i>Thread</i>                            | 2  | 50     |
| <i>Manticore Skin Gloves Lining</i>    | 60 | 740     | <i>Ring of Sage Gemstone</i>             | 60 | 1,741  | <i>Three Eyed Crow's Feather Piece</i>   | 60 | 21,909 |
| <i>Manticore Skin Shirt Texture</i>    | 60 | 1,961   | <i>Rip Gauntlets Pattern</i>             | 60 | 740    | <i>Tiger's Eye Earring Stone</i>         | 60 | 724    |
| <i>Metal Plate Helmet Material</i>     | 60 | 1,484   | <i>Robe of Seal Fabric</i>               | 60 | 4,478  | <i>Tome of Blood Page</i>                | 60 | 8,550  |
| <i>Metallic Fiber</i>                  | 2  | 350     | <i>Saber Blade</i>                       | 60 | 7,525  | <i>Tower Shield Fragment</i>             | 60 | 1,560  |
| <i>Mithril Alloy</i>                   | 2  | 6,550   | <i>Sage's Necklace Chain</i>             | 60 | 2,923  | <i>Trident Edge</i>                      | 60 | 4,650  |
| <i>Mithril Banded Gaiters Material</i> | 60 | 1,139   | <i>Sage's Rag Lining</i>                 | 60 | 3,122  | <i>Tsurugi Blade</i>                     | 60 | 18,725 |
| <i>Mithril Banded Mail Material</i>    | 60 | 1,488   | <i>Sage's Staff Head</i>                 | 60 | 17,950 | <i>Tunic of Doom Pattern</i>             | 60 | 5,754  |
| <i>Mithril Boots Design</i>            | 60 | 560     | <i>Sage's Worn Gloves Lining</i>         | 60 | 897    | <i>Tunic of Zubei Fabric</i>             | 60 | 4,242  |
| <i>Mithril Dagger Blade</i>            | 60 | 11,531  | <i>Salamander Skin Boot Lining</i>       | 60 | 897    | <i>Two-Handed Sword Edge</i>             | 60 | 8,309  |
| <i>Mithril Gauntlets Design</i>        | 60 | 1,700   | <i>Salamander Skin Mail Texture</i>      | 60 | 3,122  | <i>Vajra Wand Frame</i>                  | 60 | 11,406 |
| <i>Mithril Gloves Design</i>           | 60 | 896     | <i>Samurai Longsword Blade</i>           | 60 | 23,318 | <i>Varnish</i>                           | 2  | 100    |
| <i>Mithril Helmet Design</i>           | 60 | 2,891   | <i>Scale Gaiters Fragment</i>            | 60 | 1,164  | <i>Varnish of Purity</i>                 | 2  | 4,050  |
| <i>Mithril Ore</i>                     | 2  | 500     | <i>Scale Mail Fragment</i>               | 60 | 1,790  | <i>War Axe Blade</i>                     | 60 | 18,500 |
| <i>Mithril Ring Wire</i>               | 60 | 728     | <i>Scallop Jamadhr Edge</i>              | 60 | 12,094 | <i>White Tunic Pattern</i>               | 60 | 1,222  |
| <i>Mithril Scale Gaiters Material</i>  | 60 | 1,686   | <i>Scorpion Blade</i>                    | 60 | 19,950 | <i>Widowmaker Head</i>                   | 60 | 19,950 |
| <i>Mithril Shirt Fabric</i>            | 60 | 3,125   | <i>Scroll of Destruction Page</i>        | 60 | 21,909 | <i>Willow Staff Head</i>                 | 60 | 1,400  |
| <i>Mithril Stocking Design</i>         | 60 | 1,259   | <i>Scythe Edge</i>                       | 60 | 11,375 | <i>Winged Spear Blade</i>                | 60 | 8,965  |
| <i>Mithril Tunic Fabric</i>            | 60 | 1,961   | <i>Shamshir Blade</i>                    | 60 | 14,778 | <i>Wolverine Needle Edge</i>             | 60 | 12,213 |
| <i>Mold Glue</i>                       | 2  | 3,000   | <i>Shillien Knife Edge</i>               | 60 | 8,417  | <i>Yaksa Mace Head</i>                   | 60 | 19,182 |
| <i>Mold Hardener</i>                   | 2  | 11,500  | <i>Shining Circlet Pattern</i>           | 60 | 2,280  | <i>Zubei's Boots Design</i>              | 60 | 1,922  |
| <i>Mold Lubricant</i>                  | 2  | 5,000   | <i>Short Spear Edge</i>                  | 60 | 4,384  | <i>Zubei's Breastplate Part</i>          | 60 | 5,525  |
| <i>Moonstone Earring Wire</i>          | 60 | 1,056   | <i>Silent Boots Fabric</i>               | 60 | 1,922  | <i>Zubei's Gaiters Material</i>          | 60 | 3,575  |
| <i>Morning Star Head</i>               | 60 | 9,879   | <i>Silent Chain Gloves Design</i>        | 60 | 1,922  | <i>Zubei's Gauntlet Part</i>             | 60 | 1,922  |
| <i>Nassen's Earring Gemstone</i>       | 60 | 2,309   | <i>Silver Axe Head</i>                   | 60 | 13,400 | <i>Zubei's Helmet Design</i>             | 60 | 2,227  |
| <i>Necklace of Anguish Chain</i>       | 60 | 136     | <i>Silver Mold</i>                       | 2  | 6,750  | <i>Zubei's Leather Gaiters Texture</i>   | 60 | 2,794  |
| <i>Necklace of Binding Chain</i>       | 60 | 2,923   | <i>Silver Nugget</i>                     | 2  | 250    | <i>Zubei's Leather Shirts Fabric</i>     | 60 | 4,242  |
| <i>Necklace of Black Ore Beads</i>     | 60 | 5,077   | <i>Skull Breaker Head</i>                | 60 | 9,879  | <i>Zubei's Shield Fragment</i>           | 60 | 1,725  |

## RECIPES

All recipes weigh 30.

|                         | <b>Price</b> |
|-------------------------|--------------|
| Absolute Gloves         | 8,040        |
| Adamantite Boots        | 3,580        |
| Adamantite Earring      | 6,060        |
| Adamantite Necklace     | 8,080        |
| Adamantite Ring         | 4,040        |
| Akat Long Bow           | 43,000       |
| Amber Bead              | not sold     |
| Ancient Reagent         | 18,000       |
| Aquastone Necklace      | 2,070        |
| Aquastone Ring          | 1,030        |
| Art of Battle Axe       | 131,000      |
| Arthro Nail             | 86,800       |
| Artisan's Frame         | 1,400        |
| Assassin Knife          | 4,090        |
| Assault Boots           | 978          |
| Atuba Hammer            | 18,000       |
| Atuba Mace              | 18,000       |
| Avadon Boots            | 5,190        |
| Avadon Breastplate      | 20,800       |
| Avadon Circlet          | 7,780        |
| Avadon Gaiters          | 13,000       |
| Avadon Gloves           | 5,190        |
| Avadon Leather Armor    | 22,800       |
| Avadon Robe             | 22,800       |
| Battle Axe              | 22,900       |
| Bec de Corbin           | 28,700       |
| Bellion Cestus          | 131,000      |
| Bich'hwa                | 14,000       |
| Big Hammer              | 22,900       |
| Blacksmith's Frame      | 1,400        |
| Blessed Branch          | 61,300       |
| Blessed Gloves          | 3,580        |
| Blood Helm              | 5,360        |
| Blue Crystal Skull      | 15,200       |
| Blue Diamond Necklace   | 213          |
| Blue Wolf Boots         | 8,040        |
| Blue Wolf Gaiters       | 20,100       |
| Blue Wolf Gloves        | 8,040        |
| Blue Wolf Helmet        | 12,100       |
| Blue Wolf Leather Armor | 35,300       |
| Blue Wolf Stockings     | 15,100       |
| Blue Wolf Tunic         | 24,100       |
| Body Slasher            | 22,900       |
| Bone Arrow              | 400          |
| Bone Helmet             | 313          |
| Bonebreaker             | 18,000       |
| Boots                   | 123          |
| Boots of Blessing       | 5,190        |
| Boots of Doom           | 8,040        |
| Boots of Grace          | 8,040        |
| Boots of Power          | 747          |
| Boots of Seal           | 1,260        |
| Boots of Silence        | 5,190        |
| Bow                     | 125          |
| Bow of Peril            | 131,000      |
| Braided Hemp            | 340          |
| Brandish                | 541          |
| Brigandine Boots        | 747          |
| Brigandine Gaiters      | 1,870        |
| Brigandine Gauntlets    | 747          |
| Brigandine Helmet       | 1,120        |
| Brigandine Shield       | 784          |

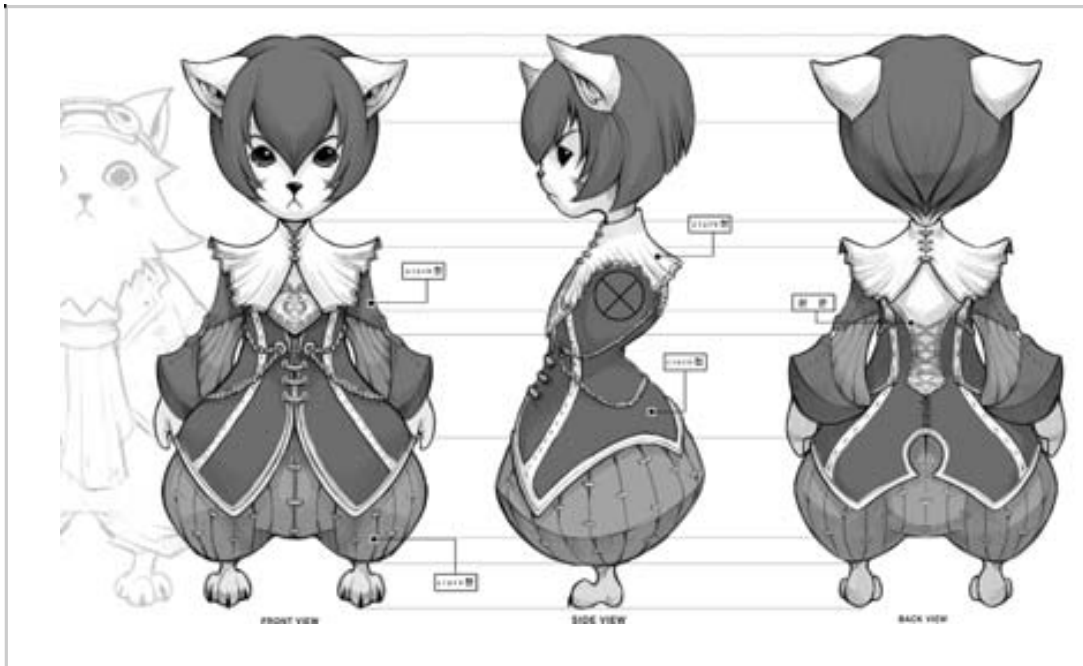
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|-------------------------|---------|
| Brigandine Tunic        | 2,990   |
| Broadsword              | 125     |
| Caliburs                | 43,000  |
| Candle of Wisdom        | 61,300  |
| Cap of Mana             | 5,360   |
| Cedar Staff             | 541     |
| Cerberus Eye            | 61,300  |
| Chain Boots             | 1,260   |
| Chain Gaiters           | 3,160   |
| Chain Gloves            | 1,260   |
| Chain Gloves of Silence | 5,190   |
| Chain Helmet            | 1,470   |
| Chain Hood              | 1,890   |
| Chain Mail Shirt        | 5,050   |
| Chain Shield            | 1,330   |
| Chakram                 | 22,900  |
| Claws of Black Dragon   | 61,300  |
| Claymore                | 18,000  |
| Club of Nature          | 43,000  |
| Coarse Bone Powder      | 340     |
| Cokes                   | 340     |
| Composite Armor         | 16,000  |
| Composite Boots         | 2,450   |
| Composite Helmet        | 3,680   |
| Composite Shield        | 2,580   |
| Composition Bow         | 2,440   |
| Compound Braid          | 500     |
| Conjuror's Staff        | 6,440   |
| Cord                    | 500     |
| Crafted Leather         | 1,400   |
| Craftsman Mold          | 2,250   |
| Crimson Boots           | 1,610   |
| Crossbow                | 28,700  |
| Crucifix of Blood       | 14,000  |
| Crystal Dagger          | 61,300  |
| Crystal Staff           | 22,900  |
| Crystallized Ice Bow    | 22,900  |
| Cursed Dagger           | 22,900  |
| Cursed Maingauche       | 14,000  |
| Cursed Staff            | 28,700  |
| Dark Screamer           | 43,000  |
| Dark Stockings          | 625     |
| Darkelven Dagger        | 22,900  |
| Deadman's Glory         | 131,000 |
| Deadman's Staff         | 61,300  |
| Demon Fangs             | 15,200  |
| Demon's Boots           | 2,450   |
| Demon's Gloves          | 2,450   |
| Demon's Staff           | 61,300  |
| Demon's Stockings       | 4,600   |
| Demon's Sword           | 131,000 |
| Demon's Tunic           | 7,360   |
| Dirk                    | 541     |
| Divine Boots            | 3,580   |
| Divine Gloves           | 3,580   |
| Divine Stockings        | 6,710   |
| Divine Tunic            | 10,700  |
| Doom Gloves             | 8,040   |
| Doom Helmet             | 12,100  |
| Doom Plate Armor        | 47,100  |
| Doom Shield             | 8,450   |
| Drake Leather Armor     | 17,400  |
| Drake Leather Boots     | 3,580   |
| Drake Leather Gloves    | 3,580   |
| Dwarven Chain Boots     | 1,260   |
| Dwarven Chain Gaiters   | 4,030   |
| Dwarven Chain Gloves    | 1,610   |

|                          |        |
|--------------------------|--------|
| Dwarven Chain Mail Shirt | 6,440  |
| Dwarven Chain Shield     | 1,560  |
| Dwarven Trident          | 6,440  |
| Dwarven War Hammer       | 28,700 |
| Earring of Binding       | 2,950  |
| Earring of Black Ore     | 9,240  |
| Earring of Protection    | 1,960  |
| Eldarake                 | 1,330  |
| Elemental Boots          | 8,040  |
| Elemental Hood           | 5,360  |
| Elven Bow                | 6,440  |
| Elven Bow of Nobility    | 28,700 |
| Elven Earring            | 934    |
| Elven Long Sword         | 18,000 |
| Elven Mithril Boots      | 747    |
| Elven Mithril Gloves     | 747    |
| Elven Mithril Stockings  | 1,400  |
| Elven Mithril Tunic      | 2,240  |
| Elven Necklace           | 1,250  |
| Elven Ring               | 623    |
| Eminence Bow             | 61,300 |
| Enchanted Necklace       | 568    |
| Excellent Leather Gloves | 209    |
| Eye of Infinity          | 14,000 |
| Fine Steel Arrow         | 600    |
| Fist Blade               | 43,000 |
| Flamberge                | 22,900 |
| Flame Helm               | 5,360  |
| Forest Bow               | 1,360  |
| Forgotten Boots          | 2,450  |
| Full Plate Armor         | 23,200 |
| Full Plate Boots         | 3,580  |
| Full Plate Gauntlets     | 3,580  |
| Full Plate Helmet        | 5,360  |
| Full Plate Shield        | 3,750  |
| Gastrophetes             | 9,670  |
| Gauntlets of Ghost       | 3,580  |
| Ghost Staff              | 18,000 |
| Ghoul's Staff            | 61,300 |
| Glaive                   | 18,000 |
| Gloves of Blessing       | 5,190  |
| Gloves of Grace          | 8,040  |
| Gloves of Seal           | 1,610  |
| Goat Head Staff          | 14,000 |
| Grace Dagger             | 43,000 |
| Great Axe                | 86,800 |
| Great Helmet             | 2,420  |
| Great Pata               | 61,300 |
| Great Sword              | 86,800 |
| Guardian's Boots         | 5,190  |
| Guardian's Gloves        | 5,190  |
| Half Plate Armor         | 3,910  |
| Hard Leather Gaiters     | 230    |
| Hard Leather Shirt       | 369    |
| Heathen's Book           | 43,000 |
| Heavy Bone Club          | 14,000 |
| Heavy Crossbow           | 86,800 |
| Heavy Doom Axe           | 22,900 |
| Heavy Doom Hammer        | 22,900 |
| Heavy War Axe            | 86,800 |
| Hell Knife               | 86,800 |
| Helm of Avadon           | 5,360  |
| Helmet of Pledge         | 5,360  |
| Hex Doll                 | 43,000 |
| High Grade Suede         | 500    |
| Homunkulus's Sword       | 43,000 |
| Hood of Aid              | 5,360  |

|                          |          |
|--------------------------|----------|
| Hood of Grace            | 5,360    |
| Hood of Solar Eclipse    | 5,360    |
| Hood of Summoning        | 5,360    |
| Horn of Glory            | 28,700   |
| Implosion Boots          | 8,040    |
| Implosion Gauntlets      | 8,040    |
| Inferno Staff            | 43,000   |
| Iron Boots               | 508      |
| Iron Hammer              | 2,440    |
| Journeyman Ring          | not sold |
| Karmian Boots            | 1,260    |
| Karmian Gloves           | 1,260    |
| Karmian Stockings        | 2,370    |
| Karmian Tunic            | 3,790    |
| Katana                   | 28,700   |
| Keshanberk               | 86,800   |
| Key of Titan             | not sold |
| Kite Shield              | 784      |
| Knight Shield            | 1,690    |
| Kris                     | 86,800   |
| Lance                    | 131,000  |
| Leather                  | 190      |
| Leather Armor of Doom    | 35,300   |
| Leather Boots            | 209      |
| Leather Gloves           | 68       |
| Leather Helmet           | 102      |
| Leather Shoes            | 27       |
| Leather Stockings        | 50       |
| Leather Tunic            | 80       |
| Light Crossbow           | 18,000   |
| Mace of Judgment         | 6,440    |
| Mace of the Underworld   | 43,000   |
| Maestro Anvil Lock       | 2,250    |
| Maestro Holder           | 2,250    |
| Maestro Mold             | 2,250    |
| Maingauche               | 14,000   |
| Manticore Skin Boots     | 747      |
| Manticore Skin Gaiters   | 1,400    |
| Manticore Skin Gloves    | 747      |
| Manticore Skin Shirt     | 2,240    |
| Metallic Fiber           | 1,400    |
| Mithril Alloy            | 1,400    |
| Mithril Banded Gaiters   | 952      |
| Mithril Banded Mail      | 1,520    |
| Mithril Boots            | 459      |
| Mithril Dagger           | 18,000   |
| Mithril Gauntlets        | 2,450    |
| Mithril Gloves           | 978      |
| Mithril Helmet           | 5,360    |
| Mithril Ring             | 808      |
| Mithril Scale Gaiters    | 1,870    |
| Mithril Shirt            | 3,790    |
| Mithril Stockings        | 1,400    |
| Mithril Tunic            | 2,240    |
| Moonstone Earring        | 1,550    |
| Morning Star             | 14,000   |
| Nassen's Earring         | 4,240    |
| Necklace of Anguish      | 47       |
| Necklace of Black Ore    | 12,300   |
| Necklace of Darkness     | 1,620    |
| Necklace of Devotion     | 359      |
| Necklace of Mermaid      | 3,930    |
| Necklace of Protection   | 2,610    |
| Necklace of Wisdom       | 119      |
| Nirvana Axe              | 43,000   |
| Ogre Power Gauntlets     | 978      |
| Omen Beast's Eye Earring | 1,210    |



|                                  |        |                              |        |                                  |         |                                  |        |
|----------------------------------|--------|------------------------------|--------|----------------------------------|---------|----------------------------------|--------|
| <i>Orcish Glaive</i>             | 22,900 | <i>RIP Gauntlets</i>         | 747    | <i>Spiritshot: A Grade</i>       | 75,000  | <i>Theca Leather Gaiters</i>     | 5,160  |
| <i>Orcish Poleaxe</i>            | 61,300 | <i>Robe of Seal</i>          | 7,850  | <i>Spiritshot: B Grade</i>       | 50,000  | <i>Theca Leather Gloves</i>      | 2,750  |
| <i>Oriharukon</i>                | 1,400  | <i>Saber</i>                 | 4,090  | <i>Spiritshot: C Grade</i>       | 30,000  | <i>Three Eyed Crow's Feather</i> | 61,300 |
| <i>Paagrio Axe</i>               | 47,800 | <i>Sage's Necklace</i>       | 5,650  | <i>Spiritshot: D Grade</i>       | 2,500   | <i>Tiger's Eye Earring</i>       | 643    |
| <i>Paagrio Hammer</i>            | 43,000 | <i>Sage's Rag</i>            | 4,770  | <i>Sprite's Staff</i>            | 86,800  | <i>Tome of Blood</i>             | 9,670  |
| <i>Paagrio Hand</i>              | 1,610  | <i>Sage's Ring</i>           | 2,820  | <i>Square Shield</i>             | 1,030   | <i>Tower Shield</i>              | 2,580  |
| <i>Paradia Boots</i>             | 8,040  | <i>Sage's Staff</i>          | 43,000 | <i>Staff of Evil Spirit</i>      | 131,000 | <i>Trident</i>                   | 4,090  |
| <i>Paradia Gloves</i>            | 8,040  | <i>Sage's Worn Gloves</i>    | 978    | <i>Staff of Life</i>             | 18,000  | <i>Tsurugi</i>                   | 43,000 |
| <i>Paradia Hood</i>              | 5,360  | <i>Salamander Skin Mail</i>  | 4,770  | <i>Steel</i>                     | 340     | <i>Tunic of Doom</i>             | 24,100 |
| <i>Paradia Staff</i>             | 43,000 | <i>Samurai Longsword</i>     | 61,300 | <i>Steel Mold</i>                | 500     | <i>Tunic of Zubei</i>            | 15,600 |
| <i>Pata</i>                      | 78,300 | <i>Scale Gaiters</i>         | 833    | <i>Steel Plate Helmet</i>        | 2,060   | <i>Two-handed Sword</i>          | 9,670  |
| <i>Phoenix Feather</i>           | 61,300 | <i>Scale Mail</i>            | 1,330  | <i>Stick of Eternity</i>         | 43,000  | <i>Vajra Wands</i>               | 18,000 |
| <i>Phoenix Hood</i>              | 5,360  | <i>Scallop Jamadhr</i>       | 18,000 | <i>Stick of Faith</i>            | 22,900  | <i>Varnish of Purity</i>         | 500    |
| <i>Piece Bone Breastplate</i>    | 318    | <i>Scorpion</i>              | 47,800 | <i>Stiletto</i>                  | 28,700  | <i>War Axe</i>                   | 43,000 |
| <i>Piece Bone Gaiters</i>        | 199    | <i>Scroll of Destruction</i> | 61,300 | <i>Stockings of Doom</i>         | 15,100  | <i>War Pick</i>                  | 14,000 |
| <i>Plate Boots</i>               | 978    | <i>Scythe</i>                | 22,900 | <i>Stockings of Zubei</i>        | 9,730   | <i>White Tunic</i>               | 999    |
| <i>Plate Gaiters</i>             | 2,440  | <i>Shamshir</i>              | 28,700 | <i>Stormbringer</i>              | 22,900  | <i>Widow Maker</i>               | 47,800 |
| <i>Plate Helmet</i>              | 1,470  | <i>Shillien Knife</i>        | 9,670  | <i>Strengthened Long Bow</i>     | 14,000  | <i>Willow Staff</i>              | 125    |
| <i>Plate Shield</i>              | 1,030  | <i>Shining Circlet</i>       | 3,680  | <i>Sword Breaker</i>             | 2,440   | <i>Winged Spear</i>              | 14,000 |
| <i>Plated Leather</i>            | 4,460  | <i>Short Spear</i>           | 1,360  | <i>Sword of Damascus</i>         | 131,000 | <i>Wolf Breastplate</i>          | 32,200 |
| <i>Plated Leather Boots</i>      | 1,260  | <i>Silver Arrow</i>          | 900    | <i>Sword of Delusion</i>         | 43,000  | <i>Wolverine Needle</i>          | 22,900 |
| <i>Plated Leather Gaiters</i>    | 2,790  | <i>Silver Axe</i>            | 22,900 | <i>Sword of Limit</i>            | 43,000  | <i>Wooden Arrow</i>              | 300    |
| <i>Plated Leather Gloves</i>     | 1,490  | <i>Silver Mold</i>           | 500    | <i>Sword of Nightmare</i>        | 43,000  | <i>Yaksa Mace</i>                | 61,300 |
| <i>Poleaxe</i>                   | 43,000 | <i>Skull Breaker</i>         | 14,000 | <i>Sword of Reflection</i>       | 1,360   | <i>Zubei's Boots</i>             | 5,190  |
| <i>Raid Sword</i>                | 28,700 | <i>Skull Graver</i>          | 22,900 | <i>Sword of Revolution</i>       | 14,000  | <i>Zubei's Breastplate</i>       | 20,800 |
| <i>Reinforced Mithril Gloves</i> | 1,260  | <i>Slamander Skin Boots</i>  | 978    | <i>Sword of Valhalla</i>         | 86,800  | <i>Zubei's Gaiters</i>           | 13,000 |
| <i>Rind Leather Armor</i>        | 4,830  | <i>Soulfire Dirk</i>         | 28,700 | <i>Sword of Whispering Death</i> | 43,000  | <i>Zubei's Gauntlets</i>         | 5,190  |
| <i>Rind Leather Boots</i>        | 1,610  | <i>Soulshot: A Grade</i>     | 75,000 | <i>Synthetic Cokes</i>           | 500     | <i>Zubei's Helmet</i>            | 7,780  |
| <i>Rind Leather Gaiters</i>      | 3,020  | <i>Soulshot: B Grade</i>     | 50,000 | <i>Tarbar</i>                    | 14,000  | <i>Zubei's Leather Gaiters</i>   | 9,730  |
| <i>Rind Leather Gloves</i>       | 1,610  | <i>Soulshot: C Grade</i>     | 30,000 | <i>Tears of Fairy</i>            | 28,700  | <i>Zubei's Leather Shirt</i>     | 15,600 |
| <i>Ring of Ages</i>              | 1,960  | <i>Soulshot: D Grade</i>     | 2,500  | <i>Tempered Mithril Gaiters</i>  | 2,370   | <i>Zubei's Shield</i>            | 5,450  |
| <i>Ring of Black Ore</i>         | 6,160  | <i>Spiked Club</i>           | 9,670  | <i>Temptation of Abyss</i>       | 4,090   |                                  |        |
| <i>Ring of Protection</i>        | 1,300  | <i>Spinebone Sword</i>       | 6,440  | <i>Theca Leather Armor</i>       | 8,250   |                                  |        |
| <i>Ring of Sage</i>              | 2,820  | <i>Spirit Sword</i>          | 28,700 | <i>Theca Leather Boots</i>       | 2,750   |                                  |        |



## THE REST

|                                        | EFFECT                                                                          | WEIGHT | STACKABLE? | PAYS  |
|----------------------------------------|---------------------------------------------------------------------------------|--------|------------|-------|
| <b>POTIONS, BANDAGES, AND SO FORTH</b> |                                                                                 |        |            |       |
| <i>Beginner's Potion</i>               | Slowly restores HP                                                              | 180    | Yes        | –     |
| <i>Red Potion</i>                      | Restores 2 HP every 3 seconds for 15 seconds                                    | 80     | Yes        | 20    |
| <i>Healing Drug</i>                    | Restores 1.5 HP every second for 20 seconds                                     | 180    | Yes        | 25    |
| <i>Lesser Healing Potion</i>           | Restores 4 HP every 3 seconds for 15 seconds                                    | 180    | Yes        | 45    |
| <i>Healing Potion</i>                  | Restores 14 HP every 3 seconds for 15 seconds                                   | 180    | Yes        | 165   |
| <i>Greater Healing Potion</i>          | Restores 32 HP every 3 seconds for 15 seconds                                   | 180    | Yes        | 450   |
| <i>Quick Healing Potion</i>            | Restores 435 HP                                                                 | 180    | Yes        | 5,000 |
| <i>Antidote</i>                        | Dispels poison up to level 3                                                    | 180    | Yes        | 38    |
| <i>Bandage</i>                         | Dispels bleeding up to level 3                                                  | 180    | Yes        | 38    |
| <i>Greater Antidote</i>                | Dispels poison up to level 7                                                    | 180    | Yes        | 90    |
| <i>Emergency Dressing</i>              | Dispels bleeding up to level 7                                                  | 180    | Yes        | 90    |
| <i>Mana Drug</i>                       | Restores 1.5 MP every second for 20 seconds                                     | 180    | Yes        | 40    |
| <i>Mana Potion</i>                     | Restores 25 MP                                                                  | 180    | Yes        | 1,000 |
| <i>Haste Potion</i>                    | Increases movement speed by 20; duration 20 minutes (in small-mouthed jar)      | 180    | Yes        | 600   |
| <i>Haste Potion</i>                    | Increases movement speed by 33, P.Atk speed by 33%; duration 5 mins (in beaker) | 180    | Yes        | 2,500 |
| <i>Greater Haste Potion</i>            | Increases movement speed by 33; duration 10 minutes                             | 180    | Yes        | 1,500 |
| <i>Potion of Alacrity</i>              | Increases P.Atk speed by 15%; duration 20 minutes                               | 180    | Yes        | 1,200 |
| <i>Greater Swift Attack Potion</i>     | Increases P.Atk speed by 33%; duration 10 minutes                               | 180    | Yes        | 3,000 |
| <i>Scroll of Resurrection</i>          | Resurrects party member                                                         | 120    | Yes        | 1,000 |

### CRYSTALS

|                         |                                       |   |     |       |
|-------------------------|---------------------------------------|---|-----|-------|
| <i>Crystal: D Grade</i> | Used in crafting and summoning spells | 0 | Yes | 325   |
| <i>Crystal: C Grade</i> | Used in crafting and summoning spells | 0 | Yes | 1,500 |
| <i>Crystal: B Grade</i> | Used in crafting                      | 0 | Yes | 4,500 |

### PET FOOD

|                           |                                 |    |     |    |
|---------------------------|---------------------------------|----|-----|----|
| <i>Food for Hatchling</i> | Helps dispel hatchling's hunger | 40 | Yes | 75 |
| <i>Food for Wolves</i>    | Helps dispel wolf's hunger      | 40 | Yes | 50 |

### SHOT

|                             |                                                             |   |     |    |
|-----------------------------|-------------------------------------------------------------|---|-----|----|
| <i>Soulshot: No Grade</i>   | Increases physical damage when used with a non-grade weapon | 4 | Yes | 4  |
| <i>Soulshot: D Grade</i>    | Increases physical damage when used with a D-grade weapon   | 3 | Yes | 5  |
| <i>Soulshot: C Grade</i>    | Increases physical damage when used with a C-grade weapon   | 3 | Yes | 8  |
| <i>Soulshot: B Grade</i>    | Increases physical damage when used with a B-grade weapon   | 2 | Yes | 25 |
| <i>Spiritshot: No Grade</i> | Increases magical damage when used with a non-grade weapon  | 7 | Yes | 8  |
| <i>Spiritshot: D Grade</i>  | Increases magical damage when used with a D-grade weapon    | 7 | Yes | 9  |
| <i>Spiritshot: C Grade</i>  | Increases magical damage when used with a C-grade weapon    | 5 | Yes | 18 |
| <i>Spiritshot: B Grade</i>  | Increases magical damage when used with a B-grade weapon    | 5 | Yes | 50 |

### TICKETS & TRANSPORTATION

|                                    |                                                                             |     |     |       |
|------------------------------------|-----------------------------------------------------------------------------|-----|-----|-------|
| <i>Ship Ticket</i>                 | Boat ticket from Gludin to Talking Island                                   | 20  | No  | 1,000 |
| <i>Ship Ticket</i>                 | Boat ticket from Talking Island to Gludin                                   | 20  | No  | 1,000 |
| <i>Boat Ticket</i>                 | Boat ticket from Giran Harbor to Talking Island                             | 20  | No  | 4,000 |
| <i>Boat Ticket</i>                 | Boat ticket from Talking Island to Giran                                    | 20  | No  | 4,000 |
| <i>Scroll of Escape</i>            | Returns user to the nearest town                                            | 120 | Yes | 200   |
| <i>Scroll of Escape: Clan Hall</i> | Returns you to your home if they have one; if not, returns player to town   | 120 | Yes | 250   |
| <i>Scroll of Escape: Castle</i>    | Returns you to your castle if they have one; if not, returns player to town | 120 | Yes | 250   |
| <i>Gatekeeper Charm</i>            | Used to teleport for free from Orc Village to Gludin                        | 10  | Yes | –     |
| <i>Gatekeeper Token</i>            | Used to teleport for free from Dwarf Village to Gludin                      | 10  | Yes | –     |

### ENCHANTMENT SCROLLS

|                                         |                                           |     |     |         |
|-----------------------------------------|-------------------------------------------|-----|-----|---------|
| <i>Scroll: Enchant Armor (Grade D)</i>  | Improves D-grade armor's P.Def or M.Def   | 120 | Yes | 3,000   |
| <i>Scroll: Enchant Armor (Grade C)</i>  | Improves C-grade armor's P.Def or M.Def   | 120 | Yes | 7,500   |
| <i>Scroll: Enchant Armor (Grade B)</i>  | Improves B-grade armor's P.Def or M.Def   | 120 | Yes | 40,000  |
| <i>Scroll: Enchant Weapon (Grade D)</i> | Improves D-grade weapon's P.Atk and M.Atk | 120 | Yes | 25,000  |
| <i>Scroll: Enchant Weapon (Grade C)</i> | Improves C-grade weapon's P.Atk and M.Atk | 120 | Yes | 55,000  |
| <i>Scroll: Enchant Weapon (Grade B)</i> | Improves B-grade weapon's P.Atk and M.Atk | 120 | Yes | 250,000 |

### MAPS

|                    |                                     |   |    |     |
|--------------------|-------------------------------------|---|----|-----|
| <i>World Map</i>   | Map of Aden                         | 0 | No | 250 |
| <i>Map: Elmore</i> | Map of Elmore (Dwarf and Orc lands) | 0 | No | 250 |

### Key of Thief

Used to unlock doors 10 Yes 500

### Proof of Blood

Needed to update level of Clan to 3 0 No –

## VENDOR PRICES

All prices at the shops of *Lineage II* are drawn from a base price that you will never see in the game. Each municipality and vendor adds a surcharge (and usually a tax rate) to that base price. Castle rulers may adjust the tax rate at their neighborhood shops; taxes collected belong to the ruling clan. (Towns subject to a variable rate are italicized in the table, below.) Until a clan takes a castle, the tax rate is set as follows:

| 10%          | 15%               | 20%                                                            | 30%              | 50%                                 |
|--------------|-------------------|----------------------------------------------------------------|------------------|-------------------------------------|
| <i>Giran</i> | Starting Villages | <i>Aden</i><br>Dion<br>Gludin<br><i>Gludio</i><br>Hardin's Ac. | Hunters' Village | Floran<br>S Dark Elf<br>S Wasteland |

**Chaotic Vendors.** You might notice that four vendors, in three locations, sell goods at a 50% markup. These enterprising souls are the only vendors available to karma-laden characters who have trouble getting past

town guards. They include Grocer Pano, in **Floran**; **Tyra**, west of the Altar of Rites (on the edge of C20/B20); and Traders Rolento and Sarien, by the southern entrance into the Wastelands (**S Waste**).

Actually, Magic Trader Cema, in Hardin's cavernous Academy — HA on the map — will also sell to anyone. The goods she sells are in the **Hard. Ac.** column.

**Start** indicates all five starting villages. **Ad/Dn** are Aden and Dion, which sell the same items, starting at the same price.

**When Vendors Pay.** All shops and vendors will buy any equipment that you want to sell (except those things you can't trade away, like your starting equipment and quest items). They all pay 50% of the base price for anything they buy; their paying price works out to less than half of the selling price (assuming it would be for sale) at any shop.

## MERCENARIES

When you purchase a Mercenary Disposition Badge, you're getting the right to station a mercenary in defense of your castle. (Only clan leaders may do this.) Mercenaries can only be stationed in the castle where they are acquired. Each type of mercenary can be stationary or mobile. Teleporters can carry you between inner castle, outer castle and the guardian, depending on which one you purchase. All Mercenary Managers area found at their respective castle and use the same prices:

|            |         |
|------------|---------|
| Sword      | 34,500  |
| Spear      | 46,000  |
| Bow        | 57,500  |
| Cleric     | 172,500 |
| Wizard     | 172,500 |
| Teleporter | 115,000 |

Vendors include Mercenary Managers Arvid (Giran), Eldon (Aden), Greenspan (Gludio), Morrison (Oren) and Sanford (Dion).

## PET MANAGERS

All Pet Managers sell their goods at the same price, 20% over the base price.

| Wolf Weapons                            | Hatchling Weapons                      |
|-----------------------------------------|----------------------------------------|
| <i>Iron Canine</i> 16,220               | <i>Viperbite</i> 377,347               |
| <i>Shining Canine</i> 40,880            | <i>Shadow Fang</i> 506,848             |
| <i>Ghost Canine</i> 73,300              | <i>Alya Fang</i> 680,520               |
| <i>Mithril Canine</i> 122,838           | <i>Torturer</i> 909,889                |
| <i>Sylvan Canine</i> 193,273            |                                        |
| <i>Orikarukon Canine</i> 289,986        | <b>Hatchling Armor</b>                 |
| <i>Fang of Saltydog</i> 418,964         | <i>Hatchling's Scale Mail</i> 377,347  |
|                                         | <i>Hatchling's Brigandine</i> 506,848  |
| <b>Wolf Armor</b>                       | <i>Hatchling's Bronze Coat</i> 680,520 |
| <i>Wolf Leather Armor</i> 8,353         | <i>Hatchling's Steel Coat</i> 909,889  |
| <i>Wolve's Hide Armor</i> 21,337        |                                        |
| <i>Wolve's Hard Leather Mail</i> 38,718 | <b>Food</b>                            |
| <i>Wolve's Wooden Armor</i> 65,734      | <i>Food for Wolves</i> 120             |
| <i>Wolve's Ring Mail</i> 104,919        | <i>Food for Hatchling</i> 180          |
| <i>Wolve's Bone Armor</i> 159,931       |                                        |
| <i>Wolve's Scale Mail</i> 235,160       |                                        |

Vendors include Pet Managers Cooper (Giran), Joey (Oren), Lemper (Aden), Lundy (Gludio), Martin (Gludin), Nelson (Hunters' Village) and Waters (Dion). Each is marked on his town map with **P**.



# LINEAGE II

PRIMA Official Game Guide

## WEAPONS

|                                | START   | GLUDIN  | AD/DN   | OREN    | HUNTERS' | S WASTE | GIRAN   | GLUDIO  | IVORY T. | FLORAN  | HARD. AC. |
|--------------------------------|---------|---------|---------|---------|----------|---------|---------|---------|----------|---------|-----------|
| <i>Apprentice's Rod</i>        | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Bone Dagger</i>             | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Buffalo's Horn</i>          | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Club</i>                    | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Short Bow</i>               | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Short Sword</i>             | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Spiked Gloves (Orc V)</i>   | 883     |         |         |         |          |         |         |         |          |         |           |
| <i>Heavy Chisel</i>            | 9,280   | 9,684   |         |         |          |         |         |         |          |         |           |
| <i>Apprentice's Spellbook</i>  | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Bow</i>                     | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Broadsword</i>              | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Doom Dagger</i>             | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Iron Gloves (Orc V)</i>     | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Knife</i>                   | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Mace</i>                    | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Willow Staff</i>            | 14,375  | 15,000  |         |         |          |         |         |         |          |         |           |
| <i>Sickle</i>                  | 21,275  | 22,200  |         |         |          |         |         |         |          |         |           |
| <i>Brandish</i>                | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   |         |         |         |          |         |           |
| <i>Cedar Staff</i>             | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   | 81,150  |         |         |          |         |           |
| <i>Dirk</i>                    | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   | 81,150  |         |         |          |         |           |
| <i>Dwarven Mace</i>            | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   |         |         |         |          |         |           |
| <i>Fox Claw Gloves (Orc V)</i> | 62,215  | 64,920  |         |         |          |         |         |         |          |         |           |
| <i>Gladus</i>                  | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   | 81,150  |         |         |          |         |           |
| <i>Handmade Sword</i>          | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   |         |         |         |          |         |           |
| <i>Hunting Bow</i>             | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   | 81,150  |         |         |          |         |           |
| <i>Orcish Sword</i>            | 62,215  | 64,920  | 64,920  | 62,215  | 70,330   | 81,150  |         |         |          |         |           |
| <i>Cestus (Orc V)</i>          | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  |         | 149,600 | 163,200 |          |         |           |
| <i>Forest Bow</i>              | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  |         | 149,600 | 163,200 |          |         |           |
| <i>Journeyman's Staff</i>      | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  |         | 149,600 | 163,200 |          |         |           |
| <i>Long Sword</i>              | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  | 204,000 | 149,600 | 163,200 |          |         |           |
| <i>Relic of the Saints</i>     | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  | 204,000 | 149,600 | 163,200 |          |         |           |
| <i>Short Spear</i>             | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  | 204,000 | 149,600 | 163,200 |          |         |           |
| <i>Throwing Knife</i>          | 156,400 | 163,200 | 163,200 | 156,400 | 176,800  |         | 149,600 | 163,200 |          |         |           |
| <i>Buzdygan</i>                | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Composition Bow</i>         | 292,800 | 292,800 | 280,600 | 317,200 | 366,000  |         | 268,400 | 292,800 |          |         |           |
| <i>Crucifix of Blessing</i>    | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Falchion</i>                | 292,800 | 292,800 | 280,600 | 317,200 | 366,000  |         | 268,400 | 292,800 |          |         |           |
| <i>Iron Hammer</i>             | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Long Spear</i>              | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Mage Staff</i>              | 292,800 | 292,800 | 280,600 | 317,200 | 366,000  |         | 268,400 | 292,800 |          |         |           |
| <i>Sword Breaker</i>           | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Viper's Fang</i>            | 292,800 | 292,800 | 280,600 | 317,200 |          |         | 268,400 | 292,800 |          |         |           |
| <i>Voodoo Doll</i>             | 292,800 | 292,800 | 280,600 | 317,200 | 366,000  |         | 268,400 | 292,800 |          |         |           |
| <i>Assassin Knife</i>          | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Bagh-nakh</i>               | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          |         |           |
| <i>Bone Staff</i>              | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          |         |           |
| <i>Branch of Life</i>          | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          |         |           |
| <i>Crafted Dagger</i>          | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Hand Axe</i>                | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Heavy Mace</i>              | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Proof of Revenge</i>        | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          |         |           |
| <i>Saber</i>                   | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Scroll of Wisdom</i>        | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          |         |           |
| <i>Strengthened Bow</i>        | 490,800 | 490,800 | 470,350 | 531,700 |          |         | 449,900 | 490,800 |          |         |           |
| <i>Trident</i>                 | 490,800 | 490,800 | 470,350 | 531,700 | 613,500  |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Work Hammer</i>             |         | 490,800 | 490,800 | 470,350 | 531,700  |         | 449,900 | 490,800 |          | 613,500 |           |
| <i>Artisan's Sword</i>         |         |         |         |         |          |         | 708,400 |         |          |         |           |
| <i>Bastard Sword</i>           |         |         |         |         |          |         | 708,400 | 772,800 |          | 966,000 |           |
| <i>Dark Elven Bow</i>          |         |         |         |         |          |         | 708,400 | 772,800 |          |         |           |
| <i>Divine Tome</i>             |         |         |         |         |          |         | 708,400 | 772,800 | 740,600  |         | 772,800   |
| <i>Doom Hammer</i>             |         |         | 772,800 | 740,600 | 837,200  |         | 708,400 | 772,800 | 740,600  |         | 772,800   |
| <i>Dwarven Trident</i>         |         |         |         |         |          |         | 708,400 | 772,800 |          |         |           |
| <i>Elven Bow</i>               |         |         |         |         |          |         | 708,400 |         |          |         |           |
| <i>Long Bow</i>                |         |         |         |         |          |         | 708,400 | 772,800 |          | 966,000 |           |
| <i>Mace of Prayer</i>          |         |         | 772,800 | 740,600 | 837,200  |         | 708,400 | 772,800 | 740,600  |         | 772,800   |
| <i>Mystic Staff</i>            |         |         |         |         |          |         | 708,400 | 772,800 | 740,600  |         | 772,800   |



VENDORS: WEAPONS & MISCELLANEOUS

|                       | START | GLUDIN | AD/DN | OREN | HUNTERS' | S WASTE | GIRAN     | GLUDIO    | IVORY T.  | FLORAN  | HARD. AC. |
|-----------------------|-------|--------|-------|------|----------|---------|-----------|-----------|-----------|---------|-----------|
| Pike                  |       |        |       |      |          |         | 708,400   | 772,800   |           |         |           |
| Poniard Dagger        |       |        |       |      |          |         | 708,400   | 772,800   |           | 966,000 |           |
| Single-edged Jamadhr  |       |        |       |      |          |         | 708,400   | 772,800   |           |         |           |
| Staff of Mana         |       |        |       |      |          |         | 708,400   | 772,800   | 740,600   |         | 772,800   |
| Tomahawk              |       |        |       |      |          |         | 708,400   |           |           |         |           |
| Sword of Magic        |       |        |       |      |          |         | 787,600   | 859,200   | 823,400   |         | 859,200   |
| Sword of Mystic       |       |        |       |      |          |         | 787,600   | 859,200   | 823,400   |         | 859,200   |
| Sword of Occult       |       |        |       |      |          |         |           | 859,200   | 823,400   |         | 859,200   |
| Blood of Saints       |       |        |       |      |          |         | 1,063,700 |           | 1,112,050 |         | 1,160,400 |
| Conjurer's Knife      |       |        |       |      |          |         | 1,063,700 | 1,160,400 | 1,112,050 |         | 1,160,400 |
| Crimson Sword         |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Dagger of Mana        |       |        |       |      |          |         | 1,063,700 | 1,160,400 | 1,112,050 |         | 1,160,400 |
| Dwarven Pike          |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Elven Sword           |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Gastrophetes          |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Kukuri                |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Mystic Knife          |       |        |       |      |          |         | 1,063,700 | 1,160,400 | 1,112,050 |         | 1,160,400 |
| Shillien Knife        |       |        |       |      |          |         | 1,063,700 |           | 1,112,050 |         | 1,160,400 |
| Spiked Club           |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Staff of Magic        |       |        |       |      |          |         | 1,063,700 |           | 1,112,050 |         | 1,160,400 |
| Tome of Blood         |       |        |       |      |          |         | 1,063,700 |           | 1,112,050 |         | 1,160,400 |
| Triple-edged Jamadhr  |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Two-handed Sword      |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| War Hammer            |       |        |       |      |          |         | 1,063,700 |           |           |         |           |
| Bich'hwa              |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Crucifix of Blood     |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Cursed Maingauche     |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Goat Head Staff       |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Heavy Bone Club       |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Maingauche            |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Strengthened Long Bow |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Sword of Revolution   |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Tarbar                |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| War Pick              |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Winged Spear          |       |        |       |      |          |         | 1,540,000 |           |           |         |           |
| Demon Fangs           |       |        |       |      |          |         | 1,672,000 |           |           |         |           |

MISCELLANEOUS

|                                 | START | GLUDIN | AD/DN | OREN  | HUNTERS' | S WASTE | GIRAN  | GLUDIO | IVORY T. | FLORAN | TYRA. |
|---------------------------------|-------|--------|-------|-------|----------|---------|--------|--------|----------|--------|-------|
| Wooden Arrow                    | 2     | 2      | 2     | 2     | 2        | 3       | 2      | 2      |          | 3      | 3     |
| Bone Arrow                      | 3     | 3      | 3     | 3     | 3        | 4       | 3      | 3      | 3        | 4      | 4     |
| Fine Steel Arrow (not in Dion)  |       |        | 6     |       |          |         | 5      |        | 5        |        |       |
| Soulshot: No Grade              | 8     |        |       |       |          |         |        |        |          |        |       |
| Spiritshot: No Grade            | 17    |        |       |       |          |         |        |        |          |        |       |
| Blessed Spiritshot: No Grade    | 40    |        |       |       |          |         |        |        |          |        |       |
| BP: Summon Mechanic Golem       |       | 1,860  | 1,860 | 1,782 | 2,015    |         | 1,705  | 1,860  |          |        |       |
| Key of Thief                    | 1,150 | 1,200  | 1,200 | 1,150 | 1,300    |         | 1,100  | 1,200  |          |        |       |
| Gemstone D (Dwarf V)            | 1,150 | 1,200  | 1,200 | 1,150 | 1,300    |         | 1,100  | 1,200  |          |        |       |
| Gemstone C                      |       |        |       |       |          |         | 3,300  |        |          |        |       |
| Gemstone B                      |       |        |       |       |          |         | 11,000 |        |          |        |       |
| Soul Ore                        | 287   | 300    | 300   | 287   | 325      |         | 275    | 300    | 287      |        |       |
| Spirit Ore                      | 460   | 480    | 480   | 460   | 520      |         | 440    | 480    | 460      |        |       |
| Lesser Healing Potion           | 103   | 108    |       |       |          |         |        |        |          | 135    |       |
| Healing Potion                  |       | 396    | 396   | 379   | 429      | 495     | 363    | 396    | 379      | 495    | 495   |
| Antidote                        | 86    | 90     | 90    | 86    |          | 112     |        |        |          |        | 112   |
| Greater Antidote                |       | 216    | 216   | 207   | 234      | 270     | 198    | 216    | 207      |        | 270   |
| Bandage                         | 86    | 90     | 90    | 86    |          | 112     |        |        |          |        | 112   |
| Emergency Dressing              |       | 216    |       |       | 234      |         | 198    | 216    | 207      |        |       |
| Haste Potion                    | 1,380 | 1,440  | 1,440 | 1,380 | 1,560    | 1,800   | 1,320  | 1,440  |          |        | 1,800 |
| Potion of Alacrity              | 2,760 | 2,880  | 2,880 | 2,760 | 3,120    | 3,600   | 2,640  | 2,880  |          |        | 3,600 |
| Scroll of Escape                | 460   | 480    | 480   | 460   | 520      |         |        | 480    |          |        |       |
| Scroll of Escape: Clan Hall     |       | 600    | 600   | 575   | 650      |         | 550    | 600    | 575      |        |       |
| Scroll of Escape: Castle        |       |        |       |       |          |         | 550    |        |          |        |       |
| Scroll of Resurrection          |       | 2,400  | 2,400 | 2,300 | 2,600    |         | 2,200  | 2,400  | 2,300    |        |       |
| World Map (Human, Elf, D.Elf V) | 575   | 600    | 600   | 575   | 650      |         | 550    | 600    |          |        |       |
| Map: Elmore (Dwarf, Orc V)      | 575   |        |       |       |          |         |        |        |          |        |       |



## ARMOR

|                          | START  | GLUDIN | AD/DN  | OREN   | HUNTERS' | S WASTE | GIRAN  | GLUDIO | IVORY T. | FLORAN | HARD. AC. |
|--------------------------|--------|--------|--------|--------|----------|---------|--------|--------|----------|--------|-----------|
| Apprentice's Shoes       | 8      |        |        |        |          |         |        |        |          |        |           |
| Cloth Shoes              | 42     |        |        |        |          |         |        |        |          |        |           |
| Leather Sandals          | 42     |        |        |        |          |         |        |        |          |        |           |
| Short Gloves             | 42     |        |        |        |          |         |        |        |          |        |           |
| Leather Shield           | 44     | 46     |        |        |          |         |        |        |          |        |           |
| Cloth Cap                | 63     |        |        |        |          |         |        |        |          |        |           |
| Shirt                    | 169    |        |        |        |          |         |        |        |          |        |           |
| Tunic                    | 169    |        |        |        |          |         |        |        |          |        |           |
| Cotton Shoes             | 698    | 728    |        |        |          |         |        |        |          |        |           |
| Crude Leather Shoes      | 698    | 728    |        |        |          |         |        |        |          |        |           |
| Short Leather Gloves     | 698    | 728    |        |        |          |         |        |        |          |        |           |
| Small Shield             | 733    | 765    |        |        |          |         |        |        |          |        |           |
| Cotton Stockings         | 1,748  |        |        |        |          |         |        |        |          |        |           |
| Feriotic Stockings       | 1,748  | 1,824  |        |        |          |         |        |        |          |        |           |
| Leather Pants            | 1,748  | 1,824  |        |        |          |         |        |        |          |        |           |
| Cotton Tunic             | 2,794  | 2,916  |        |        |          |         |        |        |          |        |           |
| Feriotic Tunic           | 2,794  | 2,916  |        |        |          |         |        |        |          |        |           |
| Leather Shirt            | 2,794  | 2,916  |        |        |          |         |        |        |          |        |           |
| Gloves                   | 3,047  | 3,180  | 3,180  | 3,047  | 3,445    |         |        |        |          |        |           |
| Leather Shoes            | 3,047  | 3,180  | 3,180  | 3,047  | 3,445    | 3,975   |        |        |          |        |           |
| Buckler                  | 3,197  | 3,336  | 3,336  | 3,197  | 3,614    |         |        |        |          |        |           |
| Wooden Helmet            | 4,577  | 4,776  | 4,776  | 4,577  | 5,174    | 5,970   |        |        |          |        |           |
| Hard Leather Pants       | 5,715  | 5,964  | 5,964  | 5,715  | 6,461    |         |        |        |          |        |           |
| Leather Stockings        | 5,715  | 5,964  | 5,964  | 5,715  | 6,461    | 7,455   |        |        |          |        |           |
| Wooden Gaiters           | 5,715  | 5,964  |        |        |          |         |        |        |          |        |           |
| Leather Gloves           | 7,785  | 8,124  | 8,124  | 7,785  | 8,801    | 10,155  | 7,447  | 8,124  |          |        |           |
| Low Boots                | 7,785  | 8,124  | 8,124  | 7,785  | 8,801    |         | 7,447  | 8,124  |          |        |           |
| Round Shield             | 8,176  | 8,532  | 8,532  | 8,176  | 9,243    | 10,665  | 7,821  | 8,532  |          |        |           |
| Leather Tunic            | 9,154  | 9,552  | 9,552  | 9,154  | 10,348   | 11,940  |        |        |          |        |           |
| Wooden Breastplate       | 9,154  | 9,552  | 9,552  | 9,154  | 10,348   |         |        |        |          |        |           |
| Bone Gaiters             | 14,605 | 15,240 | 15,240 | 14,605 | 16,510   |         | 13,970 | 15,240 |          |        |           |
| Cotton Pants             | 14,605 | 15,240 | 15,240 | 14,605 | 16,510   | 19,050  | 13,970 | 15,240 |          |        |           |
| Stockings of Devotion    | 14,605 | 15,240 | 15,240 | 14,605 | 16,510   |         | 13,970 | 15,240 |          |        |           |
| Bone Breastplate         | 23,345 | 24,360 | 24,360 | 23,345 | 26,390   |         | 22,330 | 24,360 |          |        |           |
| Cotton Shirt             | 23,345 | 24,360 | 24,360 | 23,345 | 26,390   | 30,450  | 22,330 | 24,360 |          |        |           |
| Tunic of Devotion        | 23,345 | 24,360 | 24,360 | 23,345 | 26,390   |         | 22,330 | 24,360 |          |        |           |
| Boots                    |        | 14,760 | 14,760 | 14,145 | 15,990   | 18,450  | 13,530 | 14,760 |          |        |           |
| Bracer                   |        | 14,760 | 14,760 | 14,145 | 15,990   | 18,450  | 13,530 | 14,760 |          |        |           |
| Bone Shield              |        | 15,480 | 15,480 | 14,835 | 16,770   |         | 14,190 | 15,480 |          |        |           |
| Hard Leather Helmet      |        | 22,080 | 22,080 | 21,160 | 23,920   | 27,600  | 20,240 | 22,080 |          |        |           |
| Piece Bone Gaiters       |        |        | 23,880 | 22,885 | 25,870   |         | 21,890 | 23,880 |          |        |           |
| Excellent Leather Gloves |        | 25,080 | 25,080 | 24,035 | 27,170   |         | 22,990 | 25,080 | 24,035   |        | 25,080    |
| Leather Boots            |        | 25,080 | 25,080 | 24,035 | 27,170   |         | 22,990 | 25,080 | 24,035   |        | 25,080    |
| Bronze Shield            |        | 26,280 | 26,280 | 25,185 | 28,470   | 32,850  | 24,090 | 26,280 | 25,185   |        | 26,280    |
| Hard Leather Gaiters     |        | 27,600 | 27,600 | 26,450 | 29,900   | 34,500  | 25,300 | 27,600 |          |        |           |
| Stockings of Magic       |        | 27,600 | 27,600 | 26,450 | 29,900   | 34,500  | 25,300 | 27,600 |          | 34,500 |           |
| Bronze Gaiters           |        | 36,840 | 36,840 | 35,305 | 39,910   | 46,050  | 33,770 | 36,840 |          | 46,050 |           |
| Bone Helmet              |        | 37,560 | 37,560 | 35,995 | 40,690   |         | 34,430 | 37,560 | 35,995   |        | 37,560    |
| Piece Bone Breastplate   |        |        | 38,160 | 36,570 | 41,340   |         | 34,980 | 38,160 |          |        |           |
| Blue Buckskin Boots      |        |        |        |        |          |         | 36,630 | 39,960 | 38,295   |        | 39,960    |
| Leather Gauntlets        |        |        |        |        |          |         | 36,630 | 39,960 | 38,295   |        | 39,960    |
| Aspis                    |        |        |        |        |          |         | 38,500 | 42,000 | 40,250   |        | 42,000    |
| Hard Leather Shirt       |        | 44,280 | 44,280 | 42,435 | 47,970   | 55,350  | 40,590 | 44,280 |          |        |           |
| Tunic of Magic           |        | 44,280 | 44,280 | 42,435 | 47,970   | 55,350  | 40,590 | 44,280 |          | 55,350 |           |
| Cursed Stockings         |        | 46,920 | 46,920 | 44,965 | 50,830   | 58,650  | 43,010 | 46,920 |          | 58,650 |           |
| Puma Skin Gaiters        |        |        | 46,920 | 44,965 | 50,830   |         | 43,010 | 46,920 |          |        |           |
| Bronze Breastplate       |        | 59,040 | 59,040 | 56,580 | 63,960   | 73,800  | 54,120 | 59,040 |          |        |           |
| Bronze Helmet            |        |        |        |        |          |         | 55,000 | 60,000 | 57,500   |        | 60,000    |
| Gauntlets                |        |        |        |        |          |         | 55,880 |        | 58,420   |        | 60,960    |
| Iron Boots               |        |        |        |        |          |         | 55,880 |        | 58,420   |        | 60,960    |
| Iron Plate Gaiters       |        |        |        |        |          |         | 57,420 |        |          | 78,300 |           |
| Hoplion                  |        |        |        |        |          |         | 58,630 |        | 61,295   |        | 63,960    |
| Dark Stockings           |        |        |        |        |          |         | 68,750 | 75,000 | 71,875   |        | 75,000    |
| Lion Skin Gaiters        |        |        |        |        |          |         | 68,750 | 75,000 |          |        |           |



VENDORS: ARMOR & JEWELRY

|                            | START | GLUDIN  | AD/DN   | OREN   | HUNTERS' | S WASTE | GIRAN   | GLUDIO  | IVORY T. | FLORAN  | HARD. AC. |
|----------------------------|-------|---------|---------|--------|----------|---------|---------|---------|----------|---------|-----------|
| Mystic's Stockings         |       |         |         |        |          |         | 68,750  | 75,000  | 71,875   |         | 75,000    |
| Cursed Tunic               |       | 75,120  | 75,120  | 71,990 | 81,380   | 93,900  | 68,860  | 75,120  | 71,990   | 93,900  | 75,120    |
| Puma Skin Shirt            |       |         |         |        |          |         | 68,860  | 75,120  |          | 93,900  |           |
| Boots of Power             |       |         |         |        |          |         | 82,170  |         |          |         |           |
| RIP Gauntlets              |       |         |         |        |          |         | 82,170  |         |          |         |           |
| Helmet                     |       |         |         |        |          |         | 83,820  |         |          |         |           |
| Kite Shield                |       |         |         |        |          |         | 86,240  |         |          |         |           |
| Scale Gaiters              |       |         |         |        |          |         | 91,630  |         |          |         |           |
| Ring Mail Breastplate      |       | 100,200 | 100,200 | 96,025 | 108,550  | 125,250 | 91,850  | 100,200 |          | 125,250 |           |
| Mithril Banded Gaiters     |       |         |         |        |          |         | 104,720 | 114,240 |          |         |           |
| Reinforced Leather Gaiters |       |         |         |        |          |         | 104,720 |         |          |         |           |
| Stockings of Knowledge     |       |         |         |        |          |         | 104,720 | 114,240 | 109,480  |         | 114,240   |
| Lion Skin Shirt            |       |         |         |        |          |         | 109,890 | 119,880 |          |         |           |
| Mystic's Tunic             |       |         |         |        |          |         | 109,890 | 119,880 | 114,885  |         | 119,880   |
| White Tunic                |       |         |         |        |          |         | 109,890 | 119,880 | 114,885  |         | 119,880   |
| Compound Scale Gaiters     |       |         |         |        |          |         | 139,700 |         |          |         |           |
| Dwarven Scale Gaiters      |       |         |         |        |          |         | 139,700 |         |          |         |           |
| Mithril Gaiters            |       |         |         |        |          |         | 139,700 |         |          |         |           |
| Scale Mail                 |       |         |         |        |          |         | 146,300 |         |          |         |           |
| Manticore Skin Gaiters     |       |         |         |        |          |         | 154,000 |         |          |         |           |
| Mithril Stockings          |       |         |         |        |          |         | 154,000 |         |          |         |           |
| Reinforced Leather Shirt   |       |         |         |        |          |         | 167,200 |         |          |         |           |
| Tunic of Knowledge         |       |         |         |        |          |         | 167,200 | 182,400 | 174,800  |         | 182,400   |
| Compound Scale Mail        |       |         |         |        |          |         | 201,300 |         |          |         |           |
| Dwarven Scale Mail         |       |         |         |        |          |         | 201,300 |         |          |         |           |
| Mithril Breastplate        |       |         |         |        |          |         | 201,300 | 219,600 |          |         |           |
| Brigandine Gaiters         |       |         |         |        |          |         | 205,700 |         |          |         |           |
| Blast Plate                |       |         |         |        |          |         | 223,300 |         |          |         |           |
| Manticore Skin Shirt       |       |         |         |        |          |         | 246,400 |         |          |         |           |
| Mithril Tunic              |       |         |         |        |          |         | 246,400 |         |          |         |           |
| Brigandine Tunic           |       |         |         |        |          |         | 328,900 |         |          |         |           |

JEWELRY

|                       | START  | GLUDIN | AD/DN  | OREN   | HUNTERS' | S WASTE | GIRAN   | GLUDIO | IVORY T. | FLORAN | TYRA   |
|-----------------------|--------|--------|--------|--------|----------|---------|---------|--------|----------|--------|--------|
| Magic Ring            | 37     |        |        |        |          | 49      |         |        |          |        | 49     |
| Apprentice's Earring  | 56     |        |        |        |          | 73      |         |        |          |        | 73     |
| Necklace of Magic     | 75     |        |        |        |          | 99      |         |        |          |        | 99     |
| Ring of Knowledge     | 621    | 648    |        |        |          | 810     |         |        |          |        | 810    |
| Mystic's Earring      | 932    | 973    |        |        |          | 1,216   |         |        |          |        | 1,216  |
| Necklace of Knowledge | 1,242  | 1,296  |        |        |          | 1,620   |         |        |          |        | 1,620  |
| Ring of Anguish       | 2,691  | 2,808  | 2,808  | 2,691  |          | 3,510   |         |        |          | 3,510  | 3,510  |
| Earring of Strength   | 4,036  | 4,212  | 4,212  | 4,036  |          | 5,265   |         |        |          | 5,265  | 5,265  |
| Earring of Wisdom     | 4,036  | 4,212  | 4,212  | 4,036  |          | 5,265   |         |        |          | 5,265  | 5,265  |
| Necklace of Anguish   | 5,382  | 5,616  | 5,616  | 5,382  |          | 7,020   |         |        |          | 7,020  | 7,020  |
| Ring of Wisdom        | 6,808  | 7,104  | 7,104  | 6,808  | 7,696    | 8,880   | 6,512   | 7,104  |          | 8,880  | 8,880  |
| Cat's Eye Earring     | 10,223 | 10,668 | 10,668 | 10,223 | 11,557   | 13,335  | 9,779   | 10,668 |          | 13,335 | 13,335 |
| Necklace of Wisdom    | 13,685 | 14,280 | 14,280 | 13,685 | 15,470   | 17,850  |         | 14,280 |          | 17,850 | 17,850 |
| Blue Coral Ring       |        | 12,840 |        |        |          | 13,910  | 11,770  | 12,840 |          |        |        |
| Coral Earring         |        | 19,200 |        |        |          | 20,800  | 17,600  | 19,200 |          |        |        |
| Ring of Devotion      |        | 21,600 |        |        |          | 23,400  | 19,800  | 21,600 |          |        |        |
| Blue Diamond Necklace |        | 25,560 |        |        |          | 27,690  | 23,430  | 25,560 |          |        |        |
| Red Crescent Earring  |        | 32,280 |        |        |          | 34,970  | 29,590  | 32,280 | 30,935   |        |        |
| Enchanted Ring        |        |        |        |        |          |         | 31,240  |        | 32,660   |        |        |
| Necklace of Devotion  |        | 43,080 |        |        | 46,670   |         | 39,490  | 43,080 |          | 41,285 |        |
| Enchanted Earring     |        |        |        |        |          |         | 46,860  |        | 48,990   |        |        |
| Black Pearl Ring      |        |        |        |        |          |         | 47,080  |        | 49,220   |        |        |
| Enchanted Necklace    |        |        |        |        |          |         | 62,480  |        | 65,320   |        |        |
| Elven Ring            |        |        |        |        |          |         | 68,530  |        |          |        |        |
| Tiger's Eye Earring   |        |        |        |        |          |         | 70,730  |        | 73,945   |        |        |
| Near Forest Necklace  |        |        |        |        |          |         | 94,270  |        | 98,555   |        |        |
| Elven Earring         |        |        |        |        |          |         | 102,740 |        |          |        |        |
| Elven Necklace        |        |        |        |        |          |         | 137,500 |        |          |        |        |



# LINEAGE II

PRIMA Official Game Guide

## SPELLBOOKS

|                                         | START | GLUDIN | AD/DN | OREN  | HUNTERS' | S WASTE | GIRAN | GLUDIO | IVORY T. |
|-----------------------------------------|-------|--------|-------|-------|----------|---------|-------|--------|----------|
| <i>Spellbooks (Human, Elf, D.Elf V)</i> |       |        |       |       |          |         |       |        |          |
| SB: Advanced Attack Power               | 86    |        |       |       |          |         |       |        |          |
| SB: Advanced Defense Power              | 86    |        |       |       |          |         |       |        |          |
| SB: Battle Heal                         | 115   |        |       |       |          |         |       |        |          |
| SB: Heal                                | 115   |        |       |       |          |         |       |        |          |
| SB: Ice Bolt                            | 115   |        |       |       |          |         |       |        |          |
| SB: Might                               | 115   |        |       |       |          |         |       |        |          |
| SB: Vampiric Touch                      | 115   |        |       |       |          |         |       |        |          |
| SB: Cure Poison                         | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Curse: Poison                       | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Curse: Weakness                     | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Flame Strike                        | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Group Heal                          | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Shield                              | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Wind Shackle                        | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Wind Walk                           | 575   | 600    | 600   | 575   | 650      |         |       |        |          |
| SB: Zero Gravity                        |       |        |       |       |          |         | 550   | 600    | 575      |
| SB: Drain Energy                        | 632   | 660    | 660   | 632   | 715      |         |       |        |          |
| SB: Elemental Heal                      | 632   | 660    | 660   | 632   | 715      |         |       |        |          |
| SB: Aqua Swirl                          | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Arcane Acumen                       | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Aura Burn                           | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Blaze                               | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Concentration                       | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Disrupt Undead                      | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Poison                              | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Poison Recovery                     | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Servitor Heal                       | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Summon Black Cat                    | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Twister                             | 862   | 900    | 900   | 862   | 975      |         | 825   | 900    |          |
| SB: Charm                               | 920   | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Resurrection                        | 920   | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Water Breathing                     | 920   | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Summon Shadow                       |       | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Summon Silhouette                   |       | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Summon Unicorn Boxer                |       | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| SB: Confusion                           | 1,380 | 1,380  | 1,380 | 1,322 | 1,495    |         | 1,265 | 1,380  |          |
| SB: Cure Bleeding                       | 1,380 | 1,380  | 1,380 | 1,322 | 1,495    |         | 1,265 | 1,380  |          |
| SB: Agility                             | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Body to Mind                        | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Dryad Root                          | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Empower                             | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Focus                               | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Holy Weapon                         | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Mental Shield                       | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Poison Cloud                        | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Servitor Mana Charge                | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Summon Mew the Cat                  | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Summon Unicorn Mirage               | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Surrender to Earth                  | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Surrender to Fire                   | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Surrender to Poison                 | 1,500 | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Touch of God                        | 1,920 | 1,920  | 1,920 | 1,840 | 2,080    |         | 1,760 | 1,920  |          |
| SB: Corpse Life Drain                   | 2,160 | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  | 2,070    |
| SB: Fire Resistance                     | 2,160 | 2,160  | 2,160 | 2,070 | 2,340    |         |       | 2,160  | 2,070    |
| SB: Recharge                            | 2,160 | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  | 2,070    |
| SB: Sleep                               | 2,160 | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  |          |
| SB: Aqua Resistance                     |       |        |       |       |          | 2,695   | 2,940 |        |          |
| SB: Berserker Spirit                    |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Bright Servitor                     |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Curse Bleary                        |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Erase Hostility                     |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Fast Servitor                       |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Mighty Servitor                     |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Regeneration                        |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Resist Poison                       |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |
| SB: Slow                                |       |        |       |       |          | 2,695   | 2,940 | 2,817  |          |





VENDORS: SPELLBOOKS, AMULETS, TICKETS & C-GRADE EQUIPMENT (GIRAN CRYSTAL SHOP)

|                      | START | GLUDIN | AD/DN | OREN | HUNTERS' | S WASTE | GIRAN | GLUDIO | IVORY T. |
|----------------------|-------|--------|-------|------|----------|---------|-------|--------|----------|
| SB: Wind Resistance  |       |        |       |      |          |         | 2,940 | 2,817  |          |
| SB: Decrease Weight1 |       |        |       |      |          | 2,695   | 2,940 | 2,817  |          |
| SB: Freezing Strike  |       |        |       |      |          |         | 2,860 | 3,120  | 2,990    |
| SB: Power Break      |       |        |       |      |          |         | 2,860 | 3,120  | 2,990    |
| SB: Speed Walk       |       |        |       |      |          |         | 2,860 | 3,120  | 2,990    |

AMULETS

|                                | ORC VILLAGE | GLUDIN | AD/DN | OREN  | HUNTERS' | S WASTE | GIRAN | GLUDIO | IVORY T. |
|--------------------------------|-------------|--------|-------|-------|----------|---------|-------|--------|----------|
| Am: Blood Lust                 | 115         |        |       |       |          |         |       |        |          |
| Am: Chill Flame                | 115         |        |       |       |          |         |       |        |          |
| Am: Night Murrur               | 115         |        |       |       |          |         |       |        |          |
| Am: Pain Thorn                 | 115         |        |       |       |          |         |       |        |          |
| Am: Soul Shield                | 115         |        |       |       |          |         |       |        |          |
| Am: External Fear              | 460         | 480    | 480   | 460   | 520      |         |       |        |          |
| Am: Mass Frenzy                | 862         | 900    | 900   | 862   | 975      |         |       |        |          |
| Am: Blaze Quake                | 920         | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| Am: Burning Spirit             | 920         | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| Am: Devotion of Soul           | 920         | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| Am: Entice Madness             | 920         | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| Am: Pain Edge                  | 920         | 960    | 960   | 920   | 1,040    |         | 880   | 960    |          |
| Am: Aura Sway                  |             | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| Am: Bind Will                  |             | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| Am: Eternal Flame              |             | 1,500  | 1,500 | 1,437 | 1,625    |         | 1,375 | 1,500  |          |
| SB: Chant of Life              | 1,840       | 1,920  | 1,920 | 1,840 | 2,080    |         | 1,760 | 1,920  |          |
| Am: Engraved Seal of Timidness |             | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  | 2,070    |
| Am: Power of Paagrio           |             | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  | 2,070    |
| Am: Pure Inspiration           |             | 2,160  | 2,160 | 2,070 | 2,340    |         | 1,980 | 2,160  | 2,070    |
| Am: Blessing of Paagrio        |             |        |       |       |          |         | 2,695 | 2,940  | 2,817    |
| Am: Engraved Seal of Lazyness  |             |        |       |       |          |         | 2,695 | 2,940  | 2,817    |

SAILING TICKETS

Boat and Ship Tickets can be purchased for travel to and from Talking Island, from Wharf Managers Clancy (Gludin), Felton (Giran) and Firan (Talking Island). You've heard it before: be sure you buy a ticket that will take you in the direction you want to go. Each ticket vendor sells separate tickets for each direction.

Boat Ticket (between Giran and Talking Island)

9600

Ship Ticket (between Gludin and Talking Island)2400

C-GRADE EQUIPMENT (GIRAN CRYSTAL SHOP)

One shop in Giran sells C-grade weapons, armor and jewelry, so Dwarves and Drops aren't your only source for these items. Only, they only accept crystals (a combination of C- and D-grade for each item), so it looks like you're back to ... D&D (Dwarves and Drops). Well, you also get crystals when you fail to enchant something and it explodes, but that's hardly a reliable source, either.

Weapons (Trader Galliducci)

|                      | D-GR. | C-GR. |
|----------------------|-------|-------|
| Chakram              | 2865  | 573   |
| Cursed Dagger        | 2865  | 573   |
| Crystal Staff        | 2865  | 573   |
| Crystallized Ice Bow | 2865  | 573   |
| Flamberge            | 2865  | 573   |
| Orcish Glaive        | 2865  | 573   |
| Silver Axe           | 2865  | 573   |
| Stormbringer         | 2865  | 573   |
| Akat Long Bow        | 5375  | 1075  |
| Dark Screamer        | 5375  | 1075  |

|                   |      |      |
|-------------------|------|------|
| Fist Blade        | 5375 | 1075 |
| Poleaxe           | 5375 | 1075 |
| Sage's Staff      | 5375 | 1075 |
| Sword of Delusion | 5375 | 1075 |
| War Axe           | 5375 | 1075 |

Armor (Trader Alexandria)

|                           | D-GR. | C-GR. |
|---------------------------|-------|-------|
| Chain Boots               | 160   | 32    |
| Reinforced Mithril Gloves | 160   | 32    |
| Elderake                  | 170   | 34    |
| Karmian Stockings         | 295   | 59    |

|                          |      |     |
|--------------------------|------|-----|
| Tempered Mithril Gaiters | 295  | 59  |
| Composite Boots          | 310  | 62  |
| Mithril Gloves           | 310  | 62  |
| Tower Shield             | 325  | 65  |
| Chain Gaiters            | 395  | 79  |
| Karmian Tunic            | 475  | 95  |
| Mithril Shirt            | 475  | 95  |
| Demon's Stockings        | 575  | 115 |
| Theca Leather Gaiters    | 645  | 129 |
| Demon's Tunic            | 920  | 184 |
| Theca Leather Armor      | 1035 | 207 |
| Composite Armor          | 1800 | 360 |

Jewelry (Trader Alexandria)

|                     | D-GR. | C-GR. |
|---------------------|-------|-------|
| Aquastone Ring      | 130   | 26    |
| Moonstone Earring   | 195   | 39    |
| Ring of Ages        | 245   | 49    |
| Aquastone Necklace  | 260   | 52    |
| Earring of Binding  | 370   | 74    |
| Necklace of Mermaid | 495   | 99    |



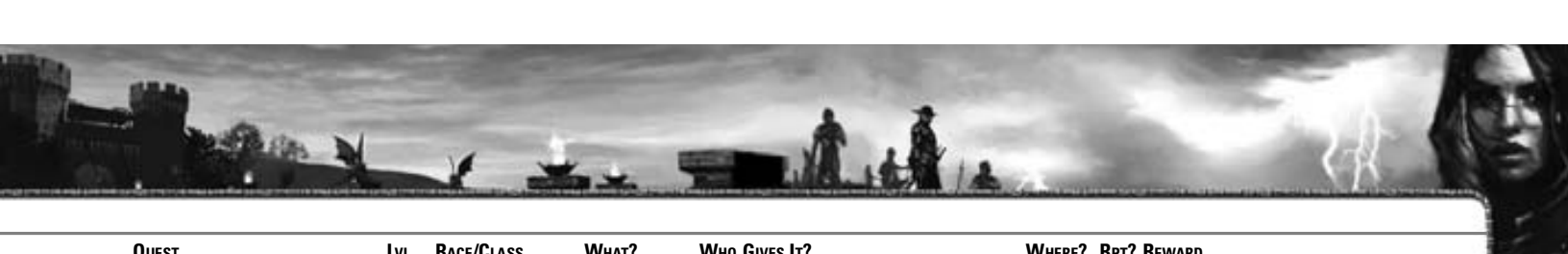
## QUESTS

Most of the information in this table is self-explanatory. **Lvl** is the minimum level required to accept the quest. **<Dark Elf>** means that all other races may accept that quest. **Rpt?** lists whether the quest can be repeated for further rewards (**Yes** or **No**). A reward with an **x** (as in "x 50a") means that you get that reward (in our example, 50 adena) for each item turned in. In the quest walkthroughs that follow, **A** indicates a location on the appropriate town map in this guide, while **(xxK, yyyK)** indicates an ingame coordinate. You can get your ingame location at any time by typing **/loc**; be aware that these run W to E and N to S (not S to N).

### Regular Quests

| QUEST                               | LVL | RACE/CLASS     | WHAT?          | WHO GIVES IT?                   | WHERE?                | RPT? | REWARD                            |
|-------------------------------------|-----|----------------|----------------|---------------------------------|-----------------------|------|-----------------------------------|
| <i>Human Fighter's Tutorial</i>     | 1   | HumanF         | Hunt/Collect   | Any NPC in Start Area           | Fighter Starting Area | N    | World Map                         |
| <i>Human Mystic's Tutorial</i>      | 1   | HumanM         | Hunt/Collect   | Any NPC in Start Area           | Mystic Starting Area  | N    | World Map                         |
| <i>Elf's Tutorial</i>               | 1   | Elf            | Hunt/Collect   | Any NPC in Start Area           | Starting Area         | N    | World Map                         |
| <i>Dark Elf's Tutorial</i>          | 1   | Dark Elf       | Hunt/Collect   | Any NPC in Start Area           | Starting Area         | N    | World Map                         |
| <i>Orc's Tutorial</i>               | 1   | Orc            | Hunt/Collect   | Fire Priest Tokum or Shela      | Starting Area         | N    | Elmore Map                        |
| <i>Dwarf's Tutorial</i>             | 1   | Dwarf          | Hunt/Collect   | Miner Maron or May              | Starting Area         | N    | Elmore Map                        |
| <i>Deliver Goods</i>                | 2   | All            | Delivery       | Guard Arnold                    | TI Village            | N    | Lesser Healing Potion             |
| <i>Letters of Love</i>              | 2   | All            | Delivery       | Darin                           | TI Village            | N    | 450a                              |
| <i>Long Live the Paagrio Lord</i>   | 2   | Orc            | Delivery       | Centurion Nakusin               | Orc Village           | N    | 450a                              |
| <i>Mass of Darkness</i>             | 2   | Human,Dark Elf | Delivery       | Abysal Celebrant Undrias        | Dark Elven Village    | N    | 250a, 500exp                      |
| <i>Miner's Favor</i>                | 2   | All            | Delivery       | Miner Bolter                    | W of Dwarven Village  | N    | 450a                              |
| <i>Sacrifice to the Sea</i>         | 2   | All            | Hunt/Collect   | Lighthouse Keeper Rockswell     | NE of TI Village      | N    | 400a, 1100exp                     |
| <i>What Women Want</i>              | 2   | Human,Elf      | Delivery       | Arujien                         | Elven Village         | N    | 450a or 5 Beginner's Potions      |
| <i>Bring Wolf Pelts</i>             | 3   | All            | Hunt/Collect   | Trader Lector                   | TI Village            | Y    | x 50a                             |
| <i>Deliver Supplies</i>             | 3   | Dark Elf       | Delivery       | Sentry Jenna                    | Dark Elven Village    | N    | 450a                              |
| <i>Find Sir Windawood</i>           | 3   | All            | Delivery       | Guard Abellos                   | TI Village            | N    | 100a                              |
| <i>Fruit of the Mothertree</i>      | 3   | Elf            | Delivery       | Andellia                        | Elven Village         | N    | 500a, 1000exp                     |
| <i>Keen Claws</i>                   | 3   | All            | Hunt/Collect   | Trader Payne                    | Dark Elven Village    | Y    | x 50a                             |
| <i>Nerupa's Request</i>             | 3   | Elf            | Delivery       | Nerupa                          | Elven Village         | N    | 1000exp                           |
| <i>Pleas of Pixies</i>              | 3   | All            | Hunt/Collect   | Pixy Murika                     | Elven Village         | Y    | 100a, 300a or 5000a               |
| <i>Shilen's Hunt</i>                | 3   | Dark Elf       | Hunt/Collect   | Sentry Nelsya                   | Dark Elven Village    | N    | Lesser Healing Potion, 1900exp    |
| <i>Proof of Valor</i>               | 4   | Orc            | Hunt/Collect   | Praetorian Rukain               | Orc Village           | Y    | Necklace of Courage/Valor**       |
| <i>Revenge of the Red Bonnet</i>    | 4   | All            | Hunt/Collect   | Maryse Redbonnet                | Dwarven Village       | Y    | 100a, 300a, 500a, or 5000a        |
| <i>Wrath of Verdure</i>             | 4   | Elf            | Hunt/Collect   | Treant Bremec                   | NW of Elven Village   | Y    | x 10a                             |
| <i>Brigands Sweep</i>               | 5   | Dwarf          | Hunt/Collect   | Golden Wheel's Spiron           | Dwarven Village       | Y    | x 12a, x 33a, x 36a; 100a         |
| <i>Chains of Slavery</i>            | 5   | Dark Elf       | Hunt/Collect   | Sentry Kristin                  | Dark Elven Village    | Y    | x 13a                             |
| <i>Recover Smuggled Goods</i>       | 5   | All            | Hunt/Collect   | Warehouse Keeper Wilfred        | TI Village            | N    | 1500a                             |
| <i>Wrath of Ancestors</i>           | 5   | Orc            | Hunt/Collect   | Seer Livina                     | Orc Village           | Y    | 1500a                             |
| <i>Hunt the Orcs</i>                | 6   | All            | Hunt/Collect   | Sentinel Rayen                  | Elven Village         | Y    | x 5a, x 15a                       |
| <i>Invasers of the Holy Land</i>    | 6   | Orc            | Hunt/Collect   | Atuba Chief Varkees             | Orc Village           | Y    | x 5a, x 50a                       |
| <i>The Guard is Busy</i>            | 6   | All            | Hunt/Collect   | Captain Gilbert                 | TI Village            | Y    | x 5a, x 10a, x 15a                |
| <i>The Hidden Veins</i>             | 6   | Dwarf          | Hunt/Collect   | Gray Pillar's Filaur            | Dwarven Village       | Y    | x 10a; 1000a                      |
| <i>Collect Spores</i>               | 8   | All            | Hunt/Collect   | Trader Herbiel                  | Elven Village         | Y    | 2000a                             |
| <i>Orc Subjugation</i>              | 8   | Dark Elf       | Hunt/Collect   | Sentry Kayleen                  | Dark Elven Village    | Y    | x 5a, x 15a                       |
| <i>Trade with the Ivory Tower</i>   | 8   | All            | Hunt/Collect   | Trader Vollodos                 | Dark Elven Village    | Y    | 2000a                             |
| <i>Skirmish with Werewolves</i>     | 9   | Orc            | Hunt/Collect   | Prefect Brukurse (pre-req = **) | Orc Village           | Y    | 1200a (+600a)                     |
| <i>Sword of Solidarity</i>          | 9   | Human          | Hunt/Collect   | Grand Master Roien              | Fighter Starting Area | N    | Sword of Solidarity               |
| <i>Bones Tell the Future</i>        | 10  | Dark Elf       | Hunt/Collect   | Tetrarch Kaitar                 | Dark Elven Village    | Y    | x 100a                            |
| <i>Collect Arrowheads</i>           | 10  | All            | Hunt/Collect   | Master Minia                    | TI Village            | Y    | 1000a, 1200exp                    |
| <i>Covert Business</i>              | 10  | Dwarf          | Hunt/Collect   | Bronze Key's Keef               | Dwarven Village       | Y    | Rg. of Raccoon* (or 2400a), 60sp  |
| <i>Forgotten Truth</i>              | 10  | Dark Elf       | Hunt/Collect   | Tetrarch Thifiell               | Dark Elven Village    | N    | Eldritch Dagger                   |
| <i>Jumble, Tumble, Diamond Fuss</i> | 10  | Dwarf          | Hunt/Collect   | Collector Gouph                 | Dwarven Village       | N    | Silversmith Hammer                |
| <i>Shards of Golem</i>              | 10  | All            | Hunt/Collect   | Magister Harrys                 | TI Village            | N    | Cotton Tunic                      |
| <i>Skirmish with the Orcs</i>       | 10  | Elf            | Hunt/Collect   | Sentinel Kendnell               | Elven Village         | N    | Red Sunset Sword                  |
| <i>Spirit of Mirrors</i>            | 10  | Human          | Hunt/Collect   | Grand Magister Gallint          | Mystic Starting Area  | N    | Wand of Adept                     |
| <i>Dark Winged Spies</i>            | 11  | Orc            | Hunt/Collect   | Neruga Chief Tantus             | Orc Village           | Y    | 3500a                             |
| <i>Dreaming of the Skies</i>        | 11  | All            | Hunt/Collect   | Black Anvil's Arin              | Dwarven Village       | Y    | Ring of Firefly* (or 2400a), 60sp |
| <i>Legacy of the Poet</i>           | 11  | <Dark Elf>     | Hunt/Collect   | Sentinel Starden                | Elven Village         | N    | Leather Shirt                     |
| <i>Scent of Death</i>               | 11  | All            | Hunt/Collect   | Trader Minaless                 | Dark Elven Village    | Y    | 2000a                             |
| <i>Spirit of Craftsman</i>          | 11  | Dark Elf       | Hunt/Collect   | Blacksmith Karrod               | Dark Elven Village    | N    | Blood Saber                       |
| <i>Curse of Fortress</i>            | 12  | <Dark Elf>     | Hunt/Collect   | Trader Unoren                   | Elven Village         | N    | Bone Shield, 2000exp              |
| <i>Merciless Punishment</i>         | 12  | Orc            | Hunt/Collect   | Urutu Chief Hatos               | Orc Village           | N    | Butcher's Sword                   |
| <i>Protect the Water Source</i>     | 12  | Elf            | Hunt/Collect   | Tetrarch Asterios               | Elven Village         | N    | 2500a                             |
| <i>Sea of Spores Fever</i>          | 12  | Elf            | Hunt/Collect   | Sentinel Knight Alberius        | Elven Village         | N    | Sentinel Sword or Staff           |
| <i>Collector's Dream</i>            | 15  | All            | Hunt/Collect   | Alshupes                        | Elven Village         | Y    | 1000a                             |
| <i>Gatekeeper's Favor</i>           | 15  | All            | Hunt/Collect   | Gatekeeper Wirphy               | Dwarven Village       | Y    | Gatekeeper Token                  |
| <i>Gatekeeper's Offering</i>        | 15  | All            | Hunt/Collect   | Gatekeeper Tamil                | Orc Village           | Y    | Gatekeeper Charm                  |
| <i>Get A Pet</i>                    | 15  | All            | Pet Wolf Quest | Pet Manager Martin              | Gludin                | Y    | Pet Wolf                          |
| <i>Grim Collector</i>               | 15  | All            | Hunt/Collect   | Guard Curtis                    | Gludio                | Y    | 2000a (and change)                |





| QUEST                              | LVL | RACE/CLASS | WHAT?              | WHO GIVES IT?             | WHERE?             | RPT? | REWARD                   |
|------------------------------------|-----|------------|--------------------|---------------------------|--------------------|------|--------------------------|
| <i>Millennium Love</i>             | 15  | All        | Delivery           | Lilith                    | TI Village         | N    | Haste Potion             |
| <i>Offspring of Nightmares</i>     | 15  | Dark Elf   | Hunt/Collect       | Sorcerer Vlasty           | Dark Elven Village | N    | Bone Gaiters             |
| <i>Rancher's Plea</i>              | 15  | All        | Hunt/Collect       | Edmond                    | NW TI Shore        | Y    | x 25a                    |
| <i>Save My Sister</i>              | 15  | All        | Hunt/Collect       | Elias                     | TI Village         | N    | Haste Potion             |
| <i>Tarantula's Spider Silk</i>     | 15  | All        | Hunt/Collect       | Trader Mion (pre-req = *) | Dwarven Village    | Y    | x 20a                    |
| <i>Totem of the Hestui</i>         | 15  | Orc        | Hunt/Collect       | Seer Tanapi               | Orc Village        | Y    | 5200a                    |
| <i>Will the Seal be Broken?</i>    | 16  | Dark Elf   | Hunt/Collect       | Tetrarch Talloth          | Dark Elven Village | N    | 5000exp                  |
| <i>Crystals of Fire and Ice</i>    | 17  | All        | Hunt/Collect       | Trader Katerina           | TI Village         | Y    | x 60a                    |
| <i>Catch the Wind</i>              | 18  | All        | Hunt/Collect       | Rizraell                  | Elven Village      | Y    | x 30a                    |
| <i>Destroy Plague Bringers</i>     | 18  | Elf        | Hunt/Collect       | Master Ellenia            | Elven Village      | Y    | x 60a, 10,000a           |
| <i>Sweetest Venom</i>              | 18  | All        | Hunt/Collect       | Astaron                   | Dark Elven Village | Y    | 3500a                    |
| <i>Blood Fiend</i>                 | 21  | <Dark Elf> | Hunt/Collect       | Trader Creamees           | Elven Village      | N    | 3000a, 4000exp           |
| <i>Dangerous Seduction</i>         | 21  | Dark Elf   | Hunt/Collect       | Tetrarch Vellior          | Dark Elven Village | N    | Bone Piece Breastplate   |
| <i>Seed of Evil</i>                | 21  | All        | Hunt/Collect       | High Priest Biotin        | TI Village         | N    | Sickle                   |
| <i>Sense for Business</i>          | 21  | All        | Hunt/Collect       | Trader Sarien             | Gludio             | Y    | x 30a, x 75a, x 2000a    |
| <i>Vanquish Remnants</i>           | 21  | All        | Hunt/Collect       | Leopold                   | Gludin             | Y    | x 60a, x 65a, x 70a      |
| <i>Adept of Taste</i>              | 22  | All        | Hunt/Collect       | Jonas                     | Dion               | Y    | 5000+ exp; 5000a+        |
| <i>Hunt of the Black Lion</i>      | 25  | All        | Hunt/Collect       | Mercenary Sophya          | Dion               | Y    | x 35a, plus lots more    |
| <i>Dwarven Kinship</i>             | 25  | All        | Delivery           | Warehouse FM Collette     | Dark Elven Village | N    | 6100a                    |
| <i>Reclaim the Land</i>            | 25  | All        | Hunt/Collect       | Piotur                    | N of Orc Barracks  | Y    | x 20a, x 25a, plus items |
| <i>The Wishing Potion</i>          | 30  | All        | Hunt/Collect       | Alchemist Matild          | Oren               | Y    | Fulfilled wishes         |
| <i>Arrow of Vengeance</i>          | 32  | All        | Hunt/Collect       | Guard Belton              | Giran              | Y    | x 80a, x 90a, x 100a     |
| <i>Curiosity of a Dwarf</i>        | 33  | All        | Hunt/Collect       | Trader Rolento            | Coast S of Gludio  | Y    | x 40a, x 800a            |
| <i>Small Wing</i>                  | 35  | All        | Pet Hatching Quest | Pet Manager Cooper        | Giran              | Y    | Hatchling                |
| <i>Audience w. the Land Dragon</i> | 50  | All        | Prep For Antharas  | Gabrielle                 | Giran              | Y    | Portal Stone             |

### Continuing Quests

|                           |     |     |                    |                         |                  |   |                                 |
|---------------------------|-----|-----|--------------------|-------------------------|------------------|---|---------------------------------|
| <i>Coin of Magic</i>      | 40  | All | Hunt/Collect/Trade | Warehouse Keeper Sorint | Hunters' Village | Y | Items, up To C Grade Sword      |
| <i>Song of the Hunter</i> | All | All | Hunt/Collect       | Union Member Grey       | Hunters' Village | Y | Adena, License of Hunter, Items |

### Paths to Second Professions (Level 19)

|                                  |            |                          |                                  |              |                                |
|----------------------------------|------------|--------------------------|----------------------------------|--------------|--------------------------------|
| <i>Path To A Warrior</i>         | H. Fighter | Master Auron, Gludin     | <i>Path To An Assassin</i>       | D.E. Fighter | Triskell, Gludio               |
| <i>Path To A (Human) Knight</i>  | H. Fighter | Sir Klaus Vasper, Gludin | <i>Path To A Palus Knight</i>    | D.E. Fighter | Master Virgil, Gludio          |
| <i>Path To A Rogue</i>           | H. Fighter | Captain Bezique, Gludin  | <i>Path To A Dark Wizard</i>     | D.E. Mystic  | Varika, Altar of Rites         |
| <i>Path To A (Human) Wizard</i>  | H. Mystic  | Parina, Gludin           | <i>Path To A Shillien Oracle</i> | D.E. Mystic  | Magister Sidra, Gludio         |
| <i>Path To A Cleric</i>          | H. Mystic  | Priest Zigaunt, Gludin   | <i>Path To An Orc Raider</i>     | O. Fighter   | Prefect Karukia, Orc Village   |
| <i>Path To An Elven Knight</i>   | E. Fighter | Master Sorius, Gludio    | <i>Path To An Orc Monk</i>       | O. Fighter   | Gantaki Zu Urutu, Orc Village  |
| <i>Path To An Elven Scout</i>    | E. Fighter | Master Reisa, Gludio     | <i>Path To An Orc Shaman</i>     | O. Mystic    | Tataru Zu Hestui, Orc Village  |
| <i>Path To An Elven Wizard</i>   | E. Mystic  | Rosella, Elven Village   | <i>Path To A Scavenger</i>       | Dw. Fighter  | Collector Pippi, Dwarven Vill. |
| <i>Path To An (Elven) Oracle</i> | E. Mystic  | Priest Manuel, Gludio    | <i>Path To An Artisan</i>        | Dw. Fighter  | Bsmith Silvery, Dwarven Vill.  |

### Paths to Third Professions (Level 35 Trials; Organized by Second Profession)

|                                |                                                                |                                                       |
|--------------------------------|----------------------------------------------------------------|-------------------------------------------------------|
| <i>Trial of The Challenger</i> | Warrior; Elven & Palus Knights (for SS, BD); Orc Raider & Monk | Kash, Dion                                            |
| <i>Trial of Duty</i>           | Knights: Human, Elven (for TK), Palus (for SK)                 | Grand Master Hannavalt, Giran                         |
| <i>Trial of The Guildsman</i>  | Artisan; Scavenger                                             | Warehouse Keeper Valkon, Giran                        |
| <i>Trial of The Pilgrim</i>    | Cleric; Elven & Shillien Oracles; Orc Shaman                   | Hermit Santiago, Piotur's Farm, north of Orc Barracks |
| <i>Trial of The Scholar</i>    | Wizards: Human, Elven, Dark                                    | Magister Mirien, Dion                                 |
| <i>Trial of The Seeker</i>     | Rogue; Elven Scout; Assassin                                   | Master Dufner, Giran                                  |

### Paths to Third Professions (Level 37 Testimonies; Organized by Race)

|                           |            |                           |                                |         |                                |
|---------------------------|------------|---------------------------|--------------------------------|---------|--------------------------------|
| <i>Testimony of Trust</i> | Humans     | High Priest Hollint, Oren | <i>Testimony of Glory</i>      | Orcs    | Prefect Vokian, Giran          |
| <i>Testimony of Life</i>  | Elves      | Master Cardien, Dion      | <i>Testimony of Prosperity</i> | Dwarves | Warehouse Keeper Parman, Giran |
| <i>Testimony of Fate</i>  | Dark Elves | Magister Kaira, Giran     |                                |         |                                |

### Paths to Third Professions (Level 39 Tests; Organized by Third Profession)

|                               |                                                   |                                           |
|-------------------------------|---------------------------------------------------|-------------------------------------------|
| <i>Test of The Champion</i>   | Warlord; Destroyer                                | Veteran Ascalon, Giran                    |
| <i>Test of The Duelist</i>    | Gladiator; Swordsinger; Bladedancer; Tyrant       | Duelist Kaien, Oren                       |
| <i>Test of The Healer</i>     | Paladin; Bishop; Temple Knight; Elven Elder       | Priest Bandellos, Giran                   |
| <i>Test of The Lord</i>       | Overlord                                          | Flame Lord Kakai, Orc Village             |
| <i>Test of The Maestro</i>    | Warsmith                                          | Iron Gate's Lockirin, Dwarven Village     |
| <i>Test of Magus</i>          | Sorcerer; Spellsinger; Spellhowler                | Bard Rukal, Dion                          |
| <i>Test of The Reformer</i>   | Prophet; Shillien Elder                           | Priest Pupina, Giran                      |
| <i>Test of Sagittarius</i>    | Hawkeye; Silver Ranger; Phantom Ranger            | Union President Bernard, Hunters' Village |
| <i>Test of The Searcher</i>   | Treasure & Bounty Hunters; Plains & Abyss Walkers | Master Luther, Hunters' Village           |
| <i>Test of The Summoner</i>   | Warlock; Elemental & Phantom Summoners            | High Summoner Galatea, Gludin             |
| <i>Test of The War Spirit</i> | Warcryer                                          | Seer Somak, Dion                          |
| <i>Test of Witchcraft</i>     | Dark Avenger; Necromancer; Shillien Knight        | Shadow Orim, Near Valley of Dragons       |

### Clan Quests

|                                  |                             |                      |       |                                        |
|----------------------------------|-----------------------------|----------------------|-------|----------------------------------------|
| <i>Proof of Clan Alliance</i>    | To Increase Clan Level To 4 | Sir Kristof odemai   | Giran | Clan Level To 4                        |
| <i>Pursuit of Clan Ambition!</i> | To Increase Clan Level To 5 | Sir Gustaf Athebaldt | Oren  | Proof of Aspiration (for Clan Level 5) |



## REGULAR QUESTS

**TUTORIAL**      **LEVEL 1**      **STARTING AREA**

Combat training. Hunt Keltirs and exchange four Keltir Fangs for a map. Do this quest, always. It's a cheap way to get a map (500a in a store) that you will use repeatedly. Some quests even mark flags on the map for your reference.

1. Talk to one of the characters where you start the game. (Masters for Human Fighters, Sorcerers for Human Mystics, Mother's Disciples for Elves, Abyssal Celebrants for Dark Elves, Priests of Fire Tokum or Shela for Orcs, Miners Maron or May for Dwarves).
2. Kill the nearby Keltirs (there are various species) until you collect 4 Keltir Fangs.
3. Give the 4 fangs to a Master. You get a token in return.
4. **Human Fighter.** Take the Recommendation to Grand Master Roien (Talking Island Village **H**).
- Human Mystic.** Take the Recommendation to Grand Sorcerer Gallint (Talking Island Village **H**).
- Elf.** Take Leaf of the Mothertree to Nerupa (Elven Village **H**).
- Dark Elf.** Take the Blood of Mitraell to Abyssal Celebrant Mitraell (Dark Elven Village **B**).
- Orc.** Take the Voucher of Flame to Flame Guardian Vulkus (Orc Village **C**).
- Dwarf.** Take the License of Miner to Foreman Laferon (on the deck; Dwarven Village **C**).
5. You receive a map of your area (Elmore for Orcs and Dwarves; general world map for others).

**DELIVER GOODS**      **LEVEL 2**      **TALKING ISLAND VILLAGE**

A few days ago merchant ships were shipwrecked by a storm. Guard Arnold, who works for the recovery project, asks you to deliver some recovered goods.

1. Talk to Guard Arnold **C**. He gives you a delivery list and 3 items.
2. Give the pot to Warehouse Keeper Rant **M** to get a receipt.
3. Give the cloth to Trader Silvia **M** to get a second receipt.
4. Give the box to Trader Jackson **X** to get a third receipt.
5. Take the three receipts back to Guard Arnold, and get a Lesser Healing Potion.

**LETTERS OF LOVE**      **LEVEL 2**      **TALKING ISLAND VILLAGE**

Darin of Talking Island Village falls for Gatekeeper Roxxy. But he is too shy to tell her his feelings, and asks for help.

1. Talk to Darin **C** and get his letter.
2. Give Darin's letter to Gatekeeper Roxxy **H**.
3. Talk with Darin again to get his receipt.
4. Give the receipt to Magister Baulro **A** and get a potion.
5. Give Darin the potion and get 450a.

**LONG LIVE THE PAAGRIO LORD**      **LEVEL 2**      **ORC VILLAGE**

Paagriro Lord Kakai, the ruler of the Orc kingdom, has recently fallen ill. Centurions have decided that each tribe should offer the Lord gifts that are good for his health. Centurion Nakusin, one of the Lord's aides, has asked you to collect gifts from the six tribes. Listen to his instructions and meet the representatives of each tribe, then come back with the gifts to receive a reward.

1. Talk to Centurion Nakusin **H**. You must talk to the 6 tribal leaders and get a gift from each.
2. Talk to Atuba Chief Varkees **D**. He gives you Honey Khandar.
3. Talk to Tataru Zu Hestui **H**. He gives you a Bear Fur Cloak.
4. Talk to Trader Uska **M**. He gives you an Ancestor Skull.

5. Talk to Warehouse Keeper Groomin **M**. He gives you Bloody Axe.
6. Talk to Gantaki Zu Urutu **C**. He gives you a Deep Sea Orb.
7. Talk to Trader Kunai **X**. She gives you Spider Dust.
8. Return to Nakusin with the 6 gifts, for 450a.

**MASS OF DARKNESS**      **LEVEL 2**      **DARK ELVEN VILLAGE**

Abyssal Celebrant Undrias is busy preparing for the ceremony of Shilen and Gran Kain. He asks you to retrieve items for the ceremony from Iria, Dorankus and Trudy.

1. Talk to Abyssal Celebrant Undrias **B** and get Undrias's Letter.
2. Talk to Warehouse Keeper Dorankus **M** and get Deviant Wine.
3. Talk to Master Trudy **A**. She gives you Garmiel's Scripture.
4. Talk to Trader Iria **X**. She gives you a Ceremonial Dagger.
5. Take all the items to Undrias, for 250a and 500 EXP.

**MINER'S FAVOR**      **LEVEL 2**      **W OF DWARVEN VILLAGE**

Miner Bolter is a member of the Gray Column Guild and lives in the Strip Mine. He asks you to fetch him a few things from the village. Per his request, visit Trader Shari of the weapons shop, Trader Garita of the item store, Warehouse Chief Reed and Blacksmith Brunon, and bring back the items that Miner Bolter has ordered for a reward.

1. Talk to Miner Bolter **D**. He gives you Bolter's Smelly Socks and Bolter's List.
2. Talk to Trader Garita **M**. He gives you some Mining Boots.
3. Talk to Trader Shari **X**. She gives you Boomboom Powder.
4. Talk to Warehouse Chief Reed **M**. He gives you some Redstone Beer.
5. Talk to Blacksmith Brunon **S**. You will have to give him the smelly socks to get the Miner's Pick.
6. Return all the items to Miner Bolter, for 450a

**SACRIFICE TO THE SEA**      **LEVEL 2**      **TALKING ISLAND LIGHTHOUSE**

Lighthouse Keeper Rockswell blames the recent storms on not making any offerings to the goddess Shilen. He decides to hold a secret ceremony, and he needs a maiden doll as an alternative for a live offering. He asks you to collect fox fur for the hair of the doll.

1. Talk to Lighthouse Keeper Rockswell **B**.
2. Hunt Keltirs until you have 10 Keltir Fur.
3. Give the furs to Cristel **D**. She gives you 10 Keltir Fur Yarn.
4. Give the yarn to Warehouse Keeper Rolfe **M** and he gives you a Maiden Doll.
5. Give the doll to Rockswell, for 400a and 1100 EXP.

**WHAT WOMEN WANT**      **LEVEL 2**      **ELVEN VILLAGE**

Arujien of the Elven Village has had Magister Greenis in his heart for a long time. He asks you to spy on her.

1. Talk to Arujien **B**. He gives you Arujien's Letter.
2. Talk to Gatekeeper Mirabel **H**.
3. Talk to Trader Herbiel **M**.
4. Talk to Arujien. If you tell him to forget about her, he gives you 450a and the quest ends. If you tell him that Greenis may like him, he gives you a Poetry Book to take to her.
5. Give the book to Magister Greenis **A**. She takes it but rejects poor Arujien. She gives you Greenis's Letter to return to him.
6. Return to Arujien with the bad news, and he gives you 5 Beginner's Potions.

**BRING WOLF PELTS**      **LEVEL 3**      **TALKING ISLAND VILLAGE**

Sir Windawood asks Trader Lector to create leather equipment for the militia. Lector has great skills as a tailor, but he is short of



materials. He asks you to collect forty wolf pelts.

1. Talk with Trader Lector **X**.
2. Hunt Wolves until you collect 40 Wolf Pelts.
3. Give the pelts to Trader Lector for 50a each.

**DELIVER SUPPLIES** LEVEL 3 DARK ELVEN VILLAGE

Sentry Jenna says that according to Tetrarch Kaitar's prophecy, the Dark Forest will be invaded by someone. To prepare for an attack, all sentries have decided to optimize their weapons.

Master Harant promised to provide them brand new weapons, and they ask you to transport the weapons.

1. Talk to Sentry Jenna **2** to get Jennie's Letter.
2. Give the letter to Master Harant **A**, and get 3 Sentry Blades.
3. Go back to Jenna. She takes one blade.
4. Give the second blade to Sentry Kristin **3**, and get an old bronze sword.
5. Give the third blade to Sentry Roselyn **1**, and get another old bronze sword.
6. Take the 2 bronze swords to Jenna, for 450a.

**FIND SIR WINDAWOOD** LEVEL 3 TALKING ISLAND VILLAGE

Guard Abellos says that an urgent message from Gludio Castle has arrived for Sir Collin Windawood, the Consul of Talking Island. He asks you to deliver the message to Sir Collin.

1. Talk to Guard Abellos **3**. He gives you an Official Letter.
2. Deliver the letter to Sir Collin, who is at the Obelisk of Victory, for 100a.

**FRUIT OF THE MOTHER TREE** LEVEL 3 ELVEN VILLAGE

Andellia of the Elven Village takes care of the Mother Tree with her sisters. She received news a few days ago from her sister Thalia, who looks after the Mother Tree of Lake Iris down south, that the tree has produced fruit. She explains that the Mother Tree's Fruit brings immortality to the Elves, and asks you to carry them back safely.

1. Talk to Andellia **C**. She gives you Andellia's Letter.
2. Take the letter to Thalya: Exit the village **2**, follow the path across two bridges, past the ruins, and around the lakeshore to the observatory. Thalya takes the letter and gives you The Mother Tree's Fruit.
3. Return to the village and give the fruit to Andellia, for 500a and 1000 EXP.

**KEEN CLAWS** LEVEL 3 DARK ELVEN VILLAGE

Trader Payne is famous for selling hand-made arrowheads, but he has recently been requested to create a hooked one, made of animal claws. He asks for help, and needs fifty wolf claws.

1. Talk to Trader Payne **X**.
2. Hunt Ashen Wolves and Goblins until you collect 50 Wolf Claws. There are some in the area between the starting area and the village. The Wolves drop 1-2 claws, and the Goblins drop 2-8. The goblins will assist each other, so be careful.
3. Once you have 50 or more claws, return to the village and give the claws to Payne, for 50a each.

**NERUPA'S REQUEST** LEVEL 3 ELVEN VILLAGE

Nerupa has brought the goods that were requested by the Elves, but she cannot pass through the magic field. She asks you to take the Silvery Spider Silk to Trader Unoren instead.

1. Talk to Nerupa **H**. She gives you Silvery Spider Silk.
2. Talk to Trader Unoren **X**. He takes the silk and gives you Uno's Receipt.

3. Talk to Trader Creamees **M**. He takes the receipt and gives you Cel's Ticket.
4. Talk to Warehouse Keeper Julia **W**. She takes the ticket, and gives you the Nightshade Leaf.
5. Give the Leaf to Nerupa, for 1000 EXP.

**PLEAS OF PIXIES** LEVEL 3 ELVEN VILLAGE

The Queen of the Pixies is preparing a spell to protect birds that are nesting in the Elven Forest from keltirs and wolves. Pixy Murika is under the Queen's order to collect the needed ingredients. She asks for one hundred Red Keltir or Gray Wolf Fangs. In return she gives you a sparkling stone that was found in the forest.

1. Talk to Pixy Murika **I**.
2. Hunt Red Keltirs and Gray Wolves until you gather 100 Predator's Fangs. Many wolves are close to Murika.
3. Give the fangs to Pixy Murika, for a Shard of Glass (100a), Onyx (300a) or an Emerald (5000a).

**SHILEN'S HUNT** LEVEL 3 DARK ELVEN VILLAGE

A ceremony for Shilen and Gran Kain will be held soon in the Dark Elven Village. Before the ceremony there is a hunt for wild animals for the offering, called Shilen's Hunt. If you can hunt Brown Keltirs and Ashen Wolves during Shilen's Hunt, you will earn Dark Bezoars. Collect thirteen and take them to Sentry Nelsya. You will earn the award for the winner of the hunt.

1. Talk to Sentry Nelsya **2**.
2. Kill Ashen Wolves until you gather 13 Dark Bezoars.
3. Return to Sentry Nelsya with the Bezoars, for a Lesser Healing Potion and 1900 EXP.

**PROOF OF VALOR** LEVEL 4 ORC VILLAGE

Praetorian Rukain always treats young Orcs like little kids. He says that those who desire to be acknowledged as Orc Fighters must prove their valor by hunting Kasha Wolves and bringing back fifty of their Fangs as proof.

1. Talk to Praetorian Rukain **2**.
2. Hunt Kasha Wolves until you collect 50 Kasha Wolf Fangs. They are not far out of town.
3. Give the Fangs to Rukain, and he gives you a Necklace Of Courage or a Necklace Of Valor.

**REVENGE OF THE REDBONNET** LEVEL 4 DWARVEN VILLAGE

Maryse Redbonnet lost her family as a child and nearly lost her own life to wolves, and so she burns with hatred for them. Grant her wish by hunting Black Wolves around the village, then gather forty of their pelts and take them back to Maryse to receive her grandmother's heirloom.

1. Talk to Maryse Redbonnet **K**.
2. Hunt Black Wolves until you have 40 Black Wolf Pelts. You will find plenty north of town along the path.
3. Deliver the 40 pelts to Maryse.

The reward is one of 4 items which you can sell to a store: Grandma's Hairpin (55% of the time; 100a), Grandma's Necklace (25%; 300a), Grandma's Mirror (18%; 500a), or Grandma's Pearl (2%; 5000a).

**WRATH OF VERDURE** LEVEL 4 NW OF ELVEN VILLAGE

Olen Treants guard the Elven Forest. They seek revenge on the goblins that cut down the forest, but the sly goblins have managed to get away with it. Treant Bremec asks for help as a representative. Defeat the goblins and return their weapons, that were once branches of the woods, to Bremec and you shall be rewarded.



1. Talk to Treant Bremec. He is in the ruins northwest of the Elven Village. Leave at ④ and head northwest immediately.
2. Hunt Goblin Raiders and collect Goblin Clubs.
3. Return to Treant Bremec at any time to exchange Clubs for Silvery Leaves.
4. Sell the Leaves for 10a each at a store.

### BRIGANDS SWEEP LEVEL 5 DWARVEN VILLAGE

Elder Spiron of the Golden Wheel Guild says that his guild has suffered extensive damage to their trade recently because of goblin brigands, and asks you to sweep them from the mountains. Defeat the goblins, collect their necklaces as proof, then bring back the necklaces for a reward.

1. Talk to Golden Wheel's Spiron ⑤.
2. Hunt Goblins. You can find them in many places throughout the Dwarven lands.
3. Collect Goblin Necklaces (12a), Goblin Pendants (36a), Goblin Lord Pendants (33a) and Suspicious Memos. 4 memos will merge into a Suspicious Contract (100a) on its own, and once you have the contract you cannot get any more.
4. Return to Spiron at any time and turn in the items.

### CHAINS OF SLAVERY LEVEL 5 DARK ELVEN VILLAGE

The imps were created as slaves by the Dark Elves, but recently they have broken the spell of shackles and run away into the woods. The Dark Elven Tetrarchs are preparing a new spell to lock up the imps, but they need Imp Shackles. Go into the Dark Elven Forest and return with Imp Shackles. You shall receive a reward from Sentry Kristin.

1. Speak with Sentry Kristin ③.
2. Hunt Imps and Imp Elders to the west/northwest of town. Each gives you 1 Imp Shackle.
3. Return to Sentry Kristin at any time and turn in the shackles for 13a each.

### RECOVER SMUGGLED GOODS LEVEL 5 TALKING ISLAND VILLAGE

Warehouse Keeper Wilfred has been smuggling with Grecia, where trading broke off after the war. Recently, a merchant ship was stranded, spilling adamantite ore all over the shore. He has recovered most, but giant toads have been swallowing it. He asks you to kill giant toads and recover the ore.

1. Talk to Warehouse Keeper Wilford ⑭.
2. Hunt Giant Toads until you collect 20 Adamantite Ore. Exit the village southwest and follow the path to the toads.
3. Give the ore to Wilford for 1500a.

### WRATH OF ANCESTORS LEVEL 5 ORC VILLAGE

Seer Livina says that the spirits of the ancestors have been angered after goblin grave robbers dared to desecrate the graves of the Utuku tribe. Follow the seer's orders and punish the goblin grave robbers, and bring back fifty of their heads. Offering goblin heads as a sacrifice to the ancestors is the only way to placate their anger.

1. Talk to Seer Livina ①.
2. Hunt Goblin Grave Robbers until you collect 50 Grave Robber's Heads. They are north and south of the village.
3. Give the heads to Seer Livina, for 1500a.

### HUNT THE ORCS LEVEL 6 ELVEN VILLAGE

The Kaboo Orcs hiding in the Misty Mountains have begun to attack the Elven Forest. As per the Hierarch's orders, Sentinel Rayen is recruiting warriors to battle against the Orcs. The

Hierarch's reward will be granted to those who destroy Kaboo Orcs and bring a token of proof.

1. Speak with Sentinel Rayen ④. He asks you to kill Kaboo Orcs and collect Orc Amulets and Orc's Necklaces.
2. Hunt Kaboo Orcs, Kaboo Orc Grunts, and Kaboo Orc Archers that drop Orc Amulets, and Kaboo Orc Fighters, Kaboo Orc Fighter Lieutenants and Kaboo Orc Fighter Leaders that drop Orc's Necklaces.
3. Return to Sentinel Rayen at any time and turn in the Amulets for 5a and the Necklaces for 15a.

### INVADERS OF THE HOLY LAND LEVEL 6 ORC VILLAGE

Atuba Chief Varkees says that a foreign race known as the rakeclaw imps have invaded the Immortal Lands, polluting the holy land of the Orcs. According to his explanation, the rakeclaw imps are a race created from magic, and are being controlled by someone through black magic. Defeat the invaders of the holy land, and collect the soulstones embedded in their hearts in order to find out who is behind them.

1. Talk to Atuba Chief Varkees ①, up the northern ramp.
2. Hunt Rakeclaw Imps and Rakeclaw Imp Hunters (which drop Black Soulstones) and Rakeclaw Imp Chieftains (Black and sometimes Red Soulstones).
3. Return to Varkees at any time and turn in the Black Soulstones for 5a and the Red Soulstones for 50a.

### THE GUARD IS BUSY LEVEL 6 TALKING ISLAND VILLAGE

The lord's plan to move the people of Gludio to Talking Island has been announced. In order to make the island a safe place to live, you must eliminate orcs and werewolves. Those who kill them and deliver the token shall be granted a reward by the Lord.

1. Talk to Captain Gilbert ①. He gives you the Gludio Lords Mark.
2. Hunt Werewolves for Werewolf's Fang, and Orcs of any kind for Orc Amulets and Orc's Necklaces. The necklaces drop off orcs level 10 and higher.
3. Return to Captain Gilbert at any time to turn in amulets for 5a, fangs for 10a, and necklaces for 15a.

### THE HIDDEN VEINS LEVEL 6 DWARVEN VILLAGE

Elder Filaur of the Gray Pillar Guild asks you to search for hidden Crysolite Veins. Defeat the Utuku Orcs and bring the Crysolite Ore they have to receive a reward. Also, gather four pieces of the map that indicate the location of the vein, and take the pieces to Priestess of the Earth Chichirin, to turn them into a complete map. Take this to Filaur to receive a great reward.

1. Talk to Gray Pillar's Filaur ⑤.
2. Hunt Utuku Orcs and collect Oriharukon Ore and Torn Map Fragments.
3. Each set of 4 map fragments must be turned into a completed map by visiting Priestess Of The Earth Chichirin ①.
4. Talk to Filaur and turn in the ore for 10a each, and a complete map for 1000a.

### COLLECT SPORES LEVEL 8 ELVEN VILLAGE

The Elven Forest has been contaminated slowly by poison from the Sea of Spores. The Elven Hierarchs are researching a neutralizer with the aid of Trader Herbiel. Herbiel asks for spore powder, which is essential to the research. Bring spore sacs to Herbiel from green fungi of the Elven Forest, and you will receive a reward.

1. Talk to Trader Herbiel ⑭.
2. Hunt Spore Fungus until you have 10 Fungus Sacs. They can be found to the west, southwest or south of the village.
3. Give the 10 sacs to Trader Herbiel, for 2000a.



**ORC SUBJUGATION** LEVEL 8 DARK ELVEN VILLAGE

Balor Orcs who were hiding in the Misty Mountains invaded the Dark Forest. The prideful Dark Elves begin a counterattack on the Orcs, who were once their slaves. Those who defeat the Balor Orcs and bring a token of proof shall be rewarded by Sentry Kayleen.

1. Speak with Sentry Kayleen ③. She asks you to kill Balor Orcs and collect Orc's Amulets and Orc's Necklaces.
2. Hunt any type of Balor Orc — Archer, Fighter, Lieutenant or Leader.
3. Return to Sentry Kayleen at any time and turn in the amulets for 5a and the necklaces for 15a.

**TRADE WITH THE IVORY TOWER** LEVEL 8 DARK ELVEN VILLAGE

Trader Vollodos, who has often been dealing with the Mages of the Ivory Tower, asks you to find spores which have been in high demand recently. As Vollodos says you can get Spore Sacs if you go into the Dark Forest and defeat spore fungi. You shall be rewarded if you bring a collection to Vollodos.

1. Speak with Trader Vollodos ⑩. He asks you to collect 10 Fungus Sacs.
2. Leave town via the west exit and travel along the road until you get to a single tower on the right, then head northwest. Hunt and kill the Green Fungi until you have 10 Fungus Sacs. Blood Fungus also drop the sacs, but more rarely, and are farther down the road around the set of towers on the left.
3. Return to town and give the sacs to Vollodos, for 2000a.

**SKIRMISH WITH THE WEREWOLVES** LEVEL 9 ORC VILLAGE

War has been declared against the fearless race, the maraku werewolves, who dared to kill the messenger that the Paagrio Lord sent, then return the messenger's head as an answer. Per Prefect Brukurse's orders, slay maraku werewolves and bring back forty of their heads.

To start this quest you must have a Necklace Of Valor or of Courage (from the Proof of Valor quest).

1. Talk to Prefect Brukurse ③.
2. Hunt Maraku Werewolves until you collect 40 Maraku Werewolf Heads. There are some in the valley south of the path ring you'll see on your map. You may also earn Maraku Wolfmen Totems when on this quest, which sell for 600a each.
3. Give the heads to Prefect Brukurse, for 1200a.

**SWORD OF SOLIDARITY** LEVEL 9 TALKING ISLAND VILLAGE

Grand Master Roien of Cedric's Training Hall is interested in restoring the Sword of Solidarity, which is the symbol of friendship between the Elves and Humans. He asks you to meet Altran, the town's blacksmith, in order to reshape the sword.

1. Talk to Grand Master Roien ①. He gives you Roien's Letter.
2. Take the letter to Blacksmith Altran ⑤. He gives you directions to the ruins.
3. Enter the Elven Ruins and hunt Tunath Orc Marksmen and Warriors until you get both the Broken Blade Top and the Broken Blade Bottom. Do not attempt this without friends until you are at least Level 12.
4. Give the pieces to Blacksmith Altran, who gives you Altran's Note.
5. Give the note to Grand Master Roien. He gives you the Broken Sword Handle.
6. Give the handle to Blacksmith Altran, and receive the Sword of Solidarity.

**BONES TELL THE FUTURE** LEVEL 10 DARK ELVEN VILLAGE

Tetrarch Kaitar knows how to foretell the future by throwing bones of the undead. Every month he does a telling to foresee any disaster to the Dark Elves, and he asks you to retrieve undead bones.

1. Talk to Tetrarch Kaitar ④.
2. Go to the School of Dark Arts and collect 10 Bone Fragments from Skeleton Hunters and Skeleton Hunter Archers.
3. Give the fragments to Tetrarch Kaitar, for 100a each.

**COLLECT ARROWHEADS** LEVEL 10 TALKING ISLAND VILLAGE

Master Minia of the Fighters Guild loves to collect odd weapons from each race. Recently she has found interest in Tunath Orc weapons, and asks you to retrieve their marksmen's arrowheads from the Elven Ruins.

1. Talk to Master Minia ③.
2. Go to the Elven Ruins and hunt Tunath Orc Marksmen until you have 10 Orcish Arrowheads.
3. Give the arrowheads to Master Minia, for 1000a and 1200 exp.

**COVERT BUSINESS** LEVEL 10 DWARVEN VILLAGE

The notorious Black Mage Hardin has asked the Bronze Key Guild to gather bat fangs. For some reason, Elder Keef of the Bronze Key Guild has accepted the request and has begun a covert trade with Hardin. Per Keef's request, hunt blade bats and barbed bats, and bring back one hundred of their fangs for a reward.

1. Talk to Bronze Key's Keef ⑥.
2. Hunt Blade Bats and Barbed Bats and collect 100 Bat Fangs. You can find them in the mine, or you can use the gatekeeper to go to the Northeast Coast. There are Barbed Bats immediately to the west, and Blade Bats a little farther west.
3. Give the fangs to Keef, for a Ring of Raccoon and 60 SP. Repeat for 2400a and 60 SP.

Note that if you wish to do the Tarantula's Spider Silk quest, you *must* keep this ring or a Ring of Firefly.

**FORGOTTEN TRUTH** LEVEL 10 DARK ELVEN VILLAGE

Tetrarch Thifiell asked Abyssal Celebrant Kartia to translate an ancient script. And now, he asks you to retrieve both the original copy and the translation from Kartia.

1. Talk to Tetrarch Thifiell ④. He gives you an Onyx Talisman1.
2. Give the Onyx Talisman1 to Abyssal Celebrant Kartia ③. He gives you an Onyx Talisman2.
3. Hunt Tumran Orc Brigands until you receive both the Ancient Scroll and Ancient Clay Tablet. The brigands are in the field to the west of the Dark Elven Initiation Temple (-50K, 75K).
4. Return to Kartia and give him the tablet, scroll, and talisman2. He gives you the Kartas Translation.
5. Give the translation to Thifiell, for an Eldritch Dagger.

**JUMBLE, TUMBLE, DIAMOND FUSS** LEVEL 10 DWARVEN VILLAGE

Collector Gough of the Bronze Key Guild has purchased from Trader Reep of the Silver Scales Guild a star diamond, a rare diamond that is one of only seven in existence throughout the continent. However, it has been three days since the delivery date, and he is becoming very impatient. He asks you to visit Trader Reep and bring back the star diamond.

1. Talk to Collector Gough ①. He gives you Gough's Contract.
2. Talk to Trader Reep ⑩. He takes the contract and gives you Reep's Contract.
3. Talk to Carrier Torroco, behind ⑩. He takes the contract and gives you Elven Wine.



4. Talk to Miner Maron **B**. He takes the wine and gives you Bruno's Dice.
5. Talk to Blacksmith Brunon **S**. He takes the dice and gives you Bruno's Contract.
6. Go to the mines and hunt Goblin Brigand Lieutenants until you collect 10 Aquamarines and 10 Chrysoberyls.
7. Return the gems and contract to Brunon. He gives you a Gem Box1.
8. Talk to Gouph. He takes the box and gives you a Coal Piece.
9. Talk to Brunon. He takes the box and gives you Bruno's Letter.
10. Talk to Warehouse Keeper Murphy **W**. He takes the letter and gives you a Berry Tart.
11. Talk to Warehouse Keeper Airy **A**. She takes the tart and gives you a Bat Diagram.
12. Hunt Blade Bats until you get the Star Diamond. You can find them in the mine.
13. Talk to Gouph, for a Silversmith Hammer.

### SHARDS OF GOLEM LEVEL 10 TALKING ISLAND VILLAGE

A few days ago, the roof of the temple was wrecked by a storm. Magister Harrys has asked Blacksmith Altran for new tools to repair the roof. He asks you to retrieve them on his behalf.

1. Talk to Magister Harrys **A**. He gives you Harris's Receipt2.
2. Talk to Blacksmith Altran **S**. He takes receipt1 and gives you Harris's Receipt2.
3. Hunt Stone Golems until you collect 5 Golem Shards. They are north of the tower, on the northern part of the island.
4. Give the shards to Blacksmith Altran. He gives you a Tool Box.
5. Give tools and receipt2 to Magister Harrys, for a Cotton Tunic.

### SKIRMISH WITH THE ORCS LEVEL 10 ELVEN VILLAGE

Recently, Orcs of the Misty Mountains have made several attacks on the Elven Forest. Sentinel Kendnell of the Elven Village asks you to drive out the Orcs and become the Guardian of the Forest.

1. Talk to Sentinel Kendnell **2**. He assigns you an orc chief.
2. Kill the assigned chief and retrieve the Kaboo Chief Torc1 *Kaboo Chief Uoph* (21K, 41K).  
**4** to crossing, then north and east.  
*Kaboo Chief Kracha* (34K, 62K).  
**4** and head south.  
*Kaboo Chief Batoh* (29K, 79K).  
 Near the Elven dungeon.  
*Kaboo Chief Tanukia* (21K, 57K).  
**4** to crossroads, look southwest.
3. Return to Sentinel Kendnell with the torc1. He assigns you another chief to kill.
4. Kill the assigned chief and retrieve the Kaboo Chief Torc2: *Kaboo Chief Turel* (40K, 69K).  
**4**, head due south and cross the river.  
*Kaboo Chief Roko* (33K, 79K).  
 West of the lake, east of Elven dungeon.  
*Kaboo Chief Kamut* (46K, 89K).  
**2**, all the way around the lake to south side.  
*Kaboo Chief Murika* (57K, 77K).  
**2**, cross 2 bridges, 2nd ruins on left.
5. Return to Sentinel Kendnell with the torc2, for a Red Sunset Sword.

### SPIRIT OF MIRRORS LEVEL 10 TALKING ISLAND VILLAGE

Grand Magister Gallint of Einhovant's School of Wizardry is researching the spirit of mirrors. But, a few days ago three of the spirits escaped, and you must recapture them.

1. Talk to Grand Magister Gallint **1**. He gives you 3 Gallint's Oak Wands.
2. Hunt the Giant Toad Spirit of Mirrors. It is on the south bank of the river, near the other toads (-97K, 248K).
3. Hunt the Orc Spirit Of Mirrors. It is almost due north of the toad, on the hill just northeast of the tower (-99K, 235K).
4. Hunt the Werewolf Spirit Of Mirrors. It is on the far west end of the island down by the water, northwest of the waterfall (-122K, 236K).
5. Return the 3 wands to Grand Magister Gallint, for a Wand of Adept.

### DARK WINGED SPIES LEVEL 11 ORC VILLAGE

The dark magician Varangka, who is plotting the fall of the Orc kingdom, is using dark winged bats to spy on the Orcs. The sorcerers have requested dark winged bat fangs in order to complete the magic circle that will prevent the bats from approaching Orc territories. Per the request of Neruga Chief Tantus, hunt dark winged bats and bring back seventy of their fangs.

1. Talk to Neruga Chief Tantus **A**, up the northern ramp.
2. Hunt Darkwing Bats until you collect 70 Darkwing Bat Fangs. There are bats along the northern paths, and inside the path ring on your map. Sometimes when you kill a Darkwing Bat you may collect a Varangka's Parasite quest item, and a Varangka's Tracker will immediately spawn and attack you. Once killed you will get 5 Darkwing Bat Fangs, and the parasite item will disappear.
3. Give the fangs to Tantus, for 3500a.

### DREAMING OF THE SKIES LEVEL 11 DWARVEN VILLAGE

Elder Arin, the leader of the Black Anvil Guild, has a dream to study the technology of the late giants and develop the ultimate flying machine. He has worked long in studying flying technology to realize his dream, but has run out of research materials, and asks you to collect floating stones. These stones may be obtained by hunting the magical weaver. Collect fifty and bring them back to Arin for a reward.

1. Talk to Black Anvil's Arin **6**.
2. Hunt Magical Weavers and collect 50 Floating Stones. You can find them in the mine, or use the gatekeeper to go to the Northeast Coast. They are to the west of that destination.
3. Give the stones to Arin, for a Ring of Firefly and 60 SP. Repeat for 2400a and 60 SP.

Note that if you wish to do the Tarantula's Spider Silk quest, you *must* keep this ring or a Ring of Raccoon.

### LEGACY OF THE POET LEVEL 11 ELVEN VILLAGE

Sentinel Starden is a veteran of the battle at the Underground Fortress. Rumiell, who was a longtime friend, a fellow soldier, and also a great poet, died in battle and his poems were lost within the fortress. Starden asks you to return his old friend's works.

1. Talk to Sentinel Starden **4**.
2. Hunt Baraq Orc Fighters and Baraq Orc Fighter Lieutenants in the first room of the Elven Dungeon until you collect 4 missing Rumiell's Poems.
3. Return the 4 lost poems to Sentinel Starden for a Leather Shirt.





**SCENT OF DEATH**      **LEVEL 11**      **DARK ELVEN VILLAGE**

Trader Minaless, who grows herbs as a subsidiary business, has recently been growing a flower called nightshade. Nightshade needs special fertilizers, and zombie dust is needed to create them. Trader Minaless will reward anyone who brings zombie dust after defeating zombies in the Marshlands, south of the Dark Forest.

1. Talk to Trader Minaless **M**.
2. Hunt in the swamps to the southwest for Marsh Zombies until you get 5 Zombie's Skins.
3. Return the skins to Trader Minaless, for 2000a.

**SPIRIT OF CRAFTSMAN**      **LEVEL 11**      **DARK ELVEN VILLAGE**

The Dark Elven Blacksmith, Karrod, wishes to call upon the spirit of Warsmith Roberto Steelbender in order to learn the skills of refining Oriharukon Ore. He asks for aid, and has you visit Abyssal Celebrant Cecktinon of the Temple of Shilen.

1. Talk to Blacksmith Karrod **S**. He gives you Karrod's Letter.
2. Give the letter to Abyssal Celebrant Cecktinon **B**. He gives you Cecktinon's Voucher1.
3. Give the voucher to Magister Harne **A**. She gives you Cecktinon's Voucher2.
4. Go to the School of Dark Arts and collect 10 Bone Fragments from Skeleton Hunters and Skeleton Hunter Archers.
5. Give the bone fragments to Harne, and she gives you a Soul Catcher.
6. Give the soul catcher to Cecktinon. He gives you Preserve Oil.
7. Go to the marsh area southwest of the village and hunt Marsh Zombies until you get a Zombie Head.
8. Give the head to Cecktinon and get a Steelbender Head.
9. Give the steelbender to Karrod, for a Blood Saber.

**CURSE OF THE FORTRESS**      **LEVEL 12**      **ELVEN VILLAGE**

Trader Unoren says that the recent undead creatures, in the Underground Fortress, were soldiers resurrected by a curse. He's figuring out a way to repel the curse of the vengeful spirits, and he needs you to bring him bone fragments and Elf skulls.

1. Talk to Trader Unoren **X**.
2. Go to the Elven Fortress.
3. Hunt Skeletons until you have 10 Bone Fragments.
4. Hunt Mist Terrors until you have 3 Elf Skulls. They are further into the dungeon.
5. Give the fragments and skulls to Trader Unoren, for a Bone Shield and 2000 EXP.

**MERCILESS PUNISHMENT**      **LEVEL 12**      **ORC VILLAGE**

Baranka, the Shaman of Darkness, plans to destroy the Orc kingdom. Urutu Chief Hatos has ordered the elimination of Baranka's followers in order to stop his conspiracy. Go to Centurion Parugon to receive information about Baranka's followers.

1. Talk to Urutu Chief Hatos **A**, up the southern ramp. He gives you Hatos's Order1.
2. Talk to Centurion Parugon **2**.
3. Buy 3 Scrolls of Escape; it's a long walk.
4. Hunt down the Baranka Messenger and kill him to get the Letter To Human. Take the paths northeast to the path loop, and then take the south then east path from there to the Cave of Trials area. Cross the bridge and continue straight east up the hill (17K, -119K).
5. Return to Hatos. He takes order1 and gives you Hatos's Order2.
6. Kill the Baranka Messenger again for a Letter To Dark Elf.
7. Return to Hatos. He takes order2 and gives you Hatos's Order3.
8. Kill the Baranka Messenger again for a Letter To Elf.

9. Return to Hatos. He takes order3 and the 3 letters, for a Butcher's Sword.

**PROTECT THE WATER SOURCE**      **LEVEL 12**      **ELVEN VILLAGE**

Tetrarch Asterios is concerned that the Mother Tree of the village is being contaminated. He asks you to go to the water source, the lake north of the village, to investigate the cause of the contamination.

1. Talk with Tetrarch Asterios **A**. He gives you a Hyacinth Charm.
2. Hunt Plague Zombies until you get a Plague Dust. The zombies are only in one spot — the head of the river to the northwest of the village.
3. Return to Tetrarch Asterios. He confirms the dust is the poison, and send you to get 5 more to study.
4. Hunt Plague Zombies until you have 5 Plague Dust.
5. Return the 5 dusts and the charm to Asterios, for 2500a.

**SEA OF SPORES FEVER**      **LEVEL 12**      **ELVEN VILLAGE**

Sentinel Knight Alberius is putting great effort into finding a cure for his companions who caught a mysterious fever while trying to purify the Sea of Spores. Since there must be different ingredients for the remedy, he asks you to meet Master Cobendell.

1. Talk to Sentinel Knight Alberius **3** and get Smallberry's Letter.
2. Give the letter to Master Cobendell **A**. He gives you the Evergreen Amulet.
3. Hunt Dryads and Dryad Elders until you collect 10 Dryad's Tears. You can find out **4**, just past the crossroads on the left, or out **2** and across a couple bridges.
4. Give the 10 tears and amulet to Master Cobendell. He gives you 5 Cobendell's Medicines.
5. Deliver the medicines to Alberius. He takes one of the medicines, and ask you to deliver the other 4 to other sentinels.
6. One to Sentinel Gartrandell **3**.
7. One to Sentinel Veltress **2**.
8. One to Sentinel Berros **1**.
9. One to Sentinel Rayen **4**.
10. Return to Alberius, for a Sentinel Sword or Staff.

**COLLECTOR'S DREAM**      **LEVEL 15**      **ELVEN VILLAGE**

Alshupes, who loves collecting claws and pelts of odd creatures, now has new interests in giant spiders. He asks for eight legs of spiders.

1. Talk to Alshupes **B**.
2. Hunt Crimson, Hook and Pincer Spiders until you have 8 Giant Spider's Legs.
3. Give the legs to Alshupes, for 1000a.

**GATEKEEPER'S FAVOR**      **LEVEL 15**      **DWARVEN VILLAGE**

Gatekeeper Wirphy says that her body, created from the technology of the ancient giants, has been damaged and her energy is draining away. She asks you to gather 20 starstones for her, to receive a charm that lets you teleport to Gludin town for free.

1. Talk to Gatekeeper Wirphy **1**.
2. Hunt Whinstone Golems and collect 20 Starstones. You can find them all along the northeast coast of the Dwarven lands. They cast a nasty wind strike, and are immune to arrows and daggers.
3. Give the stones to Gatekeeper Wirphy to get a Gatekeeper Token that is good for one free teleport to Gludin from the Dwarven Village. The return trip is 6000a, so do not leave the Dwarven lands until you are ready.



**GATEKEEPER'S OFFERING      LEVEL 15      ORC VILLAGE**

Gatekeeper Tamil says that his teleport magic is not complete, and explains that he needs the aid of the totem spirit of the spider. But in order to receive the aid of the spider of space and time, he must regularly make offerings, and asks you to collect the starstones of the graystone golem. Collect twenty starstones and bring them back to receive a token that lets you teleport to the village of Gludin for free.

1. Talk to Gatekeeper Tamil ①.
2. Hunt Greystone Golems and collect 20 Starstones. You can find them in the northeast near the waterfall area. They cast a nasty wind strike, and are immune to arrows and daggers.
3. Give the stones to Gatekeeper Tamil to get a Gatekeeper Charm that is good for one free teleport (normal price 3000a) to Gludin from the Orc Village. The return trip is 6000a, so do not leave the Orc lands until you are ready.

**GET A PET      LEVEL 15      GLUDIO**

To receive a Wolf pet, you must earn approval from the Pet Manager. Meet Pet Manager Martin in the Village of Gludin, and he will tell you that you must have love and knowledge about animals in order to earn a pet. He first asks you to return to your hometown and eliminate all animal killers.

1. Talk to Pet Manager Martin ②. Depending on your race he will have you kill a different kind of spider.

**Human.** Kill Giant, Talon and Blade Spiders on Talking Island.

**Elf.** Kill Crimson, Hook and Pincer Spiders in Elven Forest.

**Dark Elf.** Kill Lesser Dark Horrors, Dark Horrors and Prowlers in Dark Elven Forest.

**Orc.** Kill Kasha, Kasha Fang and Kasha Blade Spiders on the Idomitable Plateau.

**Dwarf.** Kill Hunter and Plunder Tarantulas north of the Mithril Mines.

2. After you get 50 fangs, return to Martin. He sends you to talk to several NPCs.
3. Go to Gludio and talk to Gatekeeper Belladonna ①.
4. Go to Dion and talk to Guard Metty ①.
5. Go to Giran and talk to Jeweler Ellie ①.
6. Return to Martin. He asks you questions having to do with what Belladonna, Metty and Ellie said.

Here are the answers to the questions:

**Which of the following is not an appropriate use of a pet?**

Make to go to the village and buy items rather than sending on an errand.

**What can be done to make a pet grow faster?**

Make a pet hit a monster a lot.

**What is the maximum delay allowed before resurrection becomes impossible?** 3 minutes

**What is the name of the wolf's ancestor that became extinct 10,000 years ago?** Dire Wolf

**How is a wolf's tail normally positioned?**

Its tail is always pointing straight down.

**Which animal among the following is not a meat-eating mammal of the canine family?** No answer

**How far (in kilometers) can a wolf's smell reach?** 2.4 km

**What kind of wolf leads the rest when hunting in a pack?** Male

**Which of the following is not a part of the wolf's diet?** No answer

**Which is not a proper description of the breeding of wolves?**

Pregnancy is nine months.

**What is the normal lifespan of a wolf in captivity?** 12-15 years

**Which of the following do not describe the life of a wolf?**

A pregnant wolf makes its home in a wide open place to have its babies.

**Which of the following is the correct description of a wolf?**

A grown wolf is still not as heavy as a fully-grown male adult human.

**The following connections are made between the wolves and their habitats. Which is not correct?** Orc—Black Wolf

7. After you answer all the questions correctly you get a pet collar as a reward. You now own a wolf!

**GRIM COLLECTOR      LEVEL 15      GLUDIO**

During a discussion of the ruins, Guard Curtis speaks of some good work and introduces Samed. Visit Samed and tell about Curtis, and you get an errand.

1. Talk to Guard Curtis ④.
2. Talk to Samed ①. He gives you an Anatomy Diagram.
3. Hunt skeletons to collect Skull1 (50a), Rib Bone1 (15a), Arm Bone1 (10a), Spine1 (10a), Thigh Bone1 (10a). Hunt zombies to collect Zombie Head1 (30a), Zombie Heart1 (20a), and Zombie Liver1 (20a). You can do this in two areas:

**Ruins of Despair**, due south of Gludio. The ruins sprawl beyond the inner walled area, so explore the outer areas. Hunt Shield Skeletons and Skeleton Infantryman — skulls and arms will be rare. Also hunt Zombie Soldiers and Zombie Warriors.

**Ruins of Sorrow/Agony**, west of Gludio until you can take the north fork in the road. Go to the area west of the walled ruins. Just ignore the Bugbears, and avoid the Spatoi — they are very strong. Kill Tracker Skeletons, Tracker Skeleton Leaders, Skeleton Scouts and Skeleton Marksmen. Also kill Ruin Zombies and Ruin Zombie Leaders.

4. Take all the skeleton parts to Varsek ⑤. He takes each set of 5 skeleton parts and tries (80%) to assemble a Complete Skeleton. Repeat for each set of parts you have.
5. Return all the completed skeletons to Samed for 2000a, turn in the spare parts when you get a pile and don't have a lot of spare skulls and arms.

**MILLENNIUM LOVE      LEVEL 15      TALKING ISLAND VILLAGE**

In the temple of Talking Island the Elf, Lilith, has lived over a thousand years since she lost her lover, Theon, in the war against Beleth. Because she has not found his body, she still believes he is alive, and on your way to Gludio she asks you to find the whereabouts of her lover.

1. Talk to Lilith ①. She gives you Rylin's Letter.
2. Take the boat to Gludin.
3. Talk to Master Baenedes ①. He asks you deliver a diary to Lilith.
4. At some point return to Talking Island.
5. Deliver the diary to Lilith, for a Haste Potion.

**OFFSPRING OF NIGHTMARES      LEVEL 15      DARK ELVEN VILLAGE**

Magister Vlasty is doing research on an undead monster called a dark horror. He needs dark horror skulls for the actual tests, and wants you to hunt and bring the skulls to him. Dark horrors are found in the swamps, on the south side of the village.

1. Talk to Magister Vlasty ①.
2. Hunt in the swamps to the southwest for Lesser Dark Horrors and Dark Horrors until you get a Perfect Skull. You may also get Cracked Skulls, which are not important.
3. Give the skull to Vlasty, for Bone Gaiters.



**RANCHER'S PLEA** LEVEL 15 NW TALKING ISLAND SHORE

Edmond plans to establish a ranch on Talking Island along with his friend Marius, but is having trouble, as giant spiders keep devouring his flock. Edmond promises to reward the player for every spider husk brought back after the player has hunted the spiders. He also tells the player to visit Marius if anything is urgently needed for the quest.

1. Talk to Edmond in a house on the northwest shore of Talking Island (-115K, 222K).
2. Hunt Giant and Talon Spiders to collect Giant Spider Skins.
3. Give the skins to Edmond for 25a each.

**SAVE MY SISTER** LEVEL 15 TALKING ISLAND VILLAGE

Elias, a Master at School of Magic, has been to the northern woods with some students to gather herbs. But the students have caught a fever, and Priest Yohanes has been asked to create a remedy. Large amounts of poison sacs are needed, and you are requested to gather them and take them to the priest.

1. Talk to Elias **G**.
2. Hunt Giant Spiders until you get a Poison Sac.
3. Give the sac to Priest Yohanes **A** for a Fever Medicine.
4. Give the medicine to Elias, for a Haste Potion.

**TARANTULA'S SPIDER SILK** LEVEL 15 DWARVEN VILLAGE

The king of Elmore has requested the best spider silk formal wear. Trader Mion, a cutter of the Silver Scale Guild, asks you to collect tarantula spider silk. Hunt crimson and hunter tarantulas, then bring back their spider silk. Spider silk may also be acquired by taking tarantula spinnerettes to Defender Nathan to be spun. To start this quest you must have a Ring Of Raccoon or Ring Of Firefly.

1. Talk to Trader Mion in the Dwarven Village magic shop.
2. Hunt Hunter and Plunder Tarantulas and collect Tarantula Spider Silk. You can find them one valley east of where the Northeast Coast teleport takes you. (Crimson Tarantulas also drop silk.)
3. If you get any Tarantula Spinnerettes, take them to Defender Nathan **2**, to be turned into silk. One spinnerette = 20 silk.
4. Take the silk to Trader Mion for 20a each.

**TOTEM OF THE HESTUI** LEVEL 15 ORC VILLAGE

Recently, more and more gray bears on the Immortal Plateau are becoming possessed with the evil spirit of Kasha, the spirit of death and decay. Seer Tanapi worries about this and explains that the gray bear is originally the protective totem of the Hestui Orc tribe, and asks you to bring death to the possessed gray bears and put them to rest. While hunting kasha gray bear totems, you will confront Kasha's Spirit. Defeat the spirit and bring back proof to Seer Tanapi.

1. Talk to Seer Tanapi **A**, southern chamber.
2. Hunt Kasha Bears in the northeast near the waterfall to collect Kasha Parasites.
3. Once you collect 50+ parasites, the Kasha Bear Totem Spirit will appear and attack you. Once you kill it you get a Kasha Crystal.
4. Talk to Seer Tanapi. He will take the crystal and give you a Totem of Hestui.
5. Sell the Totem of Hestui at a store (for 5200a).

**WILL THE SEAL BE BROKEN?** LEVEL 16 DARK ELVEN VILLAGE

Tetrarch Talloth is studying the Dark Arts. He asks for ingredients: Omen Beast's Eye, Taint Stone and Succubus Blood.

1. Speak with Tetrarch Talloth **A**.
2. Collect Omen Beast's Eye, Tainted Stone and Succubus' Blood from The School of Dark Arts.
3. Return to Talloth with the ingredients, for 5000 EXP.

**CRYSTALS OF FIRE AND ICE** LEVEL 17 TALKING ISLAND VILLAGE

Trader Katerina deals jewels as a subsidiary business. She asks you to head to the Elven Ruins to get soul ore shards, which were used by the ancient Elven mages. As you have been told, you find Salamanders and Undines in the Elven Ruins, and you can get 'flame shards' and 'ice shards' from them.

1. Talk to Trader Katerina **M**.
2. Go to the Elven Ruins and hunt Undines and Salamanders to collect and Ice Shards and Flame Shards, respectively.
3. Return to Trader Katerina and turn in the shards for 60a each.

**CATCH THE WIND** LEVEL 18 ELVEN VILLAGE

The spirit of the wind, lirein, has the soulstone 'wind shard' in its body. Rizraell asks you to collect them to create the 'scroll of the wind.' Defeat the lireins and return the collected wind shards to Rizraell.

1. Talk to Rizraell **D**.
2. Hunt Lireins and Lirein Elders to collect Wind Shards. You can find them in great numbers near the 3 bridges north of Gludio.
3. Return to Rizraell at any time to turn in shards for 30a each.

**DESTROY PLAGUE CARRIERS** LEVEL 18 ELVEN VILLAGE

The ratmen, whom the Elves call 'the plague carriers,' spread an epidemic in the Elven Forest and once fought for the Dark Elves. Because of this, the Elves have bitterness against them. Master Ellenia asks you to eliminate the ratmen that are nesting in the Elven Underground Fortress. Bring her their fangs as proof, and you shall receive a reward.

1. Talk to Master Ellenia **A**.
2. Hunt Sukar Wererats and Sukar Wererat Leaders which drop Wererat's Fangs, and their boss Varool Foulclaw, who sometimes drops a Varool Foulclaw's Fang. Once you get a Varool Foulclaw's Fang, return to Master Ellenia.
3. Return to Master Ellenia at any time and turn in the Wererat's Fangs for 60a and the Varool Foulclaw's Fang for 10,000a.

**SWEETEST VENOM** LEVEL 18 DARK ELVEN VILLAGE

Astaron explains about 'Dreviant Wine,' which is brewed with spider venom. He is planning to make wine with grapes imported from Gludio, and asks you to retrieve spider venom sacs, which are the toughest materials to obtain. Hunt the spiders in the Dark Forest and return the sacs to Astaron for a reward.

1. Talk to Astaron **G**.
2. Hunt Poison Spiders and Arachnid Trackers until you collect 10 sacs.
3. Give them to Astaron, for 3500a.

**BLOOD FIEND** LEVEL 21 ELVEN VILLAGE

Trader Creamees had lost his friends and kin by the hands of the dark side which was summoned by a Dark Elven Master of Dark Arts. The leaders of the dark side and the kirunak (a.k.a. the Blood Lord) still lurk within the Underground Fortress, and he asks you to seek revenge.

1. Talk to Trader Creamees **M**.
2. Hunt and kill Kirunak to get a Kirunak Skull. He is the demon boss of the Undergroup Fortress (at #41).
3. Return to Trader Creamees, for 3000a and 4000 EXP.



### DAINGEROUS SEDUCTION LEVEL 21 DARK ELVEN VILLAGE

Tetrarch Vellior has insomnia due to continuous nightmares. A creature called a succubus is the source of the nightmares, and he asks you to defeat the dream-catching succubus 'Merkenis' at the School of Dark Arts.

1. Speak to Tetrarch Vellior **A**.
2. Travel to the School of Dark Arts. In the center of the dungeon (#38), a succubus spawns called Merkenis. Kill her to receive the quest item.
3. Return to Vellior, for a Bone Piece Breastplate.

### SEED OF EVIL LEVEL 21 TALKING ISLAND VILLAGE

High Priest Biotin of the temple has received a revelation of his god in his dreams. A few days later in his dreams, he finds out that a seed of evil is growing in the Elven Ruins. He asks you to eliminate the devilish seed of evil, which has the wings of a bat.

1. Talk to High Priest Biotin **A**.
2. Go to the Elven Ruins (room #30) and slay Nerkas to get his Clay Tablet. (He appears every 15 minutes.)
3. Give the tablet to High Priest Biotin, for a Sickle.

### SENSE FOR BUSINESS LEVEL 21 S WASTELANDS ENTRANCE

Trader Sarien sells rare magical ingredients to the Ivory Tower of Oren. He tells that you can acquire two of the eight ingredients in the Wastelands: monster eye meat and jade. He asks you to retrieve the monster eye carcass and the basilisk's gizzard.

1. Talk to Trader Sarien, in D24, at the southern entrance to the Wastelands.
2. Hunt Monster Eyes and Basilisks in Wastelands.
3. Take your items to Sarien for a reward. He pays 30a for Monster Eye Carcasses, 75a for Basilisk's Gizzards and 2000a for Monster Eye's Lenses.

### VANQUISH REMNANTS LEVEL 21 GLUDIN

The Black Lion, hired by the Lord of Gludio to eliminate the OI Mahums, has performed very poorly. With many soldiers lost, the Black Lion is recruiting skilled fighters to battle against the OI Mahums. Defeat the OI Mahums and collect their badges as proof. Leopold will reward you.

1. Talk with Leopold **B**.
2. Go to the Abandoned Camp and hunt oi mahums of various sorts to obtain badges of rank.
3. Take the badges of rank to Leopold for a reward. If you give him 100 tokens at the same time, Leopold gives you the Black Lion mark. Recruits and Guards drop Red Badges (60a each); Shooters, Suppliers and Officers drop Blue (65a); and Generals drop Black (70a).

### ADEPT OF TASTE LEVEL 22 DION

Chef Jonas is preparing a monster eye steak for a competition. The judge is Magister Mirien, also known as the 'Adept of Taste.' You must collect high quality ingredients in order to fulfill her picky sense of taste.

1. Talk to Jonas **W**.
2. Talk to Trader Sonia **M**. She asks you to collect Mandragora Sap by killing Mandragora.
3. Talk to Guard Jacob **4**, then hunt the Bloody Bee or Stinger Wasp to collect Nectar. If you go to Grocer Pano (Floran **X**), he will tell you to hunt Hobgoblins and collect their talismans. If you go to Priest Glyvka **A**, he will tell you to hunt Gray Ants or Giant Crimson Ants and collect Marsh Green Moss. If you go to Magister Rollant **A**, he will tell you to hunt Monster Eye

Searchers and Gazers and bring back their bodies.

4. Go to Jonas to make a steak.
5. Take the steak to Magister Mirien **A**, who gives an evaluation based on the ingredients you collected. The scale is 1-5.
6. Bring back Mirien's cooking evaluation to Jonas for a reward. The amount of the reward will be different according to the rate 1-5.

### DWARVEN KINSHIP LEVEL 25 DARK ELVEN VILLAGE

The Dwarven Warehouse Freightman, Collette, misses her fellow companions, and wishes you to deliver her letter to Harprock in the town of Gludio.

1. Talk to Warehouse Freightman Colette **W**. She gives you Colette's Letter to deliver in Gludio.
2. Deliver the letter to Warehouse Keeper Haprock **W**. He will then give you Norman's Letter to take to Warehouse Keeper Norman in Gludin. You will also get 1000a as partial payment.
3. Give this letter to Norman **W** for the remaining 5100 Adena.

### HUNT OF THE BLACK LION LEVEL 25 DION

Mercenary Sophya, captain of the Black Lion, recommends that you participate in the mission to eradicate Dion of monsters. Accept Sophya's mission and carry out the task of eliminating the undead of the Execution Ground, the OI Mahums of the Partisan Hideaway, the Delu lizardmen of the southern shores, or the marsh stakato of the Cruma Marshlands.

Note: to be offered this quest, you must have the Black Lion Mark, obtainable by completely fulfilling the Level 21 Vanquish Remnants quest.

1. Talk to Mercenary Sophya **B**. She offers you four different mission choices:  
Drive the Undead from the Execution Grounds  
Drive the OI Mahum from the Partisan Hideaway  
Drive the Delu Lizardmen from the southern shore area, or  
Kill the Marsh Stakato in the Cruma Marshlands.

#### Undead, Execution Grounds

1. Sophya tells you to kill Specters, Sorrow Maidens, Neer Crawlers, Neer Ghoul Berserkers, Strains and Ghouls in the Execution Grounds. These drop Undead Ash and Cargo Boxes.
2. Head to the Execution Grounds (east of Dion). Strains and Ghouls are located in the swampy area surrounding the giant Guillotine. To find Neer Crawlers and Neer Ghoul Berserkers, go up the stairs onto one of the walls. To find Sorrow Maidens and Specters, search around the eastern exit or around the giant pit.

#### OI Mahum, Partisan Hideaway

1. Sophya tells you to kill OI Mahum Guerillas, Raiders, Marksmen, Sergeants and Captains in the Partisan Hideaway. These monsters drop Bloody Axe Insignias and Cargo Boxes.
2. Head to the Partisan Hideaway (northeast of Dion) and kill the OI Mahums. The Mahums are scattered all over the Hideaway, but to find the highest concentration, find the small, crude camps that the Mahums have made and hunt inside. Be careful though; the Mahums help each other and a lot spawn in there!

#### Delu Lizardmen, Southern Shore Area

1. Sophya tells you to kill Delu Lizardmen, Scouts and Warriors. Note that this does not include Delu Lizardmen Shaman. These monsters drop Delu Lizardman Fangs and Cargo Boxes.
2. At various points along the southern shore you can find Delu Lizardmen. They are mostly scattered, so there is no best spot.



**Marsh Stakatos, Cruma Marshlands**

1. Sophia tells you to kill Marsh Stakatos, Workers, Soldiers and Drones in the Cruma Swamp. Be careful, as some of these monsters have magic or special physical attack skills. These monsters drop Stakato Talons and Cargo Boxes.
2. Head to Cruma Swamp. The Stakatos can be found all around the tower, but not on the very outer rim. Like the Lizardmen, the Stakatos are pretty spread out, so it's hard to pick a good place to camp.

**Rewards**

Return to Sophia at any point. She pays 35a per Undead Ash, Bloody Axe Insignia, Delu Lizardman Fang or Stakato Talon. She also awards Lion Claws for concentrations of tokens: 1 Lion Claw for 20 to 49 of any single item; 2 Lion Claws for 50-99; 3 Lion Claws for 100 or more.

Once you get 10 Lions Claws, you can trade them in to Sophia for a Lion Eye and then various items. The more Lion Eyes you have, the better your rewards. Depending on the Eyes you have, you may pick one item from the appropriate list:

| Eyes                | 1-4 | 5-8 | 9+  |
|---------------------|-----|-----|-----|
| Healing Potions     | 20  | 25  | 50  |
| Soulshot D Grade    | 100 | 200 | 400 |
| Spiritshot D Grade  | 50  | 100 | 200 |
| Scroll of Escape    | 20  | 20  | 30  |
| Swift Attack Potion | 3   | 3   | 4   |

Sophia also tells you to talk to Guildsman Morgan **H** or Mercenary Redfoot **F** about the Cargo Boxes.

**Morgan.** For each box you give him (he will only take one at a time, so you must keep clicking 'go back' to give him another), he gives you 100a and a Guild Coin. Once you have 40 Coins, you will start getting 200a per box. 80 Coins, 300a per box ... and so on.

**Redfoot.** For 650a he will open a cargo box for you (he also only takes one at a time; click 'return' to give him another). Inside the boxes are various treasures.

Most of the treasures are standard sell-to-store items, but some of them, such as the tablets and statue pieces, can be put together to make more valuable items. Just take all the parts (for tablet: part 1St, 2St, 3St and 4St; for statue: leg, arm, head and torso) to Blacksmith Rubio (Giran **S**) and he will put them together for free.

The items can be sold for the following prices:

|                                   |       |                            |         |
|-----------------------------------|-------|----------------------------|---------|
| Gludio Apples . . . . .           | 500a  | Dion Corn Meal. . . . .    | 500a    |
| Dire Wolf Pelts . . . . .         | 500a  | Moonstone. . . . .         | 750a    |
| Gludio Wheat Flour . . . . .      | 750a  | Spider Silk Rope . . . . . | 750a    |
| Silver Tea Service . . . . .      | 1000a | Alexandrite. . . . .       | 1000a   |
| Mechanic Golem Spare Parts . . .  | 1000a | Fire Emerald . . . . .     | 2500a   |
| Avellan Silk Frock . . . . .      | 2500a | Feriotic Pottery. . . . .  | 2500a   |
| Statue of Shillien parts. . . . . | 1000a | Imperial Diamond .         | 10,000a |
| Fragments of Ancient Tablet . . . | 1000a |                            |         |

The Complete Shillien Statue and Complete Ancient Tablet sell for 10,000a each to stores, but you can get 30,000a for the tablet if you sell it to Iron Gate's Lockirin (Dwarven Village **F**) and 30,000a for the statue if you sell it to Abyssal Celebrant Undrias (Dark Elven Village **E**).

**RECLAIM THE LAND      LEVEL 25      NEAR ORC BARRACKS**

The northwest region of Gludio was originally fertile farmland, but the Turek Orcs took over the area. The farmer, Piotur, represents the farmers of Gludio and is recruiting soldiers to expel the Orcs from their stolen farmland. Kill the Turek Orcs and collect tokens to take to Piotur for a reward.

1. Speak with Piotur (just north of Orc Barracks, in NW Gludio).
2. Fight Turek Orcs around the area and obtain Turek Dog Tags and Medallions.
3. Give them to Piotur, for 20a per Dog Tag and 25a per Medallion. You get to keep the Bronze Mirror Pieces, Jade Necklace Beads, Clay Urn Fragments, Brass Trinket Pieces and anything else they drop.

**THE WISHING POTION      LEVEL 30      OREN**

Alchemist Matild has long wished to create a mysterious potion. She has recently discovered the location of its recipes, and asks you to go and get them for her. She gives you a Book of Alchemy, along with instructions to seek out the mysterious potion at the location written in the book.

1. Talk to Alchemist Matild, just northeast of the Ivory Tower. She gives you an Alchemy Text.
2. Head to the Cruma Swamp. In the far southwest corner you will find the Secret Keeper Tree amongst some stone ruins. Kill it to get the Secret Book of Potion, and then return to Alchemist Matild.
3. Matild gives you a recipe list.
4. First, head east of Giran to find Amber Basilisks and Turek Bugbears. Kill them until you get an Amber Scale and Bugbear Blood.
5. Just north of Giran you can find Silenos. Kill them until you get a Silenos Horn.
6. Horror Mist Rippers can be found in Cruma Swamp, mostly on the western outskirts. Kill them until you get Horror Ectoplasm.
7. Southwest of Floran you will find Glass Jaguars. Kill them until you get a Glass Eye.
8. In the Ant Nest you can find Ant Soldiers. Kill them until you get an Aphid.
9. In the Wastelands, kill Tyrants until you get Tyrant's Chitin.
10. Whispering Winds can be found north-northeast of the Orc Barracks. Kill them until you get a Wind Soulstone.
11. Go back to Matild. She gives you an Orb, so that from now on all you must do is gather the ingredients. She will also give you her first wishing potion.

**Possible Rewards**

Wish for Wealth and you can get:

- 10,000a
- 1-10 million adena
- 3 Grimas which can drop 1-5 gold bars worth 5000a each

Wish to be a king and you can get:

- Certificate of Royalty worth 500a
- Ancient Crown worth 5a
- Alexando Sanches, who *might* summon Abyss King Bonapariuis, who *might* summon Overlord Ramsebaluis, who *might* summon the incredibly strong Great Demon Knight who *might* drop Demon Gloves/Boots/Hose/Tunic

Wish to be loving and you can get:

- Fairy Rupina, who gives 1 Scroll of Escape or 1 Necklace of Grace
- 3 Succubus of Seduction who can drop Scroll of Forbidden Love which Torai the Dwarf (in Death Pass) buys for 500k.

Wish for Wisdom and you can get:

- Spellbook: Ice Bolt
- Spellbook: Battle Heal
- Amulet: Heart of Paagrio
- Wisdom Chest, that gives advice



**ARROW OF VENGEANCE**      **LEVEL 32**      **GIRAN**

Guard Belton is seeking revenge after losing his family to the land dragon, Antharas. He is currently making a special arrow to kill Antharas. He asks you to collect the ingredients for the arrow.

1. Talk to Guard Belton ④.
2. Find Harpy Feather, Medusa Venom and Wym's Tooth in Giran field.
3. Collect items and return to Guard Belton for reward — 80a per Harpy Feather, 90a per Medusa Venom and 100a per Wym's Tooth.

**CURIOSITY OF A DWARF**      **LEVEL 33**      **S WASTELANDS ENTRANCE**

Trader Rolento is especially curious about the power source of golems, and asks you to obtain 'stonehearts' from Granite Golems or Punchers.

1. Talk to Trader Rolento.
2. Find Golem Heartstones.
3. Take them to Trader Rolento to get 40a per Broken Stoneheart, and 800a per unbroken Golem's Stoneheart.

**LITTLE WING**      **LEVEL 35**      **GIRAN**

Tell Pet Manager Cooper that you wish to raise a dragon hatchling as a pet. He will tell you to meet Sage Cronos of Hunters' Village for aid.

1. Talk to Pet Manager Cooper ②. He sends you to Wiseman Cronos (Hunters' Village ③).
2. Ask Cronos to make a Fairy Stone. He gives you a list of items.
- 3a. For a Normal Fairy Stone, you will need to collect 10 Coal, 10 Charcoal, 1 D-grade Gemstone, 3 Silver Nuggets, and 10 Toad Lord Skins. Go to Cruma Swamp and kill Toad Lords to get the skins. The rest can be bought/hunted for throughout Aden.
- 3b. For a Deluxe Fairy Stone, you will need to collect 10 Coal, 10 Charcoal, 1 C-grade Gemstone, 5 Silver Nuggets, a Stone of Purity, and 20 Toad Lord Skins. (The Deluxe Fairy Stone will get you 20 hatchling food at the end of the quest.)
4. Go to Dion and talk to Maria ①.
5. Go to the Enchanted Valley. You will find Fairy Mymyu in the northernmost part, north of the "c" in "Enchanted" on your ingame map.
- 6a. Head directly west of Oren Castle and climb the mountain (it shouldn't be too hard). You will find Drake Kalibran. Kalibran sends you to kill Road Scavengers along Death Pass until you collect 20 eggs. Once you have the eggs, return to Drake Kalibran.
- 6b. Drake Exarion is on a mountain a little northwest of Oren Castle. Exarion sends you to kill Leto Lizardman Warriors south of Oren until you collect 20 eggs. Once you have the eggs, return to Drake Exarion.
- 6c. Wyvern Suzet is in between the Partisan Hideaway and Death Pass. She is almost on the "y" of "Hideaway" on your ingame map. Suzet sends you to kill Breka Orc Overlords just north of Giran. After you collect 20 eggs, talk to Suzet again.
- 6d. Wyvern Shamhai is southwest of the "d" in "Death Pass" on your ingame map. Shamhai sends you to kill Death Seekers in the Execution Ground near the guillotine. Return to Shamhai when you get 20 eggs.
- 6e. Follow the river just above Iris Lake east until you get to the end, where you'll find Drake Zwov. Zwov sends you to kill Marsh Spiders. Marsh Spiders spawn right outside of Cruma Tower. Collect 20 eggs, and then return to Zwov.
7. Return to Fairy Mymyu to receive a random (Star, Twilight or Wind) Hatchling.

**AUDIENCE WITH THE LAND DRAGON**      **LEVEL 50**      **GIRAN**

Seal Watchman Gabrielle warns that the land dragon, Antharas, has been awakened from its long slumber. According to her, the Lair of Antharas is surrounded by a magical field and is thus unapproachable. However, the one who possesses the 'portal stone' may be able to activate the 'heart of the field' to pass through. Only the ones acknowledged by the seal watchmen may receive the stone. Follow Gabrielle's instructions and visit the other four watchmen.

1. Talk to Gabrielle ①. She tells you to go visit 4 Seal Watchers.
2. Talk to Magister Kaiena on the 4th floor of the Ivory Tower. Kaiena sends you to the Blazing Swamp to kill Marsh Stalkers and Marsh Drakes. You probably want to take a friend or two.
3. The Drakes and Stalkers can be found on the very northern tip of the Blazing Swamp, where it bulges out into a small upside-down teardrop shape. Get one Stalker Horn and one Drake Talon and return to Kaiena.
4. Two Seal Watchers are in Aden. Talk to High Priest Orven ②.
5. Head east of Aden to the Forbidden Gateway; again, take friends. Around here you find Bloody Queens. Kill them and about 6 Sacrificed Spirits will pop up. Once you get the Remains of Sacrifice, head back to High Priest Orven.
6. Talk to Master Kendra ④ (the other Seal Watcher who lives in Aden). He asks you to go kill Harit Lizardman Shamans.
7. Go into the Forest of Mirrors and follow the path as if going to the Anghel Waterfall. When you are almost there you should see lots of Harit Lizardman Shaman. Kill the Shaman until you get a Totem of Land Dragon, then take it to Master Kendra.
8. Go to Hunters' Village and talk to the last Seal Watcher, Prefect Chakiris ⑤. Prefect Chakiris sends you to the Giant's Cave to kill Kranrots and Hamruts. You *must* take a group, preferably a big group; the Giant's Cave can be very deadly.
9. Once you have Kranrot Skin and a Hamrut Leg, return to Prefect Chakiris.
10. Go back to Gabrielle in Giran. She will send you to talk to two more Seal Watchers.
11. Go to Gludin to talk to Warehouse Chief Moke ⑥. He asks you to kill an Abyss Jewel on the northeast coast. The Abyss Jewel is just south of the mountains that divide Gludio territory from Dark Elf Territory, on the coast. Make sure to take a big group of friends, as the Abyss Jewel has a lot of HP and a large number of helpers.
12. Once you get the Abyss Fragment and the Mara Fang, return to Moke.
13. Go to Oren to talk to Blacksmith Helton ⑦. He too has an Abyss Jewel problem, and sends you to deal with it. This Abyss Jewel is located near the Sea of Spores, just east of the dividing wall and against the southern mountain range. It works like the last one: high HP and lots of friends. Get the Fragment and the Musfel Fang and return to Helton in Oren.
14. Return to Giran and speak with Gabrielle.
15. Go to the west entrance of the Valley of Dragons and speak with Gilmore, the Eternal Watchman of Antharas. He will tell you that there is one more Abyss Jewel for you to face.
16. Go into the Valley of Dragons and kill Cave Maidens and Cave Keepers until the Abyss Jewel appears. This one works like the last two, except it only has 4 minions.
17. Once you kill it and get the Fragment, go to the entrance to the Lair of Antharas and talk to Theodric, another Eternal Watchman of Antharas.
18. Theodric gives you the Portal Stone which will allow you to visit the Earth Dragon by talking to the Heart of Warding, deep in Antharas' Lair!



# CONTINUING QUESTS

**COIN OF MAGIC      LEVEL 40      HUNTERS' VILLAGE**

Warehouse Keeper Sorint's hobby is collecting coins. He wishes to obtain a rare coin called the Golden Dragon of Kaldis, which is owned by Union President Bernard. He promises a great reward for anyone who can deliver the coin to him.

**Level 3 Member**

1. Talk to Warehouse Keeper Sorint (W).
2. Visit Hunters Union President Bernard (I).
3. Go hunt Harit Lizardmen until you get a Kaldis Coin. They spawn south of the Forest of Mirrors
4. Return to Warehouse Keeper Sorint and join the Coin Collecting Guild. You will be a Level 3 member.
5. Now you must collect coins from monsters. You will also need to trade these coins so you can get better coins so you can raise your rank in the guild and buy items.

**Level 2 Member**

1. Talk to Warehouse Keeper Sorint.
2. Collect the following coins:
 

|                   |               |                |
|-------------------|---------------|----------------|
| 1 Blood Werewolf  | 1 Gold Drake  | 1 Silver Fairy |
| 1 Blood Dre Vanul | 1 Gold Knight | 1 Silver Golem |
3. Talk to Sorint again.

**Level 1 Member**

1. Talk to Warehouse Keeper Sorint.
2. Collect the following coins:
 

|                 |                  |              |
|-----------------|------------------|--------------|
| 1 Silver Dryad  | 1 Blood Basilisk | 1 Gold Giant |
| 1 Silver Undine | 1 Blood Succubus | 1 Gold Wyrms |
3. Talk to Sorint again.

**How to Get Coins from Creatures**

| <b>Creature</b>                   | <b>Location</b>                          | <b>Coin</b>    |
|-----------------------------------|------------------------------------------|----------------|
| <i>Lakin</i>                      | South of Aden                            | Blood Medusa   |
| <i>Timak Orc</i>                  | Northern Oren                            | Blood Medusa   |
| <i>Timak Orc Soldier</i>          | Northern Oren                            | Blood Medusa   |
| <i>Timak Orc Archer</i>           | Northern Oren                            | Blood Medusa   |
| <i>Punishment of Undead</i>       | N Blazing Swamp                          | Blood Medusa   |
| <i>Formor</i>                     | NW of Ivory Tower                        | Silver Unicorn |
| <i>Formor Elder</i>               | NW of Ivory Tower                        | Silver Unicorn |
| <i>Vanor Silenos Shaman</i>       | W of Aden Castle                         | Silver Unicorn |
| <i>OI Mahum</i>                   | Partisan Hideaway                        | Silver Unicorn |
| <i>OI Mahum Warrior</i>           | Partisan Hideaway                        | Silver Unicorn |
| <i>Tarlk Bugbear High Warrior</i> | N of Ivory Tower; in the circle of paths | Silver Unicorn |
| <i>Timak Orc Shaman</i>           | Northern Oren                            | Golden Wyvern  |
| <i>Hatar Hanishee</i>             | The Cemetery                             | Golden Wyvern  |
| <i>Royal Cave Servant</i>         | E Valley of Dragons                      | Golden Wyvern  |
| <i>Shackle</i>                    | W Valley of Dragons                      | Golden Wyvern  |
| <i>Malruk Succubus Turen</i>      | Valley of Dragons                        | Golden Wyvern  |
| <i>Headless Knight</i>            | W Valley of Dragons                      | Golden Wyvern  |

**How to Get Coins by Trading with NPCs**

Magister Page (Hunters' Village (D)) will trade with all members.

| <b>Gives</b>         | <b>For</b>      |
|----------------------|-----------------|
| 1 Gold Knight        | 10 Blood Medusa |
| 1 Silver Fairy       | 10 Blood Medusa |
| 1 Blood Werewolf     | 10 Blood Medusa |
| 1 Nia's Medusa Blood | 20 Blood Medusa |

Researcher Lorain at the entrance to Cruma Tower will trade with all members.

| <b>Gives</b>        | <b>For</b>     |
|---------------------|----------------|
| 1 Gold Knight       | 10 Gold Wyvern |
| 1 Silver Golem      | 10 Gold Wyvern |
| 1 Blood Dre Vanul   | 10 Gold Wyvern |
| 1 Nia's Gold Wyvern | 20 Gold Wyvern |

Warehouse Keeper Hagger (Oren (W)) will trade with all members.

| <b>Gives</b>         | <b>For</b>         |
|----------------------|--------------------|
| 1 Gold Drake         | 10 Silver Unicorns |
| 1 Silver Golem       | 10 Silver Unicorns |
| 1 Blood Werewolf     | 10 Silver Unicorns |
| 1 Nia's Silver Fairy | 20 Silver Unicorns |

Guard Stan (Oren (3)) will trade with Level 2 or 1 members.

| <b>Gives</b>           | <b>For</b>                          |
|------------------------|-------------------------------------|
| 1 Gold Giant           | 5 Gold Knights and 10 Blood Medusa  |
| 1 Blood Basilisk       | 5 Gold Knights and 10 Blood Medusa  |
| 1 Silver Dryad         | 5 Gold Knights and 10 Blood Medusa  |
| 1 Manak's Silver Dryad | 10 Gold Knights and 20 Blood Medusa |

Ralford, Ivory Tower Basemt., will trade with Level 2 or 1 members.

| <b>Gives</b>             | <b>For</b>                             |
|--------------------------|----------------------------------------|
| 1 Gold Wyrms             | 5 Silver Golems and 10 Silver Unicorns |
| 1 Silver Dryad           | 5 Silver Golems and 10 Silver Unicorns |
| 1 Silver Undine          | 5 Silver Golems and 10 Silver Unicorns |
| 1 Manak's Blood Werewolf | 10 Silv. Gols. and 20 Silv. Unicorns   |

Head Blacksmith Ferris (Aden (S)) will trade with Level 1 members.

| <b>Gives</b>            | <b>For</b>                                       |
|-------------------------|--------------------------------------------------|
| 1 Blood Dragon          | 5 Blood Basils., 5 Silv. Dryads, 10 Gold Knights |
| 1 Silver Dragon         | 5 Blood Basils., 5 Silv. Dryads, 10 Gold Knights |
| 1 Gold Dragon           | 5 Blood Basils., 5 Silv. Dryads, 10 Gold Knights |
| 1 Beleth's Blood Dragon | 10 Bl. Basils., 10 Silv. Drys., 20 Gd. Knts.     |

Wareh. Keeper Collob (Giran (U)) will trade with Level 1 members.

| <b>Gives</b>           | <b>For</b>                                    |
|------------------------|-----------------------------------------------|
| 1 Blood Dragon         | 5 Blood Succubus, 5 Gd. Giants, 10 Gd. Drakes |
| 1 Silver Dragon        | 5 Blood Succubus, 5 Gd. Giants, 10 Gd. Drakes |
| 1 Gold Dragon          | 5 Blood Succubus, 5 Gd. Giants, 10 Gd. Drakes |
| 1 Beleth's Gold Dragon | 10 Bl. Suc., 10 Gd. Giants, 20 Gd. Drakes     |

Grocer Pano (Floran (X)) will trade with Level 1 members

| <b>Gives</b>            | <b>For</b>                                     |
|-------------------------|------------------------------------------------|
| 1 Blood Dragon          | 5 Gd. Wyrms, 5 Silv. Undines, 10 Silv. Fairies |
| 1 Silver Dragon         | 5 Gd. Wyrms, 5 Silv. Undines, 10 Silv. Fairies |
| 1 Gold Dragon           | 5 Gd. Wyrms, 5 Silv. Undines, 10 Silv. Fairies |
| 1 Beleth's Silv. Dragon | 10 Gd. Wms., 10 Silv. Unds., 20 Silv. Fairs.   |

**Rewards**

Collect all rewards from Sorint in Hunters' Village.

**Items Available to Level 3 Members**

- MOONSTONE EARRING
- 1 Nia's Blood Medusa, 6 Blood Werewolves, 6 Silver Golems
- EARRING OF PROTECTION
- 1 Nia's Gold Wyvern, 8 Blood Dre Vanuls, 7 Silver Fairies
- RING OF PROTECTION
- 1 Nia's Silver Fairy, 5 Gold Knights, 4 Gold Drakes
- NECKLACE OF PROTECTION
- 3 Nia's Blood Medusa, 4 Nia's Gold Wyvern, 3 Nia's Silver Fairies



### Items Available to Level 2 Members

BOOTS OF SEAL  
 1 Blood Basilisk, 1 Silver Undine  
 KNIGHT SHIELD  
 1 Gold Wyrms, 1 Blood Succubus, 1 Nia's Silver Fairy  
 DWARVEN CHAIN GLOVES  
 1 Gold Giant, 1 Silver Dryad, 1 Nia's Gold Wyvern  
 SHINING CIRCLET  
 1 Manak's Gd. Werewolf, 1 Manak's Gd. Giant, 1 Manak's Silv. Dryad

### Items Available to Level 1 Members

INFERNO STAFF  
 1 Beleth's Blood Dragon, 2 Gold Dragons, 2 Silver Undines  
 WOLVERINE NEEDLE  
 1 Beleth's Silver Dragon, 2 Manak's Blood Werewolves,  
 1 Manak's Silver Dryad  
 POLEAXE  
 1 Beleth's Silver Dragon, 2 Blood Dragons, 2 Silver Dragons  
 SWORD OF LIMIT  
 1 Beleth's Blood Dragon, 1 Beleth's Silv. Drag., 1 Beleth's Gd. Drag.

### SONG OF THE HUNTER ALL HUNTERS' VILLAGE

Union Member Grey of the Hunters Union describes the union and says you must pass a strict test to join and obtain a Hunter's License. Bring back three or more of the items listed on the Hunters Union test, as indicated by Grey, to receive a Circle 1 hunter's license. It is said that those in possession of the license may carry out various missions for the union.

#### Circle 1 Membership

Talk to Union Member Grey (F). Grey tells you that in order to join the Hunter's Guild, you must prove yourself by bringing back 3 of the items on the list.

Collect any 3 of the following:

- **40 Scales of a Guardian Basilisk.** Guardian Basilisks can be found in Death Pass. Go to Death Pass and kill Guardian Basilisks until you have 40 Scales.
- **20 Karut Weeds.** Kill Leto Lizardman Shaman. These Lizardmen are all around Oren Territory. Kill them until you have 20 weeds.
- **Skin of a Windsus Aleph.** Go to Death Pass. Just south of the bridge into Oren Territory, turn east, and around this area you will find Windsuses. Kill them until an Aleph appears, then kill it to get the skin.
- **20 Indigo Rune Stones.** In the pit around the Ivory Tower you can find Manashen Gargoyles and Enchanted Stone Golems. Both of these monsters drop Indigo Rune stones. You need 20 Rune stones.
- **30 Sea of Spore Seeds.** Kill Giant Fungi in the Sea of Spores until you have the 30 seeds.

#### Circle 2 Membership

To increase your membership to Circle 2, talk to Grey in Hunters' Village again. (You must be at least Level 45.) You must again prove yourself by bringing back 3 of the items on the list:

- **20 Timak Orc Totems.** Kill Timak Orc Warriors area north of Ivory Tower.
- **20 Trisalim Cobwebs.** Hunt Trisalim Tarantulas in the Sea of Spores.
- **30 Ambrosius Fruits.** Valley Treants in the Enchanted Valley drop these fruits.

- **20 Balefire Crystals.** Hunt Tairims in the southwest area of the Blazing Swamp, or around the rim.
- **20 Imperial Arrow Heads.** Go to the southernmost part of the Cemetery east of Aden and hunt the Archers of Greed.
- **5 Tark Bugbear Raider Heads.** North of Ivory Tower, in the middle of the paths that make a circle, you can find Tark Bugbear Warriors. Kill them, and every once and a while a Talk Bugbear Raider will show up. Kill them to get their heads.

#### Hunting Quests

Union Member Tor (Hunters' Valley (H)) gives you jobs. There are three classes of job that you can get: — Class C, B and A. (Note that members with a Circle 2 License will get harder monsters and bigger rewards.) C are the easiest jobs, and the most common. A are the hardest jobs, and very rare. The harder the job, the more reward you get. For each successfully completed job, you get a Laurel Pin. The more Laurel Pins you have, the more chance you have of getting B and A grade jobs. For each job that you do not successfully complete, you lose a Laurel Pin. Listed below are the available quests. Don't worry, you can never finish them all — they just keep reappearing!

**HV** = Hunters' Valley; **IT** = Ivory Tower; **VD** = Valley of Dragons; **Between VD & Oren** = [North of Valley of Dragons, but south of the river south of Oren; head east]; **EV** = Enchanted Valley

#### Hunter License 1

##### CLASS C

| Hunt//To Get (Where)                                                          | Reward |
|-------------------------------------------------------------------------------|--------|
| Leto Lizardmen//40 Charms of Kadesh (E of Oren Castle)                        | 4500a  |
| Timak Orc Warriors//10 Timak Jade Necklaces (N of IT, S of the circular path) | 7500a  |
| Enchanted Stone Golem//50 Shards (In pit around IT)                           | 7300a  |
| Giant Monstereyes//30 Meat (In pit around IT)                                 | 5500a  |
| Dire Wyrms//40 Eggs (Eastern Sea of Spores)                                   | 5000a  |
| Guardian Basilisks//100 Talons (Death Pass)                                   | 6500a  |
| Fettered Souls//50 Reverent Chains (N Death Pass)                             | 4400a  |
| Windsus//30 Tusks (Between VD & Oren)                                         | 5200a  |
| Grandis//100 Skulls (Between VD & Oren)                                       | 7600a  |
| Taik Orc Archers/Warriors//50 Amulets (SE of Oren)                            | 4900a  |
| Karul Bugbears//Heads (S of E exit of tunnel to HV)                           | 7600a  |
| Tamlin Orcs//40 Ivory Charms (S of E exit of HV tunnel)                       | 7200a  |

##### CLASS B

| Hunt//To Get (Where)                                    | Reward  |
|---------------------------------------------------------|---------|
| Kronbe Spiders//30 Venom Sacs (N of HV)                 | 10,000a |
| Timak Orc Warriors/Kaikis (N of IT, S of circular path) | 7000a   |
| Leto Lizardman Shamans//Kets (E of IT)                  | 4500a   |
| Breka Orcs//50 Coiled Serpent Totems (N of Giran)       | 5800a   |
| Enchanted Gargoyles//50 Horns (In the pit around IT)    | 9500a   |
| Leto Lizardman Overlords//Elder Narak (E of IT)         | 4500a   |

##### CLASS A

| Hunt//To Get (Where)                                                       | Reward  |
|----------------------------------------------------------------------------|---------|
| Karul Bugbears//Ortho (S of E exit of tunnel to HV)                        | 15,000a |
| Grandis//Gok Magok (Between VD & Oren)                                     | 12,000a |
| Spore Zombies//30 Charms of Eva (Sea of Spores around "Sea" on ingame map) | 18,000a |





Hunter License 2

CLASS C

**Hunt//To Get (Where)**

|                                                                                                | <b>Reward</b> |
|------------------------------------------------------------------------------------------------|---------------|
| <i>Forest Runners, Valley Treants//40 Hamad. Shards</i> (EV)                                   | 7000a         |
| <i>Tarlk Bugbear Warriors//0 Tarlk Bugbear Totems</i><br>(N of IT, S of circular path)         | 13,400a       |
| <i>Van. Silenos, Scouts, Warrs//30 Shill. Manes</i> (S of Aden)                                | 7100a         |
| <i>Satyrs, Satyr Elders//40 Satyr Manes</i> (EV)                                               | 7800a         |
| <i>Lieles, Elders, Spirits of Water//40 Tsunami Shards</i> (EV)                                | 7800a         |
| <i>Flines, Elders, Spirits of Wind//40 Tempest Shards</i> (EV)                                 | 6200a         |
| <i>Farcrans//30 Farcran Skin</i> (The Cemetery)                                                | 11,600a       |
| <i>Hatar Ratmn. Thvs//20 Coins o.t. Old Emp.</i> (N Cemetery)                                  | 8700a         |
| <i>Harit Lizardmen, Archers, Warriors//40 Barbed Necklaces</i><br>(S of the Forest of Mirrors) | 7200a         |
| <i>Taik Orc Shms., Warriors//50 Taik Orc Totems</i> (NE of HV)                                 | 7200a         |
| <i>Trisalim Spiders//40 Venom sacs</i><br>(Around "Sea" in "Sea of Spore" on ingame map)       | 5900a         |
| <i>Rotting Trees//40 Spores</i><br>(S of "of" in "Sea of Spores" on ingame map)                | 6200a         |

CLASS B

|                                                                |         |
|----------------------------------------------------------------|---------|
| <i>Vanor Silenos//Kerunos</i> (S of Aden)                      | 5500a   |
| <i>Unicorn Elder//20 Unicorn Horns</i> (EV)                    | 8800a   |
| <i>Diprives//20 Diprive Eyes</i> (Middle of The Cemetery)      | 11,000a |
| <i>Mirrors//40 Narcissus Soul Stones</i> (Forest of Mirrors)   | 8800a   |
| <i>Taik Orc Warriors//Kakran</i> (NE of HV)                    | 5300a   |
| <i>Timak Orc Overlords//Okun</i> (N of IT, S of circular path) | 8200a   |

CLASS A

**Hunt//To Get (Where)**

|                                                            | <b>Reward</b> |
|------------------------------------------------------------|---------------|
| <i>Hatar Ratman Bosses//Chief Kubar</i> (N Cemetery)       | 18,000a       |
| <i>Judgs. of Marsh//10 Sws. of Cadm.</i> (N Blazing Swamp) | 18,000a       |
| <i>Grave Wanderers//20 Skulls of Executed</i> (N Cemetery) | 16,000a       |

**PURIFYING THE CRYSTAL**

1. Grey also mentions that Cybellin (Hunters' Village **M**) is in need of help.
2. Talk to Cybellin. She gives you a dagger and a crystal and tells you to go hunt Leto Lizardmen. You must deliver the killing blow with the dagger or else it does not count. Each time you kill a Leto Lizardman with the dagger, you either increase the crystal's purity level or break it. You can turn the crystal in at any time. A broken crystal is worth nothing. A Level 2 Crystal is worth 200 adena. A Level 3 Crystal is worth 400 adena. A level 4 Crystal is worth 800 adena. Basically, it's double or nothing.



## FIRST PROFESSION QUESTS

### PATH TO A WARRIOR LEVEL 19 GLUDIN

1. Talk to Master Auron **A** and get Auron's (Aymus's) Letter.
2. Take the letter to Trader Simplon (Gludio **X**). He gives you a Warrior Guild Mark.
3. Go to the Ruins of Sorrow (Ruins of Agony). Hunt Tracker Skeletons and Tracker Skeleton Leaders northwest of the walled ruins area until you collect 10 Rusted Bronze Swords.
4. Talk to Trader Simplon. He takes the mark and swords, and gives you a Rusted Bronze Sword and Simplon's Letter.
5. Take the letter to Auron. He turns the sword into a useable item.
6. Hunt Poison Spiders and Arachnid Trackers southeast of Gludio along the path until you collect 20 Poison Spider's Legs. You *must* use only the Rusted Bronze Sword to kill the spiders, so take lots of Soulshots (because the sword is very weak) and a pile of Antidotes for the poison.
7. Give the legs to Auron, and get a Medallion Of Warrior.
8. When you are Level 20, talk to Grand Master Ramos (Gludin **A**) to become a Warrior.

### PATH TO A HUMAN KNIGHT LEVEL 19 GLUDIN

1. Talk to Sir Klaus Vasper **D**. He requests 3 Coins of Lords.
2. Talk to High Priestess Levian **B**. She requests 20 Totems from Langk Lizardmen.
3. Talk to Captain Bezique **1**. He requests 20 Poison Spider Legs from Poison Spiders.
4. Talk to both Levian and Bezique and do their quests at the same time because you can find both types of creatures just south of Gludin (on the west side of the path).
5. Take 20 Poison Spider Legs to Bezique and 20 Langk Lizardmen Totems to Levian to receive 2 Coins of Lords.
6. Talk to Captain Bathis (Gludio **2**). He requests 10 Bugbear Necklaces from Bugbear Raiders, northeast of Gludio (on the east side of the path, in the small set of ruins).
7. Take 10 Bugbear Necklaces to Bathis for third Coin of Lords.
8. Talk to Vasper. He gives you a Sword of Ritual.
9. When you are Level 20, take the sword to Grand Master Ramos. He grants you Knighthood.

### PATH TO A ROGUE LEVEL 19 GLUDIN

1. Talk to Captain Bezique **1**. He gives you Bezique's Letter.
2. Take the letter to Neti **N**. She gives you Neti's Dagger and Bow. You can *only* use these two weapons during the entire quest, so take lots of Soulshots — they're weak against Undead.
3. Go to the Ruins of Sorrow (Ruins of Agony). Hunt Spartoi (with the dagger or bow) anywhere in this area or to the northwest of the walled ruins until you collect 10 Spartoi's Bones. You can also hunt Skeletons, but they rarely drop the bones.
4. Give the bones to Neti and you get a Horseshoe Of Light.
5. Give the horseshoe to Bezique and he gives you a Wanted Bill.
6. Hunt Cat's Eye Bandits (with the dagger or bow) until you collect the 4 stolen items — Stolen Necklace, Stolen Tomes, Stolen Jewelry and Stolen Ring. They are along south side of the road from Gludin to Gludio (near -49K, 147K and north). Take some friends to deal with all the other OI Mahums (up to Level 30+), or just be very careful to find the bandits alone.
7. Talk to Captain Bezique. He takes all the quest-related items and gives you Bezique's Recommendation.
8. When you are Level 20, talk to Grand Master Ramos (Gludin **A**) to become a Rogue.

### PATH TO A HUMAN WIZARD LEVEL 19 GLUDIN

1. Talk to Parina **B**. To become a Human Wizard, you must have the four Tokens of Water, Fire, Wind and Earth.
2. *Token of Fire*. Talk to the Fire Salamander near the Ruins of Despair, south of Gludio.
3. Kill Pinrul spiders north of the Ruins until you get the Key of Flame. Return to Salamander to get a Token of Fire.
4. *Token of Wind*. Find the Wind Sylph. She is at the northwest entrance of the Wastelands beyond the southwestern mountains.
5. Speak with the Lizardman of Wasteland in the southwest Wastelands.
6. Return to Sylph and collect a Token of Wind.
7. *Token of Water*. Speak with Water Undine, near Permel Lake, a little further north past the Abandoned Camp in the north.
8. Kill the Water Seer and bring back two Sparkle Pebbles to get a Token of Water from Undine.
9. *Token of Earth*. Find the Earth Snake, just north of the Ruins of Agony.
10. Hunt Red Bear around the ruins until you get Red Soil.
11. Return to the Earth Snake for a Token of Earth.
12. Go back to Parina and get the Bead of Four Seasons.
13. When you are Level 20, talk to High Priestess Levian (Gludin **B**) to become a Wizard.

### PATH TO A CLERIC LEVEL 19 GLUDIN

1. Talk to Priest Zigaunt **B**. You must prove your pure faith by removing all inappropriate books that criticize the current order. The first rumors about those books appeared in Gludio. Go and investigate the book, *Understanding of Miracles*. He gives you a Letter of Order.
2. Go to Gludio and talk to Trader Simplon **X**.
3. Talk to Guard Praga **3** and the other by Priestess Vivyan **C** about the other two books.
4. Kill Ruin Zombies just outside Ruins of Sorrow/Agony to get Pendant.
5. Return to Praga for book.
6. Return to Priest Zigaunt.
7. Find Lionel on Talking Island, near the road exiting the Elven Ruins, and deliver letter.
8. Take book to Grand Magister Gallint **1**.
9. Return to Lionel and get the Covenant.
10. When you are Level 20, return to Gludin and Speak with Priest Zigaunt to become a Cleric.

### PATH TO AN ELVEN KNIGHT LEVEL 19 GLUDIO

1. Tell Master Sorius **A** that you wish to become an Elven Knight. He sends you to the Ruins of Sorrow (Ruins of Agony), to defeat Undead and collect 20 Topaz Pieces.
2. Take the topaz to Sorius. He gives you a letter and sends you to get an Elven Knight Brooch from Kluto.
3. Take the letter to Blacksmith Kluto (Gludin **S**). He requests that you thin out the OI Mahum Novices at the Abandoned Camp, and return with 20 Emerald Pieces as proof.
4. Hunt Novices and return to Kluto. He exchanges the Topaz and Emerald Pieces for a completed Elven Knight Brooch.
5. Return to Sorius. He passes you on to Grand Master Rains.
6. When you are Level 20, talk to Grand Master Rains (Gludio **A**) to become an Elven Knight.



**PATH TO AN ELVEN SCOUT**      **LEVEL 19**      **GLUDIO**

1. Talk to Master Reisa (A). She tells you to prove your skills by finding Guard Moretti's lost friend, and gives you Reisa's Letter2.
2. Talk to Guard Moretti (1). He takes the letter.
3. Go to the Abandoned Camp and hunt Ol Mahum Patrols until you have Prigun's Tear Letter1, 2, 3 and 4.
4. Return the letters to Moretti. He takes all the letters and gives you Moretti's Herb and Moretti's Letter.
5. Talk to Phippen, just north of where the roads to the Elf lands, Dark Elf lands and Gludio meet, in the ruins (-9K, 73K).
6. Kill Ol Mahum Sentries that are holding him captive to get the Rusted Key.
7. Free Phippen. He takes the herb and letter, and gives you Prigun's (Phippen's) Letter.
8. Take the letter back to Guard Moretti in Gludio. He gives you an Honorary Guard Certificate.
9. Talk to Master Reisa. She takes the Certificate and gives you Reisa's Recommendation.
10. When you are Level 20, talk to Grand Master Rains (Gludio (A)) to become an Elven Scout.

**PATH TO AN ELVEN WIZARD**      **LEVEL 19**      **ELVEN VILLAGE**

1. Talk to Rosella (F). She gives you the Fertility Peridot and tells you that you must receive Eva's blessing in order to become a true Wizard. You must find the four jewels that symbolize water, fire, wind and earth, and then perform a ritual. Fertility Peridot is the symbol of earth, Ruby is the symbol of fire, Aquamarine is the symbol of water and Amethyst is symbol of wind.
2. *Ruby*. Talk to Magister Greenis (A). Kill Pincer Spiders and bring her 5 clumps of Red Down.
3. *Aquamarine*. Go to Thalya, who manages the World Tree at Lake Iris (straight south of the Elven Village). Collect 5 gold leaves from the Dryad Elders. Return the leaves to Thalya for an Aquamarine.
4. *Amethyst*. Go to Northwindel, near the entrance of the Elven Fortress Dungeon, then hunt Sukar Wererat Leaders in the dungeon. Return to Northwindel to get an Amethyst.
5. Once you have all four symbols, return to Rosella and take what she gives you.
6. When you are Level 20, go to High Priest Raymond (Gludio (C)) and you will become an Elven Wizard.

**PATH TO AN ELVEN ORACLE**      **LEVEL 19**      **GLUDIO**

1. Talk to Priest Manuel (C). He speaks of the prophecy of the Sacred Flame, and asks you to investigate the truth about the recent appearance of a girl who brings miracles near the lighthouse. He gives you a Crystal Medallion.
2. Talk to Allana, on tower hilltop just south of Gludin Harbor. She gives you Half of her Diary.
3. Find Perrin (on the northern hilltop opposite Allana's hill) and argue. When he sics his pet bugbear, Tamil, on you, collect Tamil's Necklace.
4. Talk to Perrin again. He quickly gives you the Swindler's Money for Allana.
5. Talk to Allana. She exchanges the rest of her Diary for Perrin's money.
6. Talk to Manuel. He exchanges your quest items for a Leaf of Oracle.
5. When you are Level 20, take the Leaf to High Priest Raymond (Gludio (C)) to become an Elven Oracle.

**PATH TO AN ASSASSIN**      **LEVEL 19**      **GLUDIO**

1. Talk to Triskell (D). He asks you to prove your skills by helping Arkenia at the altar of the Dark Elves. He gives you a letter.
2. Take it to Arkenia, who is at the altar south of the Dark Elf dungeon.
3. She gives you another letter; take this letter to Guard Leikan (Gludin (2)).
4. Leikan needs 10 Teeth of Moonstone Beast. Kill 10 Moonstone Beasts and take the teeth back to Leikan.
5. Leikan then tells you to find a potion from a special orc called Calpico, northwest of the Dark Elf dungeon. Go there and kill him. Calpico appears with many minions, so be careful!
6. Take the potion you receive from Calpico back to Arkenia at the tower. She gives you Arkenia's Letter.
7. Take the letter back to Triskel. He gives you Iron Heart.
8. When you are Level 20, speak to Grand Master Tobias (Gludio (B)) to become an Assassin.

**PATH TO A PALUS KNIGHT**      **LEVEL 19**      **GLUDIO**

1. Talk to Master Virgil (B) who says you need to pass two trials. The first is the Ritual of 13 Skulls. He gives you a Palus Talisman.
2. Collect 13 Lycanthrope Skulls from the neutral zone. He gives you Virgil's Letter and sends you on the Ritual of the Red Coffin.
3. Ask Abyssal Celebrant Kalinta (Gludin (D)) how to make a Coffin of Eternal Rest. She gives you a Morte Talisman and sends you on a hunt.
4. Collect a Predator's Carapace from a Poison Spider and 5 Trimden Silks from Arachnid Trackers, which can both be found if you follow the coastal road that lies to the south of Gludin.
5. Kalinta converts the materials into your very own personalized Coffin of Eternal Rest.
6. Go back to Virgil. He gives you the Gaze of Abyss.
7. When you are Level 20, go to Grand Master Tobias (Gludio (B)) to become a Palus Knight.

**PATH TO A DARK WIZARD**      **LEVEL 19**      **ALTAR OF RITES**

1. Talk to Varika. She speaks of the four seeds representing anger, despair, horror and lunacy. One who obtains them all may become a Dark Wizard. Then she gives you a Seed of Despair. You must collect the other 3 to become a Dark Wizard.
2. *Seed of Anger*. Go to the waterfall north of the neutral zone and speak to Charkeren. Kill Wood Elf Zombies and bring back 3 Remains. Collect a Seed of Anger.
3. *Seed of Horror*. Go to the School of Dark Arts and speak with Annika (outside the entrance). Hunt Skeleton Hunters, Skeleton Hunter Archers and Misery Skeletons to get 2 Knee Bones of the Undead and return to Annika. Collect a Seed of Horror.
4. *Seed of Lunacy*. Speak with Arkenia (also at the altar). Hunt Skeleton Scouts in the Ruins of Agony to get the Heart of Lunacy. Give it to Arkenia to get the Seed of Lunacy.
5. Step over to Varika and exchange the seeds for a token.
6. When you are Level 20, go to Grand Master Xenos (Gludin (D)) to become a Dark Wizard.

### PATH TO A SHILLIEN ORACLE      LEVEL 19      GLUDIO

1. Talk to Magister Sidra **(A)**. You must find two books written in ancient rune — the Garmiel Book and the Andariel Book.
2. Talk to Magister Talbot (Gludin **(D)**) to learn about Garmiel's Book.
3. Hunt Dark Succubuses near the Dark Elf dungeon to collect 5 Scrolls of Bloody Runes.
4. Take runes to Talbot and get Garmiel's Book.
5. Talk to Priest Adonius (Gludin **(E)**) to learn about Andariel's Book.
6. Hunt Skeletons and Zombies in the Ruins of Despair to collect 10 Ashen Bones.
7. Take bones to Adonius and get Andariel's book.
8. Talk to Sidra and collect an Orb of Abyss.
9. When you are Level 20, go to Grand Master Tobias (Gludio **(F)**) to become a Shillien Oracle.

### PATH TO AN ORC RAIDER      LEVEL 19      ORC VILLAGE

1. Talk to Prefect Karukia **(B)**. Orc Raiders must prove that their courage does not fear even death, and has absolute loyalty. You must perform two tasks. First, to prove courage, you must destroy the goblins that ruin this land. She gives you Goblin Dwelling Map(1).
2. Hunt Goblin Grave Robbers. You collect Green Blood until you have about 25, which summons a Karuka Ratman Leader and eliminates the blood. Kill 10 Ratmen and get 10 Karuka Ratman Teeth.
3. Take Teeth to Karukia. She gives you 2 Betrayer Reports. You must find the 2 Orc Betrayers assigned to you and get 2 Heads of Betrayers. Here are the Orc Betrayers and their approximate locations:  
 Bumbum (B21; -86K, 108K)  
 Chewba (C21; -43K, 130K)  
 Chichi (E23; 5K, 170K)  
 Heitafu (A21; -100K, 113K)  
 Minsku (D24; -11K, 210K)  
 Picubo (D20; -14K, 68K)  
 Sue (F23; 36K, 176K)  
 Umbar (D20; -15K, 78K)  
 Wanuk (C23; -55K, 168K)  
 Zakan (C22; -50K, 153K)
4. Take Heads to Prefect Kasman (Gludin **(C)**).
5. When you are Level 20, go to High Prefect Osborn (Gludin **(G)**) to become an Orc Raider.



### PATH TO A PAAGRIO MONK      LEVEL 19      ORC VILLAGE

1. Talk to Gantaki Zu Urutu **(F)**. You must receive a scroll from two masters to become a monk. Get Pomegranate gift.
2. Talk to Khavatari Rosheek (E13; 12K, -142K) and give him the Pomegranate. He gives you a Leather Pouch 1 and tells you to collect 5 Kasha Bear Claws. You can only use bare hands or Dual-Fist weapons. (Martial Arts, remember?) One by one, he gives you three Leather Pouches that you must return full of trophies.
3. Fight Kasha Bears until you have 5 Claws and the pouch becomes a Leather Pouch 1 (Full). Return to Rosheek.
4. Fight Kasha Blade Spiders and collect 5 Kasha Blade Spider Talons. Return to Rosheek.
5. Fight Scarlet Salamanders and collect 5 Scarlet Salamander Scales. Return to Rosheek, to get Fiery Spirit Scroll and Rosheek's Letter.
6. Take Letter to Gantaki Zu Urutu. Exchange it for Gantaki's Letter of Recommendation.
7. Talk to Prefect Kasman (Gludin **(C)**). Get Fig gift.
8. Go to Khavatari Toruku. (Follow the road north from Gludin. He will be near the intersection with the Orc Barracks/Ruins of Agony road.) He gives you a Leather Purse to fill with tokens.
9. Kill 3 each, and collect 3 tokens each: Vuku Orc Fighter (Tusk), Ratman Warrior (Fang), Langk Lizardman Warrior (Tooth), and Felim Lizardman Warrior (Tooth).
10. Take the full pouch to Toruku. Get Iron Will Scroll and Toruku's Letter.
11. Talk to Kasman. He will exchange the Scrolls and Letter for a Khavatari Totem.
12. When you are Level 20, go to High Prefect Osburn (Gludin **(G)**) to become a Paagriro Monk.

### PATH TO AN ORC SHAMAN      LEVEL 19      ORC VILLAGE

1. Talk to Tataru Zu Hestui **(H)**. To become an Orc Shaman, you must earn the power to truly govern the spirits, and the 'language of fire' is needed to communicate with the ninety-nine spirits. There are three items needed to learn the language of fire. He gives you a Fire Charm.
2. Kill a Kasha Bear (for its Pelt), a Kasha Blade Spider (Husk) and Scarlet Salamander (Fiery Egg).
3. Talk to Tataru. He transforms your Fiery Egg and gives you a Hestui Mask.
4. Go to the Hestui Totem Spirit (a ghostly bear), just south of the temple (C21; -49K, -110K). Exchange the Egg for Totem Spirit Claw.
5. Talk to Tataru and get Tataru's Letter of Recommendation.
6. Talk to Seer Umos (Gludin **(C)**).
7. Hunt Grizzly Bear and take 3 Grizzly Bloods to Umos. He takes your items and creates a Blood Cauldron.
8. Talk to Duda-Mara Totem Spirit (a spider), north of Gludin, west of the road (B22; -86K, 136K). Exchange the Cauldron for a Spirit Net.
9. Capture Durka Parasites from Poison Spiders and Arachnid Trackers. Eventually, one will escape as a Durka Spirit. Capture it.
10. Talk to the Duda-Mara spirit again, and exchange the Bound Durka Spirit for Totem Spirit Blood.
11. Talk to Seer Umos. Perform the ritual and earn a Mask of Medium.
12. When you are Level 20, go to High Prefect Osburn (Gludin **(G)**) to become an Orc Shaman.

**PATH TO A SCAVENGER**      **LEVEL 19**      **DWARVEN VILLAGE**

1. Talk to Collector Pippi (L). You must prove to Master Toma your worth, but he's hard to find. His sister, Trader Mion, might be able to help find him. She gives you Pippi's Letter Of Introduction.
2. Talk to to Trader Mion (M). She gives you a series of repeated delivery tasks in town which you must complete. (Repeat this step at least five times, and maybe more than twenty.) Eventually she gives you Mion's Letter.
3. Find Master Toma. He is at one of three locations; he teleports from one to another every 30 minutes or so:  
A small island on the far north shore at the mouth of the second river from the right (154k, -220k)  
North exit of the Mithril Mines (179k, -184k)  
Bottom of the spiral ramp inside the north exit of Abandoned Coal Mines (152k, -175k)  
(Gatekeeper Wirphy (I) can teleport you to the far northeast shore, which puts you significantly closer to the first two locations.)  
Talk to Master Toma to get the Bear Picture.
4. Hunt Hunter Bears, near the northeast beach teleport point. Every 20-30 kills a Honey Bear will appear. Each Honey Bear drops a Honey Jar. Repeat until you have 5 Jars.
5. Find Master Toma again (see step #3) and give him the Jars. He gives you a Tarantula Picture.
6. Hunt Hunter and Plunder Tarantulas, until you collect 20 Beads. They are in the valley east of the bears.
7. Track down Master Toma yet again, and give him the Beads. He gives you a Bead Parcel, and sends you to Gludin.
8. Talk to Warehouse Keeper Raut (Gludin (W)). He exchanges the parcel for Rout's Teleport Scroll.
9. Take the Scroll to Torai near the west end of Dragon Valley (G21; 71k, 125k). He gives you Succubus' Undies.
10. Return to Raut in Gludin. He takes the Undies and gives you a Ring Of Raven.
11. When you are Level 20, talk to Warehouse Chief Moke (Gludin (W)) to become a Scavenger.

**PATH TO AN ARTISAN**      **LEVEL 19**      **DWARVEN VILLAGE**

1. Talk to Blacksmith Silvery (S). She tells you that to become an Artisan, you must receive recognition from three Blacksmiths who have been Artisans for a long time, starting with her. She gives you Silvery's Ring.
2. Hunt Boogle Ratmen to collect 10 Boogle Ratman Teeth, and Boogle Ratmen Leaders to collect 2 Boogle Ratman Leader's Big Teeth.
3. Give the Teeth to Silvery. She gives you the 1st Pass Certificate.
4. Talk to Blacksmith Kluto (Gludin (S)) to get Kluto's Letter.
5. Talk to Blacksmith Pinter (Gludio (S)). He takes the Letter and gives you Footprint of Thief.
6. Hunt Vuku Orc Fighters until you get a Stolen Secret Box1. You can find some west of Gludio Castle, along the path that leads north, but within view of the castle.
7. Give the Box and Footprint to Blacksmith Pinter, and he gives you a Secret Box2 and 2nd Pass Certificate.
8. Return to Gludin, and give the box and certificates to Blacksmith Kluto. Be sure not to tell him how you really got it or you will get Pinter in trouble. He gives you the Final Pass Certificate.
9. When you are Level 20, talk to Head Blacksmith Tapoy (Gludin (S)) to become an Artisan.

**SECOND PROFESSION QUESTS**

There are three quests for each of the third-tier professions. You may begin the first at Level 35, the second at Level 37, and the third at Level 39. If you start as soon as you can, some of them require that you gain an additional level before completing the quest. (For example, Trial of the Guildsman can be started while at Level 35, but you must be Level 36 to complete it.)

The First Quests are categorized by your current profession. (Only the Trials of the Challenger and Duty depend on what you want to become; if you're an Elven or Palus Knight, be sure to select the correct one.) The Second Quests are categorized by your race. The Third Quests are categorized by your upcoming profession.

**FIRST QUESTS (LEVEL 35 TRIALS)****TRIAL OF THE CHALLENGER****WARRIOR; ELVEN & PALUS KNIGHTS (FOR SS, BD); ORC RAIDER & MONK**

1. Talk to Kash (Dion (L)).
2. Kash tells you to kill the medusa Shylassys. Shylassys and her six pet Cave Basilisks can be found behind the waterfall between Elf and Dark Elf town (D19; -3K, 53K).
3. Use the broken key to open the Chest of Shylassys, and then return to Kash in Dion.
4. Kash tells you to go talk to Martien (Giran (I)).
5. Martien tells you to kill Gorr. Gorr and her Cave Basilisks are in a cave to the west of the triangle south of Floran. The mouth of the cave is facing west (E23; 6K, 185K).
6. Talk to Martien again. He tells you to return to Floran and kill another monster, Baraham. Baraham (with Cave Basilisks) is in a cave east of the triangle south of Floran. The mouth of the cave faces southwest.
7. Once you kill Baraham, Champion Raldo appears. Raldo tells you to go to the Dwarven Village and talk to Gray Pillar's Filaur (I).
8. Filaur tells you to go to the deepest part of the Mithril Mines. Get an Elmore map and head to the Mithril Mines, marked with a red ribbon.
9. In Room #33, kill the Queen of Succubus.
10. Raldo appears again. Talk to him and he gives you the Mark of the Challenger.

**TRIAL OF DUTY****KNIGHTS: HUMAN, ELVEN (FOR TK), PALUS (FOR SK)**

1. Talk to Grand Master Hannavalt (Giran (D)). He tells you that a true Knight must fight for his honor, not for power or glory. He then tells you to meet the Knights of each kingdom and perform their errands in order to perceive the duty of a true Knight. The first Knight to visit is Sir Aaron Tanford.
2. Tanford is in front of a house southeast of the Wasteland (D24; -7K, 202K). Talk to him.
3. Kill various Skeletons (Raiders, Mercenaries, etc) in the Wastelands until Spirit of Sir Herod appears. Make sure to use the special sword for the last hit on Herod or you must do it again. There is no set number of skeletons to hit; the chance of getting Herod is different each time. It can take you 1 skeleton or 500.
4. Return to Tanford.
5. Tanford sends you to Sir Kiel Nighthawk (Dion (D)).
6. Nighthawk sends you to the Execution Grounds to kill Strains and Ghouls and gather 10 Report Pieces. Once you have 10, they merge into a single document.

7. Return to Nighthawk.
8. Nighthawk sends you back to the Execution Grounds to kill a Hangman Tree.
9. Once it dies, Spirit of Sir Talianus appears. Talk to Talianus, and then return to Nighthawk.
10. Nighthawk tells you to go meet Isael Silvershadow (Hunters' Village ①).
11. Silvershadow sends you west of Hunters' Village to kill Leto Lizardmen and collect 20 militia's articles.
12. Return to Silvershadow and talk to her. She tells you to go to Giran to meet Priest Dustin for your final task.
13. Dustin (Giran ③) tells you to slay Breka Orc Overlords and collect Sir Athebaldt's skull, ribs and shinbone.
14. To find the Overlords, head out ④ and follow the path up into a valley with Breka Orc Warriors, then turn and go west to find the Overlords.
15. Get the skull, ribs and shinbone and return to Dustin.
16. Dustin tells you to talk to Sir Colin Windawood, near the Obelisk on Talking Island.
17. Windawood sends you back to Dustin.
18. Dustin sends you to Hannavalt.
19. Hannavalt gives you the Mark of Duty.

### TRIAL OF THE GUILDSMAN

### ARTISAN; SCAVENGER

1. Talk to Warehouse Keeper Valkon (Giran ④). To earn respect in the Dwarven society as an official guildsman you must pass the Trial of the Guildsman by creating seven Journeyman's Rings. To register for the quest you must give Valkon 2000 adena.
2. Valkon tells you to talk to Blacksmith Altran (Talking Island ①), but because he is quite irritable, Valkon suggests you take him a Mandragora Berry. (Do so.)
3. Mandragora Berries are dropped by Mandragora Blossoms and Saplings in the west side of the Execution Grounds. Get a berry.
4. Talk to Altran. He gives you a recipe for a Journeyman's Ring:
  - 1 Journeyman Gem (unique quest item)
  - 1 Journeyman Deco Bead (unique quest item)
  - 1 Steel
  - 10 Varnish
  - 10 D-Grade Crystals
 He also gives you two contacts to help you create the rings.
5. Get the common items either through hunting or trade. Grand total for seven rings: 7 steel, 70 varnish, 70 D-Grade Crystals.
6. To get the Journeyman Gem, talk to Warehouse Keeper Norman (Gludin ⑤). He sends you to Hunters' Village to talk to Blacksmith Duning ⑥.
7. Duning tells you to hunt Breka Orcs and get his 30 Keys back. To find Breka Orcs, head north out of Giran. At the end of the path you will find various types of Breka Orcs.
8. Once you have 30 Keys, return to Duning.
9. Daning sends you back to Norman. Norman gives you a list of items you will need to make the Gem. Fortunately, each creature in this part of the trial drops 2 items.
10. **70 Granite Whetstones.** Go to the Wastelands and kill Granite Golems.
11. **70 Bone Powder.** Get this from Ghouls or Strains in the west side of the Execution Grounds.
12. **70 Red Pigment.** Hunt Dead Seekers, also in the Execution Grounds.
13. **70 Braided Yarn.** Hunt Silenos, around the path north of Giran.
14. Go back to Norman. He gives you 7 Journeyman Gems.

To continue, you must be Level 36.

15. To get Deco Beads, talk to Blacksmith Pinter (Gludio ③). Pinter sends you to kill 70 worker Ants in the Ant Nest.
16. Worker ants are the black Ants, not the red or flying ones. Ants drop beads and lumps. Use lumps and the recipe Pinter gave you to make more beads; each lump can make 5 beads.
17. Once you have 70 beads, return to Pinter. He gives you the Deco Beads that you need.
18. Make your 7 rings, and then return to Warehouse Keeper Valkon. Select either answer, and Valkon gives you the Mark of Guildsman.

### TRIAL OF THE PILGRIM CLERIC; ELVEN & SHILLIEN ORACLES; ORC SHAMAN

1. Talk to Hermit Santiago. He is on a farm with Piotur, north of the Orc Barracks. He says those who wish to practice divine powers must understand their nature through the Trial of the Pilgrim. The myths that have been passed down are all false, and you must learn about the gods from the very beginning.
2. Talk to Seer Tanapi (Orc Village ①).
3. Head deep into the Cave of Trials (through Room #11, into a recently opened chamber), and talk to Ancestor Martankus, whose soul currently rests in a large stone head.
4. Martankus sends you to kill Lava Salamanders in the Forgotten Temple until you obtain the Essence of Flame.
5. Once you have the flame, return to Ancestor Martankus and talk to him, then return to Seer Tanapi.
6. Travel to the Dwarven Village and talk to Gauri Twinklerock ②.
7. Talk to Priest of Earth Gerald ③. You must give him 100,000 adena.
8. Talk to Wanderer Dorff ④.
9. Return to Priest of Earth Gerald to be refunded your 100,000 adena.
10. Talk to Priest Prim (Giran ⑤).
11. Travel to Talking Island and talk to Priest Petron ⑥.
12. Hunt Nahir in the Elven Fortress on Talking Island; once you get the Hair of Nahir, return to Petron.
13. Talk to Andellia in the Elven Village ⑦. She sends you to the Waterfall between the Elf and Dark Elf areas to kill Black Willows.
14. After you get the Debris of Willow, talk to Uruha; she is right by the Black Willows.
15. Talk to Andellia again. She tells you to burn the Book of Darkness.
16. Talk to Wiseman Casian. He can be found southwest of the south Ant Nest entrance (south of the "a" in "Wasteland" on your ingame map).
17. Return to Hermit Santiago to receive the Mark of Pilgrim.

### TRIAL OF THE SCHOLAR

### WIZARDS: HUMAN, ELVEN, DARK

1. Talk to Magister Mirien (Dion ①). She explains that in order to pass the Trial of the Scholar you must complete errands given by each of the highest mages. The first person to meet is High Priest Sylvain of the same temple.
2. Talk to Sylvain, then talk to Maria ②. Maria sends you to Captain Lucas ③.
3. After you talk to Captain Lucas return to Maria. She sends you to talk to Astrologer Creta (Floran ④).
4. Ask Creta about the thief, then return to Maria.
5. Talk to Maria and get the handbag from her. Return to Creta.
6. Creta draws a picture for you. Take the picture to Maria.

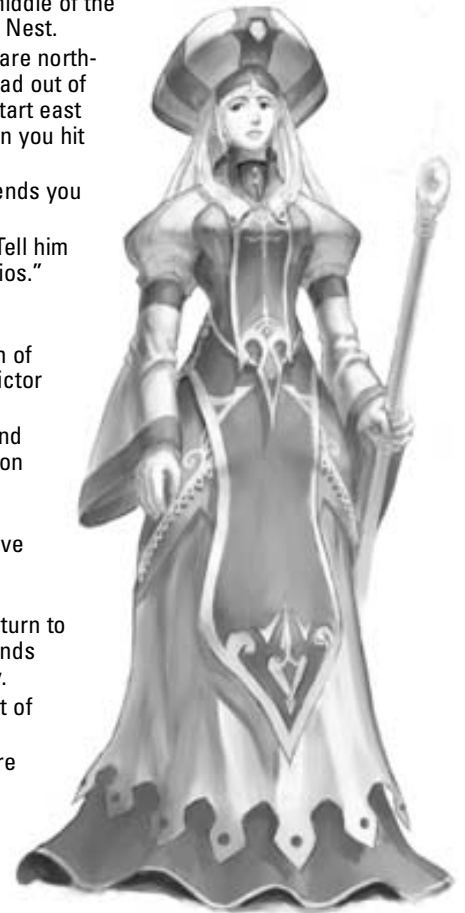


7. Maria tells you to show it to Captain Lucas. Lucas asks you to go hunt Leto Lizardman Warriors in the northern part of Oren; you can find them all around Oren.
8. Kill Leto Lizardmen Warriors until you get 5 Brown Scroll Scraps; return to Maria.
9. Get a Crystal of Purity from Maria and go to High Priest Sylvain.
10. Talk to Magister Mirien again, then talk to Grand Magister Jurek (Giran **A**). Jurek asks you to kill Monster Eye Destroyers, Breka Orc Shamans and Shackles.
11. Monster Eye Destroyers are in the northern part of the Wasteland (5).
12. Breka Orc Shaman are directly north of Giran (5 Shaman's Necklaces).
13. You can find 2 Shackles at the entrance to Dragon Valley. Be careful, as their magic is very strong. Kill them to get 2 Shackle Scalps, then return to Grand Magister Jurek.
14. After you talk to Grand Magister Jurek, return to Magister Mirien. She sends you to Hunters' Village to talk to Wiseman Cronos **B**.
15. Pick any of the choices in his test. Once you have finished the test, he sends you to Magister Dieter (Giran **A**).
16. Talk to Dieter, then go to Astrologer Creta. After you talk to her, return to Dieter.
17. Go to Hunters' Village and talk to Trader Edroc **X**. He gives you a letter for Warehouse Keeper Raut (Gludin **W**).
18. Raut send you to Gludio Harbor to talk to his brother, Drunkard Triff.
19. Triff tells you to hunt Grandis to get the one of the books. You can find Grandis north of the Valley of Dragons but south of the river you cross to get to Oren. You have to kill many of them before you get the third book.
20. Talk to Warehouse Keeper Valkon (Giran **W**). He asks you for a Crystal of Purity.
21. Go back to Maria to get a Crystal, then return to Valkon. You now have 3 of the 4 volumes.
22. Talk to Blacksmith Poitan (Dion **S**). He sends you to the Wastelands to talk to Wiseman Casian. He can be found southwest of the south Ant Nest entrance (south of the "a" in "Wasteland" on your ingame map). He has a list of monsters for you to hunt.
23. *10 Ghouls*. You can find them in the Execution Grounds near the guillotine.
24. *12 Medusas*. Go out Giran **4**, follow the path up, then head east. You will find Medusas north of the path that leads to Giran Castle.
25. *5 Fettered Souls*. Go to the northern part of Death Pass.
26. *Enchanted Gargoyles (for 5 Nails)*. Hunt in the pit that surrounds the Ivory Tower.
27. After you get 5 Nails, return to Casian.
28. Casian gives you the 4th book. Return to Giran and talk to Magister Dieter again.
29. Go to Hunters' Village to return the 4 volumes to their rightful owner, Wiseman Cronos.
30. Finally return to Dion to talk to Magister Mirien to earn the Mark of Scholar.

## TRIAL OF THE SEEKER

ROGUE; ELVEN SCOUT; ASSASSIN

1. Talk to Master Dufner (Giran **D**). He has sensed an evil in the realm of spirits. To look for clues, he is seeking a warrior who has great evasion and scouting skills. By helping him uncover this incident you may earn the Mark of the Seeker.
2. Dufner sends you to talk to Master Terry (Dion **C**).
3. Terry asks you to hunt Neer Ghoul Berserkers in the Execution Grounds. You will need to kill many of them before you get a Mysterious Rune Stone.
4. Return to Terry. He gives you 4 more monsters to kill.
5. OI Mahum Captains are located around the Partisan Hideaway. There are two types of OI Mahum Captains; if you are level 38 or below you can tell the difference because the ones you need to kill won't have dark blue names, they will have green or light blue.
6. Turek Orc Warlords can be found in the far west camps in the Orc Barracks.
7. Ant Captains are in the middle of the Wastelands or in the Ant Nest.
8. Turak Bugbear Warriors are north-east of Giran; take the road out of Giran going north, then start east past the Breka Orcs when you hit the end of the path.
9. Return to Terry and he sends you to Hunters' Village.
10. Talk to Trader Viktor **X**. Tell him the name, "Alterbar Karrios." Viktor tells you to kill 10 Medusas.
11. There are Medusas north of Giran Castle. Return to Victor when you are done.
12. Now go to Ivory Tower and talk to Magister Marina, on the 2nd Floor.
13. Marina sends you to the Dwarven Village to retrieve an item from Blacksmith Brunon **S**.
14. After you get the item, return to Magister Marina. She sends you back to Master Terry.
15. Terry gives you a new set of monsters to kill.
16. Marsh Stakato Drones are found outside Cruma Tower, in the swamp.
17. Breka Orc Overlords are north of Giran; take the road out of Giran going north, and turn west when you get to the end of the path.
18. Ant Warrior Captains can be found deep in the Ant Nest or in the middle of the Wasteland.
19. Leto Lizardman Warriors are all over Oren territory.
20. Return to Terry with the 4 items.
21. Terry sends you back to Master Dufner and Dufner gives you the Mark of Seeker.



## SECOND QUESTS (LEVEL 37 TESTIMONIES)

### TESTIMONY OF TRUST

### ALL HUMANS

1. Talk to High Priest Hollint (Oren **B**). He says that for the Human race to survive in the Chaotic Chronicle, they must earn the trust of the other races and combine forces with them. The Testimony of Trust is for you to become an envoy of Humans, and meet the leaders of each race in the name of Trust.
2. Talk to Tetrarch Asterios (Elven Village **A**). He sends you to find Leul of Zephyr Winds and Aktea of Verdant Wild.
3. Head west from **4** towards the waterfall. When you kill a Dryad, Aktea of Verdant Wild will appear. Kill her.
4. Continue west until you find a Lirein. Kill the Lirein and Leul of Zephyr Winds will appear. Kill her and return to Asterios.
5. Talk to Tetrarch Thifiell (Dark Elven Village **A**). He sends you to Magister Clayton (Dion **D**).
6. Magister Clayton sends you to kill 10 Guardian Basilisks in the Dark Pass; when you collect 10 bottles of blood, you will get Basilisk Plasma.
7. Go to the Wasteland and kill 10 Ant Soldiers. After you collect 10 Giant Aphids you will get Honey Dew.
8. Finally, go to Cruma Swamp and kill 10 Marsh Stakatos. Once you have collected 10 Stakatos fluids you will get Stakato Ichor. Now return to Clayton.
9. Talk to Thifiell. He tells you to return to Hollint.
10. Hollint tells you to speak with Cardinal Seresin, right outside the temple.
11. Talk to Flame Lord Kakai (Orc Village **A**). He sends you to Seer Manakia (Giran **B**).
12. Manakia tells you to kill Windsuses. They can be found north of the Valley of Dragons. Get 10 Parasites of Lota, and then return to Seer Manakia.
13. Go back to Kakai and give him Manakia's letter.
14. Talk to Iron Gate's Lockirin (Dwarven Village **F**).
15. Lockirin sends you to find Maestro Nikola, south of Cruma Tower.
16. Nikola asks you to go into Cruma and kill 10 Portas to get 10 Heart Stones of Porta.
17. After you get the heart stones, return to Nikola. Then go back to Lockirin.
18. Now that you have the trust of all the other races, return to Hollint.
19. Talk to High Priest Biotin (Talking Island Village **A**) to get the Mark of Trust.

### TESTIMONY OF LIFE

### ALL ELVES

1. Talk to Master Cardien (Dion **C**). He tells you that great effort and sacrifice of young Elves is needed, for a crisis has struck among the Elves — the Mother Tree has started to wither.
2. Talk to Tetrarch Asterios (Elven Village **A**).
3. Talk to Thalia (east of Iris Lake).
4. Talk to Blacksmith Pushkin (Giran **S**). He needs materials.
5. You can find Guardian Basilisks and Wyrms at the south entrance to Death Pass. Collect 10 Pure Mithril Ore and 20 Wym Claws.
6. The Ant Soldiers you need are deep inside the Ant Nest. Collect 20 Ant Soldier Liquids.
7. Get the Pure Mithril Cup from Pushkin.
8. Talk to Thalia. She sends you to the Altar of Rites to talk to Arkenia.

9. Arkenia sends you to Priest Adonius (Gludin **B**). He needs materials.
10. Kill Marsh Spiders in Cruma Swamp (right outside the tower) for 20 Spider Ichors.
11. Kill Harpies, just north of Giran Castle, for 20 Harpy's Down.
12. Talk to Adonius. Get the book, then talk to Arkenia again.
13. Talk to Thalia. She tells you that Talin's Sword has been stolen.
14. Talk to Isael Silvershadow (Hunters' Village **H**). She needs materials.
15. Kill Leto Lizardmen, all around Oren. After you get the 4 gems, the shaft, and the blade, return to Silvershadow.
16. Isael reassembles the spear.
17. Talk to Thalia. She gives you the Grail of Purity and sends you out to kill a Unicorn of Eva.
18. The Unicorns are all over the southern half of the Elven Forest; you must kill one and get the last hit with the spear.
19. After you get the Tears of Unicorn, return once more to Thalia. She gives you the Water of Life.
20. Talk to Tetrarch Asterios.
21. Now return to Master Cardien to get the Mark of Life.

### TESTIMONY OF FATE

### ALL DARK ELVES

1. Talk to Magister Kaira (Giran **F**). She tells you that as you find more hidden knowledge and truth, your race will gain power. Those who uncover the forbidden knowledge will be rewarded with the Mark of Fate to honor the deed of increasing spiritual heritage. She sends you to Brother Methus **O**.
3. Methus sends you to the Execution Ground (near the giant guillotine) to kill a Hangman Tree. Return to Methus.
4. Talk to Master Ixia (Dion **D**). She needs materials.
5. Kill Tyrants (the middle of the Wastelands) to get 10 Tyrant's Bloods.
6. Kill Marsh Stakatos and Marsh Spiders (Cruma Swamp) to get 10 Nightshade Roots and 10 Marsh Spider Fluids.
7. Kill Dead Seekers (Execution Ground) to get 10 Dead Seekers Drugs.
8. Kill Medusas (east from Giran) to get 10 Medusa Ichors. Return to Ixia.
9. Talk to Methus. He gives you the Elder's Skull to give to Kaira.
10. Talk to Kaira. She conjures Adler's Spirit. Talk to Adler, who sends you to Magister Roa.
11. Talk to Magister Roa **A**. She gives you a receipt.
12. Talk to Warehouse Keeper Norman (Gludin **W**). Now return to Kaira.

*To continue, you must be Level 38.*

13. Kaira sends you to Tetrarch Thifiell (Dark Elven Village **A**).
14. Thifiell sends you to Arkenia at the Altar of Rites. Arkenia tells you to get a special kind of ink.
15. Talk to a Bloody Pixy and a Blight Treant. They are common all over the Dark Elven land.
16. Now go to the swamp west of the waterfall. Kill a Black Willow Lurker, in the swamp west of the waterfall between the Elven and Dark Elven Villages.
17. Hunt Breka Orc Overlords (exit Giran **4** and travel north).
18. Hunt Grandis (10). Head up Death Pass, but don't cross the bridge into Oren territory. Instead, turn east and run along the north rim of the Valley of Dragons. After awhile you will run into Grandis.
19. Hunt Karul Bugbears south of the east exit of the tunnel that leads to Hunters' Village.





20. Hunt Leto Lizardman Overlords along the path that leads to Oren Castle.
21. Talk again to any Bloody Pixy and Blight Treant.
22. Talk to Arkenia. She sends you to Tetrarch Thifiell.
23. Talk to Thifiell and he gives you the Mark of Fate.

**TESTIMONY OF GLORY****ALL ORCS**

1. Talk to Prefect Vokian (Giran ③). He says in order to survive the Chaotic Chronicle, the Orcs must unify all of their tribal kingdoms. If you can subjugate each Orc tribe while representing the Lord, you shall receive the Mark of Glory. Vokian first tests you with a quest for tokens.
  2. Hunt Manashen Gargoyles (in the pit that surrounds the Ivory Tower) for 10 Shards.
  3. Hunt Guardian Basilisks (Death Pass) for 10 Fangs.
  4. Hunt Tyrants (the middle of the Wasteland) for 10 Talons.
  5. Talk to Vokian; he sends you to meet Gandi Chief Chianta (Dion ③).
  6. Chianta sends you to Seer Manakia (Giran ③). Talk to him about Breka and Enku Orcs.
  7. Go north out of Giran ④, and at the end of the path you find the Breka Orcs. Breka Chief Voltar is at the very end of the valley. He calls his sons Vultus and Pashika to teach you a lesson. After you defeat them, talk to Vokian again.
  8. Talk to Enku Chief Kepra (near the middle of the road triangle south of Floran). He calls on 4 Enku Orc Overlords to attack you. Kill them then talk to Kepra again.
  9. Talk to Prefect Kasman (Gludin ②) and ask about the Vuku, Turek and Lunnunt Orcs.
  10. Talk to Vuku Chief Driko outside of Gludin. Exit ③ and cross the bridge, then keep going straight east; he's just across the river.
  11. Driko sends you to kill 30 Swamp Stakato Drones outside of Cruma Tower. Once they are dead, return to Driko.
  12. Talk to Turek Chief Burai, on the western side of the Orc Barracks. He summons two Makum Bugbear Thugs. Kill the thugs, then talk to Burai again.
  13. Head south of Forgotten Temple to find Leunt (Lennunt) Chief Harak. He will just hand over his scepter. Now return to Gandi Chief Chianta in Dion.
- To continue, you must be Level 38.*
14. Timak Orcs are around Oren (Overlords drop skulls the most often). Collect 20 Skulls.
  15. Tamlin Orcs are south of Hunters' Village. Collect 20 Skulls.
  16. Return to Gandi Chief Chianta.
  17. Talk to Seer Tanapi (Orc Village ④).
  18. Kill a Ragna Orc (in the ravine just before the Cave of Trials). The Revenant Of Tantos Chief will appear; defeat it.
  19. Return to Seer Tanapi. He sends you to Flame Lord Kakai (same room); talk to him to receive the Mark of Glory.

**TESTIMONY OF PROSPERITY****ALL DWARVES**

1. Talk to Warehouse Keeper Parman (Giran ④). He tells you that abundance is the virtue of the Dwarves. It symbolizes value, productivity, fertile land, and a sound body. If you can find the tokens that represent each four meanings of abundance, you shall receive the Mark of Prosperity.
  2. **Token of Wealth.** Talk to Iron Gate's Lockirin (Dwarven Vill. ②).
  3. Talk to the other elders standing around Lockirin. Each sends you on a collection task.
  4. **Silver Scale's Balanki.** Talk to Maryse Redbonnet ④. Maryse requires 100 Animal Skins for her dues. Beg, borrow or hunt them. Once you have the skins, give them to Maryse and she gives you her dues.
  5. Trader Mion ④ gives you her donation.
  6. **Golden Wheel's Spiron.** Trader Shari ④ gives you her donation.
  7. **Gray Pillar's Filaur.** Miner Bolter ② tells you he has already paid, and gives you his receipt to show to Filaur.
  8. **Black Anvil's Arin.** Master Toma. If you're a Scavenger, you've had this pleasure before. See **Path to a Scavenger**, Step #3, for Toma's possible locations. Once you find him, he gives you his donation with no further requests.
  9. **Bronze Key's Keef.** Carrier Torocco (behind ④) says he has no money, and asks you to pay for him.
  10. Go back and talk to all the Dwarven Elders. Keef will collect 5000a for Torocco's dues.
  11. Talk to Lockirin again, and he gives you his Old Account Book as a Mark of Wealth.
  12. **Token of Fertile Lands.** Talk to Piotur (Peter, just north of the Orc Barracks, by a house; -86K, 107K). He gives you a Blessed Seed as a token, with no errands — hurray!
  13. **Token of Fecundity.** Talk to Guard Bright (Dion ②).
  14. Bright requests 20 Mandragora Flower Petals and 10 Crimson Moss, to make a bouquet for his mother.
  15. Kill Mandragoras on the west side of the Execution Ground to get 20 Petals.
  16. Kill Crimson Ants in the Cruma Swamp to get 10 Crimson Moss.
  17. Bright tells you to give the Bouquet to his mother, Emilly ④.
  18. Talk to Emilly to get her recipe, the Mark of Fecundity.
  19. **Token of Health.** Talk to Warehouse Keeper Wilford (Talking Island Village ④) and ask him about the Elf that has lived for over 1,000 years.
  20. Talk to Lilith ④ and give her the Brooch from Wilford. Pester her for a bit and she gives you an Elven Wafer, the Mark of Health.
  21. Talk to Parman. And no, you're not done.
- To continue, you must be Level 38.*
22. Parman sends you to meet Maestro Nikola (southwest of Cruma Tower, near some ruins). He gives you some clay and tells you to make a copy of the Box of Titan's Keyhole.
  23. The Box of Titan is on Floor 2 of Cruma Tower, Room #10. Get the key imprint, and then return to Nikola.
  24. Nikola gives you a list of ingredients to make a key for the box: 10 Marsh Spider Thorns, 10 Toad Lord Sacs, 20 Stakato Shells and 10 Grade D Crystals. D Crystals can be bought or created (if you have Crystallize skill). The Stakato Shells drop more frequently from higher-level Stakatos. Collect the ingredients.
  25. Once you get the Key of Titan, return to the Box of Titan and get the Maphr Tablet Fragment.
  26. Show it to Nikola, then return to Parman in Giran.
  27. Parman gives you the Mark of Prosperity.



## THIRD QUESTS (LEVEL 39 TESTS)

### TEST OF THE CHAMPION

### WARLORD; DESTROYER

1. Talk to Veteran Ascalon (Giran **N**). He speaks of the champions with the burning mind of the Warrior during his years as a dragoon. And now he wishes to retire and pass down his Mark of the Champion to someone young and skilled. He promises to give you the mark if you fight against the other tribes on his behalf.
2. Talk to Mason (Dion **N**).
3. Mason tells you to bring back 100 heads of Ol Mahum Bloody Axe Elites. Bloody Axe Elites are south of the road to Hunters' Village (G20).
4. Once you have 100 heads, return to Mason, who sends you back to Ascalon.
5. Talk to Magic Trader Groot (Giran **M**). Groot requests 30 each Harpy's Eggs, Medusa Venoms and Windsus' Biles.
6. Windsuses are north of the Valley of Dragons. Follow Death Pass north and turn east before crossing the bridge.
7. Medusas and Harpies are south of the Valley of Dragons, just northwest of Giran Castle. Whenever you kill a Harpy, a Harpy Matriarch will appear. They drop eggs as well.
8. Collect the materials and return to Groot, who sends you back to Ascalon.
9. Talk to Captain Mouen (Oren **O**).
10. Mouen requests 100 heads of Road Scavengers and Collectors. Road Scavengers are in Death Pass. Whenever you kill a Scavenger, a Road Collector will appear.
11. Collect the heads and return to Mouen. He requests 100 Leto Lizardman fangs. Leto Lizardmen are around Oren.
12. Collect the fangs and return to Mouen. He sends you back to Ascalon.
13. Ascalon gives you the Mark of the Champion.

### TEST OF THE DUELIST

### GLADIATOR; SWORDSINGER; BLADEDANCER; TYRANT

1. Talk to Duelist Kaien (Oren **A**). He explains that a duelist is one who has extreme abilities with weapons and there are only a few who have achieved that title. To earn the Mark of the Duelist, you must defeat the most powerful monster of each kingdom at least ten times. He gives you a list of 10 monsters to kill. Each monster type must be killed 10 times.
2. Punchers are in the middle of the Wastelands.
3. Noble Ant Leaders are in the Ant Nest.
4. Marsh Stakato Drones are in Cruma Swamp.
5. Dead Seekers are near the giant guillotine in the Execution Ground.
6. Breka Orcs Overlords are north of Giran, northwest of the end of the path.
7. Fettered Souls are in the northern part of Death Pass.
8. Leto Lizardman Overlords are along the path that leads from Death Pass to Oren.
9. Enchanted Monster Eyes are in the pit that surrounds the Ivory Tower.
10. Both Tamlin Orcs and Tamlin Orc Archers are south of Hunters' Village.
11. Return to Duelist Kaien to receive another list of monsters to kill. This time, it's 3 each of 5 types.
12. Excuros and Krators are in Cruma Tower.
13. Grandis: Head north from Death Pass, but do not cross the bridge into Oren territory. Instead, turn and go east until you

run into Grandis.

14. Timak Orc Overlords are just north of the Ivory Tower.
15. Lakins are north of Hunters' Village, just south of the Enchanted Valley.
16. Talk to Duelist Kaien again to get the Mark of the Duelist.

### TEST OF THE HEALER

### PALADIN; BISHOP; TEMPLE KNIGHT; ELVEN ELDER

1. Talk to Priest Bandellos (Giran **B**). He explains to you that the Test of the Healer singles out the one who can fully understand purification of light and the power of healing. He also speaks of the prophecy that a girl with the power of Einhasad will appear and purify the world. You must investigate the girl who claims to fulfill the prophecy.
2. Talk to Perrin. He is by the house at the top of the hill just north of Gludin harbor.
3. Perrin calls Tatoma; kill him, and then talk to Perrin again.
4. Talk to Allana. She is on the southern hilltop opposite Perrin's hill.
5. Talk to Father Gupu. He is just west of Gludio, near a log cabin (-28K, 121K). Refuse to give him the 100,000 adena he asks for.
6. Talk to Master Sorius (Gludio **A**).
7. Follow the path just north of the Orc Barracks; when you reach the end of it run south. Daurin Hammercrush is in the first Turek camp you run into (-98K, 107K). Talk to him.
8. Kill the two Leto Lizardman Agents and the Leto Lizardman Leader and then talk to Daurin again.
9. Talk to the Mysterious Dark Elf at the Altar of Rites. She calls on 3 Leto Lizardman Assassins to kill you.
10. Talk to the Mystery Dark Elf again and she summons 3 Leto Lizardman Snipers.
11. Talk to her once more and kill the Leto Lizardman Lord and 2 Wizards.
12. Talk to Saint Kristina, southwest of the Altar of Rites by three red tents (-54K, 86K).
13. Talk to Master Sorius.
14. Talk to Priest Bandellos to earn the Mark of the Healer.

### TEST OF THE LORD

### OVERLORD

1. Talk to Flame Lord Kakai (Orc Village **A**). He explains that Overlords are Shamans who lead each Clan, and that you must visit each of the five chiefs to earn their respect to pass the Test of the Lord.
2. Talk to Urutu Chief Hatos **A**, Neruga Chief Tantus **A** and Atuba Chief Varkees **D**.
3. Talk to Trader Jakal **X**. Pay him 1000 adena for the Axe Blade and buy 1000 Bone Arrows from him.
4. Talk to Blacksmith Sumari **S**.
5. Talk to Gandi Chief Chianta, then Seer Somak (both Dion **B**).
6. Talk to Seer Manakia (Giran **B**). He sends you to kill Breka Orc Shamans or Seers (north of Giran, at the end of the path). Collect 20 Fangs.
7. Talk to Seer Manakia.
8. Go to Cruma Swamp and kill Marsh Spiders until you get 10 Feelers and 10 Feet. They're most common in the northern parts of the swamp and around the tower.
9. Talk to Dudamara Chief Takuna (Oren **D**). You should now have all their charms.
10. Kill Timak Orcs (near Oren) until you get 20 Skulls.
11. Kill Enchanted Eyes (in the pit that surrounds the Ivory Tower) until you get 20 Corneas.
12. Return to Dudamara Chief Takuna and get a totem.



13. Talk to Gandi Chief Chianta, then return to the Orc Village.
14. Talk to Neruga Chief Tantus, Atuba Chief Varkees and Urutu Chief Hatos, and finally talk to Flame Lord Kakai.
15. Talk to Ancestor Martankus (the stone head in the Cave of Trials, past Room #11).
16. Exit the Cave of Trials and drop off the ledge to the west. Kill a Ragna Orc Overlord and a Ragna Orc Seer.
17. Go back to Ancestor Martankus. He conjures the spirit of the First Orc. Talk to him then return to Flame Lord Kakai to receive the Mark of Lord.

**TEST OF THE MAESTRO****WARSMITH**

1. Talk to Iron Gate's Lockirin (Dwarven Village ⑤). He explains that the Test singles out the best craftsman of the Dwarves. You must earn recommendations from each of three Elders to pass the test.
2. Lockirin tells you to speak with the elders in the room and get their recommendations.
3. Talk to Silver Scale's Balanki. He sends you to Captain Croto ①.
3. Croto tells you to go find news of his nephew Kamuru.
4. Go to the Cave of Trials in the Orc realms (teleport to Gludin, then to the Orc Village). Go to Room #22 (a sort of jail). In the only open cell, you find Kamuru's corpse.
5. "Talk" to the corpse, then face the wall behind him; notice how it looks a little odd? This is a false wall; go ahead and walk through it and follow the path. The next room (#21) has Evil Eye Lookouts; kill or ignore them and continue on. The next room (#20) has an Evil Eye Lord. Kill him for proof of Kamuru's death.
6. Return to Croto, then talk to Balanki. He gives you his recommendation.
7. Next, talk to Black Anvil's Arin. He asks you to find Master Toma. Does this sound familiar? If you need refreshing, see **Path to a Scavenger**, Step #3.
8. When you talk to Toma, offer to help; if you tell him to return it at once, he will just teleport away.
9. Toma asks you to press a button. If the experiment works, you will be teleported to the Dwarven Village. Sadly, it doesn't work, and you have to find Master Toma *again!*
10. Once you find him, he gives you 5 Devices. Take the Devices back to Arin. He gives you his recommendation.
11. Talk to Gray Pillar's Filaur. He tells you to find Researcher Lorain, a Dwarf at Cruma Tower.
12. Lorain is just to the north of the tower entrance, hiding behind a rock. She tells you to collect ingredients for an antidote: 10 Stinger Wasp Needles, 10 Marsh Spider Webs and 10 Leech Bloods.
13. Stinger Wasps, Marsh Spiders and Giant Mist Leeches can be found around Cruma Swamp. Collect the items and return to Lorain.
14. Lorain gives you the papers you need.
15. Return to Filaur. He gives you his recommendation.
16. Talk to Lockirin and he gives you the Mark of the Maestro.

**TEST OF MAGUS****SORCERER; SPELLSINGER; SPELLHOWLER**

1. Talk to Bard Rukal (Dion ①). He says in order to practice high-level elemental magic, you must fully understand the temperaments of the four elements. The Test of Magus examines how much you know about this.
2. Talk to Parina (Gludin ③). Parina sends you to the Wasteland to talk to Wiseman Casian. He can be found southwest of the south Ant Nest entrance (south of the "a" in "Wasteland" on your ingame map).

3. Singing Flower Phantasms are on the largest island in Fellmere Lake.
4. Singing Flower Nightmares are west and south of the waterfall northwest of Ivory Tower.
5. Singing Flower Darklings are north of a small pond that is south of Giran. Follow the path south of Giran and turn west right before you get to the bridge.
6. Return to Bard Rukal. He sends you to find patrons for each of the four elements.
7. The Water Undine is west of Fellmere Lake, directly west of the SF Phantasms.
8. Hunt Toad Lords and Swamp Stakatos in Cruma Swamp, near the tower, for 20 Dazzling Drops. Return to the Water Undine.
9. The Fire Salamander is in the Ruins of Despair (south of the word "of" in your ingame map).
10. Hunt Ghost Fires in the pit that surrounds the Ivory Tower for 5 Flame Crystals. Return to the Fire Salamander.
11. The Wind Sylph is east of the path you take to reach the Wastelands from Gludin, right where the grass turns to sand.
12. Hunt Harpies in the area just north of Giran Castle. After you get the Feathers you need, travel to Death Pass and kill Wyrms to get the 10 Wyrms Bones. Head north up Death Pass, but instead of crossing the bridge into Oren territory, turn east. Follow the river until you find Windsuses. Collect 10 Windsus Manes and return to the Wind Sylph.
13. The Earth Snake is in The Ruins of Agony/Sorrow, north of the space between "The" and "Ruins" on your ingame map.
14. Hunt Enchanted Monster Eyes, Enchanted Iron Golems and Enchanted Stone Golems in the pit that surrounds the Ivory Tower. Get 10 quest items from each, then return to the Earth Snake.
15. Talk to Bard Rukal and he gives you the Mark of Magus.

**TEST OF THE REFORMER****PROPHET; SHILLIEN ELDER**

1. Talk to Priest Pupina (Giran ③). She asks you to investigate problems related to the Order of Einhasad. Throughout this quest, your final blow must be with the Disrupt Undead skill.
2. Hunt Nameless Revenants in the big pit in the northern part of the Execution Ground.
3. After you get 7 pages of the ripped diary, Aruraune appears. Kill her, then return to Pupina.
4. Talk to Preacher Sla (between the Ant Nest and Floran; -1K, 179K).
5. Talk to Katari (in the northwest corner of the swampland in the Dark Elf area above the neutral zone waterfall; -4K, 40K).
6. Kill the OI Mahum Inspector. Talk to Katari again, and then chase down the OI Mahum Betrayer.
7. Go to the Orc Village and head southeast. Talk to Kakan (north of the second-to-bottom path; -10K, -90K).
8. A Crimsha Werewolf and an OI Mahum Pilgrim appear; use only your magic to help the OI Mahum Pilgrim defeat the Crimsha Werewolf.
9. Talk to Kakan again. She will send you to the Dwarven Village.
10. Exit out ③ and talk to Nyakru ①. A Krudel Lizardman appears. Kill the Lizardman, then talk to Nyakru again.
11. Talk to Ramus (under the waterfall on Talking Island; -112K, 244K). He sends you to kill a Skeleton Marksman, a Misery Skeleton, a Silent Horror, a Skeleton Lord and a Skeleton Sniper in the Elven Ruins.
12. After you have collected all 5 Bone Fragments, return to Ramus. He gives you a letter to give to Prophet Sla.
13. Talk to Sla to receive your Mark of Reformer.



### TEST OF SAGITTARIUS *HAWKEYE; SILVER RANGER; PHANTOM RANGER*

Quest to acquire occupation change item, 'Mark of Sagittarius.' The leader of the Hunters Guild, Bernard, explains about the Test of Sagittarius. It is a test for the best archers, for which you may only apply if you have been approved by the best archer, Sagittarius Hamil. Take Bernard's Recommendation to Hamil in the village of Floran.

1. Talk to Union President Bernard (Hunters' Village ❶). He explains that the test is only for very good archers; you may only apply if you've been approved by Sagittarius Hamil, the best archer.
2. Talk to Hamil the archery genius (by the windmill that is most directly south of Floran). He sends you to the Wasteland to find his brother.
3. Go to the southern entrance to the Wasteland. Follow the path northeast until you get to a house and talk to Aaron Tanford.
4. Go into the Wasteland and hunt ants in and around the Ant Nest.
5. After you get 10 Hunter's Runes (from the ants) go back to Hamil.
6. Hamil sends you to talk to Prefect Vokian (Giran ❸).
7. Exit Giran through ❹ and head north until you run into Breka Orc Shamans and Overlords. After you get 10 more Hunter's Runes (from the Breka Orcs), they will turn into a Talisman of Snake.
8. Return to Prefect Vokian. He takes the Talisman of Snake and sends you back to Hamil.
9. Hamil sends you to the Ivory Tower to talk to Magister Gauen, on the 3rd Floor.
10. Hunt Manashen Gargoyles (in the northwest part of the Ivory Tower pit) until you get one of their horns.
11. Hunt Road Scavengers (in Death Pass) until you get a Mithril Clip
12. Hunt Marsh Stakato Drones and Marsh Spiders (in Cruma Swamp) until you get a Stakato Chitin and a Bowstring.
13. Return to Magister Gauen and she makes a Crescent Moon Bow for you.
14. Now return to Hamil. He tells you to hunt Leto Lizardmen around Oren. *You might want to buy more Wooden Arrows before you continue.*
15. The Lizardmen appear all along the path that leads to Oren. Start killing Lizardmen of any type. You need over 100 vials of their blood.
16. After you have killed enough Lizardmen, Serpent Demon Kadesh appears. You must defeat him and get the last hit with your Crescent Moon Bow.
17. Return once more to Hamil to receive your Mark of Sagittarius.



### TEST OF THE SEARCHER

#### *TREASURE & BOUNTY HUNTERS; PLAINS & ABYSS WALKERS*

1. Talk to Master Luther (Hunters' Village ❷). He explains that the Mark of the Searcher is a recognition of one's 'uncovering' skills. In order to pass the test, you must receive a recommendation from the former best scout of the kingdom, Alex.
2. Talk to Alex (Floran Village ❹).
3. Alex sends you to find his cohort, Militiaman Leiryynn, near the bridge to the westernmost windmill south of town.
4. Leiryynn tells you to kill 10 Delu Lizardman Shamans. Delu Shamans can be found northeast of Giran Harbor. Caution: once attacked, they summon friends!
5. Return to Leiryynn once you have 10 Delu Totems. She tells you to kill Delu Chief Kalkis. Kalkis can be found on the coast, just northeast of Giran Harbor (57K, 180K).
6. Return to Leiryynn again. She tells you to take Kalkis' strange map to Alex.
7. Alex sends you to talk to Drunkard Borys (Gludio ❶).
8. Borys sends you to get him some wine from Tyra, east of the Altar of Rites. The easiest way to get to her is to teleport to the Dark Elven Village, then teleport to the southern end of the Dark Forest. Tyra is right there, by the red tents.
9. Tyra sends you to the Sea of Spores to hunt Giant Fungus for 10 Red Spore Dust.
10. Once you have 10 Dust, return to Tyra. She gives you the wine.
11. Go back to Borys and give him the wine. He tells you to find Bodyguard Jax at the south entrance to the Wastelands (with Traders Sorien and Rolento). Either run there or teleport directly there from Gludin.
12. Jax tells you that your map is just a quarter of the big map. He tells you to kill Road Scavengers and Hangman Trees to get the other 2 quarters, and that he'll give you his quarter if you get them.
13. Hunt Road Scavengers (at the north end of Death Pass) until you get 4 Torn Map Pieces.
14. Hunt Hangman Trees (in the Execution Ground, around the giant guillotine) until you get 4 Torn Map Pieces.
15. Return to Jax. He puts the map together, and then marks your world map. Open your world map and find the red ribbon north of Floran and west of Dion Castle (10K, 157K).
16. As you get closer, start to use the radar — use the blinking yellow light to get closer and closer. It leads you to a tree ... a tree that you can talk to!
17. Talk to the Tree. It gives you the option to dig. Dig, and uncover a Strong Wooden Box and Rusted Key. The key will go into your inventory; the box will appear next to you. Talk to the box to open it.
18. Take the Gold Bars to Alex. He gives you his recommendation.
19. Return to Luther in Hunters' Village. He gives you the Mark of the Searcher.

### TEST OF THE SUMMONER

#### *WARLOCK; ELEMENTAL & PHANTOM SUMMONERS*

1. Talk to High Summoner Galatea (Gludin ❸). She explains that an outstanding Summoner should possess a high standard of magical powers and a strong sense of willpower. You must create the arcana card which is essential to duels, then duel six Summoners.
2. Talk to Trader Lara (Dion ❸). She has 5 lists of creatures; she gives you a list at random. You'll need to do this at least 3 times to get 6 cards. If you fail a battle against a summoned creature in steps 3-8, you will need to go back and get more cards.

*Lara's List 1.* Leto Lizardmen (for Amulets) are all around Oren Town. Giant Fungi (Red Spores) are right inside the Sea of Spores.

*Lara's List 2.* Manashen Gargoyles (Shards) are in the pit that surrounds the Ivory Tower. Karul Bugbears (Totems) are southwest of Hunters' Village.

*Lara's List 3.* Breka Orcs (Totems) are north of Giran; follow the north path ④ to its end to find them. Fettered Souls (Crimson Bloodstones) are at the north end of Death Pass.

*Lara's List 4.* Tyrants (Talons) are in the middle regions of the Wasteland. Windsuses (Tusks) are north of Valley of Dragons; follow Death Pass all the way north, but instead of taking the bridge into Oren territory, turn east south of the river.

*Lara's List 5.* Noble Ants (Wings) are in the far depths of the Ant Nest. You can find Wyrms (Fangs) along Death Pass.

- Once you have 6 cards, begin duelling Summoners. You must talk to each Summoner, then summon a creature to defeat each of the Summoners' creatures.

*Summoner Almors* is on Talking Island, by a cottage on the east side of the island, north of the waterfall (-199K, 233K). Talk to him, then have your summon kill Pako the Cat.

*Summoner Basillia* is west of the southern Wasteland entrance, near a house (-24K, 208K), with Mimi the Cat.

*Summoner Camoniell's* house is south of Floran, east of the triangle (23K, 188K), with Unicorn Racer.

*Summoner Celestiel* is west of the tree on the ingame map that is south of the Elven Fortress, near some large stone rocks (18K, 86K), with Unicorn Phantasm.

*Summoner Brynthea* is northwest of the small lake that is northwest of Giran castle (106K, 136K), with Silhouette Tilfo.

*Summoner Belthus* is just southeast of Cruma Tower, with Shadow Turen.

- Return to Gludin and talk to High Summoner Galatea to get the Mark of the Summoner.

#### TEST OF THE WAR SPIRIT

#### WARCRYER

- Talk to Seer Somak (Dion ⑤). He says that you must summon the spirit of dead heroes in the battlefield and utilize their power as your own. To overcome this test, you must uncover the skulls of the four Warriors: Braki the Clever, Kiruna the Brave, Tonar the Super and Hermodt the Indomitable.
- Find Shadow Orim, on the east side of a large hill on the north side of Death Pass (70K, 110K).
- Orim sends you to Cruma Tower to kill 10 Portas, 10 Excuros and 10 Mordeos.
- Talk to Orim again.
- Talk to Seer Racoy (Gludio ⑨), who sends you to Priestess Vivyan ③.
- Vivyan sends you to the south entrance of the Wastelands to talk to Trader Sarien.
- Hunt Noble Ants in the Ant Nest. Collect 5 pieces of Kiruna and return to Racoy.
- Racoy sends you to Seer Perkiron (Oren ⑩).
- Hunt Leto Lizardman Shamans (throughout Oren). Collect 5 piece of Tonar and return to Perkiron.
- Talk to Seer Manakia (Giran ③).
- Hunt Medusas and Stenoa Gorgon Queen (due north of Giran Castle). Medusas spawn all around the queen, so be careful. Collect 5 pieces of Hermodt return to Seer Manakia
- Talk to Seer Somak again. He sends you to hunt Tamlin Orcs (south of Hunters' Village) to collect 10 Tamlin Orc heads.

- Talk to Ancestor Martankus (Cave of Trials, past Room #11). He gives you the Mark of War Spirit.

#### TEST OF WITCHCRAFT

#### DARK AVENGER; NECROMANCER; SHILLIEN KNIGHT

- Talk to Shadow Orim (on the east side of a large hill on the north side of Death Pass; 70K, 110K). He laments the prejudice against black magic, and warns that you should be prepared for contempt from everyone because of your pursuit of the Dark Arts. His test is that you obtain six jewels to help unlock the mysteries of Aklantoth's Box.
- Orim sends you to Trader Alexandria (Giran ①).
- Alexandria sends you to Magister Iker ④.
- Iker asks you to collect materials from several monsters. Dire Wyrms are just inside the Sea of Spores. Collect 20 Teeth.  
Leto Lizardmen are along the path to Oren. Collect 20 Amulets.  
Enchanted Stone Golems are in the pit that surrounds Ivory Tower. Collect 20 Stone Hearts.
- Return to Iker.
- Talk to Magister Kaira ⑤. She simply hands over her jewel.
- Talk to Trader Lara (Dion ⑩). She mentions Warden Roderik, but you don't need to talk to him.
- Kill a Nameless Revenant (in the huge pit by the north entrance of the Execution Ground).
- Talk to Trader Nestle (Gludin ①).
- Talk to Leopold ③.
- Hunt Skeletal Mercenaries (in the southern area of the Wastelands) to get 3 gems.
- Return to Orim. He releases Dre Vanul Prince Zeruel from the box. You must slay him. Talk to Orim again.
- Talk to Sir Klaus Vasper (Gludin ⑩).
- Talk to Priest Vadin (Oren ③). He sends you to kill Tamlin Orcs to prove yourself.
- Tamlin Orcs are south of Hunters' Village. After you get 20 Amulets, return to Vadin.
- Return to Sir Klaus to get the Sword of Binding.
- Go to Giran to talk to Magister Iker. Iker hands over the crystal free of charge.
- Go back to Orim. He sends you to Floran to find Zeruel.
- Talk to Fisherman Evert (Floran ③) and Dre Vanul Prince Zeruel will be summoned again. You must get the last hit with the Sword of Binding.
- Return to Orim once more to finish the quest and get the Mark of Witchcraft.



## CLAN QUESTS

### PROOF OF CLAN ALLIANCE CLAN 3 GIRAN

Although the other clan members can participate in this quest, only the clan leader can initiate it. This walkthrough is addressed to your clan leader.

1. Talk to Sir Kristof Rodemai (Giran ④). He is seeking a clan leader to restore order in the kingdom, but he cannot join forces with someone whose skills are yet unproven. He recommends Witch Kalis's test; if you succeed, he will award you the Proof of Alliance that allows your clan to increase to Clan Level 4.
2. Find Witch Kalis, southeast of the Ivory Tower in the cemetery (95K, 22K). Bring 3 loyal clan members; they will have to die for you. *Don't try to skimp and bring low levels! They have a lot to accomplish that requires power, speed and knowledge.*
3. Talk to Witch Kalis.
4. Your 3 clan members talk to the Statue of Offering. They all die, and each gets a Mark of Loyalty.
5. Collect the Marks from your clan members, then talk to Witch Kalis again.
6. She has you drink poison. The poison takes about 50 HP a tick and doesn't allow you to move. You're going to need a lot of healing to stay alive until the conclusion of this quest.
7. Witch Kalis tells you what your clan members need to collect for the poison antidote. The clan members who died for you must collect it.  
One must hunt Vanor Silenos Shamans (north of the Tower of Insolence) until he gets an Herb of Vanor.
8. The second must hunt Harit Lizardman Shamans (south of the Forest of Mirrors) until he gets an Herb of Harit.
9. The third must hunt Ol Mahum Shamans (north of the circular path north of Ivory Tower) until he gets an Herb of Mahum.
10. At least one of the three clan members must go to Witch Athrea; she is north and a bit west of Hardin's Academy in the Valley of Dragons (102K, 103K). They can teleport from Giran to Hardin's, which places them about a 20-second run from Athrea. However they get there, it's recommended that they visit her before the quest so they don't lose time tracking her down once you're on the clock. And more than one of them might want to go, as kill-speed is an issue.
11. Athrea plays a game with the clan member(s). She summons 16 chests and the members must destroy (by hitting) the chests until they find 4 of them that say "bingo" when they destroy them. They have 1 minute to find all four.
12. If they complete the game successfully she gives them the Blood of Eva. If not, it costs 10,000 adena for another turn.
13. The members return to you at Witch Kalis and give you the 3 herbs and the Blood of Eva.
14. Talk to Kalis and she cures you. Return to Sir Kristof Rodemai. (It also costs you 120,000 SP to get your Proof of Alliance.)
15. You can now upgrade your clan to Level 4 if you have 1.4 million SP.

### PURSUIT OF CLAN AMBITION CLAN 4 OREN

1. Talk to Sir Gustaf Athebaldt (Oren ⑤). He expresses his desire to aid young and courageous leaders for the future of the kingdom. He promises to give you the Proof of Expectation, which is needed when expanding the clan's powers and influences, should you consent to joining forces with him. Sir Athebaldt asks you to aid him in preparing for the attack against the green dragon Antharas.
2. Talk to Martien (Giran ①).
3. Martien asks you to collect eggs: Thunder Wyrn eggs, Drake eggs, Blitz Wyrn eggs and Mist Drake eggs.
4. Hunt Thunder Wyrms and Drakes for the first 2 sets of eggs, around the middle part of the Valley of Dragons.
5. Find Corpse of Fritz in the Valley of Dragons; it is under the "D" in "Dragons" on the ingame map (104K, 117K). Get 3 Blitz Wyrn Eggs and 2 Blitz Wyrms will appear; kill them.
6. Find Corpse of Lutz; it is above the "s" in "Dragons" (112K, 113K). Get 3 Blitz Wyrn Eggs and 4 Mist Drake eggs. This also spawns 2 Blitz Wyrms.
7. Find Corpse of Kurtz; it is north of the entrance to Antharas' Lair (125K, 110K). Get 6 Mist eggs and a Brooch for his brother.
8. Talk to Head Blacksmith Kusto (Giran ⑤). He gives you a Black Anvil Coin for the Brooch.
9. Return to Martien, and then go back to Sir Gustaf again.
10. Talk to Balthazar (Hunters' Village ⑤).
11. Go to the Giant's Cave. Hunt Lesser Giant Soldiers and Lesser Giant Scouts for 10 Power Stones and 10 Nebulite Crystals.
12. Return to Balthazar, then go back to Sir Gustaf again.
13. Talk to Sir Eric Rodemai (Aden ⑥).
14. Rodemai sends you to Witch Cleo, across the bridge east of Aden (161K, 21K).
15. Return to Sir Eric Rodemai.
16. Go to the Graveyard and kill Grave Guards until Grave Key Keepers appear. Get 6 keys.
17. Now go just slightly north of "The" in "The Graveyard" (170K, 18K) to find the Imperial Gravekeeper. He is extremely strong, and it will take quite a few members of your clan to defeat him. After he drops below half of his HP he will start teleporting your members away. He also summons 4 Imperial Slaves at a time.
18. After you defeat him, an Imperial Coffin appears. Your clan leader must have all 6 keys to open it.
19. Return to Sir Eric, then to Sir Gustaf; give him the Scepter to Judgment. In return you get 250k SP and the Proof of Aspiration.





# BEYOND YOUR VILLAGE

**W**hen it comes to getting from one point to another in the world, it helps to have a guide. While continent and city maps can be acquired from traders for a small price, this chapter provides other maps you can't get in the game — including plenty of dungeons, a restart location map and a teleport map.



## MAP KEYS

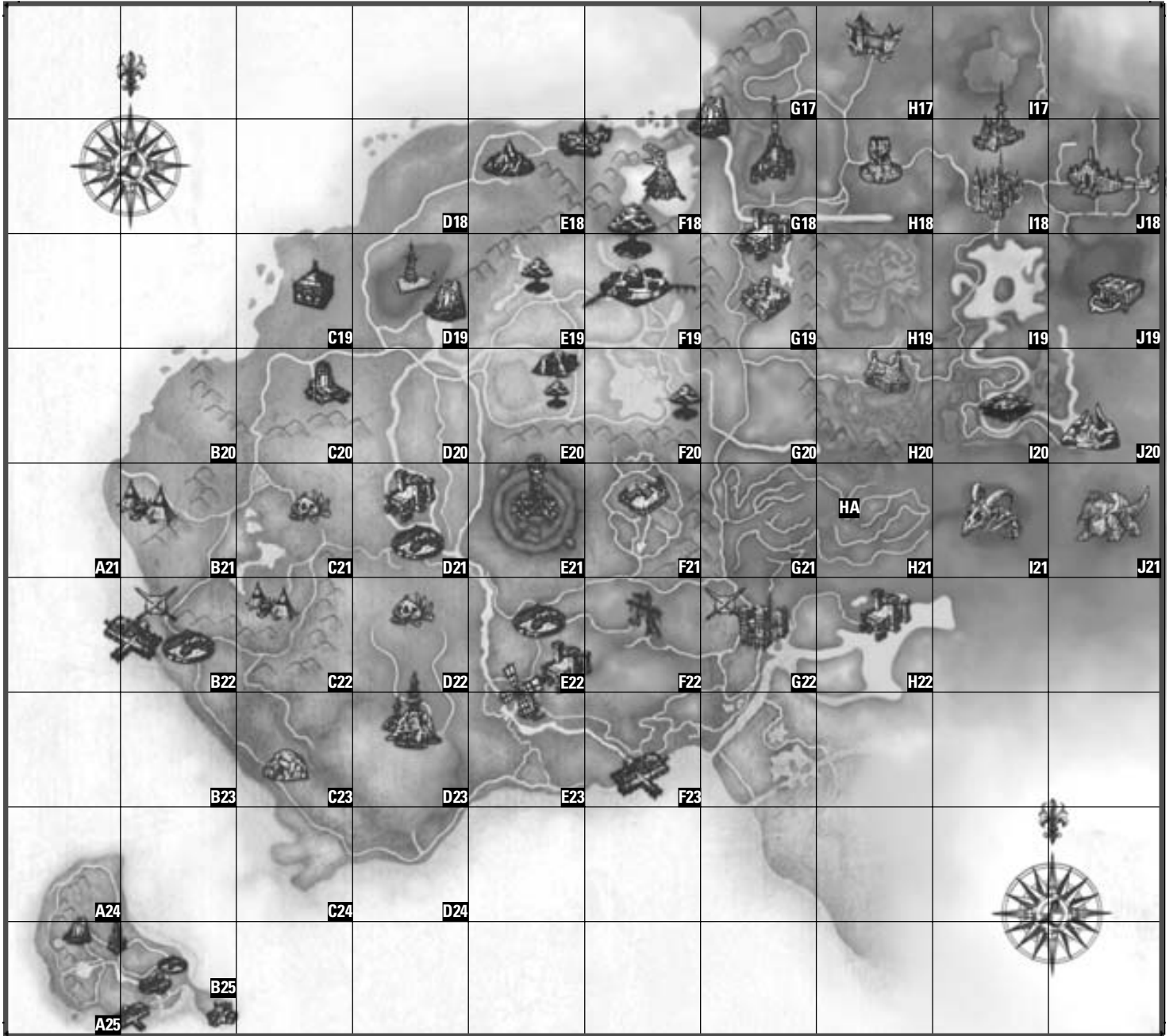
Not all town maps include all types of shops and other NPCs, but when you see the following keys on a map, here are in the starting villages, they each mean something specific:

- Ⓞ New Player Guide
- Ⓜ Jewelry Vendor
- Ⓜ Magic Vendor
- Ⓟ Pet Manager
- Ⓢ Smithy (Blacksmith)
- Ⓡ Teleport (Gatekeeper)
- Ⓦ Warehouse
- Ⓧ Weapons & Armor

## TRAVELING TIPS

- Your first step in the game should be to complete the map quest so that you'll be able to find your way around your local area. As you move into other towns, you can acquire maps for those areas as well.
- Traveling is expensive at lower levels, and it usually costs more to get back home than it does to leave in the first place.
- You can jump off of a ship or swim from shore and then use Escape Scrolls to restart in a different region (see map on p. 178). If you can increase your ability to survive underwater, this can be a relatively inexpensive way to travel.
- Ship travel is slow, but it gets you there. Make sure you buy the right color ship ticket from the wharf manager. If you buy the wrong ticket, you'll just teleport back to where you started.
- In most cases, you shouldn't strike out for new cities until your first profession quest. Many areas are meant for higher-level characters, and you don't want to die poor and alone in a strange place. Plus, you may not be able to find trainers in all cities.
- Some roads (but not all) are safe to run along. Keep in mind that taking off-road shortcuts can attract a train of aggressive enemies if you get too close to them!





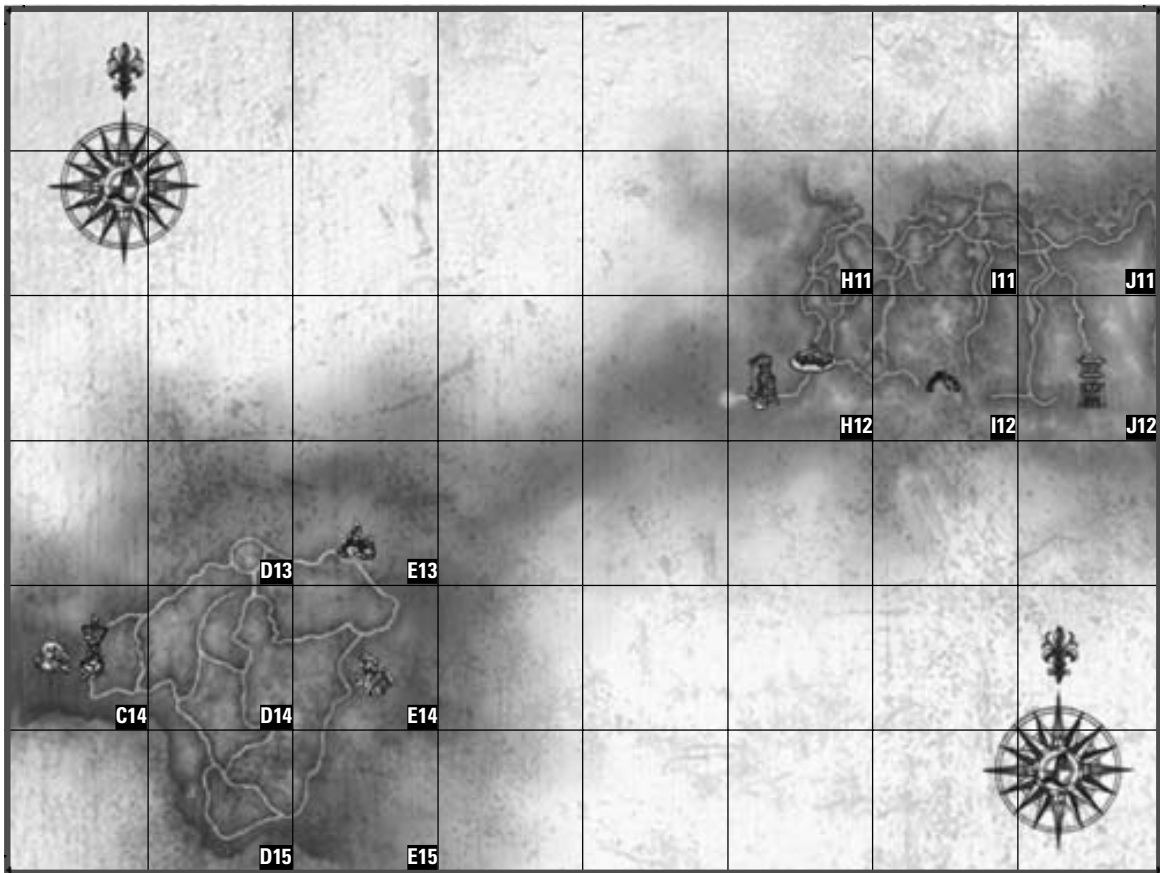
## Key

Key letters indicate a part of the zone (e.g., **C**entral, **N**orth) when there is more than one key feature in that zone.

Only zones that are active in Chronicle 1 are marked with a grid identification. A few features that are listed in the key are not currently accessible; if so, they're marked with "\*".

|                              |         |
|------------------------------|---------|
| Abandoned Camp               | C22     |
| Abandoned Coal Mines (Dw Dn) | I12     |
| Aden Castle Town             | I18 (S) |
| Aden Castle                  | I18 (N) |
| Altar of Rites               | C20     |
| Anghel Waterfall             | J20     |
| Ant Nest                     | D23 (N) |
| Antharas' Cave               | J21     |
| Antharas' Lair               | I21     |






|                                    |          |                                    |          |                                    |          |
|------------------------------------|----------|------------------------------------|----------|------------------------------------|----------|
| <i>Blazing Swamp</i>               | I17      | <i>Giran Castle Town</i>           | G22      | <i>Ruins of Despair</i>            | D22      |
| <i>Border Outpost</i>              | H17      | <i>Giran Castle</i>                | H22      | <i>Ruins of Sorrow (Agony)</i>     | C21 (C)  |
| <i>Cave of Trials (O Dn)</i>       | E14      | <i>Giran Harbor</i>                | F23      | <i>School of Dark Arts (DE Dn)</i> | C19      |
| <i>Cedric's Training Hall</i>      | B25 (SE) | <i>Gludin Harbor</i>               | B22 (W)  | <i>Sea of Spores</i>               | F18      |
| <i>Cemetery</i>                    | J18 (W)  | <i>Gludin Village</i>              | B22 (C)  | <i>Strip Mine</i>                  | H12 (W)  |
| <i>Cruma Tower</i>                 | E21      | <i>Gludio Castle Town</i>          | D21 (S)  | <i>Swampland</i>                   | D19      |
| <i>Dark Elven Village</i>          | E18 (N)  | <i>Gludio Castle</i>               | D21 (N)  | <i>Talking Island Harbor</i>       | B25 (SW) |
| <i>Death Pass</i>                  | G21 (W)  | <i>Grim Ruins (Ruins of Agony)</i> | C21 (C)  | <i>Talking Island Village</i>      | B25 (C)  |
| <i>Dion Castle Town</i>            | E22 (C)  | <i>Hardin's Academy</i>            | H21 (HA) | <i>Temple of Paagrio</i>           | C14 (W)  |
| <i>Dion Castle</i>                 | E22 (SE) | <i>Hunters' Village</i>            | H20      | <i>Temple of Shilen</i>            | E18 (NE) |
| <i>Dwarven Village</i>             | H12 (E)  | <i>Iris Lake</i>                   | F20      | <i>Tower of Insolence</i>          | H18      |
| <i>Einhovant's School of Magic</i> | B25 (S)  | <i>Ivory Tower</i>                 | G18      | <i>Valley of Dragons</i>           | G21-H21  |
| <i>Elven Fortress (E Dn)</i>       | E20      | <i>Mithril Mines (Dw Dn)</i>       | J12      | <i>Wasteland</i>                   | C23-D23  |
| <i>Elven Ruins (H Dn)</i>          | A25 (N)  | <i>Mother Tree Glade</i>           | F19 (N)  |                                    |          |
| <i>Elven Village</i>               | F19 (C)  | <i>Narsell Lake</i>                | I19      |                                    |          |
| <i>Enchanted Valley</i>            | H19      | <i>Obelisk of Victory</i>          | A25 (NE) |                                    |          |
| <i>Execution Ground</i>            | F22      | <i>Orc Barracks</i>                | B21      |                                    |          |
| <i>Fellmere Lake</i>               | C21 (SW) | <i>Frozen Waterfall</i>            | E13      |                                    |          |
| <i>Floran Village</i>              | E23      | <i>Orc Village</i>                 | C14 (E)  |                                    |          |
| <i>Forbidden Gateway</i>           | J18 (E)  | <i>Oren Castle Town</i>            | G19 (S)  |                                    |          |
| <i>Forest of Mirrors</i>           | I20      | <i>Oren Castle</i>                 | G19 (N)  |                                    |          |
| <i>Forgotten Temple</i>            | C23      | <i>Partisan Hideaway</i>           | F21      |                                    |          |
| <i>Giants' Cave</i>                | J19      | <i>Ruins of Agony</i>              | C21 (C)  |                                    |          |

These grid box labels are also used to roughly identify where you can find various creatures. Every creature has one or more locations listed in the *Creatures* chapter; those locations specify a grid box or a dungeon.



## TELEPORTING

Visit the gatekeeper in a town (keyed on each map as ) to teleport. Note that entrances to dungeons are free and therefore not listed here. All prices below are listed in adena.

### Aden (Gatekeeper Elisabeth)

|                  |        |
|------------------|--------|
| Ivory Tower      | 12,000 |
| Oren Castle Town | 13,000 |
| Hunters' Village | 11,000 |

### Dark Elven Village (Gatekeeper Jasmine)

|                                            |       |
|--------------------------------------------|-------|
| The Village of Gludio                      | 6,400 |
| The Town of Gludio                         | 3,700 |
| The Southern Part of the Dark Elven Forest | 1,100 |

### Dion (Gatekeeper Trisha)

|                    |       |
|--------------------|-------|
| The Town of Gludio | 4,100 |
| The Town of Giran  | 8,100 |
| Entrance to Giran  | 6,500 |

### Dwarven Village (Gatekeeper Wirphy)

|                       |       |
|-----------------------|-------|
| The Village of Gludio | 3,000 |
| The Northeast Coast   | 700   |

### Elven Village (Gatekeeper Mirabel)

|                       |       |
|-----------------------|-------|
| The Village of Gludio | 6,400 |
| The Town of Gludio    | 3,700 |

### Giran (Gatekeeper Clarissa)

|                          |        |
|--------------------------|--------|
| The Town of Dion         | 8,100  |
| Oren Castle Town         | 11,000 |
| Hunters' Village         | 9,400  |
| Entrance to Giran        | 6,300  |
| Hardin's Private Academy | 5,300  |

### Giran Harbor (Gatekeeper Angelina)

|                   |       |
|-------------------|-------|
| The Town of Giran | 6,300 |
| The Town of Dion  | 6,500 |

### Gludio (Gatekeeper Richlin)

|                                         |        |
|-----------------------------------------|--------|
| Talking Island Village                  | 18,000 |
| The Elven Village                       | 6,400  |
| The Dark Elven Village                  | 6,400  |
| The Town of Gludio                      | 2,900  |
| Orc Village                             | 6,000  |
| Dwarven Village                         | 6,000  |
| The Southern Entrance of the Wastelands | 2,400  |

### Gludio (Gatekeeper Bella)

|                        |       |
|------------------------|-------|
| The Elven Village      | 3,700 |
| The Dark Elven Village | 3,700 |
| The Village of Gludio  | 2,900 |
| The Town of Dion       | 4,100 |
| Orc Village            | 6,000 |
| Dwarven Village        | 6,000 |

### Hardin's Private Academy (Gatekeeper Minerva)

|                   |       |
|-------------------|-------|
| The Town of Giran | 5,300 |
| Oren Castle Town  | 7,300 |
| Hunters' Village  | 4,100 |

### Hunters' Village (Gatekeeper Esmeralda)

|                          |        |
|--------------------------|--------|
| The Town of Giran        | 9,400  |
| Oren Castle Town         | 4,900  |
| Ivory Tower              | 8,200  |
| Hardin's Private Academy | 4,100  |
| Aden Castle Town         | 11,000 |

### Ivory Tower (Gatekeeper Verona)

|                  |        |
|------------------|--------|
| Oren Castle Town | 4,400  |
| Hunters' Village | 8,200  |
| Aden Castle Town | 12,000 |

### Orc Village (Gatekeeper Tamil)

|                       |       |
|-----------------------|-------|
| The Village of Gludio | 3,000 |
|-----------------------|-------|

### Oren (Gatekeeper Valentina)

|                          |        |
|--------------------------|--------|
| The Town of Giran        | 11,000 |
| Ivory Tower              | 4,400  |
| Hunters' Village         | 4,900  |
| Hardin's Private Academy | 7,300  |
| Aden Castle Town         | 13,000 |

### Talking Island Village (Gatekeeper Roxxy)

|                       |        |
|-----------------------|--------|
| The Village of Gludio | 18,000 |
|-----------------------|--------|

## CUSTODIANS

Custodians look after clan houses. Among their services to house owners are teleports to various parts of the town (for free), and low-cost teleports to nearby hunting grounds and other key locations.

### Gludio (Custodians Bremmer, Calis, Horner, Ruben, Winker)

|                              |      |
|------------------------------|------|
| Village square or gates      | free |
| Entrance to Turek Orc Camp   | 500  |
| Entrance to Forgotten Temple | 500  |
| Entrance to the Wasteland    | 500  |
| Entrance to Abandoned Camp   | 500  |

### Gludio (Custodians Black, Boyer, Dillon, Tim)

|                                    |      |
|------------------------------------|------|
| Village square or gates            | free |
| Neutral Zone                       | 500  |
| Eastern Road toward Giran          | 500  |
| Western Road toward Gludio Village | 500  |

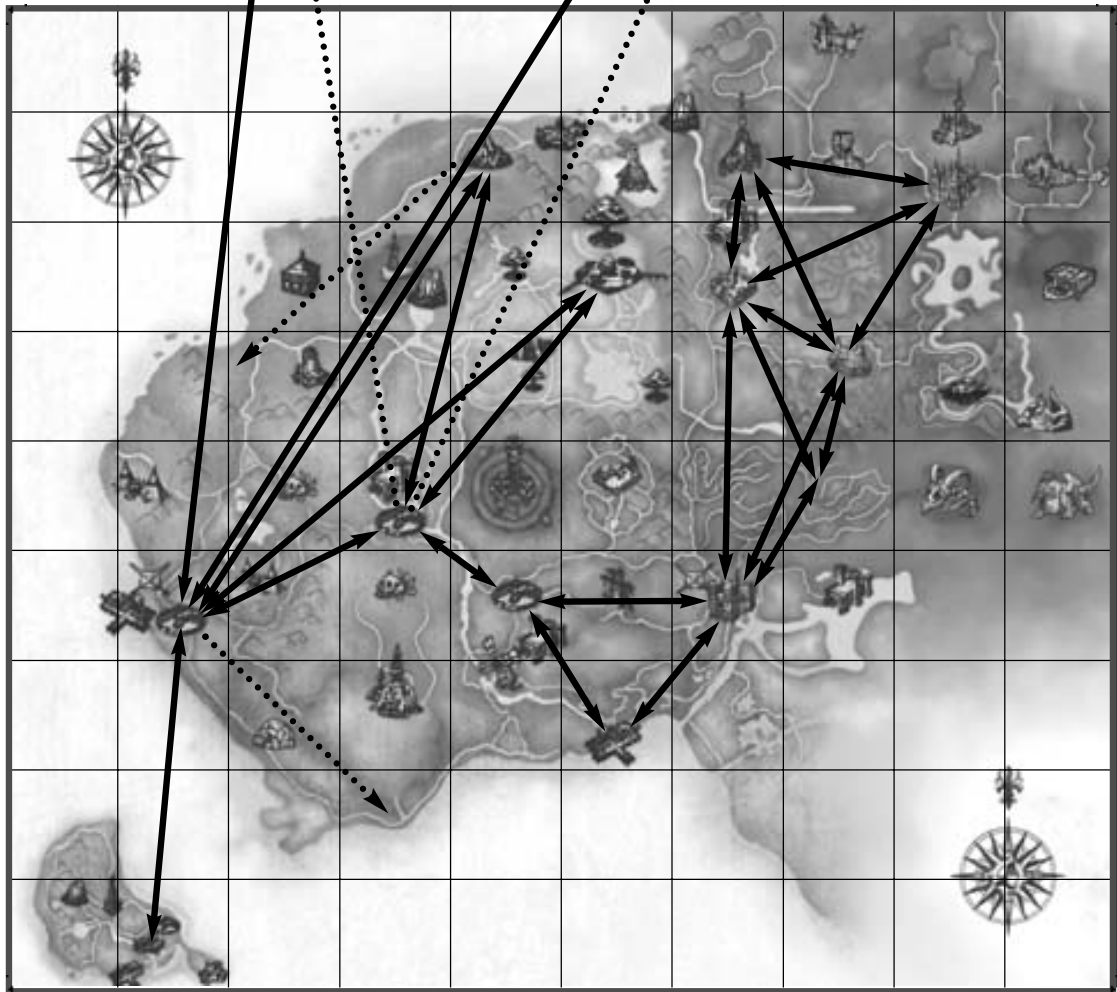
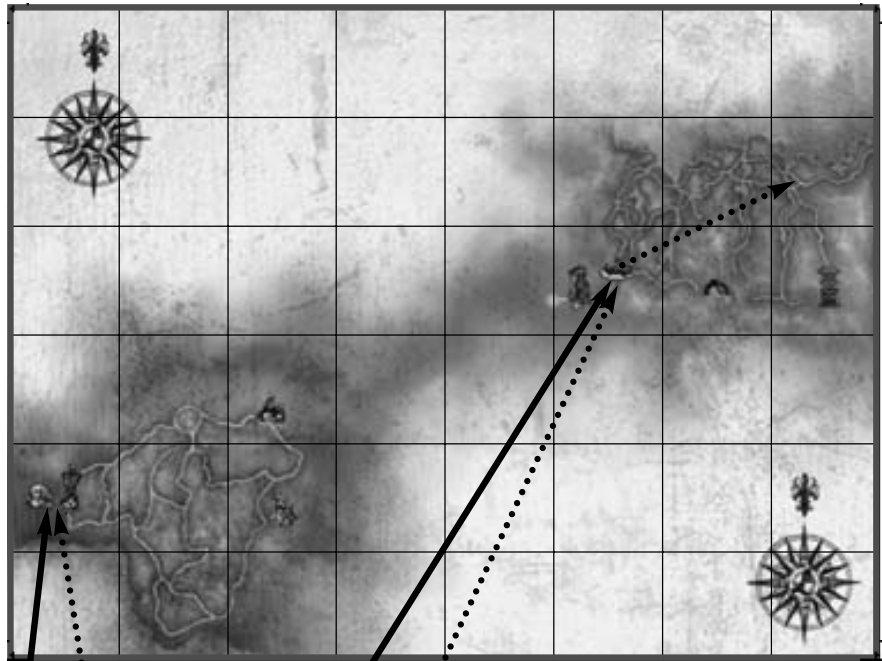
### Dion (Custodians Flynn, Ron, Seth)

|                               |      |
|-------------------------------|------|
| Village square or gates       | free |
| Entrance to Cruma Marshlands  | 500  |
| Entrance to Execution Ground  | 500  |
| Entrance to Partisan Hideaway | 500  |
| Entrance to Floran Village    | 500  |



*Solid black lines with two arrowheads are 2-way.*

*Dotted black lines with one arrowhead mark 1-way teleports; you can't get back the same way!*



## RESURRECTION & SCROLL OF ESCAPE DESTINATIONS

When you Return to Village after dying, or cast a Scroll of Escape, you reappear in the nearest town. But which town is that?

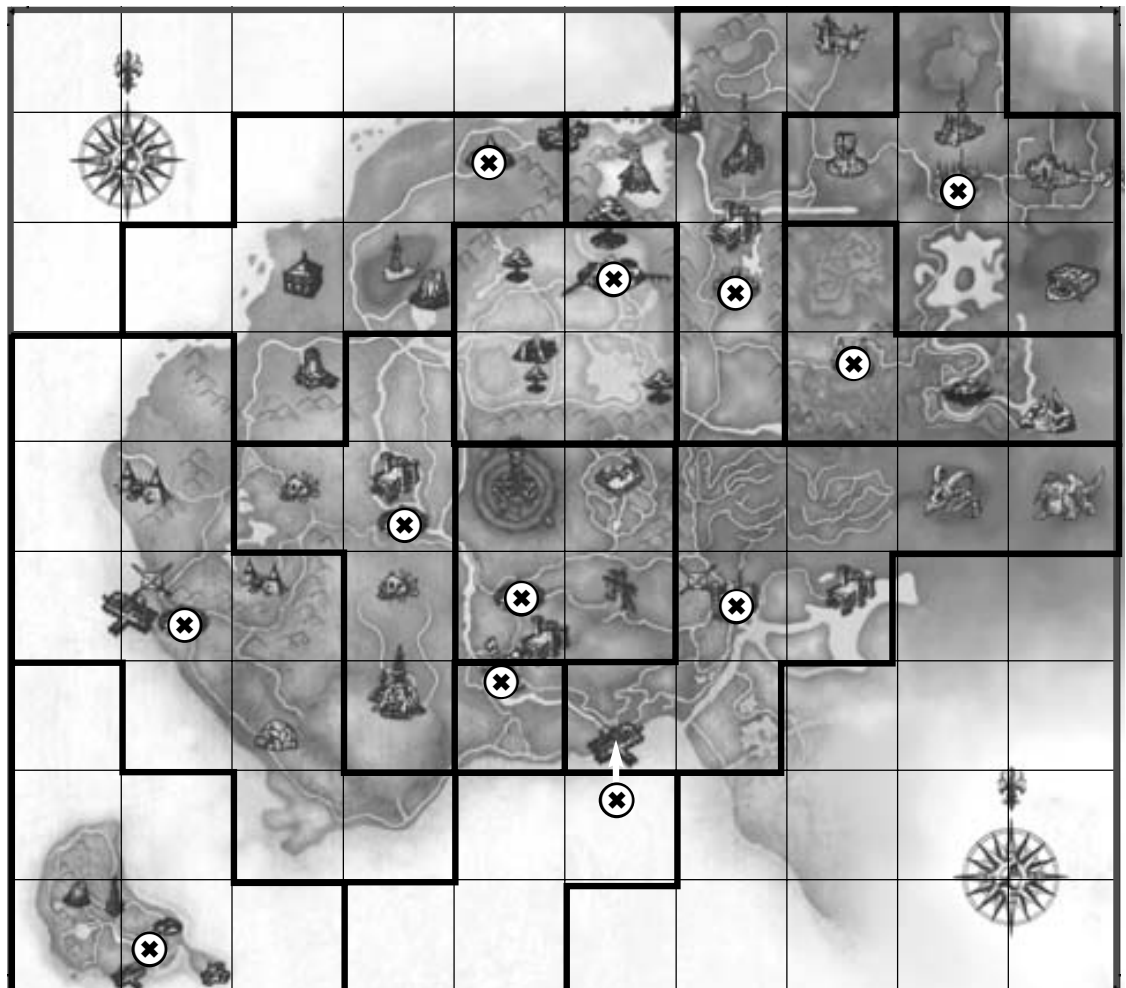
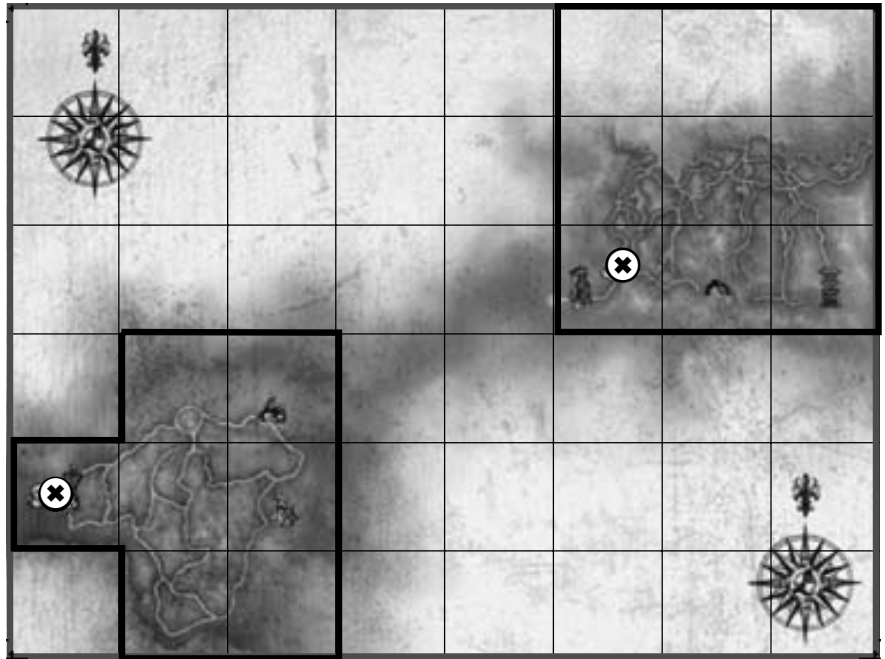
Heavy lines on the maps mark the territory for each "Return/Escape" town; the towns themselves are marked with a black X. High-karma characters arrive near town, not in it.

Make it a habit to know where you'd go with an Escape. A well timed Escape might save you several minutes' travel; a poorly

timed Escape might drop you in an even worse predicament than you escaped from.

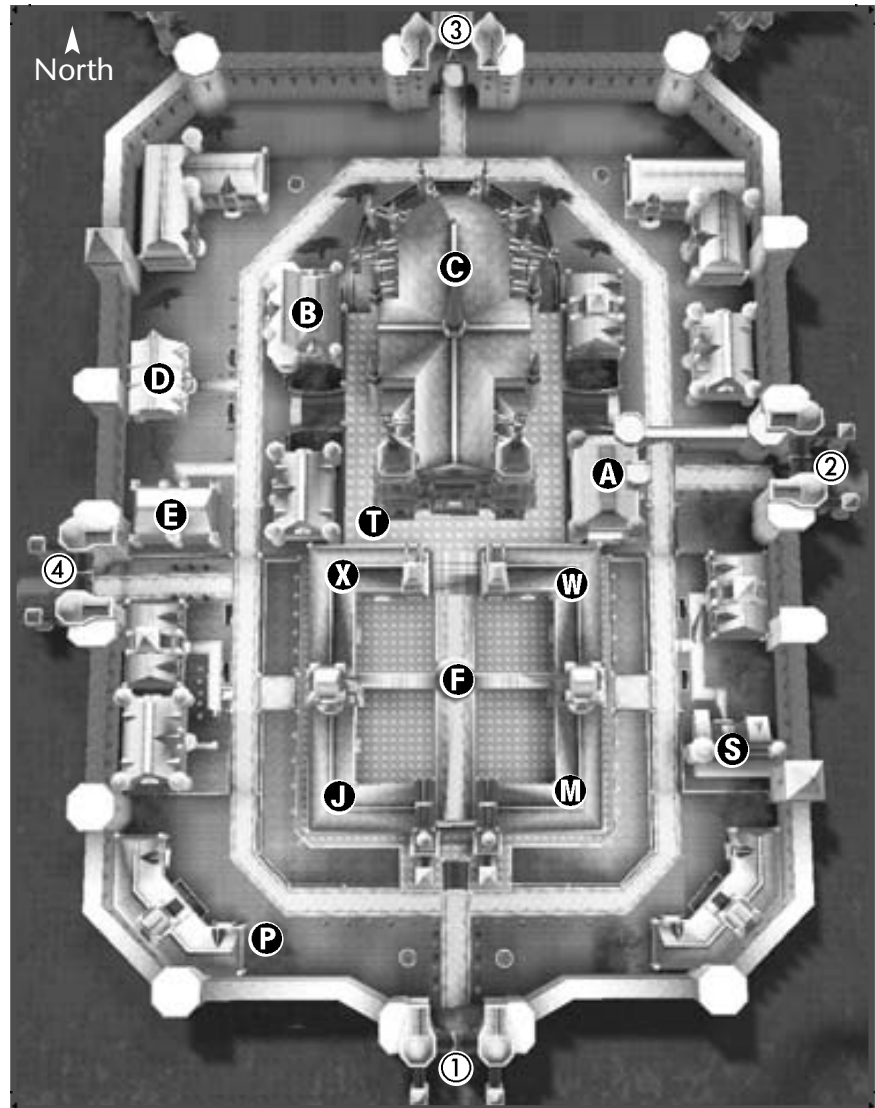
Note that a Return from the southern seas sends you to Giran Harbor.

Also remember that Elves and Dark Elves return to their own home town, rather than to the enemy's village, and that high-karma characters near Dion return to Floran instead.



## ADEN

- A** Grandmaster Sedrick  
Master Aiken  
(Human Fighter Trainer)  
Master Sidnen  
(Elf Fighter Trainer)  
Master Kendra  
(Human Fighter Trainer)  
Master Raien  
(Elf Fighter Trainer)
- B** Grandmagister Drikiyan  
Magister Desmond  
(Human Wizard Trainer)  
Magister Winonin  
(Elven Wizard Trainer)
- C** High Priest Orven  
Priest Ross  
(Human Healer Trainer)  
Priestess Flownia  
(Elf Healer Trainer)  
Priest Linette  
(Elf Healer Trainer)  
Priestess Vivian  
(Human Healer Trainer)
- D** Grandmaster Oltlin  
Master Ghest  
(Dark Elf Fighter Trainer)  
Magister Hanellin  
(Dark Elf Mystic Trainer)
- E** High Prefect Ladanza  
Prefect Marestella  
(Orc Fighter Trainer)  
Seer Reva  
(Orc Mystic Trainer)
- F** Sir Eric Rodemai
- J** Jewelry  
Trader Alexis  
Trader Carson
- M** Magic (Books)  
Trader Holly  
Trader Lorenzo
- P** Pet Manager Lemper

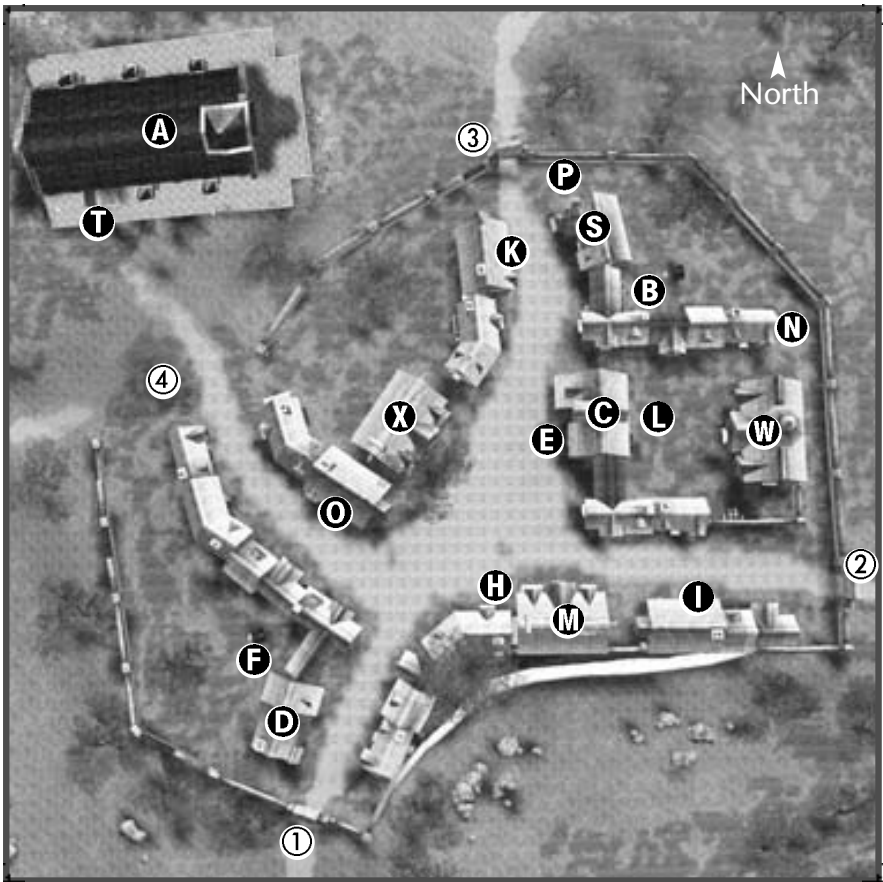


- S** Smithy  
Head Blacksmith Ferris  
Blacksmith Wilbert  
(Dwarf Artisan Trainer)
- T** Gatekeeper Elisabeth
- W** Warehouse  
Warehouse Chief Klump  
Freighter Romp  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Walderal  
(Dwarf Scavenger Trainer)
- X** Weapons & Armor  
Trader Woodrow  
Trader Woodley

- ① ➔ *Narsell Lake*  
Guard Conroy  
Guard Coleman
- ② ➔ *The Cemetery*  
Guard Grayson  
Guard Eastan
- ③ ➔ *Aden Castle*  
Captain Kurtis  
Guard Bret
- ④ ➔ *Ivory Tower*  
Guard Aldis  
Guard Carlton

## DION

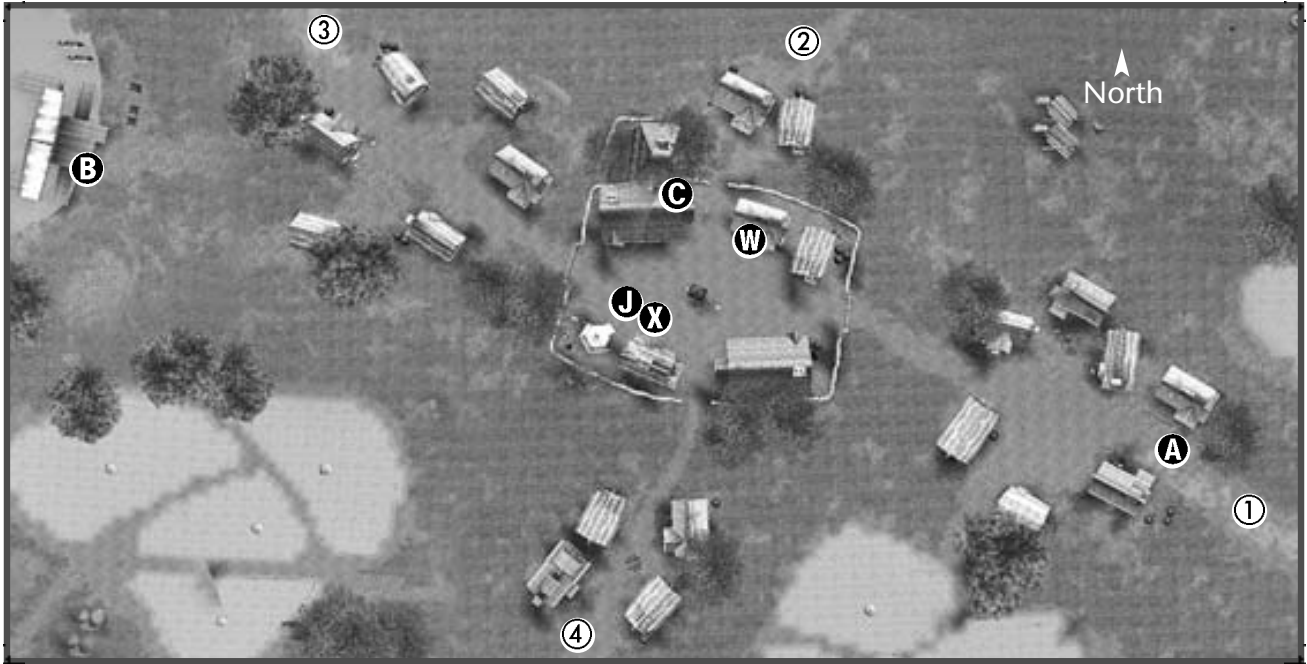
- A** High Priest Sylvain  
Bard Rukal  
Priestess Glyvka  
(Human Healer Trainer)  
Priest Sheffield  
(Elf Healer Trainer)  
Magister Mirien  
(Elf Wizard Trainer)  
Magister Rollant  
(Human Wizard Trainer)
- B** High Prefect Castor  
Gandi Chief Chianta  
Seer Somak  
(Orc Mystic Trainer)  
Prefect Dowki  
(Orc Fighter Trainer)
- C** Grand Master Pabris  
Master Terry  
(Human Fighter Trainer)  
Master Wandius  
(Elf Fighter Trainer)  
Master Arnelle  
(Human Fighter Trainer)  
Master Cardien  
(Elf Fighter Trainer)
- D** Grandmaster Tronix  
Master Ixia  
(Dark Elf Fighter Trainer)  
Magister Clayton  
(Dark Elf Mystic Trainer)  
Sir Kiel Nighthawk
- E** Mercenary Sophia
- F** Mercenary Redfoot
- H** Guildsman Morgan  
Auctioneer
- I** Custodian Seth  
Custodian Jabilo  
Emilly
- K** Custodian Flynn  
Custodian Jamal
- L** Kash



- M** Magic  
Trader Sonia (Books & Jewelry)  
Trader Lara (Books & Jewelry)  
Maria
- N** Mason
- O** Custodian Ron  
Custodian Borna
- P** Pet Manager Waters
- S** Smithy  
Head Blacksmith Opix  
Blacksmith Poitan  
(Dwarf Artisan Trainer)
- T** Gatekeeper Trisha
- W** Warehouse Chief Ranspo  
Warehouse Keeper Aldo  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Holvas  
(Dwarf Scavenger Trainer)  
Jonas

- X** Weapons & Armor  
Trader Sabrin  
Trader Casey
- ① ➔ *Dion Castle, Floran*  
Captain Lucas  
Guard Metty
- ② ➔ *Execution Grounds, Giran*  
Guard Bright  
Guard Herven
- ③ ➔ *Cruma Tower, Execution Grounds*  
Guard Xaber  
Guard Liam
- ④ ➔ *Gludio*  
Guard Harlan  
Guard Jacob

# FLORAN

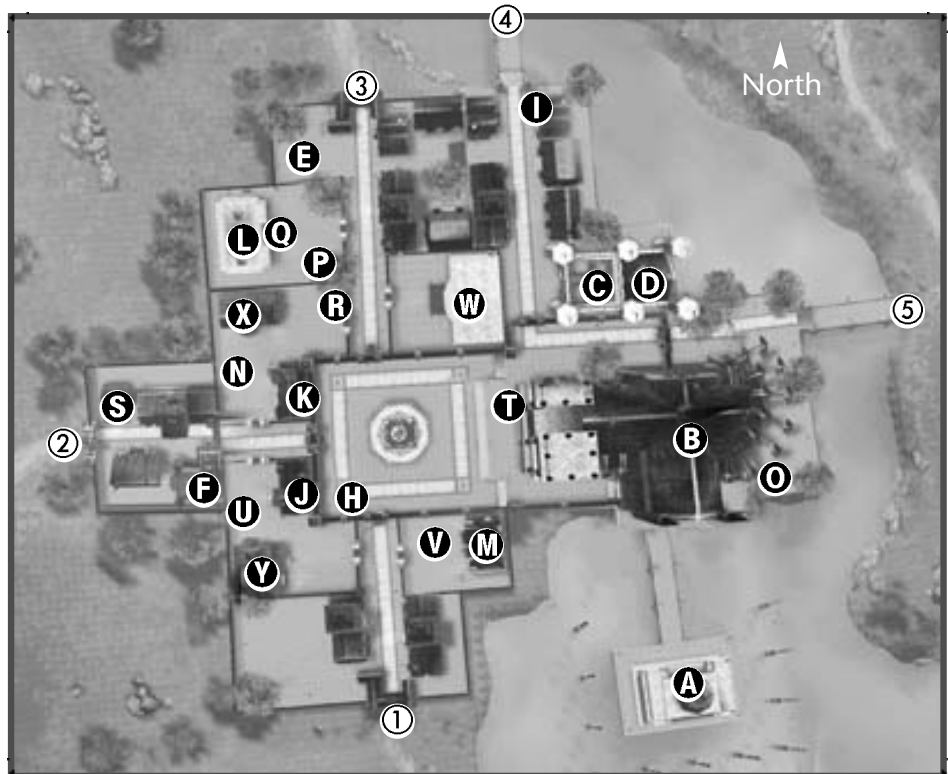


- A** Alex
- B** Fisherman Evert
- C** Astrologer Creta
- J X** Jewelry / Weapons & Armor  
Grocer Pano (Sells to Chaotic)
- W** Warehouse Freightman Barder
- ① → *Giran Harbor*
- ② → *Dion Castle, Dion*
- ③ → *Wasteland*
- ④ → *Wasteland*



## GIRAN

- A** Grand Magister Jurek  
Magisters Iker, Dieter, Roa  
(Human Wizard Trainers)  
Magisters Maurius, Juris  
(Elf Wizard Trainers)
- B** High Priest Maximilian  
Priests Dustin, Pupina,  
Prim  
(Human Healer Trainers)  
Priests Bandellos, Isabellin  
(Elf Healer Trainer)
- C** Master Macken  
(Human Fighter Trainer)  
Sir Kristof Rodemai
- D** Grand Master Hannavalt  
Master Genwitter  
(Human Fighter Trainer)  
Master Dufner  
(Human Fighter Trainer)  
Master Goldian  
(Elf Fighter Trainer)  
Master Rosheria  
(Elf Fighter Trainer)
- E** High Prefect Penatus  
Seer Manakia  
(Orc Mystic Trainer)  
Prefect Vokian  
(Orc Fighter Trainer)
- F** Grand Master Angus  
Master Stapin  
(Dark Elf Fighter Trainer)  
Magister Kaira  
(Dark Elf Mystic Trainer)
- H** Gabrielle
- I** Martien
- J** Jewelry  
Jewelers Sandra, Ellie
- K** Jewelry & Other Items  
Grocers Helvetia, Denkus



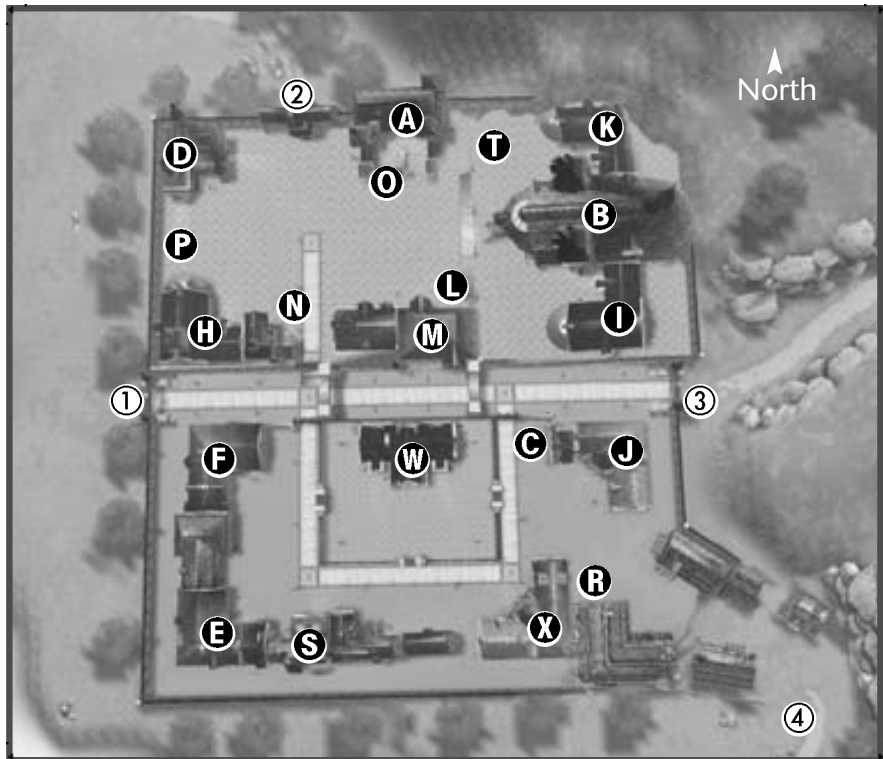
- L** High-End Shop (Crystal\$)  
Trader Galladucci  
Trader Alexandria
- M** Magic (Books) & Eqpt.  
Magic Traders Groot, Gentler
- N** Veteran Ascalon
- O** Brother Metheus
- P** Pet Manager Cooper
- Q** Warehouse Keeper Pochi
- R** Warehouse Keeper Taurin
- S** Smithy  
Head Blacksmith Kusto  
Blacksmiths Pushkin, Rubio  
(Dwarf Artisan Trainer)
- T** Gatekeeper Clarissa
- U** Warehouse Keeper Collob
- V** Warehouse Keeper Randolph

- W** Warehouse  
Warehouse Chief Gesto  
Warehouse Keeper Valkon  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Parman  
(Dwarf Scavenger Trainer)
- X** Weapons Trader Graham  
Weapons Trader Stanford
- Y** Armor Trader Peta  
Armor Trader Radia
- ① ➔ *Giran Harbor*  
Captain Jeronin  
Guard Blane
- ② ➔ *Execution Grounds*  
Guard Kurt  
Sir Ortho Lancer
- ③ ➔ *Northwest Roads*  
Guards Vesa, Zerome
- ④ ➔ *Valley of Dragons*  
Guards Rath, Belton
- ⑤ ➔ *Giran Castle*  
Guards Atanas, Reikin



# GLUDIN

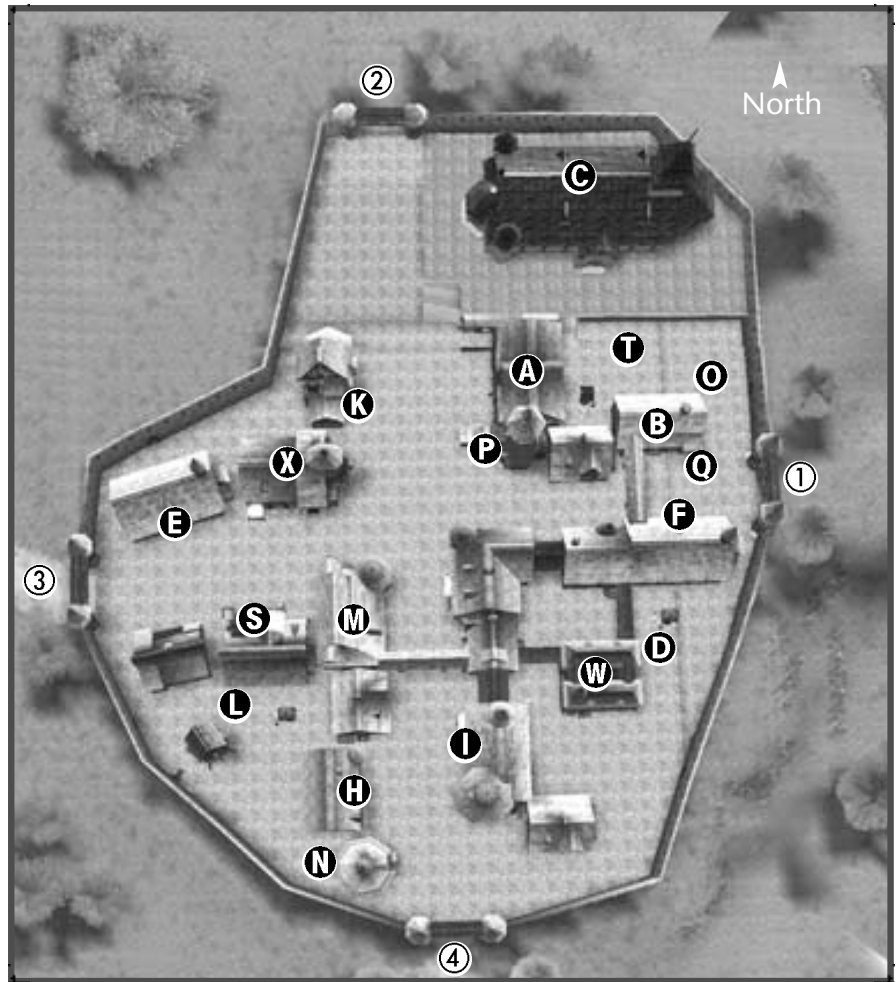
- A** Grand Master Ramos  
Master Auron  
(Human Fighter Trainer)  
Master Celma  
(Human Fighter Trainer)  
Master Baenedes  
(Elf Fighter Trainer)  
Master Rhodiell  
(Elf Fighter Trainer)
- B** High Priestess Levian  
Priest Adonius  
(Elf Healer Trainer)  
Priest Zigaunt  
(Human Healer Trainer)  
Magister Iris  
(Human Mystic Trainer)  
Magister Nell  
(Elf Mystic Trainer)  
Parina
- C** High Prefect Osborn  
Seer Umos  
(Orc Mystic Trainer)  
Prefect Kasman  
(Orc Fighter Trainer)
- D** Abyssal Celebrant Kalinta  
Master Estella  
(Dark Elf Fighter Trainer)  
Grand Master Xenos  
Magister Talbot  
(Dark Elf Mystic Trainer)
- E** Custodians Winker, Merton
- F** Custodians Kogan, Calis
- H** Custodians Faolan, Bremmer
- I** Custodians Amiel, Horner
- J** Jewelry & Items  
Trader Poesia  
Trader Nestle
- K** Custodians Luce, Ruben



- L** Auctioneer
  - M** Magic (Books)  
Trader Asha  
Trader Colleen  
High Summoner Galatea
  - N** Neti
  - O** Sir Klaus Vasper
  - P** Pet Manager Martin
  - R** Leopold
  - S** Smithy  
Head Blacksmith Tapoy  
Blacksmith Kluto  
(Dwarf Artisan Trainer)
  - T** Gatekeeper Richlin
  - W** Warehouse  
Warehouse Chief Moke  
Warehouse Keeper Norman  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Raut  
(Dwarf Scavenger Trainer)
  - X** Weapons & Armor  
Trader Arodin (Weapons)  
Trader Damion (Armor)
- ① ➔ *Gludin Harbor*  
Captain Bezique  
Guard Plink
  - ② ➔ *Arena, Orc Barracks*  
Guard Leikan  
Guard Scott
  - ③ ➔ *Abandoned Camp*  
Guard Linus  
Guard Alvah
  - ④ ➔ *Forgotten Temple*  
Guard Weisz  
Guard Luis

## GLUDIO

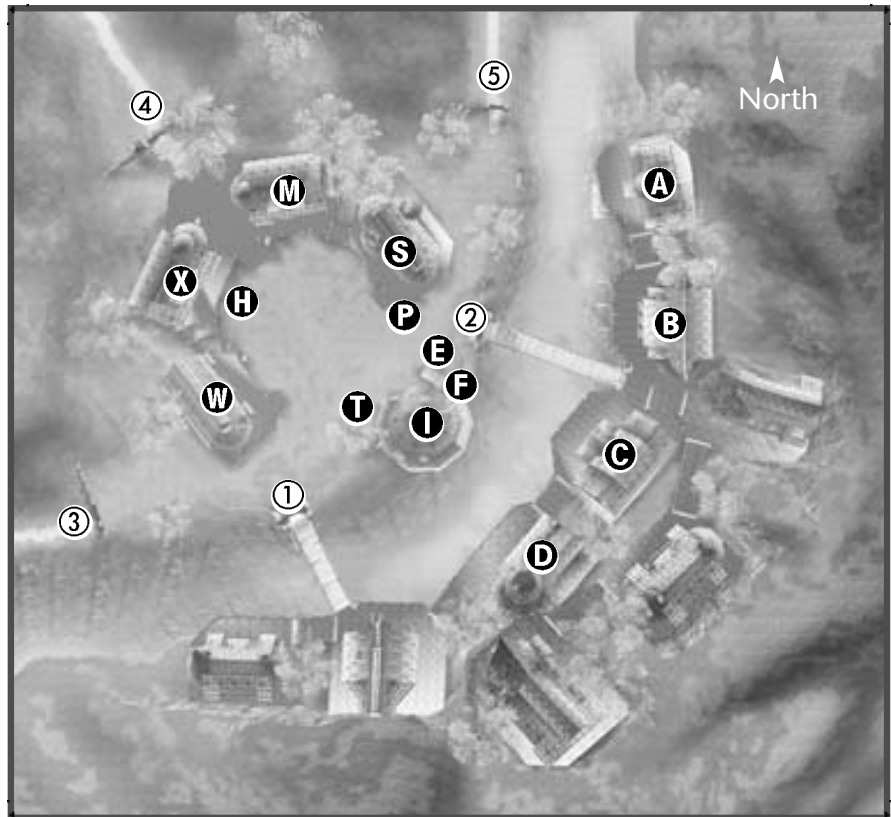
- A** Grand Master Rains  
Masters Audiberti, Leona  
(Human Fighter Trainers)  
Masters Sorius, Reisa  
(Elf Fighter Trainers)
- B** Grand Master Tobias  
Master Virgil  
(Dark Elf Fighter Trainer)  
Magister Sidra  
(Dark Elf Mystic Trainer)  
Triskel
- C** High Priest Raymond  
Priestess Vivyan  
(Human Healer Trainer)  
Magister Ramoniell  
(Elf Wizard Trainer)  
Magister Rohmer  
(Human Wizard Trainer)  
Priest Manuel  
(Elf Healer Trainer)
- D** High Prefect Drikus  
Seer Racoy  
(Orc Mystic Trainer)  
Prefect Buka  
(Orc Fighter Trainer)
- E** Custodian Renny  
Custodian Black
- F** Custodian Latif  
Custodian Dillon
- H** Custodian Baback  
Custodian Boyer
- I** Custodian Loring  
Custodian Tim
- K** Auctioneer
- L** Drunkard Borys
- M** Magic  
Trader Harmony (Spellbooks)  
Trader Varen (Jewelry & Items)
- N** Samed



- O** Varsak
  - P** Pet Manager Lundy
  - Q** Triskel
  - S** Smithy  
Head Blacksmith Mendio  
Blacksmith Pinter  
(Dwarf Artisan Trainer)
  - T** Gatekeeper Bella
  - W** Warehouse  
Warehouse Chief Rikadio  
Warehouse Keeper Haprock  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Ballin  
(Dwarf Scavenger Trainer)
  - X** Weapons & Armor  
Traders Simplon, Sydnia
- ① ➔ Northern Road, Cruma  
Guard Moretti  
Guard Melville
  - ② ➔ Gludio Castle  
Captain Bathis  
Guard Thoma
  - ③ ➔ Ruins of Agony  
Guard Praga  
Guard Babenco
  - ④ ➔ Dion  
Guard Brynn  
Guard Curtis

# HUNTERS' VILLAGE

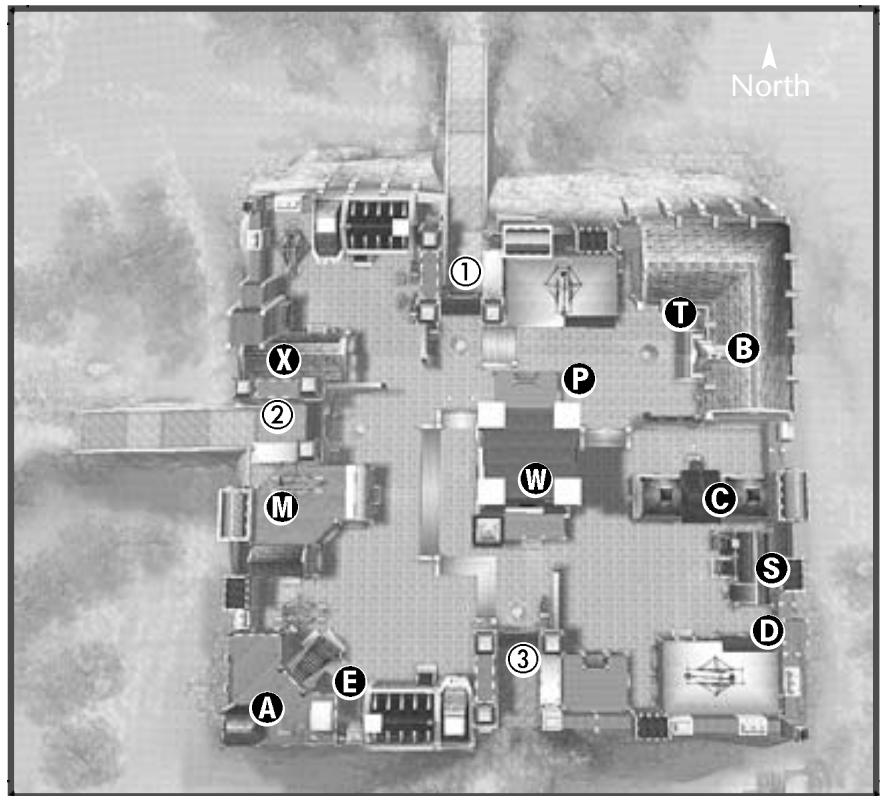
- A** High Prefect Garvarentz  
Prefect Chakiris (Orc Fighter Trainer)  
Seer Lazenby (Orc Mystic Trainer)
- B** Grand Master Medown  
Master Prestan (Dark Elf Fighter Trainer)  
Magister Errickin (Dark Elf Mystic Trainer)
- C** Grand Master Siria  
Master Luther (Human Fighter Trainer)  
Master Aren Atebalt (Human Fighter Trainer)  
Master Stedmiel (Elf Fighter Trainer)  
Master Queenien (Elf Fighter Trainer)
- D** Grandmagister Scaide  
Magister Moses (Human Wizard Trainer)  
Magister Page (Human Wizard Trainer)  
Magister Videlrien (Elf Wizard Trainer)  
Magister Evelyn (Elf Wizard Trainer)
- E** Wiseman Cronos
- F** Union Member Grey
- H** Isael Silvershadow  
Union Member Tor
- I** Union President Bernard  
Union Member Colin
- M** Magic  
Trader Garette (Spellbooks)  
Trader Hally (Jewelry)  
Cybellin



- P** Pet Manager Nelson
- S** Smithy  
Head Blacksmith Vergara  
Blacksmith Duning (Dwarf Artisan Trainer)  
Balthazar
- T** Gatekeeper Esmeralda
- W** Warehouse  
Warehouse Chief Baxt  
Warehouse Keeper Sorint (Dwarf Scavenger Trainer)  
Warehouse Keeper Silva (Dwarf Scavenger Trainer)
- X** Weapons & Armor  
Trader Edroc (Weapons)  
Trader Victor (Armor)
- 1** Captain Raigen
- 2** Guard Nasign
- 3** ➔ *Oren*  
Guard Norton  
Guard Wesley
- 4** ➔ *The Enchanted Valley*  
Guard Byron  
Guard Makhis
- 5** ➔ *The Forest of Mirrors*  
Guard Gardner  
Guard Paros

## OREN

- A** Grand Master Klaus Blackbird  
Master Taniac Blackbird  
(Human Fighter Trainer)  
Master Rigol  
Human Fighter Trainer  
Masters Bhan, Roameria  
(Elf Fighter Trainers)  
Duelist Kaien
- B** High Priest Hollint  
Priests Vadin, Phanovia  
(Human Healer Trainers)  
Priests Rovia, Egnos  
(Elf Healer Trainers)  
Cardinel Seresin
- C** Grand Master Brecon  
Master Darya  
(Dark Elf Fighter Trainer)  
Master Gideon  
(Dark Elf Mystic Trainer)
- D** High Prefect Kaira  
Prefect Daunt  
(Orc Fighter Trainer)  
Seer Pekiron  
(Orc Mystic Trainer)  
Dudamara Chief Takuna
- E** Sir Gustav Athebaldt
- M** Magic  
Trader Sara (Jewelry)  
Trader Galibredo (Spellbooks)
- P** Pet Manager Joey
- S** Smithy  
Head Blacksmith Flutter  
Blacksmith Helton  
(Dwarf Artisan Trainer)
- T** Gatekeeper Valentina



- W** Warehouse  
Warehouse Chief Croop  
Warehouse Freightman Cliff  
(Dwarf Scavenger Trainer)  
Warehouse Keeper Hagger  
(Dwarf Scavenger Trainer)
- X** Weapons & Armor  
Trader Zenkin (Weapons)  
Trader Raudia (Armor)
- 1** ➔ *Oren Castle, Ivory Tower*  
Guard Hector  
Captain Mouen
- 2** ➔ *Death Pass, Hunters' Village, Valley of Dragons*  
Guard Yates  
Guard Jerin
- 3** ➔ *Death Pass, Hunters' Village, Valley of Dragons*  
Guard Pinaps  
Guard Stan



## IVORY TOWER

The floors of Ivory Tower are roughly circular, with every one on a floor easily visible. These are the occupants of each floor.

### UNDERGROUND

Gatekeeper Karin  
Warehouse Keeper Marty  
Warehouse Keeper Radic  
Trader Ian (Mystic Armor)  
Trader Rex (Mystic Weapons)  
Magic Trader Wesley (Spellbooks)  
Trader Ralford (Jewelry & Items)

### 1ST FLOOR

Gatekeeper Verona (to outside)  
Captain Roy  
Guards Tavillian, Tebose, Yening

### 2ND FLOOR

Gatekeeper Cecile  
Grand Magister Valleria  
Magisters Galios, Marina  
(Human Wizard Trainers)

### 3ND FLOOR

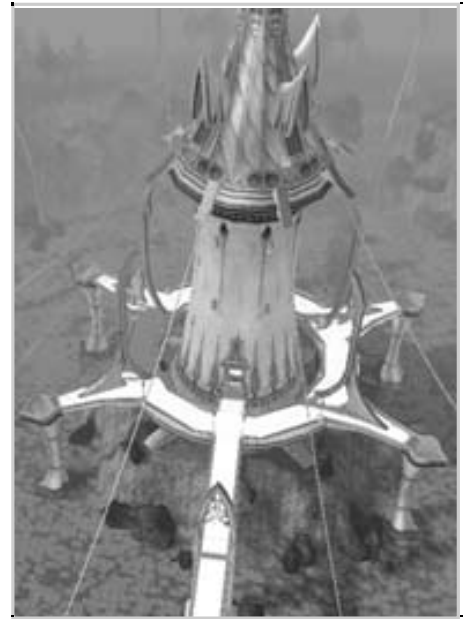
Gatekeeper Mariel  
Grand Magister Arkenias  
Magisters Joan, Gauen  
(Elf Wizard Trainers)

### 4TH FLOOR

Gatekeeper Merian  
Grand Magister Karmiell  
Magisters Kaiena, Ladd  
(Dark Elf Mystic Trainers)

To the South ➔ *Oren Castle,  
Town of Oren*

To the East ➔ *Tower of Insolence*



## ANT NEST

With three entrances and a labyrinth of dead ends and loops, the Ant Nest is the most difficult to navigate of all the caves in Aden. This does not make it a bad huntspot, though, as many EXP and drop hunters will tell you. This is one of the few places to get Scrolls of Enchant Weapon: D Grade, and also a good place to hunt for Scrolls of Enchant Armor: D Grade.

**Appropriate Levels.** 29-40

**Nearest Towns.** Gludio, Gludin

**Good Locations.** If you come in from the south entrance, you will notice that the two second rooms are circular, with an island in the middle. These make for a good spot because, (a) you have a circle set up for you to camp and (b) the island prevents monsters from the other side from attacking you before

you are ready. Both the 28, 29, 30 and the 36, 75, 76 circles are suitable for a duo at Level 31 or 32 (or a larger party depending on levels).

**What Monsters Help.** All the ants help each other!

**What Monsters Aggro.** Ant Captain, Ant Soldier, Ant Warrior Captain, Noble Ant Leader, Guard Ant

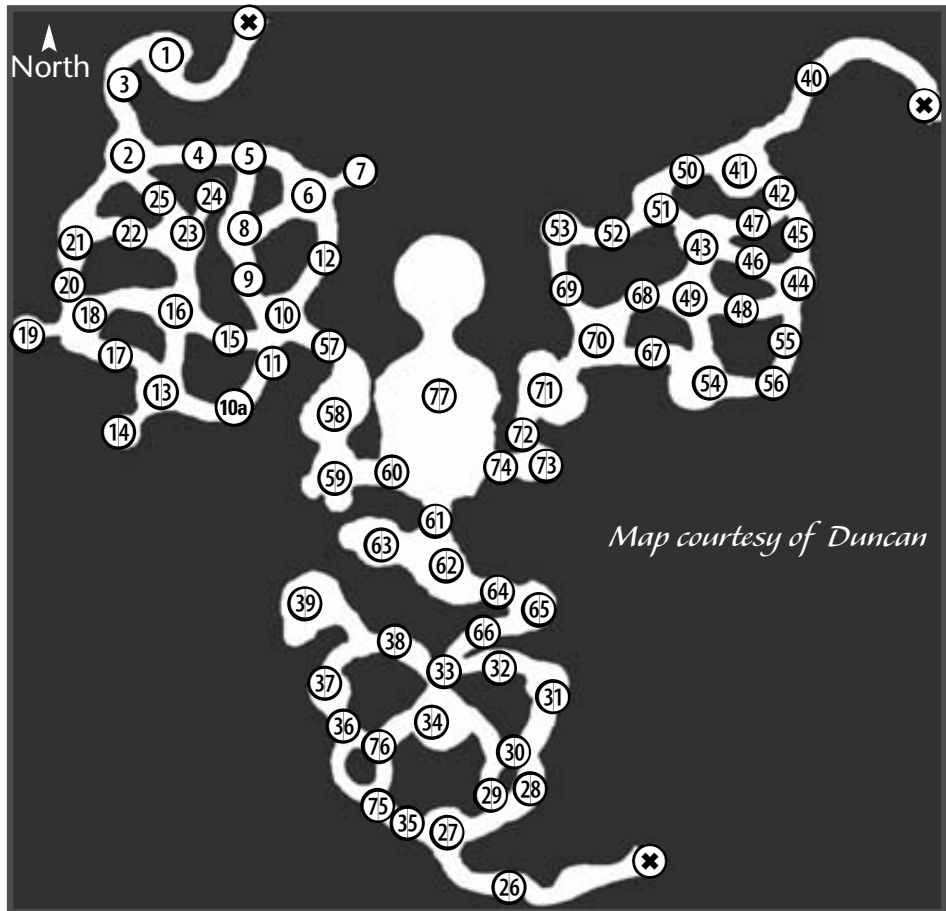
**Boss.** "She's only 43, how hard can she be?"  
—David, on the Ant Queen

The Ant Queen is one of the hardest bosses, not because of her attack power or HP, but because of her minions. The Royal Ant Guards are constantly spawning and helping her attack any boss-hunters, but the the Nurse Ants are worse. The Nurse Ants spawn every 5 seconds after they are killed, and constantly battle heal the queen. (cont. on p. 189)



## ANT NEST

- ❶ 4 Ant (31)  
5 Ant Larva (29)
- ❷ 4 Ant (31)  
3 Ant Captain (31)\*  
4 Ant Larva (29)
- ❸ 1 Ant (31)  
2 Ant Larva (29)
- ❹ 4 Ant (31)
- ❺ 3 Ant (31)  
3 Ant Captain (31)\*
- ❻ 3 Ant Patrol (34)  
4 Ant Recruit (33)  
3 Ant Warr. Cpt. (36)\*
- ❼ 3 Ant Larva (29)
- ❽ 2 Ant (31)  
3 Ant Captain (31)\*  
3 Ant Overseer (32)
- ❾ 1 Ant Guard (35)  
1 Ant Soldier (35)\*
- ❿ 4 Ant Guard (35)  
3 Ant Soldier (35)\*  
3 Ant Warr. Cpt. (36)\*  
1 Ant Guard (35)  
1 Ant Soldier (35)\*
- ⓫ 2 Ant Guard (35)  
2 Ant Soldier (35)\*
- ⓬ 2 Ant Guard (35)  
2 Ant Soldier (35)\*
- ⓭ 3 Ant Patrol (34)  
4 Ant Recruit (33)  
3 Ant Soldier (35)\*
- ⓮ 3 Ant Larva (29)
- ⓯ 2 Ant Guard (35)  
1 Ant Soldier (35)\*
- ⓰ 4 Ant Guard (35)  
4 Ant Patrol (34)  
4 Ant Warr. Cpt. (36)\*
- ⓱ 2 Ant Guard (35)  
1 Ant Soldier (35)\*
- ⓲ 3 Ant (31)  
3 Ant Captain (31)\*  
3 Ant Overseer (32)
- ⓳ 3 Ant Larva (29)



*Map courtesy of Duncan*

- ⓴ 2 Ant Captain (31)\*  
1 Ant Overseer (32)
- ⓵ 5 Ant (31)  
4 Ant Captain (31)\*
- ⓶ 3 Ant (31)
- ⓷ 4 Ant (31)  
3 Ant Captain (31)\*  
3 Ant Overseer (32)
- ⓸ 3 Ant Larva (29)
- ⓹ 3 Ant (31)
- ⓺ 1 Ant (31)  
2 Ant Larva (29)
- ⓻ 2 Ant (31)  
2 Ant Captain (31)\*  
3 Ant Larva (29)
- ⓼ 2 Ant Captain (31)\*  
3 Ant Overseer (32)
- ⓽ 1 Ant Captain (31)\*  
1 Ant Overseer (32)

- ⓿ 2 Ant (31)  
1 Ant Captain (31)\*
- ⓫⓪ 2 Ant Patrol (34)  
3 Ant Recruit (33)  
2 Ant Warr. Cpt. (36)\*
- ⓫⓫ 2 Ant Guard (35)  
1 Ant Soldier (35)\*
- ⓫⓬ 1 Ant Guard (35)
- ⓫⓭ 5 Ant Guard (35)  
4 Ant Soldier (35)\*  
4 Ant Warr. Cpt. (36)\*
- ⓫⓮ 2 Ant (31)
- ⓫⓯ 1 Ant (31)  
1 Ant Overseer (32)
- ⓫⓰ 2 Ant Patrol (34)  
3 Ant Recruit (33)  
2 Ant Warr. Cpt. (36)\*
- ⓫⓱ 2 Ant Guard (35)  
1 Ant Soldier (35)\*

- ⓫⓲ 3 Ant Guard (35)  
3 Ant Patrol (34)  
4 Ant Recruit (33)  
3 Ant Warrior Captain (36)\*
- ⓫⓳ 2 Ant (31)  
2 Ant Larva (29)
- ⓫⓴ 4 Ant (31)  
4 Ant Captain (31)\*  
4 Ant Larva (29)
- ⓫⓵ 2 Ant Captain (31)\*  
2 Ant Overseer (32)
- ⓫⓶ 4 Ant (31)  
3 Ant Captain (31)\*  
3 Ant Overseer (32)
- ⓫⓷ 3 Ant (31)  
3 Ant Captain (31)\*  
2 Ant Overseer (32)
- ⓫⓸ 2 Ant (31)
- ⓫⓹ 2 Ant (31)
- ⓫⓺ 2 Ant (31)

- |    |                                                                                          |                                                                                                      |                                                                      |                                                                                       |
|----|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 48 | 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                                               | 3 Ant Soldier (35)*<br>2 Ant Warr. Cpt. (36)*                                                        | 4 Noble Ant Ldr. (38)*<br>5 Ant Soldier (35)*                        | 3 Ant Warr. Cpt. (36)*<br>3 Noble Ant (37)                                            |
| 49 | 3 Ant Guard (35)<br>3 Ant Soldier (35)*<br>3 Ant Warr. Cpt. (36)*                        | 55 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                                                        | 4 Noble Ant (37)<br>4 Noble Ant Ldr. (38)*                           | 4 Noble Ant Ldr. (38)*<br>71 4 Ant Soldier (35)*                                      |
| 50 | 2 Ant (31)                                                                               | 56 1 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                                                        | 64 1 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                        | 72 4 Noble Ant Ldr. (38)*<br>73 3 Ant Soldier (35)*                                   |
| 51 | 3 Ant (31)<br>2 Ant Captain (31)*<br>3 Ant Overseer (32)                                 | 57 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                                                        | 65 4 Ant Guard (35)<br>4 Ant Soldier (35)*<br>3 Ant Warr. Cpt. (36)* | 2 Noble Ant (37)<br>2 Noble Ant Ldr. (38)*<br>74 2 Noble Ant Ldr. (38)*               |
| 52 | 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                                               | 58 4 Ant Soldier (35)*<br>5 Noble Ant (37)<br>5 Noble Ant Ldr. (38)*                                 | 66 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                        | 75 2 Ant (31)<br>2 Ant Captain (31)*                                                  |
| 53 | 1 Ant Patrol (34)<br>1 Ant Recruit (33)<br>2 Ant Soldier (35)*<br>2 Ant Warr. Cpt. (36)* | 59 4 Ant Soldier (35)*<br>3 Noble Ant (37)<br>3 Noble Ant Ldr. (38)*                                 | 67 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                        | 76 2 Ant (31)<br>2 Ant Captain (31)*                                                  |
| 54 | 3 Ant Patrol (34)<br>2 Ant Recruit (33)                                                  | 60 3 Noble Ant Ldr. (38)*<br>61 3 Noble Ant Ldr. (38)*<br>62 5 Ant Soldier (35)*<br>4 Noble Ant (37) | 68 2 Ant Guard (35)<br>1 Ant Warr. Cpt. (36)*                        | 77 25 Guard Ant (37)*<br>1 Qn. Ant Larva (29)<br>1 Queen Ant (43)<br>8 Nurse Ant (35) |
|    |                                                                                          |                                                                                                      | 69 2 Ant Guard (35)<br>2 Ant Warr. Cpt. (36)*                        |                                                                                       |
|    |                                                                                          |                                                                                                      | 70 4 Ant Soldier (35)*                                               |                                                                                       |

**Boss Strategy.** The first and foremost thing when hunting the Ant Queen is to get people to listen to you. If you have 70 people there, and 10 of them don't listen, the entire plan falls apart. Even one person not going with the plan can ruin the entire thing. Because of the speed at which the Nurse Ants respawn, it is futile to kill them, but you do need them to stop healing the queen. The answer to this? Sleeps and roots. Head northward to the Queen Larva room, clear it out, then attack the Larva. Though it cannot die, all the Nurse Ants will begin to run down to heal it. While they are there, have your fighters continue attacking it while the mages set about sleeping and rooting the Nurses. It is best to keep them both sleeping and rooted, so that when one wears out, the other one is still there while you refresh whichever of the two wore out. While the mages are busy with this, send fighters up to attack the now-nurseless Ant Queen.

### Things to Watch For

*Magic Users.* Ant Queen

*"She's only Level 43.  
How hard can  
she be?"*



Any of the Red Ants (they use poison)

*Others.* The Guardian and Nurse Ants around the Queen, while they range from level 35 to 39, give horrible EXP as they are only boss minions. So, even if they look like a good hunting target, don't count on them for EXP!

**Karma Spots.** A good karma spot is somewhere you won't be found by hunters or passed by runners. Thus, a dead-end usually makes a good spot as it at least eliminates the threat of passers-by (except people getting lost). Try heading down one of the following routes (as indicated on the map): 7, 14, 19, 31, 39, 63.



## CRUMA (KRUMA) TOWER

Cruma Tower is a staple of any group hunter's diet. The monsters here give triple the experience and drops, and though the area is dangerous, the drop possibilities are amazing. The scenery of this dungeon is breath-taking, and the sheer size and connectivity is overwhelming. This is a wonderful place to hunt in a group of three to nine — by the time you are too high level for it, you will be sick and tired of it ... but wealthy!

**Magic Resistance.** Unless you like to die, you should have a full Elven Set before visiting this dungeon. Though the casters only cast once, the Krators do upwards of 200 damage, *with* the set!

### FLOOR 1

The first floor of Cruma Tower, while dangerous, is a walk in the park compared to the higher levels. The first few rooms sport only one kind of aggressive monster (though beware, it's a caster!) And the golem-rich area is a great spot for getting away from archers!

**Appropriate Levels.** 32-43 *in groups*

**Nearest Town.** Dion

**Good Locations.** After entering Cruma and running south down the long pathway, you can either go east or west. While it initially looks like the east and west sides mirror each other, they actually differ in the siderooms.

If you're looking for a good spot to hunt Portas, Excuros and Krators, go west. If the first room is busy, you can head up to the second, and if that is busy as well try the eastern mirrors.

If you are looking for a spot to hunt Mordeo, Krators and Ricenseo, the northwest corner of the second room to the west leads to a cross-

shaped area with these creatures. Likewise, the east mirror has a door to the northeast.

If you're looking to hunt Krators and Premo, head east, and then southeast. Some of the siderooms off this miniature hallway sport the golem duo.

**Landmarks.** Teleport towers

**Herding.** Herding is when a Wizard type uses an area-of-effect spell to hit multiple monsters at once. In Cruma Tower, this is done by going into a room, hitting each of the golem types once, then running in circles while using the area attack spell of choice.

*Etiquette of Herding.* Remember, you are a single Mystic taking up an entire room in Cruma Tower. You might be asked to take turns or to give a party a chance ... it is most polite to offer to team up.

Even though you aren't targeting Excuros, any Excuros that happen to be in your way get splash damage, and thus anyone killing them, even hours later, loses EXP.

**What Monsters Help.** Porta/Krator, Snipe/Snipe Cohort

**What Monsters Aggro.** Krator, Snipe

**Things to Watch For**

*Magic Users.* Krator, Premo

*Snipe Group.* A new addition with Chronicle 1, Snipes and their Cohorts are a group spawn that can be quite the death-trap for an unwary visitor. Sleep, Root and Stun come in very handy against these foes.

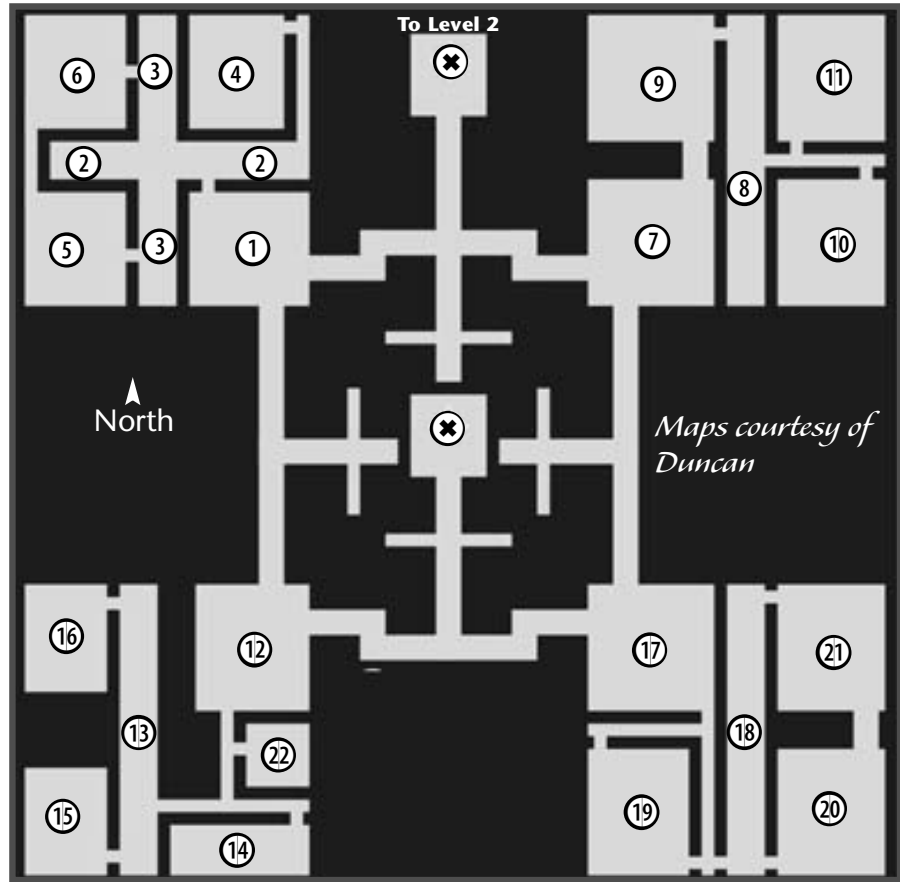
**Karma Spots.** While Cruma Tower is highly populated and thus not the best place to work off your karma, the area is so big that, especially early in the morning, you have a good chance of staying hidden in a side room. One of the extra perks is that if you're karma-laden, teleport home takes you to Floran, one of the few guardless towns.





# CRUMA TOWER FLOOR 1

- ❶ 6 Excuro (41)  
4 Krator (44)\*  
8 Porta (40)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❷ 2 Krator (44)\*  
2 Mordeo (42)  
2 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ❸ 2 Krator (44)\*  
2 Mordeo (42)  
2 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ❹ 5 Excuro (41)  
3 Krator (44)\*  
7 Porta (40)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ❺ 5 Excuro (41)  
6 Krator (44)\*  
6 Porta (40)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❻ 5 Excuro (41)  
5 Krator (44)\*  
5 Porta (40)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❼ 6 Excuro (41)  
6 Krator (44)\*  
6 Porta (40)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❽ 5 Krator (44)\*  
6 Mordeo (42)  
5 Ricenseo (43)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❾ 6 Excuro (41)  
4 Krator (44)\*



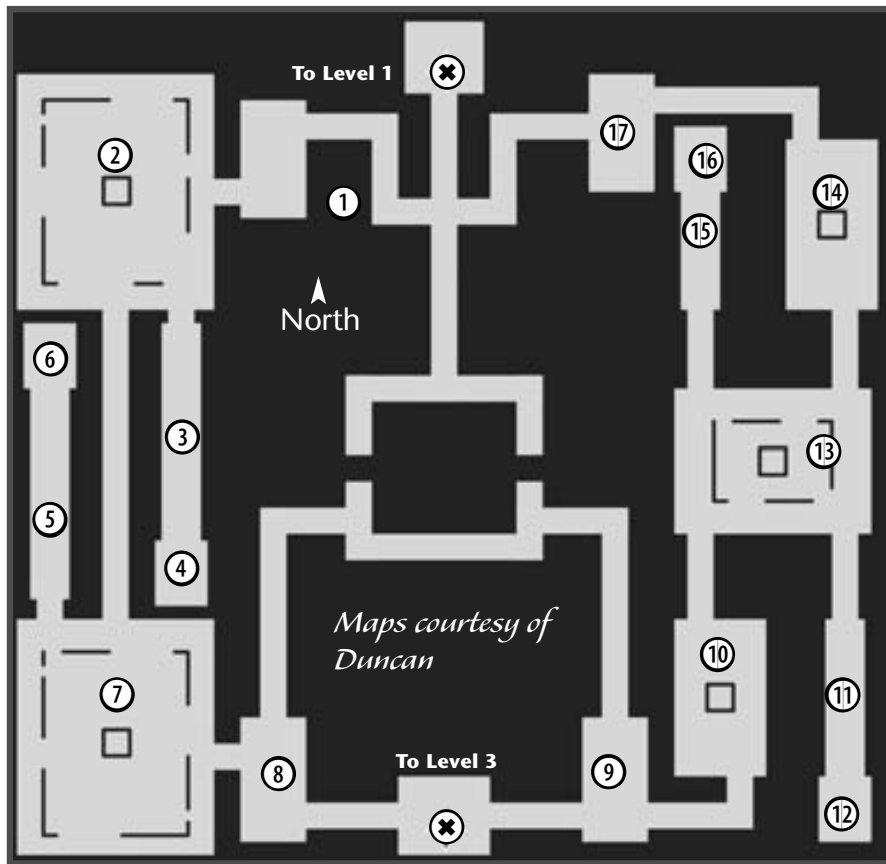
- 7 Porta (40)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ❿ 6 Excuro (41)  
7 Krator (44)\*  
7 Porta (40)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓫ 6 Excuro (41)  
6 Krator (44)\*  
6 Porta (40)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓬ 6 Krator (44)\*  
6 Porta (40)  
6 Ricenseo (43)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ⓭ 8 Krator (44)\*  
8 Mordeo (42)  
2 Snipe (44)\*  
4 Snipe Cohort (42)

- ⓮ 3 Krator (44)\*  
3 Premo (45)  
4 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓯ 4 Krator (44)\*  
4 Premo (45)  
4 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓰ 4 Krator (44)\*  
4 Premo (45)  
4 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓱ 5 Krator (44)\*  
5 Porta (40)  
5 Ricenseo (43)  
2 Snipe (44)\*  
4 Snipe Cohort (42)

- ⓲ 8 Krator (44)\*  
8 Mordeo (42)  
2 Snipe (44)\*  
4 Snipe Cohort (42)
- ⓳ 4 Krator (44)\*  
4 Premo (45)  
5 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓴ 5 Krator (44)\*  
5 Premo (45)  
5 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓵ 5 Krator (44)\*  
4 Premo (45)  
5 Ricenseo (43)  
1 Snipe (44)\*  
2 Snipe Cohort (42)
- ⓶ 3 Krator (44)\*  
3 Premo (45)  
1 Snipe (44)\*  
2 Snipe Cohort (42)



## CRUMA TOWER, FLOOR 2



## FLOOR 3



- ❶ 3 Premo (45)  
2 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❷ 6 Death Knight (50)\*  
7 Dicor (47)  
6 Perum (48)  
6 Torfe (49)\*  
2 Dark Lord (50)\*  
6 Dark Knight (48)
- ❸ 8 Perum (48)  
4 Torfe (49)\*  
6 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❹ 2 Death Knight (50)\*
- ❺ 7 Perum (48)  
4 Torfe (49)\*  
7 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❻ 2 Death Knight (50)\*

- ❼ 6 Death Knight (50)\*  
6 Dicor (47)  
6 Perum (48)  
6 Torfe (49)\*  
2 Dark Lord (50)\*  
6 Dark Knight (48)
- ❽ 3 Premo (45)  
2 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❾ 3 Premo (45)  
2 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❿ 3 Dicor (47)  
5 Perum (48)  
4 Torfe (49)\*  
4 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ⓫ 6 Perum (48)

- 3 Torfe (49)\*  
5 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ⓬ 2 Death Knight (50)\*
- ⓭ 6 Death Knight (50)\*  
6 Perum (48)  
6 Torfe (49)\*  
2 Dark Lord (50)\*  
6 Dark Knight (48)
- ⓮ 5 Dicor (47)  
3 Perum (48)  
3 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ⓯ 4 Perum (48)  
3 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ⓰ 2 Death Knight (50)\*
- ⓱ 2 Premo (45)

- 3 Torfe (49)\*  
3 Validus (46)  
1 Dark Lord (50)\*  
3 Dark Knight (48)
- ❶ 1 Core (50)  
13 Death Wraith (55)\*  
8 Death Knight (50)\*  
4 Susceptor (49)
- ❷ Teleport Cube  
(to the ground)
- ❸ 2 Dicor (47)  
2 Perum (48)  
3 Susceptor (49)
- ❹ 6 Dicor (47)  
2 Premo (45)\*  
5 Susceptor (49)  
3 Validus (46)
- ❺ 3 Dicor (47)  
3 Perum (48)  
3 Susceptor (49)

## FLOOR 2

Twice as dangerous as Floor 1, Floor 2 of Cruma sports monsters ranging from 45-50, many of which are magical, aggressive or groupers. While there are a few safe rooms, it is suggested that you have at least two healers with you unless you have a Prophet.

**Appropriate Levels.** 43-50 *in groups*

**Good Locations.** Once again you have the chance to go east or west, but this time the sides do not mirror each other. If this is your first time on the second floor, go west to the first room for starters. Draw the Torfes out or else the Validus will help them. Once they are gone, take care of the Validus, then the Premo, then continue to clear the room. If you feel that this isn't challenging enough, take the southwest door. Be very careful; there are strong meleers and some nasty spell casters this way!

**Landmarks.** Teleport tower

**What Monsters Help.** Torfe/Validus, Dark Lord/Dark Knight

**What Monsters Aggro.** Torfe, Death Knight, Dark Lord

### Things to Watch For

*Magic Users.* Torfe

*Dark Lords and their Knights.* Like the Snipe, they can prove very deadly, very quickly.

*Other.* Dicor is one of the nastiest monsters you will find in the game. Not only does it poison, but it *mass* poisons, using a spell that takes Cure Poison 2 to cure. If possible, avoid these toxic monsters!

**Karma Spots.** While you still have the extra perk of the Floran teleport, hunting alone on the second floor is very dangerous, and hunting in a group when you have karma is very dangerous (unless the group is made up of close friends/clan members). Thus, unless you are a high level (50+) it's probably better working your karma off elsewhere!

## FLOOR 3

If you're here just for experience, turn around now! The only reason anyone should be on this floor is to hunt Core; the experience is otherwise not that good, and the danger level is high!

**Appropriate Levels.** Level doesn't matter ... just be crazy.

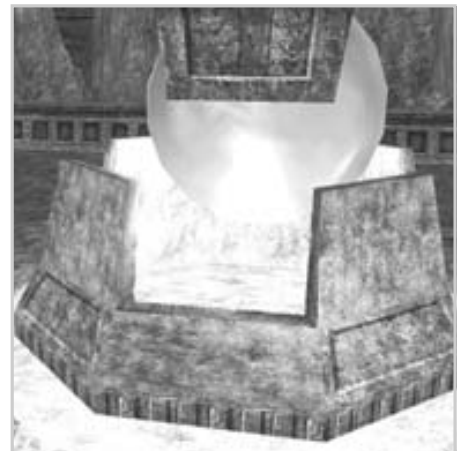
**Good Strategy.** To get into Core, you either need a large number of people (to clear the doorway by killing) or a very fast Elf (to clear the doorway by leading the monsters south, across the bridge south of the teleport cube and down the hole, then quickly teleport back up). Once the monsters are clear, have a Rogue/Assassin/Scout type use the Unlock skill on the door; the moment it is unlocked, all the monsters will respawn ... either deal with them as before, or try to run into the Core room.

Once inside, you have two choices. You can split into two teams, having one tackle Core and one keep the deathbladers off, or you can have everyone on Core except your very fast Elf who will kite the bladers. Note that this Elf will need a dedicated healer, as she can't entirely outrun all the bladers. The Elf might try to take them outside and down the hole, like you did with the door guards. Group healers are also a must — Core has a 200 damage area attack, and all the attackers will need healing.

**What Monsters Aggro.** Everything!

**Bosses.** Core

**Karma Spots.** Do not, under any circumstances, come here with karma!



## FORGOTTEN TEMPLE DUNGEON

Forgotten Temple is certainly one of the most interesting dungeons in the game. The monsters within range from Level 27 to 33. Several — Lakin and Rowin Salamanders and Undines — are x2 monsters, meaning they have double HP, but yield twice the EXP, twice the SP and twice the drops. The interesting part, though, is in the setup. Upon entry you will come to an antechamber with only two objects in it: a pedestal to the south with a jug of water on it, and a pedestal to the north with a flame on it. If you go to the south, you will find all water-type monsters and a long, winding road that circles around to connect to the north path's "end." The north path, on the other hand, is all fire-type monsters.

**Appropriate Levels.** 27-40

**Nearest Town.** Gludin

**What Monsters Help.** Lizardmen, Undines, Kuran Kobalds, Salamanders/Flame Viewers, Roxide/Roxide Cohort, Death Fire/Fire Archer

**What Monsters Aggro.** Ritmal, Kanil Succubus, Rowin Undine, Patin, Dre Vanul Konfil, Salamander Rowin, Roxide, Death Fire

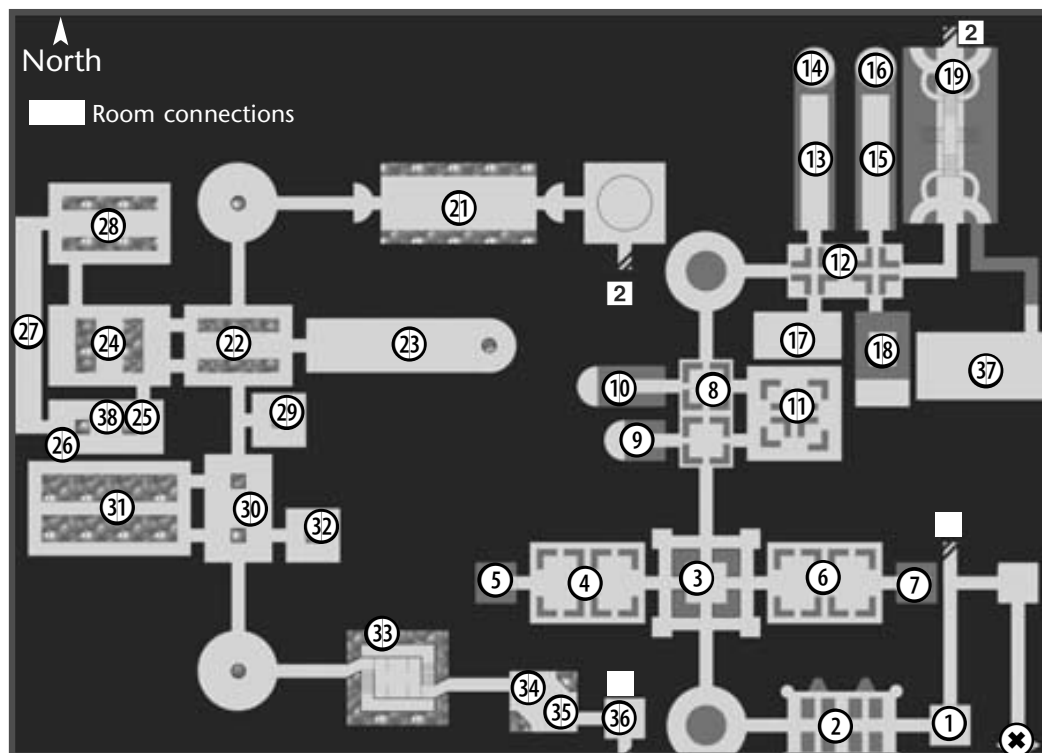
### Things to Watch For

**Magic Users.** Lakin Undine, Kanil Succubus, Rowin Undine, Dre Vanul Konfil

**Roxide and Death Fire Groups.** A new addition with Chronicle 1, Roxide, Death Fire and friends are two group spawns that can be quite the death-trap for an unwary visitor. Sleep, Root and Stun come in very handy against these foes.

**The Water Bridge.** Ok, so it's not a monster, but it's definitely a hazard to watch for! If you go under this bridge, know that *all the monsters on top will aggro to you*. The moment you come out from under the bridge, you will be swamped. This is a great way to earn a quick death!

**Karma Spots.** With all the side rooms, the Forgotten Temple makes a marvelous place to work off your karma. You might still want a friend or a scout set up, but if you park yourself in one of the less-used side rooms you have a fair chance of not being discovered!



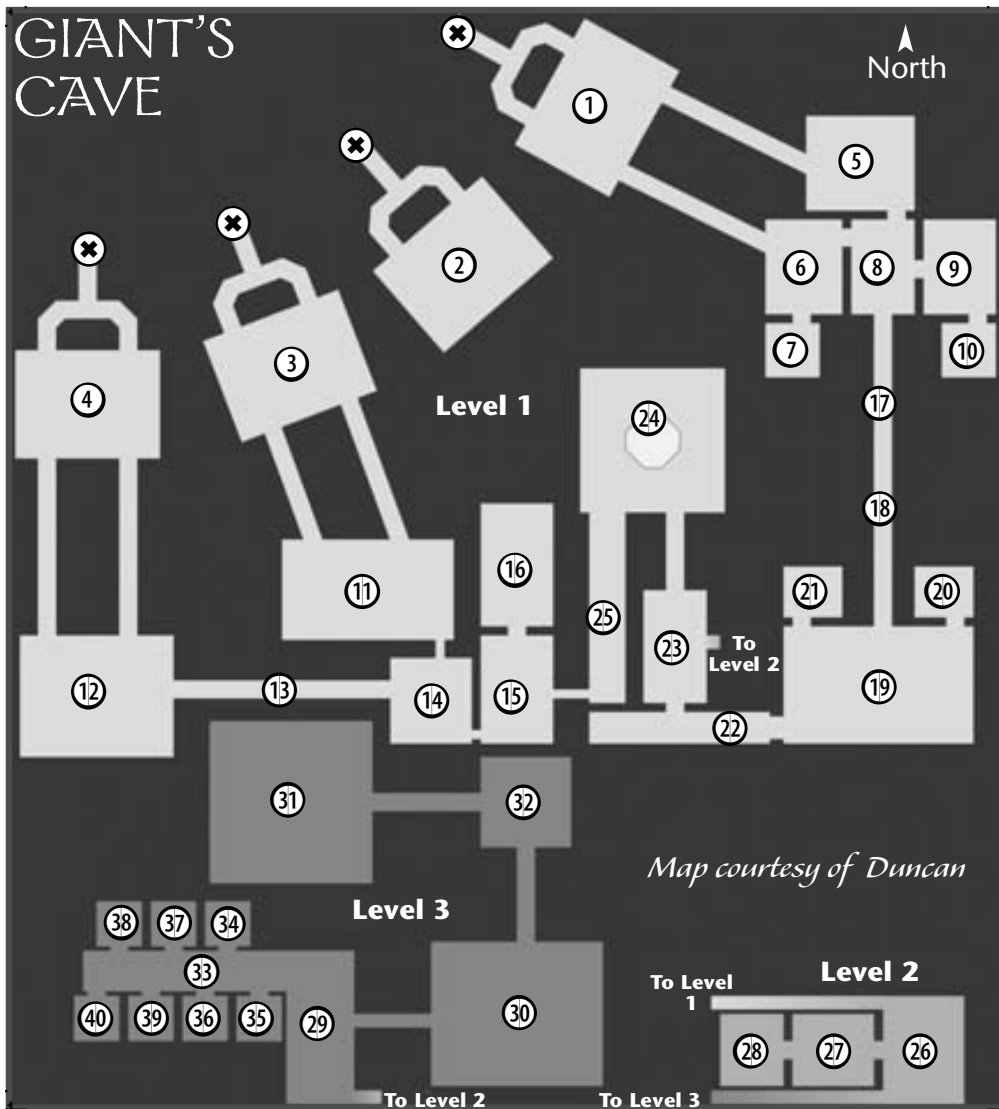
## FORGOTTEN TEMPLE CREATURES

\* Asterisks indicate aggressive monsters.

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1 2 Lafi Lizardman (27)<br/>2 Lafi Lizardmn. Scout (28)</p> <p>2 5 Lafi Lizardman (27)<br/>4 Lafi Lizardmn. Scout (28)<br/>6 Ritmal Swdsman. (29)*</p> <p>3 4 Lafi Lizardman (27)<br/>4 Lafi Lizardmn. Scout (28)<br/>6 Ritmal Swdsman. (29)*<br/>2 Roxide (32)*<br/>4 Roxide Cohort (29)</p> <p>4 3 Lafi Lizardmn. Scout (28)<br/>5 Ritmal Swdsman. (29)*<br/>4 Lakin Undine (30)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>5 1 Ritmal Swdsman. (29)*<br/>1 Lakin Undine (30)</p> <p>6 3 Lafi Lizardmn. Scout (28)<br/>5 Ritmal Swdsman. (29)*<br/>4 Lakin Undine (30)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>7 1 Ritmal Swdsman. (29)*<br/>1 Lakin Undine (30)</p> <p>8 6 Ritmal Swdsman. (29)*<br/>5 Lakin Undine (30)<br/>5 Sentinel of Water (31)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>9 1 Ritmal Swdsman. (29)*<br/>1 Lakin Undine (30)<br/>2 Sentinel of Water (31)</p> <p>10 2 Ritmal Swdsman. (29)*<br/>1 Lakin Undine (30)<br/>2 Sentinel of Water (31)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>11 6 Ritmal Swdsman. (29)*<br/>5 Lakin Undine (30)<br/>5 Sentinel of Water (31)<br/>2 Roxide (32)*<br/>4 Roxide Cohort (29)</p> | <p>12 8 Kanil Succubus (32)*<br/>5 Lakin Undine (30)<br/>6 Sentinel of Water (31)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>13 3 Kanil Succubus (32)*<br/>3 Lakin Undine (30)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>14 2 Rowin Undine (33)*</p> <p>15 3 Kanil Succubus (32)*<br/>3 Lakin Undine (30)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>16 2 Rowin Undine (33)*</p> <p>17 2 Kanil Succubus (32)*<br/>3 Lakin Undine (30)<br/>3 Sentinel of Water (31)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>18 5 Kanil Succubus (32)*<br/>2 Lakin Undine (30)<br/>3 Sentinel of Water (31)<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>19 6 Kanil Succubus (32)*<br/>8 Rowin Undine (33)*<br/>1 Roxide (32)*<br/>2 Roxide Cohort (29)</p> <p>20 4 Dre Vanul Warr. (32)*<br/>7 Salamand. Rowin (33)*<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>21 2 Dre Vanul Warr. (32)*<br/>4 Flame Viewer (31)<br/>3 Patin Archer (29)*<br/>4 Lakin Salamander (30)<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>22 6 Dre Vanul Warr. (32)*<br/>4 Flame Viewer (31)<br/>4 Lakin Salamander (30)<br/>2 Death Fire (32)*<br/>4 Fire Archer (29)</p> | <p>24 4 Flame Viewer (31)<br/>3 Lakin Salamander (30)<br/>6 Salamand. Rowin (33)<br/>2 Death Fire (32)*<br/>4 Fire Archer (29)</p> <p>26 2 Lakin Salamander (30)<br/>2 Salamand. Rowin (33)*</p> <p>27 2 Dre Vanul Warr. (32)*<br/>3 Flame Viewer (31)</p> <p>28 7 Dre Vanul Warr. (32)*<br/>6 Lakin Salamander (30)<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>29 1 Flame Viewer (31)<br/>2 Patin Archer (29)*<br/>2 Lakin Salamander (30)</p> <p>30 4 Kuran Kobold (27)<br/>3 Kuran Kobd. Warr. (28)<br/>5 Patin Archer (29)*</p> <p>31 6 Kuran Kobd. Warr. (28)<br/>7 Patin Archer (29)*<br/>5 Lakin Salamander (30)<br/>2 Death Fire (32)*<br/>4 Fire Archer (29)</p> | <p>32 1 Kuran Kobd. Warr. (28)<br/>2 Patin Archer (29)*<br/>2 Lakin Salamander (30)</p> <p>33 1 Kuran Kobold (27)<br/>1 Kuran Kobd. Warr. (28)<br/>2 Patin Archer (29)*<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>34 1 Kuran Kobd. Warr. (28)<br/>1 Patin Archer (29)*<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>35 1 Kuran Kobold (27)<br/>1 Kuran Kobd. Warr. (28)<br/>1 Death Fire (32)*<br/>2 Fire Archer (29)</p> <p>36 2 Kuran Kobold (27)<br/>2 Kuran Kobd. Warr. (28)</p> <p>37 7 Lakin Undine (30)<br/>9 Rowin Undine (33)*<br/>2 Roxide (32)*<br/>4 Roxide Cohort (29)</p> <p>38 Quest monster:<br/>4 Lava Salamander (35)</p> |
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## GIANT'S CAVE



- 11 5 Hamrut (58)  
5 Paliote (57)  
6 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 12 5 Hamrut (58)  
5 Paliote (57)  
6 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 13 4 Kranrot (59)\*
- 14 2 Gamlin (60)  
2 Less. Gt. Sold. (62)  
3 Kranrot (59)\*  
1 Barif (64)\*  
3 Barif's Pet (61)
- 15 3 Gamlin (60)  
3 Kranrot (59)\*  
3 Less. Gt. Sold. (62)  
1 Barif (64)\*  
3 Barif's Pet (61)
- 16 4 Gamlin (60)  
4 Less. Gt. Sold. (62)  
5 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 17 5 Kranrot (59)\*
- 18 3 Gamlin (60)
- 19 8 Gamlin (60)  
8 Kranrot (59)\*  
8 Less. Gt. Sold. (62)  
2 Barif (64)\*  
6 Barif's Pet (61)
- 20 1 Gamlin (60)  
1 Less. Gt. Sold. (62)  
2 Kranrot (59)\*  
1 Barif (64)\*  
3 Barif's Pet (61)
- 21 1 Gamlin (60)  
1 Less. Gt. Sold. (62)  
2 Kranrot (59)\*  
1 Barif (64)\*  
3 Barif's Pet (61)
- 22 4 Leogul (61)  
4 Less. Gt. Sct. (63)\*  
2 Barif (64)\*  
6 Barif's Pet (61)

- 1 4 Halingka 55\*  
4 Paliote (57)  
4 Ynglzu (56)  
2 Barif (64)\*  
6 Barif's Pet (61)
- 2 4 Halingka 55\*  
4 Paliote (57)  
4 Ynglzu (56)  
2 Barif (64)\*  
6 Barif's Pet (61)
- 3 4 Halingka 55\*  
4 Paliote (57)  
4 Ynglzu (56)  
2 Barif (64)\*  
6 Barif's Pet (61)
- 4 4 Halingka 55\*

- 4 Paliote (57)  
4 Ynglzu (56)  
2 Barif (64)\*  
6 Barif's Pet (61)
- 5 3 Hamrut (58)  
3 Paliote (57)  
4 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 6 2 Paliote (57)  
3 Hamrut (58)  
3 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 7 1 Hamrut (58)  
1 Paliote (57)  
2 Kranrot (59)\*

- 1 Barif (64)\*  
3 Barif's Pet (61)
- 8 2 Hamrut (58)  
2 Paliote (57)  
3 Kranrot (59)\*  
1 Barif (64)\*  
3 Barif's Pet (61)
- 9 2 Hamrut (58)  
2 Paliote (57)  
4 Kranrot (59)\*  
2 Barif (64)\*  
6 Barif's Pet (61)
- 10 1 Hamrut (58)  
1 Paliote (57)  
2 Kranrot (59)\*  
1 Barif (64)\*  
3 Barif's Pet (61)

|    |                                                                                                                            |                                                  |                                                                                                                                                     |                                                                                                                                             |                                                                                                                                             |
|----|----------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 23 | 2 Gamlin (60)<br>2 Leogul (61)<br>2 Less. Gt. Sold. (62)<br>3 Less. Gt. Sct. (63)*<br>2 Barif (64)*<br>6 Barif's Pet (61)  | 2 Less. Gt. Sct. (63)*<br>2 Less. Gt. Sold. (62) | 27                                                                                                                                                  | 1 Less. Gt. Mage (64)<br>1 Less. Gt. Sold. (62)<br>2 Leogul (61)<br>2 Less. Gt. Sct. (63)*<br>2 Barif (64)*<br>6 Barif's Pet (61)           | 1 Barif (64)*<br>3 Barif's Pet (61)                                                                                                         |
| 24 | 3 Gamlin (60)<br>3 Leogul (61)<br>3 Less. Gt. Sct. (63)*<br>3 Less. Gt. Sold. (62)<br>4 Barif (64)*<br>12 Barif's Pet (61) | 28                                               | 1 Gamlin (60)<br>1 Leogul (61)<br>2 Less. Gt. Mage (64)<br>2 Less. Gt. Sold. (62)                                                                   | 37                                                                                                                                          | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |
| 25 | 1 Gamlin (60)<br>1 Leogul (61)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61)  | 29                                               | 3 Gamlin (60)<br>3 Leogul (61)<br>3 Less. Gt. Sold. (62)<br>4 Less. Gt. Mage (64)<br>2 Barif (64)*<br>6 Barif's Pet (61)                            | 38                                                                                                                                          | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |
| 26 | 3 Gamlin (60)<br>3 Leogul (61)<br>3 Less. Gt. Sold. (62)<br>4 Less. Gt. Sct. (63)*<br>2 Barif (64)*<br>6 Barif's Pet (61)  | 30                                               | 3 Gamlin (60)<br>3 Less. Gt. Mage (64)<br>4 Leogul (61)<br>4 Less. Gt. Sct. (63)*<br>4 Less. Gt. Sold. (62)<br>12 Barif's Pet (61)<br>4 Barif (64)* | 39                                                                                                                                          | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |
| 27 | 2 Gamlin (60)<br>2 Leogul (61)                                                                                             | 31                                               | 4 Gamlin (60)<br>4 Leogul (61)<br>4 Less. Gt. Mage (64)<br>4 Less. Gt. Sold. (62)<br>5 Less. Gt. Sct. (63)*<br>12 Barif's Pet (61)<br>4 Barif (64)* | 40                                                                                                                                          | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |
|    |                                                                                                                            |                                                  | 32                                                                                                                                                  | 1 Less. Gt. Mage (64)<br>1 Less. Gt. Sold. (62)<br>2 Leogul (61)<br>2 Less. Gt. Sct. (63)*<br>2 Barif (64)*<br>6 Barif's Pet (61)           |                                                                                                                                             |
|    |                                                                                                                            |                                                  | 33                                                                                                                                                  | 5 Leogul (61)<br>5 Less. Gt. Sct. (63)*<br>2 Barif (64)*<br>6 Barif's Pet (61)                                                              |                                                                                                                                             |
|    |                                                                                                                            |                                                  | 34                                                                                                                                                  | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |                                                                                                                                             |
|    |                                                                                                                            |                                                  | 35                                                                                                                                                  | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)<br>1 Barif (64)*<br>3 Barif's Pet (61) |                                                                                                                                             |
|    |                                                                                                                            |                                                  | 36                                                                                                                                                  | 1 Less. Gt. Elder (65)*<br>1 Less. Gt. Mage (64)<br>1 Less. Gt. Sct. (63)*<br>1 Less. Gt. Sold. (62)                                        |                                                                                                                                             |

Often referred to as "Cruma Tower Part 2," the Giant's Cave is a sweeping mass of technology. Filled with various constructs, the caves are meant for large, well organized groups. Almost all the monsters have special attacks, and a lot of them help each other — in fact, almost all of them, once you get past the first few rooms — so it is incredibly important that you pay attention when hunting here. The good side is the monsters here give a lot of EXP and plenty of good drops!

**Closest Town.** Aden

**Appropriate Levels.** 55+ in a large group!

**Good Targets.** Gladiators will find great use for their Detect Weakness skills here, especially Detect Animal and Beast Weakness, as Halingkas are animals and Hamrut and Kranrots are beasts.

**What Monsters Help.** Paliote (self), Ynglzu (self). All the rest of these are part of the Giant clan and help each other: Barif, Barif's Pet, Gamlin and all the Lesser Giants.

**Aggressive Monsters.** Barif, Ynglzu, Halingka, Kranrot, Lesser Giant Scout, Lesser Giant Elder

### Things to Watch For

*Archers.* Lesser Giant Scout

*Damage over Time.* Halingka, Lesser Giant Mage and Lesser Giant Soldier all use a poison attack.

*Physical Attacks.* Ynglzu uses a Power Strike type attack; Lesser Giant Scout has a Power Shot type attack

*Stun/Slow.* Paliote (Slow), Kranrot and Lesser Giant Soldier (Stun)

*Debuff.* Leogul debuffs for 30% P.AtK



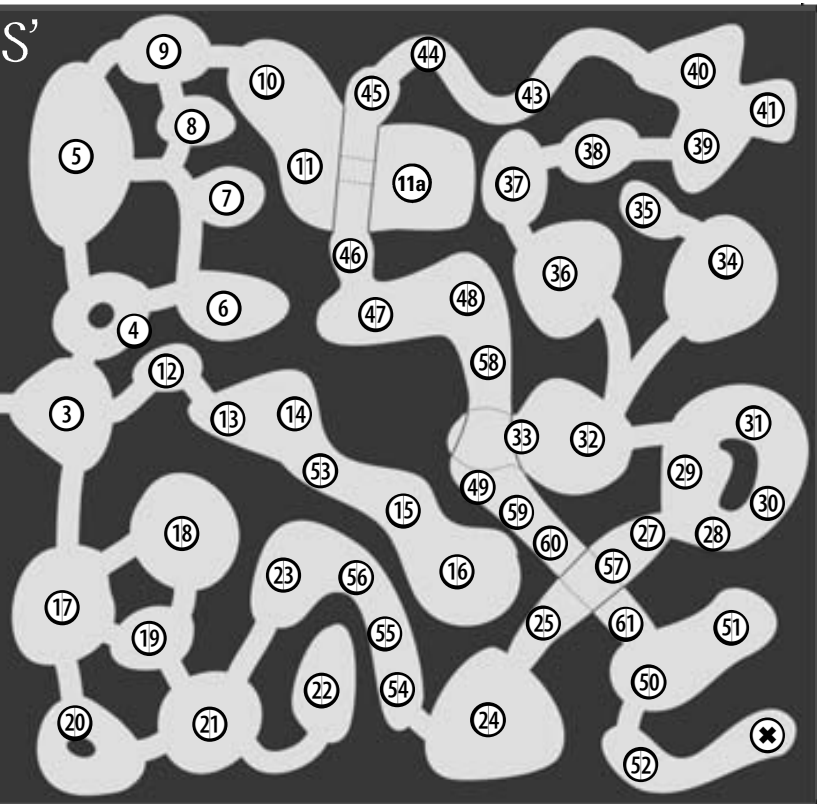
## ANTHARAS' LAIR

Watchman of Antharas Theodric



North

Map courtesy of Duncan



Heart of Warding (teleport to Antharas' Cave)

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>❶ 5 Bloody Qn. (60)*<br/>4 Cave Beast (61)</li> <li>❷ 6 Bloody Qn. (60)*<br/>6 Cave Beast (61)</li> <li>❸ 10 Bloody Qn. (60)*<br/>5 Cave Beast (61)<br/>5 Death Wave (62)<br/>1 Pytan (69)*<br/>3 Pytan Knight (68)</li> <li>❹ 5 Bloody Qn. (60)*<br/>2 Cave Beast (61)<br/>3 Death Wave (62)</li> <li>❺ 5 Cave Beast (61)<br/>5 Death Wave (62)<br/>9 Malruk Sold. (63)*<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> <li>❻ 5 Bloody Qn. (60)*<br/>3 Cave Beast (61)<br/>3 Death Wave (62)<br/>1 Pytan (69)*</li> </ul> | <ul style="list-style-type: none"> <li>❸ 3 Pytan Knight (68)</li> <li>❹ 5 Bloody Qn. (60)*<br/>5 Death Wave (62)<br/>1 Pytan (69)*</li> <li>❺ 3 Pytan Knight (68)</li> <li>❻ 3 Death Wave (62)<br/>4 Malruk Sold. (63)*</li> <li>❼ 3 Cave Beast (61)<br/>3 Death Wave (62)<br/>6 Malruk Sold. (63)*</li> <li>❽ 4 Cave Beast (61)<br/>4 Death Wave (62)<br/>8 Malruk Sold. (63)*<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> <li>❾ 2 Death Wave (62)<br/>5 Malruk Sold. (63)*<br/>3 Plando (64)</li> <li>❿ 3 Death Wave (62)<br/>7 Malruk Sold. (63)*<br/>4 Plando (64)</li> </ul> | <ul style="list-style-type: none"> <li>❿ 4 Bloody Qn. (60)*<br/>3 Death Wave (62)<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> <li>❻ 5 Bloody Qn. (60)*<br/>4 Death Wave (62)<br/>1 Pytan (69)*<br/>3 Pytan Knight (68)</li> <li>❸ 5 Bloody Qn. (60)*<br/>5 Death Wave (62)<br/>1 Pytan (69)*<br/>3 Pytan Knight (68)</li> <li>❹ 5 Death Wave (62)<br/>4 Malruk Sold. (63)*</li> <li>❺ 4 Death Wave (62)<br/>10 Malruk Sold. (63)*<br/>5 Plando (64)<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> </ul> | <ul style="list-style-type: none"> <li>❸ 9 Bloody Qn. (60)*<br/>4 Cave Beast (61)<br/>5 Death Wave (62)<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> <li>❹ 9 Bloody Qn. (60)*<br/>4 Cave Beast (61)<br/>5 Death Wave (62)<br/>2 Pytan (69)*<br/>6 Pytan Knight (68)</li> <li>❺ 2 Cave Beast (61)<br/>3 Death Wave (62)<br/>4 Malruk Sold. (63)*<br/>1 Pytan (69)*<br/>3 Pytan Knight (68)</li> <li>❻ 6 Death Wave (62)<br/>12 Malruk Sold. (63)*<br/>6 Plando (64)<br/>1 Pytan (69)*<br/>3 Pytan Knight (68)</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



- 21 4 Death Wave (62)  
8 Malruk Sold. (63)\*  
5 Plando (64)  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 22 3 Cave Howler (65)  
7 Malruk Sold. (63)\*  
3 Plando (64)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 23 5 Cave Howler (65)  
9 Malruk Sold. (63)\*  
4 Plando (64)  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 24 6 Cave Howler (65)  
6 Mlrk. Berserk. (67)\*  
5 Malruk Sold. (63)\*  
5 Plando (64)  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 25 5 Malruk Lord (68)\*
- 27 4 Malruk Lord (68)\*
- 28 2 Cave Howler (65)  
4 Mlrk. Berserk. (67)\*  
1 Plando (64)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 29 3 Cave Howler (65)  
5 Mlrk. Berserk. (67)\*  
2 Plando (64)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 30 2 Cave Howler (65)  
4 Mlrk. Berserk. (67)\*  
1 Plando (64)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 31 3 Cave Howler (65)  
6 Mlrk. Berserk. (67)\*  
2 Plando (64)
- 1 Pytan (69)\*  
3 Pytan Knight (68)
- 32 4 Cave Howler (65)  
10 Mlrk. Bersrk. (67)\*  
5 Malruk Knight (66)  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 33 5 Mlrk. Berserk. (67)\*  
5 Malruk Knight (66)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 34 5 Cave Howler (65)  
11 Mlrk. Bersrk. (67)\*  
6 Malruk Knight (66)  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 35 3 Mlrk. Berserk. (67)\*  
4 Malruk Knight (66)  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 36 6 Mlrk. Berserk. (67)\*  
6 Malruk Knight (66)  
7 Malruk Lord (68)\*  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 37 5 Mlrk. Berserk. (67)\*  
4 Malruk Knight (66)  
5 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 38 4 Mlrk. Berserk. (67)\*  
3 Malruk Knight (66)  
4 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 39 5 Mlrk. Berserk. (67)\*  
5 Malruk Knight (66)  
6 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 40 5 Limal Karinss. (69)  
6 Mlrk. Berserk. (67)\*  
5 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 41 3 Limal Karinss. (69)  
4 Malruk Lord (68)\*
- 43 3 Limal Karinss. (69)  
3 Mlrk. Berserk. (67)\*  
3 Malruk Lord (68)\*
- 44 3 Limal Karinss. (69)  
2 Mlrk. Berserk. (67)\*  
3 Malruk Lord (68)\*
- 45 3 Limal Karinss. (69)  
2 Mlrk. Berserk. (67)\*  
3 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 46 3 Limal Karinss. (69)  
2 Mlrk. Berserk. (67)\*  
3 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 47 5 Karik (70)  
5 Limal Karinss. (69)  
5 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 48 6 Karik (70)  
6 Limal Karinss. (69)  
5 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 49 5 Karik (70)  
5 Limal Karinss. (69)  
5 Malruk Lord (68)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 50 9 Karik (70)  
9 Limal Karinss. (69)  
8 Malruk Lord (68)\*
- 2 Pytan (69)\*  
6 Pytan Knight (68)
- 51 6 Karik (70)  
6 Limal Karinss. (69)  
5 Malruk Lord (68)\*  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 52 5 Karik (70)  
5 Limal Karinss. (69)  
4 Malruk Lord (68)\*  
2 Pytan (69)\*  
6 Pytan Knight (68)
- 53 4 Death Wave (62)  
3 Malruk Sold. (63)\*  
1 Pytan (69)\*  
3 Pytan Knight (68)
- 54 1 Cave Howler (65)  
2 Mlrk. Berserk. (67)\*  
1 Malruk Knight (66)
- 55 2 Cave Howler (65)  
3 Malruk Sold. (63)\*  
1 Plando (64)
- 56 1 Cave Howler (65)  
3 Malruk Sold. (63)\*  
1 Plando (64)
- 57 1 Karik (70)  
1 Limal Karinss. (69)  
2 Malruk Lord (68)\*
- 58 7 Karik (70)  
7 Limal Karinss. (69)  
6 Malruk Lord (68)\*
- 59 3 Karik (70)  
3 Limal Karinss. (69)  
3 Malruk Lord (68)\*
- 60 3 Karik (70)  
2 Limal Karinss. (69)  
2 Malruk Lord (68)\*
- 61 3 Karik (70)  
3 Limal Karinss. (69)  
2 Malruk Lord (68)\*

## ANTHARAS' LAIR

On first entering Antharas' Lair, also known as DV (Dragon Valley) Cave, notice the jagged, toothy cave entrance large enough to fit a dragon (a *large* dragon), the foreboding music, and the pods of aggressive and passive monsters that wait for you as you enter. This dungeon is a mad mix of huge numbers and huge damage, and you should stay out unless you're in a group of at least six. The monsters inside range from level 60 to level 70, and most of them have some sort of special attack.

**Closest Town.** Giran

**Appropriate Levels.** 55+ in a large group!

### Good Monsters

*Cave Howler.* With Chronicle 1, slow monsters are far and few between, which is why the Cave Howler is such a good monster. Though nearly always surrounded by aggroes, the Cave Howler is *very* slow, and would make a good kiteable if you can get one alone.

*Malruks.* All the Malruks are unholy, and thus affected by the holy enchants. This makes them good targets for Paladins and Prophet-buffed parties.

**Quests.** Audience with the Green Dragon

**Boss.** Antharas

### Antharas' Attacks

*Antharas Stomp.* This is Antharas' normal move. Antharas stomps on a character and any nearby characters. Physical damage, power 22,000.

*Antharas' Jump.* Antharas lifts both feet in the air and stomps them down. This affects all people in front of him. Physical damage, power 11,000, chance of stunning. (*chance?*)

*Antharas' Tail.* Antharas sweeps his tail to hit everyone behind him. Physical damage, power

11,000, chance of stunning, chance of throwing targets.

*Fear of Antharas.* Antharas lets loose a roar that frightens attackers into running away to huddle against the walls.

*Curse of Antharas.* Antharas curses attackers. -15% P.Atk, -15% M.Atk, -40% P.Def, -40% M.Def, -25% P.Atk Speed, -25% M.Atk Speed, -50% Movement Speed, -19 Evasion, -19 Accuracy, -90% Crit. Rate.

*Antharas' Beam.* Antharas gathers power to attack targets with a beam of energy and stone. Magical damage, power 250.

*Fossilization.* Antharas breathes out a paralyzing mist. Physical damage, power 10, chance of fossilizing for 2 minutes. When fossilized, you can't move or take damage.

**What Monsters Help.** Pytan/Pytan Knight, Death Wave, Malruk/Limal Karinness, Plando, Karik

**Aggressive Monsters.** Bloody Queen, Pytan, Malruk Soldier, Malruk Berserker, Malruk Lord, Limal Karinness, Karik

**Karma Spots.** Antharas' Lair doesn't make the best of karma spots, due to its tendency to harbor groups of six or more people who would be happy to kill you and take your drops.

### Things to Avoid

*Archers.* Plando

*Magic Users.* Bloody Queen

*Physical Attacks.* Malruk Soldier uses a Mortal-Blow type attack; Plando uses a Power-Shot type attack.

*Root/Sleep/Stun.* Malruk Knight (stun), Karik (root), Limal Karinness (sleep)

*Malruk Lord.* Has a bleed attack





# CREATURES & NPCS

**A**den is a world in flux, with creatures constantly on the move hither and yon, and new creatures constantly appearing. However, at last report, this was the state of the world.

## CREATURES

**EXP** and **SP** are the base experience and Skill Points you get for killing the mob (but see p. 15 for experience reduction when the mob's level is lower than yours).

**Race** is not really race; it is used to determine which "race-based" special effects apply to which mobs. (For example, the Detect Beast Weakness only works on beast.)

**HP** and **MP** are the creature's hit points and mana points.

**Respawn** indicates how long it takes for a creature to return after being killed (in seconds, minutes or hours).

**Clan** indicates which other creatures (if any) the creature will assist. All creatures of a listed clan will move to assist any other creature who is in combat. For example, both Akaste Bone Soldiers and Akaste Bone Archers are in the "skeleton" clan. If one is in combat, any other who is within range will come help. If a clan is listed as "self," it means that the creature will help any other creature of its same type. For example, Abyss Flyers will assist other Abyss Flyers, and Amber Basilisks will assist other Amber Basilisks.

*Cave Servant Clan.* Cave servants only assist creatures more important (higher level) than they are.

**Behavior** gives a general idea of how the creature will respond to you. "Aggressive" means that it attacks if you come within range of it. "Passive" means it won't. Some creatures are listed as "minions" — they'll follow the lead of their "leaders."

**Locations.** This column lists where you can find each creature and NPC. Grid locations match the grids found on pp. 174-175. "Dn" (dungeon) locations mean that the creature is found in the indicated dungeon.

For creatures, the table continues on the right-hand page, listing each creature's notable **Passive** and **Active Attributes**. Passive attributes are always "on." Active attributes must be triggered by the creature.

For a few creatures, the "Help Range" (the range at which it detects an ally in combat) is larger. If so, a note here will indicate if it's double ("x2"), or quadruple ("x4"). Archers already have an extended combat range, but some archers' range is even greater. For those archers, the extended range is indicated with "range x4" (and so forth).

## SIEGE DEFENDERS

Siege defenders stats match the corresponding columns for Creatures.

## PETS & SUMMONED CREATURES

The only new column for Pets is **Type** — the type of creature that is summoned (and a general idea of what it does).

## NPCs

This lists each NPC, with his **Race**, a general idea of his **Role** in the game, and his **Location** (again, keyed to the map on p. 174).



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                            | LEVEL | EXP  | SP   | RACE      | HP      | MP   | RESPAWN | CLAN           | BEHAVIOR                          | LOCATIONS                         |
|-------------------------------------|-------|------|------|-----------|---------|------|---------|----------------|-----------------------------------|-----------------------------------|
| <i>Abyss Flyer</i>                  | 27    | 1706 | 87   | humanoid  | 1618    | 502  | n.a.    | self           | minion                            | E20                               |
| <i>Adherent of Antaras Skyla</i>    | 41    | 5446 | 356  | humanoid  | 4902    | 883  | 1-3hr   | lizardman      | aggressive leader                 | H22                               |
| <i>Akaste Bone Archer</i>           | 14    | 412  | 16   | undead    | 362     | 247  | 45-75s  | skeleton       | passive (archer)                  | Dwarf Dn 2                        |
| <i>Akaste Bone Lord</i>             | 19    | 560  | 25   | undead    | 505     | 321  | 45-75s  | skeleton       | aggressive                        | Dwarf Dn 2                        |
| <i>Akaste Bone Soldier</i>          | 12    | 353  | 13   | undead    | 313     | 218  | 45-75s  | skeleton       | aggressive                        | Dwarf Dn 2                        |
| <i>Akaste Bone Warlord</i>          | 17    | 500  | 21   | undead    | 444     | 291  | 45-75s  | skeleton       | aggressive                        | Dwarf Dn 2                        |
| <i>Akaste Succubus Tilfo</i>        | 22    | 678  | 32   | humanoid  | 608     | 382  | 45-75s  | succubus       | aggressive (casts Sleep)          | Dwarf Dn 2                        |
| <i>Akaste Succubus Turen</i>        | 21    | 631  | 29   | humanoid  | 572     | 359  | 45-75s  | succubus       | aggressive (casts Sleep)          | Dwarf Dn 2                        |
| <i>Amber Basilisk</i>               | 30    | 1080 | 59   | beast     | 1043    | 576  | 90s     | self           | passive                           | F22;G22;H22                       |
| <i>Ant</i>                          | 31    | 1153 | 64   | bug       | 998     | 602  | 95s     | ant            | passive                           | C23;D23-24;Ant Dn                 |
| <i>Ant Captain</i>                  | 31    | 1153 | 64   | bug       | 998     | 602  | 95s     | ant            | aggressive                        | C23;D23-24;Ant Dn                 |
| <i>Ant Guard</i>                    | 35    | 1470 | 87   | bug       | 1252    | 705  | 1-5m    | ant            | passive                           | D23; Ant Dn                       |
| <i>Ant Larva</i>                    | 29    | 1026 | 55   | bug       | 990     | 551  | 1-5m    | ant            | passive                           | Ant Dn                            |
| <i>Ant Overseer</i>                 | 32    | 1229 | 69   | bug       | 1049    | 627  | 1-5m    | ant            | passive                           | D23; Ant Dn                       |
| <i>Ant Patrol</i>                   | 34    | 1387 | 81   | bug       | 1157    | 679  | 1-5m    | ant            | passive                           | D23; Ant Dn                       |
| <i>Ant Recruit</i>                  | 33    | 1372 | 79   | bug       | 1102    | 653  | 1-5m    | ant            | passive (casts Curse)             | D23; Ant Dn                       |
| <i>Ant Soldier</i>                  | 35    | 1544 | 91   | bug       | 1252    | 705  | 95s     | ant            | aggressive (casts Curse)          | C23;D23; Ant Dn                   |
| <i>Ant Warrior Captain</i>          | 36    | 1555 | 94   | monster   | 1271    | 731  | 95s     | ant            | aggressive                        | D23; Ant Dn                       |
| <i>Antharas</i>                     | 70    | 980k | 120k | dragon    | 7096400 | 1309 | 200+hr  |                | boss                              | Antharas' Lair                    |
| <i>Arachnid Predator</i>            | 20    | 616  | 27   | bug       | 538     | 336  | 35s     | self           | aggressive (casts Curse)          | C23;D24                           |
| <i>Arachnid Tracker</i>             | 19    | 588  | 26   | bug       | 505     | 321  | 15s     | self           | aggressive (casts Curse)          | B21;B23;C20-21;<br>C23-24;D20;D22 |
| <i>Archer of Greed</i>              | 46    | 3026 | 214  | undead    | 1931    | 1116 | 95s     | self           | aggressive (power shot)           | J18                               |
| <i>Ashen Wolf</i>                   | 4     | 118  | 3    | humanoid  | 111     | 109  | 15s     |                | passive                           | E18;F18                           |
| <i>Balor Orc Archer</i>             | 8     | 235  | 8    | humanoid  | 202     | 162  | 15s     | orc            | passive (archer)                  | C19;D18-19                        |
| <i>Balor Orc Fighter</i>            | 10    | 294  | 10   | humanoid  | 256     | 190  | 15s     | orc            | aggressive                        | C19;D18-19                        |
| <i>Balor Orc Fighter Leader</i>     | 12    | 353  | 13   | humanoid  | 313     | 218  | 15s     | orc            | aggressive                        | C19;D18-19;E18-19                 |
| <i>Balor Orc Lieutenant</i>         | 11    | 323  | 12   | humanoid  | 291     | 204  | 15s     | orc            | passive                           | C19;D18-19;E18-19                 |
| <i>Baraham (Q)</i>                  | 36    | 0    | 0    | beast     | 1271    | 731  | 3m      | self           | leader                            | E23                               |
| <i>Baranka Escort</i>               | 21    | 631  | 29   | undead    | 629     | 359  | 15-45s  | skeleton       | aggressive                        | Orc Dn                            |
| <i>Baranka Guard</i>                | 22    | 678  | 32   | undead    | 668     | 382  | 15-45s  | skeleton       | aggressive                        | Orc Dn                            |
| <i>Baranka Messenger (Q)</i>        | 12    | 0    | 0    | humanoid  | 313     | 218  | 5m      | orc            | leader                            | Orc Dn                            |
| <i>Baraq Orc Fighter</i>            | 10    | 294  | 10   | humanoid  | 256     | 190  | 45-75s  | orc            | aggressive                        | Elf Dn                            |
| <i>Baraq Orc Fighter Lieutenant</i> | 11    | 323  | 12   | humanoid  | 291     | 204  | 45-75s  | orc            | passive                           | Elf Dn                            |
| <i>Barbed Bat</i>                   | 12    | 353  | 13   | humanoid  | 313     | 218  | 15s     | self           | passive                           | I11-12;J11-12; Dwarf Dn 1         |
| <i>Barif</i>                        | 64    | 6922 | 635  | giant     | 3363    | 2027 | 10-20m  | giant          | aggressive leader (casts Curse)   | Giant Dn                          |
| <i>Barif Pet</i>                    | 61    | 6102 | 538  | construct | 3117    | 1867 | n.a.    | giant          | minion (casts Curse)              | Giant Dn                          |
| <i>Basilisk</i>                     | 28    | 972  | 51   | beast     | 854     | 527  | 95s     |                | aggressive                        | C23;D23-24                        |
| <i>Bearded Keltir</i>               | 1     | 29   | 2    | humanoid  | 62      | 70   | 15s     |                | passive                           | B25;C14;E18;F19;H12               |
| <i>Bepooks Pet</i>                  | 10    | 547  | 19   | animal    | 513     | 190  | n.a.    | partisan       | minion                            | H11                               |
| <i>Betrayer of Urutu Freki</i>      | 25    | 2213 | 111  | undead    | 2241    | 454  | 1-3hr   | wererat        | aggressive leader                 | E13                               |
| <i>Black Timber Wolf</i>            | 6     | 176  | 5    | humanoid  | 152     | 135  | 15s     |                | passive                           | H11-12;I11-12; Dwarf Dn 1         |
| <i>Black Willow (Q)</i>             | 30    | 0    | 0    | undead    | 948     | 576  | 3m      | self           | passive (casts Hold)              | D19                               |
| <i>Black Willow Lurker (Q)</i>      | 39    | 0    | 0    | undead    | 1501    | 811  | 3m      |                | passive                           | D19                               |
| <i>Black Wolf</i>                   | 4     | 118  | 3    | humanoid  | 111     | 109  | 15s     |                | passive                           | H11-12                            |
| <i>Blade Bat</i>                    | 10    | 294  | 10   | humanoid  | 256     | 190  | 15s     | self           | passive                           | I11-12; Dwarf Dn 1                |
| <i>Blade Spider</i>                 | 17    | 500  | 21   | bug       | 444     | 291  | 15s     | self           | aggressive                        | A24                               |
| <i>Blood Fungus</i>                 | 12    | 353  | 13   | humanoid  | 313     | 218  | 15s     | self           | passive                           | C19;D18-19;E18-19                 |
| <i>Bloody Axe Elite</i>             | 35    | 1470 | 87   | humanoid  | 1335    | 705  | 3m      |                | very aggressive                   | G20                               |
| <i>Bloody Bee</i>                   | 23    | 762  | 37   | bug       | 645     | 406  | 75s     |                | passive (casts Curse)             | E22-23;F21                        |
| <i>Bloody Lord Nurka</i>            | 55    | 1513 | 1    | humanoid  | 1256k   | 1557 | 3hr     | partisan       | boss                              | F21                               |
| <i>Bloody Queen</i>                 | 60    | 4320 | 375  | beast     | 3035    | 1814 | 115s    | cave servant 2 | leader                            | H21;J18;Antaras' Lair             |
| <i>Boogle Ratman</i>                | 16    | 471  | 19   | humanoid  | 415     | 276  | 45-75s  | wererat        | passive                           | Dwarf Dn 2                        |
| <i>Boogle Ratman Leader</i>         | 18    | 528  | 23   | humanoid  | 474     | 306  | 45-75s  | wererat        | passive                           | Dwarf Dn 2                        |
| <i>Brae Orc Archer</i>              | 13    | 710  | 28   | humanoid  | 696     | 232  | n.a.    | orc            | minion                            | C19                               |
| <i>Brae Orc Chief</i>               | 17    | 1350 | 57   | humanoid  | 1331    | 291  | 1-3hr   | orc            | aggressive leader (special P.Atk) | C19                               |
| <i>Brae Orc Fighter</i>             | 15    | 821  | 33   | humanoid  | 775     | 261  | n.a.    | orc            | minion                            | C19                               |
| <i>Breka Orc</i>                    | 31    | 1153 | 64   | humanoid  | 1098    | 602  | 95s     | orc            | passive                           | G21-22                            |
| <i>Breka Orc Archer</i>             | 32    | 1464 | 82   | humanoid  | 1049    | 627  | 95s     | orc            | passive (power shot)              | G21-22                            |
| <i>Breka Orc Overlord</i>           | 35    | 1629 | 97   | humanoid  | 1213    | 705  | 95s     | orc            | aggressive (special P.Atk)        | G21-22                            |
| <i>Breka Orc Shaman</i>             | 34    | 1387 | 81   | humanoid  | 1157    | 679  | 95s     | orc            | passive (casts damage)            | G21                               |
| <i>Breka Orc Warrior</i>            | 33    | 1448 | 83   | humanoid  | 1102    | 653  | 95s     | orc            | aggressive (special P.Atk)        | G21-22                            |
| <i>Brown Bear</i>                   | 16    | 471  | 19   | humanoid  | 457     | 276  | 35s     |                | aggressive                        | B23;C22-23;D21-22;E22             |
| <i>Brown Keltir</i>                 | 2     | 59   | 2    | animal    | 78      | 83   | 15s     |                | passive                           | E18                               |
| <i>Bugbear Raider</i>               | 17    | 500  | 21   | monster   | 444     | 291  | 3m      |                | passive                           | D21                               |

CREATURES: ABYSS FLYER – BUGBEAR RAIDER

| CREATURE                            | PASSIVE ATTRIBUTES                                                                                                                                                                                                                           | ACTIVE ATTRIBUTES                                                    |
|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|
| <i>Abyss Flyer</i>                  | -15% Def vs. wind type attacks; -10% Def vs. bows                                                                                                                                                                                            |                                                                      |
| <i>Adherent of Antaras Skyla</i>    |                                                                                                                                                                                                                                              |                                                                      |
| <i>Akaste Bone Archer</i>           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               | Archer                                                               |
| <i>Akaste Bone Lord</i>             | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               |                                                                      |
| <i>Akaste Bone Soldier</i>          | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               |                                                                      |
| <i>Akaste Bone Warlord</i>          | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               |                                                                      |
| <i>Akaste Succubus Tilfo</i>        |                                                                                                                                                                                                                                              | Chance of putting target to sleep                                    |
| <i>Akaste Succubus Turen</i>        |                                                                                                                                                                                                                                              | Chance of putting target to sleep                                    |
| <i>Amber Basilisk</i>               | -15% Def if attacker can detect beast weakness                                                                                                                                                                                               |                                                                      |
| <i>Ant</i>                          | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Captain</i>                  | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Guard</i>                    | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Larva</i>                    | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Overseer</i>                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Patrol</i>                   | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Ant Recruit</i>                  | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 | Gives 6 damage every 5 secs for 3 mins                               |
| <i>Ant Soldier</i>                  | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 | Gives 6 damage every 5 secs for 3 mins                               |
| <i>Ant Warrior Captain</i>          | -15% Def if attacker can detect beast weakness; -15% Def vs. fire type attacks                                                                                                                                                               |                                                                      |
| <i>Antharas</i>                     | -15% Def if attacker can detect dragon weakness; cannot be Held, Paralyzed, Confused or Slept; -50% Def vs. wind type attacks; +95% Def vs. earth type attacks; +80% Def vs. shock type attacks; Aggro range x4; see p. 200 for more details |                                                                      |
| <i>Arachnid Predator</i>            | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 | Gives 5 damage every 5 secs for 3 mins                               |
| <i>Arachnid Tracker</i>             | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 | Gives 3 damage every 5 secs for 3 mins                               |
| <i>Archer of Greed</i>              | -20% Def vs. holy attacks                                                                                                                                                                                                                    | Archer; Attacks with power 417 [chance of Stunning target]           |
| <i>Ashen Wolf</i>                   |                                                                                                                                                                                                                                              |                                                                      |
| <i>Balor Orc Archer</i>             |                                                                                                                                                                                                                                              | Archer                                                               |
| <i>Balor Orc Fighter</i>            |                                                                                                                                                                                                                                              |                                                                      |
| <i>Balor Orc Fighter Leader</i>     |                                                                                                                                                                                                                                              |                                                                      |
| <i>Balor Orc Lieutenant</i>         |                                                                                                                                                                                                                                              |                                                                      |
| <i>Baraham (Q)</i>                  |                                                                                                                                                                                                                                              |                                                                      |
| <i>Baranka Escort</i>               | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               |                                                                      |
| <i>Baranka Guard</i>                | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                                                                                                               |                                                                      |
| <i>Baranka Messenger (Q)</i>        |                                                                                                                                                                                                                                              |                                                                      |
| <i>Baraq Orc Fighter</i>            |                                                                                                                                                                                                                                              |                                                                      |
| <i>Baraq Orc Fighter Lieutenant</i> |                                                                                                                                                                                                                                              |                                                                      |
| <i>Barbed Bat</i>                   | -15% Def vs. wind type attacks; -10% Def vs. bows                                                                                                                                                                                            |                                                                      |
| <i>Barif</i>                        |                                                                                                                                                                                                                                              | Gives 13 damage every 5 secs for 3 mins                              |
| <i>Barif Pet</i>                    |                                                                                                                                                                                                                                              | Reduces target's P.Atk Spd 50%                                       |
| <i>Basilisk</i>                     | -15% Def if attacker can detect beast weakness                                                                                                                                                                                               |                                                                      |
| <i>Bearded Keltir</i>               |                                                                                                                                                                                                                                              |                                                                      |
| <i>Bepooks Pet</i>                  | -15% Def if attacker can detect animal weakness                                                                                                                                                                                              |                                                                      |
| <i>Betrayer of Urutu Freki</i>      | -20% Def vs. holy attacks                                                                                                                                                                                                                    |                                                                      |
| <i>Black Timber Wolf</i>            |                                                                                                                                                                                                                                              |                                                                      |
| <i>Black Willow (Q)</i>             |                                                                                                                                                                                                                                              | Roots target in place                                                |
| <i>Black Willow Lurker (Q)</i>      |                                                                                                                                                                                                                                              |                                                                      |
| <i>Black Wolf</i>                   |                                                                                                                                                                                                                                              |                                                                      |
| <i>Blade Bat</i>                    | -15% Def vs. wind type attacks; -10% Def vs. bows                                                                                                                                                                                            |                                                                      |
| <i>Blade Spider</i>                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 |                                                                      |
| <i>Blood Fungus</i>                 | -15% Def vs. fire type attacks; +50% Def vs. poison                                                                                                                                                                                          |                                                                      |
| <i>Bloody Axe Elite</i>             |                                                                                                                                                                                                                                              |                                                                      |
| <i>Bloody Bee</i>                   | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                                                                                                                 | Gives 5 damage every 5 secs for 3 mins                               |
| <i>Bloody Lord Nurka</i>            | Cannot be Held, Paralyzed, Confused or Slept                                                                                                                                                                                                 |                                                                      |
| <i>Bloody Queen</i>                 |                                                                                                                                                                                                                                              | Drains 165 mana from target; gives 13 damage every 5 secs for 3 mins |
| <i>Boogle Ratman</i>                |                                                                                                                                                                                                                                              |                                                                      |
| <i>Boogle Ratman Leader</i>         |                                                                                                                                                                                                                                              |                                                                      |
| <i>Brae Orc Archer</i>              |                                                                                                                                                                                                                                              | Archer                                                               |
| <i>Brae Orc Chief</i>               |                                                                                                                                                                                                                                              | Attacks with power 105                                               |
| <i>Brae Orc Fighter</i>             |                                                                                                                                                                                                                                              |                                                                      |
| <i>Breka Orc</i>                    |                                                                                                                                                                                                                                              |                                                                      |
| <i>Breka Orc Archer</i>             |                                                                                                                                                                                                                                              | Archer; Attacks with power 584                                       |
| <i>Breka Orc Overlord</i>           |                                                                                                                                                                                                                                              | Attacks with power 219                                               |
| <i>Breka Orc Shaman</i>             |                                                                                                                                                                                                                                              | Attacks with power 38, drains 20%                                    |
| <i>Breka Orc Warrior</i>            |                                                                                                                                                                                                                                              | Attacks with power 219                                               |
| <i>Brown Bear</i>                   |                                                                                                                                                                                                                                              |                                                                      |
| <i>Brown Keltir</i>                 | -15% Def if attacker can detect animal weakness                                                                                                                                                                                              |                                                                      |
| <i>Bugbear Raider</i>               |                                                                                                                                                                                                                                              |                                                                      |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                       | LEVEL | EXP   | SP   | RACE      | HP    | MP   | RESPAWN | CLAN           | BEHAVIOR                          | LOCATIONS          |
|--------------------------------|-------|-------|------|-----------|-------|------|---------|----------------|-----------------------------------|--------------------|
| <i>Calpico (Q)</i>             | 13    | 0     | 0    | monster   | 337   | 232  | 8m      |                | leader                            | C19                |
| <i>Calpicos Goons (Q)</i>      | 10    | 0     | 0    | monster   | 256   | 190  | n.a.    |                | minion                            | C19                |
| <i>Carinkain</i>               | 45    | 2430  | 169  | construct | 1859  | 1069 | 95s     |                | aggressive (casts damage)         | I20;J20            |
| <i>Cat's Eye Bandit (Q)</i>    | 15    | 0     | 0    | humanoid  | 400   | 261  | 3m      | self           | passive                           | C22                |
| <i>Cave Basilisk (Q)</i>       | 30    | 0     | 0    | beast     | 948   | 576  | n.a.    |                | passive                           | D19;E23            |
| <i>Cave Bat</i>                | 13    | 382   | 15   | humanoid  | 337   | 232  | 45-75s  | self           | passive                           | DE Dn              |
| <i>Cave Beast</i>              | 61    | 4688  | 413  | humanoid  | 3117  | 1867 | 2-6m    |                | passive (buffs self)              | Antaras' Lair      |
| <i>Cave Blade Spider</i>       | 17    | 931   | 39   | humanoid  | 887   | 291  | 45-75s  | self           | aggressive                        | TI Dn              |
| <i>Cave Fang Spider</i>        | 16    | 471   | 19   | humanoid  | 415   | 276  | 45-75s  | self           | aggressive                        | DE Dn              |
| <i>Cave Howler</i>             | 65    | 5619  | 523  | construct | 3788  | 2080 | 2-6m    |                | passive (buffs self)              | Antaras' Lair      |
| <i>Cave Keeper</i>             | 58    | 4474  | 379  | beast     | 2871  | 1710 | 115s    | cave servant 2 | passive (special P.Atk)           | H21                |
| <i>Cave Maiden</i>             | 59    | 4177  | 357  | beast     | 2953  | 1762 | 115s    |                | aggressive (casts Hold)           | H21                |
| <i>Cave Servant</i>            | 46    | 2539  | 180  | undead    | 2124  | 1116 | 115s    | cave servant   | passive                           | G21                |
| <i>Cave Servant Archer</i>     | 47    | 3159  | 226  | undead    | 2004  | 1164 | 115s    | cave servant   | passive (power shot)              | G21                |
| <i>Cave Servant Captain</i>    | 49    | 3193  | 236  | undead    | 2154  | 1260 | 115s    | cave servant 2 | aggressive (special P.Atk)        | G21                |
| <i>Cave Servant General</i>    | 63    | 8851  | 800  | undead    | 6774  | 1973 | n.a.    | undead         | minion                            | G21;H21            |
| <i>Cave Servant Lord Ishka</i> | 66    | 14113 | 1328 | undead    | 10914 | 2135 | 1-3hr   | undead         | aggressive leader (special P.Atk) | G21;H21            |
| <i>Cave Servant Warrior</i>    | 48    | 3064  | 224  | undead    | 2079  | 1212 | 115s    | cave servant   | passive (special P.Atk)           | G21                |
| <i>Cave Spider</i>             | 15    | 441   | 18   | humanoid  | 388   | 261  | 45-75s  | self           | passive                           | DE Dn              |
| <i>Claw Succubus (Q)</i>       | 28    | 0     | 0    | demonic   | 854   | 527  | n.a.    | demonic        | passive                           | Dwarf Dn 2         |
| <i>Congerer</i>                | 52    | 4678  | 361  | beast     | 2626  | 1407 | n.a.    | giant          | minion (casts Curse)              | H21                |
| <i>Congerer Lord</i>           | 54    | 5045  | 401  | beast     | 2801  | 1507 | 270s    | giant          | aggressive leader (casts Curse)   | I17                |
| <i>Core</i>                    | 50    | 25000 | 1800 | humanoid  | 141k  | 454  | 37-83hr | curma core     | boss                              | Cruma 3            |
| <i>Corpse Candle</i>           | 17    | 500   | 21   | humanoid  | 488   | 291  | 45-75s  | self           | passive (casts Splash)            | Dwarf Dn 2         |
| <i>Corpse Scavenger</i>        | 32    | 2284  | 128  | undead    | 2099  | 627  | n.a.    | skeleton       | minion                            | C21;D22            |
| <i>Corsair Captain Kylon</i>   | 43    | 5991  | 405  | undead    | 5320  | 975  | 2-4hr   | skeleton       | aggressive leader                 | F23                |
| <i>Crasher</i>                 | 14    | 412   | 16   | construct | 362   | 247  | 15s     | self           | passive (casts damage)            | A24-25             |
| <i>Crimsha Werewolf (Q)</i>    | 36    | 0     | 0    | humanoid  | 1312  | 731  | 3m      | werewolf       | aggressive                        | D15                |
| <i>Crimson Drake</i>           | 61    | 4465  | 393  | dragon    | 3117  | 1867 | 95s     |                | aggressive (casts damage)         | J18                |
| <i>Crimson Spider</i>          | 15    | 441   | 18   | humanoid  | 388   | 261  | 15s     | self           | aggressive                        | E19-20             |
| <i>Crypt Horror</i>            | 15    | 441   | 18   | undead    | 388   | 261  | 15-45s  | self           | aggressive                        | Orc Dn             |
| <i>Crystalline Beast</i>       | 18    | 528   | 23   | humanoid  | 474   | 306  | 15s     |                | passive                           | B20;C20            |
| <i>Dark Horror</i>             | 16    | 471   | 19   | undead    | 415   | 276  | 15s     |                | aggressive                        | D19;DE Dn          |
| <i>Dark Knight</i>             | 48    | 3779  | 277  | demonic   | 2079  | 1212 | n.a.    | undead         | minion                            | Cruma 2            |
| <i>Dark Lord</i>               | 50    | 4100  | 310  | demonic   | 2454  | 1309 | 11-19m  | undead         | aggressive leader                 | Cruma 2            |
| <i>Dark Succubus</i>           | 20    | 588   | 26   | demonic   | 555   | 336  | 15s     | self           | passive                           | B20;C20            |
| <i>Dark Terror</i>             | 16    | 471   | 19   | undead    | 415   | 276  | 45-75s  | self           | aggressive                        | Elf Dn             |
| <i>Darkstone Golem</i>         | 13    | 382   | 15   | humanoid  | 337   | 232  | 45-75s  | self           | passive (casts damage)            | Dwarf Dn 2         |
| <i>Darkwing Bat</i>            | 11    | 323   | 12   | humanoid  | 291   | 204  | 15s     | self           | passive                           | D13-15             |
| <i>Dead Seeker</i>             | 34    | 1387  | 81   | beast     | 1157  | 679  | 90s     |                | passive                           | F22                |
| <i>Death Fire</i>              | 32    | 1526  | 86   | demonic   | 1049  | 627  | 7-13m   | demonic        | aggressive leader                 | Forgotten Temple F |
| <i>Death Knight</i>            | 50    | 5575  | 420  | undead    | 4462  | 1309 | 1-7m    | undead         | aggressive                        | Cruma 2            |
| <i>Death Wave</i>              | 62    | 4843  | 432  | construct | 3199  | 1920 | 2-6m    | self           | passive (buffs self)              | Antaras' Lair      |
| <i>Delu Chief Kalkis (Q)</i>   | 37    | 0     | 0    | humanoid  | 1330  | 757  | 3m      | lizardman      | leader                            | F23                |
| <i>Delu Lizardman</i>          | 28    | 972   | 51   | humanoid  | 854   | 527  | 75s     | lizardman      | passive                           | E23;F23            |
| <i>Delu Lizardman Scout</i>    | 29    | 1026  | 55   | humanoid  | 900   | 551  | 75s     | lizardman      | passive                           | E23;F23;G23        |
| <i>Delu Lizardman Shaman</i>   | 35    | 1470  | 87   | humanoid  | 1213  | 705  | 3m      | lizardman      | passive (casts Hold)              | F23;G23            |
| <i>Delu Lizardman Warrior</i>  | 30    | 1080  | 59   | humanoid  | 1043  | 576  | 95s     | lizardman      | aggressive                        | E14;F23;G23        |
| <i>Dementia Beast</i>          | 17    | 931   | 39   | humanoid  | 887   | 291  | n.a.    |                | minion                            | C20                |
| <i>Demon Tempest</i>           | 38    | 4679  | 292  | undead    | 4308  | 784  | 2-4hr   | undead         | aggressive leader (casts Damage)  | F22                |
| <i>Dicor</i>                   | 47    | 5081  | 364  | construct | 4008  | 1164 | 1-7m    |                | passive (casts Curse)             | Cruma 2            |
| <i>Dion Grizzly</i>            | 20    | 588   | 26   | animal    | 592   | 336  | 90s     |                | passive                           | F21                |
| <i>Diprive</i>                 | 50    | 3000  | 226  | beast     | 2231  | 1309 | 95s     |                | aggressive (casts damage)         | J18                |
| <i>Dire Wolf</i>               | 24    | 772   | 38   | animal    | 683   | 430  | 90s     | wolf           | aggressive                        | E21-23;F21-22      |
| <i>Dire Wyrn</i>               | 42    | 2117  | 141  | dragon    | 1650  | 929  | 95s     |                | aggressive                        | F18                |
| <i>Discarded Guardian</i>      | 20    | 1588  | 70   | humanoid  | 1613  | 336  | 1-3hr   | self           | aggressive leader (casts Damage)  | TI Dn              |
| <i>Doom Knight</i>             | 65    | 5619  | 523  | undead    | 3444  | 2080 | 95s     |                | aggressive (special P.Atk)        | J18                |
| <i>Doom Soldier</i>            | 14    | 412   | 16   | undead    | 362   | 247  | 45-75s  | skeleton       | aggressive                        | DE Dn              |
| <i>Dragon Bearer Archer</i>    | 47    | 3910  | 281  | undead    | 2004  | 1164 | n.a.    | cave servant   | minion (power shot)               | E21                |
| <i>Dragon Bearer Chief</i>     | 49    | 3962  | 293  | undead    | 2370  | 1260 | 30m     | cave servant   | aggressive leader (special P.Atk) | G21;H21            |
| <i>Dragon Bearer Warrior</i>   | 48    | 3802  | 278  | undead    | 2079  | 1212 | n.a.    | cave servant   | minion (special P.Atk)            | E21                |
| <i>Drake</i>                   | 57    | 3899  | 324  | dragon    | 2789  | 1659 | 115s    | dragon         | aggressive (casts damage)         | H21                |
| <i>Dre Vanul</i>               | 20    | 1092  | 48   | demonic   | 1075  | 336  | 45-75s  | demonic        | aggressive                        | TI Dn              |
| <i>Dre Vanul Beholder</i>      | 21    | 631   | 29   | humanoid  | 572   | 359  | 45-75s  | demonic        | aggressive                        | Elf Dn             |
| <i>Dre Vanul Scout</i>         | 21    | 1173  | 54   | demonic   | 1144  | 359  | 45-75s  | demonic        | aggressive                        | TI Dn              |
| <i>Dre Vanul Slayer</i>        | 22    | 678   | 32   | humanoid  | 608   | 382  | 45-75s  | demonic        | aggressive                        | Elf Dn             |
| <i>Dre Vanul Tracker</i>       | 20    | 588   | 26   | humanoid  | 538   | 336  | 45-75s  | demonic        | aggressive                        | Elf Dn             |
| <i>Dre Vanul Warrior</i>       | 32    | 1229  | 69   | demonic   | 1049  | 627  | 1-3m    | demonic        | aggressive (casts damage)         | Forgotten Temple F |

CREATURES: CALPICO – DRE VANUL WARRIOR

| CREATURE                       | PASSIVE ATTRIBUTES                                                 | ACTIVE ATTRIBUTES                                 |
|--------------------------------|--------------------------------------------------------------------|---------------------------------------------------|
| <i>Calpico (Q)</i>             |                                                                    |                                                   |
| <i>Calpico's Goons (Q)</i>     |                                                                    |                                                   |
| <i>Carinkain</i>               |                                                                    | Drains 105 mana from target                       |
| <i>Cat's Eye Bandit (Q)</i>    |                                                                    |                                                   |
| <i>Cave Basilisk (Q)</i>       |                                                                    |                                                   |
| <i>Cave Bat</i>                | -15% Def vs. wind type attacks; -10% Def vs. bows                  |                                                   |
| <i>Cave Beast</i>              | -15% Def if attacker can detect beast weakness                     | Bufs self (+15% P.AtK)                            |
| <i>Cave Blade Spider</i>       |                                                                    |                                                   |
| <i>Cave Fang Spider</i>        |                                                                    |                                                   |
| <i>Cave Howler</i>             |                                                                    | Bufs self (+33% P.AtKSpd)                         |
| <i>Cave Keeper</i>             | -15% Def if attacker can detect beast weakness                     | Attacks with power 722                            |
| <i>Cave Maiden</i>             | -15% Def if attacker can detect beast weakness                     | Roots target in place                             |
| <i>Cave Servant</i>            | -40% Def vs. holy attacks; -10% Def vs. blunts                     |                                                   |
| <i>Cave Servant Archer</i>     | -40% Def vs. holy attacks; -10% Def vs. blunts                     | Archer; Attacks with power 1110                   |
| <i>Cave Servant Captain</i>    | -40% Def vs. holy attacks; -10% Def vs. blunts                     | Chance of stunning target                         |
| <i>Cave Servant General</i>    | -20% Def vs. holy attacks                                          |                                                   |
| <i>Cave Servant Lord Ishka</i> | -20% Def vs. holy attacks                                          | Attacks with power 3408, but has a chance to miss |
| <i>Cave Servant Warrior</i>    | -40% Def vs. holy attacks; -10% Def vs. blunts                     | Chance of stunning target                         |
| <i>Cave Spider</i>             |                                                                    |                                                   |
| <i>Claw Succubus (Q)</i>       |                                                                    |                                                   |
| <i>Congerer</i>                | -15% Def if attacker can detect beast weakness                     | Gives 9 damage every 5 secs for 2 mins            |
| <i>Congerer Lord</i>           | -15% Def if attacker can detect beast weakness                     | Gives 9 damage every 5 secs for 2 mins            |
| <i>Core</i>                    | Cannot be Held, Paralyzed, Confused or Slept                       | Help range x6                                     |
| <i>Corpse Candle</i>           |                                                                    | Attacks with power 18                             |
| <i>Corpse Scavenger</i>        | -40% Def vs. holy attacks; -10% Def vs. blunts                     |                                                   |
| <i>Corsair Captain Kylon</i>   | -20% Def vs. holy attacks                                          |                                                   |
| <i>Crasher</i>                 | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts       | Attacks with power 18                             |
| <i>Crimsha Werewolf (Q)</i>    |                                                                    |                                                   |
| <i>Crimson Drake</i>           | -15% Def if attacker can detect dragon weakness                    | Attacks target with power 85                      |
| <i>Crimson Spider</i>          |                                                                    |                                                   |
| <i>Crypt Horror</i>            | -20% Def vs. holy attacks                                          |                                                   |
| <i>Crystalline Beast</i>       |                                                                    |                                                   |
| <i>Dark Horror</i>             | -20% Def vs. holy attacks                                          |                                                   |
| <i>Dark Knight</i>             |                                                                    |                                                   |
| <i>Dark Lord</i>               |                                                                    |                                                   |
| <i>Dark Succubus</i>           |                                                                    |                                                   |
| <i>Dark Terror</i>             | -20% Def vs. holy attacks                                          |                                                   |
| <i>Darkstone Golem</i>         | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts       | Attacks with power 18                             |
| <i>Darkwing Bat</i>            | -15% Def vs. wind type attacks; -10% Def vs. bows                  |                                                   |
| <i>Dead Seeker</i>             | -15% Def if attacker can detect beast weakness                     |                                                   |
| <i>Death Fire</i>              |                                                                    |                                                   |
| <i>Death Knight</i>            | -20% Def vs. holy attacks                                          |                                                   |
| <i>Death Wave</i>              |                                                                    | Bufs self (+15% P.Def)                            |
| <i>Delu Chief Kalkis (Q)</i>   |                                                                    |                                                   |
| <i>Delu Lizardman</i>          |                                                                    |                                                   |
| <i>Delu Lizardman Scout</i>    |                                                                    |                                                   |
| <i>Delu Lizardman Shaman</i>   |                                                                    | Roots target in place                             |
| <i>Delu Lizardman Warrior</i>  |                                                                    |                                                   |
| <i>Dementia Beast</i>          |                                                                    |                                                   |
| <i>Demon Tempest</i>           | -20% Def vs. holy attacks                                          | Attacks with power 52, drains 20%                 |
| <i>Dicor</i>                   |                                                                    | Gives 8 damage every 5 secs for 3 mins            |
| <i>Dion Grizzly</i>            | -15% Def if attacker can detect animal weakness                    |                                                   |
| <i>Diprive</i>                 | -15% Def if attacker can detect beast weakness                     | Drains 105 mana from target                       |
| <i>Dire Wolf</i>               | -15% Def if attacker can detect animal weakness                    |                                                   |
| <i>Dire Wyrn</i>               | -15% Def if attacker can detect dragon weakness; +50% Def vs. bows |                                                   |
| <i>Discarded Guardian</i>      | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts       | Attacks with power 38                             |
| <i>Doom Knight</i>             | -20% Def vs. holy attacks                                          | Attacks with power 1136                           |
| <i>Doom Soldier</i>            | -40% Def vs. holy attacks; -10% Def vs. blunts                     |                                                   |
| <i>Dragon Bearer Archer</i>    | -20% Def vs. holy attacks                                          | Archer; Attacks with power 1110                   |
| <i>Dragon Bearer Chief</i>     | -20% Def vs. holy attacks                                          | Chance of stunning target                         |
| <i>Dragon Bearer Warrior</i>   | -20% Def vs. holy attacks                                          | Chance of stunning target                         |
| <i>Drake</i>                   | -15% Def if attacker can detect dragon weakness                    | Attacks multiple targets with power 34            |
| <i>Dre Vanul</i>               |                                                                    |                                                   |
| <i>Dre Vanul Beholder</i>      |                                                                    |                                                   |
| <i>Dre Vanul Scout</i>         |                                                                    |                                                   |
| <i>Dre Vanul Slayer</i>        |                                                                    |                                                   |
| <i>Dre Vanul Tracker</i>       |                                                                    |                                                   |
| <i>Dre Vanul Warrior</i>       |                                                                    | Attacks with power 38, drains 20%                 |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                        | LEVEL | EXP   | SP   | RACE      | HP   | MP   | RESPAWN | CLAN         | BEHAVIOR                          | LOCATIONS          |
|---------------------------------|-------|-------|------|-----------|------|------|---------|--------------|-----------------------------------|--------------------|
| <i>Dread Avenger Kraven</i>     | 48    | 7465  | 545  | undead    | 6437 | 1212 | 1-3hr   | undead       | aggressive leader (special P.Atk) | G20                |
| <i>Dread Panther</i>            | 45    | 4516  | 314  | beast     | 3837 | 1069 | n.a.    | undead       | minion                            | G20                |
| <i>Dread Soldier</i>            | 14    | 412   | 16   | undead    | 362  | 247  | 45-75s  | skeleton     | aggressive                        | Elf Dn             |
| <i>Drill Bat</i>                | 11    | 601   | 22   | animal    | 582  | 204  | 45-75s  | self         | passive                           | TI Dn              |
| <i>Dryad</i>                    | 13    | 382   | 15   | elemental | 337  | 232  | 15s     | earth elem.  | passive                           | E19-20;F20         |
| <i>Dryad Elder</i>              | 14    | 412   | 16   | elemental | 362  | 247  | 15s     | earth elem.  | passive                           | E19-20;F20         |
| <i>Dungeon Skeleton</i>         | 12    | 353   | 13   | undead    | 313  | 218  | 45-75s  | skeleton     | aggressive                        | Elf Dn             |
| <i>Dungeon Skeleton Archer</i>  | 13    | 382   | 15   | undead    | 337  | 232  | 45-75s  | skeleton     | passive (archer)                  | Elf Dn             |
| <i>Dungeon Spider</i>           | 15    | 821   | 33   | humanoid  | 775  | 261  | 45-75s  | self         | aggressive                        | TI Dn              |
| <i>Dustwind Gargoyle</i>        | 53    | 3736  | 294  | fairy     | 2713 | 1457 | 115s    |              | passive (special P.Atk)           | H21                |
| <i>Elder Brown Keltir</i>       | 3     | 88    | 2    | animal    | 93   | 96   | 15s     |              | passive                           | E18;F18            |
| <i>Elder Keltir</i>             | 3     | 88    | 2    | animal    | 90   | 96   | 15s     |              | passive                           | B25                |
| <i>Elder Longtail Keltir</i>    | 3     | 88    | 2    | animal    | 93   | 96   | 15s     |              | passive                           | H12                |
| <i>Elder Prairie Keltir</i>     | 3     | 88    | 2    | animal    | 93   | 96   | 15s     |              | passive                           | C14                |
| <i>Elder Red Keltir</i>         | 3     | 88    | 2    | animal    | 93   | 96   | 15s     |              | passive                           | F19                |
| <i>Elder Tarlk Basilisk</i>     | 51    | 3121  | 238  | beast     | 2309 | 1358 | 95s     |              | aggressive                        | G17;H17            |
| <i>Elder Wolf</i>               | 5     | 147   | 4    | humanoid  | 130  | 122  | 15s     |              | passive                           | B25                |
| <i>Elpy</i>                     | 1     | 29    | 2    | humanoid  | 62   | 70   | 15s     |              | flees                             | B22;B25            |
| <i>Enchanted Gargoyle</i>       | 44    | 2575  | 176  | construct | 1788 | 1022 | 95s     | self         | passive (special P.Atk)           | G18                |
| <i>Enchanted Iron Golem</i>     | 43    | 2459  | 167  | construct | 1718 | 975  | 95s     | self         | passive (casts Splash)            | G18                |
| <i>Enchanted Monstereye</i>     | 41    | 2017  | 132  | construct | 1583 | 883  | 95s     | self         | aggressive (casts Hold)           | G18                |
| <i>Enchanted Stone Golem</i>    | 42    | 2346  | 157  | construct | 1650 | 929  | 95s     | self         | passive (casts Splash)            | G18                |
| <i>Enku Orc Champion</i>        | 21    | 701   | 32   | humanoid  | 629  | 359  | 75s     | orc          | aggressive (special P.Atk)        | E22-23;F22         |
| <i>Enku Orc Shaman</i>          | 20    | 588   | 26   | humanoid  | 538  | 336  | 75s     | orc          | passive (casts Curse)             | E22-23             |
| <i>Envoyofantaras Nakondas</i>  | 42    | 5715  | 381  | dragon    | 5109 | 929  | 1-3hr   | dragon       | aggressive leader                 | G21                |
| <i>Evil Eye</i>                 | 10    | 294   | 10   | humanoid  | 282  | 190  | 15s     | self         | passive                           | D14-15             |
| <i>Evil Eye Lookout</i>         | 14    | 412   | 16   | humanoid  | 398  | 247  | 15-45s  | self         | passive                           | E14                |
| <i>Evil Eye Lord (Q)</i>        | 37    | 0     | 0    | construct | 1330 | 757  | 3m      | self         | aggressive                        | Orc Dn             |
| <i>Evil Eye Patroller</i>       | 14    | 412   | 16   | humanoid  | 398  | 247  | 15s     | self         | passive                           | D15;E13;E15;Orc Dn |
| <i>Evil Eye Watcher</i>         | 10    | 294   | 10   | humanoid  | 282  | 190  | 15-45s  | self         | passive                           | Orc Dn             |
| <i>Excuro</i>                   | 41    | 3749  | 246  | construct | 3166 | 883  | 1-7m    |              | passive (casts damage)            | Cruma 1            |
| <i>Eyes of Bereth</i>           | 35    | 3969  | 235  | construct | 3757 | 705  | 2-4hr   | self         | aggressive leader (casts Curse)   | E23                |
| <i>Fairy Queen Timiniel</i>     | 61    | 12056 | 1061 | elemental | 9654 | 1867 | 3-7hr   | elf guardian | aggressive leader                 | H19                |
| <i>Falibati</i>                 | 64    | 4915  | 450  | construct | 3699 | 2027 | 95s     |              | aggressive (casts Sleep)          | J18                |
| <i>Farcran</i>                  | 53    | 3736  | 294  | beast     | 2546 | 1457 | 95s     |              | passive (special P.Atk)           | J18                |
| <i>Felim Lizardman</i>          | 14    | 412   | 16   | humanoid  | 362  | 247  | 35s     | lizardman    | passive                           | B22                |
| <i>Felim Lizardman Scout</i>    | 15    | 441   | 18   | humanoid  | 388  | 261  | 35s     | lizardman    | passive                           | B21-22             |
| <i>Felim Lizardman Warrior</i>  | 17    | 500   | 21   | humanoid  | 444  | 291  | 35s     | lizardman    | passive                           | B21-22             |
| <i>Festering Bat</i>            | 13    | 382   | 15   | humanoid  | 337  | 232  | 15s     | self         | passive                           | C19;D18-19;E18-19  |
| <i>Fettered Soul</i>            | 38    | 3220  | 201  | undead    | 2872 | 784  | 95s     |              | aggressive                        | G20-21;H21         |
| <i>Fire Archer</i>              | 29    | 1270  | 68   | undead    | 900  | 551  | n.a.    |              | minion                            | Forgotten Temple F |
| <i>Flame Viewer</i>             | 31    | 1153  | 64   | construct | 998  | 602  | 1-3m    | elemental    | passive                           | Forgotten Temple F |
| <i>Fline</i>                    | 45    | 2430  | 169  | elemental | 1859 | 1069 | 95s     | elemental    | passive (casts damage)            | H19                |
| <i>Fline Elder</i>              | 51    | 3121  | 238  | elemental | 2309 | 1358 | 95s     | elemental    | passive (casts damage)            | H19                |
| <i>Follower Of Kuroboros</i>    | 29    | 1909  | 102  | humanoid  | 1801 | 551  | n.a.    | lizardman    | minion                            | B20;C22            |
| <i>Followers of The Eye</i>     | 33    | 2428  | 140  | construct | 2276 | 653  | n.a.    |              | minion                            | E23                |
| <i>Forest Runner</i>            | 50    | 3000  | 226  | elemental | 2231 | 1309 | 95s     | elemental    | passive                           | H19                |
| <i>Formor</i>                   | 45    | 2430  | 169  | beast     | 1919 | 1069 | 95s     |              | passive                           | G17-18             |
| <i>Formor Elder</i>             | 46    | 2539  | 180  | beast     | 1993 | 1116 | 95s     |              | passive                           | G17-18             |
| <i>Freki's Bloodseeker Bats</i> | 22    | 1258  | 60   | undead    | 1254 | 382  | n.a.    | wererat      | minion                            | E13                |
| <i>Gamlin</i>                   | 60    | 4320  | 375  | construct | 3035 | 1814 | 1-7m    | giant        | passive                           | Giant Dn           |
| <i>Gargoyle Lord Sirocco</i>    | 45    | 6561  | 456  | humanoid  | 5756 | 1069 | 2-4hr   | self         | aggressive leader                 | D23                |
| <i>Garum Werewolf</i>           | 9     | 265   | 9    | humanoid  | 225  | 176  | 15s     | werewolf     | passive                           | I11-12; Dwarf Dn 1 |
| <i>Gemstone Beast</i>           | 12    | 353   | 13   | beast     | 313  | 218  | 35-65s  |              | passive                           | Dwarf Dn 1         |
| <i>Ghost Fire (Q)</i>           | 42    | 0     | 0    | construct | 1703 | 929  | 3m      |              | passive                           | G18                |
| <i>Ghost Guardian</i>           | 21    | 631   | 29   | humanoid  | 572  | 359  | 15-45s  |              | aggressive                        | Orc Dn             |
| <i>Ghoul</i>                    | 32    | 1229  | 69   | undead    | 1049 | 627  | 90s     |              | passive (casts damage)            | F22                |
| <i>Giant Crimson Ant</i>        | 28    | 1019  | 54   | bug       | 854  | 527  | 90s     | ant          | passive (casts Curse)             | E21                |
| <i>Giant Fungus</i>             | 40    | 1920  | 124  | plant     | 1567 | 838  | 95s     | self         | passive (casts Hold)              | F18                |
| <i>Giant Mist Leech</i>         | 25    | 819   | 41   | beast     | 724  | 454  | 90s     | giant leech  | passive                           | E21                |
| <i>Giant Monstereye</i>         | 41    | 2017  | 132  | construct | 1583 | 883  | 95s     | self         | passive (casts Hold)              | F18                |
| <i>Giant Spider</i>             | 15    | 441   | 18   | bug       | 388  | 261  | 1m      | self         | aggressive                        | A24-25             |
| <i>Giant Toad</i>               | 5     | 147   | 4    | beast     | 130  | 122  | 15s     | self         | passive                           | A25;B25            |



CREATURES: DREAD AVENGER KRAVEN – GIANT TOAD

| CREATURE                       | PASSIVE ATTRIBUTES                                                                                 | ACTIVE ATTRIBUTES                                           |
|--------------------------------|----------------------------------------------------------------------------------------------------|-------------------------------------------------------------|
| <i>Dread Avenger Kraven</i>    | -20% Def vs. holy attacks                                                                          | Attacks with power 722                                      |
| <i>Dread Panther</i>           | -15% Def if attacker can detect beast weakness                                                     |                                                             |
| <i>Dread Soldier</i>           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                     |                                                             |
| <i>Drill Bat</i>               | -15% Def if attacker can detect animal weakness; -15% Def vs. wind type attacks; -10% Def vs. bows |                                                             |
| <i>Dryad</i>                   | -15% Def vs. fire type attacks; +50% Def vs. poison                                                |                                                             |
| <i>Dryad Elder</i>             | -15% Def vs. fire type attacks; +50% Def vs. poison                                                |                                                             |
| <i>Dungeon Skeleton</i>        | -40% Def vs. holy attacks; -10% Def vs. blunts                                                     |                                                             |
| <i>Dungeon Skeleton Archer</i> | -40% Def vs. holy attacks; -10% Def vs. blunts                                                     | Archer                                                      |
| <i>Dungeon Spider</i>          |                                                                                                    |                                                             |
| <i>Dustwind Gargoyle</i>       | +130% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                      | Attacks with power 241<br>[chance of Stunning target]       |
| <i>Elder Brown Keltir</i>      | -15% Def if attacker can detect animal weakness                                                    |                                                             |
| <i>Elder Keltir</i>            | -15% Def if attacker can detect animal weakness                                                    |                                                             |
| <i>Elder Longtail Keltir</i>   | -15% Def if attacker can detect animal weakness                                                    |                                                             |
| <i>Elder Prairie Keltir</i>    | -15% Def if attacker can detect animal weakness                                                    |                                                             |
| <i>Elder Red Keltir</i>        | -15% Def if attacker can detect animal weakness                                                    |                                                             |
| <i>Elder Tarik Basilisk</i>    | -15% Def if attacker can detect beast weakness                                                     |                                                             |
| <i>Elder Wolf</i>              |                                                                                                    |                                                             |
| <i>Elpy</i>                    |                                                                                                    |                                                             |
| <i>Enchanted Gargoyle</i>      | +130% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                      | Attacks with power 139<br>[chance of Stunning target]       |
| <i>Enchanted Iron Golem</i>    | +130% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                      | Attacks with power 139<br>[chance of Stunning target]       |
| <i>Enchanted Monstereye</i>    |                                                                                                    | Roots target in place                                       |
| <i>Enchanted Stone Golem</i>   | +130% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                      | Attacks with power 139<br>[chance of Stunning target]       |
| <i>Enku Orc Champion</i>       |                                                                                                    | Attacks with power 105                                      |
| <i>Enku Orc Shaman</i>         |                                                                                                    | Attacks target with power 16, reduces target's movement 30% |
| <i>Envoyofantaras Nakondas</i> | -15% Def if attacker can detect dragon weakness                                                    |                                                             |
| <i>Evil Eye</i>                | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  |                                                             |
| <i>Evil Eye Lookout</i>        | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  |                                                             |
| <i>Evil Eye Lord (Q)</i>       |                                                                                                    |                                                             |
| <i>Evil Eye Patroller</i>      | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  |                                                             |
| <i>Evil Eye Watcher</i>        | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  |                                                             |
| <i>Excuro</i>                  |                                                                                                    | Attacks with power 52, drains 20%                           |
| <i>Eyes of Bereth</i>          |                                                                                                    | Gives 8 damage every 5 secs for 3 mins                      |
| <i>Fairy Queen Timiniel</i>    |                                                                                                    |                                                             |
| <i>Falibati</i>                |                                                                                                    | Chance of putting target to sleep                           |
| <i>Farcran</i>                 | -15% Def if attacker can detect beast weakness                                                     | Attacks with power 241 [chance of Stunning target]          |
| <i>Felim Lizardman</i>         |                                                                                                    |                                                             |
| <i>Felim Lizardman Scout</i>   |                                                                                                    |                                                             |
| <i>Felim Lizardman Warrior</i> |                                                                                                    |                                                             |
| <i>Festering Bat</i>           | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  |                                                             |
| <i>Fettered Soul</i>           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                     |                                                             |
| <i>Fire Archer</i>             | -20% Def vs. holy attacks                                                                          | Archer                                                      |
| <i>Flame Viewer</i>            |                                                                                                    |                                                             |
| <i>Fline</i>                   | +50% Def vs. wind type attacks; -15% Def vs. earth type attacks                                    | Attacks with power 52                                       |
| <i>Fline Elder</i>             | +50% Def vs. wind type attacks; -15% Def vs. earth type attacks                                    | Attacks with power 68                                       |
| <i>Follower Of Kuroboros</i>   |                                                                                                    |                                                             |
| <i>Followers of The Eye</i>    |                                                                                                    |                                                             |
| <i>Forest Runner</i>           |                                                                                                    |                                                             |
| <i>Formor</i>                  | -15% Def if attacker can detect beast weakness                                                     |                                                             |
| <i>Formor Elder</i>            | -15% Def if attacker can detect beast weakness                                                     |                                                             |
| <i>Frekis Bloodseeker Bats</i> | -20% Def vs. holy attacks                                                                          |                                                             |
| <i>Gamlin</i>                  |                                                                                                    |                                                             |
| <i>Gargoyle Lord Sirocco</i>   | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                       |                                                             |
| <i>Garum Werewolf</i>          |                                                                                                    |                                                             |
| <i>Gemstone Beast</i>          | -15% Def if attacker can detect beast weakness                                                     |                                                             |
| <i>Ghost Fire (Q)</i>          |                                                                                                    |                                                             |
| <i>Ghost Guardian</i>          |                                                                                                    |                                                             |
| <i>Ghoul</i>                   | -20% Def vs. holy attacks                                                                          | Attacks with power 38, drains 20%                           |
| <i>Giant Crimson Ant</i>       | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                       | Gives 5 damage every 5 secs for 3 mins                      |
| <i>Giant Fungus</i>            | -15% Def if attacker can detect plant weakness                                                     | Roots target in place                                       |
| <i>Giant Mist Leech</i>        | -15% Def if attacker can detect beast weakness; -15% Def vs. fire type attacks; +50% Def vs. bows  |                                                             |
| <i>Giant Monstereye</i>        | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  | Roots target in place                                       |
| <i>Giant Spider</i>            | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                       |                                                             |
| <i>Giant Toad</i>              | -15% Def if attacker can detect beast weakness                                                     |                                                             |

# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                         | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN         | BEHAVIOR                        | LOCATIONS                 |
|----------------------------------|-------|------|-----|-----------|------|------|---------|--------------|---------------------------------|---------------------------|
| <i>Giant Wasteland Basilisk</i>  | 35    | 3969 | 235 | humanoid  | 3640 | 705  | 2-4hr   |              | aggressive leader               | C23                       |
| <i>Glass Jaguar</i>              | 27    | 919  | 47  | monster   | 809  | 502  | 75s     |              | passive                         | E23;F22-23;G22            |
| <i>Goblin</i>                    | 5     | 147  | 4   | humanoid  | 130  | 122  | 15s     | goblin       | passive                         | D18;E18;F18               |
| <i>Goblin Brigand</i>            | 8     | 235  | 8   | humanoid  | 202  | 162  | 15s     | goblin       | passive                         | H11-12;I11-12; Dwarf Dn 1 |
| <i>Goblin Brigand Leader</i>     | 14    | 412  | 16  | humanoid  | 373  | 247  | 15s     | goblin       | aggressive                      | J11-12; Dwarf Dn 1        |
| <i>Goblin Brigand Lieutenant</i> | 10    | 294  | 10  | humanoid  | 265  | 190  | 15s     | goblin       | aggressive                      | I11-12;J11                |
| <i>Goblin Grave Robber</i>       | 5     | 147  | 4   | humanoid  | 130  | 122  | 15s     | goblin       | passive                         | C14                       |
| <i>Goblin Lookout</i>            | 8     | 235  | 8   | humanoid  | 202  | 162  | 15s     | goblin       | passive                         | C19;D18-19;E18            |
| <i>Goblin Lord</i>               | 13    | 382  | 15  | humanoid  | 337  | 232  | 15s     |              | passive                         | I12;J11-12; Dwarf Dn 1    |
| <i>Goblin Raider</i>             | 5     | 147  | 4   | humanoid  | 130  | 122  | 15s     | goblin       | passive                         | E19;F19                   |
| <i>Goblin Scout</i>              | 8     | 235  | 8   | humanoid  | 202  | 162  | 15s     | goblin       | passive                         | A25                       |
| <i>Goblin Snooper</i>            | 5     | 147  | 4   | humanoid  | 130  | 122  | 15s     | goblin       | passive                         | H11-12;I12                |
| <i>Goblin Thief</i>              | 10    | 294  | 10  | humanoid  | 265  | 190  | 15s     | goblin       | passive                         | C19;D18-19                |
| <i>Goblin Tomb Raider Leader</i> | 12    | 353  | 13  | humanoid  | 324  | 218  | 15s     | goblin       | passive                         | D13-15                    |
| <i>Gora Werewolf</i>             | 16    | 471  | 19  | humanoid  | 415  | 276  | 35s     | werewolf     | aggressive                      | B21-22;C21-22;D21         |
| <i>Gorr (Q)</i>                  | 36    | 0    | 0   | beast     | 1271 | 731  | 3m      | self         | leader                          | E23                       |
| <i>Grandis</i>                   | 40    | 1920 | 124 | humanoid  | 1567 | 838  | 95s     |              | aggressive                      | G21;H21                   |
| <i>Granite Golem</i>             | 33    | 1307 | 75  | construct | 1213 | 653  | 95s     | self         | passive                         | C23;D23-24;F22            |
| <i>Grave Guard</i>               | 54    | 3499 | 279 | construct | 2546 | 1507 | 95s     |              | aggressive (casts damage)       | J18                       |
| <i>Grave Keeper</i>              | 13    | 382  | 15  | humanoid  | 337  | 232  | 15-45s  | self         | passive (casts damage)          | Orc Dn                    |
| <i>Grave Wanderer</i>            | 45    | 2430 | 169 | undead    | 1919 | 1069 | 95s     |              | passive (casts Hold)            | J18                       |
| <i>Gray Ant</i>                  | 26    | 872  | 44  | bug       | 765  | 478  | 90s     | ant          | passive                         | E21                       |
| <i>Gray Wolf</i>                 | 4     | 118  | 3   | humanoid  | 111  | 109  | 15s     |              | passive                         | F19                       |
| <i>Green Dryad</i>               | 8     | 235  | 8   | humanoid  | 196  | 162  | 15s     | self         | passive                         | E19-20;F19-20             |
| <i>Green Fungus</i>              | 9     | 265  | 9   | plant     | 225  | 176  | 15s     | self         | passive                         | D18                       |
| <i>Gremlin</i>                   | 1     | 29   | 2   | fairy     | 64   | 70   | 15s     |              | passive                         | E18                       |
| <i>Gremlin Scavenger</i>         | 1     | 29   | 2   | humanoid  | 64   | 70   | 15s     |              | passive                         | H12                       |
| <i>Grey Wolf Elder</i>           | 7     | 383  | 13  | humanoid  | 351  | 149  | n.a.    |              | minion                          | E19;F20                   |
| <i>Greystone Golem</i>           | 13    | 382  | 15  | humanoid  | 337  | 232  | 15s     | self         | passive (casts damage)          | D13-15;E13-14             |
| <i>Grizzly</i>                   | 12    | 353  | 13  | animal    | 324  | 218  | 15s     | self         | aggressive                      | D13-15;E13-14             |
| <i>Grizzly Bear</i>              | 17    | 500  | 21  | humanoid  | 488  | 291  | 35s     |              | passive                         | B21;C20-22;D21            |
| <i>Guard Ant</i>                 | 37    | 137  | 1   | bug       | 1330 | 757  | 1m      | queen ant    | minion                          | D23;Ant Dn                |
| <i>Guardian Basilisk</i>         | 36    | 1555 | 94  | monster   | 1312 | 731  | 95s     | self         | passive                         | G20-22                    |
| <i>Halingka</i>                  | 55    | 3812 | 308 | animal    | 2627 | 1557 | 95s     |              | aggressive (casts Curse)        | Giant Dn                  |
| <i>Hamrut</i>                    | 58    | 4239 | 358 | beast     | 2871 | 1710 | 95s     |              | passive (casts Curse)           | Giant Dn                  |
| <i>Handmaiden of Orfen</i>       | 48    | 7465 | 545 | beast     | 6437 | 1212 | 1-3hr   | self         | aggressive leader (casts Curse) | F18                       |
| <i>Handmaiden Of Stenoa (Q)</i>  | 33    | 0    | 0   | beast     | 1102 | 653  | n.a.    |              | passive (holds)                 | H21                       |
| <i>Hangman Tree</i>              | 35    | 1470 | 87  | undead    | 1252 | 705  | 90s     | self         | aggressive (casts Hold)         | F22                       |
| <i>Harit Lizardman</i>           | 50    | 3000 | 226 | humanoid  | 2303 | 1309 | 95s     | lizardman    | passive                         | I20;J20                   |
| <i>Harit Lizardman Archer</i>    | 52    | 3299 | 256 | humanoid  | 2387 | 1407 | 95s     | lizardman    | aggressive (buffs self)         | I20;J20                   |
| <i>Harit Lizardman Grunt</i>     | 51    | 3459 | 264 | humanoid  | 2383 | 1358 | 95s     | lizardman    | passive (special P.Atk)         | I20;J20                   |
| <i>Harit Lizardman Matriarch</i> | 55    | 4205 | 338 | humanoid  | 2889 | 1557 | 95s     | lizardman    | aggressive (special P.Atk)      | I20;J20                   |
| <i>Harit Lizardman Shaman</i>    | 54    | 3674 | 293 | humanoid  | 2546 | 1507 | 95s     | lizardman    | passive (casts Curse)           | I20;J20                   |
| <i>Harit Lizardman Warrior</i>   | 53    | 3736 | 294 | humanoid  | 2466 | 1457 | 95s     | lizardman    | passive (special P.Atk)         | I20;J20                   |
| <i>Harpy</i>                     | 32    | 1229 | 69  | beast     | 1083 | 627  | 95s     |              | aggressive                      | H21-22                    |
| <i>Hatar Hanishee</i>            | 49    | 2881 | 213 | beast     | 2154 | 1260 | 95s     | hatar        | passive (casts Hold)            | J18                       |
| <i>Hatar Ratman Boss</i>         | 48    | 3064 | 224 | humanoid  | 2146 | 1212 | 95s     | hatar        | passive (special P.Atk)         | J18                       |
| <i>Hatar Ratman Thief</i>        | 47    | 2938 | 211 | humanoid  | 2069 | 1164 | 95s     | hatar        | passive (special P.Atk)         | J18                       |
| <i>Headless Knight</i>           | 50    | 3000 | 226 | undead    | 2231 | 1309 | 115s    | self         | aggressive (casts damage)       | G21;H21                   |
| <i>Hobgoblin</i>                 | 21    | 631  | 29  | humanoid  | 590  | 359  | 75s     | goblin       | passive                         | E22                       |
| <i>Hook Spider</i>               | 16    | 471  | 19  | humanoid  | 415  | 276  | 15s     | self         | passive                         | E19-20                    |
| <i>Horror Mist Ripper</i>        | 27    | 919  | 47  | undead    | 809  | 502  | 90s     |              | aggressive (casts damage)       | E21                       |
| <i>Hungry Eye</i>                | 22    | 678  | 32  | construct | 608  | 382  | 35s     | self         | passive (casts Hold)            | B23;C22-24;D23-24         |
| <i>Hunter Bear</i>               | 14    | 412  | 16  | animal    | 362  | 247  | 1m      | self         | passive                         | J11                       |
| <i>Hunter Gargoyle</i>           | 52    | 3596 | 279 | construct | 2387 | 1407 | 115s    |              | passive (special P.Atk)         | G17;G21;H17;H21           |
| <i>Hunter Tarantula</i>          | 16    | 471  | 19  | humanoid  | 415  | 276  | 15s     | self         | passive                         | J11-12                    |
| <i>Imp</i>                       | 6     | 176  | 5   | fairy     | 152  | 135  | 15s     | demonic      | passive                         | D18;E18;F18               |
| <i>Imp Elder</i>                 | 7     | 206  | 7   | fairy     | 170  | 149  | 15s     | demonic      | passive                         | D18;E18                   |
| <i>Imperial Gravekeeper (Q)</i>  | 60    | 0    | 0   | undead    | 91k  | 1814 | 3m      | grave keeper | passive                         | J18                       |
| <i>Judge of Marsh</i>            | 51    | 3121 | 238 | undead    | 2309 | 1358 | 95s     |              | aggressive (casts Curse)        | I17                       |
| <i>Kaboo Chief Batoh</i>         | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc          | passive                         | E20                       |
| <i>Kaboo Chief Kamut</i>         | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc          | passive                         | F20                       |
| <i>Kaboo Chief Kracha</i>        | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc          | passive                         | F19                       |
| <i>Kaboo Chief Murtika</i>       | 8     | 0    | 0   | humanoid  | 202  | 162  | 3m      | orc          | leader                          | F20                       |
| <i>Kaboo Chief Roko</i>          | 8     | 0    | 0   | humanoid  | 202  | 162  | 3m      | orc          | leader                          | F20                       |
| <i>Kaboo Chief Tanukia</i>       | 8     | 0    | 0   | humanoid  | 202  | 162  | 3m      | orc          | leader                          | E19                       |

CREATURES: GIANT WASTELAND BASILISK – KABOO CHIEF TANUKIA

| CREATURE                         | PASSIVE ATTRIBUTES                                                                                  | ACTIVE ATTRIBUTES                                  |
|----------------------------------|-----------------------------------------------------------------------------------------------------|----------------------------------------------------|
| <i>Giant Wasteland Basilisk</i>  |                                                                                                     |                                                    |
| <i>Glass Jaguar</i>              | -15% Def if attacker can detect beast weakness                                                      |                                                    |
| <i>Goblin</i>                    |                                                                                                     |                                                    |
| <i>Goblin Brigand</i>            |                                                                                                     |                                                    |
| <i>Goblin Brigand Leader</i>     |                                                                                                     |                                                    |
| <i>Goblin Brigand Lieutenant</i> |                                                                                                     |                                                    |
| <i>Goblin Grave Robber</i>       |                                                                                                     |                                                    |
| <i>Goblin Lookout</i>            |                                                                                                     |                                                    |
| <i>Goblin Lord</i>               |                                                                                                     |                                                    |
| <i>Goblin Raider</i>             |                                                                                                     |                                                    |
| <i>Goblin Scout</i>              |                                                                                                     |                                                    |
| <i>Goblin Snoopier</i>           |                                                                                                     |                                                    |
| <i>Goblin Thief</i>              |                                                                                                     |                                                    |
| <i>Goblin Tomb Raider Leader</i> |                                                                                                     |                                                    |
| <i>Gora Werewolf</i>             |                                                                                                     |                                                    |
| <i>Gorr (Q)</i>                  |                                                                                                     |                                                    |
| <i>Grandis</i>                   |                                                                                                     |                                                    |
| <i>Granite Golem</i>             | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        |                                                    |
| <i>Grave Guard</i>               | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        | Attacks multiple targets with power 34             |
| <i>Grave Keeper</i>              | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        | Attacks with power 18                              |
| <i>Grave Wanderer</i>            | -20% Def vs. holy attacks                                                                           | Roots target in place                              |
| <i>Gray Ant</i>                  | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                        |                                                    |
| <i>Gray Wolf</i>                 |                                                                                                     |                                                    |
| <i>Green Dryad</i>               |                                                                                                     |                                                    |
| <i>Green Fungus</i>              | -15% Def if attacker can detect plant weakness; -15% Def vs. fire type attacks; +50% Def vs. poison |                                                    |
| <i>Gremlin</i>                   |                                                                                                     |                                                    |
| <i>Gremlin Scavenger</i>         |                                                                                                     |                                                    |
| <i>Grey Wolf Elder</i>           |                                                                                                     |                                                    |
| <i>Greystone Golem</i>           | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        | Attacks with power 18                              |
| <i>Grizzly</i>                   | -15% Def if attacker can detect animal weakness                                                     |                                                    |
| <i>Grizzly Bear</i>              |                                                                                                     |                                                    |
| <i>Guard Ant</i>                 | Won't Sleep                                                                                         |                                                    |
| <i>Guardian Basilisk</i>         | -15% Def if attacker can detect beast weakness                                                      |                                                    |
| <i>Halingka</i>                  | -15% Def if attacker can detect animal weakness                                                     | Gives 9 damage every 5 secs for 2 mins             |
| <i>Hamrut</i>                    | -15% Def if attacker can detect beast weakness                                                      | Gives 11 damage every 5 secs for 3 mins            |
| <i>Handmaiden of Orfen</i>       | -15% Def if attacker can detect beast weakness                                                      | Gives 11 damage every 5 secs for 3 mins            |
| <i>Handmaiden Of Stenoa (Q)</i>  |                                                                                                     |                                                    |
| <i>Hangman Tree</i>              | +100% Def vs. derangement                                                                           | Roots target in place                              |
| <i>Harit Lizardman</i>           |                                                                                                     |                                                    |
| <i>Harit Lizardman Archer</i>    | +25% critical power                                                                                 | Archer; Buffs target (-15% P.Def, +10% Accuracy)   |
| <i>Harit Lizardman Grunt</i>     |                                                                                                     | Attacks with power 722                             |
| <i>Harit Lizardman Matriarch</i> | +50% chance to land a critical hit; +25% critical power                                             | Attacks with power 2164, but has a chance to miss  |
| <i>Harit Lizardman Shaman</i>    |                                                                                                     | Gives 11 damage every 5 secs for 3 mins            |
| <i>Harit Lizardman Warrior</i>   |                                                                                                     | Attacks with power 241 [chance of Stunning target] |
| <i>Harpy</i>                     | -15% Def if attacker can detect beast weakness; -15% Def vs. wind type attacks; -10% Def vs. bows   |                                                    |
| <i>Hatar Hanishee</i>            | -15% Def if attacker can detect beast weakness                                                      | Roots target in place                              |
| <i>Hatar Ratman Boss</i>         |                                                                                                     | Attacks with power 1249, but has a chance to miss  |
| <i>Hatar Ratman Thief</i>        |                                                                                                     | Attacks with power 1249, but has a chance to miss  |
| <i>Headless Knight</i>           | -20% Def vs. holy attacks                                                                           | Attacks multiple targets with power 26             |
| <i>Hobgoblin</i>                 |                                                                                                     |                                                    |
| <i>Hook Spider</i>               |                                                                                                     |                                                    |
| <i>Horror Mist Ripper</i>        | -20% Def vs. holy attacks                                                                           | Attacks with power 26, drains 20%                  |
| <i>Hungry Eye</i>                | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Roots target in place                              |
| <i>Hunter Bear</i>               |                                                                                                     |                                                    |
| <i>Hunter Gargoyle</i>           | +130% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                       | Attacks with power 241 [chance of Stunning target] |
| <i>Hunter Tarantula</i>          |                                                                                                     |                                                    |
| <i>Imp</i>                       | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                    |
| <i>Imp Elder</i>                 | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                    |
| <i>Imperial Gravekeeper (Q)</i>  |                                                                                                     |                                                    |
| <i>Judge of Marsh</i>            | -20% Def vs. holy attacks                                                                           | Causes target to take 20% more fire damage         |
| <i>Kaboo Chief Batoh</i>         |                                                                                                     |                                                    |
| <i>Kaboo Chief Kamut</i>         |                                                                                                     |                                                    |
| <i>Kaboo Chief Kracha</i>        |                                                                                                     |                                                    |
| <i>Kaboo Chief Murtika</i>       |                                                                                                     | Archer                                             |
| <i>Kaboo Chief Roko</i>          |                                                                                                     | Archer                                             |
| <i>Kaboo Chief Tanukia</i>       |                                                                                                     |                                                    |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                            | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN        | BEHAVIOR                   | LOCATIONS          |
|-------------------------------------|-------|------|-----|-----------|------|------|---------|-------------|----------------------------|--------------------|
| <i>Kaboo Chief Turel</i>            | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc         | passive                    | F20                |
| <i>Kaboo Chief Uoph</i>             | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc         | passive                    | E19                |
| <i>Kaboo Orc</i>                    | 6     | 176  | 5   | humanoid  | 152  | 135  | 15s     | orc         | passive                    | E19;F19-20         |
| <i>Kaboo Orc Archer</i>             | 8     | 235  | 8   | humanoid  | 202  | 162  | 15s     | orc         | passive (archer)           | E19;F20            |
| <i>Kaboo Orc Fighter</i>            | 10    | 294  | 10  | humanoid  | 256  | 190  | 15s     | orc         | aggressive                 | E19-20;F20         |
| <i>Kaboo Orc Fighter Leader</i>     | 12    | 353  | 13  | humanoid  | 313  | 218  | 15s     | orc         | aggressive                 | E19-20             |
| <i>Kaboo Orc Fighter Lieutenant</i> | 11    | 323  | 12  | humanoid  | 291  | 204  | 15s     | orc         | passive                    | E19-20;F20         |
| <i>Kaboo Orc Grunt</i>              | 7     | 206  | 7   | humanoid  | 176  | 149  | 15s     | orc         | passive                    | E19;F19-20         |
| <i>Kadif Werewolf</i>               | 25    | 819  | 41  | humanoid  | 724  | 454  | 90s     |             | passive                    | F21                |
| <i>Kadios</i>                       | 62    | 4613 | 411 | beast     | 3199 | 1920 | 95s     | self        | aggressive (casts Curse)   | J18                |
| <i>Kanil Succubus</i>               | 32    | 1229 | 69  | demonic   | 1049 | 627  | 1-3m    | demonic     | aggressive (casts damage)  | Forgotten Temple W |
| <i>Karik</i>                        | 70    | 5880 | 583 | demonic   | 3838 | 2355 | 1m      | self        | aggressive (casts Hold)    | Antaras' Lair      |
| <i>Karul Bugbear</i>                | 40    | 2128 | 138 | humanoid  | 1518 | 838  | 95s     | bugbear     | passive (special P.Atk)    | H20;I19;J19        |
| <i>Kasha Bear</i>                   | 15    | 441  | 18  | humanoid  | 426  | 261  | 15s     |             | aggressive                 | D15;E13-15         |
| <i>Kasha Blade Spider</i>           | 17    | 500  | 21  | humanoid  | 444  | 291  | 15s     | self        | passive                    | E13-15             |
| <i>Kasha Fang Spider</i>            | 16    | 471  | 19  | humanoid  | 415  | 276  | 15s     | self        | passive                    | E13-15             |
| <i>Kasha Spider</i>                 | 15    | 441  | 18  | humanoid  | 388  | 261  | 15s     | self        | passive                    | E13-15             |
| <i>Kasha Timber Wolf</i>            | 6     | 176  | 5   | humanoid  | 152  | 135  | 15s     |             | passive                    | C14;D14            |
| <i>Kasha Wolf</i>                   | 4     | 118  | 3   | humanoid  | 111  | 109  | 15s     |             | passive                    | C14                |
| <i>Kaysha Herald Of Ikaros</i>      | 30    | 2916 | 159 | humanoid  | 2845 | 576  | 1-3hr   | succubus    | aggressive leader          | C19                |
| <i>Kirunak (Q)</i>                  | 22    | 0    | 0   | humanoid  | 627  | 382  | 45-75s  |             | passive                    | Elf Dn             |
| <i>Kirunak's Guards</i>             | 21    | 631  | 29  | undead    | 629  | 359  | 45-75s  | skeleton    | passive                    | Elf Dn             |
| <i>Kobold Looter Bepook</i>         | 13    | 1031 | 40  | humanoid  | 1011 | 232  | 2-4hr   | partisan    | aggressive leader          | H11                |
| <i>Kranrot</i>                      | 59    | 4630 | 396 | beast     | 2953 | 1762 | 95s     |             | aggressive (special P.Atk) | Giant Dn           |
| <i>Krator</i>                       | 44    | 4317 | 296 | construct | 3575 | 1022 | 1-7m    | porta       | aggressive (casts damage)  | Cruma 1            |
| <i>Kronbe Spider</i>                | 43    | 2219 | 150 | beast     | 1718 | 975  | 95s     |             | aggressive                 | H19-20;I19;J19     |
| <i>Krudel Lizardman (Q)</i>         | 36    | 0    | 0   | humanoid  | 1312 | 731  | 3m      | earth elem. | aggressive                 | I11                |
| <i>Kuran Kobold</i>                 | 27    | 919  | 47  | humanoid  | 809  | 502  | 1-3m    | kobold      | passive                    | Forgotten Temple F |
| <i>Kuran Kobold Warrior</i>         | 28    | 972  | 51  | humanoid  | 854  | 527  | 1-3m    | kobold      | passive                    | Forgotten Temple F |
| <i>Kuruka Ratman</i>                | 16    | 471  | 19  | humanoid  | 415  | 276  | 15-45s  | wererat     | passive                    | Orc Dn             |
| <i>Kuruka Ratman Hunter</i>         | 17    | 500  | 21  | humanoid  | 444  | 291  | 15-45s  | wererat     | passive                    | Orc Dn             |
| <i>Kylons Pirate</i>                | 38    | 3220 | 201 | undead    | 2872 | 784  | n.a.    | skeleton    | minion                     | F23                |
| <i>Lafi Lizardman</i>               | 27    | 919  | 47  | humanoid  | 835  | 502  | 1-3m    | lizardman   | passive                    | Forgotten Temple W |
| <i>Lafi Lizardman Scout</i>         | 28    | 972  | 51  | humanoid  | 854  | 527  | 1-3m    | lizardman   | passive (archer)           | Forgotten Temple W |
| <i>Lakin</i>                        | 44    | 2575 | 176 | humanoid  | 1788 | 1022 | 95s     |             | passive (special P.Atk)    | H19-20;I19;J19     |
| <i>Lakin Salamander</i>             | 30    | 2007 | 110 | elemental | 1897 | 576  | 1-3m    | elemental   | passive                    | Forgotten Temple F |
| <i>Lakin Undine</i>                 | 30    | 2007 | 110 | elemental | 1897 | 576  | 1-3m    | elemental   | passive (casts damage)     | Forgotten Temple W |
| <i>Langk Lizardman</i>              | 15    | 441  | 18  | humanoid  | 400  | 261  | 35s     | lizardman   | passive                    | B23;C24            |
| <i>Langk Lizardman Leader</i>       | 24    | 772  | 38  | humanoid  | 752  | 430  | 35s     | lizardman   | aggressive                 | C24                |
| <i>Langk Lizardman Lieutenant</i>   | 21    | 631  | 29  | humanoid  | 629  | 359  | 35s     | lizardman   | passive                    | C24                |
| <i>Langk Lizardman Scout</i>        | 16    | 471  | 19  | humanoid  | 415  | 276  | 35s     | lizardman   | passive                    | B23;C24            |
| <i>Langk Lizardman Warrior</i>      | 17    | 500  | 21  | humanoid  | 444  | 291  | 35s     | self        | aggressive                 | B23;C24            |
| <i>Lava Salamander (Q)</i>          | 35    | 0    | 0   | humanoid  | 1213 | 705  | 1m      | fire elem.  | passive                    | Forgotten Temple F |
| <i>Leogul</i>                       | 61    | 4726 | 417 | construct | 3117 | 1867 | 1-7m    | giant       | passive (casts Curse)      | Giant Dn           |
| <i>Lesser Basilisk</i>              | 27    | 919  | 47  | beast     | 809  | 502  | 95s     |             | aggressive                 | C23;D23-24         |
| <i>Lesser Dark Horror</i>           | 15    | 441  | 18  | undead    | 400  | 261  | 15s     | self        | aggressive                 | D19;DE Dn          |
| <i>Lesser Giant Elder</i>           | 65    | 5070 | 471 | giant     | 3444 | 2080 | 1-7m    | giant       | aggressive (buffs self)    | Giant Dn           |
| <i>Lesser Giant Mage</i>            | 64    | 5079 | 464 | giant     | 3363 | 2027 | 1-7m    | giant       | passive (casts Curse)      | Giant Dn           |
| <i>Lesser Giant Scout</i>           | 63    | 5795 | 522 | giant     | 3387 | 1973 | 1-7m    | giant       | aggressive (casts damage)  | Giant Dn           |
| <i>Lesser Giant Soldier</i>         | 62    | 5113 | 456 | giant     | 3303 | 1920 | 1-7m    | giant       | passive (special P.Atk)    | Giant Dn           |
| <i>Lesser Succubus</i>              | 20    | 588  | 26  | demonic   | 555  | 336  | 45-75s  | demonic     | aggressive (casts Sleep)   | DE Dn              |
| <i>Lesser Succubus Tilfo</i>        | 22    | 678  | 32  | demonic   | 608  | 382  | 45-75s  | demonic     | aggressive (casts Hold)    | DE Dn              |
| <i>Lesser Succubus Turen</i>        | 21    | 631  | 29  | demonic   | 572  | 359  | 45-75s  | demonic     | aggressive (casts Sleep)   | DE Dn              |
| <i>Leto Lizardman</i>               | 35    | 1470 | 87  | humanoid  | 1252 | 705  | 95s     | lizardman   | passive                    | G19-20             |
| <i>Leto Lizardman Archer</i>        | 36    | 1555 | 94  | humanoid  | 1271 | 731  | 95s     | lizardman   | passive (archer)           | G19-20             |
| <i>Leto Lizardman Overlord</i>      | 40    | 1920 | 124 | humanoid  | 1518 | 838  | 95s     | lizardman   | aggressive                 | F19;G18-20         |
| <i>Leto Lizardman Shaman</i>        | 39    | 1825 | 116 | humanoid  | 1454 | 811  | 95s     | lizardman   | passive (casts damage)     | F19;G18-20         |
| <i>Leto Lizardman Soldier</i>       | 37    | 1643 | 101 | humanoid  | 1373 | 757  | 95s     | lizardman   | aggressive                 | F19;G18-20         |
| <i>Leto Lizardman Warrior</i>       | 38    | 1733 | 108 | humanoid  | 1391 | 784  | 95s     | lizardman   | passive                    | F19;G18-20         |
| <i>Liele</i>                        | 46    | 2539 | 180 | elemental | 1931 | 1116 | 95s     | elemental   | passive (casts damage)     | H19                |
| <i>Liele Elder</i>                  | 52    | 3245 | 251 | elemental | 2387 | 1407 | 95s     | elemental   | aggressive (casts damage)  | H19                |
| <i>Limal Karinness</i>              | 69    | 5713 | 559 | demonic   | 3761 | 2300 | 2-6m    | malruk      | aggressive (casts Sleep)   | Antaras' Lair      |
| <i>Lirein</i>                       | 18    | 538  | 23  | elemental | 474  | 306  | 15s     | wind elem.  | aggressive (casts Curse)   | D19-20;E19-20      |
| <i>Lirein Elder</i>                 | 19    | 570  | 26  | elemental | 505  | 321  | 15s     | earth elem. | aggressive (casts Curse)   | D19-20;E19-20      |
| <i>Longtail Keltir</i>              | 2     | 59   | 2   | animal    | 78   | 83   | 15s     |             | passive                    | H12                |
| <i>Lord of Plain</i>                | 40    | 2624 | 170 | humanoid  | 1518 | 838  | 270s    | lizardman   | leader                     | G19-20             |

CREATURES: KABOO CHIEF TUREI – LORD OF PLAIN

| CREATURE                     | PASSIVE ATTRIBUTES                                                                                        | ACTIVE ATTRIBUTES                                  |
|------------------------------|-----------------------------------------------------------------------------------------------------------|----------------------------------------------------|
| Kaboo Chief Turei            |                                                                                                           |                                                    |
| Kaboo Chief Uoph             |                                                                                                           |                                                    |
| Kaboo Orc                    |                                                                                                           |                                                    |
| Kaboo Orc Archer             |                                                                                                           | Archer                                             |
| Kaboo Orc Fighter            |                                                                                                           |                                                    |
| Kaboo Orc Fighter Leader     |                                                                                                           |                                                    |
| Kaboo Orc Fighter Lieutenant |                                                                                                           |                                                    |
| Kaboo Orc Grunt              |                                                                                                           |                                                    |
| Kadif Werewolf               |                                                                                                           |                                                    |
| Kadios                       | -15% Def if attacker can detect beast weakness                                                            | Blocks the target from casting spells              |
| Kanil Succubus               |                                                                                                           | Attacks with power 38, drains 20%                  |
| Karik                        | +50% chance to land a critical hit; +25% critical power; +20% Def vs. physical attacks; +50% Def vs. bows | Roots target in place                              |
| Karul Bugbear                |                                                                                                           | Attacks with power 73 [chance of Stunning target]  |
| Kasha Bear                   |                                                                                                           |                                                    |
| Kasha Blade Spider           |                                                                                                           |                                                    |
| Kasha Fang Spider            |                                                                                                           |                                                    |
| Kasha Spider                 |                                                                                                           |                                                    |
| Kasha Timber Wolf            |                                                                                                           |                                                    |
| Kasha Wolf                   |                                                                                                           |                                                    |
| Kaysha Herald Of Ikaros      |                                                                                                           |                                                    |
| Kirunak (Q)                  |                                                                                                           |                                                    |
| Kirunak's Guards             | -40% Def vs. holy attacks; -10% Def vs. blunts                                                            |                                                    |
| Kobold Looter Bepook         |                                                                                                           |                                                    |
| Kranrot                      | -15% Def if attacker can detect beast weakness                                                            | Attacks with power 241 [chance of Stunning target] |
| Krator                       | +50% Def vs. bows; +20% Def vs. magic                                                                     | Attacks with power 52                              |
| Kronbe Spider                | -15% Def if attacker can detect beast weakness                                                            |                                                    |
| Krudel Lizardman (Q)         |                                                                                                           | Spear                                              |
| Kuran Kobold                 |                                                                                                           |                                                    |
| Kuran Kobold Warrior         |                                                                                                           |                                                    |
| Kuruka Ratman                |                                                                                                           |                                                    |
| Kuruka Ratman Hunter         |                                                                                                           |                                                    |
| Kylons Pirate                | -20% Def vs. holy attacks                                                                                 |                                                    |
| Lafi Lizardman               |                                                                                                           |                                                    |
| Lafi Lizardman Scout         |                                                                                                           | Archer                                             |
| Lakin                        |                                                                                                           | Attacks with power 139 [chance of Stunning target] |
| Lakin Salamander             | -15% Def vs. water type attacks; +50% Def vs. fire type attacks                                           |                                                    |
| Lakin Undine                 | +50% Def vs. water type attacks; -15% Def vs. fire type attacks                                           | Attacks with power 26                              |
| Langk Lizardman              |                                                                                                           |                                                    |
| Langk Lizardman Leader       |                                                                                                           |                                                    |
| Langk Lizardman Lieutenant   |                                                                                                           |                                                    |
| Langk Lizardman Scout        |                                                                                                           |                                                    |
| Langk Lizardman Warrior      | -20% Def vs. holy attacks                                                                                 |                                                    |
| Lava Salamander (Q)          |                                                                                                           |                                                    |
| Leogul                       |                                                                                                           | Decreases target's P.Atk (30%)                     |
| Lesser Basilisk              | -15% Def if attacker can detect beast weakness                                                            |                                                    |
| Lesser Dark Horror           | -20% Def vs. holy attacks                                                                                 |                                                    |
| Lesser Giant Elder           |                                                                                                           | Bufs target (+8% P.Atk, +8% P.AtkSpd, -15% P.Def)  |
| Lesser Giant Mage            |                                                                                                           | Gives 13 damage every 5 secs for 3 mins            |
| Lesser Giant Scout           | +50% chance to land a critical hit                                                                        | Archer; Attacks with power 85                      |
| Lesser Giant Soldier         |                                                                                                           | Attacks with power 379 [chance of Stunning target] |
| Lesser Succubus              |                                                                                                           | Chance of putting target to sleep                  |
| Lesser Succubus Tilfo        |                                                                                                           | Roots target in place                              |
| Lesser Succubus Turen        |                                                                                                           | Chance of putting target to sleep                  |
| Leto Lizardman               |                                                                                                           |                                                    |
| Leto Lizardman Archer        |                                                                                                           | Archer                                             |
| Leto Lizardman Overlord      |                                                                                                           |                                                    |
| Leto Lizardman Shaman        |                                                                                                           | Attacks with power 38, drains 20%                  |
| Leto Lizardman Soldier       |                                                                                                           |                                                    |
| Leto Lizardman Warrior       |                                                                                                           |                                                    |
| Liele                        | +50% Def vs. water type attacks; -15% Def vs. fire type attacks                                           | Attacks with power 52                              |
| Liele Elder                  | +50% Def vs. water type attacks; -15% Def vs. fire type attacks                                           | Attacks with power 68                              |
| Limal Karinness              |                                                                                                           | Chance of putting target to sleep                  |
| Lirein                       | +50% Def vs. wind type attacks; -15% Def vs. earth type attacks                                           | Reduces target's P.AtkSpd 10%                      |
| Lirein Elder                 | +50% Def vs. wind type attacks; -15% Def vs. earth type attacks                                           | Reduces target's P.AtkSpd 10%                      |
| Longtail Keltir              | -15% Def if attacker can detect animal weakness                                                           |                                                    |
| Lord of Plain                |                                                                                                           |                                                    |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                         | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN         | BEHAVIOR                          | LOCATIONS                 |
|----------------------------------|-------|------|-----|-----------|------|------|---------|--------------|-----------------------------------|---------------------------|
| <i>Lycanthrope</i>               | 20    | 588  | 26  | humanoid  | 538  | 336  | 15s     | werewolf     | aggressive                        | C20;D20                   |
| <i>Madness Beast</i>             | 20    | 1588 | 70  | humanoid  | 1613 | 336  | 2-4hr   |              | aggressive leader                 | C20                       |
| <i>Magical Weaver</i>            | 11    | 323  | 12  | construct | 291  | 204  | 15s     | self         | passive (casts dam.)              | I11-12;J11-12; Dwarf Dn 1 |
| <i>Malax Herald Of Dagoniel</i>  | 30    | 2916 | 159 | humanoid  | 2845 | 576  | 2-4hr   | demonic      | aggressive leader                 | E20                       |
| <i>Malruk Berserker</i>          | 67    | 5970 | 569 | undead    | 3604 | 2189 | 2-6m    | malruk       | aggressive (special P.Atk)        | Antaras' Lair             |
| <i>Malruk Knight</i>             | 66    | 5793 | 546 | undead    | 3524 | 2135 | 2-6m    | malruk       | passive (special P.Atk)           | Antaras' Lair             |
| <i>Malruk Lord</i>               | 68    | 5826 | 563 | undead    | 3802 | 2244 | 2-6m    | malruk       | aggressive (casts Curse)          | Antaras' Lair             |
| <i>Malruk Soldier</i>            | 63    | 5517 | 497 | undead    | 3281 | 1973 | 2-6m    | malruk       | aggressive (special P.Atk)        | Antaras' Lair             |
| <i>Malruk Succubus</i>           | 55    | 3630 | 293 | demonic   | 2627 | 1557 | 115s    | succubus     | passive (casts damage)            | H21                       |
| <i>Malruk Succubus Turen</i>     | 56    | 3763 | 309 | demonic   | 2708 | 1608 | 115s    | succubus     | passive (casts damage)            | H21                       |
| <i>Manashen Gargoyle</i>         | 40    | 2128 | 138 | construct | 1518 | 838  | 95s     | self         | passive (special P.Atk)           | G18                       |
| <i>Mandragora Blossom</i>        | 25    | 819  | 41  | plant     | 724  | 454  | 90s     | mandragora   | aggressive                        | F22                       |
| <i>Mandragora Sapling</i>        | 23    | 725  | 35  | plant     | 645  | 406  | 90s     | mandragora   | aggressive                        | F22                       |
| <i>Mandragora Sprout</i>         | 21    | 631  | 29  | plant     | 590  | 359  | 90s     | mandragora   | passive                           | F22                       |
| <i>Mandragora Sprout</i>         | 20    | 588  | 26  | plant     | 538  | 336  | 90s     | mandragora   | passive                           | F22                       |
| <i>Maraku Werewolf</i>           | 9     | 265  | 9   | humanoid  | 225  | 176  | 15s     | werewolf     | passive                           | C14;D13-15                |
| <i>Maraku Werewolf Chieftain</i> | 14    | 412  | 16  | humanoid  | 362  | 247  | 15s     | werewolf     | aggressive                        | D15;E13-15                |
| <i>Marsh Drake</i>               | 55    | 3630 | 293 | dragon    | 2627 | 1557 | 95s     |              | aggressive (casts damage)         | I17                       |
| <i>Marsh Spider</i>              | 34    | 1457 | 85  | bug       | 1157 | 679  | 90s     |              | aggressive (casts Curse)          | E21                       |
| <i>Marsh Stakato</i>             | 29    | 1135 | 61  | humanoid  | 900  | 551  | 90s     | stakato      | aggressive (special P.Atk)        | E21                       |
| <i>Marsh Stakato Drone</i>       | 35    | 1531 | 90  | humanoid  | 1213 | 705  | 90s     | stakato      | aggressive (buffs self)           | E21                       |
| <i>Marsh Stakato Noble</i>       | 38    | 3220 | 201 | humanoid  | 2872 | 784  | n.a.    | stakato      | minion                            | E21                       |
| <i>Marsh Stakato Soldier</i>     | 33    | 1307 | 75  | humanoid  | 1102 | 653  | 90s     | stakato      | passive                           | E21                       |
| <i>Marsh Stakato Worker</i>      | 31    | 1278 | 71  | humanoid  | 998  | 602  | 90s     | stakato      | passive (special P.Atk)           | E21                       |
| <i>Marsh Stalker</i>             | 54    | 3499 | 279 | construct | 2628 | 1507 | 95s     |              | passive (casts Curse)             | I17                       |
| <i>Marsh Zombie</i>              | 13    | 382  | 15  | undead    | 337  | 232  | 15s     | self         | passive (casts damage)            | D19                       |
| <i>Marsh Zombie Lord</i>         | 14    | 412  | 16  | undead    | 362  | 247  | 15s     | self         | passive (casts damage)            | D19                       |
| <i>Medusa</i>                    | 34    | 1387 | 81  | beast     | 1194 | 679  | 95s     | self         | aggressive                        | H21-22                    |
| <i>Merkenis (Q)</i>              | 22    | 0    | 0   | humanoid  | 627  | 382  | 45-75s  |              | passive                           | DE Dn                     |
| <i>Merkenis Escort</i>           | 21    | 631  | 29  | undead    | 629  | 359  | 45-75s  | skeleton     | aggressive                        | DE Dn                     |
| <i>Messenger Escort</i>          | 33    | 2428 | 140 | humanoid  | 2276 | 653  | n.a.    | ol mahum     | minion                            | F21                       |
| <i>Mimi The Cat (Q)</i>          | 39    | 0    | 0   | elemental | 1501 | 811  | 3m      |              | passive (holds)                   | D24                       |
| <i>Mineshaft Bat</i>             | 11    | 323  | 12  | humanoid  | 291  | 204  | 45-75s  | self         | passive                           | Dwarf Dn 2                |
| <i>Mirror</i>                    | 49    | 3770 | 279 | beast     | 2370 | 1260 | 95s     | self         | aggressive (casts Cancel)         | I20;J20                   |
| <i>Mirrorforest Ghost</i>        | 46    | 2687 | 191 | construct | 1931 | 1116 | 95s     | mirrorforest | aggressive                        | I20;J20                   |
| <i>Mirrorforest Ghost</i>        | 47    | 2805 | 201 | construct | 2004 | 1164 | 95s     | mirrorforest | aggressive                        | I20;J20                   |
| <i>Mirrorforest Ghost</i>        | 48    | 2926 | 214 | construct | 2079 | 1212 | 95s     | mirrorforest | aggressive                        | I20;J20                   |
| <i>Misery Skeleton</i>           | 14    | 766  | 30  | undead    | 723  | 247  | 45-75s  | skeleton     | aggressive                        | DE Dn;TI Dn               |
| <i>Mist Terror</i>               | 15    | 441  | 18  | undead    | 388  | 261  | 45-75s  | self         | aggressive                        | Elf Dn                    |
| <i>Monster Eye</i>               | 10    | 547  | 19  | construct | 529  | 190  | 45-75s  |              | passive                           | TI Dn                     |
| <i>Monster Eye Destroyer</i>     | 26    | 872  | 44  | construct | 842  | 478  | 95s     | self         | aggress. (casts Hold)             | C23;D23-24;E23;F22-23;G22 |
| <i>Monster Eye Gazer</i>         | 25    | 819  | 41  | construct | 796  | 454  | 75s     | self         | passive (casts Hold)              | E22-23;F22                |
| <i>Monster Eye Searcher</i>      | 22    | 1258 | 60  | construct | 1215 | 382  | 75s     | self         | passive (casts Hold)              | E22;F21-22                |
| <i>Monster Eye Tracker</i>       | 10    | 294  | 10  | humanoid  | 282  | 190  | 45-75s  | self         | passive (casts Hold)              | Dwarf Dn 2                |
| <i>Monster Eye Watcher</i>       | 25    | 819  | 41  | construct | 796  | 454  | 95s     | self         | passive (casts Hold)              | C23;D23-24                |
| <i>Moonstone Beast</i>           | 17    | 500  | 21  | humanoid  | 444  | 291  | 15s     |              | passive                           | C20;D19-20                |
| <i>Mordeo</i>                    | 42    | 3934 | 262 | construct | 3300 | 929  | 1-7m    |              | passive                           | Cruma 1                   |
| <i>Mountain Fungus</i>           | 8     | 235  | 8   | humanoid  | 196  | 162  | 15s     | self         | passive                           | C14;D13-15                |
| <i>Murtika's Warhound (Q)</i>    | 4     | 0    | 0   | animal    | 111  | 109  | n.a.    | orc          | minion                            | F20                       |
| <i>Nahir (Q)</i>                 | 35    | 0    | 0   | demonic   | 1213 | 705  | 1m      |              | passive                           | TI Dn                     |
| <i>Nameless Revenant (Q)</i>     | 38    | 0    | 0   | undead    | 1391 | 784  | 10m     | self         | passive (casts damage)            | F22                       |
| <i>Necrosentinel Archer</i>      | 35    | 2732 | 162 | undead    | 2505 | 705  | n.a.    | skeleton     | minion                            | G21                       |
| <i>Necrosentinel Guard</i>       | 40    | 5184 | 335 | undead    | 4700 | 838  | 2-4hr   | skeleton     | aggressive leader                 | G21                       |
| <i>Neer Crawler</i>              | 28    | 972  | 51  | undead    | 854  | 527  | 90s     | neer crawler | aggressive                        | F22                       |
| <i>Neer Ghoul Berserker</i>      | 29    | 1026 | 55  | undead    | 900  | 551  | 90s     | neer crawler | aggressive                        | F22                       |
| <i>Nerkas (Q)</i>                | 22    | 0    | 0   | humanoid  | 627  | 382  | 15m     |              | passive                           | TI Dn                     |
| <i>Nightmare Flyer</i>           | 28    | 1811 | 95  | humanoid  | 1708 | 527  | n.a.    | self         | minion                            | C19                       |
| <i>Nightmare Weaver</i>          | 21    | 631  | 29  | humanoid  | 572  | 359  | 45-75s  |              | aggressive                        | Dwarf Dn 2                |
| <i>Noble Ant</i>                 | 37    | 1643 | 101 | bug       | 1373 | 757  | 1-5m    | ant          | passive                           | D23;Ant Dn                |
| <i>Noble Ant Leader</i>          | 38    | 1733 | 108 | bug       | 1391 | 784  | 1-5m    | ant          | aggressive                        | D23;Ant Dn                |
| <i>Nurkas Messenger</i>          | 38    | 4679 | 292 | humanoid  | 4308 | 784  | 4-6hr   | ol mahum     | aggressive leader (special P.Atk) | F21                       |
| <i>Nurse Ant</i>                 | 35    | 123  | 1   | bug       | 1213 | 705  | n.a.    | queen ant    | minion                            | Ant Dn                    |
| <i>Oblivion Watcher</i>          | 17    | 931  | 39  | humanoid  | 976  | 291  | n.a.    | self         | minion                            | TI Dn                     |
| <i>Obsidian Golem</i>            | 15    | 441  | 18  | humanoid  | 388  | 261  | 15s     | self         | passive (casts damage)            | J11;J12                   |
| <i>Oel Mahum</i>                 | 53    | 3371 | 265 | humanoid  | 2546 | 1457 | 95s     | oel mahum    | aggressive                        | G17;H17                   |
| <i>Oel Mahum Warrior</i>         | 54    | 3499 | 279 | humanoid  | 2546 | 1507 | 95s     | oel mahum    | passive                           | G17;H17                   |

CREATURES: LYCANTHROPE – OEL MAHUM WARRIOR

| CREATURE                  | PASSIVE ATTRIBUTES                                                                                  | ACTIVE ATTRIBUTES                                           |
|---------------------------|-----------------------------------------------------------------------------------------------------|-------------------------------------------------------------|
| Lycanthrope               |                                                                                                     |                                                             |
| Madness Beast             |                                                                                                     |                                                             |
| Magical Weaver            | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Drains 34 mana from target                                  |
| Malex Herald Of Dagoniel  |                                                                                                     |                                                             |
| Malruk Berserker          | -20% Def vs. holy attacks                                                                           | Attacks with power 1136                                     |
| Malruk Knight             | -20% Def vs. holy attacks                                                                           | Attacks with power 379 [chance of Stunning target]          |
| Malruk Lord               | -20% Def vs. holy attacks                                                                           | Gives 10 damage every 5 secs for 2 mins                     |
| Malruk Soldier            | -20% Def vs. holy attacks; +50% chance to land a critical hit; +25% critical power                  | Attacks with power 3408, but has a chance to miss           |
| Malruk Succubus           |                                                                                                     | Drains 134 mana from target                                 |
| Malruk Succubus Turen     |                                                                                                     | Attacks target with power 41, reduces target's movement 30% |
| Manashen Gargoyle         | +50% Def vs. bows                                                                                   | Attacks with power 73 [chance of Stunning target]           |
| Mandragora Blossom        | -15% Def if attacker can detect plant weakness; -15% Def vs. fire type attacks; +50% Def vs. poison |                                                             |
| Mandragora Sapling        | -15% Def if attacker can detect plant weakness; -15% Def vs. fire type attacks; +50% Def vs. poison |                                                             |
| Mandragora Sprout         | -15% Def if attacker can detect plant weakness; -15% Def vs. fire type attacks; +50% Def vs. poison |                                                             |
| Mandragora Sprout         | -15% Def if attacker can detect plant weakness; -15% Def vs. fire type attacks; +50% Def vs. poison |                                                             |
| Maraku Werewolf           |                                                                                                     |                                                             |
| Maraku Werewolf Chieftain |                                                                                                     |                                                             |
| Marsh Drake               | -15% Def if attacker can detect dragon weakness                                                     | Attacks target with power 68                                |
| Marsh Spider              | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                        | Gives 6 damage every 5 secs for 3 mins                      |
| Marsh Stakato             | -15% Def vs. fire type attacks                                                                      | Attacks with power 219                                      |
| Marsh Stakato Drone       | -15% Def vs. fire type attacks                                                                      | Buffs self (+12% P.Atk)                                     |
| Marsh Stakato Noble       |                                                                                                     |                                                             |
| Marsh Stakato Soldier     | -15% Def vs. fire type attacks                                                                      |                                                             |
| Marsh Stakato Worker      | -15% Def vs. fire type attacks                                                                      | Attacks with power 219                                      |
| Marsh Stalker             | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        | Causes target to take 20% more fire damage                  |
| Marsh Zombie              | -20% Def vs. holy attacks                                                                           | Attacks with power 18, drains 20%                           |
| Marsh Zombie Lord         | -20% Def vs. holy attacks                                                                           | Attacks with power 18, drains 20%                           |
| Medusa                    | -15% Def if attacker can detect beast weakness                                                      |                                                             |
| Merkenis (Q)              |                                                                                                     |                                                             |
| Merkenis Escort           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                      |                                                             |
| Messenger Escort          |                                                                                                     |                                                             |
| Mimi The Cat (Q)          |                                                                                                     |                                                             |
| Mineshaft Bat             | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                             |
| Mirror                    | -15% Def if attacker can detect beast weakness; bounces 20 damage back to attacker on each hit      | Dispells all buffs/debuffs                                  |
| Mirrorforest Ghost        | +4 evasion                                                                                          |                                                             |
| Mirrorforest Ghost        | +4 evasion                                                                                          |                                                             |
| Mirrorforest Ghost        | +4 evasion                                                                                          |                                                             |
| Misery Skeleton           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                      |                                                             |
| Mist Terror               | -20% Def vs. holy attacks                                                                           |                                                             |
| Monster Eye               | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                             |
| Monster Eye Destroyer     | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Roots target in place                                       |
| Monster Eye Gazer         | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Roots target in place                                       |
| Monster Eye Searcher      | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Roots target in place                                       |
| Monster Eye Tracker       | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   | Roots target in place                                       |
| Monster Eye Watcher       |                                                                                                     | Roots target in place                                       |
| Moonstone Beast           |                                                                                                     |                                                             |
| Mordeo                    |                                                                                                     |                                                             |
| Mountain Fungus           | -15% Def vs. fire type attacks; +50% Def vs. poison                                                 |                                                             |
| Murtikas Warhound (Q)     |                                                                                                     |                                                             |
| Nahir (Q)                 |                                                                                                     |                                                             |
| Nameless Revenant (Q)     |                                                                                                     | Attacks with power 38, drains 20%                           |
| Necrosentinel Archer      | -20% Def vs. holy attacks                                                                           | Archer                                                      |
| Necrosentinel Guard       | -20% Def vs. holy attacks                                                                           |                                                             |
| Neer Crawler              | -20% Def vs. holy attacks                                                                           |                                                             |
| Neer Ghoul Berserker      | -40% Def vs. holy attacks; -10% Def vs. blunts                                                      |                                                             |
| Nerkas (Q)                |                                                                                                     |                                                             |
| Nightmare Flyer           | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                             |
| Nightmare Weaver          |                                                                                                     |                                                             |
| Noble Ant                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                        |                                                             |
| Noble Ant Leader          | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                        |                                                             |
| Nurkas Messenger          |                                                                                                     | Attacks with power 417                                      |
| Nurse Ant                 | Cannot be Held, Paralyzed, Confused or Slept                                                        |                                                             |
| Oblivion Watcher          | -15% Def vs. wind type attacks; -10% Def vs. bows                                                   |                                                             |
| Obsidian Golem            | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                        | Attacks with power 18                                       |
| Oel Mahum                 |                                                                                                     |                                                             |
| Oel Mahum Warrior         |                                                                                                     |                                                             |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                      | LEVEL | EXP   | SP   | RACE      | HP   | MP   | RESPAWN | CLAN      | BEHAVIOR                        | LOCATIONS                |
|-------------------------------|-------|-------|------|-----------|------|------|---------|-----------|---------------------------------|--------------------------|
| <i>Oel Mahum Witch Doctor</i> | 55    | 3630  | 293  | humanoid  | 2627 | 1557 | 95s     | oel mahum | passive (casts damage)          | G17;H17                  |
| <i>Ol Mahum Betrayer (Q)</i>  | 36    | 0     | 0    | humanoid  | 1271 | 731  | 3m      |           | passive                         | A24;F21                  |
| <i>Ol Mahum Captain</i>       | 25    | 850   | 43   | humanoid  | 724  | 454  | 35s     | ol mahum  | aggress. (buffs ol mah.)        | C22-23;D22-24;E23;F23    |
| <i>Ol Mahum Captain</i>       | 30    | 2007  | 110  | humanoid  | 1897 | 576  | 2m      | ol mahum  | aggressive (flees if hurt)      | F21                      |
| <i>Ol Mahum Commander</i>     | 29    | 1068  | 57   | humanoid  | 900  | 551  | 35s     | ol mahum  | aggressive (buffs ol mahum)     | A21;B20;C22              |
| <i>Ol Mahum Deserter</i>      | 23    | 725   | 35   | humanoid  | 666  | 406  | 35s     | ol mahum  | aggressive                      | B21-22;C22-23;D20-24     |
| <i>Ol Mahum General</i>       | 26    | 872   | 44   | humanoid  | 765  | 478  | 90s     | ol mahum  | aggressive (flees if hurt)      | C22                      |
| <i>Ol Mahum Guard</i>         | 22    | 678   | 32   | humanoid  | 608  | 382  | 90s     | ol mahum  | passive (flees if hurt)         | C22                      |
| <i>Ol Mahum Guerilla</i>      | 26    | 1622  | 82   | humanoid  | 1531 | 478  | 90s     | ol mahum  | passive (flees if hurt)         | F21                      |
| <i>Ol Mahum Legionnaire</i>   | 28    | 972   | 51   | humanoid  | 881  | 527  | 35s     | ol mahum  | passive                         | A21;B20                  |
| <i>Ol Mahum Marksman</i>      | 28    | 1811  | 95   | humanoid  | 1708 | 527  | 90s     | ol mahum  | passive (archer)                | F21                      |
| <i>Ol Mahum Novice</i>        | 17    | 500   | 21   | humanoid  | 458  | 291  | 1m      | ol mahum  | aggressive                      | C22                      |
| <i>Ol Mahum Officer</i>       | 24    | 772   | 38   | humanoid  | 683  | 430  | 90s     | ol mahum  | passive (flees if hurt)         | C22                      |
| <i>Ol Mahum Patrol</i>        | 21    | 631   | 29   | humanoid  | 590  | 359  | 90s     | ol mahum  | passive (archer)                | C22;F21                  |
| <i>Ol Mahum Patrolman</i>     | 25    | 819   | 41   | humanoid  | 796  | 454  | 35s     | ol mahum  | passive                         | A21;B20                  |
| <i>Ol Mahum Raider</i>        | 27    | 1706  | 87   | humanoid  | 1779 | 502  | 90s     | ol mahum  | passive (flees if hurt)         | F21                      |
| <i>Ol Mahum Ranger</i>        | 22    | 678   | 32   | humanoid  | 668  | 382  | 75s     | ol mahum  | passive (archer)                | E22-23;F22               |
| <i>Ol Mahum Recruit</i>       | 21    | 631   | 29   | humanoid  | 572  | 359  | 90s     | ol mahum  | passive (flees if hurt)         | C22                      |
| <i>Ol Mahum Reserve</i>       | 23    | 725   | 35   | humanoid  | 645  | 406  | 35s     | ol mahum  | passive                         | C23;D21-24;E22           |
| <i>Ol Mahum Sentry (Q)</i>    | 17    | 0     | 0    | monster   | 444  | 291  | 3m      | ol mahum  | passive                         | D20                      |
| <i>Ol Mahum Sergeant</i>      | 29    | 1909  | 102  | humanoid  | 1801 | 551  | 90s     | ol mahum  | passive (flees if hurt)         | F21                      |
| <i>Ol Mahum Shooter</i>       | 24    | 772   | 38   | humanoid  | 706  | 430  | 35s     | ol mahum  | passive (archer)                | C22-23;D22-24            |
| <i>Ol Mahum Straggler</i>     | 23    | 725   | 35   | humanoid  | 666  | 406  | 90s     | ol mahum  | aggressive (flees if hurt)      | C22                      |
| <i>Ol Mahum Supplier</i>      | 23    | 725   | 35   | humanoid  | 645  | 406  | 90s     | ol mahum  | passive (flees if hurt)         | C22                      |
| <i>Omen Beast</i>             | 17    | 500   | 21   | beast     | 444  | 291  | 45-75s  | self      | passive                         | DE Dn                    |
| <i>Opal Beast</i>             | 15    | 441   | 18   | humanoid  | 388  | 261  | 45-75s  |           | aggressive                      | Dwarf Dn 2               |
| <i>Orc</i>                    | 6     | 176   | 5    | humanoid  | 152  | 135  | 15s     | orc       | passive                         | A25;B25                  |
| <i>Orc Archer</i>             | 8     | 235   | 8    | humanoid  | 202  | 162  | 15s     | orc       | passive (archer)                | A25                      |
| <i>Orc Betrayer Bumbum</i>    | 20    | 0     | 0    | humanoid  | 538  | 336  | 8m      | self      | passive                         | B21                      |
| <i>Orc Betrayer Chewba</i>    | 20    | 0     | 0    | humanoid  | 538  | 336  | 10m     | self      | passive                         | C21                      |
| <i>Orc Betrayer Chichi</i>    | 20    | 0     | 0    | humanoid  | 538  | 336  | 10m     | self      | passive                         | E23                      |
| <i>Orc Betrayer Heitafu</i>   | 20    | 0     | 0    | humanoid  | 538  | 336  | 11m     | self      | passive                         | A21                      |
| <i>Orc Betrayer Minsku</i>    | 20    | 0     | 0    | humanoid  | 538  | 336  | 15m     | self      | passive                         | D24                      |
| <i>Orc Betrayer Picubo</i>    | 20    | 0     | 0    | humanoid  | 538  | 336  | 15m     | self      | passive                         | D20                      |
| <i>Orc Betrayer Sue</i>       | 20    | 0     | 0    | humanoid  | 538  | 336  | 5m      | self      | passive                         | F23                      |
| <i>Orc Betrayer Umbar</i>     | 20    | 0     | 0    | humanoid  | 538  | 336  | 16m     | self      | passive                         | D20                      |
| <i>Orc Betrayer Wanuk</i>     | 20    | 0     | 0    | humanoid  | 538  | 336  | 10m     | self      | passive                         | C23                      |
| <i>Orc Betrayer Zakan</i>     | 20    | 0     | 0    | humanoid  | 538  | 336  | 9m      | self      | passive                         | C22                      |
| <i>Orc Escort (Q)</i>         | 12    | 0     | 0    | humanoid  | 313  | 218  | n.a.    | orc       | passive                         | E14                      |
| <i>Orc Fighter</i>            | 10    | 294   | 10   | humanoid  | 265  | 190  | 15s     | orc       | aggressive                      | A25                      |
| <i>Orc Fighter Leader</i>     | 12    | 363   | 13   | humanoid  | 313  | 218  | 15s     | orc       | aggressive (buffs self)         | A24-25                   |
| <i>Orc Grunt</i>              | 7     | 206   | 7    | humanoid  | 176  | 149  | 15s     | orc       | passive                         | A25;B25                  |
| <i>Orc Lieutenant</i>         | 11    | 323   | 12   | humanoid  | 291  | 204  | 15s     | orc       | passive                         | A24-25                   |
| <i>Ore Bat</i>                | 17    | 500   | 21   | beast     | 444  | 291  | 45-75s  |           | aggressive                      | Dwarf Dn 2               |
| <i>Orfen</i>                  | 50    | 25000 | 1800 | elemental | 188k | 1309 | 28-68hr | orfen     | boss                            | F18                      |
| <i>Pako The Cat (Q)</i>       | 38    | 0     | 0    | elemental | 1436 | 784  | 3m      |           | passive (holds)                 | A25                      |
| <i>Paliote</i>                | 57    | 3899  | 324  | construct | 2789 | 1659 | 95s     | self      | passive (casts damage)          | Giant Dn                 |
| <i>Patin Archer</i>           | 29    | 1026  | 55   | undead    | 929  | 551  | 1-3m    |           | aggressive (archer)             | Forgotten Temple F       |
| <i>Patriarch Kuroboros</i>    | 35    | 3969  | 235  | humanoid  | 4004 | 705  | 2-4hr   | lizardman | aggressive leader (casts Curse) | C24                      |
| <i>Perum</i>                  | 48    | 5138  | 376  | construct | 4157 | 1212 | 1-7m    | porta     | passive (casts damage)          | Cruma 2                  |
| <i>Pincer Spider</i>          | 17    | 500   | 21   | humanoid  | 444  | 291  | 15s     | self      | aggressive                      | D20;E19-20               |
| <i>Pincher</i>                | 16    | 471   | 19   | bug       | 415  | 276  | 35s     | self      | passive                         | B21-22;C21-22;D20-21     |
| <i>Pinrul</i>                 | 17    | 500   | 21   | bug       | 444  | 291  | 35s     | self      | passive                         | B21;C21-22;D20           |
| <i>Pirate Captain Uthanka</i> | 10    | 794   | 27   | humanoid  | 769  | 190  | 2-4hr   | orc       | aggressive leader               | A25;B25                  |
| <i>Pitchstone Golem</i>       | 19    | 560   | 25   | humanoid  | 505  | 321  | 45-75s  | self      | passive (casts damage)          | Dwarf Dn 2               |
| <i>Plague Zombie (Q)</i>      | 14    | 0     | 0    | humanoid  | 373  | 247  | 3m      |           | passive (casts damage)          | F19                      |
| <i>Plando</i>                 | 64    | 5857  | 536  | construct | 3363 | 2027 | 2-6m    | self      | passive (special P.Atk)         | Antaras' Lair            |
| <i>Plunder Tarantula</i>      | 17    | 500   | 21   | humanoid  | 444  | 291  | 15s     | self      | aggressive                      | J11;J12                  |
| <i>Poison Spider</i>          | 18    | 554   | 24   | bug       | 474  | 306  | 15s     | self      | passive (casts Curse)           | B23;C20-21;C24;D21-22    |
| <i>Porta</i>                  | 40    | 3568  | 231  | construct | 3339 | 838  | 1-7m    | porta     | passive                         | Cruma 1                  |
| <i>Prarie Keltir</i>          | 2     | 59    | 2    | animal    | 78   | 83   | 15s     |           | passive                         | C14                      |
| <i>Premo</i>                  | 45    | 5022  | 349  | beast     | 3717 | 1069 | 1-7m    |           | passive (special P.Atk)         | Cruma 1;Cruma 2          |
| <i>Priest Of Kuroboros</i>    | 31    | 3114  | 173  | humanoid  | 2994 | 602  | 2-4hr   | lizardman | aggressive leader               | B20;C22                  |
| <i>Prowler</i>                | 17    | 500   | 21   | bug       | 444  | 291  | 15s     | self      | aggressive                      | C20;D19-20               |
| <i>Puma</i>                   | 12    | 353   | 13   | humanoid  | 313  | 218  | 15s     |           | passive                         | B21-22;C21-22;D21;I11-12 |
| <i>Puncher</i>                | 34    | 1387  | 81   | construct | 1157 | 679  | 95s     | self      | aggressive                      | C23;D23-24               |



CREATURES: OEL MAHUM WITCH DOCTOR – PUNCHER

| CREATURE                      | PASSIVE ATTRIBUTES                                                                                                                                     | ACTIVE ATTRIBUTES                                           |
|-------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|
| <i>Oel Mahum Witch Doctor</i> |                                                                                                                                                        | Attacks with power 68                                       |
| <i>OI Mahum Betryer (Q)</i>   |                                                                                                                                                        |                                                             |
| <i>OI Mahum Captain</i>       |                                                                                                                                                        | Bufs clan member (+12% P.Def)                               |
| <i>OI Mahum Captain</i>       |                                                                                                                                                        |                                                             |
| <i>OI Mahum Commander</i>     |                                                                                                                                                        | Bufs clan member (+12% P.Atk)                               |
| <i>OI Mahum Deserter</i>      |                                                                                                                                                        |                                                             |
| <i>OI Mahum General</i>       |                                                                                                                                                        |                                                             |
| <i>OI Mahum Guard</i>         |                                                                                                                                                        |                                                             |
| <i>OI Mahum Guerilla</i>      |                                                                                                                                                        |                                                             |
| <i>OI Mahum Legionnaire</i>   |                                                                                                                                                        |                                                             |
| <i>OI Mahum Marksman</i>      |                                                                                                                                                        | Archer                                                      |
| <i>OI Mahum Novice</i>        |                                                                                                                                                        |                                                             |
| <i>OI Mahum Officer</i>       |                                                                                                                                                        |                                                             |
| <i>OI Mahum Patrol</i>        |                                                                                                                                                        | Archer                                                      |
| <i>OI Mahum Patrolman</i>     |                                                                                                                                                        |                                                             |
| <i>OI Mahum Raider</i>        |                                                                                                                                                        |                                                             |
| <i>OI Mahum Ranger</i>        |                                                                                                                                                        | Archer                                                      |
| <i>OI Mahum Recruit</i>       |                                                                                                                                                        |                                                             |
| <i>OI Mahum Reserve</i>       |                                                                                                                                                        |                                                             |
| <i>OI Mahum Sentry (Q)</i>    |                                                                                                                                                        |                                                             |
| <i>OI Mahum Sergeant</i>      |                                                                                                                                                        |                                                             |
| <i>OI Mahum Shooter</i>       |                                                                                                                                                        | Archer                                                      |
| <i>OI Mahum Straggler</i>     |                                                                                                                                                        |                                                             |
| <i>OI Mahum Supplier</i>      |                                                                                                                                                        |                                                             |
| <i>Omen Beast</i>             | -15% Def if attacker can detect beast weakness                                                                                                         |                                                             |
| <i>Opal Beast</i>             |                                                                                                                                                        |                                                             |
| <i>Orc</i>                    |                                                                                                                                                        |                                                             |
| <i>Orc Archer</i>             |                                                                                                                                                        | Archer                                                      |
| <i>Orc Betrayer Bumbum</i>    |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Chewba</i>    |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Chichi</i>    |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Heitafu</i>   |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Minsku</i>    |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Picubo</i>    |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Sue</i>       |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Umbar</i>     |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Wanuk</i>     |                                                                                                                                                        |                                                             |
| <i>Orc Betrayer Zakan</i>     |                                                                                                                                                        |                                                             |
| <i>Orc Escort (Q)</i>         |                                                                                                                                                        |                                                             |
| <i>Orc Fighter</i>            |                                                                                                                                                        |                                                             |
| <i>Orc Fighter Leader</i>     |                                                                                                                                                        | Bufs self (+8% P.Atk)                                       |
| <i>Orc Grunt</i>              |                                                                                                                                                        |                                                             |
| <i>Orc Lieutenant</i>         |                                                                                                                                                        |                                                             |
| <i>Ore Bat</i>                | -15% Def if attacker can detect beast weakness                                                                                                         |                                                             |
| <i>Orfen</i>                  | Cannot be Held, Paralyzed, Confused or Slept; -100% Def vs. fire type attacks; +80% Def vs. bows<br>Aggro range x4; Help range x7; Corpse lasts 5 mins |                                                             |
| <i>Pako The Cat (Q)</i>       |                                                                                                                                                        |                                                             |
| <i>Paliote</i>                | +20% Def vs. physical attacks                                                                                                                          | Attacks target with power 41, reduces target's movement 30% |
| <i>Patin Archer</i>           | -40% Def vs. holy attacks; -10% Def vs. blunts                                                                                                         | Archer                                                      |
| <i>Patriarch Kuroboros</i>    |                                                                                                                                                        | Gives 8 damage every 5 secs for 3 mins                      |
| <i>Perum</i>                  | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                                                                           | Attacks with power 52                                       |
| <i>Pincer Spider</i>          |                                                                                                                                                        |                                                             |
| <i>Pincher</i>                | -15% Def if attacker can detect bug weakness                                                                                                           |                                                             |
| <i>Pinrul</i>                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                           |                                                             |
| <i>Pirate Captain Uthanka</i> |                                                                                                                                                        |                                                             |
| <i>Pitchstone Golem</i>       | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                                                                           | Attacks with power 18                                       |
| <i>Plague Zombie (Q)</i>      |                                                                                                                                                        | Attacks with power 18, drains 20%                           |
| <i>Plando</i>                 |                                                                                                                                                        | Archer; Attacks with power 3030                             |
| <i>Plunder Tarantula</i>      |                                                                                                                                                        |                                                             |
| <i>Poison Spider</i>          | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                           | Gives 3 damage every 5 secs for 3 mins                      |
| <i>Porta</i>                  | +130% Def vs. bows; +30% Def vs. daggers; +10% M.Def; -10% Def vs. blunts                                                                              |                                                             |
| <i>Prarie Keltir</i>          | -15% Def if attacker can detect animal weakness                                                                                                        |                                                             |
| <i>Premo</i>                  | -15% Def if attacker can detect beast weakness                                                                                                         | Attacks with power 139 [chance of Stunning target]          |
| <i>Priest Of Kuroboros</i>    |                                                                                                                                                        |                                                             |
| <i>Prowler</i>                | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks                                                                           |                                                             |
| <i>Puma</i>                   |                                                                                                                                                        |                                                             |
| <i>Puncher</i>                | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                                                                           |                                                             |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                         | LEVEL | EXP   | SP   | RACE      | HP   | MP   | RESPAWN | CLAN           | BEHAVIOR                          | LOCATIONS             |
|----------------------------------|-------|-------|------|-----------|------|------|---------|----------------|-----------------------------------|-----------------------|
| <i>Punishment of Undead</i>      | 53    | 3371  | 265  | undead    | 2466 | 1457 | 95s     | self           | passive (casts damage)            | I17                   |
| <i>Pytan</i>                     | 69    | 7808  | 766  | demonic   | 3761 | 2300 | 25-35m  | malruk         | aggressive leader                 | Antaras' Lair         |
| <i>Pytan Knight</i>              | 68    | 8000  | 771  | undead    | 3683 | 2244 | n.a.    | malruk         | minion (casts Curse)              | Antaras' Lair         |
| <i>Queen Ant</i>                 | 43    | 18490 | 1500 | bug       | 94k  | 526  | 21-53hr | queen ant      | boss                              | Ant Dn                |
| <i>Queen Ant Larva</i>           | 29    | 84    | 1    | bug       | 929  | 551  | 1m      | queen ant      | minion                            | D23                   |
| <i>Queen Of Succubus (Q)</i>     | 34    | 0     | 0    | demonic   | 1157 | 679  | 3m      | demonic        | leader                            | Dwarf Dn 2            |
| <i>Quicksilver Beast</i>         | 15    | 441   | 18   | humanoid  | 388  | 261  | 15-45s  |                | aggressive                        | Orc Dn                |
| <i>Raging Sparto</i>             | 22    | 678   | 32   | undead    | 668  | 382  | 55s     | skeleton       | aggressive                        | C21                   |
| <i>Ragna Orc Overlord</i>        | 39    | 1825  | 116  | humanoid  | 1454 | 811  | 3m      | orc            | passive                           | E14-15                |
| <i>Ragna Orc Seer</i>            | 39    | 1825  | 116  | humanoid  | 1454 | 811  | 3m      | orc            | passive                           | E14-15                |
| <i>Raikel</i>                    | 48    | 230   | 1    | beast     | 2079 | 1212 | 1m      | orfen          | boss                              | F18                   |
| <i>Raikel Leos</i>               | 49    | 240   | 1    | beast     | 2154 | 1260 | n.a.    | orfen          | boss                              | F18                   |
| <i>Rakeclaw Imp</i>              | 6     | 176   | 5    | humanoid  | 147  | 135  | 15s     | demonic        | passive                           | C14;D14               |
| <i>Rakeclaw Imp Chieftain</i>    | 10    | 294   | 10   | humanoid  | 256  | 190  | 15s     | demonic        | aggressive                        | D13-15                |
| <i>Rakeclaw Imp Hunter</i>       | 7     | 206   | 7    | humanoid  | 170  | 149  | 15s     | demonic        | passive                           | C14;D13-14            |
| <i>Rampage Golem</i>             | 22    | 1258  | 60   | construct | 1215 | 382  | n.a.    | partisan       | minion                            | J11                   |
| <i>Rampage Golem Ldr Talos</i>   | 25    | 2213  | 111  | construct | 2171 | 454  | 4-6hr   | partisan       | aggressive leader                 | J11                   |
| <i>Ratman Hunter</i>             | 18    | 528   | 23   | humanoid  | 474  | 306  | 35s     | wererat        | passive                           | C20-21;D20            |
| <i>Ratman Spy</i>                | 16    | 471   | 19   | humanoid  | 415  | 276  | 35s     | wererat        | passive                           | B21;C21;C23-24;D20-21 |
| <i>Ratman Warrior</i>            | 19    | 560   | 25   | humanoid  | 505  | 321  | 35s     | wererat        | passive                           | B23;C22-24;D21-24;E22 |
| <i>Red Bear</i>                  | 14    | 412   | 16   | animal    | 362  | 247  | 35s     | self           | passive                           | B22;C21-22;D21        |
| <i>Red Keltir</i>                | 2     | 59    | 2    | animal    | 78   | 83   | 15s     |                | passive                           | F19                   |
| <i>Red Scavenger Spider</i>      | 16    | 471   | 19   | humanoid  | 415  | 276  | 15s     | self           | passive                           | D19-20                |
| <i>Redeye Bat</i>                | 15    | 441   | 18   | humanoid  | 388  | 261  | 15s     | self           | aggressive                        | C19-20;D19-20         |
| <i>Redeye Guards</i>             | 33    | 2428  | 140  | humanoid  | 2276 | 653  | n.a.    | ol mahum       | minion                            | F21                   |
| <i>Redeye Leader Trakia</i>      | 40    | 5184  | 335  | humanoid  | 4700 | 838  | 2-4hr   | ol mahum       | aggressive leader (special P.Atk) | F21                   |
| <i>Relic Sparto</i>              | 21    | 1173  | 54   | undead    | 1258 | 359  | 45-75s  | skeleton       | passive                           | TI Dn                 |
| <i>Relic Werewolf</i>            | 9     | 492   | 17   | humanoid  | 450  | 176  | 45-75s  | werewolf       | passive                           | TI Dn                 |
| <i>Revenant of Sir Calibus</i>   | 40    | 5184  | 335  | undead    | 4700 | 838  | 2-4hr   | undead         | aggressive leader (special P.Atk) | F22                   |
| <i>Revenant of The Executed</i>  | 33    | 2428  | 140  | undead    | 2276 | 653  | n.a.    | undead         | minion                            | F22                   |
| <i>Riba</i>                      | 48    | 230   | 1    | beast     | 2079 | 1212 | 1m      | orfen          | boss                              | F18                   |
| <i>Riba Iren</i>                 | 49    | 240   | 1    | beast     | 2154 | 1260 | 1m      | orfen          | boss                              | F18                   |
| <i>Ricenseo</i>                  | 43    | 4123  | 279  | construct | 3436 | 975  | 1-7m    |                | passive (casts Hold)              | Cruma 1               |
| <i>Rinokets Henchman</i>         | 45    | 4516  | 314  | humanoid  | 3837 | 1069 | n.a.    | wererat        | minion                            | G21;H21               |
| <i>Ritmal Swordsman</i>          | 29    | 1026  | 55   | undead    | 929  | 551  | 1-3m    |                | aggressive                        | Forgotten Temple W    |
| <i>Road Scavenger</i>            | 37    | 1643  | 101  | humanoid  | 1373 | 757  | 95s     | self           | passive                           | G20-22;H21            |
| <i>Roko's Warhound (Q)</i>       | 4     | 0     | 0    | animal    | 111  | 109  | n.a.    | orc            | minion                            | F20                   |
| <i>Rotting Golem</i>             | 44    | 2575  | 176  | construct | 1788 | 1022 | 95s     |                | passive (casts Splash)            | F18                   |
| <i>Rotting tree</i>              | 43    | 2219  | 150  | undead    | 1718 | 975  | 95s     |                | passive (casts Hold)              | F18                   |
| <i>Rowin Undine</i>              | 33    | 2428  | 140  | elemental | 2205 | 653  | 1-3m    | elemental      | aggressive (casts dam.)           | Forgotten Temple W    |
| <i>Roxide</i>                    | 32    | 1526  | 86   | demonic   | 1049 | 627  | 15-25m  | demonic        | aggressive leader                 | Forgotten Temple W    |
| <i>Roxide Fellow</i>             | 29    | 1270  | 68   | undead    | 990  | 551  | n.a.    |                | minion                            | Forgotten Temple W    |
| <i>Royal Cave Servant</i>        | 51    | 3459  | 264  | undead    | 2539 | 1358 | 115s    | cave servant 2 | passive (special P.Atk)           | G21                   |
| <i>Rscavenger Leader Rinoket</i> | 48    | 7465  | 545  | humanoid  | 6437 | 1212 | 2-4hr   | wererat        | aggressive leader                 | G21;H21               |
| <i>Ruin Bat</i>                  | 20    | 588   | 26   | humanoid  | 538  | 336  | 55s     | self           | passive                           | D22                   |
| <i>Ruin Imp</i>                  | 17    | 500   | 21   | humanoid  | 444  | 291  | 55s     | demonic        | passive                           | D22                   |
| <i>Ruin Imp Elder</i>            | 21    | 631   | 29   | humanoid  | 572  | 359  | 55s     | demonic        | aggressive                        | D22                   |
| <i>Ruin Sparto</i>               | 21    | 631   | 29   | undead    | 572  | 359  | 55s     | ol mahum       | passive                           | C21                   |
| <i>Ruin Zombie</i>               | 15    | 441   | 18   | undead    | 388  | 261  | 55s     | self           | passive (casts damage)            | C21                   |
| <i>Ruin Zombie Leader</i>        | 16    | 471   | 19   | undead    | 415  | 276  | 55s     | self           | passive (casts damage)            | C21                   |
| <i>Salamander</i>                | 17    | 931   | 39   | elemental | 916  | 291  | 1m      | fire elem.     | passive                           | TI Dn                 |
| <i>Salamander Rowin</i>          | 33    | 2428  | 140  | elemental | 2205 | 653  | 1-3m    | elemental      | aggressive                        | Forgotten Temple F    |
| <i>Satyr</i>                     | 48    | 2765  | 202  | elemental | 2079 | 1212 | 95s     | elemental      | aggressive                        | H19                   |
| <i>Satyr Elder</i>               | 54    | 3499  | 279  | elemental | 2546 | 1507 | 95s     | elemental      | passive                           | H19                   |
| <i>Scarlet Salamander</i>        | 17    | 500   | 21   | humanoid  | 444  | 291  | 15-45s  | fire elem.     | passive                           | Orc Dn                |
| <i>Scarlet Salamander Elder</i>  | 18    | 528   | 23   | humanoid  | 474  | 306  | 15-45s  | fire elem.     | passive                           | Orc Dn                |
| <i>Scavenger Bat</i>             | 18    | 528   | 23   | humanoid  | 474  | 306  | 55s     | self           | aggressive                        | D22                   |
| <i>Scavenger Spider</i>          | 15    | 441   | 18   | humanoid  | 388  | 261  | 15s     | self           | aggressive                        | D19-20                |
| <i>Scavenger Wererat</i>         | 18    | 528   | 23   | humanoid  | 474  | 306  | 15s     | wererat        | passive                           | C20;D20               |
| <i>Scout of Plain</i>            | 36    | 2125  | 129  | humanoid  | 1271 | 731  | n.a.    | lizardman      | minion                            | H21                   |
| <i>Secret Keeper Tree (Q)</i>    | 47    | 0     | 0    | elemental | 2205 | 1164 | 3m      |                | passive (holds)                   | E21                   |
| <i>Selu Lizardman Scout</i>      | 26    | 872   | 44   | humanoid  | 765  | 478  | 35s     | lizardman      | passive                           | A21;B20               |
| <i>Selu Lizardman Warrior</i>    | 27    | 919   | 47   | humanoid  | 809  | 502  | 35s     | lizardman      | aggressive                        | A21;B20               |
| <i>Sentinel Of Water</i>         | 31    | 1153  | 64   | construct | 998  | 602  | 1-3m    |                | passive                           | Forgotten Temple W    |
| <i>Shackle</i>                   | 45    | 2430  | 169  | undead    | 2044 | 1069 | 115s    |                | aggressive (casts damage)         | G18;G21               |
| <i>Shade Horror</i>              | 17    | 500   | 21   | undead    | 444  | 291  | 45-75s  | self           | passive                           | Elf Dn                |

CREATURES: PUNISHMENT OF UNDEAD – SHADE HORROR

| CREATURE                         | PASSIVE ATTRIBUTES                                                                              | ACTIVE ATTRIBUTES                                  |
|----------------------------------|-------------------------------------------------------------------------------------------------|----------------------------------------------------|
| <i>Punishment of Undead</i>      | -20% Def vs. holy attacks                                                                       | Attacks multiple targets with power 34             |
| <i>Pytan</i>                     |                                                                                                 |                                                    |
| <i>Pytan Knight</i>              | -20% Def vs. holy attacks                                                                       | Gives 10 damage every 5 secs for 2 mins            |
| <i>Queen Ant</i>                 | Cannot be Held, Paralyzed, Confused or Slept; -50% Def vs. fire type attacks; +80% Def vs. bows | Aggro range x2; Help range x7; Corpse lasts 5 mins |
| <i>Queen Ant Larva</i>           | Cannot be Held, Paralyzed, Confused or Slept                                                    | Help range x15                                     |
| <i>Queen Of Succubus (Q)</i>     |                                                                                                 |                                                    |
| <i>Quicksilver Beast</i>         |                                                                                                 |                                                    |
| <i>Raging Sparto</i>             | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  |                                                    |
| <i>Ragna Orc Overlord</i>        |                                                                                                 |                                                    |
| <i>Ragna Orc Seer</i>            |                                                                                                 |                                                    |
| <i>Raikel</i>                    | Cannot be Held, Paralyzed, Confused or Slept                                                    | Aggro range x15                                    |
| <i>Raikel Leos</i>               | Cannot be Held, Paralyzed, Confused or Slept                                                    | Aggro range x15                                    |
| <i>Rakeclaw Imp</i>              | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Rakeclaw Imp Chieftain</i>    | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Rakeclaw Imp Hunter</i>       | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Rampage Golem</i>             | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                    |                                                    |
| <i>Rampage Golem Ldr Talos</i>   | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                    |                                                    |
| <i>Ratman Hunter</i>             |                                                                                                 |                                                    |
| <i>Ratman Spy</i>                |                                                                                                 |                                                    |
| <i>Ratman Warrior</i>            |                                                                                                 |                                                    |
| <i>Red Bear</i>                  | -15% Def if attacker can detect animal weakness                                                 |                                                    |
| <i>Red Keltir</i>                | -15% Def if attacker can detect animal weakness                                                 |                                                    |
| <i>Red Scavenger Spider</i>      |                                                                                                 |                                                    |
| <i>Redeye Bat</i>                | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Redeye Guards</i>             |                                                                                                 |                                                    |
| <i>Redeye Leader Trakia</i>      |                                                                                                 | Attacks with power 722                             |
| <i>Relic Sparto</i>              | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  |                                                    |
| <i>Relic Werewolf</i>            |                                                                                                 |                                                    |
| <i>Revenant of Sir Calibus</i>   | -20% Def vs. holy attacks                                                                       | Attacks with power 722                             |
| <i>Revenant of The Executed</i>  | -20% Def vs. holy attacks                                                                       |                                                    |
| <i>Riba</i>                      | Cannot be Held, Paralyzed, Confused or Slept                                                    | Aggro range x15                                    |
| <i>Riba Iren</i>                 | Cannot be Held, Paralyzed, Confused or Slept                                                    | Aggro range x15                                    |
| <i>Ricenseo</i>                  |                                                                                                 | Roots target in place                              |
| <i>Rinokets Henchman</i>         |                                                                                                 |                                                    |
| <i>Ritmal Swordsman</i>          | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  |                                                    |
| <i>Road Scavenger</i>            |                                                                                                 |                                                    |
| <i>Rokos Warhound (Q)</i>        |                                                                                                 |                                                    |
| <i>Rotting Golem</i>             | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                    | Attacks with power 139 [chance of Stunning target] |
| <i>Rotting tree</i>              | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  | Roots target in place                              |
| <i>Rowin Undine</i>              | +50% Def vs. water type attacks; -15% Def vs. fire type attacks                                 | Attacks with power 38, drains 20%                  |
| <i>Roxide</i>                    |                                                                                                 |                                                    |
| <i>Roxide Fellow</i>             | -20% Def vs. holy attacks                                                                       |                                                    |
| <i>Royal Cave Servant</i>        | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  | Attacks with power 2164, but has a chance to miss  |
| <i>Rscavenger Leader Rinoket</i> |                                                                                                 |                                                    |
| <i>Ruin Bat</i>                  | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Ruin Imp</i>                  | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Ruin Imp Elder</i>            | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Ruin Sparto</i>               | -40% Def vs. holy attacks; -10% Def vs. blunts                                                  |                                                    |
| <i>Ruin Zombie</i>               | -20% Def vs. holy attacks                                                                       | Attacks with power 18, drains 20%                  |
| <i>Ruin Zombie Leader</i>        | -20% Def vs. holy attacks                                                                       | Attacks with power 18, drains 20%                  |
| <i>Salamander</i>                | -15% Def vs. water type attacks; +50% Def vs. fire type attacks                                 |                                                    |
| <i>Salamander Rowin</i>          | -15% Def vs. water type attacks; +50% Def vs. fire type attacks                                 |                                                    |
| <i>Satyr</i>                     |                                                                                                 |                                                    |
| <i>Satyr Elder</i>               |                                                                                                 |                                                    |
| <i>Scarlet Salamander</i>        | -15% Def vs. water type attacks; +50% Def vs. fire type attacks                                 |                                                    |
| <i>Scarlet Salamander Elder</i>  | -15% Def vs. water type attacks; +50% Def vs. fire type attacks                                 |                                                    |
| <i>Scavenger Bat</i>             | -15% Def vs. wind type attacks; -10% Def vs. bows                                               |                                                    |
| <i>Scavenger Spider</i>          |                                                                                                 |                                                    |
| <i>Scavenger Wererat</i>         |                                                                                                 |                                                    |
| <i>Scout of Plain</i>            |                                                                                                 | Archer                                             |
| <i>Secret Keeper Tree (Q)</i>    | -15% Def vs. fire type attacks; +50% Def vs. poison                                             |                                                    |
| <i>Selu Lizardman Scout</i>      |                                                                                                 |                                                    |
| <i>Selu Lizardman Warrior</i>    |                                                                                                 |                                                    |
| <i>Sentinel Of Water</i>         |                                                                                                 |                                                    |
| <i>Shackle</i>                   | -20% Def vs. holy attacks                                                                       | Attacks with power 52, drains 20%                  |
| <i>Shade Horror</i>              | -20% Def vs. holy attacks                                                                       |                                                    |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                            | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN      | BEHAVIOR                          | LOCATIONS         |
|-------------------------------------|-------|------|-----|-----------|------|------|---------|-----------|-----------------------------------|-------------------|
| <i>Shadow Turen (Q)</i>             | 39    | 0    | 0   | elemental | 1501 | 811  | 3m      |           | passive (holds)                   | E21               |
| <i>Shaman of Plain</i>              | 39    | 2494 | 159 | humanoid  | 1599 | 811  | n.a.    | lizardman | minion                            | H21               |
| <i>Sharuk's Henchmen</i>            | 26    | 1622 | 82  | humanoid  | 1531 | 478  | n.a.    | lizardman | minion                            | D22               |
| <i>Shield Skeleton</i>              | 15    | 441  | 18  | undead    | 388  | 261  | 55s     | skeleton  | passive                           | D22               |
| <i>Shylassys (Q)</i>                | 36    | 0    | 0   | beast     | 1271 | 731  | 3m      | self      | leader                            | D19               |
| <i>Silenos</i>                      | 30    | 1080 | 59  | humanoid  | 979  | 576  | 95s     | silenos   | passive                           | F23;G22-23        |
| <i>Silent Horror</i>                | 16    | 876  | 35  | undead    | 830  | 276  | 45-75s  | self      | aggressive                        | TI Dn             |
| <i>Silhouette Tilfo (Q)</i>         | 40    | 0    | 0   | demonic   | 1567 | 838  | 3m      |           | passive (holds)                   | H22               |
| <i>Singing Flower Darkling (Q)</i>  | 44    | 0    | 0   | construct | 1788 | 1022 | 3m      |           | passive                           | G23               |
| <i>Singing Flower Nightmare (Q)</i> | 44    | 0    | 0   | construct | 1788 | 1022 | 3m      |           | passive                           | G18               |
| <i>Singing Flower Phantasm (Q)</i>  | 44    | 0    | 0   | construct | 1788 | 1022 | 3m      |           | passive                           | C21               |
| <i>Sirocco Gargoyle</i>             | 43    | 4123 | 279 | humanoid  | 3547 | 975  | n.a.    | self      | minion                            | D23               |
| <i>Skeletal Mercenary (Q)</i>       | 39    | 0    | 0   | undead    | 1454 | 811  | 3m      | self      | passive                           | D23               |
| <i>Skeleton</i>                     | 12    | 657  | 24  | undead    | 627  | 218  | 45-75s  | skeleton  | aggressive                        | TI Dn             |
| <i>Skeleton Archer</i>              | 13    | 710  | 28  | undead    | 674  | 232  | 45-75s  | skeleton  | aggressive (archer)               | TI Dn             |
| <i>Skeleton Bowman</i>              | 20    | 588  | 26  | undead    | 538  | 336  | 55s     | skeleton  | passive (archer)                  | C21               |
| <i>Skeleton Hunter</i>              | 12    | 353  | 13  | undead    | 313  | 218  | 45-75s  | skeleton  | aggressive                        | DE Dn             |
| <i>Skeleton Hunter Archer</i>       | 13    | 382  | 15  | undead    | 337  | 232  | 45-75s  | skeleton  | passive (archer)                  | DE Dn             |
| <i>Skeleton Infantryman</i>         | 16    | 471  | 19  | undead    | 415  | 276  | 55s     | skeleton  | passive                           | D22               |
| <i>Skeleton Lord</i>                | 15    | 821  | 33  | undead    | 775  | 261  | 45-75s  | skeleton  | passive                           | TI Dn             |
| <i>Skeleton Marauder</i>            | 29    | 1026 | 55  | undead    | 900  | 551  | 95s     | skeleton  | aggressive (archer)               | C23;D23-24;G22    |
| <i>Skeleton Marksman</i>            | 14    | 766  | 30  | undead    | 723  | 247  | 45-75s  | skeleton  | passive (archer)                  | TI Dn             |
| <i>Skeleton Raider</i>              | 30    | 1080 | 59  | undead    | 948  | 576  | 95s     | skeleton  | aggressive                        | C23;D23-24;G22    |
| <i>Skeleton Scout</i>               | 19    | 560  | 25  | undead    | 505  | 321  | 55s     | skeleton  | passive (archer)                  | C21               |
| <i>Skylas Retainer</i>              | 39    | 3392 | 216 | humanoid  | 3001 | 811  | n.a.    | lizardman | minion                            | H22               |
| <i>Slave Skeleton</i>               | 12    | 353  | 13  | undead    | 313  | 218  | 15-45s  | skeleton  | aggressive                        | Orc Dn            |
| <i>Slave of nakondas</i>            | 37    | 3053 | 188 | dragon    | 2746 | 757  | n.a.    | dragon    | minion                            | G21               |
| <i>Snipe</i>                        | 44    | 2885 | 197 | beast     | 1788 | 1022 | 11-19m  |           | aggressive leader                 | Cruma 1           |
| <i>Snipe Fellow</i>                 | 42    | 2628 | 175 | beast     | 1650 | 929  | n.a.    |           | minion                            | Cruma 1           |
| <i>Soldier Of Kuroboros</i>         | 33    | 2428 | 140 | humanoid  | 2205 | 653  | n.a.    | lizardman | minion                            | C24               |
| <i>Sorrow Maiden</i>                | 27    | 919  | 47  | undead    | 809  | 502  | 90s     |           | passive (casts damage)            | F22               |
| <i>Soul Scavenger</i>               | 35    | 3969 | 235 | undead    | 3640 | 705  | 1-3hr   | self      | aggressive leader (casts Damage)  | C21;D22           |
| <i>Specter</i>                      | 26    | 872  | 44  | undead    | 790  | 478  | 90s     | self      | aggressive                        | F22               |
| <i>Spirit Of Mirrors (Q)</i>        | 9     | 0    | 0   | humanoid  | 232  | 176  | 3m      |           | passive                           | B25               |
| <i>Spirit Of Mirrors (Q)</i>        | 10    | 0    | 0   | humanoid  | 265  | 190  | 3m      |           | passive                           | A25               |
| <i>Spirit Of Mirrors (Q)</i>        | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      |           | passive                           | A25               |
| <i>Spore Fungus</i>                 | 9     | 265  | 9   | humanoid  | 225  | 176  | 15s     | self      | passive                           | E19-20;F20        |
| <i>Spore Zombie</i>                 | 47    | 2651 | 190 | undead    | 2004 | 1164 | 95s     | self      | passive (casts damage)            | F18               |
| <i>Squire of Calibus</i>            | 35    | 2732 | 162 | undead    | 2505 | 705  | n.a.    | undead    | minion                            | F22               |
| <i>Stakato Queen Zyrnna</i>         | 43    | 5991 | 405 | humanoid  | 5320 | 975  | 2-4hr   | stakato   | aggressive leader                 | E21               |
| <i>Stenoa Gorgon Queen (Q)</i>      | 37    | 0    | 0   | beast     | 1330 | 757  | 3m      |           | leader                            | H21               |
| <i>Stinger Wasp</i>                 | 30    | 1080 | 59  | animal    | 1043 | 576  | 90s     |           | aggressive                        | E21               |
| <i>Stink Zombie</i>                 | 19    | 560  | 25  | undead    | 505  | 321  | 45-75s  | self      | passive (casts damage)            | DE Dn             |
| <i>Stone Giant</i>                  | 13    | 710  | 28  | humanoid  | 674  | 232  | 45-75s  | self      | passive (casts damage)            | TI Dn             |
| <i>Stone Golem</i>                  | 13    | 382  | 15  | construct | 337  | 232  | 15s     | self      | passive (casts damage)            | A24-25            |
| <i>Stone Guardian</i>               | 16    | 471  | 19  | humanoid  | 415  | 276  | 15s     | self      | passive (casts damage)            | B20;C20;D20       |
| <i>Stone Soldier</i>                | 14    | 412  | 16  | humanoid  | 362  | 247  | 15s     | self      | passive (casts damage)            | C19-20;D19-20;E19 |
| <i>Strain</i>                       | 31    | 1153 | 64  | undead    | 998  | 602  | 90s     |           | passive                           | F22               |
| <i>Sukar Wererat</i>                | 18    | 528  | 23  | humanoid  | 474  | 306  | 45-75s  | wererat   | passive                           | Elf Dn            |
| <i>Sukar Wererat Chief</i>          | 28    | 2626 | 138 | humanoid  | 2561 | 527  | 1-3hr   | wererat   | aggressive leader (special P.Atk) | D20               |
| <i>Sukar Wererat Leader</i>         | 19    | 560  | 25  | humanoid  | 505  | 321  | 45-75s  | wererat   | aggressive                        | Elf Dn            |
| <i>Sukar Wererat Warrior</i>        | 25    | 1525 | 76  | humanoid  | 1447 | 454  | n.a.    | wererat   | minion                            | D20               |
| <i>Taik Orc</i>                     | 40    | 1920 | 124 | humanoid  | 1567 | 838  | 95s     | self      | passive                           | I20;J20           |
| <i>Taik Orc Archer</i>              | 41    | 2404 | 157 | humanoid  | 1583 | 883  | 95s     | orc       | aggressive (power shot)           | I20               |
| <i>Taik Orc Captain</i>             | 44    | 2575 | 176 | humanoid  | 1966 | 1022 | 95s     | orc       | aggressive (special P.Atk)        | I20               |
| <i>Taik Orc Seeker</i>              | 52    | 3245 | 251 | humanoid  | 2387 | 1407 | 95s     | orc       | passive (special P.Atk)           | J18               |
| <i>Taik Orc Shaman</i>              | 43    | 2459 | 167 | humanoid  | 1718 | 975  | 95s     | orc       | passive (casts Heal)              | I20;J20           |
| <i>Taik Orc Supply</i>              | 51    | 3459 | 264 | humanoid  | 2309 | 1358 | 95s     | orc       | passive (special P.Atk)           | J18               |
| <i>Taik Orc Supply Leader</i>       | 55    | 4023 | 325 | humanoid  | 2627 | 1557 | 95s     | orc       | aggressive (special P.Atk)        | J18               |
| <i>Taik Orc Warrior</i>             | 42    | 2346 | 157 | humanoid  | 1650 | 929  | 95s     | orc       | passive (special P.Atk)           | I20;J20           |
| <i>Tainted Zombie</i>               | 18    | 528  | 23  | undead    | 474  | 306  | 45-75s  | self      | passive (casts damage)            | DE Dn             |
| <i>Tairim</i>                       | 50    | 3150 | 237 | construct | 2454 | 1309 | 95s     | self      | passive (buffs self)              | I17               |
| <i>Talakin</i>                      | 30    | 1341 | 73  | humanoid  | 1043 | 576  | 150s    | ol mahum  | aggressive leader                 | F21               |
| <i>Talakin Archer</i>               | 28    | 1207 | 63  | humanoid  | 854  | 527  | n.a.    | ol mahum  | minion                            | C23               |
| <i>Talakin Raider</i>               | 27    | 1137 | 58  | humanoid  | 809  | 502  | n.a.    | ol mahum  | minion                            | C23               |
| <i>Talon Spider</i>                 | 16    | 471  | 19  | bug       | 415  | 276  | 15s     | self      | passive                           | A24-25            |
| <i>Tamlin Orc</i>                   | 41    | 2017 | 132 | humanoid  | 1634 | 883  | 95s     | orc       | passive                           | H19-20;I19;J19    |

CREATURES: SHADOW TUREN – TAMLIN ORC

| CREATURE                     | PASSIVE ATTRIBUTES                                                           | ACTIVE ATTRIBUTES                                  |
|------------------------------|------------------------------------------------------------------------------|----------------------------------------------------|
| Shadow Turen (Q)             |                                                                              |                                                    |
| Shaman of Plain              |                                                                              |                                                    |
| Sharuk's Henchmen            |                                                                              |                                                    |
| Shield Skeleton              | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Shyllassys (Q)               |                                                                              |                                                    |
| Silenos                      |                                                                              |                                                    |
| Silent Horror                | -20% Def vs. holy attacks                                                    |                                                    |
| Silhouette Tilfo (Q)         |                                                                              |                                                    |
| Singing Flower Darkling (Q)  |                                                                              |                                                    |
| Singing Flower Nightmare (Q) |                                                                              |                                                    |
| Singing Flower Phantasm (Q)  |                                                                              |                                                    |
| Sirocco Gargoyle             | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                 |                                                    |
| Skeletal Mercenary (Q)       |                                                                              |                                                    |
| Skeleton                     | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Skeleton Archer              | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skeleton Bowman              | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skeleton Hunter              | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Skeleton Hunter Archer       | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skeleton Infantryman         | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Skeleton Lord                | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Skeleton Marauder            | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skeleton Marksman            | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skeleton Raider              | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Skeleton Scout               | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Archer                                             |
| Skylas Retainer              |                                                                              |                                                    |
| Slave Skeleton               | -40% Def vs. holy attacks; -10% Def vs. blunts                               |                                                    |
| Slave of nakondas            | -15% Def if attacker can detect dragon weakness                              |                                                    |
| Snipe                        | -15% Def if attacker can detect beast weakness                               |                                                    |
| Snipe Fellow                 | -15% Def if attacker can detect beast weakness                               |                                                    |
| Soldier Of Kuroboros         |                                                                              |                                                    |
| Sorrow Maiden                | -20% Def vs. holy attacks                                                    | Attacks with power 26                              |
| Soul Scavenger               | -20% Def vs. holy attacks                                                    | Attacks multiple targets with power 26             |
| Specter                      | -20% Def vs. holy attacks                                                    |                                                    |
| Spirit Of Mirrors (Q)        |                                                                              |                                                    |
| Spirit Of Mirrors (Q)        |                                                                              |                                                    |
| Spirit Of Mirrors (Q)        |                                                                              |                                                    |
| Spore Fungus                 | -15% Def vs. fire type attacks; +50% Def vs. poison                          |                                                    |
| Spore Zombie                 | -40% Def vs. holy attacks; -10% Def vs. blunts                               | Drains 105 mana from target                        |
| Squire of Calibus            | -20% Def vs. holy attacks                                                    |                                                    |
| Stakato Queen Zyrnna         |                                                                              |                                                    |
| Stenoa Gorgon Queen (Q)      |                                                                              |                                                    |
| Stinger Wasp                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks |                                                    |
| Stink Zombie                 | -20% Def vs. holy attacks                                                    | Attacks with power 18, drains 20%                  |
| Stone Giant                  | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                 | Attacks with power 18                              |
| Stone Golem                  | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                 | Attacks with power 18                              |
| Stone Guardian               | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                 | Attacks with power 18                              |
| Stone Soldier                | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                 | Attacks with power 18                              |
| Strain                       | -20% Def vs. holy attacks                                                    |                                                    |
| Sukar Wererat                |                                                                              |                                                    |
| Sukar Wererat Chief          |                                                                              | Attacks with power 219                             |
| Sukar Wererat Leader         |                                                                              |                                                    |
| Sukar Wererat Warrior        |                                                                              |                                                    |
| Taik Orc                     |                                                                              |                                                    |
| Taik Orc Archer              |                                                                              | Archer; Attacks with power 1110                    |
| Taik Orc Captain             |                                                                              | Attacks with power 417                             |
| Taik Orc Seeker              |                                                                              | Attacks with power 241 [chance of Stunning target] |
| Taik Orc Shaman              |                                                                              | Heals with power 362                               |
| Taik Orc Supply              |                                                                              | Attacks with power 722                             |
| Taik Orc Supply Leader       |                                                                              | Attacks with power 241 [chance of Stunning target] |
| Taik Orc Warrior             |                                                                              | Attacks with power 417                             |
| Tainted Zombie               | -20% Def vs. holy attacks                                                    | Attacks with power 18, drains 20%                  |
| Tairim                       |                                                                              | Bufs self (+15% P.Def)                             |
| Talakin                      |                                                                              |                                                    |
| Talakin Archer               |                                                                              | Archer                                             |
| Talakin Raider               |                                                                              |                                                    |
| Talon Spider                 | -15% Def if attacker can detect bug weakness; -15% Def vs. fire type attacks |                                                    |
| Tamlin Orc                   |                                                                              |                                                    |



# LINEAGE II

## PRIMA Official Game Guide

| CREATURE                   | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN         | BEHAVIOR                          | LOCATIONS                 |
|----------------------------|-------|------|-----|-----------|------|------|---------|--------------|-----------------------------------|---------------------------|
| Tamlin Orc Archer          | 42    | 2523 | 168 | humanoid  | 1703 | 929  | 95s     | orc          | passive (power shot)              | H19-20;I19;J19            |
| Tanukia's Warhound (Q)     | 4     | 0    | 0   | animal    | 111  | 109  | n.a.    | orc          | minion                            | E19                       |
| Tarlk Basilisk             | 50    | 3000 | 226 | beast     | 2231 | 1309 | 95s     |              | passive                           | G17;H17                   |
| Tarlk Bugbear              | 47    | 2651 | 190 | humanoid  | 2069 | 1164 | 95s     | bugbear      | aggressive                        | G17-18                    |
| Tarlk Bugbear High Warrior | 49    | 2881 | 213 | humanoid  | 2154 | 1260 | 95s     | bugbear      | passive                           | G17;H17                   |
| Tarlk Bugbear Warrior      | 48    | 2765 | 202 | humanoid  | 2146 | 1212 | 95s     | bugbear      | passive                           | G17                       |
| Thunder Wyrn               | 54    | 3499 | 279 | dragon    | 2546 | 1507 | 115s    |              | aggressive                        | G21;H21                   |
| Tiger Hornet               | 26    | 2352 | 119 | humanoid  | 2296 | 478  | 2-4hr   | giant leech  | aggressive leader                 | B21;B23                   |
| Timak Orc                  | 40    | 1920 | 124 | humanoid  | 1518 | 838  | 95s     | orc          | passive                           | G19                       |
| Timak Orc Archer           | 41    | 2404 | 157 | humanoid  | 1583 | 883  | 95s     | orc          | passive (power shot)              | G18-19;H18                |
| Timak Orc Overlord         | 45    | 2693 | 188 | humanoid  | 1859 | 1069 | 95s     | orc          | aggressive (casts Enchants)       | G17-18;H17-18             |
| Timak Orc Shaman           | 44    | 2323 | 159 | humanoid  | 1788 | 1022 | 95s     | orc          | passive (casts damage)            | G17-18;H17-18             |
| Timak Orc Soldier          | 42    | 2346 | 157 | humanoid  | 1703 | 929  | 95s     | orc          | aggressive (special P.Atk)        | G18-19;H18                |
| Timak Orc Troop Archer     | 41    | 3295 | 215 | humanoid  | 1583 | 883  | n.a.    | orc          | minion (power shot)               | H21                       |
| Timak Orc Troop Leader     | 45    | 3686 | 257 | humanoid  | 1859 | 1069 | 200s    | orc          | aggressive leader (special P.Atk) | G17-18;H18                |
| Timak Orc Troop Shaman     | 44    | 3175 | 218 | humanoid  | 1788 | 1022 | n.a.    | orc          | minion (casts Curse)              | H21                       |
| Timak Orc Troop Warrior    | 43    | 3365 | 228 | humanoid  | 1718 | 975  | n.a.    | orc          | minion (casts Enchant)            | H21                       |
| Timak Orc Warrior          | 43    | 2459 | 167 | humanoid  | 1773 | 975  | 95s     | orc          | passive (buffs self)              | G17-18;H18                |
| Timiniels Escort           | 55    | 6746 | 545 | elemental | 5423 | 1557 | n.a.    | elf guardian | minion                            | H19                       |
| Titanscreation Bemos       | 38    | 3220 | 201 | construct | 2872 | 784  | n.a.    |              | minion                            | E21                       |
| Titanscreation Premo Prime | 43    | 5991 | 405 | construct | 5320 | 975  | 2-4hr   |              | aggressive leader                 | E21                       |
| Toad Lord                  | 32    | 1229 | 69  | beast     | 1154 | 627  | 30s     |              | passive                           | E21                       |
| Torfe                      | 49    | 5354 | 396 | construct | 4309 | 1260 | 1-7m    | torfe        | aggressive (casts damage)         | Cruma 2                   |
| Tracker Sharuk             | 28    | 2626 | 138 | humanoid  | 2817 | 527  | 2-4hr   | lizardman    | aggressive leader (special P.Atk) | D22                       |
| Tracker Skeleton           | 17    | 500  | 21  | undead    | 444  | 291  | 55s     | skeleton     | passive                           | C21                       |
| Tracker Skeleton Leader    | 18    | 528  | 23  | undead    | 474  | 306  | 55s     | skeleton     | aggressive                        | C21                       |
| Trisalim Escort            | 47    | 4926 | 353 | beast     | 4138 | 1164 | n.a.    |              | minion                            | F18                       |
| Trisalim Spider            | 45    | 2430 | 169 | beast     | 1859 | 1069 | 95s     |              | passive                           | F18                       |
| Trisalim Tarantula         | 46    | 2666 | 189 | beast     | 1931 | 1116 | 95s     | self         | aggressive (casts Curse)          | F18                       |
| Trives                     | 63    | 4763 | 430 | construct | 3281 | 1973 | 95s     | self         | aggressive (casts Hold)           | J18                       |
| Tulben                     | 52    | 3407 | 264 | beast     | 2464 | 1407 | 95s     | self         | passive (casts Curse)             | I17                       |
| Tumran Bugbear             | 23    | 725  | 35  | humanoid  | 709  | 406  | 55s     | bugbear      | passive                           | C21;E22-23;F22            |
| Tumran Bugbear Warrior     | 24    | 772  | 38  | humanoid  | 683  | 430  | 55s     | bugbear      | aggressive                        | C21                       |
| Tumran Orc Brigand (Q)     | 11    | 0    | 0   | humanoid  | 300  | 204  | 3m      | orc          | passive                           | C20                       |
| Tunath Orc Marksman        | 10    | 547  | 19  | humanoid  | 529  | 190  | 45-75s  | orc          | passive (archer)                  | TI Dn                     |
| Tunath Orc Warrior         | 12    | 657  | 24  | humanoid  | 627  | 218  | 45-75s  | orc          | aggressive                        | TI Dn                     |
| Turak Bugbear              | 31    | 1153 | 64  | humanoid  | 1098 | 602  | 95s     | bugbear      | passive                           | H22                       |
| Turak Bugbear Warrior      | 33    | 1307 | 75  | humanoid  | 1213 | 653  | 95s     | bugbear      | aggressive                        | G21;H22                   |
| Turek Orc Archer           | 27    | 1706 | 87  | humanoid  | 1670 | 502  | 90s     | orc          | passive (archer)                  | B21                       |
| Turek Orc Elder            | 34    | 1387 | 81  | humanoid  | 1157 | 679  | 90s     | orc          | aggressive (casts damage)         | B21                       |
| Turek Orc Footman          | 26    | 1622 | 82  | humanoid  | 1580 | 478  | 90s     | orc          | passive (flees if hurt)           | B21                       |
| Turek Orc Sentinel         | 25    | 1525 | 76  | humanoid  | 1494 | 454  | 90s     | orc          | passive (flees if hurt)           | B21                       |
| Turek Orc Shaman           | 29    | 1909 | 102 | humanoid  | 1801 | 551  | 90s     | orc          | passive (casts damage)            | B21                       |
| Turek Orc Skirmisher       | 28    | 1811 | 95  | humanoid  | 1708 | 527  | 90s     | orc          | aggressive (flees if hurt)        | B21                       |
| Turek Orc Supplier         | 27    | 1706 | 87  | humanoid  | 1618 | 502  | 90s     | orc          | passive (flees if hurt)           | B21                       |
| Turek Orc Warlord          | 30    | 2007 | 110 | humanoid  | 2087 | 576  | 90s     | orc          | aggressive (flees if hurt)        | B21                       |
| Turek War Hound            | 24    | 1434 | 71  | humanoid  | 1367 | 430  | 90s     | orc          | passive (flees if hurt)           | B21                       |
| Twink Puma                 | 15    | 441  | 18  | humanoid  | 388  | 261  | 15s     |              | aggressive                        | J11-12                    |
| Tyrant                     | 35    | 1470 | 87  | beast     | 1213 | 705  | 95s     | tyrant       | passive                           | D23                       |
| Tyrant Kingpin             | 36    | 1555 | 94  | beast     | 1271 | 731  | 95s     | tyrant       | aggressive                        | D23                       |
| Undead Priest (Q)          | 17    | 0    | 0   | undead    | 444  | 291  | 3m      |              | passive (casts damage)            | D22                       |
| Undead Slave               | 19    | 560  | 25  | undead    | 505  | 321  | 15-45s  | self         | passive (casts damage)            | Orc Dn                    |
| Undine                     | 17    | 931  | 39  | elemental | 916  | 291  | 1m      | water elem.  | aggressive (casts damage)         | TI Dn                     |
| Unicorn                    | 49    | 2881 | 213 | elemental | 2154 | 1260 | 95s     | elemental    | passive                           | H19                       |
| Unicorn Elder              | 55    | 3630 | 293 | elemental | 2627 | 1557 | 95s     | elemental    | passive (casts damage)            | H19                       |
| Unicorn Of Eva (Q)         | 30    | 0    | 0   | elemental | 948  | 576  | 3m      |              | passive                           | E20;F20                   |
| Unicorn Phantasm (Q)       | 40    | 0    | 0   | elemental | 1567 | 838  | 3m      |              | passive (holds)                   | E20                       |
| Unicorn Racer (Q)          | 38    | 0    | 0   | elemental | 1436 | 784  | 3m      |              | passive (holds)                   | E23                       |
| Uthanka Pirate             | 7     | 383  | 13  | humanoid  | 351  | 149  | n.a.    | orc          | minion                            | A25;B25                   |
| Utuku Orc                  | 6     | 176  | 5   | humanoid  | 152  | 135  | 15s     | orc          | passive                           | H11-12;I11-12; Dwarf Dn 1 |
| Utuku Orc Archer           | 8     | 235  | 8   | humanoid  | 202  | 162  | 15s     | orc          | passive (archer)                  | H11-12;I11-12; Dwarf Dn 1 |
| Utuku Orc Grunt            | 7     | 206  | 7   | humanoid  | 176  | 149  | 15s     | orc          | passive                           | H11-12;I11-12; Dwarf Dn 1 |
| Vaiss Orc                  | 10    | 294  | 10  | humanoid  | 265  | 190  | 45-75s  | orc          | passive                           | DE Dn                     |
| Vaiss Orc Lieutenant       | 11    | 323  | 12  | humanoid  | 291  | 204  | 45-75s  | orc          | passive                           | DE Dn                     |
| Validus                    | 46    | 4719 | 335 | construct | 3862 | 1116 | 1-7m    | torfe        | passive                           | Cruma 2                   |
| Valley Treant              | 47    | 2651 | 190 | elemental | 2004 | 1164 | 95s     | elemental    | passive (casts Hold)              | H19                       |
| Valley Treant Elder        | 53    | 3371 | 265 | elemental | 2466 | 1457 | 95s     | elemental    | passive (casts Hold)              | H19                       |

CREATURES: TAMLIN ORC ARCHER – VALLEY TREANT ELDER

| CREATURE                          | PASSIVE ATTRIBUTES                                                             | ACTIVE ATTRIBUTES                                           |
|-----------------------------------|--------------------------------------------------------------------------------|-------------------------------------------------------------|
| <i>Tamlin Orc Archer</i>          |                                                                                | Archer; Attacks with power 1110                             |
| <i>Tanukias Warhound (Q)</i>      |                                                                                |                                                             |
| <i>Tarlk Basilisk</i>             | -15% Def if attacker can detect beast weakness                                 |                                                             |
| <i>Tarlk Bugbear</i>              |                                                                                |                                                             |
| <i>Tarlk Bugbear High Warrior</i> |                                                                                |                                                             |
| <i>Tarlk Bugbear Warrior</i>      |                                                                                |                                                             |
| <i>Thunder Wyrn</i>               | -15% Def if attacker can detect dragon weakness; +50% Def vs. bows             |                                                             |
| <i>Tiger Hornet</i>               | -15% Def vs. fire type attacks                                                 |                                                             |
| <i>Timak Orc</i>                  |                                                                                |                                                             |
| <i>Timak Orc Archer</i>           |                                                                                | Archer; Attacks with power 1110                             |
| <i>Timak Orc Overlord</i>         |                                                                                | Bufs self with Wolf, Bear, Ogre and Puma totems             |
| <i>Timak Orc Shaman</i>           |                                                                                | Attacks target with power 31, reduces target's movement 30% |
| <i>Timak Orc Soldier</i>          |                                                                                | Attacks with power 417                                      |
| <i>Timak Orc Troop Archer</i>     |                                                                                | Archer; Attacks with power 1110                             |
| <i>Timak Orc Troop Leader</i>     |                                                                                | Attacks with power 1136                                     |
| <i>Timak Orc Troop Shaman</i>     |                                                                                | Reduces target's movement speed 50%                         |
| <i>Timak Orc Troop Warrior</i>    |                                                                                | Bufs self (+33% P.AtkSpd)                                   |
| <i>Timak Orc Warrior</i>          |                                                                                | Bufs self (+33% P.AtkSpd)                                   |
| <i>Timiniels Escort</i>           |                                                                                |                                                             |
| <i>Titanscreation Bemos</i>       | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                   |                                                             |
| <i>Titanscreation Premo Prime</i> | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                   |                                                             |
| <i>Toad Lord</i>                  | -15% Def if attacker can detect beast weakness                                 |                                                             |
| <i>Torfe</i>                      |                                                                                | Attacks with power 52, drains 20%                           |
| <i>Tracker Sharuk</i>             |                                                                                | Attacks with power 219                                      |
| <i>Tracker Skeleton</i>           | -40% Def vs. holy attacks; -10% Def vs. blunts                                 |                                                             |
| <i>Tracker Skeleton Leader</i>    | -40% Def vs. holy attacks; -10% Def vs. blunts                                 |                                                             |
| <i>Trisalim Escort</i>            | -15% Def if attacker can detect beast weakness                                 |                                                             |
| <i>Trisalim Spider</i>            | -15% Def if attacker can detect beast weakness                                 |                                                             |
| <i>Trisalim Tarantula</i>         | -15% Def if attacker can detect beast weakness                                 | Gives 8 damage every 5 secs for 3 mins                      |
| <i>Trives</i>                     |                                                                                | Roots target in place                                       |
| <i>Tulben</i>                     | -15% Def if attacker can detect beast weakness                                 | Gives 9 damage every 5 secs for 2 mins                      |
| <i>Tumran Bugbear</i>             |                                                                                |                                                             |
| <i>Tumran Bugbear Warrior</i>     |                                                                                |                                                             |
| <i>Tumran Orc Brigand (Q)</i>     |                                                                                |                                                             |
| <i>Tunath Orc Marksman</i>        |                                                                                | Archer                                                      |
| <i>Tunath Orc Warrior</i>         |                                                                                |                                                             |
| <i>Turak Bugbear</i>              |                                                                                |                                                             |
| <i>Turak Bugbear Warrior</i>      |                                                                                |                                                             |
| <i>Turek Orc Archer</i>           |                                                                                | Archer                                                      |
| <i>Turek Orc Elder</i>            |                                                                                | Attacks with power 26, drains 20%                           |
| <i>Turek Orc Footman</i>          |                                                                                |                                                             |
| <i>Turek Orc Sentinel</i>         |                                                                                |                                                             |
| <i>Turek Orc Shaman</i>           |                                                                                | Attacks with power 26, drains 20%                           |
| <i>Turek Orc Skirmisher</i>       |                                                                                |                                                             |
| <i>Turek Orc Supplier</i>         |                                                                                |                                                             |
| <i>Turek Orc Warlord</i>          |                                                                                |                                                             |
| <i>Turek War Hound</i>            |                                                                                |                                                             |
| <i>Twink Puma</i>                 |                                                                                |                                                             |
| <i>Tyrant</i>                     | -15% Def if attacker can detect beast weakness; -15% Def vs. fire type attacks |                                                             |
| <i>Tyrant Kingpin</i>             | -15% Def if attacker can detect beast weakness; -15% Def vs. fire type attacks |                                                             |
| <i>Undead Priest (Q)</i>          |                                                                                | Attacks with power 18, drains 20%                           |
| <i>Undead Slave</i>               | -20% Def vs. holy attacks                                                      | Attacks with power 18, drains 20%                           |
| <i>Undine</i>                     | +50% Def vs. water type attacks; -15% Def vs. fire type attacks                | Attacks with power 18                                       |
| <i>Unicorn</i>                    |                                                                                |                                                             |
| <i>Unicorn Elder</i>              |                                                                                | Attacks with power 68                                       |
| <i>Unicorn Of Eva (Q)</i>         |                                                                                |                                                             |
| <i>Unicorn Phantasm (Q)</i>       |                                                                                |                                                             |
| <i>Unicorn Racer (Q)</i>          |                                                                                |                                                             |
| <i>Uthanka Pirate</i>             |                                                                                |                                                             |
| <i>Utuku Orc</i>                  |                                                                                |                                                             |
| <i>Utuku Orc Archer</i>           |                                                                                | Archer                                                      |
| <i>Utuku Orc Grunt</i>            |                                                                                |                                                             |
| <i>Vaiss Orc</i>                  |                                                                                |                                                             |
| <i>Vaiss Orc Lieutenant</i>       |                                                                                |                                                             |
| <i>Validus</i>                    |                                                                                |                                                             |
| <i>Valley Treant</i>              |                                                                                | Roots target in place                                       |
| <i>Valley Treant Elder</i>        |                                                                                | Roots target in place                                       |



# LINEAGE II

## PRIMA Official Game Guide

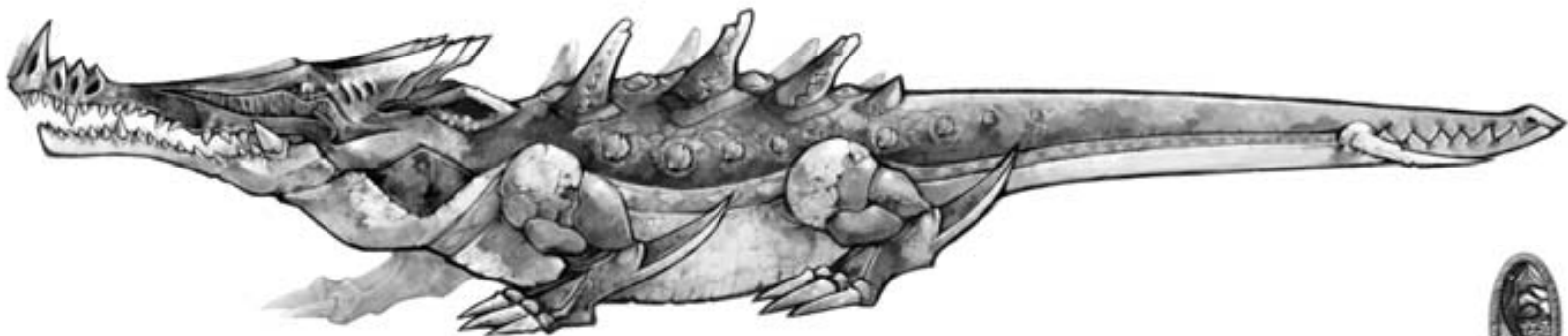
| CREATURE                       | LEVEL | EXP  | SP  | RACE      | HP   | MP   | RESPAWN | CLAN       | BEHAVIOR                   | LOCATIONS         |
|--------------------------------|-------|------|-----|-----------|------|------|---------|------------|----------------------------|-------------------|
| <i>Vampire Bat</i>             | 10    | 547  | 19  | animal    | 529  | 190  | 45-75s  | self       | passive                    | TI Dn             |
| <i>Vanor Silenos</i>           | 45    | 2693 | 188 | humanoid  | 1919 | 1069 | 95s     | silenos    | passive (special PAtk)     | H18-19;I18-19;J18 |
| <i>Vanor Silenos Cheiftain</i> | 50    | 3000 | 226 | humanoid  | 2454 | 1309 | 95s     | silenos    | passive (casts Heal)       | H18-19;I18-19;J18 |
| <i>Vanor Silenos Grunt</i>     | 46    | 2814 | 200 | humanoid  | 1993 | 1116 | 95s     | silenos    | passive (special PAtk)     | H17-18;I18;J18    |
| <i>Vanor Silenos Scout</i>     | 47    | 3225 | 231 | humanoid  | 2004 | 1164 | 95s     | silenos    | aggressive (special P.Atk) | H17-18;I17-18;J18 |
| <i>Vanor Silenos Shaman</i>    | 49    | 3025 | 224 | humanoid  | 2154 | 1260 | 95s     | silenos    | passive (casts Curse)      | H17-18;I17-18;J18 |
| <i>Vanor Silenos Warrior</i>   | 48    | 3249 | 238 | humanoid  | 2079 | 1212 | 95s     | silenos    | passive (special P.Atk)    | H17-18;I17-18;J18 |
| <i>Varikan Brigand</i>         | 7     | 383  | 13  | humanoid  | 351  | 149  | n.a.    | goblin     | minion                     | D18               |
| <i>Varikan Brigand Leader</i>  | 10    | 794  | 27  | humanoid  | 794  | 190  | 1-3hr   | goblin     | aggressive leader          | D18               |
| <i>Varool Foulclaw (Q)</i>     | 20    | 0    | 0   | humanoid  | 555  | 336  | 5m      |            | passive                    | Elf Dn            |
| <i>Veelan Bugbear</i>          | 23    | 725  | 35  | humanoid  | 709  | 406  | 55s     | bugbear    | passive                    | D22               |
| <i>Veelan Bugbear Warrior</i>  | 24    | 772  | 38  | humanoid  | 683  | 430  | 55s     | bugbear    | aggressive                 | D22               |
| <i>Vrykolakas</i>              | 15    | 1190 | 49  | humanoid  | 1163 | 261  | 2-4hr   | werewolf   | aggressive leader          | A25               |
| <i>Vrykolakas Wolfkin</i>      | 9     | 492  | 17  | humanoid  | 464  | 176  | n.a.    |            | minion                     | A25               |
| <i>Vuku Orc</i>                | 14    | 412  | 16  | humanoid  | 373  | 247  | 35s     | orc        | passive                    | B21-22;D21        |
| <i>Vuku Orc Archer</i>         | 15    | 441  | 18  | humanoid  | 400  | 261  | 35s     | orc        | passive (archer)           | B21-22;D21        |
| <i>Vuku Orc Fighter</i>        | 17    | 500  | 21  | humanoid  | 444  | 291  | 35s     | orc        | aggressive                 | B21-22;D21        |
| <i>Wandering Eye</i>           | 21    | 631  | 29  | construct | 572  | 359  | 35s     | self       | passive (casts Hold)       | C22-23;D21-24     |
| <i>Warrior of Plain</i>        | 38    | 2368 | 148 | humanoid  | 1391 | 784  | n.a.    | lizardman  | minion                     | H21               |
| <i>Wasteland Basilisk</i>      | 33    | 2428 | 140 | humanoid  | 2205 | 653  | n.a.    |            | minion                     | C23               |
| <i>Water Seer (Q)</i>          | 17    | 0    | 0   | monster   | 444  | 291  | 5m      |            | aggressive                 | C21               |
| <i>Weird Drake</i>             | 45    | 2430 | 169 | dragon    | 1919 | 1069 | 95s     | self       | aggressive (casts damage)  | H19-20;I19;J19    |
| <i>Wererat</i>                 | 16    | 876  | 35  | humanoid  | 857  | 276  | 45-75s  | wererat    | passive                    | TI Dn             |
| <i>Werewolf</i>                | 9     | 265  | 9   | humanoid  | 232  | 176  | 15s     | werewolf   | passive                    | A25               |
| <i>Werewolf Chieftain</i>      | 12    | 353  | 13  | humanoid  | 313  | 218  | 15s     | werewolf   | aggressive                 | A24-25            |
| <i>Werewolf Hunter</i>         | 10    | 294  | 10  | humanoid  | 256  | 190  | 15s     | werewolf   | aggressive                 | A25               |
| <i>Whinstone Golem</i>         | 14    | 412  | 16  | humanoid  | 362  | 247  | 15s     | self       | passive (casts damage)     | J11-12            |
| <i>Whispering Wind</i>         | 30    | 1080 | 59  | elemental | 948  | 576  | 35s     | wind elem. | passive (casts Sleep)      | A21;B20           |
| <i>White Fang</i>              | 10    | 794  | 27  | humanoid  | 794  | 190  | 2-4hr   |            | aggressive leader          | E19;F20           |
| <i>Wild Desperado</i>          | 35    | 1825 | 108 | bug       | 1213 | 705  | 3m      | ant        | aggressive leader          | C23;D23-24        |
| <i>Wild Desperado Fellow</i>   | 31    | 1432 | 79  | bug       | 998  | 602  | n.a.    | ant        | minion                     | E14               |
| <i>Will-O-Wisp</i>             | 15    | 441  | 18  | humanoid  | 388  | 261  | 45-75s  | self       | passive (casts Splash)     | Dwarf Dn 2        |
| <i>Windsus</i>                 | 39    | 1825 | 116 | beast     | 1501 | 811  | 95s     | self       | passive                    | G20-21;H21        |
| <i>Wolf</i>                    | 4     | 118  | 3   | animal    | 111  | 109  | 15s     |            | passive                    | B25               |
| <i>Wym</i>                     | 35    | 1470 | 87  | dragon    | 1213 | 705  | 95s     | self       | aggressive                 | G21-22;H21-22     |
| <i>Yellow Hornet</i>           | 24    | 1434 | 71  | humanoid  | 1367 | 430  | n.a.    |            | minion                     | B21;B23           |
| <i>Ynglzu</i>                  | 56    | 3763 | 309 | construct | 2708 | 1608 | 95s     | self       | aggressive (casts damage)  | Giant Dn          |
| <i>Young Brown Keltir</i>      | 1     | 29   | 2   | animal    | 64   | 70   | 15s     |            | passive                    | E18               |
| <i>Young Keltir</i>            | 1     | 29   | 2   | animal    | 64   | 70   | 15s     |            | passive                    | B25               |
| <i>Young Prairie Keltir</i>    | 1     | 29   | 2   | animal    | 64   | 70   | 15s     |            | passive                    | C14               |
| <i>Young Red Keltir</i>        | 1     | 29   | 2   | animal    | 64   | 70   | 15s     |            | passive                    | F19               |
| <i>Zombie Soldier</i>          | 19    | 560  | 25  | undead    | 505  | 321  | 55s     | self       | passive (casts damage)     | D22               |
| <i>Zombie Warrior</i>          | 22    | 678  | 32  | undead    | 608  | 382  | 55s     | self       | aggressive (casts damage)  | D22               |





CREATURES: VAMPIRE BAT – ZOMBIE WARRIOR

| CREATURE                | PASSIVE ATTRIBUTES                                                                                 | ACTIVE ATTRIBUTES                                  |
|-------------------------|----------------------------------------------------------------------------------------------------|----------------------------------------------------|
| Vampire Bat             | -15% Def if attacker can detect animal weakness; -15% Def vs. wind type attacks; -10% Def vs. bows |                                                    |
| Vanor Silenos           |                                                                                                    | Attacks with power 139 [chance of Stunning target] |
| Vanor Silenos Chieftain |                                                                                                    | Heals with power 362                               |
| Vanor Silenos Grunt     |                                                                                                    | Attacks with power 139 [chance of Stunning target] |
| Vanor Silenos Scout     | +25% critical power                                                                                | Attacks with power 139 [chance of Stunning target] |
| Vanor Silenos Shaman    |                                                                                                    | Gives 20 damage every sec for 15 mins              |
| Vanor Silenos Warrior   | +4 evasion                                                                                         | Attacks with power 139 [chance of Stunning target] |
| Varikan Brigand         |                                                                                                    |                                                    |
| Varikan Brigand Leader  |                                                                                                    |                                                    |
| Varool Foulclaw (Q)     |                                                                                                    |                                                    |
| Veelan Bugbear          |                                                                                                    |                                                    |
| Veelan Bugbear Warrior  |                                                                                                    |                                                    |
| Vrykolakas              |                                                                                                    |                                                    |
| Vrykolakas Wolfkin      |                                                                                                    |                                                    |
| Vuku Orc                |                                                                                                    |                                                    |
| Vuku Orc Archer         |                                                                                                    | Archer                                             |
| Vuku Orc Fighter        |                                                                                                    |                                                    |
| Wandering Eye           | -15% Def vs. wind type attacks; -10% Def vs. bows                                                  | Roots target in place                              |
| Warrior of Plain        |                                                                                                    |                                                    |
| Wasteland Basilisk      |                                                                                                    |                                                    |
| Water Seer (Q)          |                                                                                                    |                                                    |
| Weird Drake             | -15% Def if attacker can detect dragon weakness; +50% Def vs. bows                                 | Attacks multiple targets with power 26             |
| Wererat                 |                                                                                                    |                                                    |
| Werewolf                |                                                                                                    |                                                    |
| Werewolf Chieftain      |                                                                                                    |                                                    |
| Werewolf Hunter         |                                                                                                    |                                                    |
| Whinstone Golem         | +70% Def vs. bows; +30% Def vs. daggers; -10% Def vs. blunts                                       | Attacks with power 18                              |
| Whispering Wind         | +50% Def vs. wind type attacks; -15% Def vs. earth type attacks                                    | Chance of putting target to sleep                  |
| White Fang              |                                                                                                    |                                                    |
| Wild Desperado          | -15% Def if attacker can detect bug weakness                                                       |                                                    |
| Wild Desperado Fellow   | -15% Def if attacker can detect bug weakness                                                       |                                                    |
| Will-O-Wisp             |                                                                                                    | Attacks with power 18                              |
| Windsus                 | -15% Def if attacker can detect beast weakness                                                     |                                                    |
| Wolf                    | -15% Def if attacker can detect animal weakness                                                    |                                                    |
| Wym                     | -15% Def if attacker can detect dragon weakness; +50% Def vs. bows                                 |                                                    |
| Yellow Hornet           | -15% Def vs. fire type attacks                                                                     |                                                    |
| Ynglzu                  |                                                                                                    | Attacks target with power 722                      |
| Young Brown Keltir      | -15% Def if attacker can detect animal weakness                                                    |                                                    |
| Young Keltir            | -15% Def if attacker can detect animal weakness                                                    |                                                    |
| Young Prairie Keltir    | -15% Def if attacker can detect animal weakness                                                    |                                                    |
| Young Red Keltir        | -15% Def if attacker can detect animal weakness                                                    |                                                    |
| Zombie Soldier          | -20% Def vs. holy attacks                                                                          | Attacks with power 18, drains 20%                  |
| Zombie Warrior          | -20% Def vs. holy attacks                                                                          | Attacks with power 26, drains 20%                  |



## SIEGE DEFENDERS

These are the NPC troops defending a castle under siege. They are the same for Dion, Giran, Gludio and Oren (with the exception of their commanders); they are a bit stronger for Aden.

Siege defenders cannot be Held, Paralyzed, Confused or Slept. They are up to 50% faster than other mobs in the game.

All stats match the Creature stats (explained on p. 201).

### STANDARD DEFENDERS

|                                | LEVEL | EXP | SP | HP   | MP           | NOTES                                |
|--------------------------------|-------|-----|----|------|--------------|--------------------------------------|
| <i>Court Guard</i>             | 58    | 336 | 1  | 2871 | 1710         | Help range x4                        |
| <i>Court Knight</i>            | 60    | 360 | 1  | 3035 | 1814         | Help range x4                        |
| <i>Court Priest</i>            | 58    | 336 | 1  | 2871 | 1710 or 2566 | Help range x4; Heals with power 627  |
| <i>Court Sorcerer</i>          | 58    | 336 | 1  | 2871 | 1710 or 2566 | Help range x4; Attacks with power 43 |
| <i>Defend Teleporter (1-3)</i> | 56    | 314 | 10 | 2708 | 1608         | Help range x2                        |
| <i>Guard</i>                   | 56    | 314 | 1  | 2708 | 1608         | Archer (range x2); Help range x4     |
| <i>Guard</i>                   | 56    | 314 | 1  | 2708 | 1608         | Spear; Help range x4                 |
| <i>Guard</i>                   | 56    | 314 | 1  | 2708 | 1608         | Help range x4                        |

### COMMANDERS

|                                    | LEVEL | EXP | SP | HP   | MP   | NOTES         |
|------------------------------------|-------|-----|----|------|------|---------------|
| <i>Duke Byron Ashton (Dion)</i>    | 65    | 423 | 1  | 6887 | 2080 | Help range x4 |
| <i>Sir Ivano (Dion)</i>            | 62    | 384 | 1  | 6399 | 1920 | Help range x4 |
| <i>Baron Carmon Esthus (Giran)</i> | 65    | 423 | 1  | 6887 | 2080 | Help range x4 |
| <i>Sir Ulric (Giran)</i>           | 62    | 384 | 1  | 6399 | 1920 | Help range x4 |
| <i>Duke Lewin Waldner (Gludio)</i> | 65    | 423 | 1  | 6887 | 2080 | Help range x4 |
| <i>Sir Cronenberg (Gludio)</i>     | 62    | 384 | 1  | 6399 | 1920 | Help range x4 |
| <i>Duke Balthus Vanik (Oren)</i>   | 65    | 423 | 1  | 6887 | 2080 | Help range x4 |
| <i>Sir Quant (Oren)</i>            | 62    | 384 | 1  | 6399 | 1920 | Help range x4 |

### PARTISAN DEFENDERS

|                             | LEVEL | EXP | SP | HP   | MP  | NOTES             |
|-----------------------------|-------|-----|----|------|-----|-------------------|
| <i>Partisan Archer</i>      | 35    | 613 | 1  | 1213 | 705 | Archer (range x2) |
| <i>Partisan Court Guard</i> | 40    | 800 | 1  | 1518 | 838 | Archer (range x2) |
| <i>Partisan Court Guard</i> | 40    | 800 | 1  | 1518 | 838 |                   |
| <i>Partisan Healer</i>      | 40    | 800 | 1  | 1518 | 838 |                   |
| <i>Partisan Soldier</i>     | 35    | 613 | 1  | 1213 | 705 |                   |
| <i>Partisan Sorcerer</i>    | 35    | 613 | 1  | 1213 | 705 |                   |

### ADEN DEFENDERS

|                                     | LEVEL | EXP | SP | HP    | MP   | NOTES                                |
|-------------------------------------|-------|-----|----|-------|------|--------------------------------------|
| <i>King Amadeo Cadmus</i>           | 75    | 563 | 1  | 8403  | 2637 | Help range x4                        |
| <i>Aden Court Guard</i>             | 68    | 462 | 1  | 11049 | 2244 | Help range x4                        |
| <i>Aden Court Knight</i>            | 70    | 490 | 1  | 11513 | 2355 | Help range x4                        |
| <i>Aden Court Priest</i>            | 68    | 462 | 1  | 11049 | 2244 | Help range x4; Heals with power 689  |
| <i>Aden Court Sorcerer</i>          | 68    | 462 | 1  | 11049 | 2244 | Help range x4; Attacks with power 47 |
| <i>Aden Defend Teleporter (1-5)</i> | 56    | 314 | 10 | 2708  | 1608 | Help range x2                        |
| <i>Aden Guard</i>                   | 66    | 436 | 1  | 10572 | 2135 | Archer (range x2); Help range x4     |
| <i>Aden Guard</i>                   | 66    | 436 | 1  | 10572 | 3202 | Spear; Help range x4                 |
| <i>Aden Guard</i>                   | 66    | 436 | 1  | 10572 | 2135 | Spear; Help range x4                 |
| <i>Aden Guard</i>                   | 66    | 436 | 1  | 10572 | 2135 | Help range x4                        |



## PETS & SUMMONED CREATURES

All are "humanoid," which just means that they aren't affected by anything that targets any other creature type. All (except Hatchling of Twilight) have double resistance against Confusion. Hatchling of Twilight has: -20% Def against holy attacks; -15% Def against fire attacks; +50% Def against poison. Wolf and hatchling corpses last significantly longer than most others (at least 3 minutes). Summoned stay for 15 mins. All stats match the Creature stats (explained on p. 201).

|                              | TYPE               | LEVEL | HP   | MP   | ABILITIES                                                                     |
|------------------------------|--------------------|-------|------|------|-------------------------------------------------------------------------------|
| <i>Corrupted Man (1)</i>     | summoned (M.Atk)   | 42    | 1703 | 929  | Attacks with power 52, drains 20%                                             |
| <i>Corrupted Man (2)</i>     | summoned (M.Atk)   | 50    | 2303 | 1309 | Attacks with power 68, drains 20%                                             |
| <i>Corrupted Man (3)</i>     | summoned (M.Atk)   | 58    | 2964 | 1710 | Attacks with power 68, drains 20%                                             |
| <i>Dark Panther (1)</i>      | summoned (P.Atk)   | 42    | 1703 | 929  |                                                                               |
| <i>Dark Panther (2)</i>      | summoned (P.Atk)   | 51    | 2383 | 1358 |                                                                               |
| <i>Dark Panther (3)</i>      | summoned (P.Atk)   | 60    | 3133 | 1814 |                                                                               |
| <i>Hatchling of Star</i>     | pet                | 35    | 607  | 593  | Taunts target to attack it, power 409                                         |
| <i>Hatchling of Twilight</i> | pet                | 35    | 607  | 593  |                                                                               |
| <i>Hatchling of Wind</i>     | pet                | 35    | 607  | 593  | Attacks target with power 46                                                  |
| <i>Kat the Cat (1)</i>       | summoned (heals)   | 22    | 627  | 382  | Gives owner 38 MP                                                             |
| <i>Kat the Cat (2)</i>       | summoned (heals)   | 32    | 1083 | 627  | Gives owner 52 MP                                                             |
| <i>Kat the Cat (3)</i>       | summoned (heals)   | 42    | 1703 | 929  | Gives owner 70 MP                                                             |
| <i>Kat the Cat (4)</i>       | summoned (heals)   | 50    | 2303 | 1309 | Gives owner 90 MP                                                             |
| <i>Kat the Cat (5)</i>       | summoned (heals)   | 58    | 2964 | 1710 | Gives owner 90 MP                                                             |
| <i>Life Cubic (1)</i>        | summoned (heals)   | -     | -    | -    | Chance every 13 secs (up to 53% near death) to heal 201 HP                    |
| <i>Life Cubic (2)</i>        | summoned (heals)   | -     | -    | -    | Chance every 13 secs (up to 53% near death) to heal 241 HP                    |
| <i>Life Cubic (3)</i>        | summoned (heals)   | -     | -    | -    | Chance every 13 secs (up to 53% near death) to heal 281 HP                    |
| <i>Mechanic Golem (1)</i>    | summoned (M.Atk)   | 30    | 979  | 576  | Attacks with power 219                                                        |
| <i>Mechanic Golem (2)</i>    | summoned (M.Atk)   | 38    | 1436 | 784  | Attacks with power 219                                                        |
| <i>Mechanic Golem (3)</i>    | summoned (M.Atk)   | 45    | 1919 | 1069 | Attacks with power 417                                                        |
| <i>Mechanic Golem (4)</i>    | summoned (M.Atk)   | 57    | 2879 | 1659 | Attacks with power 722                                                        |
| <i>Mechanic Golem (5)</i>    | summoned (M.Atk)   | 51    | 2383 | 1358 | Attacks with power 722                                                        |
| <i>Mew the Cat (1)</i>       | summoned (M.Atk)   | 27    | 835  | 502  | Attacks with power 26                                                         |
| <i>Mew the Cat (2)</i>       | summoned (M.Atk)   | 37    | 1373 | 757  | Attacks with power 38                                                         |
| <i>Mew the Cat (3)</i>       | summoned (M.Atk)   | 47    | 2069 | 1164 | Attacks with power 52                                                         |
| <i>Mew the Cat (4)</i>       | summoned (M.Atk)   | 54    | 2628 | 1507 | Attacks with power 68                                                         |
| <i>Pet Wolf</i>              | pet                | 15    | 194  | 225  |                                                                               |
| <i>Poltergeist Cubic (1)</i> | summoned (debuffs) | -     | -    | -    | 30% chance/8 secs, M.Atk 289 (P.Atk -15%, P.Def -15% <b>or</b> Atk. Sp. -10%) |
| <i>Poltergeist Cubic (2)</i> | summoned (debuffs) | -     | -    | -    | 30% chance/8 secs, M.Atk 445 (P.Atk -15%, P.Def -20% <b>or</b> Atk. Sp. -30%) |
| <i>Poltergeist Cubic (3)</i> | summoned (debuffs) | -     | -    | -    | 30% chance/8 secs, M.Atk 659 (P.Atk -30%, P.Def -20% <b>or</b> Atk. Sp. -50%) |
| <i>Reanimated Man (1)</i>    | summoned (P.Atk)   | 46    | 1993 | 1116 |                                                                               |
| <i>Reanimated Man (2)</i>    | summoned (P.Atk)   | 54    | 2628 | 1507 |                                                                               |
| <i>Shadow (1)</i>            | summoned (P.Atk)   | 22    | 627  | 382  |                                                                               |
| <i>Shadow (2)</i>            | summoned (P.Atk)   | 32    | 1083 | 627  |                                                                               |
| <i>Shadow (3)</i>            | summoned (P.Atk)   | 42    | 1703 | 929  |                                                                               |
| <i>Shadow (4)</i>            | summoned (P.Atk)   | 50    | 2303 | 1309 |                                                                               |
| <i>Shadow (5)</i>            | summoned (P.Atk)   | 58    | 2964 | 1710 |                                                                               |
| <i>Silhouette (1)</i>        | summoned (M.Atk)   | 27    | 835  | 502  | Attacks with power 26, drains 20%                                             |
| <i>Silhouette (2)</i>        | summoned (M.Atk)   | 37    | 1373 | 757  | Attacks with power 38, drains 20%                                             |
| <i>Silhouette (3)</i>        | summoned (M.Atk)   | 47    | 2069 | 1164 | Attacks with power 52, drains 20%                                             |
| <i>Silhouette (4)</i>        | summoned (M.Atk)   | 54    | 2628 | 1507 | Attacks with power 68, drains 20%                                             |
| <i>Storm Cubic (1)</i>       | summoned (P.Atk)   | -     | -    | -    | 12% chance every 10 secs of attacking with power 26, M.Atk 289                |
| <i>Storm Cubic (2)</i>       | summoned (P.Atk)   | -     | -    | -    | 12% chance every 10 secs of attacking with power 31, M.Atk 445                |
| <i>Storm Cubic (3)</i>       | summoned (P.Atk)   | -     | -    | -    | 12% chance every 10 secs of attacking with power 36, M.Atk 659                |
| <i>Unicorn Boxer (1)</i>     | summoned (heals)   | 22    | 627  | 382  | Gives owner 38 MP                                                             |
| <i>Unicorn Boxer (2)</i>     | summoned (heals)   | 32    | 1083 | 627  | Gives owner 52 MP                                                             |
| <i>Unicorn Boxer (3)</i>     | summoned (heals)   | 42    | 1703 | 929  | Gives owner 70 MP                                                             |
| <i>Unicorn Boxer (4)</i>     | summoned (heals)   | 50    | 2303 | 1309 | Gives owner 90 MP                                                             |
| <i>Unicorn Boxer (5)</i>     | summoned (heals)   | 58    | 2964 | 1710 | Gives owner 90 MP                                                             |
| <i>Unicorn Mirage (1)</i>    | summoned (M.Atk)   | 27    | 835  | 502  | Attacks with power 26                                                         |
| <i>Unicorn Mirage (2)</i>    | summoned (M.Atk)   | 37    | 1373 | 757  | Attacks with power 38                                                         |
| <i>Unicorn Mirage (3)</i>    | summoned (M.Atk)   | 47    | 2069 | 1164 | Attacks with power 52                                                         |
| <i>Unicorn Mirage (4)</i>    | summoned (M.Atk)   | 54    | 2628 | 1507 | Attacks with power 68                                                         |
| <i>Vampire Cubic (1)</i>     | summoned (drains)  | -     | -    | -    | 8% chance/15 secs to attack (power 29; M.Atk 360); you gain 40% of damage     |
| <i>Vampire Cubic (2)</i>     | summoned (drains)  | -     | -    | -    | 8% chance/15 secs to attack (power 33; M.Atk 544); you gain 40% of damage     |
| <i>Vampire Cubic (3)</i>     | summoned (drains)  | -     | -    | -    | 8% chance/15 secs to attack (power 39; M.Atk 791); you gain 40% of damage     |
| <i>Viper Cubic (2)</i>       | summoned (poisons) | -     | -    | -    | 30% chance/20 secs to attack (M.Atk 544; poison power 5; 31 HP/5 secs x7)     |
| <i>Viper Cubic (1)</i>       | summoned (poisons) | -     | -    | -    | 30% chance/20 secs to attack (M.Atk 791; poison power 6; 31 HP/5 secs x7)     |

## NPCs

This last list of non-player characters lists all the people who (in the normal course of events), you won't have reason to fight. It includes trainers, traders, town guards and all the other people you meet and converse with. Many are part of quests that you will undertake.

For each NPC, we list his race, general role in life, and the zone(s) where you can find him.

Several of the guards are archers. In those cases, "archer; x2; rf" means that he has twice the normal range, and that he has rapid fire.

|                                    | RACE                       | ROLE                 | LOCATION                 |                             | RACE      | ROLE                   | LOCATION |
|------------------------------------|----------------------------|----------------------|--------------------------|-----------------------------|-----------|------------------------|----------|
| <i>Abyssal Celebrant Cecktinon</i> | Dark Elf                   | civilian             | E18                      | <i>Box Of Titan</i>         | elemental | civilian               | E21      |
| <i>Abyssal Celebrant Kalinta</i>   | Dark Elf                   | civilian             | B22                      | <i>Breka Chief Voltar</i>   | Orc       | civilian               | G21      |
| <i>Abyssal Celebrant Kartia</i>    | Dark Elf                   | civilian             | E18                      | <i>Bronze Ley's Keef</i>    | Dwarf     | civilian               | H12      |
| <i>Abyssal Celebrant Poeny</i>     | Dark Elf                   | civilian             | E18                      | <i>Brother Methesus</i>     | Human     | civilian               | G22      |
| <i>Abyssal Celebrant Prakia</i>    | Dark Elf                   | civilian             | E18                      | <i>Captain Bathis</i>       | Human     | chief guard            | D21      |
| <i>Abyssal Celebrant Undrias</i>   | Dark Elf                   | civilian             | E18                      | <i>Captain Bezique</i>      | Human     | guard (archer; x2; rf) | B22      |
| <i>Abyssal Jewel (Q)</i>           | demonic                    | abyss jewel clan     | B20                      | <i>Captain Croto</i>        | Orc       | civilian               | H12      |
| <i>Abyssal Jewel (Q)</i>           | demonic                    | abyss jewel clan     | F18                      | <i>Captain Gilbert</i>      | Human     | chief guard            | B25      |
| <i>Aden Hall Doorman</i>           | Human                      | doorkeeper           | I18                      | <i>Captain Jeronin</i>      | Human     | chief guard            | G22      |
| <i>Aden Inner Doorman</i>          | Human                      | doorkeeper           | I18                      | <i>Captain Kurtis</i>       | Human     | chief guard            | I18      |
| <i>Aden Inner Doorman</i>          | Human                      | doorkeeper           | I18                      | <i>Captain Lucas</i>        | Human     | chief guard            | E22      |
| <i>Aden Mass Teleporter</i>        | Human                      | mass teleporter      | I18                      | <i>Captain Mouen</i>        | Human     | chief guard            | G19      |
| <i>Aden Outter Doorman</i>         | Human                      | doorkeeper           | I18                      | <i>Captain Raigen</i>       | Human     | chief guard            | H20      |
| <i>Aden Royal Gatekeeper</i>       | Human                      | teleporter (instant) | I18                      | <i>Captain Roy</i>          | Human     | chief guard            | G18      |
| <i>alchemist matild</i>            | Dwarf                      | civilian             | G18                      | <i>Cardinel Seresin</i>     | Human     | civilian               | G19      |
| <i>Alex</i>                        | Human                      | civilian             | E23                      | <i>Carrier Torocco</i>      | Dwarf     | civilian               | H12      |
| <i>Allana</i>                      | Human                      | civilian             | B22                      | <i>Centurion Nakusin</i>    | Human     | guard (archer; x2; rf) | C14      |
| <i>Alshupes</i>                    | Elf                        | civilian             | F19                      | <i>Centurion Orinak</i>     | Human     | guard (archer; x2; rf) | C14      |
| <i>Ancestor Martankus</i>          | Orc                        | civilian             | E14                      | <i>Centurion Parugon</i>    | Orc       | guard                  | C14      |
| <i>Andellia</i>                    | Elf                        | civilian             | F19                      | <i>Centurion Petukai</i>    | Orc       | guard                  | C14      |
| <i>Annika</i>                      | Dark Elf                   | civilian             | C19                      | <i>Centurion Tamai</i>      | Human     | guard (archer; x2; rf) | C14      |
| <i>Arkenia</i>                     | Dark Elf                   | civilian             | C20                      | <i>Centurion Tiku</i>       | Orc       | guard                  | C14      |
| <i>Armor Trader Peta</i>           | Human                      | merchant             | G22                      | <i>Centurion Vapook</i>     | Orc       | guard                  | C14      |
| <i>Armor Trader Radia</i>          | Human                      | merchant             | G22                      | <i>Chamberlain Brasseur</i> | Human     | chamberlain            | G19      |
| <i>Arujien</i>                     | Elf                        | civilian             | F19                      | <i>Chamberlain Crosby</i>   | Human     | chamberlain            | E22      |
| <i>Astaron</i>                     | Dark Elf                   | civilian             | E18                      | <i>Chamberlain Logan</i>    | Human     | chamberlain            | I18      |
| <i>Astrologer Creta</i>            | Human                      | civilian             | E23                      | <i>Chamberlain Saius</i>    | Human     | chamberlain            | D21      |
| <i>Atuba Chief Varkees</i>         | Orc                        | civilian             | C14                      | <i>Chamberlain Saul</i>     | Human     | chamberlain            | H22      |
| <i>Auction Dealer</i>              | Human                      | auctioneer           | B22;D21;E22              | <i>Charkeren</i>            | Dark Elf  | civilian               | D19      |
| <i>Balthazar</i>                   | Dwarf                      | civilian             | H20                      | <i>Collector Gouph</i>      | Dwarf     | civilian               | H12      |
| <i>Bard Rukal</i>                  | Elf                        | civilian             | E22                      | <i>Collector Pippi</i>      | Dwarf     | civilian               | H12      |
| <i>Black Anvil's Arin</i>          | Dwarf                      | civilian             | H12                      | <i>Corpse of Fritz</i>      | Dwarf     | civilian               | H21      |
| <i>Blacksmith Aios</i>             | Elf                        | blacksmith           | F19                      | <i>Corpse Of Kamur</i>      | Orc       | civilian               | E14      |
| <i>Blacksmith Altran</i>           | Dwarf                      | blacksmith           | B25                      | <i>Corpse of Kurtz</i>      | Dwarf     | civilian               | H21      |
| <i>Blacksmith Brunon</i>           | Dwarf                      | blacksmith           | H12                      | <i>Corpse of Lutz</i>       | Dwarf     | civilian               | H21      |
| <i>Blacksmith Duning</i>           | Dwarf                      | blacksmith           | H20                      | <i>Cristel</i>              | Human     | civilian               | B25      |
| <i>Blacksmith Helton</i>           | Dwarf                      | blacksmith           | G19                      | <i>Custodian Amiel</i>      | Human     | custodian              | B22      |
| <i>Blacksmith Karrod</i>           | Dark Elf                   | blacksmith           | E18                      | <i>Custodian Baback</i>     | Human     | custodian              | D21      |
| <i>Blacksmith Kluto</i>            | Dwarf                      | blacksmith           | B22                      | <i>Custodian Black</i>      | Human     | custodian              | D21      |
| <i>Blacksmith Pinter</i>           | Dwarf                      | blacksmith           | D21                      | <i>Custodian Borna</i>      | Human     | custodian              | E22      |
| <i>Blacksmith Poitan</i>           | Dwarf                      | blacksmith           | E22                      | <i>Custodian Boyer</i>      | Human     | custodian              | D21      |
| <i>Blacksmith Pushkin</i>          | Dwarf                      | blacksmith           | G22                      | <i>Custodian Bremmer</i>    | Human     | custodian              | B22      |
| <i>Blacksmith Rupio</i>            | Dwarf                      | blacksmith           | G22                      | <i>Custodian Calis</i>      | Human     | custodian              | B22      |
| <i>Blacksmith Silvera</i>          | Dwarf                      | blacksmith           | H12                      | <i>Custodian Dillon</i>     | Human     | custodian              | D21      |
| <i>Blacksmith Sumari</i>           | Orc                        | blacksmith           | C14                      | <i>Custodian Faolan</i>     | Human     | custodian              | B22      |
| <i>Blacksmith Wilbert</i>          | Dwarf                      | blacksmith           | I18                      | <i>Custodian Flynn</i>      | Human     | custodian              | E22      |
| <i>Blight Treant</i>               | elemental D. Elf guardian  |                      | B20;C19-20;D18-20;E18    | <i>Custodian Horner</i>     | Human     | custodian              | B22      |
| <i>Bloody Pixy</i>                 | elemental; D. Elf guardian |                      | C19-20;D18-20;E18-19;F18 | <i>Custodian Jabilo</i>     | Human     | custodian              | E22      |
| <i>Bodyguard Jax</i>               | Human                      | civilian             | D24                      | <i>Custodian Jamal</i>      | Human     | custodian              | E22      |
| <i>Bonnie</i>                      | Human                      | civilian             | B25                      | <i>Custodian kogan</i>      | Human     | custodian              | B22      |

NPCs: ABYSSAL CELEBRANT CECKINON – GUARD CHIPERAN

|                                      | RACE      | ROLE                   | LOCATION |
|--------------------------------------|-----------|------------------------|----------|
| <i>Custodian Latif</i>               | Human     | custodian              | D21      |
| <i>Custodian Loring</i>              | Human     | custodian              | D21      |
| <i>Custodian Luce</i>                | Human     | custodian              | B22      |
| <i>Custodian Merton</i>              | Human     | custodian              | B22      |
| <i>Custodian Renny</i>               | Human     | custodian              | D21      |
| <i>Custodian Ron</i>                 | Human     | custodian              | E22      |
| <i>Custodian Ruben</i>               | Human     | custodian              | B22      |
| <i>Custodian Seth</i>                | Human     | custodian              | E22      |
| <i>Custodian Tim</i>                 | Human     | custodian              | D21      |
| <i>Custodian Winker</i>              | Human     | custodian              | B22      |
| <i>Cybellin</i>                      | Dark Elf  | civilian               | H20      |
| <i>Darin</i>                         | Human     | civilian               | B25      |
| <i>Daurin Hammercrush</i>            | Dwarf     | civilian               | B21      |
| <i>Defender Cromwell</i>             | Dwarf     | guard                  | H12      |
| <i>Defender Ethan</i>                | Dwarf     | guard                  | H12      |
| <i>Defender Nathan</i>               | Dwarf     | guard                  | H12      |
| <i>Defender Runant</i>               | Human     | guard (archer; x2; rf) | H12      |
| <i>Defender Tardyon</i>              | Human     | guard (archer; x2; rf) | H12      |
| <i>Dion Inner Doorman</i>            | Human     | doorkeeper             | E22      |
| <i>Dion Mass Teleporter</i>          | Human     | mass teleporter        | E22      |
| <i>Dion Outter Doorman</i>           | Human     | doorkeeper             | E22      |
| <i>Dion Royal Gatekeeper</i>         | Human     | teleporter (instant)   | E22      |
| <i>Drake Exarion</i>                 | dragon    | civilian               | G18      |
| <i>Drake Kalibran</i>                | dragon    | civilian               | G19      |
| <i>Drake Zwov</i>                    | dragon    | civilian               | F20      |
| <i>Drunkard Borys</i>                | Human     | civilian               | D21      |
| <i>Drunkard Triff</i>                | Dwarf     | civilian               | B22      |
| <i>Dudamara Chief Takuna</i>         | Orc       | civilian               | G19      |
| <i>Duda-Mara Totem Spirit</i>        | elemental | civilian               | B22      |
| <i>Duelist Kaien</i>                 | Human     | civilian               | G19      |
| <i>Earth Snake</i>                   | elemental | civilian               | C21      |
| <i>Edmond</i>                        | Human     | civilian               | A24      |
| <i>Elias</i>                         | Human     | civilian               | B25      |
| <i>Emilly</i>                        | Human     | civilian               | E22      |
| <i>Enku Chief Kepra</i>              | Orc       | civilian               | E23      |
| <i>Fairy Mymyu</i>                   | elemental | civilian               | H19      |
| <i>Father Gupu</i>                   | Dwarf     | civilian               | D21      |
| <i>Fire Priest Tokum</i>             | Orc       | civilian               | C14      |
| <i>Fire Priestess Shela</i>          | Orc       | civilian               | C14      |
| <i>Fire Salamander</i>               | elemental | civilian               | D22      |
| <i>Fisherman Evert</i>               | Human     | civilian               | E23      |
| <i>Flame Guardian Vulkus</i>         | Orc       | civilian               | C14      |
| <i>Flame Lord Kakai</i>              | Orc       | master (Orc Level 1)   | C14      |
| <i>Foreman Lateron</i>               | Dwarf     | civilian               | H12      |
| <i>Freighter Romp</i>                | Dwarf     | warehouse keeper       | I18      |
| <i>Frontier Post Calder</i>          | Human     | guard (archer; x2; rf) | H17      |
| <i>Frontier Post Dino</i>            | Human     | guard                  | H17      |
| <i>Frontier Post Harlow</i>          | Human     | guard (archer; x2; rf) | H17      |
| <i>Frontier Post Oskar Blackbird</i> | Human     | guard                  | H17      |
| <i>Frontier Post Rowan</i>           | Human     | guard (archer; x2; rf) | H17      |
| <i>Frontier Post Sutton</i>          | Human     | guard                  | H17      |
| <i>Frontier Post Trent</i>           | Human     | guard                  | H17      |
| <i>Frontier Post Venedict</i>        | Human     | guard (archer; x2; rf) | H17      |
| <i>Gabrielle</i>                     | Human     | civilian               | G22      |
| <i>Gandi Chief Chianta</i>           | Orc       | civilian               | E22      |
| <i>Gantaki Zu Urutu</i>              | Orc       | civilian               | C14      |
| <i>Gatekeeper Angelina</i>           | Human     | teleporter             | F23      |
| <i>Gatekeeper Bella</i>              | Human     | teleporter             | D21      |
| <i>Gatekeeper Capella</i>            | Human     | teleporter (instant)   | E21      |
| <i>Gatekeeper Cecile</i>             | Human     | teleporter             | G18      |
| <i>Gatekeeper Clarissa</i>           | Human     | teleporter             | G22      |
| <i>Gatekeeper Elisabeth</i>          | Human     | teleporter             | I18      |
| <i>Gatekeeper Esmeralda</i>          | Human     | teleporter             | H20      |
| <i>Gatekeeper Hanna</i>              | Human     | teleporter (instant)   | E21      |
| <i>Gatekeeper Jasmine</i>            | Dark Elf  | teleporter             | E18      |
| <i>Gatekeeper Karin</i>              | Human     | teleporter             | G18      |
| <i>Gatekeeper Mariel</i>             | Elf       | teleporter             | G18      |

|                                     | RACE     | ROLE                         | LOCATION    |
|-------------------------------------|----------|------------------------------|-------------|
| <i>Gatekeeper Merian</i>            | Dark Elf | teleporter                   | G18         |
| <i>Gatekeeper Minerva</i>           | Dark Elf | teleporter                   | H21         |
| <i>Gatekeeper Mirabel</i>           | Elf      | teleporter                   | F19         |
| <i>Gatekeeper Mozella</i>           | Human    | teleporter (instant)         | E21         |
| <i>Gatekeeper Penelope</i>          | Human    | teleporter (instant)         | E21         |
| <i>Gatekeeper Ponti</i>             | Human    | teleporter (instant)         | E21         |
| <i>Gatekeeper Richlin</i>           | Human    | teleporter                   | B22         |
| <i>Gatekeeper Roxxy</i>             | Human    | teleporter                   | B25         |
| <i>Gatekeeper Siff</i>              | Human    | teleporter (instant)         | A25         |
| <i>Gatekeeper Tamil</i>             | Orc      | teleporter                   | C14         |
| <i>Gatekeeper Tatiana</i>           | Human    | teleporter (instant)         | A25         |
| <i>Gatekeeper Trisha</i>            | Human    | teleporter                   | E22         |
| <i>Gatekeeper Valentina</i>         | Human    | teleporter                   | G19         |
| <i>Gatekeeper Verona</i>            | Human    | teleporter                   | G18         |
| <i>Gatekeeper Wirphy</i>            | Dwarf    | teleporter                   | H12         |
| <i>Gauri Twinklerock</i>            | Dwarf    | civilian                     | H12         |
| <i>Giran Inner Doorman</i>          | Human    | doorkeeper                   | H22         |
| <i>Giran Mass Teleporter</i>        | Human    | mass teleporter              | H22         |
| <i>Giran Outter Doorman</i>         | Human    | doorkeeper                   | H22         |
| <i>Giran Royal Gatekeeper</i>       | Human    | teleporter (instant)         | H22         |
| <i>Gludio Inner Doorman</i>         | Human    | doorkeeper                   | D21         |
| <i>Gludio Mass Teleporter</i>       | Human    | mass teleporter              | D21         |
| <i>Gludio Outter Doorman</i>        | Human    | doorkeeper                   | D21         |
| <i>Gludio Royal Gatekeeper</i>      | Human    | teleporter (instant)         | D21         |
| <i>Golden Wheel's Spiron</i>        | Dwarf    | civilian                     | H12         |
| <i>Grand Magister Arkenias</i>      | Elf      | master (Hum, Elf W Level 3)  | G18         |
| <i>Grand Magister Gallint</i>       | Human    | civilian                     | B25         |
| <i>Grand Magister Jurek</i>         | Human    | master (Hum, Elf W Level 3)  | G22         |
| <i>Grand Magister Karmiell</i>      | Dark Elf | master (DE, Level 3)         | G18         |
| <i>Grand Magister Valleria</i>      | Human    | master (Hum, Elf W Level 3)  | G18         |
| <i>Grand Master Angus</i>           | Dark Elf | master (DE, Level 3)         | G22         |
| <i>Grand Master Bitz</i>            | Human    | master (Hum F, Level 1)      | B25         |
| <i>Grand Master Brecson</i>         | Dark Elf | master (DE, Level 3)         | G19         |
| <i>Grand Master Hannavalt</i>       | Human    | master (Hum, Elf F Level 3)  | G22         |
| <i>Grand Master Klaus Blackbird</i> | Human    | master (Hum, Elf F Level 3)  | G19         |
| <i>Grand Master Medown</i>          | Dark Elf | master (DE, Level 3)         | H20         |
| <i>Grand Master Pabris</i>          | Human    | master (Hum, Elf F, Level 2) | E22         |
| <i>Grand Master Rains</i>           | Human    | master (Hum, Elf F, Level 2) | D21         |
| <i>Grand Master Ramos</i>           | Human    | master (Hum, Elf F, Level 2) | B22         |
| <i>Grand Master Roien</i>           | Human    | civilian                     | B25         |
| <i>Grand Master Siria</i>           | Human    | master (Hum, Elf F Level 3)  | H20         |
| <i>Grand Master Tobias</i>          | Dark Elf | Master (DE, Level 2)         | D21         |
| <i>Grand Master Tronix</i>          | Dark Elf | Master (DE, Level 2)         | E22         |
| <i>Grand Master Xenos</i>           | Dark Elf | Master (DE, Level 2)         | B22         |
| <i>Grandmagister Drikiyan</i>       | Human    | master (Hum, Elf W Level 3)  | I18         |
| <i>Grandmagister Scraide</i>        | Human    | master (Hum, Elf W Level 3)  | H20         |
| <i>Grandmaster Oltlin</i>           | Dark Elf | master (DE, Level 3)         | I18         |
| <i>Grandmaster Sedrick</i>          | Human    | master (Hum, Elf F Level 3)  | I18         |
| <i>Gray Pillar's Filaur</i>         | Dwarf    | civilian                     | H12         |
| <i>Grocer Denkus</i>                | Human    | merchant                     | G22         |
| <i>Grocer Helvetia</i>              | Human    | merchant                     | G22         |
| <i>Grocer Pano</i>                  | Human    | merchant (chaotic)           | E23         |
| <i>Guard</i>                        | Human    | (archer; x2; rf)             | A25;B25;H17 |
| <i>Guard Abellos</i>                | Human    | guard                        | B25         |
| <i>Guard Aldis</i>                  | Human    | guard                        | I18         |
| <i>Guard Alvah</i>                  | Human    | guard (archer; x2; rf)       | B22         |
| <i>Guard Arnold</i>                 | Human    | guard (archer; x2; rf)       | B25         |
| <i>Guard Atanas</i>                 | Human    | guard                        | G22         |
| <i>Guard Babenco</i>                | Human    | guard (archer; x2; rf)       | D21         |
| <i>Guard Belton</i>                 | Human    | guard                        | G22         |
| <i>Guard Blane</i>                  | Human    | guard (archer; x2; rf)       | G22         |
| <i>Guard Bret</i>                   | Human    | guard (archer; x2; rf)       | I18         |
| <i>Guard Bright</i>                 | Human    | guard                        | E22         |
| <i>Guard Brynn</i>                  | Human    | guard (archer; x2; rf)       | D21         |
| <i>Guard Byron</i>                  | Human    | guard                        | H20         |
| <i>Guard Carlton</i>                | Human    | guard (archer; x2; rf)       | I18         |
| <i>Guard Chiperan</i>               | Human    | guard (archer; x2; rf)       | B25         |



# LINEAGE II

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|                                | RACE      | ROLE                      | LOCATION |                                    | RACE      | ROLE                         | LOCATION |
|--------------------------------|-----------|---------------------------|----------|------------------------------------|-----------|------------------------------|----------|
| <i>Guard Coleman</i>           | Human     | guard (archer; x2; rf)    | I18      | <i>High Prefect Osborn</i>         | Orc       | master (Orc Level 2)         | B22      |
| <i>Guard Conroy</i>            | Human     | guard                     | I18      | <i>High Prefect Penatus</i>        | Orc       | master (Orc Level 3)         | G22      |
| <i>Guard Curtis</i>            | Human     | guard (archer; x2; rf)    | D21      | <i>High Priest Biotin</i>          | Human     | master (Hum M, Level 1)      | B25      |
| <i>Guard Eastan</i>            | Human     | guard                     | I18      | <i>High Priest Hollint</i>         | Human     | master (Hum, Elf C Level 3)  | G19      |
| <i>Guard Gardner</i>           | Human     | guard (archer; x2; rf)    | H20      | <i>High Priest Maximilian</i>      | Human     | master (Hum, Elf C Level 3)  | G22      |
| <i>Guard Grayson</i>           | Human     | guard (archer; x2; rf)    | I18      | <i>High Priest Raymond</i>         | Human     | master (Hum, Elf M, Level 2) | D21      |
| <i>Guard Hanks</i>             | Human     | guard                     | B25      | <i>High Priest Sylvain</i>         | Human     | master (Hum, Elf M, Level 2) | E22      |
| <i>Guard Harlan</i>            | Human     | guard                     | E22      | <i>High Priestess Levian</i>       | Human     | master (Hum, Elf M, Level 2) | B22      |
| <i>Guard Hector</i>            | Human     | guard (archer; x2; rf)    | G19      | <i>High Summoner Galatea</i>       | Human     | civilian                     | B22      |
| <i>Guard Herven</i>            | Human     | guard (archer; x2; rf)    | E22      | <i>Highpriest Orven</i>            | Human     | master (Hum, Elf C Level 3)  | I18      |
| <i>Guard Jacob</i>             | Human     | guard (archer; x2; rf)    | E22      | <i>Iron Gate's Lockirin</i>        | Dwarf     | civilian                     | H12      |
| <i>Guard Jerin</i>             | Human     | guard                     | G19      | <i>Isael Silvershadow</i>          | Human     | civilian                     | H20      |
| <i>Guard Johnstone</i>         | Human     | guard                     | B25      | <i>Jewel</i>                       | Dark Elf  | civilian                     | E18      |
| <i>Guard Kenyos</i>            | Human     | guard (archer; x2; rf)    | B25      | <i>Jeweler Ellie</i>               | Human     | merchant                     | G22      |
| <i>Guard Kurt</i>              | Human     | guard                     | G22      | <i>Jeweler Sandra</i>              | Human     | merchant                     | G22      |
| <i>Guard Leikan</i>            | Human     | guard                     | B22      | <i>Jonas</i>                       | Human     | civilian                     | E22      |
| <i>Guard Leon</i>              | Human     | guard (archer; x2; rf)    | B25      | <i>Jughead</i>                     | Dark Elf  | civilian                     | E18      |
| <i>Guard Liam</i>              | Human     | guard                     | E22      | <i>Kakan</i>                       | Orc       | civilian                     | D15      |
| <i>Guard Linus</i>             | Human     | guard                     | B22      | <i>Karina</i>                      | Dark Elf  | civilian                     | E18      |
| <i>Guard Luis</i>              | Human     | guard                     | B22      | <i>Kash</i>                        | Human     | civilian                     | E22      |
| <i>Guard Makhis</i>            | Human     | guard                     | H20      | <i>Katari</i>                      | Dark Elf  | civilian                     | D19      |
| <i>Guard Melville</i>          | Human     | guard (archer; x2; rf)    | D21      | <i>Kein Flying Knife</i>           | Elf       | civilian                     | C20      |
| <i>Guard Metty</i>             | Human     | guard (archer; x2; rf)    | E22      | <i>Khavatari Rosheek</i>           | Orc       | civilian                     | E13      |
| <i>Guard Moretti</i>           | Human     | guard                     | D21      | <i>Khavatari Toruku</i>            | Orc       | civilian                     | B21      |
| <i>Guard Nasign</i>            | Human     | guard                     | H20      | <i>Leopold</i>                     | Human     | civilian                     | B22      |
| <i>Guard Norton</i>            | Human     | guard (archer; x2; rf)    | H20      | <i>Leunt Chief Harak</i>           | Orc       | civilian                     | C24      |
| <i>Guard Paros</i>             | Human     | guard                     | H20      | <i>Lich King Icarus</i>            | undead    | civilian                     | H21      |
| <i>Guard Pinaps</i>            | Human     | guard (archer; x2; rf)    | G19      | <i>Lighthouse Keeper Rockswell</i> | Human     | civilian                     | B25      |
| <i>Guard Plink</i>             | Human     | guard (archer; x2; rf)    | B22      | <i>Lilith</i>                      | Elf       | civilian                     | B25      |
| <i>Guard Praga</i>             | Human     | guard                     | D21      | <i>Lionel</i>                      | Human     | civilian                     | A25      |
| <i>Guard Rath</i>              | Human     | guard                     | G22      | <i>Lizardman of Wasteland</i>      | elemental | civilian                     | C23      |
| <i>Guard Reikin</i>            | Human     | guard (archer; x2; rf)    | G22      | <i>Maestro Nichola</i>             | Dwarf     | civilian                     | E21      |
| <i>Guard Scott</i>             | Human     | guard (archer; x2; rf)    | B22      | <i>Magic Trader Cema</i>           | Human     | merchant (chaotic)           | H21      |
| <i>Guard Stan</i>              | Human     | guard                     | G19      | <i>Magic Trader Gentler</i>        | Human     | merchant                     | G22      |
| <i>Guard Tavillian</i>         | Human     | guard                     | G18      | <i>Magic Trader Groot</i>          | Human     | merchant                     | G22      |
| <i>Guard Tebose</i>            | Human     | guard                     | G18      | <i>Magic Trader Wesley</i>         | Human     | merchant                     | G18      |
| <i>Guard Thoma</i>             | Human     | guard (archer; x2; rf)    | D21      | <i>Magister Baulro</i>             | Human     | wizard coach                 | B25      |
| <i>Guard Vesa</i>              | Human     | guard (archer; x2; rf)    | G22      | <i>Magister Clayton</i>            | Dark Elf  | mystic coach                 | E22      |
| <i>Guard Weisz</i>             | Human     | guard (archer; x2; rf)    | B22      | <i>Magister Daefian</i>            | Human     | civilian                     | B25      |
| <i>Guard Wesley</i>            | Human     | guard                     | H20      | <i>Magister Desmond</i>            | Human     | wizard coach                 | I18      |
| <i>Guard Xaber</i>             | Human     | guard (archer; x2; rf)    | E22      | <i>Magister Dieter</i>             | Human     | wizard coach                 | G22      |
| <i>Guard Yates</i>             | Human     | guard (archer; x2; rf)    | G19      | <i>Magister Errickin</i>           | Dark Elf  | mystic coach                 | H20      |
| <i>Guard Yening</i>            | Human     | guard                     | G18      | <i>Magister Esrandell</i>          | Elf       | wizard coach                 | F19      |
| <i>Guard Zerome</i>            | Human     | guard                     | G22      | <i>Magister Evelyn</i>             | Elf       | wizard coach                 | H20      |
| <i>Guide Franz</i>             | Dark Elf  | novice guide              | E18      | <i>Magister Galios</i>             | Human     | wizard coach                 | G18      |
| <i>Guide Gullin</i>            | Dwarf     | novice guide              | H12      | <i>Magister Gauen</i>              | Elf       | wizard coach                 | G18      |
| <i>Guide Kensley</i>           | Human     | novice guide              | B25      | <i>Magister Greenis</i>            | Elf       | wizard coach                 | F19      |
| <i>Guide Roios</i>             | Elf       | novice guide              | F19      | <i>Magister Guprang</i>            | Human     | civilian                     | B25      |
| <i>Guide Tanai</i>             | Orc       | novice guide              | C14      | <i>Magister Hanellin</i>           | Dark Elf  | mystic coach                 | I18      |
| <i>Guildsman Morgan</i>        | Human     | civilian                  | E22      | <i>Magister Harne</i>              | Dark Elf  | mystic coach                 | E18      |
| <i>Hardin</i>                  | Human     | civilian                  | H21      | <i>Magister Harrys</i>             | Human     | wizard coach                 | B25      |
| <i>Head Blacksmith Bronk</i>   | Dwarf     | head blacksmith (Level 1) | H12      | <i>Magister Iker</i>               | Human     | wizard coach                 | G22      |
| <i>Head Blacksmith Ferris</i>  | Dwarf     | master (Dw B Level 3)     | I18      | <i>Magister Iris</i>               | Human     | wizard coach                 | B22      |
| <i>Head Blacksmith Flutter</i> | Dwarf     | master (Dw B Level 3)     | G19      | <i>Magister Joan</i>               | Elf       | wizard coach                 | G18      |
| <i>Head Blacksmith Kusto</i>   | Dwarf     | master (Dw B Level 3)     | G22      | <i>Magister Juris</i>              | Elf       | wizard coach                 | G22      |
| <i>Head Blacksmith Mendio</i>  | Dwarf     | head blacksmith (Level 2) | D21      | <i>Magister Kaiena</i>             | Dark Elf  | wizard coach                 | G18      |
| <i>Head Blacksmith Opix</i>    | Dwarf     | head blacksmith (Level 2) | E22      | <i>Magister Kaira</i>              | Dark Elf  | mystic coach                 | G22      |
| <i>Head Blacksmith Tapoy</i>   | Dwarf     | head blacksmith (Level 2) | B22      | <i>Magister Ladd</i>               | Dark Elf  | wizard coach                 | G18      |
| <i>Head Blacksmith Vergara</i> | Dwarf     | master (Dw B Level 3)     | H20      | <i>Magister Ladd</i>               | Dark Elf  | wizard coach                 | G18      |
| <i>Heart of Warding</i>        | Human     | teleporter                | I21      | <i>Magister Marina</i>             | Human     | wizard coach                 | G18      |
| <i>Hermit Santiago</i>         | Human     | civilian                  | B21      | <i>Magister Marius</i>             | Elf       | wizard coach                 | G22      |
| <i>Hestui Totem Spirit</i>     | elemental | civilian                  | C14      | <i>Magister Mirien</i>             | Elf       | wizard coach                 | E22      |
| <i>High Prefect Castor</i>     | Orc       | master (Orc Level 2)      | E22      | <i>Magister Moses</i>              | Human     | wizard coach                 | H20      |
| <i>High Prefect Drikus</i>     | Orc       | master (Orc Level 2)      | D21      | <i>Magister Nell</i>               | Elf       | wizard coach                 | B22      |
| <i>High Prefect Garvarentz</i> | Orc       | master (Orc Level 3)      | H20      | <i>Magister Page</i>               | Human     | wizard coach                 | H20      |
| <i>High Prefect Kaira</i>      | Orc       | master (Orc Level 3)      | G19      | <i>Magister Ramoniell</i>          | Elf       | wizard coach                 | D21      |
| <i>High Prefect Ladanza</i>    | Orc       | master (Orc Level 3)      | I18      | <i>Magister Riak</i>               | Human     | civilian                     | B25      |
|                                |           |                           |          | <i>Magister Rianon</i>             | Human     | civilian                     | B25      |

NPCs: GUARD COLEMAN – PRIEST ROSS

|                                    | RACE     | ROLE          | LOCATION |
|------------------------------------|----------|---------------|----------|
| <i>Magister Roa</i>                | Human    | wizard coach  | G22      |
| <i>Magister Rohmer</i>             | Human    | wizard coach  | D21      |
| <i>Magister Rollant</i>            | Human    | wizard coach  | E22      |
| <i>Magister Sidra</i>              | Dark Elf | mystic coach  | D21      |
| <i>Magister Talbot</i>             | Dark Elf | mystic coach  | B22      |
| <i>Magister Videlrien</i>          | Elf      | wizard coach  | H20      |
| <i>Magister Vlasty</i>             | Dark Elf | mystic coach  | E18      |
| <i>Magister Winonin</i>            | Elf      | wizard coach  | I18      |
| <i>Maria</i>                       | Human    | civilian      | E22      |
| <i>Marius</i>                      | Elf      | civilian      | A24      |
| <i>Martian</i>                     | Human    | civilian      | G22      |
| <i>Maryse Redbonnet</i>            | Dwarf    | civilian      | H12      |
| <i>Mason</i>                       | Human    | civilian      | E22      |
| <i>Master Aiken</i>                | Human    | fighter coach | I18      |
| <i>Master Aren Atebalt</i>         | Human    | fighter coach | H20      |
| <i>Master Arnelle</i>              | Human    | fighter coach | E22      |
| <i>Master Audiberti</i>            | Human    | fighter coach | D21      |
| <i>Master Auron</i>                | Human    | fighter coach | B22      |
| <i>Master Baenedes</i>             | Elf      | fighter coach | B22      |
| <i>Master Bhan</i>                 | Elf      | fighter coach | G19      |
| <i>Master Cardien</i>              | Elf      | fighter coach | E22      |
| <i>Master Carlrin</i>              | Human    | civilian      | B25      |
| <i>Master Celma</i>                | Human    | fighter coach | B22      |
| <i>Master Cobendell</i>            | Elf      | fighter coach | F19      |
| <i>Master Darya</i>                | Dark Elf | fighter coach | G19      |
| <i>Master Dufner</i>               | Human    | fighter coach | G22      |
| <i>Master Ellenia</i>              | Elf      | fighter coach | F19      |
| <i>Master Estella</i>              | Dark Elf | fighter coach | B22      |
| <i>Master Genwitter</i>            | Human    | fighter coach | G22      |
| <i>Master Ghest</i>                | Dark Elf | fighter coach | I18      |
| <i>Master Gideon</i>               | Dark Elf | mystic coach  | G19      |
| <i>Master Goldian</i>              | Elf      | fighter coach | G22      |
| <i>Master Guts</i>                 | Human    | civilian      | B25      |
| <i>Master Gwinter</i>              | Human    | fighter coach | B25      |
| <i>Master Harant</i>               | Dark Elf | fighter coach | E18      |
| <i>Master Ixia</i>                 | Dark Elf | fighter coach | E22      |
| <i>Master Kaspar</i>               | Human    | civilian      | H21      |
| <i>Master Kendra</i>               | Human    | fighter coach | I18      |
| <i>Master Langut</i>               | Human    | civilian      | B25      |
| <i>Master Leona</i>                | Human    | fighter coach | D21      |
| <i>Master Luther</i>               | Human    | fighter coach | H20      |
| <i>Master Macken</i>               | Human    | fighter coach | G22      |
| <i>Master Maslin</i>               | Human    | civilian      | B25      |
| <i>Master Minia</i>                | Human    | fighter coach | B25      |
| <i>Master Pintage</i>              | Human    | fighter coach | B25      |
| <i>Master Prestan</i>              | Dark Elf | fighter coach | H20      |
| <i>Master Queenien</i>             | Elf      | fighter coach | H20      |
| <i>Master Raien</i>                | Elf      | fighter coach | I18      |
| <i>Master Reisa</i>                | Elf      | fighter coach | D21      |
| <i>Master Rhodiell</i>             | Elf      | fighter coach | B22      |
| <i>Master Rigol</i>                | Human    | fighter coach | G19      |
| <i>Master Roameria</i>             | Elf      | fighter coach | G19      |
| <i>Master Rosheria</i>             | Elf      | fighter coach | G22      |
| <i>Master Sidnen</i>               | Elf      | fighter coach | I18      |
| <i>Master Sorius</i>               | Elf      | fighter coach | D21      |
| <i>Master Stapin</i>               | Dark Elf | fighter coach | G22      |
| <i>Master Stedmiel</i>             | Elf      | fighter coach | H20      |
| <i>Master Taniac Blackbird</i>     | Human    | fighter coach | G19      |
| <i>Master Terry</i>                | Human    | fighter coach | E22      |
| <i>Master Toma</i>                 | Dwarf    | civilian      | J12      |
| <i>Master Trudy</i>                | Dark Elf | fighter coach | E18      |
| <i>Master Virgil</i>               | Dark Elf | fighter coach | D21      |
| <i>Master Wandius</i>              | Elf      | fighter coach | E22      |
| <i>Matheo</i>                      | Human    | civilian      | B25      |
| <i>Mercenary Manager Arvid</i>     | Human    | mercenary     | H22      |
| <i>Mercenary Manager Eldon</i>     | Human    | mercenary     | I18      |
| <i>Mercenary Manager Greenspan</i> | Human    | mercenary     | D21      |

|                                     | RACE                   | ROLE                   | LOCATION      |
|-------------------------------------|------------------------|------------------------|---------------|
| <i>Mercenary Manager Morrison</i>   | Human                  | mercenary              | G19           |
| <i>Mercenary Manager Sanford</i>    | Human                  | mercenary              | E22           |
| <i>Mercenary Redfoot</i>            | Human                  | civilian               | E22           |
| <i>Mercenary Sophya</i>             | Human                  | civilian               | E22           |
| <i>Mesella</i>                      | Human                  | civilian               | A24           |
| <i>Messenger Ruford</i>             | Human                  | chief royal guard      | I18           |
| <i>Messenger Sherwood</i>           | Human                  | chief royal guard      | G19           |
| <i>Messenger Tyron</i>              | Human                  | chief royal guard      | D21           |
| <i>Militiaman Leiryynn</i>          | Human                  | civilian               | E23           |
| <i>Miner Bolter</i>                 | Dwarf                  | civilian               | H12           |
| <i>Miner Maron</i>                  | Dwarf                  | civilian               | H12           |
| <i>Miner May</i>                    | Dwarf                  | civilian               | H12           |
| <i>Mitraell</i>                     | Dark Elf               | elder                  | E18           |
| <i>Mystery Darkelf</i>              | Dark Elf               | civilian               | C20;D19       |
| <i>Neruga Chief Tantus</i>          | Orc                    | civilian               | C14           |
| <i>Nerupa</i>                       | elemental              | civilian               | F19           |
| <i>Neti</i>                         | Human                  | civilian               | B22           |
| <i>Norwind</i>                      | Elf                    | civilian               | E20           |
| <i>Nyakuri</i>                      | Dwarf                  | civilian               | H12           |
| <i>Ol Mahum Steward Tamutak</i>     | humanoid               | steward                | F21           |
| <i>Oren Inner Doorman</i>           | Human                  | doorkeeper             | G19           |
| <i>Oren Mass Teleporter</i>         | Human                  | mass teleporter        | G19           |
| <i>Oren Outter Doorman</i>          | Human                  | doorkeeper             | G19           |
| <i>Oren Royal Gatekeeper</i>        | Human                  | teleporter (instant)   | G19           |
| <i>Orphan Girl</i>                  | Dwarf                  | civilian               | D21           |
| <i>Parina</i>                       | Human                  | civilian               | B22           |
| <i>Partisan Doorman Harkel</i>      | Dwarf                  | doorkeeper             | F21           |
| <i>Partisan Herald Brakel</i>       | humanoid               | informant              | F21           |
| <i>Perrin</i>                       | Human                  | civilian               | B22           |
| <i>Pet Manager Cooper</i>           | Human                  | merchant               | G22           |
| <i>Pet Manager Joey</i>             | Human                  | merchant               | G19           |
| <i>Pet Manager Lemper</i>           | Human                  | merchant               | I18           |
| <i>Pet Manager Lundy</i>            | Human                  | merchant               | D21           |
| <i>Pet Manager Martin</i>           | Human                  | merchant               | B22           |
| <i>Pet Manager Nelson</i>           | Human                  | merchant               | H20           |
| <i>Pet Manager Waters</i>           | Human                  | merchant               | E22           |
| <i>Piotur</i>                       | Human                  | civilian               | B21           |
| <i>Piper Longbow</i>                | Elf                    | civilian               | D19           |
| <i>Pippen</i>                       | Human                  | civilian               | D20           |
| <i>Pixy</i>                         | elemental Elf guardian | guardian               | E19-20;F19-20 |
| <i>Pixy Murika</i>                  | elemental Elf guardian | civilian               | F19           |
| <i>Post Captain Viktor Van Dake</i> | Human                  | chief guard            | H17           |
| <i>Praetorian Rukain</i>            | Human                  | guard (archer; x2; rf) | C14           |
| <i>Prefect Brukurse</i>             | Orc                    | fighter coach          | C14           |
| <i>Prefect Buka</i>                 | Orc                    | fighter coach          | D21           |
| <i>Prefect Chakiris</i>             | Orc                    | fighter coach          | H20           |
| <i>Prefect Daunt</i>                | Orc                    | fighter coach          | G19           |
| <i>Prefect Dowki</i>                | Orc                    | fighter coach          | E22           |
| <i>Prefect Karukia</i>              | Orc                    | fighter coach          | C14           |
| <i>Prefect Kasman</i>               | Orc                    | fighter coach          | B22           |
| <i>Prefect Marestella</i>           | Orc                    | fighter coach          | I18           |
| <i>Prefect Vokian</i>               | Orc                    | fighter coach          | G22           |
| <i>Priest Adonius</i>               | Elf                    | cleric coach           | B22           |
| <i>Priest Banellos</i>              | Elf                    | cleric coach           | G22           |
| <i>Priest Dustin</i>                | Human                  | cleric coach           | G22           |
| <i>Priest Egnos</i>                 | Elf                    | cleric coach           | G19           |
| <i>Priest Isabellin</i>             | Elf                    | cleric coach           | G22           |
| <i>Priest Linette</i>               | Elf                    | cleric coach           | I18           |
| <i>Priest Manuel</i>                | Elf                    | cleric coach           | D21           |
| <i>Priest Of Earth Gerald</i>       | Dwarf                  | civilian               | H12           |
| <i>Priest Of The Earth Daichir</i>  | Dwarf                  | civilian               | H12           |
| <i>Priest Of The Earth Zimenf</i>   | Dwarf                  | civilian               | H12           |
| <i>Priest Petron</i>                | Human                  | cleric coach           | B25           |
| <i>Priest Phanovia</i>              | Human                  | wizard coach           | G19           |
| <i>Priest Prim</i>                  | Human                  | cleric coach           | G22           |
| <i>Priest Pupina</i>                | Human                  | cleric coach           | G22           |
| <i>Priest Ross</i>                  | Human                  | cleric coach           | I18           |



# LINEAGE II

## PRIMA Official Game Guide

|                                         | RACE     | ROLE                   | LOCATION |                                       | RACE     | ROLE                  | LOCATION |
|-----------------------------------------|----------|------------------------|----------|---------------------------------------|----------|-----------------------|----------|
| <i>Priest Rovia</i>                     | Elf      | wizard coach           | G19      | <i>Summoner Camoniell</i>             | Elf      | civilian              | E23      |
| <i>Priest Sheffield</i>                 | Elf      | cleric coach           | E22      | <i>Summoner Celestiel</i>             | Elf      | civilian              | E20      |
| <i>Priest Vadin</i>                     | Human    | cleric coach           | G19      | <i>Sydnia</i>                         | Human    | merchant              | D21      |
| <i>Priest Yohanes</i>                   | Human    | cleric coach           | B25      | <i>Tataru Zu Hestui</i>               | Orc      | civilian              | C14      |
| <i>Priest Zigaunt</i>                   | Human    | cleric coach           | B22      | <i>Teleport Cube</i>                  | humanoid | teleporter (instant)  | E21      |
| <i>Priestess Flownia</i>                | Elf      | cleric coach           | I18      | <i>Tetrarch Asterios</i>              | Elf      | master (Elf, Level 1) | F19      |
| <i>Priestess Glyvka</i>                 | Human    | cleric coach           | E22      | <i>Tetrarch Kaitar</i>                | Dark Elf | elder                 | E18      |
| <i>Priestess Of The Earth Chichirin</i> | Dwarf    | civilian               | H12      | <i>Tetrarch Talloth</i>               | Dark Elf | elder                 | E18      |
| <i>Priestess Vivian</i>                 | Human    | cleric coach           | I18      | <i>Tetrarch Thifiell</i>              | Dark Elf | Master (DE, Level 1)  | E18      |
| <i>Priestess Vivyan</i>                 | Human    | cleric coach           | D21      | <i>Tetrarch Vellior</i>               | Dark Elf | elder                 | E18      |
| <i>Prophet Sla</i>                      | Human    | civilian               | D23      | <i>Thalia</i>                         | Elf      | civilian              | F20      |
| <i>Protector Paion</i>                  | Human    | guard (archer; x2; rf) | H12      | <i>The Worldtree's Guard Arkinie</i>  | Elf      | civilian              | F19      |
| <i>Ramus</i>                            | Human    | civilian               | A25      | <i>The Worldtree's Guard Daelian</i>  | Elf      | civilian              | F19      |
| <i>Researcher Lorain</i>                | Dwarf    | civilian               | E21      | <i>The Worldtree's Guard Sitadiel</i> | Elf      | civilian              | F19      |
| <i>Rizraell</i>                         | Elf      | civilian               | F19      | <i>The Worldtree's Guard Valeor</i>   | Elf      | civilian              | F19      |
| <i>Rosella</i>                          | Elf      | civilian               | F19      | <i>Torai</i>                          | Dwarf    | civilian              | G21      |
| <i>Sagittarius Hamil</i>                | Human    | civilian               | E23      | <i>Trader Alexandria</i>              | Human    | merchant (C grade)    | G22      |
| <i>Saint Kristina</i>                   | Human    | civilian               | C20      | <i>Trader Alexis</i>                  | Elf      | merchant              | I18      |
| <i>Samed</i>                            | Human    | civilian               | D21      | <i>Trader Ariel</i>                   | Elf      | merchant              | F19      |
| <i>Secretary Sanders</i>                | Human    | civilian               | H17      | <i>Trader Arodin</i>                  | Human    | merchant              | B22      |
| <i>Seer Lazenby</i>                     | Orc      | mystic coach           | H20      | <i>Trader Asha</i>                    | Human    | merchant              | B22      |
| <i>Seer Livina</i>                      | Orc      | mystic coach           | C14      | <i>Trader Carson</i>                  | Human    | merchant              | I18      |
| <i>Seer Manakia</i>                     | Orc      | mystic coach           | G22      | <i>Trader Casey</i>                   | Human    | merchant              | E22      |
| <i>Seer Pekiron</i>                     | Orc      | mystic coach           | G19      | <i>Trader Colleen</i>                 | Human    | merchant              | B22      |
| <i>Seer Racoy</i>                       | Orc      | mystic coach           | D21      | <i>Trader Creamees</i>                | Elf      | merchant              | F19      |
| <i>Seer Reva</i>                        | Orc      | mystic coach           | I18      | <i>Trader Damion</i>                  | Human    | merchant              | B22      |
| <i>Seer Somak</i>                       | Orc      | mystic coach           | E22      | <i>Trader Edroc</i>                   | Human    | merchant              | H20      |
| <i>Seer Tanapi</i>                      | Orc      | mystic coach           | C14      | <i>Trader Galibredo</i>               | Human    | merchant              | G19      |
| <i>Seer Umos</i>                        | Orc      | mystic coach           | B22      | <i>Trader Galladucci</i>              | Dwarf    | merchant (C grade)    | G22      |
| <i>Sentinel Berros</i>                  | Human    | guard (archer; x2; rf) | F19      | <i>Trader Garrett</i>                 | Human    | merchant              | H20      |
| <i>Sentinel Eriel</i>                   | Elf      | guard                  | D20      | <i>Trader Garita</i>                  | Dwarf    | merchant              | H12      |
| <i>Sentinel Gartrandell</i>             | Elf      | guard                  | F19      | <i>Trader Hally</i>                   | Human    | merchant              | H20      |
| <i>Sentinel Kendnell</i>                | Human    | guard (archer; x2; rf) | F19      | <i>Trader Harmony</i>                 | Human    | merchant              | D21      |
| <i>Sentinel Knight Alberius</i>         | Elf      | chief guard            | F19      | <i>Trader Herbiel</i>                 | Elf      | merchant              | F19      |
| <i>Sentinel Rayen</i>                   | Elf      | guard                  | F19      | <i>Trader Holly</i>                   | Human    | merchant              | I18      |
| <i>Sentinel Starden</i>                 | Human    | guard (archer; x2; rf) | F19      | <i>Trader Ian</i>                     | Human    | merchant              | G18      |
| <i>Sentinel Trionell</i>                | Elf      | guard                  | D20      | <i>Trader Iria</i>                    | Dark Elf | merchant              | E18      |
| <i>Sentinel Veltress</i>                | Elf      | guard                  | F19      | <i>Trader Jackson</i>                 | Human    | merchant              | B25      |
| <i>Sentinel Wheeler</i>                 | Elf      | guard                  | F19      | <i>Trader Jakal</i>                   | Orc      | merchant              | C14      |
| <i>Sentry Alima</i>                     | Human    | guard (archer; x2; rf) | E18      | <i>Trader Katerina</i>                | Human    | merchant              | B25      |
| <i>Sentry Irene</i>                     | Dark Elf | guard                  | D20      | <i>Trader Kunai</i>                   | Orc      | merchant              | C14      |
| <i>Sentry Jenna</i>                     | Human    | guard (archer; x2; rf) | E18      | <i>Trader Lara</i>                    | Human    | merchant              | E22      |
| <i>Sentry Kathaway</i>                  | Dark Elf | guard                  | D20      | <i>Trader Lector</i>                  | Human    | merchant              | B25      |
| <i>Sentry Kayleen</i>                   | Human    | guard (archer; x2; rf) | E18      | <i>Trader Lorenzo</i>                 | Human    | merchant              | I18      |
| <i>Sentry Knight Rayla</i>              | Dark Elf | chief guard            | E18      | <i>Trader Minales</i>                 | Dark Elf | merchant              | E18      |
| <i>Sentry Kristin</i>                   | Dark Elf | guard                  | E18      | <i>Trader Mion</i>                    | Dwarf    | merchant              | H12      |
| <i>Sentry Marion</i>                    | Dark Elf | guard                  | E18      | <i>Trader Nestle</i>                  | Human    | merchant              | B22      |
| <i>Sentry Nelsya</i>                    | Dark Elf | guard                  | E18      | <i>Trader Papuma</i>                  | Orc      | merchant              | C14      |
| <i>Sentry Roselyn</i>                   | Human    | guard (archer; x2; rf) | E18      | <i>Trader Payne</i>                   | Dark Elf | merchant              | E18      |
| <i>Shadow Orim</i>                      | Human    | civilian               | G21      | <i>Trader Poesia</i>                  | Human    | merchant              | B22      |
| <i>Silver Scale's Balanki</i>           | Dwarf    | civilian               | H12      | <i>Trader Ralford</i>                 | Elf      | merchant              | G18      |
| <i>Sir Aron Tanford</i>                 | Elf      | civilian               | D24      | <i>Trader Raudia</i>                  | Human    | merchant              | G19      |
| <i>Sir Collin Windawood</i>             | Human    | civilian               | A25      | <i>Trader Reep</i>                    | Dwarf    | merchant              | H12      |
| <i>Sir Eric Rodemai</i>                 | Human    | civilian               | I18      | <i>Trader Rex</i>                     | Human    | merchant              | G18      |
| <i>Sir Gibbson</i>                      | Human    | chief royal guard      | E22      | <i>Trader Rolento</i>                 | Dwarf    | merchant (chaotic)    | D24      |
| <i>Sir Gustav Athebaldt</i>             | Human    | civilian               | G19      | <i>Trader Sabrin</i>                  | Human    | merchant              | E22      |
| <i>Sir Holmes</i>                       | Human    | chief royal guard      | H22      | <i>Trader Sara</i>                    | Human    | merchant              | G19      |
| <i>Sir Kiel Nighthawk</i>               | Dark Elf | civilian               | E22      | <i>Trader Sarien</i>                  | Human    | merchant (chaotic)    | D24      |
| <i>Sir Klaus Vasper</i>                 | Human    | civilian               | B22      | <i>Trader Shari</i>                   | Dwarf    | merchant              | H12      |
| <i>Sir Kristof Rodemai</i>              | Human    | civilian               | G22      | <i>Trader Silvia</i>                  | Human    | merchant              | B25      |
| <i>Sir Ortho Lancer</i>                 | Human    | civilian               | G22      | <i>Trader Simplon</i>                 | Human    | merchant              | D21      |
| <i>Slein Shining Blade</i>              | Elf      | civilian               | C20      | <i>Trader Sonia</i>                   | Human    | merchant              | E22      |
| <i>Statue of Offering</i>               | Human    | civilian               | G18      | <i>Trader Unoren</i>                  | Elf      | merchant              | F19      |
| <i>Summoner Almors</i>                  | Human    | civilian               | A25      | <i>Trader Uska</i>                    | Orc      | merchant              | C14      |
| <i>Summoner Basillia</i>                | Human    | civilian               | D24      | <i>Trader Varan</i>                   | Human    | merchant              | D21      |
| <i>Summoner Belthus</i>                 | Dark Elf | civilian               | E21      | <i>Trader Victor</i>                  | Human    | merchant              | H20      |
| <i>Summoner Brynthea</i>                | Dark Elf | civilian               | H22      | <i>Trader Vollodos</i>                | Dark Elf | merchant              | E18      |



NPCs: PRIEST ROVIA – WYVERN SUZET

|                               | RACE                     | ROLE                       | LOCATION      |
|-------------------------------|--------------------------|----------------------------|---------------|
| Trader Woodley                | Human                    | merchant                   | I18           |
| Trader Woodrow                | Human                    | merchant                   | I18           |
| Trader Zenkin                 | Human                    | merchant                   | G19           |
| Treant                        | elemental (Elf guardian) | guardian                   | E19-20;F19-20 |
| Treant Bremec                 | elemental (Elf guardian) | guardian                   | F19           |
| Tree                          | elemental                | civilian                   | E22           |
| Triskel                       | Dark Elf                 | civilian                   | D21           |
| Turek Chief Burai             | Orc                      | civilian                   | B21           |
| Tyra                          | Dark Elf                 | merchant (chaotic)         | C20           |
| Union Member Colin            | Human                    | civilian                   | H20           |
| Union Member Grey             | Human                    | civilian                   | H20           |
| Union Member Tor              | Human                    | civilian                   | H20           |
| Union President Bernard       | Human                    | civilian                   | H20           |
| Uruha                         | Dark Elf                 | civilian                   | D19           |
| Urutu Chief Hatos             | Orc                      | civilian                   | C14           |
| Varika                        | Dark Elf                 | civilian                   | C20           |
| Varsak                        | Human                    | civilian                   | D21           |
| Veteran Ascalon               | Human                    | civilian                   | G22           |
| Vuku Chief Driko              | Orc                      | civilian                   | D21           |
| Wanderer Dorff                | Dwarf                    | civilian                   | H12           |
| Warden Endrigo                | Human                    | civilian                   | F22           |
| Warden Roderik                | Human                    | civilian                   | F22           |
| Warder Dubaba                 | Orc                      | civilian                   | E14           |
| Warehouse Chief Baxt          | Dwarf                    | master (Dw W Level 3)      | H20           |
| Warehouse Chief Croop         | Dwarf                    | master (Dw W Level 3)      | G19           |
| Warehouse Chief Gesto         | Dwarf                    | master (Dw W Level 3)      | G22           |
| Warehouse Chief Klump         | Dwarf                    | master (Dw W Level 3)      | I18           |
| Warehouse Chief Moke          | Dwarf                    | warehouse chief (Level 2)  | B22           |
| Warehouse Chief Ranspo        | Dwarf                    | warehouse chief (Level 2)  | E22           |
| Warehouse Chief Reed          | Dwarf                    | warehouse chief (Level 1)  | H12           |
| Warehouse Chief Rikadio       | Dwarf                    | warehouse chief (Level 2)  | D21           |
| Warehouse Freightman Barder   | Dwarf                    | warehouse keeper (chaotic) | E23           |
| Warehouse Freightman Chadren  | Elf                      | warehouse keeper           | F19           |
| Warehouse Freightman Cliff    | Dwarf                    | warehouse keeper           | G19           |
| Warehouse Freightman Collette | Dwarf                    | warehouse keeper           | E18           |
| Warehouse Keeper Airy         | Dwarf                    | warehouse keeper           | H12           |
| Warehouse Keeper Aldo         | Dwarf                    | warehouse keeper           | E22           |
| Warehouse Keeper Ballin       | Dwarf                    | warehouse keeper           | D21           |
| Warehouse Keeper Collob       | Dwarf                    | warehouse keeper           | G22           |
| Warehouse Keeper Dorankus     | Dark Elf                 | warehouse keeper           | E18           |
| Warehouse Keeper Erviante     | Dark Elf                 | warehouse keeper           | E18           |

|                               | RACE      | ROLE             | LOCATION |
|-------------------------------|-----------|------------------|----------|
| Warehouse Keeper Grookin      | Orc       | warehouse keeper | C14      |
| Warehouse Keeper Hagger       | Dwarf     | warehouse keeper | G19      |
| Warehouse Keeper Haprock      | Dwarf     | warehouse keeper | D21      |
| Warehouse Keeper Holvas       | Dwarf     | warehouse keeper | E22      |
| Warehouse Keeper Imantu       | Orc       | warehouse keeper | C14      |
| Warehouse Keeper Julia        | Elf       | warehouse keeper | F19      |
| Warehouse Keeper Markius      | Elf       | warehouse keeper | F19      |
| Warehouse Keeper Marty        | Dwarf     | warehouse keeper | G18      |
| Warehouse Keeper Murdoc       | Dwarf     | warehouse keeper | H12      |
| Warehouse Keeper Norman       | Dwarf     | warehouse keeper | B22      |
| Warehouse Keeper Parman       | Dwarf     | warehouse keeper | G22      |
| Warehouse Keeper Pochi        | Dwarf     | warehouse keeper | G22      |
| Warehouse Keeper Radic        | Dwarf     | warehouse keeper | G18      |
| Warehouse Keeper Randolph     | Dwarf     | warehouse keeper | G22      |
| Warehouse Keeper Rant         | Dwarf     | warehouse keeper | B25      |
| Warehouse Keeper Raut         | Dwarf     | warehouse keeper | B22      |
| Warehouse Keeper Rolfe        | Dwarf     | warehouse keeper | B25      |
| Warehouse Keeper Silva        | Dwarf     | warehouse keeper | H20      |
| Warehouse Keeper Sorint       | Dwarf     | warehouse keeper | H20      |
| Warehouse Keeper Taurin       | Dwarf     | warehouse keeper | G22      |
| Warehouse Keeper Valkon       | Dwarf     | warehouse keeper | G22      |
| Warehouse Keeper Walderal     | Dwarf     | warehouse keeper | I18      |
| Warehouse Keeper Wilford      | Dwarf     | warehouse keeper | B25      |
| Watchman of Antharas Gilmore  | undead    | civilian         | G21      |
| Watchman of Antharas Theodric | undead    | civilian         | I21      |
| Water Undine                  | elemental | civilian         | C21      |
| Weapons Trader Graham         | Human     | merchant         | G22      |
| Weapons Trader Stanford       | Human     | merchant         | G22      |
| Wharf Manager Clancy          | Human     | wharf keeper     | B22      |
| Wharf Manager Felton          | Human     | wharf keeper     | F23      |
| Wharf Manager Firon           | Human     | wharf keeper     | B25      |
| Wind Sylph                    | elemental | civilian         | C23      |
| Windy Shaoring                | Dwarf     | civilian         | D23      |
| Wiseman Casian                | Human     | civilian         | D23      |
| Wiseman Cronos                | Human     | civilian         | H20      |
| Witch Athrea                  | Human     | civilian         | H21      |
| Witch Cleo                    | Human     | civilian         | I18      |
| Witch Kalis                   | Human     | civilian         | G18      |
| Wyvern Shamhai                | dragon    | civilian         | F21      |
| Wyvern Suzet                  | dragon    | civilian         | F21      |



## DROPS

Unless otherwise noted (Bearded Keltir, Core, Orfen, Queen Ant), the chance of an adena drop is 70%. A number in parentheses — e.g., Akaste Bone Archer (14) — indicates the creature's level. A range of numbers in square brackets — e.g., Wooden Arrow [20-39] — indicates the possible quantity of that drop; in this case, if an Akaste Bone Archer drops arrows, it will drop 20 to 39. An asterisk (\*) indicates a drop that can only occur using Spoil/Sweep. Abbreviations include **Blade**, **Chain**, **Grade**, **Enchant**, **Leader**, **Lieutenant**, **Lizardman**, **Necklace Powder**, **Recipe**, **Scroll**, **Skeleton**, **Spell Book**, **Warrior** and **Worker**.

### DROPS (BY MONSTER)

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| <p><b>ADHERENT OF ANTARAS SKYLA (41)</b><br/>                     13% Thread [1-19]<br/>                     1/16 Charcoal [1-19]<br/>                     1/24 Rec: Moonstone Earring<br/>                     1/25 Cord [1-19]<br/>                     1/39 Ghost Staff Head<br/>                     1/39 Staff of Life Shaft<br/>                     1/41 Atuba Mace Head<br/>                     1/41 Bonebreaker Head<br/>                     1/41 Atuba Hammer Head<br/>                     1/55 Metallic Fiber [1-19]<br/>                     1/3k Bonebreaker<br/>                     1/3k Atuba Hammer<br/>                     1/3k Ghost Staff<br/>                     1/3k Staff of Life<br/>                     1/3k Atuba Mace<br/>                     62% Omen Beast's Eye<br/>                     Earring Gemstone [1-3]*<br/>                     1/18 Rec: Scythe*</p> <p><b>AKASTE BONE ARCHER (14)</b><br/>                     94-139 adena<br/>                     1/15 Wooden Arrow [20-39]<br/>                     1/37 Stem<br/>                     1/110 Suede<br/>                     1/1000 Rec: Forest Bow<br/>                     1/1200 Hunting Bow<br/>                     55% Stem*<br/>                     1/90 Wooden Gaiters*</p> <p><b>AKASTE BONE LORD (19)</b><br/>                     101-172 adena<br/>                     1/59 Animal Bone<br/>                     1/79 Iron Ore<br/>                     1/390 Rec: Synthesis Cokes<br/>                     1/590 Coarse Bone Powder<br/>                     1/750 Sword of Reflection Bl.<br/>                     1/790 Steel<br/>                     1/11k Sword of Watershadow<br/>                     1/11k Long Sword<br/>                     1/11k Sword of Reflection<br/>                     1/15 Rec: Varnish of Purity*<br/>                     1/31 Steel*</p> <p><b>AKASTE BONE SOLDIER (12)</b><br/>                     92-127 adena<br/>                     1/35 Lesser Healing Potion<br/>                     1/59 Animal Bone<br/>                     1/78 Iron Ore<br/>                     1/380 Brandish Blade<br/>                     1/390 Key of Thief<br/>                     1/4k Gladius<br/>                     1/4k Brandish<br/>                     69% Antidote*<br/>                     26% Iron Ore*</p> <p><b>AKASTE BONE WARLORD (17)</b><br/>                     99-159 adena<br/>                     1/50 Animal Bone<br/>                     1/67 Iron Ore<br/>                     1/330 Rec: High Grade Suede</p> | <p>1/400 Haste Potion<br/>                     1/5700 Journeyman's Staff<br/>                     1/5700 Bone Club<br/>                     30% Iron Ore*<br/>                     1/150 Forest Bow Shaft*</p> <p><b>AKASTE SUCCUBUS (20)</b><br/>                     103-179 adena<br/>                     1/23 Thread<br/>                     1/47 Leather Helmet Design<br/>                     1/68 Suede<br/>                     1/90 Rec: Piece Bone Gaiters<br/>                     1/260 Skeleton Buckler<br/>                     1/540 Round Shield<br/>                     1/770 Leather Helmet<br/>                     67% Thread*<br/>                     1/140 Forest Bow Shaft*</p> <p><b>AKASTE SUCCUBUS TILFO (22)</b><br/>                     113-203 adena<br/>                     1/25 Thread<br/>                     1/74 Suede<br/>                     1/580 Composition Bow Shaft<br/>                     1/1200 Rec: Spiritshot D<br/>                     1/1500 Scr: Ench. Armor (Gr. D)<br/>                     1/8300 Composition Bow<br/>                     25% Suede*<br/>                     1/21 Hard Leather Gaiters<br/>                     Material*</p> <p><b>AKASTE SUCCUBUS TUREN (21)</b><br/>                     107-191 adena<br/>                     1/21 Thread<br/>                     1/63 Suede<br/>                     1/320 Coarse Bone Powder<br/>                     1/630 Stone of Purity<br/>                     1/830 Stockings of Magic<br/>                     1/1100 Rec: Soulshot D<br/>                     1/1300 Tunic of Magic<br/>                     70% Thread*<br/>                     23% Suede*</p> <p><b>AMBER BASILISK (30)</b><br/>                     154-308 adena<br/>                     1/27 Animal Skin<br/>                     1/27 Animal Bone<br/>                     1/160 Leather<br/>                     1/270 Coarse Bone Powder<br/>                     1/770 Leather Gauntlets<br/>                     1/770 Blue Buckskin Boots<br/>                     1/3400 Rec: Spiked Club<br/>                     61% Emergency Dressing*<br/>                     12% Leather*</p> <p><b>ANDROSCORPIO (29)</b><br/>                     148-293 adena<br/>                     1/19 Thread<br/>                     1/37 Charcoal<br/>                     1/61 Cord<br/>                     1/93 Scr. of Escape: Clan Hall<br/>                     1/450 Potion of Alacrity<br/>                     1/7800 Divine Tome</p> | <p>52% Thread [1-3]*<br/>                     13% Rec: Bone Arrow*</p> <p><b>ANDROSCORPIO HUNTER (30)</b><br/>                     154-308 adena<br/>                     1/18 Thread<br/>                     1/36 Charcoal<br/>                     1/58 Cord<br/>                     1/430 Potion of Alacrity<br/>                     1/540 Rec: Mithril Banded Mail<br/>                     1/1400 Lion Skin Gaiters<br/>                     1/2300 Lion Skin Shirt<br/>                     61% Emergency Dressing*<br/>                     55% Thread [1-3]*</p> <p><b>ANT (31)</b><br/>                     164-327 adena<br/>                     1/20 Thread<br/>                     1/60 Suede<br/>                     1/65 Cord<br/>                     1/66 Healing Potion<br/>                     1/80 Enchanted Necklace Ch.<br/>                     1/400 Scroll of Resurrection<br/>                     1/480 High Grade Suede<br/>                     1/1200 Enchanted Ring<br/>                     1/1900 Enchanted Earring<br/>                     1/2500 Enchanted Necklace<br/>                     39% Suede*<br/>                     1/170 Rec: Shillien Knife*</p> <p><b>ANT CAPTAIN (31)</b><br/>                     164-327 adena<br/>                     1/17 Thread<br/>                     1/50 Suede<br/>                     1/55 Cord<br/>                     1/340 Scroll of Resurrection<br/>                     1/400 High Grade Suede<br/>                     1/7k Single-Edged Jamadhr<br/>                     1/140 Spinebone Sword Blade*<br/>                     1/170 Rec: Tome of Blood*</p> <p><b>ANT GUARD (35)</b><br/>                     205-409 adena<br/>                     1/25 Bone Arrow [20-79]<br/>                     1/34 Thread [1-3]<br/>                     1/100 Suede [1-3]<br/>                     1/110 Cord [1-3]<br/>                     1/290 Gastraphetes Shaft<br/>                     1/340 Scroll of Resurrection<br/>                     1/800 High Grade Suede [1-3]<br/>                     1/1000 Scr: Ench. Armor (Gr. D)<br/>                     1/17k Gastraphetes<br/>                     73% Thread [1-3]*<br/>                     1/650 Stockings of Knowledge*</p> <p><b>ANT LARVA (29)</b><br/>                     148-293 adena<br/>                     1/20 Thread<br/>                     1/59 Suede<br/>                     1/64 Cord<br/>                     1/89 Enchanted Necklace Ch.<br/>                     1/300 Coarse Bone Powder</p> | <p>1/390 Scroll of Resurrection<br/>                     1/470 High Grade Suede<br/>                     1/590 Stone of Purity<br/>                     1/1400 Enchanted Ring<br/>                     1/2100 Enchanted Earring<br/>                     1/2800 Enchanted Necklace<br/>                     32% Healing Potion*<br/>                     1/1300 Scale Mail*</p> <p><b>ANT OVERSEER (32)</b><br/>                     173-347 adena<br/>                     1/22 Thread<br/>                     1/40 Emergency Dressing<br/>                     1/67 Suede<br/>                     1/72 Cord<br/>                     1/530 High Grade Suede<br/>                     1/1300 Lion Skin Gaiters<br/>                     1/1300 Scr: Ench. Armor (Gr. D)<br/>                     1/2100 Lion Skin Shirt<br/>                     1/11k Scr: Ench. Weap. (Gr. D)<br/>                     37% Healing Potion*<br/>                     1/14 Dark Stocking Fabric*</p> <p><b>ANT PATROL (34)</b><br/>                     194-387 adena<br/>                     1/13 Thread<br/>                     1/39 Suede<br/>                     1/43 Cord<br/>                     1/320 High Grade Suede<br/>                     1/370 Rec: Mithril Stockings<br/>                     1/470 Tome of Blood Page<br/>                     1/27k Blood of Saints<br/>                     1/27k Tome of Blood<br/>                     1/11 Rec: Elven Mithril Boots*<br/>                     1/17 High Grade Suede*</p> <p><b>ANT RECRUIT (33)</b><br/>                     193-386 adena<br/>                     1/13 Thread<br/>                     1/40 Suede<br/>                     1/43 Cord<br/>                     1/320 High Grade Suede<br/>                     1/470 Tome of Blood Page<br/>                     1/790 Scr: Ench. Armor (Gr. D)<br/>                     1/27k Blood of Saints<br/>                     1/27k Tome of Blood<br/>                     40% Cord*<br/>                     1/210 Rec: Heavy Bone Club*</p> <p><b>ANT SOLDIER (35)</b><br/>                     215-429 adena<br/>                     1/12 Thread<br/>                     1/36 Suede<br/>                     1/39 Cord<br/>                     1/110 Mithril Banded Gaiters<br/>                     Material<br/>                     1/150 Mithril Banded Mail<br/>                     Material<br/>                     1/240 Scroll of Resurrection<br/>                     1/280 High Grade Suede<br/>                     1/4700 Mithril Banded Gaiters</p> | <p>1/4700 Reinforced Leather<br/>                     Gaiters<br/>                     1/7600 Mithril Banded Mail<br/>                     1/7600 Reinforced Leather Shirt<br/>                     11% Iron Boots Design*<br/>                     10% Rec: Rip Gauntlets*</p> <p><b>ANT WARRIOR CAPTAIN (36)</b><br/>                     216-433 adena<br/>                     1/14 Thread<br/>                     1/42 Suede<br/>                     1/46 Cord<br/>                     1/99 Metallic Fiber<br/>                     1/280 Scroll of Resurrection<br/>                     1/340 High Grade Suede<br/>                     1/16k War Hammer<br/>                     1/16k Dwarven Pike<br/>                     22% Metallic Fiber*<br/>                     1/18 Rec: Metallic Fiber*</p> <p><b>ANTARAS (70)</b><br/>                     300K-400K adena<br/>                     45% Adamantite Ring<br/>                     40% Silver Arrow [100-500]<br/>                     35% Adamantite Earring<br/>                     35% Scroll of Escape: Castle<br/>                     [1-9]<br/>                     25% Greater Healing Potion<br/>                     [1-9]<br/>                     24% Divine Boots<br/>                     24% Blessed Gloves<br/>                     20% Divine Stockings<br/>                     20% Adamantite Necklace<br/>                     15% Heavy War Axe<br/>                     15% Heavy Crossbow<br/>                     12% Divine Tunic<br/>                     11% Sword of Damascus<br/>                     11% Lance<br/>                     1/14 Dasparion's Staff</p> <p><b>ARACHNID PREDATOR (20)</b><br/>                     108-188 adena<br/>                     1/29 Thread<br/>                     1/87 Suede<br/>                     1/130 Rec: Hard Leather<br/>                     Gaiters<br/>                     1/320 Short Spear Edge<br/>                     1/1700 Scr: Ench. Armor (Gr. D)<br/>                     1/4900 Short Spear<br/>                     22% Suede*<br/>                     1/36 Potion of Alacrity*</p> <p><b>ARACHNID TRACKER (19)</b><br/>                     106-181 adena<br/>                     1/20 Lesser Healing Potion<br/>                     1/22 Thread<br/>                     1/67 Suede<br/>                     1/2500 Cestus<br/>                     10% Leather Helmet Design*<br/>                     1/15 Rec: Cord*</p> |
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DROPS: ADHERENT OF ANTARAS SKYLA – BROWN BEAR

**ARCHER OF GREED (46)**  
417-834 *adena*  
1/14 Stem [1-3]  
1/19 Silver Arrow [20-79]  
1/41 Suede [1-3]  
1/65 Karmian Stocking Design  
1/69 Braided Hemp [1-3]  
1/110 Karmian Tunic Pattern  
1/330 High Grade Suede [1-3]  
1/400 Rec: Earring of Binding  
1/410 Compound Braid [1-3]  
1/4100 Karmian Stockings  
1/6500 Karmian Tunic  
1/120 Soulfire Dirk Blade\*  
1/350 Rec: Homunkulus's  
Sword\*

**ARCHON SUSCEPTOR (58)**  
14% Animal Bone [1-17]  
11% Iron Ore [1-17]  
1/12 Crystal Dagger Blade  
1/62 Rec: Adamantite Earring  
1/69 Coarse Bone Powd. [1-17]  
1/93 Steel [1-17]  
1/1700 Crystal Dagger  
33% Theca Leather Mail  
Pattern\*  
12% Rec: Zubei's Gaiters\*

**ASHEN WOLF (4)**  
16-24 *adena*  
1/34 Wooden Arrow [20-39]  
1/130 Animal Skin  
1/130 Animal Bone  
1/160 Buffalo's Horn  
1/210 Rec: Willow Staff  
1/16 Animal Bone\*  
1/26 Rec: Bow\*

**BALOR ORC ARCHER (8)**  
55-75 *adena*  
1/13 Wooden Arrow [20-39]  
1/66 Iron Ore  
1/230 Bow Shaft  
1/1000 Bow  
34% Lesser Healing Potion\*  
1/91 Broadsword Blade\*

**BALOR ORC FIGHTER (10)**  
79-107 *adena*  
1/35 Animal Skin  
1/46 Coal  
1/160 Broadsword Blade  
1/720 Broadsword  
49% Lesser Healing Potion\*  
28% Rec: Leather Tunic\*

**BALOR ORC FIGHTER LEADER (12)**  
92-127 *adena*  
1/35 Lesser Healing Potion  
1/59 Animal Skin  
1/78 Coal  
1/380 Brandish Blade  
1/1100 Rec: Forest Bow  
1/4k Gladius  
1/4k Brandish  
69% Bandage\*  
1/53 Rec: Forest Bow\*

**BALOR ORC LIEUTENANT (11)**  
90-121 *adena*  
1/24 Leather Shoes Texture  
1/46 Animal Skin  
1/61 Coal  
1/200 Leather Shoes  
1/200 Gloves  
1/730 Potion of Alacrity  
67% Bandage\*

**BARANKA ESCORT (21)**  
107-191 *adena*  
1/65 Varnish  
1/65 Coal  
1/65 Charcoal

1/140 Rec: Excellent Leather  
Gloves  
1/390 Cokes  
1/4400 Long Spear  
1/120 Rec: Trident\*  
1/250 Iron Hammer Head\*  
**BARANKA GUARD (22)**  
113-203 *adena*  
1/62 Varnish  
1/62 Coal  
1/62 Charcoal  
1/130 Rec: Leather Boots  
1/370 Cokes  
1/4100 Viper's Fang  
37% Charcoal\*  
1/110 Rec: Saber\*

**BARAQ ORC FIGHTER (10)**  
79-107 *adena*  
1/41 Lesser Healing Potion  
1/69 Animal Skin  
1/92 Coal  
1/160 Broadsword Blade  
1/310 Rec: Coarse Bone Powd.  
1/720 Broadsword  
22% Coal\*

**BARAQ ORC FIGHTER LT. (11)**  
90-121 *adena*  
1/41 Rec: Leather Gloves  
1/46 Animal Skin  
1/61 Coal  
1/1300 Fist of Butcher  
1/2800 Fox Claw Gloves  
25% Charcoal\*  
1/55 Rec: Sword of Reflection\*

**BARBED BAT (12)**  
92-127 *adena*  
1/29 Stem  
1/40 Rec: Leather Gloves  
1/88 Suede  
1/370 Hard Leather Pants  
1/370 Wooden Gaiters  
1/590 Wooden Breastplate  
52% Stem\*  
1/15 Leather Tunic Pattern\*

**BARIF (64)**  
984-1967 *adena*  
10% Stem [1-7]  
1/31 Suede [1-7]  
1/51 Braided Hemp [1-7]  
1/100 Zubei's Gaiter Material  
1/100 Avadon Gaiters Material  
1/160 Zubei's Breastplate Part  
1/160 Avadon Breastplate Part  
1/240 High Grade Suede [1-7]  
1/310 Compound Braid [1-7]  
1/620 Rec: Doom Helmet  
1/13k Scr: Ench. Weap. (Gr. B)  
1/19k Zubei's Gaiters  
1/19k Avadon Gaiters  
1/30k Zubei's Breastplate  
1/30k Avadon Breastplate  
23% Stone of Purity\*  
1/120 Scr: Ench. Armor (Gr. B)\*

**BARIF PET (61)**  
862-1722 *adena*  
1/44 Coarse Bone Powder  
1/89 Oriharukon Ore  
1/89 Stone of Purity  
1/160 Great Axe Head  
1/500 Rec: Doom Shield  
1/36k Great Axe  
20% Oriharukon Ore\*  
20% Stone of Purity\*

**BASILISK (28)**  
143-280 *adena*  
1/38 Animal Skin  
1/38 Animal Bone  
1/48 Bone Helmet Design

1/230 Leather  
1/380 Coarse Bone Powder  
1/610 Potion of Alacrity  
1/830 Bronze Shield  
1/1200 Bone Helmet  
1/3300 Rec: Elven Bow  
1/50 Rec: Blessed Spiritshot  
D\*  
1/130 Rec: Dwarfven Trident\*

**BATUR ORC SHAMAN (34)**  
194-387 *adena*  
16% Bone Arrow [20-79]  
1/79 Rec: Brigandine Boots  
1/1800 Stockings of Knowledge  
1/2800 Tunic of Knowledge

**BEARDED KELTIR (1)**  
7-10 *adena*  
1/94 Stockings  
1/150 Tunic  
1/150 Animal Skin  
1/150 Animal Bone  
1/31 Rec: Bow\*

**BEARDED KELTIR (1)**  
5-7 *adena* (100%)  
1/42 Apprentice's Earring  
1/96 SB: Advanced Attack  
Power  
1/100 Thread  
1/200 Charcoal  
1/100 Charcoal\*

**BETRAYER OF URUTU FREKI (25)**  
12% Animal Bone [1-3]  
1/11 Iron Ore [1-3]  
1/32 Rec: Enchanted Neckl.  
1/49 Iron Plate Gaiters  
1/78 Ring Mail Breastplate  
1/85 Coarse Bone Powd. [1-3]  
1/110 Steel [1-3]  
73% Neckl. of Devotion Ch.\*  
1/29 Red Crescent Earring\*

**BLACK TIMBER WOLF (6)**  
34-48 *adena*  
1/120 Animal Skin  
1/120 Animal Bone  
1/120 Crude Leather Shoes  
1/120 Short Leather Gloves  
1/120 Cotton Shoes  
1/480 Rec: Wooden Arrow  
36% Rec: Leather Shoes\*  
13% Animal Skin\*

**BLACK WOLF (4)**  
16-24 *adena*  
1/95 Animal Skin  
1/95 Animal Bone  
1/160 Rec: Broadsword  
1/160 Short Sword  
1/16 Animal Skin\*

**BLADE BAT (10)**  
79-107 *adena*  
1/32 Rec: Necklace of Anguish  
1/35 Stem  
1/87 Leather Pants  
1/100 Suede  
1/140 Leather Shirt  
44% Stem\*  
1/63 Bow Shaft\*

**BLADE SPIDER (17)**  
99-159 *adena*  
1/19 Leather Gloves Lining  
1/23 Lesser Healing Potion  
1/25 Thread  
1/75 Suede  
1/420 Low Boots  
1/420 Leather Gloves  
20% Suede\*  
1/20 Haste Potion\*

**BLOOD FUNGUS (12)**  
92-127 *adena*  
1/29 Stem  
1/33 Necklace of Anguish Ch.  
1/88 Suede  
1/120 Scroll of Escape  
1/290 Ring of Anguish  
1/430 Earring of Strength  
1/430 Earring of Wisdom  
1/570 Necklace of Anguish  
22% Rec: Neckl. of Wisdom\*  
11% Leather Stocking Pattern\*

**BLOODY AXE ELITE (35)**  
205-409 *adena*  
1/37 Silver Nugget  
1/75 Mithril Ore  
1/210 Rec: Manticore Skin  
Gaiters  
1/400 Spiked Club Head  
1/25k Spiked Club  
1/25k Staff of Magic  
10% Tiger's Eye Earring Stone\*  
10% Rec: Brigandine  
Gauntlets\*

**BLOODY BEE (23)**  
125-220 *adena*  
1/23 Thread  
1/45 Charcoal  
1/88 Blue Diamond Necklace  
Gem  
1/660 Blue Coral Ring  
1/990 Coral Earring  
1/1300 Blue Diamond Necklace  
1/1400 Scr: Ench. Armor (Gr. D)  
1/1800 Rec: Assassin's Knife  
78% Thread\*  
1/220 Iron Hammer Head\*

**BLOODY QUEEN (60)**  
607-1213 *adena*  
1/29 SB: Regeneration  
1/130 Proof of Blood  
1/510 Near Forest Necklace  
1/25k Akat Long Bow  
1/1100 Rec: Soulshot B\*

**BOOGLE RATMAN (16)**  
97-151 *adena*  
1/39 Animal Bone  
1/52 Iron Ore  
1/54 Leather Helmet Design  
1/160 Rec: Piece Bone  
Breastplate  
1/300 Skeleton Buckler  
1/610 Round Shield  
1/880 Leather Helmet  
1/20 Haste Potion\*  
1/150 Short Spear Edge\*

**BOOGLE RATMAN LEADER (18)**  
100-165 *adena*  
1/61 Animal Bone  
1/81 Iron Ore  
1/410 Rec: Silver Mold  
1/610 Coarse Bone Powder  
1/780 Sword of Reflection Bl.  
1/810 Steel  
1/11k Sword of Watershadow  
1/11k Long Sword  
1/11k Sword of Reflection  
12% Necklace of Wisdom Ch.\*  
1/24 Coarse Bone Powder\*

**BRAE ORC CHIEF (17)**  
10% Scroll of Escape  
10% Forest Bow Shaft  
1/11 Animal Skin [1-5]  
1/14 Coal [1-5]  
1/150 Forest Bow  
1/13 Cotton Shirt\*

**BREKA ORC (31)**  
164-327 *adena*  
1/25 Animal Skin  
1/30 Emergency Dressing  
1/34 Coal  
1/150 Leather  
1/200 Cokes  
1/860 Spinebone Sword Blade  
1/35k Bastard Sword  
1/35k Spinebone Sword  
1/35k Artisan's Sword  
1/35k Knight's Sword  
13% Leather\*  
13% Rec: Mithril Boots\*

**BREKA ORC ARCHER (32)**  
206-413 *adena*  
1/18 Bone Arrow [20-39]  
1/20 Stem  
1/60 Suede  
1/100 Braided Hemp  
1/360 Elven Bow Shaft  
1/480 High Grade Suede  
1/600 Compound Braid  
1/160 Rec: Mithril Banded Mail  
1/1200 Scr: Ench. Armor (Gr. D)  
1/17k Long Bow  
1/17k Elven Bow  
25% Braided Hemp\*

**BREKA ORC OVERLORD (35)**  
228-454 *adena*  
1/17 Animal Skin  
1/22 Coal  
1/100 Leather  
1/110 Mithril Banded Gaiters  
Material  
1/130 Cokes  
1/140 Mithril Banded Mail  
Material  
1/310 Rec: Mithril Alloy  
1/4500 Mithril Banded Gaiters  
1/4500 Reinforced Leather  
Gaiters  
1/7200 Mithril Banded Mail  
1/7200 Reinforced Leather Shirt  
10% Rec: Manticore Skin  
Boots\*  
1/26 Rec: Brigandine Gaiters\*

**BREKA ORC SHAMAN (34)**  
194-387 *adena*  
1/26 Varnish  
1/26 Coal  
1/26 Charcoal  
1/160 Cokes  
1/420 Spiked Club Head  
1/790 Scr: Ench. Armor (Gr. D)  
1/27k Spiked Club  
1/27k Staff of Magic  
11% Cokes\*  
1/120 Gastraphetes Shaft\*

**BREKA ORC WARRIOR (33)**  
204-408 *adena*  
1/19 Animal Skin  
1/25 Coal  
1/51 Tiger's Eye Earring Stone  
1/110 Leather  
1/150 Cokes  
1/1500 Black Pearl Ring  
1/2300 Tiger's Eye Earring  
1/3k Near Forest Necklace  
1/6300 Scr: Ench. Weap. (Gr. D)  
15% Leather\*  
1/210 Rec: Winged Spear\*

**BROWN BEAR (16)**  
97-151 *adena*  
1/16 Animal Skin [1-3]  
1/16 Animal Bone [1-3]  
1/21 Rec: Piece Bone Gaiters  
39% Animal Bone\*  
1/41 Potion of Alacrity\*







DROPS: BROWN KELTIR – DRE VANUL WARRIOR



**DARKSTONE GOLEM (13)**  
*93-132 adena*  
1/76 Varnish  
1/76 Iron Ore  
1/130 Buckler  
1/190 Wooden Helmet  
1/190 Silver Nugget  
1/410 Rec: Cedar Staff  
27% Iron Ore\*  
22% Rec: Neckl. of Wisdom\*

**DARKWING BAT (11)**  
*90-121 adena*  
1/31 Stem  
1/92 Suede  
1/370 Haste Potion  
1/380 Hard Leather Pants  
1/380 Wooden Gaiters  
1/610 Wooden Breastplate  
50% Stem\*  
21% Rec: Neckl. of Wisdom\*

**DEAD SEEKER (34)**  
*194-387 adena*  
1/20 Animal Skin  
1/20 Animal Bone  
1/120 Leather  
1/200 Coarse Bone Powder  
1/470 Tome of Blood Page  
1/3700 Rec: Skull Smasher  
1/27k Blood of Saints  
1/27k Tome of Blood  
92% Animal Bone\*  
1/69 Rec: Sage's Rag\*

**DEATH FIRE (32)**  
*215-430 adena*  
1/38 Silver Nugget  
1/61 Rec: Bone Arrow  
1/77 Mithril Ore  
1/580 Aspis  
1/830 Bronze Helmet  
31% Scroll of Escape: Clan Hall\*  
1/95 Dwarven Trident Edge\*

**DEATH KNIGHT (50)**  
*770-1542 adena*  
1/11 Iron Ore [1-13]  
1/113 Cursed Bone [1-13]  
1/110 Steel [1-13]  
1/270 Adamantite Nugget [1-13]  
1/360 Rec: Full Plate Armor  
15% Earring of Binding Gemstone\*  
1/13 Rec: Divine Boots\*

**DEATH WAVE (62)**  
*684-1367 adena*  
1/130 Asofe  
1/130 Thons  
1/250 Enria  
1/340 Pata Blade  
1/370 Arthro Nail Blade  
1/1300 Rec: Blue Wolf Breastplate  
1/82k Pata  
1/91k Arthro Nail  
12% Guardian's Boots Fabric\*  
1/570 Rec: Hazard Bow\*

**DEATH WRAITH (55)**  
*514-1K adena*  
1/11 Iron Ore [1-3]  
1/51 Rec: Silver Arrow  
1/110 Steel [1-3]  
1/280 Adamantite Nugget [1-3]  
1/310 Crystal Dagger Blade  
1/43k Crystal Dagger  
18% Steel\*  
1/53 Full Plate Armor Temper\*

**DELU LIZARDMAN (28)**  
*143-280 adena*  
1/25 Animal Skin  
1/25 Animal Bone  
1/150 Leather  
1/250 Coarse Bone Powder  
1/380 Saber Blade  
1/10k Saber  
1/20 Steel\*  
1/150 Saber Blade\*

**DELU LIZARDMAN SCOUT (29)**  
*148-293 adena*  
1/18 Bone Arrow [20-39]  
1/31 Animal Skin  
1/31 Animal Bone  
1/180 Leather  
1/310 Coarse Bone Powder  
1/810 Leather Gauntlets  
1/810 Blue Buckskin Boots  
1/10k Scr: Ench. Weap. (Gr. D)  
52% Varnish\*  
21% Scroll of Escape: Clan Hall\*

**DELU LIZARDMAN SHAMAN (35)**  
*205-409 adena*  
1/37 Silver Nugget  
1/75 Mithril Ore  
1/330 Rec: Mithril Tunic  
1/1700 Stockings of Knowledge  
1/2600 Tunic of Knowledge  
1/11 Rec: Kite Shield\*  
1/20 Mithril Banded Mail Material\*

**DELU LIZARDMAN WARRIOR (30)**  
*154-308 adena*  
1/27 Animal Skin  
1/27 Animal Bone  
1/110 Scale Gaiters Fragment  
1/160 Leather  
1/170 Scale Mail Fragment  
1/270 Coarse Bone Powder  
1/3400 Rec: Gastraphetes  
1/3900 Scale Gaiters  
1/6200 Scale Mail  
1/18 Scroll of Resurrection\*  
1/180 Rec: Spiked Club\*

**DEMON TEMPEST (38)**  
39% Mithril Stocking Design  
25% Mithril Tunic Fabric  
13% Thread [1-11]  
1/15 Charcoal [1-11]  
1/25 Cord [1-11]  
1/31 Rec: Omen Beast's Eye Earring  
1/53 Metallic Fiber [1-11]  
1/140 Mithril Stockings  
1/230 Mithril Tunic  
99% Thread [1-33]\*  
99% Charcoal [1-17]\*

**DICOR (47)**  
*699-1397 adena*  
1/19 Fine Steel Arrow [20-199]  
1/19 Thread [1-9]  
1/38 Charcoal [1-9]  
1/45 Cursed Bone [1-9]  
1/61 Crimson Boot Fabric  
1/61 Rind Leather Boot Lining  
1/61 Gloves of Seal Pattern  
1/61 Rind Leather Gloves Design  
1/61 Cord [1-9]  
1/91 Plate Leather Gloves Design  
1/130 Metallic Fiber [1-9]  
1/3600 Rec: Paagrio Axe  
1/3800 Plated Leather Gloves  
1/4100 Crimson Boots  
1/4100 Rind Leather Boots

1/4100 Gloves of Seal  
1/4100 Rind Leather Gloves  
69% Metallic Fiber\*  
22% Karmian Gloves Fabric\*

**DION GRIZZLY (20)**  
*103-179 adena*  
1/46 Animal Skin  
1/46 Animal Bone  
1/270 Leather  
1/460 Coarse Bone Powder  
1/5200 Journeyman's Staff  
1/5200 Bone Club  
1/13 Leather\*

**DIPRIVE (50)**  
*414-829 adena*  
1/17 Iron Ore [1-3]  
1/21 Cursed Bone [1-3]  
1/59 Mithril Gauntlets Design  
1/59 Composite Boots Part  
1/170 Steel [1-3]  
1/310 Rec: Drake Leather Boots

1/430 Adamantite Nugget [1-3]  
1/4200 Composite Boots  
1/4200 Mithril Gauntlets  
74% Varnish [1-3]\*  
1/130 Nirvana Axe Blade\*

**DIRE WOLF (24)**  
*122-225 adena*  
1/20 Bone Arrow [20-39]  
1/50 Animal Skin  
1/50 Animal Bone  
1/300 Leather  
1/360 Rec: Cedar Staff  
1/500 Coarse Bone Powder  
1/3800 Viper's Fang  
41% Charcoal\*  
1/17 Piece Bone Gaiters Fragment\*

**DIRE WYRM (42)**  
*291-583 adena*  
12% Silver Arrow [20-39]  
1/31 Silver Nugget  
1/61 Mithril Ore  
1/170 Rec: Crafted Leather  
1/300 Glaive Edge  
1/22k Glaive  
1/120 Glaive Edge\*  
1/290 Rec: Blessed Spiritshot C\*

**DISCARDED GUARDIAN (20)**  
10% Varnish  
10% Iron Ore  
1/20 Scroll of Escape  
1/25 Silver Nugget  
1/100 Steel  
1/190 Tears of Eva  
1/190 Relic of The Saints  
1/29 Tunic of Magic\*

**DOOM KNIGHT (65)**  
*800-1602 adena*  
1/110 Asofe  
1/110 Thons  
1/210 Enria  
1/220 Blue Wolf Gloves Fabric  
1/220 Paradia Boots Pattern  
1/220 Elemental Boots Lining  
1/220 Boots of Grace Lining  
1/220 Blue Wolf Boots Design  
1/220 Doom Gloves Part  
1/220 Elemental Gloves Lining  
1/220 Gloves of Grace Lining  
1/220 Implosion Gauntlet Fabric  
1/220 Paradia Gloves Pattern  
1/220 Doom Boots Part  
1/2800 Rec: Pata  
1/39k Paradia Boots

1/39k Elemental Boots  
1/39k Boots of Grace  
1/39k Boots of Doom  
1/39k Blue Wolf Boots  
1/39k Doom Gloves  
1/39k Absolute Gloves  
1/39k Gloves of Grace  
1/39k Implosion Gauntlets  
1/39k Paradia Gloves  
1/39k Blue Wolf Gloves  
11% Rec: Craftsman Mold\*  
1/73 Caliburs Edge\*

**DOOM SOLDIER (14)**  
*94-139 adena*  
1/41 Animal Bone  
1/55 Iron Ore  
1/66 Rec: Neckl. of Wisdom  
1/130 Buckler  
1/180 Wooden Helmet  
28% Iron Ore\*  
1/49 Rec: Forest Bow\*

**DRAGON BEARER ARCHER (47)**  
*539-1077 adena*  
1/15 Animal Skin [1-3]  
1/15 Animal Bone [1-3]  
1/69 Dwarven Chain Gaiters Material  
1/88 Leather [1-3]  
1/110 Dwarven Chain Mail Shirt Material  
1/150 Coarse Bone Powder [1-3]  
1/560 Crafted Leather [1-3]  
1/730 Scr: Ench. Armor (Gr. C)  
1/4200 Rec: Akat Long Bow  
1/5300 Dwarven Chain Gaiters  
1/8500 Dwarven Chain Mail Shirt  
1/17 Plated Leather Fragment\*  
1/340 Scr: Ench. Weap. (Gr. C)\*

**DRAGON BEARER CHIEF (49)**  
*546-1094 adena*  
1/14 Thread [1-5]  
1/36 Ring of Protection Gemstone  
1/43 Suede [1-5]  
1/47 Cord [1-5]  
1/53 Earring of Protection Gemstone  
1/64 Necklace of Protection Gemstone  
1/100 Metallic Fiber [1-5]  
1/240 Rec: Mithril Gauntlets  
1/350 High Grade Suede [1-5]  
1/720 Scr: Ench. Armor (Gr. C)  
1/2500 Ring of Protection  
1/3800 Earring of Protection  
1/5100 Necklace of Protection  
10% Plate Leather Gloves Design\*  
1/11 Rec: Ring of Ages\*

**DRAGON BEARER WARRIOR (48)**  
*524-1047 adena*  
1/15 Animal Skin [1-3]  
1/15 Animal Bone [1-3]  
1/88 Leather [1-3]  
1/150 Stone of Purity  
1/150 Coarse Bone Powd. [1-3]  
1/400 Stiletto Edge  
1/400 Soulfire Dirk Blade  
1/550 Crafted Leather [1-3]  
1/1600 Rec: Composite Armor  
1/39k Stiletto  
1/39k Soulfire Dirk  
1/11 Plated Leather Gaiters Material\*  
1/260 Rec: Mace of The Underworld\*

**DRAKE (57)**  
*545-1089 adena*  
10% Iron Ore [1-3]  
1/100 Steel [1-3]  
1/260 Adamantite Nugget [1-3]  
1/310 Samurai Longsword Bl.  
1/4600 Rec: Keshanberk  
1/40k Samurai Longsword  
11% Full Plate Boots Part\*  
1/13 Adamantite Nugget\*

**DRE VANUL BEHOLDER (21)**  
*107-191 adena*  
1/33 Stem  
1/98 Suede  
1/160 Braided Hemp  
1/1600 Rec: Blessed Spiritshot D  
1/4400 Long Spear  
1/16k Scr: Ench. Weap. (Gr. D)  
14% Braided Hemp\*  
1/120 Rec: Assassin's Knife\*

**DRE VANUL SCOUT (21)**  
*199-355 adena*  
1/18 Stem  
1/53 Suede  
1/88 Braided Hemp  
1/670 Iron Hammer Head  
1/880 Rec: Spiritshot D  
1/1100 Scr: Ench. Armor (Gr. D)  
1/9500 Iron Hammer  
1/9500 Buzzydyan  
1/9500 Mage Staff  
44% Suede\*  
1/120 Coral Earring\*

**DRE VANUL SAYER (22)**  
*132-203 adena*  
1/31 Stem  
1/93 Suede  
1/150 Braided Hemp  
1/220 Rec: Neckl. of Devotion  
1/740 Potion of Alacrity  
1/4100 Falchion  
15% Braided Hemp\*  
1/660 Bronze Breastplate\*

**DRE VANUL TRACKER (20)**  
*103-179 adena*  
1/30 Stem  
1/91 Suede  
1/120 Scroll of Escape  
1/150 Braided Hemp  
1/350 Forest Bow Shaft  
1/5200 Forest Bow  
1/11 Rec: Hard Leather Shirt\*  
1/36 Potion of Alacrity\*

**DRE VANUL WARRIOR (32)**  
*173-347 adena*  
1/22 Stem  
1/40 Greater Antidote  
1/67 Suede  
1/110 Braided Hemp  
1/530 High Grade Suede  
1/670 Compound Braid  
1/1300 Mace of Judgment Head  
1/1700 Conjuror's Staff Head  
1/4300 Rec: Two-Handed Sword

1/66k Staff of Mana  
1/66k Tomahawk  
1/66k Mace of Prayer  
1/66k Mace of Judgment  
1/66k Mace of Miracle  
1/66k Doom Hammer  
1/66k Mystic Staff  
1/66k Conjuror's Staff  
10% Rec: Tiger's Eye Earring\*  
1/510 Dark Stockings\*



# LINEAGE

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**DREAD AVENGER KRAVEN (48)**  
21% Fine Steel Arrow [20-39]  
1/20 Stiletto Edge  
1/20 Soulfire Dirk Blade  
1/24 Silver Nugget [1-17]  
1/42 Rec: Neckl. of Mermaid  
1/48 Mithril Ore [1-17]  
1/2k Stiletto  
1/2k Soulfire Dirk  
68% Plated Leather Gaiters  
Material\*  
1/34 Rec: Sword of Delusion\*

**DREAD SOLDIER (14)**  
94-139 *adena*  
1/21 Bandage  
1/41 Animal Bone  
1/55 Iron Ore  
1/130 Buckler  
1/180 Wooden Helmet  
1/47 Brandish Blade\*

**DRILL BAT (11)**  
167-225 *adena*  
1/16 Stem  
1/49 Suede  
1/200 Hard Leather Pants  
1/200 Wooden Gaiters  
1/330 Wooden Breastplate  
1/450 Scr: Sword of Reflection  
93% Stem\*  
1/29 Rec: Sword of Reflection\*

**DRYAD (13)**  
93-132 *adena*  
1/19 Stem  
1/57 Suede  
1/370 Cedar Staff Head  
1/3900 Dwarven Mace  
1/3900 Cedar Staff  
20% Necklace of Anguish Ch.\*  
18% Suede\*

**DRYAD ELDER (14)**  
94-139 *adena*  
1/33 Lesser Healing Potion  
1/37 Stem  
1/45 Leather Stocking Pattern  
1/72 Leather Tunic Pattern  
1/110 Suede  
1/150 Scroll of Escape  
1/460 Leather Stockings  
1/730 Leather Tunic  
55% Stem\*  
11% Leather Stocking Pattern\*

**DUNGEON SKELETON (12)**  
92-127 *adena*  
1/29 Animal Bone  
1/39 Iron Ore  
1/380 Cedar Staff Head  
1/4k Dwarven Mace  
1/4k Cedar Staff  
1/48 Leather Stockings\*

**DUNGEON SKELETON ARCHER (13)**  
93-132 *adena*  
1/11 Wooden Arrow [20-39]  
1/29 Stem  
1/86 Suede  
1/1300 Hunting Bow  
1/48 Brandish Blade\*

**DUNGEON SPIDER (15)**  
179-272 *adena*  
1/14 Thread  
1/29 Rec: Leather Helmet  
1/43 Suede  
1/180 Brandish Blade  
1/1900 Gladius  
1/1900 Brandish  
45% Rec: Neckl. of Wisdom\*  
1/48 Brandish Blade\*

**DUSTWIND GARGOYLE (53)**  
518-1038 *adena*  
1/12 Thread [1-5]  
1/25 Charcoal [1-5]  
1/40 Cord [1-5]  
1/80 Theca Leather Gaiters  
Pattern  
1/87 Metallic Fiber [1-5]  
1/130 Theca Leather Mail  
Pattern  
1/330 Rec: Adamantite Ring  
1/4500 Scr: Ench. Weap. (Gr. C)  
1/7100 Theca Leather Gaiters  
1/11k Theca Leather Armor  
83% Thread [1-7]\*  
1/17 Theca Leather Gaiters  
Pattern\*

**ELDER BROWN KELTR (3)**  
11-17 *adena*  
1/48 Wooden Arrow [20-39]  
1/180 Animal Skin  
1/230 Short Bow  
1/240 Coal  
1/300 Rec: Bow  
17% Leather Shield\*  
1/30 Charcoal\*

**ELDER KELTR (3)**  
11-17 *adena*  
1/48 Wooden Arrow [20-39]  
1/55 Pants  
1/88 Shirt  
1/180 Animal Skin  
1/240 Coal  
1/300 Rec: Willow Staff  
1/22 Animal Bone\*  
1/30 Coal\*

**ELDER LONGTAIL KELTR (3)**  
11-17 *adena*  
1/90 Animal Skin  
1/120 Coal  
1/230 Spiked Gloves  
25% Cloth Cap\*

**ELDER PRAIRIE KELTR (3)**  
11-17 *adena*  
1/81 Lesser Healing Potion  
1/130 Animal Skin  
1/180 Coal  
1/230 Short Sword  
1/30 Varnish\*  
1/37 Rec: Broadsword\*

**ELDER RED KELTR (3)**  
11-17 *adena*  
1/90 Animal Skin  
1/120 Coal  
1/230 Buffalo's Horn  
1/22 Animal Skin\*  
1/37 Rec: Bow\*

**ELDER TARLK BASILISK (51)**  
431-863 *adena*  
1/15 Animal Skin [1-3]  
1/15 Animal Bone [1-3]  
1/89 Leather [1-3]  
1/150 Coarse Bone Powd. [1-3]  
1/280 Rec: Ring of Binding  
1/570 Crafted Leather [1-3]  
1/1900 Caliburs Edge  
1/1900 Sword of Delusion Blade  
1/1900 Tsurugi Blade  
1/1900 Homunkulus's Sword Bl.  
1/1900 Sword of Nightmare Bl.  
1/1900 Sword of Whispering  
Death Blade

1/210k Caliburs  
1/210k Sword of Delusion  
1/210k Tsurugi  
1/210k Homunkulus's Sword  
1/210k Sword of Nightmare

1/210k Sword of Whispering  
Death  
68% Animal Skin [1-5]\*  
34% Greater Healing Potion\*  
**ELDER WOLF (5)**  
25-35 *adena*  
1/43 Animal Skin  
1/43 Animal Bone  
1/220 Club  
1/220 Apprentice's Rod  
14% Stem\*  
1/18 Rec: Broadsword\*

**ELPY (1)**  
7-10 *adena*  
1/61 Wooden Arrow [20-39]  
1/150 Thread  
1/310 Charcoal  
1/390 Bone Dagger  
1/50 Charcoal\*

**ENCHANTED GARGOYLE (44)**  
354-709 *adena*  
10% Stem  
1/31 Suede  
1/52 Braided Hemp  
1/250 High Grade Suede  
1/270 Chakram Edge  
1/310 Compound Braid  
1/330 SB: Vampiric Claw  
1/330 SB: Requiem  
1/330 SB: Might of Heaven  
1/330 SB: Surrender to Wind  
1/23k Chakram  
1/14 Rec: Rind Leather Gloves\*  
1/120 Big Hammer Head\*

**ENCHANTED IRON GOLEM (43)**  
339-678 *adena*  
1/24 Varnish  
1/24 Iron Ore  
1/56 Square Shield Fragment  
1/56 Plate Shield Fragment  
1/59 Silver Nugget  
1/78 Plate Helmet Design  
1/240 Steel  
1/380 SB: Curse Discord  
1/380 SB: Curse Fear  
1/380 SB: Silence  
1/380 SB: Remedy1  
1/1800 Scr: Ench. Armor (Gr. C)  
1/3300 Square Shield  
1/3300 Plate Shield  
1/4600 Plate Helmet  
1/12 Rec: Reinforced Mithril  
Gloves\*  
1/14 Rec: Dwarven Ch. Shield\*

**ENCHANTED MONSTEREYE (41)**  
278-556 *adena*  
1/16 Stem  
1/48 Suede  
1/68 Square Shield Fragment  
1/68 Plate Shield Fragment  
1/80 Braided Hemp  
1/96 Plate Helmet Design  
1/390 High Grade Suede  
1/480 Compound Braid  
1/510 SB: Reflect Damage  
1/510 SB: Hex  
1/510 SB: Spirit Barrier  
1/510 SB: Greater Battle  
Heal11  
1/510 SB: Resist Shock  
1/4k Square Shield  
1/4k Plate Shield  
1/5700 Plate Helmet  
1/12 High Grade Suede\*  
1/230 Rec: Stick of Faith\*

**ENCHANTED STONE GOLEM (42)**  
323-647 *adena*  
1/22 Varnish  
1/22 Iron Ore  
1/55 Silver Nugget  
1/220 Steel  
1/270 Scallop Jamadhr Edge  
1/350 SB: Greater Group  
Heal11  
1/350 SB: Holy Blessing  
1/350 SB: Summon Dark  
Panther  
1/350 SB: Summon Zombie  
1/20k Scallop Jamadhr  
52% Varnish [1-3]\*  
1/290 Rec: Blessed Spiritshot  
C\*

**ENKU ORC CHAMPION (21)**  
119-212 *adena*  
1/44 Animal Skin  
1/59 Coal  
1/100 Hard Leather Gaiters  
Material  
1/160 Hard Leather Shirt  
Pattern  
1/270 Leather  
1/350 Cokes  
1/1500 Hard Leather Gaiters  
1/2400 Hard Leather Shirt  
1/2400 Rec: Trident  
1/17 Cokes\*  
1/120 Rec: Saber\*

**ENKU ORC SHAMAN (20)**  
103-179 *adena*  
1/38 Neckl. of Wisdom Chain  
1/110 Varnish  
1/110 Coal  
1/110 Charcoal  
1/210 Scroll of Escape  
1/450 Ring of Wisdom  
1/640 Haste Potion  
1/640 Cokes  
1/670 Cat's Eye Earring  
1/900 Necklace of Wisdom  
1/27k Scr: Ench. Weap. (Gr. D)  
16% Rec: Blue Diamond  
Necklace\*  
1/15 Rec: Steel Mold\*

**ENVOYOFANTARAS NAKONDAS (42)**  
12% Thread [1-11]  
1/16 Charcoal [1-11]  
1/26 Cord [1-11]  
1/27 Claymore Blade  
1/27 Elven Long Sword Blade  
1/36 Rec: Eldarake  
1/57 Metallic Fiber [1-11]  
1/2100 Claymore  
1/2100 Elven Long Sword  
90% Cord [1-9]\*  
70% Metallic Fiber [1-5]\*

**EVIL EYE (10)**  
79-107 *adena*  
1/31 Lesser Healing Potion  
1/35 Stem  
1/47 Ring of Knowledge  
1/70 Mystic's Earring  
1/93 Necklace of Knowledge  
1/100 Suede  
28% Rec: Leather Tunic\*  
1/63 Broadsword Blade\*

**EVIL EYE LOOKOUT (14)**  
94-139 *adena*  
1/28 Stem  
1/37 Rec: Leather Gloves  
1/45 Leather Stocking Pattern  
1/72 Leather Tunic Pattern  
1/83 Suede

1/460 Leather Stockings  
1/730 Leather Tunic  
1/51 Dirk Blade\*  
**EVIL EYE PATROLLER (14)**  
94-139 *adena*  
1/18 Stem  
1/31 Necklace of Anguish Ch.  
1/55 Suede  
1/270 Ring of Anguish  
1/400 Earring of Strength  
1/400 Earring of Wisdom  
1/540 Necklace of Anguish  
74% Antidote\*  
55% Stem\*

**EVIL EYE WATCHER (10)**  
79-107 *adena*  
1/23 Stem  
1/69 Suede  
1/360 Iron Gloves  
49% Lesser Healing Potion\*  
15% Suede\*  
**EXCURIO (41)**  
517-1034 *adena*  
14% Iron Ore  
1/30 Mithril Ring Wire  
1/43 Omen Beast's Eye  
Earring Gemstone  
1/60 Neckl. of Darkness Gem  
1/69 Steel  
1/170 Adamantite Nugget  
1/520 Scr: Ench. Armor (Gr. C)  
1/1700 Mithril Ring  
1/2500 Omen Beast's Eye  
Earring

1/3400 Necklace of Darkness  
15% Rec: Karmian Gloves\*  
1/14 Adamantite Nugget\*  
**EYES OF BEREATH (35)**  
13% Thread [1-11]  
1/16 Charcoal [1-11]  
1/21 Rec: Brigandine Shield  
1/26 Cord [1-11]  
1/34 Hoplon  
1/48 Helmet  
61% Mithril Boots Design  
[1-3]\*  
1/47 Tiger's Eye Earring\*

**FAIRY QUEEN TIMINIEL (61)**  
33% Animal Bone [1-19]  
25% Iron Ore [1-19]  
13% Kris Edge  
13% Hell Knife Edge  
1/11 Rec: Earring of Binding  
1/30 Coarse Bone Powd. [1-19]  
1/40 Steel [1-19]  
1/1900 Kris  
1/1900 Hell Knife  
49% Rec: Paradia Boots\*  
24% Pata Blade\*

**FALIBATI (64)**  
697-1394 *adena*  
1/18 Greater Healing Potion  
1/57 Zubei's Leather Gaiter  
Texture  
1/61 Oriharukon Ore  
1/61 Stone of Purity  
1/87 Zubei's Leather Shirt  
Fabric  
1/330 Rec: Elemental Gloves  
1/10k Zubei's Leather Shirt  
1/16k Zubei's Leather Shirt  
99% Scroll of Escape: Castle\*  
1/11 Earring of Black Ore  
Piece\*









# LINEAGE

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**KASHA TIMBER WOLF (6)**  
34-48 *adena*  
1/120 Animal Skin  
1/120 Animal Bone  
1/950 Haste Potion  
1/1600 Knife  
1/1600 Doom Dagger  
13% Animal Bone\*  
1/56 Necklace of Knowledge\*

**KASHA WOLF (4)**  
16-24 *adena*  
1/95 Animal Skin  
1/95 Animal Bone  
1/160 Rec: Broadsword  
1/160 Spiked Gloves  
13% Tunic\*

**KAYSHA HERALD OF IKAROS (30)**  
13% Scroll of Escape  
1/11 Thread [1-11]  
1/23 Charcoal [1-11]  
1/37 Cord [1-11]  
1/270 Poniard Dagger  
12% Shillien Knife Edge\*

**KIRUNAK'S GUARDS (21)**  
107-191 *adena*  
1/65 Varnish  
1/65 Coal  
1/65 Charcoal  
1/110 Hard Leather Gaiters Material  
1/180 Hard Leather Shirt Pattern  
1/390 Cokes  
1/1600 Rec: Spiritshot D  
1/1700 Hard Leather Gaiters  
1/2700 Hard Leather Shirt  
1/17 Cokes\*  
1/450 Piece Bone Breastplate\*

**KOBOLD LOOTER BEPOOK (13)**  
23% Buckler  
16% Wooden Helmet  
15% Stem [1-3]  
1/14 Scroll of Escape  
1/21 Suede [1-3]  
92% Stem [1-11]\*  
16% Earring of Strength\*

**KRANROT (59)**  
649-1300 *adena*  
1/53 Adamantite Ring Wire  
1/63 Adamantite Earring Gemstone  
1/85 Adamantite Necklace Ch.  
1/130 Asofe  
1/130 Thons  
1/260 Enria  
1/410 Rec: Earring of Black Ore  
1/6700 Adamantite Ring  
1/13k Adamantite Necklace  
11% Adamantite Earring Gemstone\*  
1/630 Rec: Art of Battle Axe\*

**KRATOR (44)**  
593-1189 *adena*  
13% Silver Arrow [20-79]  
1/27 Silver Nugget [1-3]  
1/55 Mithril Ore [1-3]  
1/94 Karmian Gloves Fabric  
1/94 Chain Boots Part  
1/94 Karmian Boots Fabric  
1/94 Plate Leather Boot Lining  
1/94 Dwarven Ch. Boots Part  
1/94 Reinforced Mithril Gloves Design  
1/94 Chain Gloves Design  
1/1600 Rec: Dwarven Warhammer  
1/5300 Chain Boots  
1/5300 Karmian Boots

1/5300 Plated Leather Boots  
1/5300 Dwarven Chain Boots  
1/5300 Reinforced Mithril Gloves  
1/5300 Chain Gloves  
1/5300 Karmian Gloves  
85% Silver Nugget\*  
1/54 Orcish Glaive Blade\*

**KRONBE SPIDER (43)**  
305-611 *adena*  
1/130 Mithril Gloves Design  
1/130 Assault Boots Part  
1/130 Ogre Power Gauntlets Part  
1/130 Salamander Skin Boot Lining  
1/130 Plate Boots Design  
1/130 Sage's Worn Gloves Lining  
1/130 Oriharukon Ore  
1/130 Stone of Purity  
1/2600 Rec: Blessed Spiritshot C  
1/6900 Mithril Gloves  
1/6900 Ogre Power Gauntlets  
1/6900 Assault Boots  
1/6900 Salamander Skin Boots  
1/6900 Plate Boots  
1/6900 Sage's Worn Gloves  
1/29 Salamander Skin Mail Texture\*  
1/210 Rec: Chakram\*

**KURAN KOBOLD (27)**  
137-264 *adena*  
1/27 Animal Skin  
1/36 Coal  
1/160 Leather  
1/210 Cokes  
1/5500 Crafted Dagger  
1/13 Bone Helmet Design\*  
1/140 Rec: Mace of Judgment\*

**KURAN KOBOLD WARRIOR (28)**  
143-280 *adena*  
1/33 Animal Bone  
1/40 Emergency Dressing  
1/45 Iron Ore  
1/330 Coarse Bone Powder  
1/450 Steel  
1/670 Stone of Purity  
1/720 Temptation of Abyss Piece  
1/26k Proof of Revenge  
1/26k Scroll of Wisdom  
1/26k Branch of Life  
1/26k Temptation of Abyss  
1/110 Temptation of Abyss Piece\*  
1/220 Bronze Shield\*

**KURUKA RATMAN (16)**  
97-151 *adena*  
1/26 Animal Bone  
1/35 Iron Ore  
1/5900 Shining Knife  
1/5900 Throwing Knife  
65% Lesser Healing Potion\*  
1/12 Rec: Cokes\*

**KURUKA RATMAN HUNTER (17)**  
99-159 *adena*  
1/30 Lesser Healing Potion  
1/50 Animal Bone  
1/67 Iron Ore  
1/330 Rec: Synthesis Cokes  
1/2800 Cestus  
1/20 Haste Potion\*  
1/210 Cotton Pants\*

**LAFI LIZARDMAN (27)**  
137-264 *adena*  
1/27 Thread  
1/48 Greater Antidote  
1/53 Charcoal

1/87 Cord  
1/1000 Cursed Stockings  
1/1600 Scr: Ench. Armor (Gr. D)  
1/1700 Cursed Tunic  
1/3400 Rec: Spinebone Sword  
1/16 Excellent Leather Gloves Lining\*  
1/220 Leather Boots\*

**LAFI LIZARDMAN SCOUT (28)**  
143-280 *adena*  
1/32 Animal Bone  
1/42 Iron Ore  
1/320 Coarse Bone Powder  
1/420 Steel  
1/5200 Crafted Dagger  
1/11k Scr: Ench. Weap. (Gr. D)  
50% Iron Ore\*  
1/13 Neckl. of Devotion Ch.\*

**LAKIN (44)**  
354-709 *adena*  
14% Iron Ore  
1/45 Aquastone Ring Wire  
1/64 Moonstone Earring Wire  
1/69 Steel  
1/80 Aquastone Necklace Ch.  
1/170 Adamantite Nugget  
1/3100 Aquastone Ring  
1/4700 Moonstone Earring  
1/6300 Aquastone Necklace  
1/250 Rec: Soulfire Dirk\*  
1/250 Rec: Crossbow\*

**LAKIN SALAMANDER (30)**  
286-573 *adena*  
1/15 Varnish  
1/15 Iron Ore  
1/38 Silver Nugget  
1/150 Steel  
1/4k Single-Edged Jamadhr  
1/95 Rec: Spiked Club\*  
1/490 Elven Tunic\*

**LAKIN UNDINE (30)**  
286-573 *adena*  
1/85 Dark Stocking Fabric  
1/120 Oriharukon Ore  
1/120 Stone of Purity  
1/120 White Tunic Pattern  
1/3100 Elven Stockings  
1/3100 Dark Stockings  
1/3100 Mystic's Stockings  
1/5k Elven Tunic  
1/5k White Tunic  
1/5k Mystic's Tunic  
1/11 Scale Gaiters Fragment\*  
1/15 Oriharukon Ore\*

**LANGK LIZARDMAN (15)**  
96-146 *adena*  
1/40 Animal Skin  
1/40 Animal Bone  
1/250 Dirk Blade  
1/270 Key of Thief  
1/2400 Dirk  
76% Antidote\*  
28% Rec: Leather Helmet\*

**LANGK LIZARDMAN LEADER (24)**  
122-225 *adena*  
1/50 Animal Skin  
1/50 Animal Bone  
1/300 Leather  
1/500 Coarse Bone Powder  
1/1700 Rec: Blessed Spiritshot D  
1/2k Scr: Ench. Armor (Gr. D)  
1/3800 Falchion  
1/24 Steel\*  
1/450 Tunic of Magic\*

**LANGK LIZARDMAN LIEUTENANT (21)**  
107-191 *adena*  
1/59 Animal Skin  
1/59 Animal Bone

1/150 Piece Bone Gaiters Fragment  
1/150 Rec: Leather  
1/210 Piece Bone Breastplate Fragment  
1/350 Leather  
1/470 Haste Potion  
1/590 Coarse Bone Powder  
1/2200 Piece Bone Gaiters  
1/3300 Bronze Gaiters  
1/3400 Piece Bone Breastplate  
1/5300 Bronze Breastplate  
1/20 Blue Diamond Necklace Gem\*  
1/120 Rec: Assassin's Knife\*

**LANGK LIZARDMAN SCOUT (16)**  
97-151 *adena*  
1/16 Animal Skin [1-3]  
1/16 Animal Bone [1-3]  
1/33 Rec: Piece Bone Breastplate  
29% Varnish\*  
1/150 Cat's Eye Earring\*

**LANGK LIZARDMAN WARRIOR (17)**  
99-159 *adena*  
1/25 Animal Skin  
1/25 Animal Bone  
1/800 Sword of Reflection Bl.  
1/11k Sword of Watershadow  
1/11k Long Sword  
1/11k Sword of Reflection  
1/16 Rec: Cord\*  
1/80 Rec: Sword Breaker\*

**LEOGUL (61)**  
667-1332 *adena*  
1/60 Zubei's Leather Gaiter Texture  
1/91 Zubei's Leather Shirt Fabric  
1/160 Asofe  
1/160 Thons  
1/320 Enria  
1/430 Rec: Implosion Boots  
1/2100 Scr: Ench. Armor (Gr. B)  
1/10k Zubei's Leather Shirt  
1/17k Zubei's Leather Shirt  
1/13 Asofe\*  
1/27 Enria\*

**LESSER BASILISK (27)**  
137-264 *adena*  
1/33 Animal Skin  
1/33 Animal Bone  
1/82 Leather Boot Lining  
1/82 Excellent Leather Gloves Lining  
1/200 Leather  
1/330 Coarse Bone Powder  
1/530 Potion of Alacrity  
1/1100 Leather Boots  
1/1100 Excellent Leather Gloves  
63% Animal Bone\*  
1/17 Rec: Scale Gaiters\*

**LESSER DARK HORROR (15)**  
96-146 *adena*  
1/43 Leather Stocking Pattern  
1/53 Varnish  
1/53 Iron Ore  
1/69 Leather Tunic Pattern  
1/130 Silver Nugget  
1/440 Leather Stockings  
1/710 Leather Tunic  
42% Rec: Leather Gloves\*  
29% Iron Ore\*

**LESSER GIANT ELDER (65)**  
721-1443 *adena*  
1/69 Ring of Black Ore Gemstone  
1/84 Earring of Black Ore Piece

1/120 Coarse Bone Powder  
1/150 Necklace of Black Ore Beads  
1/240 Stone of Purity  
1/480 Mold Glue  
1/800 Mold Lubricant  
1/1800 Mold Hardener  
1/4600 Rec: Shamshir  
1/9100 Ring of Black Ore  
1/14k Earring of Black Ore  
1/18k Necklace of Black Ore  
14% Chain Gaiters Part\*  
1/19 Rec: Rind Leather Armor\*

**LESSER GIANT MAGE (64)**  
718-1436 *adena*  
1/56 Stockings of Zubei Fabric  
1/84 Tunic of Zubei Fabric  
1/150 Mold Glue  
1/250 Mold Lubricant  
1/400 Rec: Doom Gloves  
1/570 Mold Hardener  
1/2k Scr: Ench. Armor (Gr. B)  
1/9700 Stockings of Zubei  
1/16k Tunic of Zubei  
14% Earring of Binding Gemstone\*  
1/12 Necklace of Binding Ch.\*

**LESSER GIANT SCOUT (63)**  
819-1638 *adena*  
16% Silver Arrow [20-79]  
1/260 Mold Glue [1-3]  
1/380 Heavy War Axe Head  
1/390 Sprite's Staff Head  
1/440 Mold Lubricant [1-3]  
1/660 Rec: Stockings of Doom  
1/1000 Mold Hardener [1-3]  
1/95k Heavy War Axe  
1/95k Sprite's Staff  
1/95k Staff of Seal  
1/18 Tunic of Zubei Fabric\*  
1/34 Rec: Boots of Grace\*

**LESSER GIANT SHOOTER (63)**  
674-1348 *adena*  
1/16 Varnish [1-5]  
1/16 Coal [1-5]  
1/16 Charcoal [1-5]  
1/95 Cokes [1-5]  
1/190 Dark Elven Long Bow Shaft  
1/1300 Rec: Blue Wolf Tunic  
1/46k Heavy Crossbow  
1/12 Zubei's Leather Gaiter Texture\*  
1/150 Rec: Leather Mail of Doom\*

**LESSER GIANT SOLDIER (62)**  
723-1445 *adena*  
1/55 Stockings of Zubei Fabric  
1/84 Tunic of Zubei Fabric  
1/120 Asofe  
1/120 Thons  
1/240 Enria  
1/790 Rec: Blue Wolf Gaiters  
1/9600 Stockings of Zubei  
1/15k Tunic of Zubei  
1/24 Avadon Breastplate Part\*  
1/35 Rec: Implosion Boots\*

**LESSER SUCCUBUS (20)**  
103-179 *adena*  
1/23 Thread  
1/68 Suede  
1/91 Scroll of Escape  
1/2600 Cestus  
1/15 Rec: Compound Braid\*  
1/100 Leather Gloves\*



**LESSER SUCCUBUS TILFO (22)**  
 113-203 *adena*  
 1/19 Thread  
 1/56 Suede  
 1/780 Stockings of Magic  
 1/1300 Tunic of Magic  
 1/1500 Rec: Temptation of Abyss  
 18% Rec: Leather Boots\*  
 1/110 Rec: Temptation of Abyss\*

**LESSER SUCCUBUS TUREN (21)**  
 107-191 *adena*  
 1/26 Thread  
 1/79 Suede  
 1/190 Rec: Neckl. of Devotion  
 1/590 Sword Breaker Edge  
 1/8800 Sword Breaker  
 1/13k Scr: Ench. Weap. (Gr. D)  
 70% Thread\*  
 23% Suede\*

**LETO LIZARDMAN (35)**  
 205-409 *adena*  
 1/51 Tiger's Eye Earring Stone  
 1/220 Oriharukon Ore  
 1/220 Stone of Purity  
 1/330 Rec: Manticore Skin Shirt  
 1/1500 Black Pearl Ring  
 1/2200 Tiger's Eye Earring  
 1/3k Near Forest Necklace  
 1/120 Tome of Blood Page\*  
 1/1400 Blast Plate\*

**LETO LIZARDMAN ARCHER (36)**  
 216-433 *adena*  
 10% Bone Arrow [20-39]  
 1/25 Animal Skin  
 1/25 Animal Bone  
 1/150 Leather  
 1/250 Coarse Bone Powder  
 1/280 Gastraphetes Shaft  
 1/460 Rec: Mithril Stockings  
 1/940 Crafted Leather  
 1/16k Gastraphetes  
 17% Leather\*  
 1/15 Mithril Banded Gaiters Material\*

**LETO LIZARDMAN OVERLORD (40)**  
 265-529 *adena*  
 1/16 Animal Skin  
 1/22 Coal  
 1/56 Brigandine Shield  
 Fragment  
 1/56 Kite Shield Fragment  
 1/97 Leather  
 1/130 Cokes  
 1/210 Brigandine Helmet  
 Design  
 1/210 Rec: Sage's Worn Gloves  
 1/620 Crafted Leather  
 1/3200 Kite Shield  
 1/3200 Brigandine Shield  
 1/4500 Brigandine Helmet  
 1/21 Manticore Skin Shirt  
 Texture\*  
 1/30 Crafted Leather\*

**LETO LIZARDMAN SHAMAN (39)**  
 253-504 *adena*  
 1/15 Iron Ore  
 1/150 Steel  
 1/240 Strengthened Long Bow  
 Shaft  
 1/380 Adamantite Nugget  
 1/2700 Rec: Staff of Life  
 1/20k Strengthened Long Bow  
 1/11 Rec: Assault Boots\*  
 1/110 Skull Breaker Head\*

**LETO LIZARDMAN SOLDIER (37)**  
 228-455 *adena*  
 1/19 Animal Skin  
 1/19 Animal Bone  
 1/110 Leather  
 1/190 Rip Gauntlets Pattern  
 1/190 Boots of Power Pattern  
 1/190 Manticore Skin Boot  
 Lining  
 1/190 Brigandine Boots Design  
 1/190 Elven Mithril Boots  
 Design  
 1/190 Manticore Skin Gloves  
 Lining  
 1/190 Brigandine Gauntlets  
 Pattern  
 1/190 Elven Mithril Gloves  
 Design  
 1/190 Coarse Bone Powder  
 1/350 Rec: Crafted Leather  
 1/720 Crafted Leather  
 1/9400 Rip Gauntlets  
 1/9400 Boots of Power  
 1/9400 Manticore Skin Boots  
 1/9400 Brigandine Boots  
 1/9400 Elven Mithril Boots  
 1/9400 Manticore Skin Gloves  
 1/9400 Brigandine Gauntlets  
 1/9400 Elven Mithril Gloves  
 11% Rip Gauntlets Pattern\*  
 1/16 Manticore Skin Gaiters  
 Pattern\*

**LETO LIZARDMAN WARRIOR (38)**  
 240-479 *adena*  
 1/18 Animal Skin  
 1/18 Animal Bone  
 1/75 Manticore Skin Gaiters  
 Pattern  
 1/110 Leather  
 1/120 Manticore Skin Shirt  
 Texture  
 1/180 Coarse Bone Powder  
 1/330 Rec: Artisan's Frame  
 1/680 Crafted Leather  
 1/4200 Manticore Skin Gaiters  
 1/6700 Manticore Skin Shirt  
 11% Coarse Bone Powder\*  
 1/120 Morning Star Head\*

**LIELE (46)**  
 350-700 *adena*  
 1/21 Varnish  
 1/21 Coal  
 1/21 Charcoal  
 1/75 Chain Gaiters Part  
 1/130 Cokes  
 1/150 Chain Mail Shirt Material  
 1/340 SB: Hurricane  
 1/340 SB: Servitor Physical  
 Shield  
 1/340 SB: Invigor  
 1/340 SB: Return  
 1/1600 Scr: Ench. Armor (Gr. C)  
 1/6500 Chain Gaiters  
 1/10k Chain Mail Shirt  
 1/15 Tempered Mithril Gaiters  
 Fragment\*  
 1/110 Stick of Faith Shaft\*

**LIELE ELDER (52)**  
 449-897 *adena*  
 1/11 Fine Steel Arrow [20-79]  
 1/210 SB: Bless The Soul  
 1/210 SB: Haste  
 1/240 SB: Holy Strike  
 1/240 SB: Horror  
 1/330 Oriharukon Ore [1-3]  
 1/330 Stone of Purity [1-3]  
 1/2200 Paagriro Hammer Head  
 1/2300 Stick of Eternity Shaft  
 1/2300 Paradia Staff Head

1/2300 Sage's Staff Head  
 1/2300 Club of Nature Head  
 1/2400 War Axe Blade  
 1/2400 Nirvana Axe Blade  
 1/2400 Mace of The Underworld  
 Head  
 1/270k War Axe  
 1/270k Nirvana Axe  
 1/270k Stick of Eternity  
 1/270k Paradia Staff  
 1/270k Paagriro Hammer  
 1/270k Sage's Staff  
 1/270k Club of Nature  
 1/270k Mace of The Underworld  
 35% Greater Healing Potion\*  
 11% Stone of Purity\*

**LIMAL KARINNESS (69)**  
 821-1643 *adena*  
 16% Silver Arrow [20-79]  
 1/150 Blue Wolf Stockings  
 Pattern  
 1/150 Stockings of Doom  
 Pattern  
 1/200 Blue Wolf Tunic Fabric  
 1/200 Tunic of Doom Pattern  
 1/260 Mold Glue [1-3]  
 1/430 Mold Lubricant [1-3]  
 1/1000 Mold Hardener [1-3]  
 1/5700 Rec: Sword of Damascus  
 1/26k Blue Wolf Stockings  
 1/26k Stockings of Doom  
 1/42k Blue Wolf Tunic  
 1/42k Tunic of Doom  
 58% Scroll of Escape: Castle  
 [1-3]\*  
 13% Boots of Grace Lining\*

**LIREIN (18)**  
 102-168 *adena*  
 1/40 Necklace of Wisdom Ch.  
 1/79 Varnish  
 1/79 Iron Ore  
 1/200 Silver Nugget  
 1/290 Rec: Hard Leather Shirt  
 1/470 Ring of Wisdom  
 1/710 Cat's Eye Earring  
 1/790 Steel  
 1/950 Necklace of Wisdom  
 25% Rec: Boots\*  
 13% Silver Nugget\*

**LIREIN ELDER (19)**  
 103-175 *adena*  
 1/62 Varnish  
 1/62 Iron Ore  
 1/150 Silver Nugget  
 1/620 Steel  
 1/5200 Tears of Eva  
 1/5200 Relic of The Saints  
 32% Varnish\*  
 1/15 Rec: Varnish of Purity\*

**LONGTAIL KELTIR (2)**  
 7-11 *adena*  
 1/54 Wooden Arrow [20-39]  
 1/200 Animal Skin  
 1/200 Animal Bone  
 1/350 Short Bow  
 1/33 Animal Bone\*

**LORD OF PLAIN (40)**  
 363-725 *adena*  
 1/110 Coarse Bone Powder  
 1/150 Rec: Square Shield  
 1/190 Sword of Revolution Bl.  
 1/220 Oriharukon Ore  
 1/220 Stone of Purity  
 1/14k Sword of Revolution  
 52% Silver Nugget\*  
 1/20 Brigandine Temper\*

**LYCANTHROPE (20)**  
 103-179 *adena*  
 1/68 Animal Skin  
 1/91 Coal  
 1/180 Scroll of Escape  
 1/410 Leather  
 1/550 Cokes  
 1/1500 Potion of Alacrity  
 1/2600 Cestus  
 11% Leather Helmet Design\*  
 1/13 Leather\*

**MADNESS BEAST (20)**  
 1/13 Forest Bow Shaft  
 1/15 Animal Skin [1-3]  
 1/15 Animal Bone [1-3]  
 1/20 Scroll of Escape  
 1/90 Leather [1-3]  
 1/150 Coarse Bone Powd. [1-3]  
 1/190 Forest Bow  
 1/18 Hard Leather Gaiters\*

**MAGICAL WEAVER (11)**  
 90-121 *adena*  
 1/50 Leather Stocking Pattern  
 1/65 Rec: Leather Tunic  
 1/80 Leather Tunic Pattern  
 1/81 Varnish  
 1/81 Coal  
 1/81 Charcoal  
 1/510 Leather Stockings  
 1/810 Leather Tunic  
 67% Antidote\*  
 1/100 Hard Leather Pants\*  
**MALEK HERALD OF DAGONIEL (30)**  
 17% Scroll of Escape  
 1/44 Oriharukon Ore  
 1/44 Stone of Purity  
 1/280 Single-Edged Jamadhr  
 12% Tome of Blood Page\*

**MALRUK BERSERKER (67)**  
 855-1711 *adena*  
 1/38 Oriharukon Ore  
 1/38 Stone of Purity  
 1/190 Lance Blade  
 1/200 Rec: Paradia Gloves  
 1/55k Lance  
 55% Scroll of Escape: Castle  
 [1-3]\*  
 12% Implosion Boots Part\*

**MALRUK KNIGHT (66)**  
 828-1655 *adena*  
 1/84 Blue Wolf Gaiters  
 Material  
 1/100 Asofe  
 1/100 Thons  
 1/120 Blue Wolf Breastplate  
 Part  
 1/210 Enria  
 1/280 Rec: Gloves of Grace  
 1/17k Blue Wolf Gaiters  
 1/28k Wolf Breastplate  
 1/11 Asofe\*  
 1/11 Thons\*

**MALRUK LORD (68)**  
 836-1672 *adena*  
 15% Iron Ore [1-11]  
 1/68 Steel [1-11]  
 1/92 Rec: Blue Wolf Gloves  
 1/170 Adamantite Nugget [1-11]  
 94% Iron Ore [1-5]\*  
 11% Adamantite Nugget\*

**MALRUK SOLDIER (63)**  
 778-1557 *adena*  
 16% Silver Arrow [20-79]  
 1/44 Adamantite Ring Wire  
 1/52 Adamantite Earring  
 Gemstone  
 1/71 Adamantite Necklace Ch.  
 1/280 Asofe [1-3]

1/280 Thons [1-3]  
 1/550 Enria [1-3]  
 1/1600 Rec: Blue Wolf Leather  
 Mail  
 1/5600 Adamantite Ring  
 1/8300 Adamantite Earring  
 1/11k Adamantite Necklace  
 1/13 Thons\*  
 1/25 Enria\*

**MALRUK SUCCUBUS (55)**  
 514-1K *adena*  
 12% Stem [1-3]  
 1/25 Suede [1-3]  
 1/42 Braided Hemp [1-3]  
 1/82 Theca Leather Gaiters  
 Pattern  
 1/130 Theca Leather Mail  
 Pattern  
 1/200 High Grade Suede [1-3]  
 1/250 Compound Braid [1-3]  
 1/440 Rec: Chain Gloves of  
 Silence  
 1/7300 Theca Leather Gaiters  
 1/12k Theca Leather Armor  
 1/120 Ghoul's Staff Head\*  
 1/280 Rec: Blessed Spiritshot  
 B\*

**MALRUK SUCCUBUS TUREN (56)**  
 525-1049 *adena*  
 1/14 Thread [1-5]  
 1/43 Suede [1-5]  
 1/47 Cord [1-5]  
 1/50 Full Plate Shield  
 Fragment  
 1/79 Full Plate Helmet Design  
 1/100 Metallic Fiber [1-5]  
 1/340 High Grade Suede [1-5]  
 1/5100 Full Plate Shield  
 1/5200 Scr: Ench. Weap. (Gr. C)  
 1/7300 Full Plate Helmet  
 1/8300 Rec: Great Sword  
 53% Metallic Fiber\*  
 1/30 Avadon Robe Fabric\*

**MANASHEN GARGOYLE (40)**  
 294-587 *adena*  
 1/32 Varnish  
 1/32 Iron Ore  
 1/81 Silver Nugget  
 1/140 Rip Gauntlets Pattern  
 1/140 Boots of Power Pattern  
 1/140 Manticore Skin Boot  
 Lining  
 1/140 Brigandine Boots Design  
 1/140 Elven Mithril Boots  
 Design  
 1/140 Manticore Skin Gloves  
 Lining  
 1/140 Brigandine Gauntlets  
 Pattern  
 1/140 Elven Mithril Gloves  
 Design  
 1/320 Steel  
 1/520 SB: Summon Storm Cubic  
 1/520 SB: Summon Poltergeist  
 Cubic  
 1/520 SB: Life Scavenge  
 1/520 SB: Greater Heal11  
 1/620 SB: Restore Life  
 1/970 Scr: Ench. Armor (Gr. D)  
 1/7300 Rip Gauntlets  
 1/7300 Boots of Power  
 1/7300 Manticore Skin Boots  
 1/7300 Brigandine Boots  
 1/7300 Elven Mithril Boots  
 1/7300 Manticore Skin Gloves  
 1/7300 Brigandine Gauntlets  
 1/7300 Elven Mithril Gloves  
 1/15 Rec: Oriharukon\*  
 1/27 Brigandine Temper\*









**PRIEST OF KUROBOROS (31)**  
 13% Scroll of Escape  
 1/19 Varnish [1-9]  
 1/19 Coal [1-9]  
 1/19 Charcoal [1-9]  
 1/43 Mace of Judgment Head  
 1/54 Conjuror's Staff Head  
 1/110 Cokes [1-9]  
 1/2200 Staff of Mana  
 1/2200 Tomahawk  
 1/2200 Mace of Prayer  
 1/2200 Mace of Judgment  
 1/2200 Mace of Miracle  
 1/2200 Doom Hammer  
 1/2200 Mystic Staff  
 1/2200 Conjuror's Staff  
 15% Gastraphetes Shaft\*

**PROWLER (17)**  
 99-159 *adena*  
 1/19 Leather Gloves Lining  
 1/23 Lesser Healing Potion  
 1/25 Thread  
 1/75 Suede  
 1/420 Low Boots  
 1/420 Leather Gloves  
 61% Thread\*  
 1/80 Rec: Composition Bow\*

**PUMA (12)**  
 92-127 *adena*  
 1/44 Animal Skin  
 1/44 Animal Bone  
 1/60 Rec: Leather Helmet  
 1/370 Hard Leather Pants  
 1/370 Wooden Gaiters  
 1/590 Wooden Breastplate  
 25% Rec: Leather Helmet\*  
 11% Leather Stocking  
 Pattern\*

**PUNCHER (34)**  
 194-387 *adena*  
 1/16 Bone Arrow [20-79]  
 1/26 Thread [1-3]  
 1/53 Charcoal [1-3]  
 1/86 Cord [1-3]  
 1/93 Mithril Boots Design  
 1/110 Iron Boots Design  
 1/3800 Mithril Boots  
 1/4200 Gloves of Knowledge  
 1/4200 Gauntlets  
 1/4200 Iron Boots  
 1/4200 Reinforced Leather  
 Boots  
 1/4200 Boots of Knowledge  
 1/4200 Reinforced Leather  
 Gloves  
 1/6600 Scr: Ench. Weap. (Gr. D)  
 1/200 Rec: Strengthened Long  
 Bow\*  
 1/370 Reinforced Leather  
 Boots\*

**PUNISHMENT OF UNDEAD (53)**  
 467-935 *adena*  
 16% Iron Ore  
 1/61 Steel  
 1/150 Adamantite Nugget  
 1/350 Great Pata Blade  
 1/3100 Rec: Spiritshot B  
 1/47k Great Pata  
 1/20 Divine Stocking Pattern\*  
 1/78 Rec: Avadon Gaiters\*

**PY TAN (69)**  
 1125-2251 *adena*  
 1/17 Animal Skin [1-9]  
 1/17 Animal Bone [1-9]  
 1/100 Leather [1-9]  
 1/150 Hazard Bow Shaft  
 1/170 Coarse Bone Powd. [1-9]  
 1/630 Crafted Leather [1-9]

1/5800 Rec: Lance  
 1/11k Scr: Ench. Weap. (Gr. B)  
 1/42k Bow of Peril  
 27% Oriharukon Ore\*  
 27% Stone of Purity\*  
**PYTAN KNIGHT (68)**  
 1145-2290 *adena*  
 1/28 Oriharukon Ore  
 1/28 Stone of Purity  
 1/150 Rec: Doom Boots  
 1/290 Sword of Damascus  
 Blade  
 1/290 Bellion Cestus Edge  
 1/82k Sword of Damascus  
 1/82k Bellion Cestus  
 17% Paradia Boots Pattern\*  
 17% Elemental Boots Lining\*

**QUEEN ANT (43)**  
 10.5K-21.1K *adena* (100%)  
 100% Elven Ring  
 60% Eldarake  
 20% Scr: Ench. Weap. (Gr. C)  
 20% Scr: Ench. Armor (Gr. C)  
 10% Claymore  
 1/20 Haste Potion  
 1/20 Potion of Alacrity

**QUICKSILVER BEAST (15)**  
 96-146 *adena*  
 1/20 Antidote  
 1/40 Animal Skin  
 1/40 Animal Bone  
 1/43 Leather Stocking Pattern  
 1/69 Leather Tunic Pattern  
 1/440 Leather Stockings  
 1/710 Leather Tunic  
 64% Lesser Healing Potion\*  
 38% Animal Bone\*

**RAGING SPARTOI (22)**  
 113-203 *adena*  
 1/23 Antidote  
 1/46 Animal Bone  
 1/62 Iron Ore  
 1/460 Coarse Bone Powder  
 1/620 Steel  
 1/1200 Iron Hammer Head  
 1/17k Iron Hammer  
 1/17k Buzdygan  
 1/17k Mage Staff  
 37% Iron Ore\*  
 1/18 Piece Bone Gaiters  
 Fragment\*

**RAGNA ORC OVERLORD (39)**  
 253-504 *adena*  
 1/28 Silver Nugget  
 1/57 Mithril Ore  
 1/140 Brigandine Gaiters  
 Material  
 1/140 Mithril Scale Gaiters  
 Material  
 1/180 Rec: Neckl. of Darkness  
 1/210 Brigandine Temper  
 1/7900 Mithril Scale Gaiters  
 1/7900 Brigandine Gaiters  
 1/13k Brigandine Tunic  
 15% Elven Ring Piece\*  
 1/200 Rec: Mithril Dagger\*

**RAGNA ORC SEER (39)**  
 253-504 *adena*  
 11% Bone Arrow [20-79]  
 1/75 Silver Nugget [1-3]  
 1/150 Rec: Mithril Gloves  
 1/150 Mithril Ore [1-3]  
 1/310 Crucifix of Blood Piece  
 1/20k Crucifix of Blood  
 11% Rec: Mithril Ring\*  
 1/12 Elven Necklace Beads\*

**RAKECLAW IMP (6)**  
 34-48 *adena*  
 1/59 Antidote  
 1/79 Stem  
 1/120 Crude Leather Shoes  
 1/120 Short Leather Gloves  
 1/120 Cotton Shoes  
 1/240 Suede  
 21% Lesser Healing Potion\*  
 1/150 Broadsword Blade\*

**RAKECLAW IMP CHIEFTAIN (10)**  
 79-107 *adena*  
 1/46 Stem  
 1/73 Rec: Leather Tunic  
 1/140 Suede  
 1/170 Feriotic Stockings  
 1/170 Cotton Stockings  
 1/280 Feriotic Tunic  
 1/280 Cotton Tunic  
 1/550 Haste Potion  
 12% Rec: Leather\*  
 1/55 Leather Shirt\*

**RAKECLAW IMP HUNTER (7)**  
 42-59 *adena*  
 1/63 Stem  
 1/67 Small Shield  
 1/96 Leather Cap  
 1/190 Suede  
 1/430 Rec: Steel  
 1/12 Suede\*  
 1/28 Rec: Cokes\*

**RAMPAGE GOLEM LDR TALOS (25)**  
 12% Stem [1-5]  
 1/24 Suede [1-5]  
 1/34 Rec: Dark Stockings  
 1/40 Braided Hemp [1-5]  
 1/670 Bone Staff  
 1/670 Hand Axe  
 1/670 Scalpel  
 69% Rec: Enchanted Neckl.\*  
 52% Leather Boot Lining\*

**RATMAN HUNTER (18)**  
 100-165 *adena*  
 1/50 Leather Helmet Design  
 1/61 Animal Bone  
 1/81 Iron Ore  
 1/190 Rec: Hard Leather  
 Gaiters  
 1/280 Skeleton Buckler  
 1/580 Round Shield  
 1/610 Coarse Bone Powder  
 1/810 Steel  
 1/830 Leather Helmet  
 42% Animal Bone\*  
 1/78 Rec: Sword Breaker\*

**RATMAN SPY (16)**  
 97-151 *adena*  
 1/26 Animal Bone  
 1/35 Iron Ore  
 1/54 Leather Helmet Design  
 1/300 Skeleton Buckler  
 1/610 Round Shield  
 1/880 Leather Helmet  
 24% Rec: Boots\*  
 1/200 Necklace of Wisdom\*

**RATMAN WARRIOR (19)**  
 101-172 *adena*  
 1/47 Animal Bone  
 1/63 Iron Ore  
 1/470 Coarse Bone Powder  
 1/630 Steel  
 1/5300 Journeyman's Staff  
 1/5300 Bone Club  
 43% Animal Bone\*  
 1/160 Leather Helmet\*

**RED BEAR (14)**  
 94-139 *adena*  
 1/28 Animal Skin  
 1/28 Animal Bone  
 1/350 Cedar Staff Head  
 1/3700 Dwarven Mace  
 1/3700 Cedar Staff  
 18% Leather Shoes Texture\*  
 1/49 Rec: Short Spear\*

**RED KELTR (2)**  
 7-11 *adena*  
 1/83 Pants  
 1/130 Shirt  
 1/140 Animal Skin  
 1/140 Animal Bone  
 1/22 Thread\*  
 1/56 Rec: Broadsword\*

**RED SCAVENGER SPIDER (16)**  
 97-151 *adena*  
 1/17 Thread  
 1/52 Suede  
 1/5900 Shining Knife  
 1/5900 Throwing Knife  
 1/83 Rec: Iron Hammer\*

**REDEYE BAT (15)**  
 96-146 *adena*  
 1/27 Stem  
 1/80 Suede  
 1/330 Hard Leather Pants  
 1/330 Wooden Gaiters  
 1/530 Wooden Breastplate  
 1/720 Rec: Short Spear  
 28% Rec: Leather Helmet\*  
 14% Scroll of Escape\*

**REDEYE LEADER TRAKIA (40)**  
 12% Thread [1-9]  
 1/17 Charcoal [1-9]  
 1/28 Cord [1-9]  
 1/48 Rec: Mithril Alloy  
 1/60 Metallic Fiber [1-9]  
 1/69 Heavy Bone Club Head  
 1/69 Tarbar Head  
 1/69 Skull Breaker Head  
 1/75 Goat Head Staff Head  
 1/4900 Morning Star  
 1/4900 Goat Head Staff  
 1/4900 Tarbar  
 1/4900 Skull Breaker  
 1/4900 Heavy Bone Club  
 25% Brigandine Temper\*  
 1/50 Elven Ring\*

**RELIC SPARTOI (21)**  
 199-355 *adena*  
 1/28 Animal Bone  
 1/38 Iron Ore  
 1/55 Blue Diamond Necklace  
 Gem  
 1/280 Coarse Bone Powder  
 1/380 Steel  
 1/410 Blue Coral Ring  
 1/570 Stone of Purity  
 1/620 Coral Earring  
 1/830 Blue Diamond Necklace  
 1/2400 Rec: Spinebone Sword  
 1/11 Coarse Bone Powder\*  
 1/62 Rec: Trident\*

**RELIC WEREWOLF (9)**  
 123-166 *adena*  
 1/17 Bandage  
 1/33 Animal Skin  
 1/44 Coal  
 1/210 Willow Staff Head  
 1/600 Heavy Chisel  
 1/930 Mace  
 1/930 Willow Staff  
 34% Coal\*  
 11% Rec: Wooden Arrow\*

**REVENANT OF SIR CALIBUS (40)**  
 20% Iron Ore [1-3]  
 1/25 Maingauche Edge  
 1/25 Cursed Maingauche  
 Edge  
 1/51 Steel [1-3]  
 1/100 Rec: Half Plate Armor  
 1/130 Adamantite Nugget [1-3]  
 1/1800 Maingauche  
 1/1800 Cursed Maingauche  
 94% Iron Ore [1-13]\*  
 26% Adamantite Nugget\*

**RICENSED (43)**  
 567-1136 *adena*  
 11% Stem [1-3]  
 1/28 Suede [1-3]  
 1/47 Braided Hemp [1-3]  
 1/68 Mithril Gloves Design  
 1/68 Assault Boots Part  
 1/68 Ogre Power Gauntlets  
 Part  
 1/68 Salamander Skin Boot  
 Lining  
 1/68 Plate Boots Design  
 1/68 Sage's Worn Gloves  
 Lining

1/230 High Grade Suede [1-3]  
 1/280 Compound Braid [1-3]  
 1/300 Rec: Chain Gaiters  
 1/3700 Mithril Gloves  
 1/3700 Ogre Power Gauntlets  
 1/3700 Assault Boots  
 1/3700 Slammer Skin Boots  
 1/3700 Plate Boots  
 1/3700 Sage's Worn Gloves  
 23% Sage's Worn Gloves  
 Lining\*

**RITMAL SWORDSMAN (29)**  
 148-293 *adena*  
 1/56 Silver Nugget  
 1/110 Mithril Ore  
 1/850 Aspis  
 1/1200 Bronze Helmet  
 1/2200 Rec: Gastraphetes  
 10% Rec: Iron Boots\*  
 1/950 Lion Skin Shirt\*

**ROAD SCAVENGER (37)**  
 228-455 *adena*  
 1/56 Elven Ring Piece  
 1/93 Elven Earring Beads  
 1/100 Elven Necklace Beads  
 1/180 Rec: Plate Helmet  
 1/190 Oriharukon Ore  
 1/190 Stone of Purity  
 1/2900 Elven Ring  
 1/4400 Elven Earring  
 1/5900 Elven Necklace  
 1/19 Oriharukon Ore\*  
 1/120 Sword of Revolution Bl.\*

**ROTTING GOLEM (44)**  
 354-709 *adena*  
 1/28 Varnish [1-3]  
 1/28 Iron Ore [1-3]  
 1/69 Silver Nugget [1-3]  
 1/280 Steel [1-3]  
 1/420 Rec: Rind Leather Gaiters  
 1/490 Flamberge Blade  
 1/490 Stormbringer Blade  
 1/1000 Scr: Ench. Armor (Gr. C)  
 1/46k Flamberge  
 1/46k Stormbringer  
 45% Silver Nugget\*  
 1/11 Rec: Ring of Protection\*





**SILENT HORROR (16)**

180-281 *adena*  
 1/21 Lesser Healing Potion  
 1/46 Varnish  
 1/46 Iron Ore  
 1/120 Silver Nugget  
 1/290 Stockings of Devotion  
 1/470 Tunic of Devotion  
 1/1100 Rec: Iron Hammer  
 1/22 Potion of Alacrity\*  
 1/45 Rec: Sword Breaker\*

**SKELETON (12)**

171-236 *adena*  
 11% Animal Bone [1-5]  
 1/13 Iron Ore [1-5]  
 1/29 Dirk Blade\*

**SKELETON ARCHER (13)**

173-246 *adena*  
 1/12 Wooden Arrow [20-79]  
 1/31 Stem [1-3]  
 1/92 Suede [1-3]  
 1/690 Hunting Bow  
 66% Bandage [1-3]\*  
 33% Suede\*

**SKELETON AXEMAN (28)**

143-280 *adena*  
 1/25 Animal Bone  
 1/34 Iron Ore  
 1/240 Trident Edge  
 1/250 Coarse Bone Powder  
 1/340 Steel  
 1/10k Trident  
 1/20 Rec: White Tunic\*  
 1/130 Rec: Elven Bow\*

**SKELETON BOWMAN (20)**

103-179 *adena*  
 1/23 Bone Arrow [20-39]  
 1/38 Stem  
 1/110 Suede  
 1/190 Braided Hemp  
 1/350 Forest Bow Shaft  
 1/380 Rec: Steel Mold  
 1/5200 Forest Bow  
 22% Leather Gloves Lining\*  
 1/73 Rec: Composition Bow\*

**SKELETON HUNTER (12)**

92-127 *adena*  
 1/12 Wooden Arrow [20-39]  
 1/44 Animal Bone  
 1/59 Iron Ore  
 1/1300 Hunting Bow  
 69% Antidote\*  
 17% Leather Shoes Texture\*

**SKELETON HUNTER ARCHER (13)**

93-132 *adena*  
 1/29 Stem  
 1/86 Suede  
 1/780 Rec: Sword of Reflection  
 1/1300 Hunting Bow  
 53% Stem\*  
 18% Suede\*

**SKELETON INFANTRYMAN (16)**

97-151 *adena*  
 1/19 Antidote  
 1/39 Animal Bone  
 1/52 Iron Ore  
 1/380 Short Spear Edge  
 1/5900 Short Spear  
 1/41 Potion of Alacrity\*  
 1/160 Forest Bow Shaft\*

**SKELETON LONGBOWMAN (19)**

101-172 *adena*  
 1/24 Stem  
 1/71 Suede  
 1/120 Braided Hemp  
 1/360 Forest Bow Shaft  
 1/5300 Forest Bow

13% Braided Hemp\*  
 1/19 Haste Potion\*

**SKELETON LORD (15)**

179-272 *adena*  
 1/14 Animal Bone  
 1/19 Iron Ore  
 1/640 Hunting Bow  
 53% Iron Ore\*

**SKELETON MARAUDER (29)**

148-293 *adena*  
 1/20 Bone Arrow [20-39]  
 1/23 Stem  
 1/68 Suede  
 1/110 Scroll of Escape: Clan Hall  
 1/110 Braided Hemp  
 1/340 Coarse Bone Powder  
 1/510 Elven Bow Shaft  
 1/550 High Grade Suede  
 1/680 Stone of Purity  
 1/680 Compound Braid  
 1/23k Long Bow  
 1/23k Elven Bow  
 52% Stem [1-3]\*  
 1/140 Dwarven Trident Edge\*

**SKELETON MARKSMAN (14)**

175-259 *adena*  
 13% Wooden Arrow [20-39]  
 1/20 Stem  
 1/59 Suede  
 1/200 Key of Thief  
 1/670 Hunting Bow  
 34% Suede\*  
 26% Scroll of Escape\*

**SKELETON RAIDER (30)**

154-308 *adena*  
 1/32 Animal Bone  
 1/43 Iron Ore  
 1/320 Coarse Bone Powder  
 1/430 Steel  
 1/510 Potion of Alacrity  
 1/770 Leather Gauntlets  
 1/770 Blue Buckskin Boots  
 1/4100 Rec: Two-Handed Sword  
 1/17 Enchanted Necklace Ch.\*  
 1/180 Rec: Two-Handed Sword\*

**SKELETON SCOUT (19)**

101-172 *adena*  
 1/16 Wooden Arrow [20-39]  
 1/59 Animal Bone  
 1/79 Iron Ore  
 1/590 Coarse Bone Powder  
 1/790 Steel  
 1/5300 Shining Knife  
 1/5300 Throwing Knife  
 21% Leather Gloves Lining\*  
 1/19 Haste Potion\*

**SLAVE SKELETON (12)**

92-127 *adena*  
 1/18 Animal Bone [1-3]  
 1/24 Iron Ore [1-3]  
 1/59 Key of Thief  
 1/53 Rec: Short Spear\*

**SNIPE (44)**

396-792 *adena*  
 1/14 Stem [1-3]  
 1/43 Suede [1-3]  
 1/72 Braided Hemp [1-3]  
 1/140 Karmian Gloves Fabric  
 1/140 Chain Boots Part  
 1/140 Karmian Boots Fabric  
 1/140 Plate Leather Boot Lining  
 1/140 Dwarven Chain Boots Part  
 1/140 Reinforced Mithril Gloves Design  
 1/140 Chain Gloves Design

1/350 High Grade Suede [1-3]  
 1/430 Compound Braid [1-3]  
 1/430 Rec: Soulshot C  
 1/7900 Scr: Ench. Weap. (Gr. C)  
 1/7900 Chain Boots  
 1/7900 Karmian Boots  
 1/7900 Plated Leather Boots  
 1/7900 Dwarven Chain Boots  
 1/7900 Reinforced Mithril Gloves  
 1/7900 Chain Gloves  
 1/7900 Karmian Gloves  
 16% Mithril Gloves Design\*  
 14% Rec: Aquastone Ring\*

**SNIPE FELLOW (42)**

361-723 *adena*  
 1/17 Stem [1-3]  
 1/42 Cursed Bone [1-3]  
 1/52 Suede [1-3]  
 1/87 Braided Hemp [1-3]  
 1/230 Mithril Dagger Blade  
 1/420 High Grade Suede [1-3]  
 1/520 Compound Braid [1-3]  
 1/11k Rec: Great Pata  
 1/18k Mithril Dagger  
 1/52 Rec: Divine Stockings\*  
 1/150 Tsurugi Blade\*

**SORROW MAIDEN (27)**

137-264 *adena*  
 1/22 Thread  
 1/44 Charcoal  
 1/72 Cord  
 1/250 Rec: Enchanted Neckl.  
 1/530 Potion of Alacrity  
 1/16k Bone Staff  
 1/16k Hand Axe  
 1/16k Scalpel  
 1/120 Temptation of Abyss Piece\*  
 1/140 Rec: Spinebone Sword\*

**SOUL SCAVENGER (35)**

12% Scroll of Escape  
 1/11 Bone Arrow [20-359]  
 1/28 Animal Skin [1-17]  
 1/28 Animal Bone [1-17]  
 1/33 Two-Handed Sword Edge  
 1/170 Leather [1-17]  
 1/280 Coarse Bone Powd. [1-17]  
 1/1400 Sword of Magic  
 1/1400 Sword of Occult  
 1/1900 Two-Handed Sword  
 1/1900 Crimson Sword  
 1/1900 Elven Sword  
 1/53 Mithril Stockings\*

**SPECTER (26)**

132-252 *adena*  
 1/56 Varnish  
 1/56 Iron Ore  
 1/140 Silver Nugget  
 1/560 Rec: White Tunic  
 1/560 Steel  
 1/670 Potion of Alacrity  
 1/5700 Bagh-Nakh  
 1/22 Steel\*  
 1/100 Trident Edge\*

**SPORE FUNGUS (9)**

66-89 *adena*  
 1/41 Antidote  
 1/55 Stem  
 1/170 Suede  
 1/210 Feriatic Stockings  
 1/210 Cotton Stockings  
 1/330 Feriatic Tunic  
 1/330 Cotton Tunic  
 1/370 Rec: Braided Hemp  
 41% Lesser Healing Potion\*  
 1/16 Crude Leather Shoes\*

**SPORE ZOMBIE (47)**

365-729 *adena*  
 1/22 Animal Skin [1-3]  
 1/29 Coal [1-3]  
 1/55 Ring of Protection Gemstone  
 1/79 Earring of Protection Gemstone  
 1/97 Necklace of Protection Gemstone  
 1/130 Greater Healing Potion [1-3]  
 1/130 Leather [1-3]  
 1/170 Cokes [1-3]  
 1/820 Crafted Leather [1-3]  
 1/3800 Ring of Protection  
 1/5800 Earring of Protection  
 1/6900 Rec: Scorpion  
 1/7700 Necklace of Protection  
 86% Animal Skin [1-3]\*  
 1/330 Rec: Fist Blade\*

**STAKATO QUEEN ZYRNN (43)**

16% Silver Arrow [20-279]  
 11% Iron Ore [1-13]  
 1/39 Ghost Staff Head  
 1/39 Staff of Life Shaft  
 1/42 Atuba Mace Head  
 1/42 Bonebreaker Head  
 1/42 Atuba Hammer Head  
 1/89 Steel [1-13]  
 1/220 Adamantite Nugget [1-13]  
 1/3100 Bonebreaker  
 1/3100 Atuba Hammer  
 1/3100 Ghost Staff  
 1/3100 Staff of Life  
 1/3100 Atuba Mace  
 99% Rec: Plate Leather Boots\*  
 33% Rec: Karmian Tunic\*

**STINGER WASP (30)**

154-308 *adena*  
 1/21 Thread  
 1/43 Charcoal  
 1/70 Cord  
 1/71 Healing Potion  
 1/85 Enchanted Necklace Ch.  
 1/1300 Enchanted Ring  
 1/2k Enchanted Earring  
 1/2600 Enchanted Necklace  
 1/4100 Rec: Shillien Knife  
 1/11k Scr: Ench. Weap. (Gr. D)  
 33% Healing Potion\*  
 1/570 Lion Skin Gaiters\*

**STINK ZOMBIE (19)**

101-172 *adena*  
 1/24 Thread  
 1/40 Necklace of Wisdom Ch.  
 1/47 Charcoal  
 1/240 Rec: Varnish of Purity  
 1/470 Ring of Wisdom  
 1/700 Cat's Eye Earring  
 1/930 Necklace of Wisdom  
 1/15 Rec: Steel Mold\*  
 1/37 Potion of Alacrity\*

**STONE GIANT (13)**

173-246 *adena*  
 1/17 Necklace of Anguish Ch.  
 1/31 Varnish  
 1/31 Iron Ore  
 1/77 Silver Nugget  
 1/150 Ring of Anguish  
 1/220 Earring of Strength  
 1/220 Earring of Wisdom  
 1/300 Necklace of Anguish  
 66% Antidote [1-3]\*  
 1/27 Gloves\*

**STONE GOLEM (13)**

93-132 *adena*  
 1/23 Varnish [1-3]

1/23 Iron Ore [1-3]  
 1/57 Silver Nugget [1-3]  
 27% Varnish\*  
 1/50 Leather Shoes\*

**STONE GUARDIAN (16)**

97-151 *adena*  
 1/86 Varnish  
 1/86 Iron Ore  
 1/180 Rec: Blue Diamond Necklace  
 1/220 Silver Nugget  
 1/1000 Potion of Alacrity  
 1/5900 Journeyman's Staff  
 1/5900 Bone Club  
 29% Iron Ore\*  
 12% Silver Nugget\*

**STONE SOLDIER (14)**

94-139 *adena*  
 1/31 Necklace of Anguish Ch.  
 1/74 Varnish  
 1/74 Iron Ore  
 1/180 Silver Nugget  
 1/270 Ring of Anguish  
 1/400 Earring of Strength  
 1/400 Earring of Wisdom  
 1/540 Necklace of Anguish  
 1/1000 Rec: Sword of Reflection  
 28% Charcoal\*  
 1/49 Rec: Short Spear\*

**STRAIN (31)**

164-327 *adena*  
 1/20 Stem  
 1/60 Suede  
 1/100 Braided Hemp  
 1/400 Scroll of Resurrection  
 1/460 Elven Bow Shaft  
 1/480 High Grade Suede  
 1/600 Compound Braid  
 1/21k Long Bow  
 1/21k Elven Bow  
 39% Suede\*  
 35% Healing Potion\*

**SUKAR WERERAT (18)**

100-165 *adena*  
 1/50 Leather Helmet Design  
 1/61 Animal Bone  
 1/81 Iron Ore  
 1/280 Skeleton Buckler  
 1/580 Round Shield  
 1/610 Coarse Bone Powder  
 1/810 Steel  
 1/830 Leather Helmet  
 1/2k Rec: Sword Breaker  
 25% Rec: Boots\*  
 1/16 Rec: High Grade Suede\*

**SUKAR WERERAT CHIEF (28)**

1/12 Scroll of Escape  
 1/13 Animal Bone [1-5]  
 1/17 Iron Ore [1-5]  
 1/130 Coarse Bone Powd. [1-5]  
 1/170 Steel [1-5]  
 1/580 Bone Staff  
 1/580 Hand Axe  
 1/580 Scalpel  
 1/73 Scale Mail\*

**SUKAR WERERAT LEADER (19)**

101-172 *adena*  
 1/47 Animal Bone  
 1/63 Iron Ore  
 1/470 Coarse Bone Powder  
 1/630 Steel  
 1/1000 Bone Gaiters  
 1/1000 Cotton Pants  
 1/1600 Bone Breastplate  
 1/1600 Cotton Shirt  
 32% Iron Ore\*  
 1/100 Low Boots\*



# LINEAGE

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### SUSCEPTOR (49)

397-795 *adena*  
1/34 Greater Healing Potion  
1/110 Oriharukon Ore  
1/110 Stone of Purity  
1/190 Rec: Composite Boots  
1/540 Dwarven Warhammer Head  
1/560 Cursed Staff Head  
1/52k Cursed Staff  
1/52k Dwarven War Hammer  
1/53 Scr: Ench. Armor (Gr. C)\*  
1/300 Rec: Sword of Nightmare\*

### TAIK ORC (40)

265-529 *adena*  
1/17 Cursed Bone  
1/56 Brigandine Shield Fragment  
1/56 Kite Shield Fragment  
1/150 Rec: Square Shield  
1/210 Brigandine Helmet Design  
1/220 Oriharukon Ore  
1/220 Stone of Purity  
1/3200 Kite Shield  
1/3200 Brigandine Shield  
1/4500 Brigandine Helmet  
1/13 Manticore Skin Gaiters Pattern\*

1/190 Rec: Scallop Jamadhr\*

### TAIK ORC ARCHER (41)

331-662 *adena*  
1/25 Animal Bone [1-3]  
1/29 Silver Arrow [20-79]  
1/33 Iron Ore [1-3]  
1/120 Mithril Gloves Design  
1/120 Assault Boots Part  
1/120 Ogre Power Gauntlets Part  
1/120 Salamander Skin Boot Lining  
1/120 Plate Boots Design  
1/120 Sage's Worn Gloves Lining  
1/250 Stone of Purity  
1/250 Coarse Bone Powd. [1-3]  
1/320 Rec: Chain Hood  
1/330 Steel [1-3]  
1/6300 Mithril Gloves  
1/6300 Ogre Power Gauntlets  
1/6300 Assault Boots  
1/6300 Slamander Skin Boots  
1/6300 Plate Boots  
1/6300 Sage's Worn Gloves  
1/13 Rec: Chain Gloves\*  
1/13 Rec: Chain Shield\*

### TAIK ORC CAPTAIN (44)

354-709 *adena*  
1/21 Animal Bone [1-3]  
1/28 Iron Ore [1-3]  
1/73 Chain Gaiters Part  
1/150 Chain Mail Shirt Material  
1/210 Coarse Bone Powd. [1-3]  
1/220 Rec: Crimson Boots  
1/280 Steel [1-3]  
1/1000 Scr: Ench. Armor (Gr. C)  
1/6400 Chain Gaiters  
1/10k Chain Mail Shirt  
11% Steel\*  
1/57 Rec: Dwarven Chain Mail Shirt\*

### TAIK ORC SEEKER (52)

449-897 *adena*  
1/14 Animal Bone [1-3]  
1/19 Iron Ore [1-3]  
1/23 Cursed Bone [1-3]  
1/54 Mithril Gauntlets Design  
1/54 Composite Boots Part

1/140 Coarse Bone Powd. [1-3]

1/190 Steel [1-3]  
1/3900 Composite Boots  
1/3900 Mithril Gauntlets  
1/4800 Rec: Soulshot B  
98% Cord\*  
1/42 Composite Armor Temper\*

### TAIK ORC SHAMAN (43)

339-678 *adena*  
1/46 Mithril Ring Wire  
1/65 Omen Beast's Eye Earring Gemstone  
1/91 Neckl. of Darkness Gem  
1/150 Coarse Bone Powder  
1/290 Oriharukon Ore  
1/290 Stone of Purity  
1/2600 Mithril Ring  
1/3800 Omen Beast's Eye Earring  
1/4400 Rec: Big Hammer  
1/5100 Necklace of Darkness  
1/26 Rec: Plated Leather Gaiters\*  
1/210 Rec: Orcish Glaive\*

### TAIK ORC SUPPLY (51)

478-958 *adena*  
1/15 Varnish [1-3]  
1/15 Iron Ore [1-3]  
1/37 Silver Nugget [1-3]  
1/150 Steel [1-3]  
1/2k Paagrio Hammer Head  
1/2100 Stick of Eternity Shaft  
1/2100 Paradia Staff Head  
1/2100 Sage's Staff Head  
1/2100 Club of Nature Head  
1/2200 War Axe Blade  
1/2200 Nirvana Axe Blade  
1/2200 Mace of The Underworld Head  
1/4600 Rec: Yaksas Mace  
1/260k War Axe  
1/260k Nirvana Axe  
1/260k Stick of Eternity  
1/260k Paradia Staff  
1/260k Paagrio Hammer  
1/260k Sage's Staff  
1/260k Club of Nature  
1/260k Mace of The Underworld  
1/120 Club of Nature Head\*  
1/400 Rec: Eminence Bow\*

### TAIK ORC SUPPLY LEADER (55)

571-1110 *adena*  
1/19 Varnish [1-5]  
1/19 Coal [1-5]  
1/19 Charcoal [1-5]  
1/110 Cokes [1-5]  
1/300 Eminence Bow Shaft  
1/510 Rec: Elemental Boots  
1/39k Eminence Bow  
1/20 Zubei's Gaiter Material\*  
1/730 Rec: Bellion Cestus\*

### TAIK ORC WARRIOR (42)

323-647 *adena*  
1/12 Animal Bone  
1/17 Iron Ore  
1/88 Plate Gaiters Part  
1/120 Coarse Bone Powder  
1/140 Half Plate Temper  
1/170 Steel  
1/3800 Rec: Stormbringer  
1/5400 Plate Gaiters  
1/8600 Half Plate Armor  
1/9100 Scr: Ench. Weap. (Gr. C)  
41% Silver Nugget\*  
1/19 Plate Gaiters Part\*

### TAINTED ZOMBIE (18)

100-165 *adena*  
1/12 Animal Bone  
1/16 Iron Ore  
1/120 Coarse Bone Powder  
1/160 Steel  
1/400 Rec: Composition Bow  
1/32 Steel\*  
1/150 Sword of Reflection Bl.\*  
435-870 *adena*  
1/25 Oriharukon Ore  
1/25 Stone of Purity  
1/59 Rec: Full Plate Boots  
33% Greater Healing Potion\*  
1/41 Enria\*

### TAIRIM (50)

435-870 *adena*  
1/58 Scroll of Resurrection  
1/87 Scale Gaiters Fragment  
1/130 Scale Mail Fragment  
1/3100 Scale Gaiters  
1/5k Scale Mail  
1/13 Enchanted Necklace Ch.\*  
1/14 Rec: Mithril Banded Gaiters\*

### TALAKIN (30)

191-382 *adena*  
1/58 Scroll of Resurrection  
1/87 Scale Gaiters Fragment  
1/130 Scale Mail Fragment  
1/3100 Scale Gaiters  
1/5k Scale Mail  
1/13 Enchanted Necklace Ch.\*  
1/14 Rec: Mithril Banded Gaiters\*

### TALAKIN ARCHER (28)

177-347 *adena*  
1/440 Rec: Dwarven Trident  
1/4200 Strengthened Bow  
10% Bone Helmet Design\*  
1/100 Rec: Elven Bow\*

### TALAKIN RAIDER (27)

170-327 *adena*  
1/22 Stem  
1/65 Suede  
1/110 Braided Hemp  
1/520 High Grade Suede  
1/650 Compound Braid  
1/2800 Rec: Elven Bow  
1/4400 Strengthened Bow  
59% Thread [1-3]\*  
1/230 Red Crescent Earring\*

### TALON SPIDER (16)

97-151 *adena*  
1/20 Leather Gloves Lining  
1/26 Thread  
1/64 Rec: Boots  
1/78 Suede  
1/440 Low Boots  
1/440 Leather Gloves  
14% Rec: Blue Diamond Necklace\*  
12% Necklace of Wisdom Ch.\*

### TAMLIN ORC (41)

278-556 *adena*  
1/16 Varnish  
1/16 Iron Ore  
1/40 Silver Nugget  
1/100 Plate Gaiters Part  
1/160 Half Plate Temper  
1/160 Steel  
1/4800 Rec: Soulshot C  
1/6300 Plate Gaiters  
1/10k Half Plate Armor  
10% Steel\*  
1/230 Rec: Heavy Doom Hammer\*

### TAMLIN ORC ARCHER (42)

347-694 *adena*  
1/19 Stem [1-3]  
1/32 Silver Arrow [20-79]  
1/56 Suede [1-3]  
1/93 Braided Hemp [1-3]  
1/140 Coarse Bone Powder  
1/240 Light Crossbow Shaft  
1/280 Stone of Purity  
1/440 High Grade Suede [1-3]  
1/560 Compound Braid [1-3]  
1/5600 Rec: Soulshot C  
1/19k Light Crossbow  
1/14 Rec: Plate Leather Gloves\*  
1/14 Compound Braid\*

### TARLK BASILISK (50)

414-829 *adena*  
1/16 Animal Skin [1-3]  
1/16 Animal Bone [1-3]  
1/59 Mithril Gauntlets Design  
1/59 Composite Boots Part  
1/93 Leather [1-3]  
1/160 Coarse Bone Powd. [1-3]  
1/590 Crafted Leather [1-3]  
1/1100 Rec: Divine Tunic  
1/4200 Composite Boots  
1/4200 Mithril Gauntlets  
1/15 Rec: Maestro Holder\*  
1/150 Crystal Dagger Blade\*

### TARLK BUGBEAR (47)

365-729 *adena*  
1/21 Varnish [1-3]  
1/21 Iron Ore [1-3]  
1/52 Silver Nugget [1-3]  
1/100 Dwarven Chain Gaiters Material  
1/160 Dwarven Chain Mail Shirt Material  
1/210 Steel [1-3]  
1/300 Rec: Earring of Binding  
1/7900 Dwarven Chain Gaiters  
1/13k Dwarven Chain Mail Shirt  
1/19 Rec: Great Helmet\*  
1/21 Rec: Theca Leather Gloves\*

### TARLK BUGBEAR HIGH WARRIOR (49)

397-795 *adena*  
1/15 Varnish [1-9]  
1/15 Iron Ore [1-9]  
1/38 Silver Nugget [1-9]  
1/150 Steel [1-9]  
1/1300 Rec: Caliburs  
12% Gloves of Seal Pattern\*  
1/16 Rec: Maestro Mold\*

### TARLK BUGBEAR WARRIOR (48)

381-761 *adena*  
1/12 Fine Steel Arrow [20-79]  
1/24 Varnish [1-3]  
1/24 Iron Ore [1-3]  
1/59 Silver Nugget [1-3]  
1/240 Steel [1-3]  
1/1100 Shamshir Blade  
1/1100 Katana Blade  
1/1100 Spirit Sword Blade  
1/1100 Raid Sword Blade  
1/1900 Rec: Composite Armor  
1/110k Shamshir  
1/110k Katana  
1/110k Spirit Sword  
1/110k Raid Sword  
1/110 Dwarven Warhammer Head\*  
1/320 Rec: War Axe\*

### THUNDER WYRM (54)

486-972 *adena*  
12% Silver Arrow [20-79]  
1/29 Silver Nugget [1-3]

1/59 Mithril Ore [1-3]  
1/760 Rec: Avadon Gaiters  
1/1400 Yaksas Mace Head  
1/1500 Paagrio Axe Blade  
1/1600 Deadman's Staff Head  
1/1600 Ghoul's Staff Head  
1/1600 Demon's Staff Head  
1/180k Paagrio Axe  
1/230k Demon's Staff  
1/230k Ghoul's Staff  
1/230k Demon's Staff  
1/230k Yaksas Mace  
69% Silver Nugget\*  
1/13 Nassen's Earring Gemstone\*

### TIGER HORNET (26)

10% Scroll of Escape  
1/12 Animal Skin [1-5]  
1/12 Animal Bone [1-5]  
1/24 Temptation of Abyss Piece  
1/71 Leather [1-5]  
1/120 Coarse Bone Powd. [1-5]  
1/870 Proof of Revenge  
1/870 Scroll of Wisdom  
1/870 Branch of Life  
1/870 Temptation of Abyss  
1/31 Puma Skin Shirt\*

### TIMAK ORC (40)

265-529 *adena*  
1/25 Varnish  
1/25 Iron Ore  
1/63 Silver Nugget  
1/250 Steel  
1/270 Bich'Hwa Edge  
1/400 Amulet: Wisdom of Paagrio  
1/400 Amulet: Glory of Paagrio  
1/400 Amulet: Seal of Winter  
1/19k Bich'Hwa  
1/13 Rec: Omen Beast's Eye Earring\*  
1/21 Mithril Tunic Fabric\*

### TIMAK ORC ARCHER (41)

331-662 *adena*  
1/12 Stem  
1/36 Suede  
1/61 Braided Hemp  
1/250 Light Crossbow Shaft  
1/290 High Grade Suede  
1/360 Compound Braid  
1/390 Amulet: Seal of Scourge  
1/390 Amulet: Shield of Paagrio  
1/390 Amulet: Steal Essence  
1/1800 Scr: Ench. Armor (Gr. C)  
1/19k Light Crossbow  
1/24 Rec: Tempered Mithril Gaiters\*  
1/45 Rec: Plated Leather\*

### TIMAK ORC OVERLORD (45)

372-743 *adena*  
1/12 Animal Skin  
1/15 Coal  
1/69 Leather  
1/92 Cokes  
1/350 Amulet: Chant of Fury  
1/350 Amulet: Seal of Suspension  
1/440 Crafted Leather  
1/460 Flamberg Blade  
1/470 Stormbringer Blade  
1/44k Flamberg  
1/44k Stormbringer  
1/31 Chain Mail Shirt Material\*  
1/240 Rec: Elven Bow of Nobility\*

**TIMAK ORC SHAMAN (44)**  
 319-639 *adena*  
 1/31 Varnish [1-3]  
 1/31 Coal [1-3]  
 1/31 Charcoal [1-3]  
 1/180 Cokes [1-3]  
 1/350 Amulet: Seal of Silence  
 1/350 Amulet: Seal of Flame  
 1/2k Heavy Doom Axe Blade  
 1/2k Heavy Doom Hammer Head  
 1/2400 Big Hammer Head  
 1/2400 Battle Axe Head  
 1/2400 Silver Axe Head  
 1/2400 Skull Graver Head  
 1/2400 Crystal Staff Head  
 1/2400 Stick of Faith Shaft  
 1/200k Big Hammer  
 1/200k Battle Axe  
 1/200k Silver Axe  
 1/200k Skull Graver  
 1/200k Heavy Doom Hammer  
 1/200k Crystal Staff  
 1/200k Stick of Faith  
 1/200k Heavy Doom Axe  
 1/27 Sage's Rag Lining\*  
 1/100 Scythe Edge\*

**TIMAK ORC SOLDIER (42)**  
 323-647 *adena*  
 1/19 Varnish  
 1/19 Iron Ore  
 1/48 Silver Nugget  
 1/190 Steel  
 1/310 Amulet: Freezing Flame  
 1/310 Amulet: Chant of Evasion  
 1/370 Amulet: Seal of Gloom  
 1/1300 Ghost Staff Head  
 1/1300 Staff of Life Shaft  
 1/1300 Atuba Mace Head  
 1/1300 Bonebreaker Head  
 1/1300 Atuba Hammer Head  
 1/99k Bonebreaker  
 1/99k Atuba Hammer  
 1/99k Ghost Staff  
 1/99k Staff of Life  
 1/99k Atuba Mace  
 1/49 Rec: Chain Mail Shirt\*  
 1/220 Rec: Cursed Dagger\*

**TIMAK ORC TROOP ARCHER (41)**  
 454-907 *adena*  
 1/14 Stem [1-3]  
 1/41 Suede [1-3]  
 1/62 Plate Gaiters Part  
 1/69 Braided Hemp [1-3]  
 1/97 Half Plate Temper  
 1/170 Rec: Dwarven Chain Boots  
 1/330 High Grade Suede [1-3]  
 1/410 Compound Braid [1-3]  
 1/1000 Scr: Ench. Armor (Gr. C)  
 1/3800 Plate Gaiters  
 1/6200 Half Plate Armor  
 90% Stem [1-5]\*  
 11% Rec: Chain Boots\*

**TIMAK ORC TROOP LEADER (45)**  
 509-1017 *adena*  
 1/18 Varnish [1-3]  
 1/18 Coal [1-3]  
 1/18 Charcoal [1-3]  
 1/68 Coarse Bone Powder  
 1/110 Cokes [1-3]  
 1/140 Stone of Purity  
 1/190 Crystallized Ice Bow Shaft  
 1/440 Rec: Rind Leather Armor  
 1/16k Crystallized Ice Bow  
 1/30 Rec: Rind Leather Armor\*  
 1/70 Body Slasher Blade\*

**TIMAK ORC TROOP SHAMAN (44)**  
 437-875 *adena*  
 1/22 Varnish [1-3]  
 1/22 Iron Ore [1-3]  
 1/56 Silver Nugget [1-3]  
 1/61 Tempered Mithril Gaiters Fragment  
 1/100 Mithril Shirt Fabric  
 1/220 Steel [1-3]  
 1/880 Rec: Robe of Seal  
 1/3900 Tempered Mithril Gaiters  
 1/6200 Scr: Ench. Weap. (Gr. C)  
 1/6200 Mithril Shirt  
 21% Aquastone Ring Wire\*  
 1/50 Rec: Robe of Seal\*

**TIMAK ORC TROOP WARRIOR (43)**  
 464-929 *adena*  
 1/23 Varnish [1-3]  
 1/23 Iron Ore [1-3]  
 1/58 Silver Nugget [1-3]  
 1/190 Scallop Jamadhr Edge  
 1/230 Steel [1-3]  
 1/2600 Rec: Silver Axe  
 1/6300 Scr: Ench. Weap. (Gr. C)  
 1/14k Scallop Jamadhr  
 1/21 Half Plate Temper\*  
 1/150 Rec: Heavy Doom Axe\*

**TIMAK ORC WARRIOR (43)**  
 339-678 *adena*  
 1/18 Varnish  
 1/18 Iron Ore  
 1/46 Silver Nugget  
 1/180 Steel  
 1/350 Amulet: Seal of Mirage  
 1/350 Amulet: Sight of Paagriro  
 1/350 Amulet: Chant of Rage  
 1/480 Claymore Blade  
 1/490 Elven Long Sword Blade  
 1/38k Claymore  
 1/38k Elven Long Sword  
 1/210 Rec: Body Slasher\*  
 1/280 Rec: Blessed Spiritshot C\*

**TITANS CREATION PREMIO PRIME (43)**  
 12% Animal Bone [1-9]  
 1/11 Mithril Dagger Blade  
 1/11 Iron Ore [1-9]  
 1/80 Coarse Bone Powd. [1-9]  
 1/110 Steel [1-9]  
 1/490 Rec: Skull Graver  
 1/830 Mithril Dagger  
 64% Neckl. of Darkness Gem\*  
 45% Rec: Aquastone Neckl.\*

**TOAD LORD (32)**  
 173-347 *adena*  
 1/11 Bone Arrow [20-39]  
 1/29 Animal Bone  
 1/38 Iron Ore  
 1/150 Rec: Bone Arrow  
 1/290 Coarse Bone Powder  
 1/380 Steel  
 1/690 Leather Gauntlets  
 1/690 Blue Buckskin Boots  
 68% Greater Antidote\*  
 1/49 Scr: Ench. Armor (Gr. D)\*

**TORFE (49)**  
 738-1479 *adena*  
 1/12 Cursed Bone [1-3]  
 1/25 Silver Nugget [1-3]  
 1/27 Dwarven Chain Shield Fragment  
 1/32 Great Helmet Material  
 1/46 Greater Healing Potion [1-3]  
 1/51 Mithril Ore [1-3]  
 1/1500 Dwarven Chain Shield  
 1/2200 Rec: Sword of Whispering Death

1/2300 Great Helmet  
 53% Mithril Ore\*  
 1/15 Rec: Neckl. of Mermaid\*

**TRACKER SHARUK (28)**  
 16% Trident Edge  
 12% Scroll of Escape  
 1/12 Animal Skin [1-7]  
 1/16 Coal [1-7]  
 1/74 Leather [1-7]  
 1/99 Cokes [1-7]  
 1/270 Trident  
 1/32 Scale Gaiters\*

**TRACKER SKELETON (17)**  
 99-159 *adena*  
 10% Animal Bone [1-3]  
 1/13 Iron Ore [1-3]  
 20% Leather Gloves Lining\*  
 1/16 Rec: High Grade Suede\*

**TRACKER SKELETON LEADER (18)**  
 100-165 *adena*  
 1/30 Antidote  
 1/61 Animal Bone  
 1/81 Iron Ore  
 1/610 Coarse Bone Powder  
 1/810 Steel  
 1/5500 Tears of Eva  
 1/5500 Relic of The Saints  
 1/19 Haste Potion\*

**TRISALIM SPIDER (45)**  
 335-669 *adena*  
 1/15 Thread [1-3]  
 1/29 Charcoal [1-3]  
 1/47 Aquastone Ring Wire  
 1/48 Cord [1-3]  
 1/68 Moonstone Earring Wire  
 1/85 Aquastone Necklace Ch.  
 1/100 Metallic Fiber [1-3]  
 1/240 Rec: Gloves of Seal  
 1/3300 Aquastone Ring  
 1/5k Moonstone Earring  
 1/6600 Aquastone Necklace  
 1/8k Scr: Ench. Weap. (Gr. C)  
 1/22 Rec: Necklace of Protection\*  
 1/240 Rec: Cursed Staff\*

**TRISALIM TARANTULA (46)**  
 368-735 *adena*  
 1/22 Varnish [1-3]  
 1/22 Iron Ore [1-3]  
 1/56 Silver Nugget [1-3]  
 1/67 Rec: Fine Steel Arrow  
 1/220 Steel [1-3]  
 1/660 Body Slasher Blade  
 1/660 Scythe Edge  
 1/660 Orcish Glaive Blade  
 1/67k Scythe  
 1/67k Orcish Glaive  
 1/67k Body Slasher  
 12% Steel\*  
 11% Dwarven Chain Boots Part\*

**TRIVES (63)**  
 674-1348 *adena*  
 1/130 Mold Glue  
 1/200 Boots of Silence Fabric  
 1/200 Guardian's Boots Fabric  
 1/200 Avadon Gloves Part  
 1/200 Chain Gloves of Silence Design  
 1/200 Guardian's Gloves Design  
 1/200 Gloves of Blessing Pattern  
 1/200 Boots of Blessing Design  
 1/200 Zubei's Boots Design  
 1/200 Avadon Boots Design  
 1/200 Zubei's Gauntlet Part  
 1/210 Mold Lubricant

1/490 Mold Hardener  
 1/510 Rec: Blue Wolf Helmet  
 1/28k Zubei's Boots  
 1/28k Boots of Silence  
 1/28k Guardian's Boots  
 1/28k Boots of Blessing  
 1/28k Avadon Boots  
 1/28k Zubei's Gauntlets  
 1/28k Avadon Gloves  
 1/28k Chain Gloves of Silence  
 1/28k Guardian's Gloves  
 1/28k Gloves of Blessing  
 1/12 Stockings of Zubei Fabric\*  
 1/35 Rec: Doom Shield\*

**TULBEN (52)**  
 471-942 *adena*  
 1/11 Greater Healing Potion  
 1/76 Asofe  
 1/76 Thons  
 1/130 Rec: Guardian's Boots  
 1/150 Enria  
 10% Theca Leather Boots Texture\*  
 1/130 Rec: Zubei's Breastplate\*

**TUMRAN BUGBEAR (23)**  
 119-210 *adena*  
 1/59 Varnish  
 1/59 Iron Ore  
 1/150 Silver Nugget  
 1/530 Sword Breaker Edge  
 1/590 Steel  
 1/2400 Rec: Saber  
 1/2900 Sword Breaker  
 1/100 Rec: Trident\*  
 1/470 Hard Leather Shirt\*

**TUMRAN BUGBEAR WARRIOR (24)**  
 122-225 *adena*  
 1/67 Varnish  
 1/67 Iron Ore  
 1/96 Hard Leather Gaiters Material  
 1/150 Hard Leather Shirt Pattern  
 1/170 Silver Nugget  
 1/670 Steel  
 1/1400 Hard Leather Gaiters  
 1/1700 Rec: Soulshot D  
 1/2300 Hard Leather Shirt  
 1/17k Scr: Ench. Weap. (Gr. D)  
 16% Silver Nugget\*  
 1/24 Piece Bone Breastplate Fragment\*

**TUNATH ORC MARKSMAN (10)**  
 147-199 *adena*  
 1/19 Stem  
 1/56 Suede  
 1/87 Bow Shaft  
 1/130 Rec: Steel  
 1/390 Bow  
 1/11 Leather Cap\*  
 1/13 Rec: Dirk\*

**TUNATH ORC WARRIOR (12)**  
 171-236 *adena*  
 1/12 Leather Shoes Texture  
 1/19 Lesser Healing Potion  
 1/32 Animal Skin  
 1/42 Coal  
 1/43 Rec: Leather Helmet  
 1/100 Leather Shoes  
 1/100 Gloves  
 71% Rec: Leather Gloves\*  
 64% Animal Skin\*

**TURAK BUGBEAR (31)**  
 164-327 *adena*  
 1/36 Greater Antidote  
 1/36 Emergency Dressing  
 1/40 Varnish

1/40 Iron Ore  
 1/100 Silver Nugget  
 1/400 Steel  
 1/1400 Mace of Judgment Head  
 1/1800 Conjuror's Staff Head  
 1/70k Staff of Mana  
 1/70k Tomahawk  
 1/70k Mace of Prayer  
 1/70k Mace of Judgment  
 1/70k Mace of Miracle  
 1/70k Doom Hammer  
 1/70k Mystic Staff  
 1/70k Conjuror's Staff  
 15% Rec: Bone Arrow\*  
 1/430 Scr: Ench. Weap. (Gr. D)\*

**TURAK BUGBEAR WARRIOR (33)**  
 184-368 *adena*  
 1/22 Varnish  
 1/22 Iron Ore  
 1/56 Silver Nugget  
 1/220 Steel  
 1/9400 Triple-Edged Jamadhr  
 65% Varnish\*  
 26% Silver Nugget\*

**TUREK ORC ARCHER (27)**  
 255-491 *adena*  
 10% Bone Arrow [20-39]  
 1/17 Stem  
 1/50 Suede  
 1/84 Braided Hemp  
 1/400 High Grade Suede  
 1/500 Compound Braid  
 1/2200 Rec: Mace of Judgment  
 1/2900 Strengthened Bow  
 1/14 High Grade Suede\*  
 1/220 Cursed Stockings\*

**TUREK ORC ELDER (34)**  
 194-387 *adena*  
 1/19 Bone Arrow [20-79]  
 1/53 Tiger's Eye Earring Stone  
 1/63 Varnish [1-3]  
 1/63 Coal [1-3]  
 1/63 Charcoal [1-3]  
 1/240 Rec: Boots of Power  
 1/380 Cokes [1-3]  
 1/1600 Black Pearl Ring  
 1/2400 Tiger's Eye Earring  
 1/3200 Near Forest Necklace  
 1/11 Rec: Manticore Skin Gloves\*  
 1/200 Rec: War Pick\*

**TUREK ORC FOOTMAN (26)**  
 246-469 *adena*  
 1/19 Animal Skin  
 1/25 Coal  
 1/46 Leather Boot Lining  
 1/46 Excellent Leather Gloves Lining  
 1/110 Leather  
 1/150 Cokes  
 1/210 Rec: Scale Gaiters  
 1/630 Leather Boots  
 1/630 Excellent Leather Gloves  
 85% Coal\*  
 1/89 Saber Blade\*

**TUREK ORC SENTINEL (25)**  
 236-443 *adena*  
 1/20 Animal Skin  
 1/26 Coal  
 1/40 Necklace of Devotion Ch.  
 1/120 Leather  
 1/160 Cokes  
 1/350 Rec: Scale Mail  
 1/570 Ring of Devotion  
 1/850 Red Crescent Earring  
 1/1100 Necklace of Devotion  
 54% Animal Skin [1-3]\*  
 13% Bone Helmet Design\*



# LINEAGE

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### TUREK ORC SHAMAN (29)

275-545 *adena*  
 1/20 Varnish  
 1/20 Coal  
 1/20 Charcoal  
 1/89 Dark Stocking Fabric  
 1/120 Cokes  
 1/130 White Tunic Pattern  
 1/130 Rec: Tiger's Eye Earring  
 1/3300 Elven Stockings  
 1/3300 Dark Stockings  
 1/3300 Mystic's Stockings  
 1/5200 Elven Tunic  
 1/5200 White Tunic  
 1/5200 Mystic's Tunic  
 97% Coal\*  
 11% Dark Stocking Fabric\*

### TUREK ORC SKIRMISHER (28)

266-521 *adena*  
 1/17 Animal Skin  
 1/23 Coal  
 1/100 Leather  
 1/140 Cokes  
 1/530 Puma Skin Gaiters  
 1/850 Puma Skin Shirt  
 1/1500 Rec: Mace of Judgment  
 1/69 Rec: Spinebone Sword\*  
 1/81 Assassin Knife Edge\*

### TUREK ORC SUPPLIER (27)

255-491 *adena*  
 1/18 Animal Skin  
 1/24 Coal  
 1/27 Bone Helmet Design  
 1/110 Leather  
 1/140 Cokes  
 1/470 Bronze Shield  
 1/670 Bone Helmet  
 1/1500 Rec: Conjurer's Staff  
 1/28 Rec: Blessed Spiritshot  
 D\*  
 1/73 Rec: Elven Bow\*

### TUREK ORC WARLORD (30)

286-573 *adena*  
 1/14 Animal Skin  
 1/19 Coal  
 1/48 Scroll of Escape: Clan  
 Hall  
 1/86 Leather  
 1/120 Cokes  
 1/490 Spinebone Sword Blade  
 1/20k Bastard Sword  
 1/20k Spinebone Sword  
 1/20k Artisan's Sword  
 1/20k Knight's Sword  
 1/12 White Tunic Pattern\*  
 1/95 Rec: Gastraphetes\*

### TUREK WAR HOUND (24)

227-418 *adena*  
 1/23 Animal Skin  
 1/23 Animal Bone  
 1/94 Rec: Bone Helmet  
 1/140 Leather  
 1/230 Coarse Bone Powder  
 1/2k Falchion  
 37% Rec: Excellent Leather  
 Gloves\*  
 10% Coarse Bone Powder\*

### TWINK PUMA (15)

96-146 *adena*  
 1/32 Lesser Healing Potion  
 1/53 Animal Skin  
 1/53 Animal Bone  
 1/330 Hard Leather Pants  
 1/330 Wooden Gaiters  
 1/530 Wooden Breastplate  
 1/960 Rec: Sword of Reflection  
 29% Charcoal\*  
 14% Scroll of Escape\*

### TYRANT (35)

205-409 *adena*  
 1/19 Animal Bone  
 1/25 Iron Ore  
 1/190 Coarse Bone Powder  
 1/250 Steel  
 1/730 Shillien Knife Edge  
 1/6200 Scr: Ench. Weap. (Gr. D)  
 1/42k Kukuri  
 1/42k Dagger of Mana  
 1/42k Mystic Knife  
 1/42k Shillien Knife  
 1/19 Rec: Artisan's Frame\*  
 1/350 Gloves of Knowledge\*

### TYRANT KINGPIN (36)

216-433 *adena*  
 1/25 Animal Skin  
 1/25 Animal Bone  
 1/150 Leather  
 1/250 Coarse Bone Powder  
 1/460 Rec: Metallic Fiber  
 1/880 Hoplon  
 1/940 Crafted Leather  
 1/1300 Helmet  
 1/8300 Scr: Ench. Weap. (Gr. D)  
 1/20 Oriharukon Ore\*  
 1/99 Spiked Club Head\*

### UNDEAD SLAVE (19)

101-172 *adena*  
 1/49 Leather Helmet Design  
 1/79 Varnish  
 1/79 Iron Ore  
 1/200 Silver Nugget  
 1/250 Rec: Piece Bone  
 Breastplate  
 1/270 Skeleton Buckler  
 1/560 Round Shield  
 1/790 Steel  
 1/800 Leather Helmet  
 1/15 Rec: Silver Mold\*  
 1/15 Rec: Synthesis Cokes\*

### UNDINE (17)

184-296 *adena*  
 1/27 Varnish  
 1/27 Iron Ore  
 1/67 Silver Nugget  
 1/570 Bone Gaiters  
 1/570 Cotton Pants  
 1/910 Bone Breastplate  
 1/910 Cotton Shirt  
 11% Rec: Silver Mold\*  
 1/77 Short Spear Edge\*

### UNICORN (49)

397-795 *adena*  
 1/120 Rind Leather Gaiters  
 Material  
 1/130 Plated Leather Gaiters  
 Material  
 1/140 Coarse Bone Powder  
 1/200 Plated Leather Fragment  
 1/220 Rind Leather Mail Design  
 1/270 Oriharukon Ore  
 1/270 Stone of Purity  
 1/350 SB: Forget  
 1/350 SB: Anchor  
 1/350 SB: Death Spike  
 1/350 SB: Repose  
 1/10k Plated Leather Gaiters  
 1/11k Rind Leather Gaiters  
 1/16k Plated Leather  
 1/17k Rind Leather Armor  
 1/100 Stiletto Edge\*  
 1/300 Rec: Sage's Staff\*

### UNICORN ELDER (55)

514-1K *adena*  
 1/130 Oriharukon Ore  
 1/130 Stone of Purity  
 1/200 Theca Leather Boots  
 Texture  
 1/200 Theca Leather Gloves  
 Texture  
 1/230 SB: Sacrifice  
 1/230 SB: Curse Death Link  
 1/230 SB: Frost Wall  
 1/230 Divine Boots Fabric  
 1/230 Drake Leather Boots  
 Design  
 1/230 Full Plate Boots Part  
 1/230 Drake Leather Gloves  
 Design  
 1/230 Full Plate Gauntlets Part  
 1/230 Blessed Gloves Pattern  
 1/230 Divine Gloves Design  
 1/290 SB: Lightening Strike  
 1/18k Theca Leather Boots  
 1/18k Theca Leather Gloves  
 1/23k Divine Boots  
 1/23k Drake Leather Boots  
 1/23k Full Plate Boots  
 1/23k Drake Leather Gloves  
 1/23k Full Plate Gauntlets  
 1/23k Blessed Gloves  
 1/23k Divine Gloves  
 1/87 Rec: Tunic of Zubei\*  
 1/130 Great Pata Blade\*

### UTUKU ORC (6)

34-48 *adena*  
 1/79 Bandage  
 1/160 Animal Skin  
 1/200 Leather Pants  
 1/210 Coal  
 1/320 Leather Shirt  
 1/1100 Rec: Dirk  
 10% Coal\*  
 1/150 Bow Shaft\*

### UTUKU ORC ARCHER (8)

55-75 *adena*  
 1/66 Iron Ore  
 1/220 Rec: Steel  
 1/230 Bow Shaft  
 1/1000 Bow  
 31% Rec: Leather Stockings\*  
 1/22 Rec: Coarse Bone Powd.\*

### UTUKU ORC GRUNT (7)

42-59 *adena*  
 1/67 Small Shield  
 1/76 Lesser Healing Potion  
 1/96 Leather Cap  
 1/130 Animal Skin  
 1/170 Coal  
 1/570 Rec: Braided Hemp  
 27% Lesser Healing Potion\*  
 1/120 Broadsword Blade\*

### VAISS ORC (10)

79-107 *adena*  
 1/18 Wooden Arrow [20-39]  
 1/69 Animal Skin  
 1/92 Coal  
 1/360 Apprentice's Spellbook  
 1/500 Rec: Cedar Staff  
 29% Animal Skin\*  
 1/63 Willow Staff Head\*

### VAISS ORC LIEUTENANT (11)

90-121 *adena*  
 1/12 Wooden Arrow [20-39]  
 1/46 Animal Skin  
 1/61 Coal  
 1/140 Buckler  
 1/200 Wooden Helmet  
 25% Coal\*  
 1/100 Cedar Staff Head\*

### VALIDUS (46)

651-1302 *adena*  
 1/12 Cursed Bone [1-3]  
 1/25 Silver Nugget [1-3]  
 1/50 Mithril Ore [1-3]  
 1/150 Crystallized Ice Bow  
 Shaft  
 1/1400 Rec: Raid Sword  
 1/13k Crystallized Ice Bow  
 92% Silver Nugget\*  
 1/53 Stormbringer Blade\*

### VALLEY TREANT (47)

365-729 *adena*  
 1/16 Thread [1-3]  
 1/33 Charcoal [1-3]  
 1/54 Cord [1-3]  
 1/120 Metallic Fiber [1-3]  
 1/260 SB: Guidance  
 1/260 SB: Death Whisper  
 1/260 SB: Bless Shield  
 1/310 SB: Summon Vampiric  
 Cubic  
 1/310 Bec De Corbin Blade  
 1/28k Bec De Corbin  
 1/11 Dwarven Chain Shield  
 Fragment\*  
 1/420 Scr: Ench. Weap. (Gr. C)\*

### VALLEY TREANT ELDER (53)

467-935 *adena*  
 1/11 Iron Ore  
 1/100 Divine Stocking Pattern  
 1/110 Steel  
 1/160 Divine Tunic Fabric  
 1/230 SB: Corpse Plague  
 1/250 SB: Corpse Burst  
 1/250 SB: Vitalize  
 1/250 SB: Hold Undead  
 1/270 Adamantite Nugget  
 1/10k Divine Stockings  
 1/16k Divine Tunic  
 1/120 Scorpion Blade\*  
 1/300 Rec: Spiritshot B\*

### VAMPIRE BAT (10)

147-199 *adena*  
 1/19 Bandage  
 1/37 Animal Skin  
 1/37 Animal Bone  
 1/94 Feriotic Stockings  
 1/94 Cotton Stockings  
 1/150 Feriotic Tunic  
 1/150 Cotton Tunic  
 1/270 Rec: Dirk  
 82% Stem\*  
 1/34 Willow Staff Head\*

### VANOR SILENOS (45)

372-743 *adena*  
 1/16 Animal Bone [1-3]  
 1/22 Iron Ore [1-3]  
 1/160 Coarse Bone Powd. [1-3]  
 1/220 Steel [1-3]

### VANOR SILENOS CHIEFTAIN (50)

414-829 *adena*  
 1/65 Rec: Necklace of Binding  
 1/86 Scr: Ench. Armor (Gr. C)

### VANOR SILENOS GRUNT (46)

389-777 *adena*  
 1/18 Silver Arrow [20-79]  
 1/19 Animal Bone [1-3]  
 1/25 Iron Ore [1-3]  
 1/69 Tempered Mithril Gaiters  
 Fragment

1/120 Mithril Shirt Fabric  
 1/190 Coarse Bone Powd. [1-3]  
 1/250 Steel [1-3]  
 1/4400 Tempered Mithril Gaiters  
 1/5400 Rec: Fist Blade  
 1/7k Mithril Shirt  
 25% Mithril Ore\*  
 1/440 Scr: Ench. Weap. (Gr. C)\*

### VANOR SILENOS SCOUT (47)

443-886 *adena*  
 15% Fine Steel Arrow [20-79]  
 1/34 Silver Nugget [1-3]  
 1/68 Mithril Ore [1-3]  
 1/180 Rec: Composite Shield  
 1/480 Stiletto Edge  
 1/480 Soulfire Dirk Blade  
 1/46k Stiletto  
 1/46k Soulfire Dirk  
 11% Crimson Boot Fabric\*  
 1/330 Rec: Nirvana Axe\*

### VANOR SILENOS SHAMAN (49)

417-835 *adena*  
 1/18 Silver Nugget  
 1/36 Mithril Ore  
 1/54 Coarse Bone Powder  
 1/110 Stone of Purity  
 1/510 Dwarven Warhammer  
 Head  
 1/530 Cursed Staff Head  
 1/4400 Rec: Demon's Staff  
 1/49k Cursed Staff  
 1/49k Dwarven War Hammer  
 1/32 Robe of Seal Fabric\*  
 1/130 Sword of Delusion  
 Blade\*

### VANOR SILENOS WARRIOR (48)

448-895 *adena*  
 1/16 Cursed Bone [1-3]  
 1/34 Silver Nugget [1-3]  
 1/67 Mithril Ore [1-3]  
 1/100 Rind Leather Gaiters  
 Material  
 1/120 Plated Leather Gaiters  
 Material  
 1/170 Plated Leather Fragment  
 1/190 Rind Leather Mail Design  
 1/260 Rec: Neckl. of Mermaid  
 1/8900 Plated Leather Gaiters  
 1/9600 Rind Leather Gaiters  
 1/14k Plated Leather  
 1/15k Rind Leather Armor  
 27% Mithril Ore\*  
 1/110 Katana Blade\*

### VARIKAN BRIGAND LEADER (10)

1/15 Varnish  
 1/15 Coal  
 1/15 Charcoal  
 1/16 Apprentice's Spellbook  
 1/30 Scroll of Escape  
 1/12 Leather Tunic\*

### VEELAN BUGBEAR (23)

119-210 *adena*  
 1/71 Varnish  
 1/71 Iron Ore  
 1/180 Silver Nugget  
 1/710 Steel  
 1/850 Potion of Alacrity  
 1/1100 Iron Hammer Head  
 1/2900 Rec: Trident  
 1/16k Iron Hammer  
 1/16k Buzdygan  
 1/16k Mage Staff  
 16% Silver Nugget\*  
 11% Rec: Neckl. of Devotion\*

**VEELAN BUGBEAR WARRIOR (24)**

122-225 *adena*  
 1/56 Varnish  
 1/56 Iron Ore  
 1/130 Piece Bone Gaiters  
 Fragment  
 1/140 Silver Nugget  
 1/180 Piece Bone Breastplate  
 Fragment  
 1/280 Key of Thief  
 1/560 Steel  
 1/1800 Piece Bone Gaiters  
 1/2800 Bronze Gaiters  
 1/2900 Piece Bone Breastplate  
 1/4500 Bronze Breastplate  
 20% Rec: Excellent Leather  
 Gloves\*  
 1/24 Steel\*

**VRYKOLAKAS (15)**

12% Cedar Staff Head  
 10% Scroll of Escape  
 10% Thread [1-7]  
 1/20 Charcoal [1-7]  
 1/91 Dwarven Mace  
 1/91 Cedar Staff  
 12% Cotton Pants\*

**VUKU ORC (14)**

94-139 *adena*  
 1/28 Animal Skin  
 1/37 Coal  
 1/1200 Fist of Butcher  
 1/2500 Fox Claw Gloves  
 28% Coal\*  
 1/72 Wooden Helmet\*

**VUKU ORC ARCHER (15)**

96-146 *adena*  
 1/14 Wooden Arrow [20-39]  
 1/35 Stem  
 1/72 Rec: Leather Helmet  
 1/110 Suede  
 1/1200 Hunting Bow  
 14% Scroll of Escape\*  
 1/47 Rec: Short Spear\*

**VUKU ORC FIGHTER (17)**

99-159 *adena*  
 1/38 Animal Skin  
 1/50 Coal  
 1/100 Scroll of Escape  
 1/800 Sword of Reflection Bl.  
 1/11k Sword of Watershadow  
 1/11k Long Sword  
 1/11k Sword of Reflection  
 30% Coal\*  
 12% Necklace of Wisdom Ch.\*

**WANDERING EYE (21)**

107-191 *adena*  
 1/26 Stem  
 1/79 Suede  
 1/130 Braided Hemp  
 1/330 Rec: Dark Stockings  
 1/590 Sword Breaker Edge  
 1/8800 Sword Breaker  
 17% Rec: Leather Boots\*  
 1/19 Piece Bone Gaiters  
 Fragment\*

**WARRIOR OF PLAIN (38)**

329-656 *adena*  
 14% Bone Arrow [20-79]  
 1/55 Mithril Stocking Design  
 1/58 Silver Nugget [1-3]  
 1/85 Mithril Tunic Fabric  
 1/120 Mithril Ore [1-3]  
 1/2100 Rec: Glaive  
 1/3k Mithril Stockings  
 1/4900 Mithril Tunic  
 12% Elven Earring Beads\*  
 1/150 Rec: Claymore\*

**WEIRD DRAKE (45)**

335-669 *adena*  
 1/22 Animal Skin [1-3]  
 1/22 Animal Bone [1-3]  
 1/80 Karmian Stocking Design  
 1/88 Rec: Fine Steel Arrow  
 1/130 Leather [1-3]  
 1/130 Karmian Tunic Pattern  
 1/220 Coarse Bone Powd. [1-3]  
 1/830 Crafted Leather [1-3]  
 1/5100 Karmian Stockings  
 1/8100 Karmian Tunic  
 79% Animal Skin [1-3]\*  
 1/100 Flamberge Blade\*

**WERERAT (16)**

180-281 *adena*  
 1/21 Animal Bone  
 1/28 Iron Ore  
 1/680 Rec: Iron Hammer  
 1/3200 Shining Knife  
 1/3200 Throwing Knife  
 55% Iron Ore\*  
 1/11 Haste Potion\*

**WEREWOLF (9)**

66-89 *adena*  
 1/41 Animal Skin  
 1/55 Coal  
 1/430 Iron Gloves  
 41% Lesser Healing Potion\*  
 1/76 Willow Staff Head\*

**WEREWOLF CHIEFTAIN (12)**

92-127 *adena*  
 1/16 Wooden Arrow [20-39]  
 1/59 Animal Skin  
 1/78 Coal  
 1/1100 Rec: Forest Bow  
 1/1300 Fist of Butcher  
 1/2700 Fox Claw Gloves  
 26% Coal\*  
 1/150 Leather Tunic\*

**WEREWOLF HUNTER (10)**

79-107 *adena*  
 1/47 Ring of Knowledge  
 1/69 Animal Skin  
 1/70 Mystic's Earring  
 1/92 Coal  
 1/93 Necklace of Knowledge  
 1/310 Rec: Cokes  
 1/1100 Potion of Alacrity  
 83% Rec: Leather Shoes\*  
 49% Lesser Healing Potion\*

**WHINSTONE GOLEM (14)**

94-139 *adena*  
 1/74 Varnish  
 1/74 Iron Ore  
 1/180 Silver Nugget  
 1/350 Cedar Staff Head  
 1/370 Rec: Steel Mold  
 1/3700 Dwarven Mace  
 1/3700 Cedar Staff  
 11% Necklace of Wisdom Ch.\*  
 1/18 Rec: Synthesis Cokes\*

**WHISPERING WIND (30)**

154-308 *adena*  
 1/36 Varnish  
 1/36 Iron Ore  
 1/89 Silver Nugget  
 1/160 Dark Stocking Fabric  
 1/230 White Tunic Pattern  
 1/340 Rec: Mithril Banded  
 Gaiters  
 1/360 Steel  
 1/5800 Elven Stockings  
 1/5800 Dark Stockings  
 1/5800 Mystic's Stockings  
 1/9300 Elven Tunic  
 1/9300 White Tunic  
 1/9300 Mystic's Tunic

1/130 Elven Bow Shaft\*  
 1/150 Conjuror's Staff Head\*

**WHITE FANG (10)**

11% Stem [1-3]  
 1/13 Apprentice's Spellbook  
 1/18 Scroll of Escape  
 1/26 Suede [1-3]  
 87% Stem [1-9]\*  
 80% Ring of Knowledge\*

**WILD DESPERADO (35)**

254-507 *adena*  
 1/20 Bone Arrow [20-79]  
 1/27 Thread [1-3]  
 1/81 Suede [1-3]  
 1/88 Cord [1-3]  
 1/96 Mithril Banded Gaiters  
 Material  
 1/130 Mithril Banded Mail  
 Material

1/270 Scroll of Resurrection  
 1/650 High Grade Suede [1-3]  
 1/810 Scr: Ench. Armor (Gr. D)  
 1/4k Mithril Banded Gaiters  
 1/4k Reinforced Leather  
 Gaiters  
 1/6400 Mithril Banded Mail  
 1/6400 Reinforced Leather Shirt  
 50% Greater Antidote [1-3]\*  
 1/240 Enchanted Earring\*

**WILD DESPERADO FELLOW (31)**

203-405 *adena*  
 1/16 Thread  
 1/49 Suede  
 1/53 Cord  
 1/120 Dark Stocking Fabric  
 1/170 White Tunic Pattern  
 1/210 Rec: Tiger's Eye Earring  
 1/390 High Grade Suede  
 1/4400 Elven Stockings  
 1/4400 Dark Stockings  
 1/4400 Mystic's Stockings  
 1/7k Elven Tunic  
 1/7k White Tunic  
 1/7k Mystic's Tunic  
 1/8100 Scr: Ench. Weap. (Gr. D)  
 18% Rec: Bone Arrow\*  
 1/13 Enchanted Necklace Ch.\*

**WILL-O-WISP (15)**

96-146 *adena*  
 1/43 Leather Stocking Pattern  
 1/69 Leather Tunic Pattern  
 1/71 Varnish  
 1/71 Iron Ore  
 1/180 Silver Nugget  
 1/380 Rec: Brandish  
 1/440 Leather Stockings  
 1/710 Leather Tunic  
 11% Silver Nugget\*  
 1/61 Earring of Wisdom\*

**WINDSUS (39)**

253-504 *adena*  
 1/170 Oriharukon Ore  
 1/170 Stone of Purity  
 1/310 Crucifix of Blood Piece  
 1/2k Rec: Elven Long Sword  
 1/20k Crucifix of Blood  
 1/17 Stone of Purity\*  
 1/100 Winged Spear Blade\*

**WOLF (4)**

16-24 *adena*  
 1/63 Animal Skin  
 1/63 Animal Bone  
 1/160 Short Bow  
 10% Stem\*  
 1/26 Rec: Willow Staff\*

**WYRM (35)**

205-409 *adena*  
 17% Bone Arrow [20-39]  
 1/50 Silver Nugget  
 1/88 Mithril Boots Design  
 1/100 Mithril Ore  
 1/110 Iron Boots Design  
 1/3600 Mithril Boots  
 1/4k Gloves of Knowledge  
 1/4k Gauntlets  
 1/4k Iron Boots  
 1/4k Reinforced Leather  
 Boots  
 1/4k Boots of Knowledge  
 1/4k Reinforced Leather  
 Gloves  
 1/5k Scr: Ench. Weap. (Gr. D)  
 29% Silver Nugget\*  
 1/190 Rec: Tarbar\*

**YNGLUZU (56)**

525-1049 *adena*  
 1/160 Asofe  
 1/160 Thons  
 1/190 Theca Leather Boots  
 Texture  
 1/190 Theca Leather Gloves  
 Texture  
 1/230 Divine Boots Fabric  
 1/230 Drake Leather Boots  
 Design  
 1/230 Full Plate Boots Part  
 1/230 Drake Leather Gloves  
 Design  
 1/230 Full Plate Gauntlets Part  
 1/230 Blessed Gloves Pattern  
 1/230 Divine Gloves Design  
 1/330 Enria  
 1/4700 Rec: Sprite's Staff  
 1/17k Theca Leather Boots  
 1/17k Theca Leather Gloves  
 1/22k Divine Boots  
 1/22k Drake Leather Boots  
 1/22k Full Plate Boots  
 1/22k Drake Leather Gloves  
 1/22k Full Plate Gauntlets  
 1/22k Blessed Gloves  
 1/22k Divine Gloves  
 10% Drake Leather Boots  
 Design\*  
 1/28 Rec: Avadon Gloves\*

**YOUNG BROWN KELTIR (1)**

7-10 *adena*  
 1/14 Apprentice's Shoes  
 1/76 Cloth Shoes  
 1/76 Leather Sandals  
 1/76 Short Gloves  
 1/140 Lesser Healing Potion  
 1/230 Animal Skin  
 1/230 Animal Bone  
 57% Apprentice's Shoes\*  
 1/38 Animal Skin\*

**YOUNG KELTIR (1)**

7-10 *adena*  
 1/40 Leather Shield  
 1/56 Cloth Cap  
 1/150 Animal Skin  
 1/150 Animal Bone  
 1/18 Shirt\*

**YOUNG PRARIE KELTIR (1)**

7-10 *adena*  
 1/61 Wooden Arrow [20-39]  
 1/94 Stockings  
 1/150 Tunic  
 1/230 Animal Skin  
 1/230 Animal Bone  
 1/19 Animal Bone\*

**YOUNG RED KELTIR (1)**

7-10 *adena*  
 1/94 Stockings  
 1/150 Tunic  
 1/150 Animal Skin  
 1/150 Animal Bone  
 1/19 Animal Skin\*

**ZOMBIE LORD FARAKELUS (29)**

10% Scroll of Escape  
 1/11 Animal Skin [1-5]  
 1/15 Coal [1-5]  
 1/69 Leather [1-5]  
 1/91 Cokes [1-5]  
 1/290 Poniard Dagger  
 1/33 Dark Stockings\*

**ZOMBIE SOLDIER (19)**

101-172 *adena*  
 1/35 Antidote  
 1/71 Animal Skin  
 1/94 Coal  
 1/340 Short Spear Edge  
 1/420 Leather  
 1/470 Rec: High Grade Suede  
 1/570 Cokes  
 1/5300 Short Spear  
 22% Suede\*  
 1/140 Forest Bow Shaft\*

**ZOMBIE WARRIOR (22)**

113-203 *adena*  
 1/32 Antidote  
 1/65 Animal Skin  
 1/87 Coal  
 1/96 Blue Diamond Necklace  
 Gem  
 1/390 Leather  
 1/520 Cokes  
 1/540 Rec: Dark Stockings  
 1/730 Blue Coral Ring  
 1/1100 Coral Earring  
 1/1400 Blue Diamond Necklace  
 1/2600 Scr: Ench. Armor (Gr. D)  
 18% Rec: Leather Boots\*  
 1/110 Rec: Assassin's Knife\*



# DROPS (BY ITEM)

### ABSOLUTE GLOVES

1/39k Doom Knight (65)

### ADAMANTITE EARING GEMSTONE

1/52 Malruk Soldier (63)  
1/63 Kranrot (59)  
11% Kranrot (59)\*

### ADAMANTITE EARRING

35% Antaras (70)  
1/8300 Malruk Soldier (63)  
1/10k Kranrot (59)

### ADAMANTITE NECKLACE

20% Antaras (70)  
1/11k Malruk Soldier (63)  
1/13k Kranrot (59)

### ADAMANTITE NECKLACE CHAIN

1/71 Malruk Soldier (63)  
1/85 Kranrot (59)  
1/12 Cave Beast (61)\*

### ADAMANTITE NUGGET

1/130 Revenant of Sir Calibus (40) [1-3]  
1/150 Nurkas Messenger (38) [1-5]  
1/150 Punishment of Undead (53)

1/170 Malruk Lord (68) [1-11]

1/170 Lakin (44)

1/170 Excurio (41)

1/180 Cave Howler (65) [1-3]

1/220 Headless Knight (50)

1/220 Stakato Queen Zyrnna (43) [1-13]

1/230 Necrosentinel Guard (40) [1-9]

1/230 Cave Keeper (58) [1-3]

1/240 Cave Maiden (59) [1-3]

1/260 Satyr Elder (54)

1/260 Drake (57) [1-3]

1/270 Valley treant Elder (53)

1/270 Death Knight (50) [1-13]

1/280 Death Wraith (55) [1-3]

1/290 Cave Servant (46)

1/290 Rotting tree (43)

1/370 Royal Cave Servant (51) [1-3]

1/380 Leto Liz.man Shaman (39)

1/390 Satyr (48)

1/430 Cave Servant Captain (49) [1-3]

1/430 Diprive (50) [1-3]

1/440 Cave Servant Warrior (48) [1-3]

26% Revenant of Sir Calibus (40)\*

11% Malruk Lord (68)\*

10% Cave Howler (65)\*

1/13 Drake (57)\*

1/14 Excurio (41)\*

1/18 Cave Servant Warr. (48)\*

### ADAMANTITE RING

45% Antaras (70)  
1/5600 Malruk Soldier (63)  
1/6700 Kranrot (59)

### ADAMANTITE RING WIRE

1/44 Malruk Soldier (63)  
1/53 Kranrot (59)  
13% Gamlin (60)\*

### AKAT LONG BOW

1/25k Bloody Queen (60)  
1/34k Harit Liz.man Archer (52)

### AKAT LONGBOW SHAFT

1/320 Harit Liz.man Archer (52)

### AMULET: CHANT OF EVASION

1/310 Timak Orc Soldier (42)

### AMULET: CHANT OF FURY

1/350 Timak Orc Overlord (45)

### AMULET: CHANT OF RAGE

1/350 Timak Orc Warrior (43)

### AMULET: FREEZING FLAME

1/310 Timak Orc Soldier (42)

### AMULET: GLORY OF PAAGRIO

1/400 Timak Orc (40)

### AMULET: SEAL OF FLAME

1/350 Timak Orc Shaman (44)

### AMULET: SEAL OF GLOOM

1/370 Timak Orc Soldier (42)

### AMULET: SEAL OF MIRAGE

1/350 Timak Orc Warrior (43)

### AMULET: SEAL OF SCOURGE

1/390 Timak Orc Archer (41)

### AMULET: SEAL OF SILENCE

1/350 Timak Orc Shaman (44)

### AMULET: SEAL OF SUSPENSION

1/350 Timak Orc Overlord (45)

### AMULET: SEAL OF WINTER

1/400 Timak Orc (40)

### AMULET: SHIELD OF PAAGRIO

1/390 Timak Orc Archer (41)

### AMULET: SIGHT OF PAAGRIO

1/350 Timak Orc Warrior (43)

### AMULET: STEAL ESSENCE

1/390 Timak Orc Archer (41)

### AMULET: WISDOM OF PAAGRIO

1/400 Timak Orc (40)

### ANIMAL BONE

33% Fairy Queen Timiniel (61) [1-19]

14% Archon Susceptor (58) [1-17]

14% Rscavenger Leader Rinoket (48) [1-19]

12% Titanscreation Premo Prime (43) [1-9]

12% Betrayer of Urutu Freki (25) [1-3]

11% Handmaiden of Orfen (48) [1-19]

11% Skeleton (12) [1-5]

10% Tracker Skeleton (17) [1-3]

10% Harit Lizardman Warrior (53) [1-3]

1/11 Oel Mahum Warrior (54) [1-3]

1/12 Tiger Hornet (26) [1-5]

1/12 Tainted Zombie (18)

1/12 Taik Orc Warrior (42)

1/13 Sukar Wererat Chief (28) [1-5]

1/13 Carinkain (45) [1-7]

1/14 Skeleton Lord (15)

1/14 Taik Orc Seeker (52) [1-3]

1/15 Dragon Bearer Warrior (48) [1-3]

1/15 Dragon Bearer Archer (47) [1-3]

1/15 Misery Skeleton (14)

1/15 Elder Tarlk Basilisk (51) [1-3]

1/15 Madness Beast (20) [1-3]

1/16 Tarlk Basilisk (50) [1-3]

1/16 Langk Lizardman Scout (16) [1-3]

1/16 Brown Bear (16) [1-3]

1/16 Vanor Silenos (45) [1-3]

1/17 Pytan (69) [1-9]

1/17 Giant Wasteland Basilisk (35) [1-13]

1/18 Slave Skeleton (12) [1-3]

1/18 Leto Liz.man Warrior (38)

1/18 Patriarch Kuroboros (35) [1-19]

1/19 Tyrant (35)

1/19 Hangman Tree (35)

1/19 Leto Liz.man Soldier (37)

1/19 Vanor Silenos Grunt (46) [1-3]

1/20 Dead Seeker (34)

1/21 Taik Orc Captain (44) [1-3]

1/21 Wererat (16)

1/22 Weird Drake (45) [1-3]

1/23 Turek War Hound (24)

1/24 Harit Lizardman Archer (52) [1-5]

1/25 Leto Liz.man Archer (36)

1/25 Guardian Basilisk (36)

1/25 Tyrant Kingpin (36)

1/25 Omen Beast (17)

1/25 Felim Liz.man Warr. (17)

1/25 Langk Liz.man Warr. (17)

1/25 Taik Orc Archer (41) [1-3]

1/25 Hatar Ratman Thief (47) [1-5]

1/25 Skeleton Axeman (28)

1/25 Delu Lizardman (28)

1/26 Ratman Spy (16)

1/26 Kuruka Ratman (16)

1/27 Shadow Beast (15)

1/27 Silenos (30)

1/27 Delu Liz.man Warrior (30)

1/27 Amber Basilisk (30)

1/28 Red Bear (14)

1/28 Selu Liz.man Scout (26)

1/28 Shaman of Plain (39) [1-3]

1/28 Soul Scavenger (35) [1-17]

1/28 Selu Liz.man Warrior (27)

1/28 Relic Spartoi (21)

1/29 Toad Lord (32)

1/29 Dungeon Skeleton (12)

1/31 Delu Liz.man Scout (29)

1/32 Lafi Lizardman Scout (28)

1/32 Skeleton Raider (30)

1/33 Lesser Basilisk (27)

1/33 Glass Jaguar (27)

1/33 Kuran Kobold Warr. (28)

1/37 Vampire Bat (10)

1/38 Moonstone Beast (17)

1/38 Grizzly Bear (17)

1/38 Bugbear Raider (17)

1/38 Basilisk (28)

1/39 Skel. Infantryman (16)

1/39 Boogle Ratman (16)

1/40 Shield Skeleton (15)

1/40 Quicksilver Beast (15)

1/40 Langk Lizardman (15)

1/41 Doom Soldier (14)

1/41 Felim Lizardman (14)

1/41 Hunter Bear (14)

1/41 Dread Soldier (14)

1/41 Crasher (14)

1/43 Elder Wolf (5)

1/44 Grizzly (12)

1/44 Skeleton Hunter (12)

1/44 Puma (12)

1/46 Dion Grizzly (20)

1/46 Raging Spartoi (22)

1/47 Sukar Wererat Lead. (19)

1/47 Ratman Warrior (19)

1/49 Ruin Spartoi (21)

1/50 Kuruka Ratman Hunter (17)

1/50 Akaste Bone Warlord (17)

1/50 Dire Wolf (24)

1/50 Langk Liz.man Leader (24)

1/53 Kasha Bear (15)

1/53 Twink Puma (15)

1/53 Felim Liz.man Scout (15)

1/59 Akaste Bone Soldier (12)

1/59 Skeleton Scout (19)

1/59 Akaste Bone Lord (19)

1/59 Langk Lizardman Lt. (21)

1/61 Ratman Hunter (18)

1/61 Tracker Skel. Leader (18)

1/61 Boogle Ratman Lead. (18)

1/61 Sukar Wererat (18)

1/63 Wolf (4)

1/73 Scavenger Wererat (18)

1/74 Opal Beast (15) [1-13]

1/95 Black Wolf (4)

1/95 Kasha Wolf (4)

1/120 Black Timber Wolf (6)

1/120 Kasha Timber Wolf (6)

1/130 Ashen Wolf (4)

1/130 Gray Wolf (4)

1/140 Brown Keltir (2)

1/140 Red Keltir (2)

1/150 Bearded Keltir (1)

1/150 Young Keltir (1)

1/150 Young Red Keltir (1)

1/200 Prairie Keltir (2)

1/200 Longtail Keltir (2)

1/230 Young Prairie Keltir (1)

1/230 Young Brown Keltir (1)

92% Dead Seeker (34)\*

68% Misery Skeleton (14)\*

63% Lesser Basilisk (27)\*

43% Ratman Warrior (19)\*

42% Crystalline Beast (18)\*

42% Ratman Hunter (18)\*

42% Scavenger Wererat (18)\*

39% Brown Bear (16)\*

38% Shield Skeleton (15)\*

38% Quicksilver Beast (15)\*

35% Grizzly (12)\*

13% Kasha Timber Wolf (6)\*

1/16 Ashen Wolf (4)\*

1/16 Gray Wolf (4)\*

1/19 Young Prairie Keltir (1)\*

1/22 Elder Keltir (3)\*

1/33 Longtail Keltir (2)\*

### ANIMAL SKIN

1/11 Brae Orc Chief (17) [1-5]

1/11 Zombie Lord Farakelus (29) [1-5]

1/12 Timak Orc Overlord (45)

1/12 Tiger Hornet (26) [1-5]

1/12 Tracker Sharuk (28) [1-7]

1/14 Turek Orc Warlord (30)

1/15 Dragon Bearer Warrior (48) [1-3]

1/15 Dragon Bearer Archer (47) [1-3]

1/15 Elder Tarlk Basilisk (51) [1-3]

1/15 Madness Beast (20) [1-3]

1/16 Tarlk Basilisk (50) [1-3]

1/16 Langk Lizardman Scout (16) [1-3]

1/16 Brown Bear (16) [1-3]

1/16 Leto Liz.man Overlord (40)

1/17 Pytan (69) [1-9]

1/17 Breka Orc Overlord (35)

1/17 Turek Orc Skirmisher (28)

1/17 Giant Wasteland Basilisk (35) [1-13]

**ANIMAL SKIN (CONTINUED)**

- 1/53 Twink Puma (15)
- 1/53 Felim Liz.man Scout (15)
- 1/53 Ruin Zombie (15)
- 1/57 Marsh Zombie (13)
- 1/57 Orc Fighter Leader (12)
- 1/59 Balor Orc Fighter Leader (12)
- 1/59 Kaboo Orc Fighter Leader (12)
- 1/59 Werewolf Chieftain (12)
- 1/59 Langk Lizardman Lt. (21)
- 1/63 Wolf (4)
- 1/63 Kaboo Orc Grunt (7)
- 1/65 Zombie Warrior (22)
- 1/68 Lycanthrope (20)
- 1/69 Werewolf Hunter (10)
- 1/69 Vaiss Orc (10)
- 1/69 Orc Fighter (10)
- 1/69 Kaboo Orc Fighter (10)
- 1/69 Baraq Orc Fighter (10)
- 1/71 Zombie Soldier (19)
- 1/74 Opal Beast (15) [1-13]
- 1/83 Garum Werewolf (9)
- 1/90 Elder Longtail Keltir (3)
- 1/90 Elder Red Keltir (3)
- 1/95 Black Wolf (4)
- 1/95 Kasha Wolf (4)
- 1/95 Orc Grunt (7)
- 1/120 Black Timber Wolf (6)
- 1/120 Kaboo Orc (6)
- 1/120 Orc (6)
- 1/120 Kasha Timber Wolf (6)
- 1/130 Ashen Wolf (4)
- 1/130 Gray Wolf (4)
- 1/130 Utuku Orc Grunt (7)
- 1/130 Elder Prarie Keltir (3)
- 1/140 Brown Keltir (2)
- 1/140 Red Keltir (2)
- 1/150 Bearded Keltir (1)
- 1/150 Young Keltir (1)
- 1/150 Young Red Keltir (1)
- 1/160 Utuku Orc (6)
- 1/180 Elder Brown Keltir (3)
- 1/180 Elder Keltir (3)
- 1/200 Prarie Keltir (2)
- 1/200 Longtail Keltir (2)
- 1/230 Young Prarie Keltir (1)
- 1/230 Young Brown Keltir (1)
- 86% Spore Zombie (47) [1-3]\*
- 79% Weird Drake (45) [1-3]\*
- 68% Elder Tarlk Basilisk (51) [1-5]\*
- 64% Tunath Orc Warrior (12)\*
- 54% Turek Orc Sentinel (25)
- 41% Grizzly Bear (17)\*
- 41% Felim Liz.man Warr. (17)\*
- 37% Maraku Werewolf Chieftain (14)\*
- 35% Grizzly (12)\*
- 35% Kaboo Orc Fighter Leader (12)\*
- 35% Orc Fighter Leader (12)\*
- 29% Vaiss Orc (10)\*
- 29% Orc Fighter (10)\*
- 25% Maraku Werewolf (9)\*
- 25% Garum Werewolf (9)\*
- 13% Black Timber Wolf (6)\*
- 1/16 Black Wolf (4)\*
- 1/16 Gray Wolf (4)\*
- 1/19 Young Red Keltir (1)\*
- 1/22 Elder Red Keltir (3)\*
- 1/33 Prarie Keltir (2)\*
- 1/38 Young Brown Keltir (1)\*

**ANTIDOTE**

- 68% Misery Skel. (14) [1-3]\*
- 66% Stone Giant (13) [1-3]\*
- 1/19 Skel. Infantryman (16)
- 1/20 Quicksilver Beast (15)
- 1/20 Shield Skeleton (15)
- 1/21 Crasher (14)
- 1/23 Raging Sparto (22)
- 1/24 Scavenger Bat (18)
- 1/25 Ruin Imp Elder (21)
- 1/26 Ruin Zombie Leader (16)
- 1/27 Ruin Zombie (15)
- 1/28 Ruin Bat (20)
- 1/29 Marsh Zombie (13)
- 1/30 Tracker Skel. Leader (18)
- 1/32 Zombie Warrior (22)
- 1/35 Zombie Soldier (19)
- 1/41 Spore Fungus (9)
- 1/59 Rakeclaw Imp (6)
- 76% Langk Lizardman (15)\*
- 76% Cave Spider (15)\*
- 74% Hunter Bear (14)\*
- 74% Marsh Zombie Lord (14)\*
- 74% Evil Eye Patroller (14)\*
- 69% Skeleton Hunter (12)\*
- 69% Goblin Tomb Raider Leader (12)\*
- 69% Akaste Bone Soldier (12)\*
- 67% Magical Weaver (11)\*

**APPRENTICE'S EARRING**

- 1/21 Goblin (5)
- 1/21 Goblin Snooper (5)
- 1/21 Goblin Raider (5)
- 1/21 Goblin Grave Robber (5)
- 1/42 Bearded Keltir (1)

**APPRENTICE'S ROD**

- 1/220 Elder Wolf (5)
- 1/220 Giant Toad (5)

**APPRENTICE'S SHOES**

- 1/14 Young Brown Keltir (1)
- 1/14 Gremlin (1)
- 57% Young Brown Keltir (1)\*

**APPRENTICE'S SPELLBOOK**

- 1/13 White Fang (10)
- 1/16 Varikan Brigand Leader (10)

**APPRENTICE'S RING**

- 1/360 Vaiss Orc (10)
- 1/820 Kaboo Orc (6)

**AQUASTONE NECKLACE**

- 1/6300 Lakin (44)
- 1/6600 Trisalim Spider (45)

**AQUASTONE NECKLACE CHAIN**

- 1/80 Lakin (44)
- 1/85 Trisalim Spider (45)

**AQUASTONE RING**

- 1/3100 Lakin (44)
- 1/3300 Trisalim Spider (45)

**AQUASTONE RING WIRE**

- 1/45 Lakin (44)
- 1/47 Trisalim Spider (45)
- 21% Timak Orc Troop Shaman (44)\*

**ART OF BATTLE AXE**

- 1/180k Cave Howler (65)

**ART OF BATTLE AXE BLADE**

- 1/610 Cave Howler (65)

**ARTHRO NAIL**

- 1/91k Death Wave (62)

**ARTHRO NAIL BLADE**

- 1/370 Death Wave (62)

**ARTISAN'S SWORD**

- 1/20k Turek Orc Warlord (30)
- 1/31k Roxide Fellow (29)
- 1/35k Breka Orc (31)

**ASOFE**

- 1/76 Tulben (52)
- 1/83 Judge of Marsh (51)
- 1/100 Malruk Knight (66)
- 1/110 Doom Knight (65)
- 1/120 Lesser Giant Soldier (62)
- 1/130 Death Wave (62)
- 1/130 Kranrot (59)
- 1/140 Crimson Drake (61)
- 1/160 Leogul (61)
- 1/160 Ynglzu (56)
- 1/170 Marsh Drake (55)
- 1/270 Kadios (62) [1-9]
- 1/280 Malruk Soldier (63) [1-3]
- 1/360 Hamrut (58) [1-3]
- 1/400 Halingka (55) [1-3]
- 1/11 Malruk Knight (66)\*
- 1/13 Leogul (61)\*
- 1/20 Judge of Marsh (51)\*

**ASPI**

- 1/580 Death Fire (32)
- 1/580 Roxide (32)
- 1/810 Silenos (30)
- 1/850 Ritmal Swordsman (29)

**ASSASSIN KNIFE EDGE**

- 1/81 Turek Orc Skirmisher (28)\*
- 1/160 Selu Liz.man Warr. (27)\*
- 1/170 Ol Mahum Patrolman (25)\*

**ASSAULT BOOTS**

- 1/3700 Ricenseo (43)
- 1/6300 Taik Orc Archer (41)
- 1/6900 Kronbe Spider (43)

**ASSAULT BOOTS PART**

- 1/68 Ricenseo (43)
- 1/120 Taik Orc Archer (41)
- 1/130 Kronbe Spider (43)
- 11% Giant Monstereye (41)\*

**ATUBA HAMMER**

- 1/3000 Adherent of Antaras Skyla (41)
- 1/3100 Stakato Queen Zyrnna (43)
- 1/99k Timak Orc Soldier (42)

**ATUBA HAMMER HEAD**

- 1/41 Adherent of Antaras Skyla (41)
- 1/42 Stakato Queen Zyrnna (43)
- 1/1300 Timak Orc Soldier (42)

**ATUBA MACE**

- 1/3000 Adherent of Antaras Skyla (41)
- 1/3100 Stakato Queen Zyrnna (43)
- 1/99k Timak Orc Soldier (42)

**ATUBA MACE HEAD**

- 1/41 Adherent of Antaras Skyla (41)
- 1/42 Stakato Queen Zyrnna (43)
- 1/1300 Timak Orc Soldier (42)

**AVADON BOOTS**

- 1/28k Trives (63)

**AVADON BOOTS DESIGN**

- 1/200 Trives (63)

**AVADON BREASTPLATE**

- 1/30k Barif (64)
- 1/51k Cave Maiden (59)

**AVADON BREASTPLATE PART**

- 1/160 Barif (64)
- 1/270 Cave Maiden (59)
- 1/24 Lesser Giant Soldier (62)\*

**AVADON CIRCLLET**

- 1/10k Plando (64)
- 1/13k Crimson Drake (61)

**AVADON CIRCLLET PATTERN**

- 1/57 Plando (64)
- 1/76 Crimson Drake (61)

**AVADON GAITERS**

- 1/19k Barif (64)
- 1/32000 Cave Maiden (59)

**AVADON GAITERS MATERIAL**

- 1/100 Barif (64)
- 1/170 Cave Maiden (59)
- 1/16 Crimson Drake (61)\*

**AVADON GLOVES**

- 1/28k Trives (63)

**AVADON GLOVES PART**

- 1/200 Trives (63)

**AVADON ROBE FABRIC**

- 1/30 Malruk Succubus Turen (56)\*

**BAGH-NAKH**

- 1/5200 Neer Crawler (28)
- 1/5700 Specter (26)

**BANDAGE**

- 1/17 Relic Werewolf (9)
- 1/19 Vampire Bat (10)
- 1/21 Dread Soldier (14)
- 1/22 Grizzly (12)
- 1/27 Crimson Spider (15)
- 1/35 Kaboo Orc Fighter (10)
- 1/35 Goblin Brigand Lead. (14)
- 1/36 Goblin Lord (13)
- 1/37 Opal Beast (15) [1-13]
- 1/59 Orc (6)
- 1/63 Gray Wolf (4)
- 1/79 Utuku Orc (6)
- 81% Corpse Candle (17)\*
- 76% Felim Lizardman Scout (15) [1-3]\*
- 76% Crimson Spider (15)\*
- 76% Cat's Eye Bandit (15)\*
- 76% Obsidian Golem (15)\*
- 71% Grave Keeper (13)\*
- 71% Goblin Lord (13)\*
- 69% Balor Orc Fighter Leader (12)\*
- 67% Balor Orc Lt. (11)\*
- 66% Skel. Archer (13) [1-3]\*

**BASTARD SWORD**

- 1/20k Turek Orc Warlord (30)
- 1/31k Roxide Fellow (29)
- 1/35k Breka Orc (31)

**BATTLE AXE**

- 1/180k Mirrorforest Ghost (46)
- 1/200k Formor (45)
- 1/200k Timak Orc Shaman (44)

**BATTLE AXE HEAD**

- 1/2100 Mirrorforest Ghost (46)
- 1/2300 Formor (45)
- 1/2400 Timak Orc Shaman (44)
- 1/110 Vanor Silenos (45)\*

**BEC DE CORBIN**

- 1/28k Valley Treant (47)

**BEC DE CORBIN BLADE**

- 1/310 Valley Treant (47)
- 1/110 Cave Servant Capt. (49)\*

**BELLION CESTUS**

- 1/82k Pytan Knight (68)

**BELLION CESTUS EDGE**

- 1/290 Pytan Knight (68)

**BICH'HWA**

- 1/19k Timak Orc (40)

**BICH'HWA EDGE**

- 1/270 Timak Orc (40)

**BIG HAMMER**

- 1/180k Mirrorforest Ghost (46)
- 1/200k Formor (45)
- 1/200k Timak Orc Shaman (44)

**BIG HAMMER HEAD**

- 1/2100 Mirrorforest Ghost (46)
- 1/2300 Formor (45)
- 1/2400 Timak Orc Shaman (44)
- 1/120 Enchanted Gargoyle (44)\*

**BLACK PEARL RING**

- 1/1500 Leto Lizardman (35)
- 1/1500 Breka Orc Warrior (33)
- 1/1500 Marsh Spider (34)
- 1/1600 Turek Orc Elder (34)

**BLAST PLATE**

- 1/12k Hangman Tree (35)
- 1/14k Granite Golem (33)
- 1/590 Oel Mahum Warrior (54)\*
- 1/1400 Leto Lizardman (35)\*

**BLESSED GLOVES**

- 24% Antaras (70)
- 1/21k Paliote (57)
- 1/22k Ynglzu (56)
- 1/23k Unicorn Elder (55)

**BLESSED GLOVES PATTERN**

- 1/220 Paliote (57)
- 1/230 Ynglzu (56)
- 1/230 Unicorn Elder (55)
- 11% Cave Keeper (58)\*

**BLOOD OF SAINTS**

- 1/27k Dead Seeker (34)
- 1/27k Ant Patrol (34)
- 1/27k Ant Recruit (33)

**BLUE BUCKSKIN BOOTS**

- 1/690 Toad Lord (32)
- 1/770 Amber Basilisk (30)
- 1/770 Skeleton Raider (30)
- 1/780 Ol Mahum Comm. (29)
- 1/810 Delu Liz.man Scout (29)

**BLUE CORAL RING**

- 1/410 Relic Sparto (21)
- 1/660 Bloody Bee (23)
- 1/700 Mandragora Sapling (23)
- 1/730 Zombie Warrior (22)
- 1/770 Mandragora Sprout (21)

**BLUE DIAMOND NECKLACE**

- 1/830 Relic Sparto (21)
- 1/1300 Bloody Bee (23)
- 1/1400 Mandragora Sapling (23)
- 1/1400 Zombie Warrior (22)
- 1/1500 Mandragora Sprout (21)

**BLUE DIAMOND NECKLACE GEM**

- 1/55 Relic Sparto (21)
- 1/88 Bloody Bee (23)
- 1/92 Mandragora Sapling (23)
- 1/96 Zombie Warrior (22)
- 1/100 Mandragora Sprout (21)
- 1/18 Mandragora Sapling (23)\*
- 1/20 Langk Lizardman Lt. (21)\*

**BLUE DIAMOND NECKLACE**

- 1/300 Merkenis Escort (21)\*

**BLUE WOLF BOOTS**

- 1/39k Doom Knight (65)

**BLUE WOLF BOOTS DESIGN**

- 1/220 Doom Knight (65)

**BLUE WOLF BREASTPLATE PART**

- 1/120 Malruk Knight (66)
- 1/23 Karik (70)\*

**BLUE WOLF GAITERS**

- 1/17k Malruk Knight (66)

**BLUE WOLF GAITERS MATERIAL**

- 1/84 Malruk Knight (66)

**BLUE WOLF GLOVES**

- 1/39k Doom Knight (65)



### BLUE WOLF GLOVES FABRIC

1/220 Doom Knight (65)

### BLUE WOLF HELMET

1/15k Karik (70)

### BLUE WOLF HELMET DESIGN

1/67 Karik (70)

### BLUE WOLF STOCKINGS

1/26k Limal Karinness (69)

### BLUE WOLF STOCKINGS PATTERN

1/150 Limal Karinness (69)

### BLUE WOLF TUNIC

1/42k Limal Karinness (69)

### BLUE WOLF TUNIC FABRIC

1/200 Limal Karinness (69)

### BLUEPRINT-SUMMON SIEGE GOLEM

1/360 Hatar Hanishee (49)

### BODY SLASHER

1/67k Trisalim Tarantula (46)

1/73k Shackle (45)

### BODY SLASHER BLADE

1/660 Trisalim Tarantula (46)

1/730 Shackle (45)

1/70 Timak Orc Troop Leader (45)\*

### BONE ARROW

17% Wyrn (35) [20-39]

16% Batur Orc Shaman (34) [20-79]

14% Warr. of Plain (38) [20-79]

11% Ragna Orc Seer (39) [20-79]

10% Guardian Basilisk (36) [20-39]

10% Leto Lizardman Archer (36) [20-39]

10% Turek Orc Archer (27) [20-39]

1/11 Soul Scavenger (35) [20-359]

1/11 Toad Lord (32) [20-39] [20-79]

1/12 Karul Bugbear (40) [20-79]

1/13 Ol Mahum Shooter (24) [20-39]

1/14 Shaman of Plain (39) [20-79]

1/15 Ol Mahum Patrolman (25) [20-39]

1/16 Puncher (34) [20-79]

1/18 Breka Orc Archer (32) [20-39]

1/18 Delu Lizardman Scout (29) [20-39]

1/19 Turek Orc Elder (34) [20-79]

1/19 Ol Mahum Marksman (28) [20-79]

1/20 Wild Desperado (35) [20-79]

1/20 Dire Wolf (24) [20-39]

1/20 Skeleton Marauder (29) [20-39]

1/21 Giant Fungus (40) [20-79]

1/23 Skel. Bowman (20) [20-39]

1/25 Ant Guard (35) [20-79]

1/28 Ol Mahum Ranger (22) [20-39]

### BONE BREASTPLATE

1/910 Undine (17)

1/1600 Sukar Wererat Lead. (19)

1/1600 Crystalline Beast (18)

1/1700 Omen Beast (17)

1/1700 Ruin Imp (17)

1/1700 Pinrul (17)

1/1700 Pincer Spider (17)

1/1800 Dark Terror (16)

1/330 Omen Beast (17)\*

### BONE CLUB

1/5200 Dion Grizzly (20)

1/5300 Ratman Warrior (19)

1/5700 Grizzly Bear (17)

1/5700 Akaste Bone Warlord (17)

1/5900 Stone Guardian (16)

### BONE DAGGER

1/390 Gremlin Scavenger (1)

1/390 Elpy (1)

### BONE GAITERS

1/570 Undine (17)

1/1000 Sukar Wererat Lead. (19)

1/1000 Crystalline Beast (18)

1/1100 Omen Beast (17)

1/1100 Ruin Imp (17)

1/1100 Pinrul (17)

1/1100 Pincer Spider (17)

1/1100 Dark Terror (16)

1/110 Salamander (17)\*

### BONE HELMET

1/670 Turek Orc Supplier (27)

1/670 Ol Mahum Raider (27)

1/1200 Basilisk (28)

### BONE HELMET DESIGN

1/27 Turek Orc Supplier (27)

1/27 Ol Mahum Raider (27)

1/48 Basilisk (28)

13% Turek Orc Sentinel (25)\*

10% Talakin Archer (28)\*

1/13 Kuran Kobold (27)\*

### BONE HELMET

1/170 Ol Mahum Marksman (28)\*

### BONE SHIELD

1/420 Ol Mahum Deserter (23)

1/440 Hungry Eye (22)

1/460 Merkenis Escort (21)

### BONE STAFF

1/580 Sukar Wererat Chief (28)

1/670 Rampage Golem Ldr (25)

1/16k Sorrow Maiden (27)

### BONEBREAKER

1/3000 Adherent of Antaras (43)

1/3100 Stakato Queen Zyrnna (43)

1/99k Timak Orc Soldier (42)

### BONEBREAKER HEAD

1/41 Adherent of Antaras (43)

1/42 Stakato Queen Zyrnna (43)

1/1300 Timak Orc Soldier (42)

### BOOT LINING

1/38 Ol Mahum Reserve (23)

1/42 Ol Mahum Recruit (21)

1/42 Ol Mahum Patrol (21)

1/42 Ruin Spartoi (21)

10% Ol Mahum Deserter (23)\*

### BOOTS

1/600 Ol Mahum Reserve (23)

1/660 Ruin Spartoi (21)

1/660 Ol Mahum Recruit (21)

1/660 Ol Mahum Patrol (21)

### BOOTS OF BLESSING

1/28k Trives (63)

### BOOTS OF BLESSING DESIGN

1/200 Trives (63)

### BOOTS OF DOOM

1/39k Doom Knight (65)

### BOOTS OF GRACE

1/39k Doom Knight (65)

### BOOTS OF GRACE LINING

1/220 Doom Knight (65)

13% Limal Karinness (69)\*

### BOOTS OF KNOWLEDGE

1/2800 Scout of Plain (36)

1/4000 Wyrn (35)

1/4200 Puncher (34)

### BOOTS OF POWER

1/7300 Manashen Gargoyle (40)

1/9400 Leto Liz.man Soldier (37)

1/9400 Noble Ant (37)

### BOOTS OF POWER PATTERN

1/140 Manashen Gargoyle (40)

1/190 Leto Liz.man Soldier (37)

1/190 Noble Ant (37)

### BOOTS OF SILENCE

1/28k Trives (63)

### BOOTS OF SILENCE FABRIC

1/200 Trives (63)

### BOW

1/390 Tunath Orc Marksman (10)

1/720 Orc Marksman (10)

1/1000 Balor Orc Archer (8)

1/1000 Utuku Orc Archer (8)

1/1000 Kaboo Orc Archer (8)

1/1000 Orc Archer (8)

### BOW OF PERIL

1/42k Pytan (69)

### BOW SHAFT

1/87 Tunath Orc Marksman (10)

1/160 Orc Marksman (10)

1/230 Kaboo Orc Archer (8)

1/230 Balor Orc Archer (8)

1/230 Utuku Orc Archer (8)

1/230 Orc Archer (8)

1/63 Blade Bat (10)\*

1/63 Orc Fighter (10)\*

1/63 Monster Eye Tracker (10)\*

1/91 Kaboo Orc Archer (8)\*

1/150 Utuku Orc (6)\*

### BRACER

1/600 Ol Mahum Reserve (23)

1/660 Ruin Spartoi (21)

1/660 Ol Mahum Recruit (21)

1/660 Ol Mahum Patrol (21)

### BRAIDED HEMP

1/40 Rampage Golem Ldr (25)

1/42 Malruk Succubus (55) [1-3]

1/46 Oel Mahum (53) [1-3]

1/47 Ricenseo (43) [1-3]

1/48 Giant Monstereye (41)

1/48 Gargoyle Lord Sirocco (45) [1-19]

1/51 Barif (64) [1-7]

1/52 Enchanted Gargoyle (44)

1/61 Timak Orc Archer (41)

1/69 Archer of Greed (46) [1-3]

1/69 Timak Orc Troop Archer (41) [1-3]

1/70 Monster Eye Searcher (22)

1/72 Snipe (44) [1-3]

1/73 Monster Eye Gazer (25)

1/75 Hunter Gargoyle (52) [1-5]

1/76 Hatar Hanishee (49) [1-3]

1/80 Enchanted Monstereye (41)

1/84 Turek Orc Archer (27)

1/85 Perum (48) [1-7]

1/85 Grave Wanderer (45) [1-3]

1/87 Snipe Fellow (42) [1-3]

1/88 Dre Vanul Scout (21)

1/93 Tamlin Orc Archer (42) [1-3]

1/95 Harpy (32)

1/100 Breka Orc Archer (32)

1/100 Strain (31)

1/100 Cave Servant Archer (47) [1-5]

1/110 Talakin Raider (27)

1/110 Dre Vanul Warrior (32)

1/110 Ol Mahum Shooter (24)

1/110 Skeleton Marauder (29)

1/120 Monster Eye Destroyer (26)

1/120 Skel. Longbowman (19)

1/120 Monster Eye Watcher (25)

1/120 Hungry Eye (22)

1/130 Wandering Eye (21)

1/140 Giant Fungus (40) [1-3]

1/150 Dre Vanul Tracker (20)

1/150 Dre Vanul Slayer (22)

1/160 Ol Mahum Marksman (28) [1-3]

1/160 Scavenger Bat (18)

1/160 Dre Vanul Beholder (21)

1/160 Ruin Imp Elder (21)

1/190 Ruin Bat (20)

1/190 Skeleton Bowman (20)

26% Fire Archer (29)\*

25% Breka Orc Archer (32)\*

15% Dre Vanul Slayer (22)\*

14% Dre Vanul Beholder (21)\*

13% Skel. Longbowman (19)\*

### BRANCH OF LIFE

1/870 Tiger Hornet (26)

1/26k Kuran Kobold Warr. (28)

1/28k Monster Eye Destroyer (26)

### BRANDISH

1/1900 Dungeon Spider (15)

1/3600 Cave Spider (15)

1/3600 Crimson Spider (15)

1/3900 Orc Fighter Leader (12)

1/4000 Akaste Bone Soldier (12)

1/4000 Balor Orc Fighter Leader (12)

1/4000 Kaboo Orc Fighter Leader (12)

1/4000 Kaboo Orc Fighter (10)

### BRANDISH BLADE

1/180 Dungeon Spider (15)

1/340 Cave Spider (15)

1/340 Crimson Spider (15)

1/370 Orc Fighter Leader (12)

1/380 Akaste Bone Soldier (12)

1/380 Balor Orc Fighter Leader (12)

1/380 Kaboo Orc Fighter Leader (12)

1/47 Dread Soldier (14)\*

1/48 Dungeon Spider (15)\*

1/48 Dungeon Skeleton Archer (13)\*

1/99 Goblin Tomb Raider Leader (12)\*

### BRIGANDINE BOOTS

1/7300 Manashen Gargoyle (40)

1/9400 Leto Liz.man Soldier (37)

1/9400 Noble Ant (37)



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| <b>BUCKLER</b><br>23% Kobold Looter Bepook (13)<br>1/69 Misery Skeleton (14)<br>1/120 Shield Skeleton (15)<br>1/130 Doom Soldier (14)<br>1/130 Dread Soldier (14)<br>1/130 Darkstone Golem (13)<br>1/140 Grizzly (12)<br>1/140 Vaiss Orc Lieutenant (11)<br>1/25 Crasher (14)* | <b>CHAIN GAITERS PART</b><br>1/73 Taik Orc Captain (44)<br>1/75 Liele (46)<br>14% Lesser Giant Elder (65)* | 1/21 Fettered Soul (38) [1-3]<br>1/22 Neer Ghoul Berserker (29)<br>1/23 Kaysha Herald Of Ikaros (30) [1-11]<br>1/23 Nightmare Weaver (21) [1-3]<br>1/23 Formor Elder (46) [1-3]<br>1/24 Formor (45) [1-3]<br>1/25 Dustwind Gargoyle (53) [1-5]<br>1/26 Breka Orc Shaman (34)<br>1/26 Goblin Brigand (8)<br>1/26 Goblin Lookout (8)<br>1/27 Sentinel Of Water (31)<br>1/28 Premo (45) [1-7]<br>1/29 Trisalim Spider (45) [1-3]<br>1/29 Giant Mist Leech (25)<br>1/31 Timak Orc Shaman (44) [1-3]<br>1/31 Forest Runner (50) [1-11]<br>1/33 Valley Treant (47) [1-3]<br>1/34 Neer Crawler (28)<br>1/36 Androscorpio Hunter (30)<br>1/37 Androscorpio (21)<br>1/38 Dicor (47) [1-9]<br>1/42 Mirrorforest Ghost (48) [1-17]<br>1/43 Stinger Wasp (30)<br>1/44 Sorrow Maiden (27)<br>1/45 Bloody Bee (23)<br>1/46 Goblin Brigand Lieutenant (10) [1-3]<br>1/47 Stink Zombie (19)<br>1/49 Crystalline Beast (18)<br>1/50 Corpse Candle (17)<br>1/53 Puncher (34) [1-3]<br>1/53 Lafi Lizardman (27)<br>1/59 Goblin Tomb Raider Leader (12)<br>1/62 Baranka Guard (22)<br>1/63 Turek Orc Elder (34) [1-3]<br>1/65 Hobgoblin (21)<br>1/65 Baranka Escort (21)<br>1/65 Kirunak'S Guards (21)<br>1/67 Pinrul (17)<br>1/67 Ol Mahum Novice (17)<br>1/79 Merkenis Escort (21)<br>1/81 Magical Weaver (11)<br>1/92 Goblin Thief (10)<br>1/92 Monster Eye Tracker (10)<br>1/92 Goblin Brigand Lead. (14)<br>1/95 Goblin Lord (13)<br>1/110 Enku Orc Shaman (20)<br>1/120 Goblin Grave Robber (5)<br>1/140 Goblin (5)<br>1/140 Goblin Snooper (5)<br>1/160 Goblin Scout (8)<br>1/200 Bearded Keltir (1)<br>1/310 Elpy (1)<br>93% Demon Tempest (38) [1-17]*<br>74% Forest Runner (50) [1-3]*<br>41% Dire Wolf (24)*<br>37% Baranka Guard (22)*<br>35% Merkenis Escort (21)*<br>29% Opal Beast (15)*<br>29% Giant Spider (15)*<br>29% Twink Puma (15)*<br>28% Felim Lizardman (14)*<br>28% Stone Soldier (14)*<br>27% Marsh Zombie (13)*<br>25% Baraq Orc Fighter Lt. (11)*<br>22% Goblin Brigand Lt. (10)*<br>22% Monster Eye Tracker (10)*<br>1/14 Goblin (5)*<br>1/30 Elder Brown Keltir (3)*<br>1/50 Elpy (1)*<br>1/100 Bearded Keltir (1)* | <b>CHAIN GLOVES</b><br>1/5300 Krator (44)<br>1/7900 Snipe (44)<br>1/9000 Cave Servant (46) | <b>CHAIN GLOVES DESIGN</b><br>1/94 Krator (44)<br>1/140 Snipe (44)<br>1/160 Cave Servant (46) | <b>CHAIN GLOVES OF SILENCE</b><br>1/28K Trives (63) | <b>CHAIN GLOVES OF SILENCE DESIGN</b><br>1/200 Trives (63) | <b>CHAIN HOOD</b><br>1/2900 Premo (45)<br>1/5800 Formor Elder (46)<br>1/6100 Grave Wanderer (45) | <b>CHAIN HOOD PATTERN</b><br>1/42 Premo (45)<br>1/83 Formor Elder (46)<br>1/87 Grave Wanderer (45) | <b>CHAIN MAIL SHIRT</b><br>1/10K Taik Orc Captain (44)<br>1/10K Liele (46) | <b>CHAIN MAIL SHIRT MATERIAL</b><br>1/150 Taik Orc Captain (44)<br>1/150 Liele (46)<br>1/31 Carinkain (45)*<br>1/31 Timak Orc Overlord (45)* | <b>CHAIN SHIELD</b><br>1/2100 Premo (45)<br>1/4100 Formor Elder (46)<br>1/4300 Grave Wanderer (45) | <b>CHAIN SHIELD FRAGMENT</b><br>1/38 Premo (45)<br>1/76 Formor Elder (46)<br>1/79 Grave Wanderer (45) | <b>CHAKRAM</b><br>1/23K Enchanted Gargoyle (44) | <b>CHAKRAM EDGE</b><br>1/270 Enchanted Gargoyle (44)<br>1/53 Perum (48)*<br>1/61 Premo (45)* | <b>CHARCOAL</b><br>13% Cave Servant Lord Ishka (66) [1-19]<br>1/15 Pirate Capt. Uthanka (10)<br>1/15 Varikan Brigand Lead. (10)<br>1/15 Demon Tempest (38) [1-11]<br>1/16 Adherent of Antaras Skyla (41) [1-19]<br>1/16 Lesser Giant Shooter (63) [1-5]<br>1/16 Eyes of Bereth (35) [1-11]<br>1/16 Envoyofantaras Nakondas (42) [1-11]<br>1/16 Harit Lizardman Shaman (54) [1-13]<br>1/17 Redeye Leader Trakia (40) [1-9]<br>1/17 Scout of Plain (36)<br>1/18 Grandis (40)<br>1/18 Timak Orc Troop Leader (45) [1-3]<br>1/19 Priest Of Kuroboros (31) [1-9]<br>1/19 Taik Orc Supply Leader (55) [1-5]<br>1/20 Vrykolakas (15) [1-7]<br>1/20 Turek Orc Shaman (29)<br>1/21 Liele (46)<br>1/21 Oel Mahum Witch Doctor (55) [1-5] | <b>CLAYMORE</b><br>10% Queen Ant (43)<br>1/2100 Envoyofantaras Nakondas (42)<br>1/38K Timak Orc Warrior (43) | <b>CLAYMORE BLADE</b><br>1/27 Envoyofantaras Nakondas (42)<br>1/480 Timak Orc Warrior (43) | <b>CLOTH CAP</b><br>1/50 Brown Keltir (2)<br>1/56 Young Keltir (1)<br>25% Elder Longtail Keltir (3)* | <b>CLOTH SHOES</b><br>1/76 Young Brown Keltir (1)<br>1/76 Gremlin (1)<br>12% Brown Keltir (2)* | <b>CLUB</b><br>1/220 Elder Wolf (5)<br>1/220 Giant Toad (5) | <b>CLUB OF NATURE</b><br>1/260K Taik Orc Supply (51)<br>1/270K Liele Elder (52) | <b>CLUB OF NATURE HEAD</b><br>1/2100 Taik Orc Supply (51)<br>1/2300 Liele Elder (52)<br>1/120 Taik Orc Supply (51)* | <b>COAL</b><br>1/14 Brae Orc Chief (17) [1-5]<br>1/15 Pirate Capt. Uthanka (10)<br>1/15 Varikan Brigand Leader (10)<br>1/15 Zombie Lord Farakelus (29) [1-5]<br>1/15 Timak Orc Overlord (45)<br>1/16 Lesser Giant Shooter (63) [1-5]<br>1/16 Harit Lizardman Shaman (54) [1-13]<br>1/16 Tracker Sharuk (28) [1-7]<br>1/17 Scout of Plain (36)<br>1/18 Grandis (40)<br>1/18 Timak Orc Troop Leader (45) [1-3]<br>1/19 Priest Of Kuroboros (31) [1-9]<br>1/19 Taik Orc Supply Leader (55) [1-5]<br>1/19 Turek Orc Warlord (30)<br>1/20 Turek Orc Shaman (29)<br>1/21 Liele (46)<br>1/21 Oel Mahum Witch Doctor (55) [1-5]<br>1/22 Leto Liz.man Overlord (40)<br>1/22 Breka Orc Overlord (35)<br>1/23 Turek Orc Skirmisher (28)<br>1/23 Formor Elder (46) [1-3]<br>1/23 Fline (45)<br>1/24 Turek Orc Supplier (27)<br>1/25 Turek Orc Footman (26)<br>1/25 Breka Orc Warrior (33)<br>1/26 Turek Orc Sentinel (25)<br>1/26 Breka Orc Shaman (34)<br>1/26 Goblin Brigand (8)<br>1/26 Goblin Lookout (8)<br>1/29 Marsh Stakato Drone (35)<br>1/29 Spore Zombie (47) [1-3]<br>1/30 Marsh Stakato Soldier (33)<br>1/31 Timak Orc Shaman (44) [1-3]<br>1/34 Breka Orc (31)<br>1/36 Kuran Kobold (27)<br>1/36 Marsh Stakato Worker (31)<br>1/37 Maraku Werewolf Chieftain (14) | 1/37 Vuku Orc (14)<br>1/38 Ghoul (32)<br>1/40 Marsh Stakato (29)<br>1/41 Kaboo Orc Fighter Lt. (11)<br>1/41 Orc Lieutenant (11)<br>1/42 Tunath Orc Warrior (12)<br>1/44 Relic Werewolf (9)<br>1/46 Goblin Brigand Lieutenant (10) [1-3]<br>1/46 Balor Orc Fighter (10)<br>1/49 Kadif Werewolf (25)<br>1/50 Vuku Orc Fighter (17)<br>1/52 Gora Werewolf (16)<br>1/55 Maraku Werewolf (9)<br>1/55 Werewolf (9)<br>1/55 Marsh Zombie Lord (14)<br>1/59 Goblin Tomb Raider Leader (12)<br>1/59 Enku Orc Champion (21)<br>1/61 Vaiss Orc Lieutenant (11)<br>1/61 Balor Orc Lieutenant (11)<br>1/61 Baraq Orc Fighter Lt. (11)<br>1/62 Baranka Guard (22)<br>1/63 Turek Orc Elder (34) [1-3]<br>1/65 Hobgoblin (21)<br>1/65 Baranka Escort (21)<br>1/65 Kirunak'S Guards (21)<br>1/67 Ol Mahum Novice (17)<br>1/69 Ruin Zombie Leader (16)<br>1/71 Ruin Zombie (15)<br>1/76 Marsh Zombie (13)<br>1/76 Orc Fighter Leader (12)<br>1/78 Balor Orc Fighter Leader (12)<br>1/78 Werewolf Chieftain (12)<br>1/78 Kaboo Orc Fighter Leader (12)<br>1/79 Merkenis Escort (21)<br>1/81 Magical Weaver (11)<br>1/84 Kaboo Orc Grunt (7)<br>1/87 Zombie Warrior (22)<br>1/91 Lycanthrope (20)<br>1/92 Werewolf Hunter (10)<br>1/92 Goblin Thief (10)<br>1/92 Vaiss Orc (10)<br>1/92 Orc Fighter (10)<br>1/92 Kaboo Orc Fighter (10)<br>1/92 Monster Eye Tracker (10)<br>1/92 Baraq Orc Fighter (10)<br>1/92 Goblin Brigand Lead. (14)<br>1/94 Zombie Soldier (19)<br>1/95 Goblin Lord (13)<br>1/110 Enku Orc Shaman (20)<br>1/110 Garum Werewolf (9)<br>1/120 Goblin Grave Robber (5)<br>1/120 Goblin Raider (5)<br>1/120 Elder Longtail Keltir (3)<br>1/120 Elder Red Keltir (3)<br>1/130 Orc Grunt (7)<br>1/140 Goblin (5)<br>1/140 Goblin Snooper (5)<br>1/160 Kaboo Orc (6)<br>1/160 Orc (6)<br>1/160 Goblin Scout (8)<br>1/170 Utuku Orc Grunt (7)<br>1/180 Elder Prairie Keltir (3)<br>1/180 Utuku Orc (6)<br>1/240 Elder Brown Keltir (3)<br>1/240 Elder Keltir (3)<br>1/240 Turek Orc Shaman (29)*<br>85% Turek Orc Footman (26)*<br>62% Ghoul (32)*<br>35% Hobgoblin (21)*<br>34% Relic Werewolf (9)*<br>30% Vuku Orc Fighter (17)*<br>28% Vuku Orc (14)*<br>26% Werewolf Chieftain (12)*<br>25% Vaiss Orc Lt. (11)*<br>22% Baraq Orc Fighter (10)*<br>22% Goblin Thief (10)* |
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**NECKLACE OF ANGUISH CHAIN**  
 1/17 Stone Giant (13)  
 1/30 Obsidian Golem (15)  
 1/30 Cat's Eye Bandit (15)  
 1/31 Stone Soldier (14)  
 1/31 Crasher (14)  
 1/31 Evil Eye Patroller (14)  
 1/33 Blood Fungus (12)  
 21% Cat's Eye Bandit (15)\*  
 20% Hunter Bear (14)\*  
 20% Dryad (13)\*  
 18% Mineshaft Bat (11)\*

**NECKLACE OF BINDING CHAIN**  
 1/100 Cave Keeper (58)  
 1/120 Oel Mahum Witch Doctor (55)  
 1/12 Lesser Giant Mage (64)\*

**NECKLACE OF BLACK ORE**  
 1/18k Lesser Giant Elder (65)

**NECKLACE OF BLACK ORE BEADS**  
 1/150 Lesser Giant Elder (65)  
 70% Cave Servant Lord Ishka (66)\*

**NECKLACE OF DARKNESS**  
 1/3400 Excuro (41)  
 1/5100 Taik Orc Shaman (43)  
 1/5700 Rotting tree (43)

**NECKLACE OF DARKNESS GEM**  
 1/60 Excuro (41)  
 1/91 Taik Orc Shaman (43)  
 1/100 Rotting tree (43)  
 64% Titanscreation Premo Prime (43)\*

**NECKLACE OF DEVOTION**  
 1/1100 Turek Orc Sentinel (25)  
 1/1700 Giant Crimson Ant (28)  
 1/1900 Glass Jaguar (27)  
 1/2100 Monster Eye Watcher (25)

**NECKLACE OF DEVOTION CHAIN**  
 1/40 Turek Orc Sentinel (25)  
 1/62 Giant Crimson Ant (28)  
 1/68 Glass Jaguar (27)  
 1/75 Monster Eye Watcher (25)  
 73% Betrayer of Urutu Freki (25)\*  
 1/13 Lafi Liz.man Scout (28)\*  
 1/13 Horror Mist Ripper (27)\*  
 1/15 Mandragora Blossom (25)\*

**NECKLACE OF KNOWLEDGE**  
 1/50 Monster Eye (10)  
 1/93 Werewolf Hunter (10)  
 1/93 Evil Eye (10)  
 1/93 Monster Eye Tracker (10)  
 1/56 Kasha Timber Wolf (6)\*

**NECKLACE OF MAGIC**  
 1/29 Goblin (5)  
 1/29 Goblin Snooper (5)  
 1/29 Goblin Raider (5)  
 1/29 Goblin Grave Robber (5)  
 21% Goblin Raider (5)\*  
 1/17 Gremlin Scavenger (1)\*

**NECKLACE OF MERMAID**  
 1/8400 Hunter Gargoyle (52)  
 1/8800 Harit Liz.man Grunt (51)

**NECKLACE OF MERMAID TEARDROP**  
 1/100 Hunter Gargoyle (52)  
 1/110 Harit Liz.man Grunt (51)

**NECKLACE OF PROTECTION**  
 100% Orfen (50)  
 1/5100 Dragon Bearer Chief (49)  
 1/7000 Hatar Hanishee (49)  
 1/7700 Spore Zombie (47)

**NECKLACE OF PROTECTION GEMSTONE**  
 1/64 Dragon Bearer Chief (49)  
 1/89 Hatar Hanishee (49)  
 1/97 Spore Zombie (47)

**NECKLACE OF WISDOM**  
 1/900 Mandragora Sprout (20)  
 1/900 Enku Orc Shaman (20)  
 1/930 Stink Zombie (19)  
 1/950 Lirein (18)  
 1/990 Shade Horror (17)  
 1/990 Corpse Candle (17)  
 1/1000 Cave Fang Spider (16)  
 1/1000 Pincher (16)

**NECKLACE OF WISDOM CHAIN**  
 1/38 Enku Orc Shaman (20)  
 1/38 Mandragora Sprout (20)  
 1/40 Stink Zombie (19)  
 1/40 Lirein (18)  
 1/42 Shade Horror (17)  
 1/42 Corpse Candle (17)  
 1/44 Pincher (16)  
 1/44 Cave Fang Spider (16)  
 12% Boogle Ratman Leader (18)\*  
 12% Bugbear Raider (17)\*  
 12% Vuku Orc Fighter (17)\*  
 12% Pincer Spider (17)\*  
 12% Talon Spider (16)\*  
 11% Whinstone Golem (14)\*

**NECKLACE OF WISDOM**  
 1/180 Ghost (20)\*  
 1/200 Ratman Spy (16)\*

**NIRVANA AXE**  
 1/260k Taik Orc Supply (51)  
 1/270k Liele Elder (52)

**NIRVANA AXE BLADE**  
 1/2200 Taik Orc Supply (51)  
 1/2400 Liele Elder (52)  
 1/80 Kadios (62)\*  
 1/130 Diprive (50)\*

**OGRE POWER GAUNTLETS**  
 1/3700 Ricenseo (43)  
 1/6300 Taik Orc Archer (41)  
 1/6900 Kronbe Spider (43)

**OGRE POWER GAUNTLETS PART**  
 1/68 Ricenseo (43)  
 1/120 Taik Orc Archer (41)  
 1/130 Kronbe Spider (43)

**OMEN BEAST'S EYE EARRING**  
 1/2500 Excuro (41)  
 1/3800 Taik Orc Shaman (43)  
 1/4200 Rotting tree (43)

**OMEN BEAST'S EYE EARRING GEMSTONE**  
 1/43 Excuro (41)  
 1/65 Taik Orc Shaman (43)  
 1/72 Rotting tree (43)  
 62% Adherent of Antaras Skyla (41) [1-3]\*

**ORCISH GLAIVE**  
 1/67k Trisalim Tarantula (46)  
 1/73k Shackle (45)

**ORCISH GLAIVE BLADE**  
 1/660 Trisalim Tarantula (46)  
 1/730 Shackle (45)  
 1/54 Krator (44)\*

**ORCISH POLEAXE**  
 1/120k Halingka (55)  
 1/130k Farcran (53)  
 1/130k Marsh Drake (55)

**ORCISH POLEAXE BLADE**  
 1/890 Halingka (55)  
 1/910 Farcran (53)  
 1/930 Marsh Drake (55)  
 1/120 Halingka (55)\*

**ORIHARUKON ORE**  
 1/25 Tairim (50)  
 1/26 Hatar Ratman Boss (48)  
 1/28 Pytan Knight (68)  
 1/38 Malruk Berserker (67)  
 1/44 Malex Herald Of Dagoniel (30)  
 1/61 Congerer Lord (54)  
 1/61 Falibati (64)  
 1/66 Congerer (52)  
 1/86 Dark Knight (48)  
 1/87 Porta (40)  
 1/89 Barif Pet (61)  
 1/90 Rowin Undine (33)  
 1/99 Mordeo (42)  
 1/110 Dark Lord (50)  
 1/110 Susceptor (49)  
 1/120 Lakin Undine (30)  
 1/130 Unicorn Elder (55)  
 1/130 Kronbe Spider (43)  
 1/150 Fine Elder (51)  
 1/170 Mirrorforest Ghost (46)  
 1/170 Windsus (39)  
 1/190 Road Scavenger (37)  
 1/220 Taik Orc (40)  
 1/220 Lord of Plain (40)  
 1/220 Leto Lizardman (35)  
 1/260 Shackle (45)  
 1/270 Unicorn (49)  
 1/290 Taik Orc Shaman (43)  
 1/300 Sentinel Of Water (31)  
 1/330 Liele Elder (52) [1-3]  
 1/360 Roxide (32)  
 1/360 Roxide Fellow (29)  
 1/450 Patin Archer (29)  
 27% Pytan (69)\*  
 20% Barif Pet (61)\*  
 16% Congerer Lord (54)\*  
 13% Dark Lord (50)\*  
 1/15 Lakin Undine (30)\*  
 1/19 Road Scavenger (37)\*  
 1/20 Tyrant Kingpin (36)\*  
 1/29 Patin Archer (29)\*

**PAAGRIO AXE**  
 1/180k Thunder Wyrm (54)  
 1/180k Marsh Stalker (54)  
 1/180k Grave Guard (54)

**PAAGRIO AXE BLADE**  
 1/1500 Marsh Stalker (54)  
 1/1500 Thunder Wyrm (54)  
 1/1500 Grave Guard (54)

**PAAGRIO HAMMER**  
 1/260k Taik Orc Supply (51)  
 1/270k Liele Elder (52)

**PAAGRIO HAMMER HEAD**  
 1/2000 Taik Orc Supply (51)  
 1/2200 Liele Elder (52)

**PANTS**  
 1/55 Elder Keltir (3)  
 1/83 Parie Keltir (2)  
 1/83 Red Keltir (2)

**PARADIA BOOTS**  
 1/39k Doom Knight (65)

**PARADIA BOOTS PATTERN**  
 1/220 Doom Knight (65)  
 17% Pytan Knight (68)\*

**PARADIA GLOVES**  
 1/39k Doom Knight (65)

**PARADIA GLOVES PATTERN**  
 1/220 Doom Knight (65)

**PARADIA STAFF**  
 1/260k Taik Orc Supply (51)  
 1/270k Liele Elder (52)

**PARADIA STAFF HEAD**  
 1/2100 Taik Orc Supply (51)  
 1/2300 Liele Elder (52)

1/110 Hunter Gargoyle (52)\*

**PATA**  
 1/82k Death Wave (62)

**PATA BLADE**  
 1/340 Death Wave (62)  
 24% Fairy Queen Timiniel (61)\*  
 1/79 Cave Maiden (59)\*

**PIECE BONE BREASTPLATE**  
 1/2900 Veelan Bugbear Warrior (24)  
 1/2900 OI Mahum Officer (24)  
 1/3400 Langk Lizardman Lt. (21)

**PIECE BONE BREASTPLATE FRAGMENT**  
 1/180 Veelan Bugbear Warrior (24)  
 1/180 OI Mahum Officer (24)  
 1/210 Langk Lizardman Lt. (21)  
 1/24 Tumran Bugbear Warrior (24)\*  
 1/27 OI Mahum Guard (22)\*  
 1/28 OI Mahum Patrol (21)\*

**PIECE BONE BREASTPLATE**  
 1/450 Kirunak'S Guards (21)\*

**PIECE BONE GAITERS**  
 1/1800 Veelan Bugbear Warrior (24)  
 1/1800 OI Mahum Officer (24)  
 1/2200 Langk Lizardman Lt. (21)

**PIECE BONE GAITERS FRAGMENT**  
 1/130 OI Mahum Officer (24)  
 1/130 Veelan Bugbear Warrior (24)  
 1/150 Langk Lizardman Lt. (21)  
 1/17 Dire Wolf (24)\*  
 1/18 Raging Sparto (22)\*  
 1/19 Wandering Eye (21)\*

**PIECE BONE GAITERS**  
 1/270 Hungry Eye (22)\*

**PIKE**  
 1/6300 Marsh Stakato Worker (31)  
 1/7000 Sentinel Of Water (31)

**PLATE BOOTS**  
 1/3700 Ricenseo (43)  
 1/6300 Taik Orc Archer (41)  
 1/6900 Kronbe Spider (43)

**PLATE BOOTS DESIGN**  
 1/68 Ricenseo (43)  
 1/120 Taik Orc Archer (41)  
 1/130 Kronbe Spider (43)  
 12% Rotting tree (43)\*

**PLATE GAITERS**  
 1/3800 Timak Orc Troop Archer (41)  
 1/5400 Taik Orc Warrior (42)  
 1/6300 Tamlin Orc (41)

**PLATE GAITERS PART**  
 1/62 Timak Orc Troop Archer (41)  
 1/88 Taik Orc Warrior (42)  
 1/100 Tamlin Orc (41)  
 1/19 Taik Orc Warrior (42)\*

**PLATE HELMET**  
 1/4600 Enchanted Iron Golem (43)  
 1/5700 Enchanted Monstereye (41)

**PLATE HELMET DESIGN**  
 1/78 Enchanted Iron Golem (43)  
 1/96 Enchanted Monstereye (41)

**PLATE LEATHER BOOT LINING**  
 1/94 Krator (44)

1/140 Snipe (44)  
 1/160 Cave Servant (46)

**PLATE LEATHER GLOVES DESIGN**  
 1/90 Perum (48)  
 1/91 Dicor (47)  
 1/170 Mirrorforest Ghost (47)  
 74% Handmaiden of Orfen (48)\*  
 10% Dragon Bearer Chief (49)\*  
 1/13 Mirrorforest Ghost (48)\*

**PLATE SHIELD**  
 1/3300 Enchanted Iron Golem (43)  
 1/4000 Enchanted Monstereye (41)

**PLATE SHIELD FRAGMENT**  
 1/56 Enchanted Iron Golem (43)  
 1/68 Enchanted Monstereye (41)

**PLATED LEATHER**  
 1/14k Vanor Silenos Warr. (48)  
 1/16k Unicorn (49)

**PLATED LEATHER BOOTS**  
 1/5300 Krator (44)  
 1/7900 Snipe (44)  
 1/9000 Cave Servant (46)

**PLATED LEATHER FRAGMENT**  
 1/170 Vanor Silenos Warr. (48)  
 1/200 Unicorn (49)  
 62% Rscavenger Leader Rinoket (48)\*  
 1/17 Dragon Bearer Archer (47)\*

**PLATED LEATHER GAITERS**  
 1/8900 Vanor Silenos Warr. (48)  
 1/10k Unicorn (49)

**PLATED LEATHER GAITERS MATERIAL**  
 1/120 Vanor Silenos Warr. (48)  
 1/130 Unicorn (49)  
 68% Dread Avenger Kraven (48)\*  
 1/11 Dragon Bearer Warrior (48)\*

**PLATED LEATHER GLOVES**  
 1/3800 Perum (48)  
 1/3800 Dicor (47)  
 1/6900 Mirrorforest Ghost (47)

**PONIARD DAGGER**  
 1/270 Kaysha Herald Of Ikaros (30)  
 1/290 Zombie Lord Farakelsus (29)  
 1/6600 Ghoul (32)

**POTION OF ALACRITY**  
 1/20 Orfen (50)  
 1/20 Queen Ant (43)  
 1/20 Core (50)  
 1/79 Mordeo (42)  
 1/250 Medusa (34)  
 1/410 Neer Crawler (28)  
 1/430 Androscorpio Hunter (30)  
 1/450 Androscorpio (29)  
 1/510 Skeleton Raider (30)  
 1/530 Lesser Basilisk (27)  
 1/530 Sorrow Maiden (27)  
 1/560 OI Mahum General (26)  
 1/610 Basilisk (28)  
 1/670 Specter (26)  
 1/730 Balor Orc Lieutenant (11)  
 1/740 Dre Vanul Slayer (22)  
 1/810 OI Mahum Officer (24)  
 1/850 Mist Terror (15)  
 1/850 Veelan Bugbear (23)  
 1/990 Green Fungus (9)





DROPS: POTION OF ALACRITY – RECIPE: MITHRIL RING

**RECIPE: DIRK**  
1/270 Vampire Bat (10)  
1/1100 Utuku Orc (6)  
1/13 Tunath Orc Marksman (10)\*  
1/56 Kaboo Orc (6)\*

**RECIPE: DIVINE BOOTS**  
1/13 Death Knight (50)\*

**RECIPE: DIVINE STOCKINGS**  
1/52 Snipe Fellow (42)\*

**RECIPE: DIVINE TUNIC**  
1/1100 Tarlk Basilisk (50)

**RECIPE: DOOM BOOTS**  
1/150 Pytan Knight (68)

**RECIPE: DOOM GLOVES**  
1/400 Lesser Giant Mage (64)

**RECIPE: DOOM HELMET**  
1/620 Barif (64)

**RECIPE: DOOM PLATE ARMOR**  
1/2100 Crimson Drake (61)

**RECIPE: DOOM SHIELD**  
1/500 Barif Pet (61)  
1/35 Trives (63)\*

**RECIPE: DRAKE LEATHER BOOTS**  
1/310 Doprive (50)

**RECIPE: DRAKE LEATHER GLOVES**  
1/22 Hunter Gargoyle (52)\*

**RECIPE: DWARVEN CHAIN BOOTS**  
1/170 Timak Orc Troop Archer (41)

**RECIPE: DWARVEN CHAIN GAITERS**  
1/32 Mirrorforest Ghost (46)\*

**RECIPE: DWARVEN CHAIN MAIL SHIRT**  
1/57 Taik Orc Captain (44)\*

**RECIPE: DWARVEN CHAIN SHIELD**  
1/14 Enchanted Iron Golem (43)\*

**RECIPE: DWARVEN TRIDENT**  
1/440 Talakin Archer (28)  
1/2900 Ol Mahum Legionnaire (28)  
1/76 Ol Mahum Guerilla (26)\*  
1/130 Basilisk (28)\*

**RECIPE: DWARVEN WARHAMMER**  
1/1600 Krator (44)  
1/230 Cave Servant (46)\*

**RECIPE: EARRING OF BLACK ORE**  
1/410 Kranrot (59)

**RECIPE: EARRING OF BINDING**  
1/11 Fairy Queen Timiniel (61)  
1/230 Mirrorforest Ghost (47)  
1/300 Tarlk Bugbear (47)  
1/400 Archer of Greed (46)

**RECIPE: EARRING OF PROTECTION**  
1/350 Fire Archer (29)  
1/16 Mirrorforest Ghost (46)\*

**RECIPE: ELДАРAKE**  
1/36 Envoyofantaras Nakondas (42)

**RECIPE: ELEMENTAL BOOTS**  
1/510 Taik Orc Supply Leader (55)

**RECIPE: ELEMENTAL GLOVES**  
1/330 Falibati (64)

**RECIPE: ELVEN BOW**  
1/2800 Talakin Raider (27)  
1/3300 Basilisk (28)

**RECIPE: ELVEN BOW OF NOBILITY**  
1/240 Timak Orc Overlord (45)\*

**RECIPE: ELVEN BOW**  
1/73 Turek Orc Supplier (27)\*  
1/100 Talakin Archer (28)\*  
1/130 Skeleton Axeman (28)\*

**RECIPE: ELVEN EARRING**  
1/280 Marsh Stakato Soldier (33)

**RECIPE: ELVEN LONG SWORD**  
1/2000 Windsou (39)

**RECIPE: ELVEN MITHRIL BOOTS**  
1/11 Ant Patrol (34)\*

**RECIPE: ELVEN MITHRIL GLOVES**  
16% Rowin Undine (33)\*

**RECIPE: ELVEN NECKLACE**  
1/310 Hangman Tree (35)

**RECIPE: ELVEN RING**  
1/100 Salamander Rowin (33)

**RECIPE: EMINENCE BOW**  
1/4600 Royal Cave Servant (51)  
1/400 Taik Orc Supply (51)\*

**RECIPE: ENCHANTED NECKLACE**  
1/32 Betrayer of Urutu Freki (25)  
1/250 Sorrow Maiden (27)  
1/280 Kadif Werewolf (25)  
69% Rampage Golem Ldr Talos (25)\*  
1/11 Neer Crawler (28)\*  
1/13 Ol Mahum Patrolman (25)\*

**RECIPE: EXCELLENT LEATHER GLOVES**  
1/120 Ol Mahum Straggler (23)  
1/140 Baranka Escort (21)  
37% Turek War Hound (24)\*  
20% Veelan Bugbear Warrior (24)\*

**RECIPE: FINE STEEL ARROW**  
1/67 Trisalim Tarantula (46)  
1/73 Formor (45)  
1/88 Weird Drake (45)

**RECIPE: FIST BLADE**  
1/5400 Vanor Silenos Grunt (46)  
1/330 Spore Zombie (47)\*

**RECIPE: FLAMBERGE**  
1/110 Ricenseo (43)\*

**RECIPE: FOREST BOW**  
1/960 Felim Liz.man Scout (15)  
1/960 Kasha Bear (15)  
1/960 Crimson Spider (15)  
1/1000 Akaste Bone Archer (14)  
1/1100 Balor Orc Fighter Leader (12)  
1/1100 Werewolf Chieftain (12)  
1/47 Cave Spider (15)\*  
1/47 Crypt Horror (15)\*  
1/49 Doom Soldier (14)\*  
1/53 Gemstone Beast (12)\*  
1/53 Balor Orc Fighter Leader (12)\*

**RECIPE: FULL PLATE ARMOR**  
1/360 Death Knight (50)

**RECIPE: FULL PLATE BOOTS**  
1/59 Tairim (50)

**RECIPE: FULL PLATE HELMET**  
1/560 Harit Liz.man Grunt (51)

**RECIPE: FULL PLATE SHIELD**  
1/400 Harit Liz.man Archer (52)

**RECIPE: GASTRAPHETES**  
1/2200 Ritmal Swordsman (29)  
1/3400 Delu Liz.man Warrior (30)  
1/95 Turek Orc Warlord (30)\*  
1/170 Sentinel Of Water (31)\*

**RECIPE: GHOST STAFF**  
1/3300 Shaman of Plain (39)

**RECIPE: GHOUL'S STAFF**  
1/400 Harit Liz.man Grunt (51)\*

**RECIPE: GLAIVE**  
1/2100 Warrior of Plain (38)

**RECIPE: GLOVES OF BLESSING**  
1/26 Hamrut (58)\*

**RECIPE: GLOVES OF GRACE**  
1/280 Malruk Knight (66)

**RECIPE: GLOVES OF SEAL**  
1/240 Trisalim Spider (45)

**RECIPE: GOAT HEAD STAFF**  
1/120 Rowin Undine (33)\*

**RECIPE: GRACE DAGGER**  
1/740 Hatar Ratman Boss (48)  
1/3700 Perum (48)

**RECIPE: GREAT AXE**  
1/450 Paliothe (57)\*

**RECIPE: GREAT HELMET**  
1/19 Tarlk Bugbear (47)\*

**RECIPE: GREAT PATA**  
1/11k Snipe Fellow (42)  
1/380 Harit Liz.man Archer (52)\*

**RECIPE: GREAT SWORD**  
1/8300 Malruk Succubus Turen (56)

**RECIPE: GUARDIAN'S BOOTS**  
1/130 Tulben (52)

**RECIPE: GUARDIAN'S GLOVES**  
1/26 Cave Keeper (58)\*

**RECIPE: HALF PLATE ARMOR**  
1/100 Revenant of Sir Calibus (40)  
1/25 Fettered Soul (38)\*

**RECIPE: HARD LEATHER GAITERS**  
1/130 Arachnid Predator (20)  
1/190 Ratman Hunter (18)  
14% Poison Spider (18)\*  
13% Dark Terror (16)\*

**RECIPE: HARD LEATHER SHIRT**  
1/180 Grizzly Bear (17)  
1/280 Ruin Bat (20)  
1/290 Lirein (18)  
1/11 Dre Vanul Tracker (20)\*  
1/12 Ore Bat (17)\*  
1/12 Grizzly Bear (17)\*

**RECIPE: HAZARD BOW**  
1/570 Death Wave (62)\*

**RECIPE: HEAVY BONE CLUB**  
1/210 Ant Recruit (33)\*

**RECIPE: HEAVY DOOM AXE**  
1/150 Timak Orc Troop Warrior (43)\*

**RECIPE: HEAVY DOOM HAMMER**  
1/230 Tamlin Orc (41)\*

**RECIPE: HELL KNIFE**  
1/4000 Cave Keeper (58)

**RECIPE: HIGH GRADE SUUDE**  
1/330 Akaste Bone Warlord (17)  
1/470 Zombie Soldier (19)  
1/16 Sukar Wererat (18)\*  
1/16 Tracker Skeleton (17)\*

**RECIPE: HOMUNKULUS'S SWORD**  
1/350 Archer of Greed (46)\*

**RECIPE: HORN OF GLORY**  
1/2000 Premo (45)

**RECIPE: IMPLSION BOOTS**  
1/430 Leogul (61)  
1/35 Lesser Giant Soldier (62)\*

**RECIPE: IMPLSION GAUNTLET**  
1/390 Cave Maiden (59)

**RECIPE: IRON BOOTS**  
1/180 Silenos (30)  
10% Ritmal Swordsman (29)\*

**RECIPE: IRON HAMMER**  
1/680 Wererat (16)  
1/1100 Silent Horror (16)  
1/2400 Scavenger Wererat (18)  
1/73 Ghost (20)\*  
1/83 Red Scavenger Spider (16)\*

**RECIPE: KARMIAN GLOVES**  
15% Excuro (41)\*

**RECIPE: KARMIAN STOCKINGS**  
1/26 Corsair Capt. Kylon (43)

**RECIPE: KARMIAN TUNIC**  
33% Stakato Queen Zyrnna (43)\*

**RECIPE: KATANA**  
1/1600 Marsh Drake (55)

**RECIPE: KESHANBERK**  
1/4600 Drake (57)

**RECIPE: KITE SHIELD**  
1/11 Delu Lizardman Shaman (35)\*

**RECIPE: KRIS**  
1/4600 Paliothe (57)

**RECIPE: LANCE**  
1/5800 Pytan (69)

**RECIPE: LEATHER**  
1/44 Goblin Brigand Lt. (10)  
1/50 Goblin Lookout (8)  
1/150 Langk Lizardman Lt. (21)

**RECIPE: LEATHER BOOTS**  
1/130 Baranka Guard (22)  
1/140 Ol Mahum Officer (24)  
1/160 Ol Mahum Patrol (21)  
20% Ol Mahum Shooter (24)\*  
18% Lesser Succubus Tilfo (22)\*  
18% Zombie Warrior (22)\*  
17% Wandering Eye (21)\*

**RECIPE: LEATHER GLOVES**  
1/37 Evil Eye Lookout (14)  
1/40 Barbed Bat (12)  
1/41 Baraq Orc Fighter Lt. (11)  
71% Tunath Orc Warrior (12)\*  
42% Kasha Spider (15)\*  
42% Lesser Dark Horror (15)\*  
41% Marsh Zombie Lord (14)\*  
37% Orc Lieutenant (11)\*

**RECIPE: LEATHER HELMET**  
1/20 Ol Mahum Captain (30)  
1/29 Dungeon Spider (15)  
1/43 Tunath Orc Warrior (12)  
1/60 Puma (12)  
1/72 Vuku Orc Archer (15)  
1/80 Kaboo Orc Fighter Leader (12)  
1/97 Goblin Lord (13)  
28% Redeye Bat (15)\*  
28% Langk Lizardman (15)\*  
26% Marsh Zombie (13)\*  
25% Puma (12)\*

**RECIPE: LEATHER MAIL OF DOOM**  
1/150 Lesser Giant Shooter (63)\*

**RECIPE: LEATHER SHOES**  
1/24 Monster Eye Tracker (10)  
1/24 Kaboo Orc Fighter (10)  
83% Orc Marksman (10)\*  
83% Werewolf Hunter (10)\*  
36% Black Timber Wolf (6)\*

**RECIPE: LEATHER STOCKINGS**  
14% Opal Beast (15)  
1/46 Goblin Thief (10)  
45% Kaboo Orc Fighter (10)\*  
31% Utuku Orc Archer (8)\*

**RECIPE: LEATHER TUNIC**  
1/65 Magical Weaver (11)  
1/73 Rakeclaw Imp Chieftain (10)  
1/100 Orc Archer (8)  
28% Balor Orc Fighter (10)\*  
28% Evil Eye (10)\*  
19% Goblin Brigand (8)\*

**RECIPE: LEATHER**  
12% Rakeclaw Imp Chieftain (10)\*  
1/20 Kaboo Orc (6)\*

**RECIPE: LIGHT CROSSBOW**  
1/100 Porta (40)\*

**RECIPE: MACE OF JUDGMENT**  
1/1500 Turek Orc Skirmisher (28)  
1/2200 Turek Orc Archer (27)  
1/140 Kuran Kobold (27)\*  
1/140 Horror Mist Ripper (27)\*

**RECIPE: MACE OF THE UNDERWORLD**  
1/260 Dragon Bearer Warrior (48)\*

**RECIPE: MAESTRO ANVIL LOCK**  
1/16 Hatar Hanishee (49)\*

**RECIPE: MAESTRO HOLDER**  
1/62 Judge of Marsh (51)  
1/15 Tarlk Basilisk (50)\*

**RECIPE: MAESTRO MOLD**  
1/16 Tarlk Bugbear High Warrior (49)\*

**RECIPE: MAINGAUCHE**  
1/180 Guardian Basilisk (36)\*

**RECIPE: MANTICORE SKIN GAITERS**  
1/210 Bloody Axe Elite (35)

**RECIPE: MANTICORE SKIN SHIRT**  
1/330 Leto Lizardman (35)

**RECIPE: METALLIC FIBER**  
1/460 Tyrant Kingpin (36)  
1/18 Ant Warrior Captain (36)\*

**RECIPE: MITHRIL ALLOY**  
1/48 Redeye Lead. Trakia (40)  
1/310 Breka Orc Overlord (30)

**RECIPE: MITHRIL BANDED GAITERS**  
1/340 Whispering Wind (30)  
1/14 Talakin (30)\*

**RECIPE: MITHRIL BANDED MAIL**  
1/370 Roxide Fellow (29)  
1/540 Androscorpio Hunter (30)  
1/610 Breka Orc Archer (32)  
1/16 Ol Mahum Sergeant (29)\*  
1/25 Harpy (32)\*

**RECIPE: MITHRIL BOOTS**  
1/110 Roxide (32)  
1/160 Ol Mahum Commander (29)  
17% Roxide (32)\*  
13% Breka Orc (31)\*

**RECIPE: MITHRIL DAGGER**  
1/200 Ragna Orc Overlord (39)\*

**RECIPE: MITHRIL GAUNTLETS**  
1/240 Dragon Bearer Chief (49)  
1/270 Hatar Ratman Thief (47)

**RECIPE: MITHRIL GLOVES**  
1/150 Ragna Orc Seer (39)  
13% Shaman of Plain (39)\*

**RECIPE: MITHRIL RING**  
1/16 Nurkas Messenger (38)  
11% Ragna Orc Seer (39)\*



**RECIPE: MITHRIL SHIRT**  
1/20 Mordeo (42)\*

**RECIPE: MITHRIL STOCKINGS**  
1/370 Ant Patrol (34)  
1/460 Leto Liz.man Archer (36)

**RECIPE: MITHRIL TUNIC**  
1/330 Delu Liz.man Shaman (35)

**RECIPE: MOONSTONE EARRING**  
1/24 Adherent of Antaras Skyla (41)

**RECIPE: MORNING STAR**  
1/2400 Scout of Plain (36)

**RECIPE: NASSEN'S EARRING**  
1/370 Headless Knight (50)

**RECIPE: NECKLACE OF ANGUISH**  
1/32 Blade Bat (10)  
1/43 Orc Fighter (10)  
33% Green Dryad (8)\*

**RECIPE: NECKLACE OF BINDING**  
1/44 Cave Servant Lord Ishka (66)  
1/65 Vanor Silenos Chieftain (50)

**RECIPE: NECKLACE OF BLACK ORE**  
1/530 Cave Beast (61)

**RECIPE: NECKLACE OF DARKNESS**  
1/180 Ragna Orc Overlord (39)  
1/20 Noble Ant (37)\*

**RECIPE: NECKLACE OF DEVOTION**  
1/190 Lesser Succubus Turen (21)  
1/210 Ol Mahum Reserve (23)  
1/220 Dre Vanul Slayer (22)  
11% Ol Mahum Reserve (23)\*  
11% Veelan Bugbear (23)\*

**RECIPE: NECKLACE OF MERMAID**  
1/42 Dread Avenger Kraven (48)  
1/260 Vanor Silenos Warr. (48)  
1/15 Torfe (49)\*

**RECIPE: NECKLACE OF PROTECTION**  
1/22 Trisalim Spider (45)\*

**RECIPE: NECKLACE OF WISDOM**  
1/15 Mineshaft Bat (11)  
1/60 Corpse Candle (17)  
1/66 Doom Soldier (14)  
1/91 Festering Bat (13)  
1/91 Marsh Zombie (13)  
45% Dungeon Spider (15)\*  
24% Giant Spider (15)\*  
22% Darkstone Golem (13)\*  
22% Blood Fungus (12)\*  
21% Darkwing Bat (11)\*

**RECIPE: NIRVANA AXE**  
1/330 Vanor Silenos Scout (47)\*

**RECIPE: OGRE POWER GAUNTLETS**  
95% Necrosentinel Guard (40)\*

**RECIPE: OMEN BEAST'S EYE EARRING**  
1/31 Demon Tempest (38)  
1/13 Timak Orc (40)\*

**RECIPE: ORCISH GLAIVE**  
1/210 Taik Orc Shaman (43)\*

**RECIPE: ORCISH POLE AXE**  
1/280 Congerer (52)\*

**RECIPE: ORIHARUKON**  
1/15 Manashen Gargoyle (40)\*

**RECIPE: PAAGRIO AXE**  
1/3600 Dicor (47)

**RECIPE: PAAGRIO HAMMER**  
1/360 Shackle (45)\*

**RECIPE: PARADIA BOOTS**  
49% Fairy Queen Timiniel (61)\*

**RECIPE: PARADIA GLOVES**  
1/200 Malruk Berserker (67)

**RECIPE: PARADIA STAFF**  
1/330 Mirrorforest Ghost (47)\*

**RECIPE: PATA**  
1/2800 Doom Knight (65)

**RECIPE: PIECE BONE BREASTPLATE**  
1/33 Langk Liz.man Scout (16)  
1/160 Bugbear Raider (17)  
1/160 Ruin Imp (17)  
1/160 Boogle Ratman (16)  
1/250 Undead Slave (19)  
11% Ruin Bat (20)\*  
1/11 Gora Werewolf (16)\*

**RECIPE: PIECE BONE GAITERS**  
1/21 Brown Bear (16)  
1/90 Akaste Succubus (20)  
1/130 Ol Mahum Novice (17)  
1/180 Goblin Brigand Lead. (14)  
15% Kasha Blade Spider (17)\*  
15% Ol Mahum Novice (17)\*  
15% Dark Horror (16)\*  
15% Pincher (16)\*

**RECIPE: PLATE BOOTS**  
1/180 Grandis (40)

**RECIPE: PLATE GAITERS**  
1/470 Karul Bugbear (40)

**RECIPE: PLATE HELMET**  
1/180 Road Scavenger (37)

**RECIPE: PLATE LEATHER BOOTS**  
99% Stakato Queen Zyrnna (43)\*

**RECIPE: PLATE LEATHER GLOVES**  
1/14 Tamlin Orc Archer (42)\*

**RECIPE: PLATE SHIELD**  
1/110 Fettered Soul (38)  
1/16 Granite Golem (33)\*

**RECIPE: PLATED LEATHER GAITERS**  
1/26 Taik Orc Shaman (43)\*

**RECIPE: PLATED LEATHER**  
1/45 Timak Orc Archer (41)\*

**RECIPE: RAID SWORD**  
1/1400 Validus (46)  
1/4900 Grave Wanderer (45)

**RECIPE: RIND LEATHER ARMOR**  
1/440 Timak Orc Troop Leader (45)  
1/19 Lesser Giant Elder (65)\*  
1/30 Timak Orc Troop Leader (45)\*

**RECIPE: RIND LEATHER BOOTS**  
1/13 Formor Elder (46)\*

**RECIPE: RIND LEATHER GAITERS**  
1/130 Carinkain (45)  
1/420 Rotting Golem (44)

**RECIPE: RIND LEATHER GLOVES**  
1/14 Enchanted Gargoyle (44)\*

**RECIPE: RING OF AGES**  
1/19 Rscavenger Leader Rinoket (48)  
1/140 Dark Lord (50)  
68% Handmaiden of Orfen (48)\*  
1/11 Dragon Bearer Chief (49)\*

**RECIPE: RING OF BINDING**  
1/280 Elder Tarik Basilisk (51)

**RECIPE: RING OF BLACK ORE**  
1/290 Gamlin (60)

**RECIPE: RING OF PROTECTION**  
1/11 Rotting Golem (44)\*

**RECIPE: RIP GAUNTLETS**  
10% Ant Soldier (35)\*

**RECIPE: ROBE OF SEAL**  
1/880 Timak Orc Troop Shaman (44)  
1/50 Timak Orc Troop Shaman (44)\*  
1/66 Carinkain (45)\*

**RECIPE: SABER**  
1/2400 Tumran Bugbear (23)  
1/3000 Ol Mahum Guard (22)  
1/99 Ol Mahum Officer (24)\*  
1/110 Baranka Guard (22)\*  
1/120 Enku Orc Champion (21)\*

**RECIPE: SAGE'S RAG**  
1/69 Dead Seeker (34)\*

**RECIPE: SAGE'S STAFF**  
1/2000 Mirrorforest Ghost (48)  
1/300 Unicorn (49)\*

**RECIPE: SAGE'S WORN GLOVES**  
1/210 Leto Liz.man Overlord (40)

**RECIPE: SALAMANDER SKIN MAIL**  
1/56 Noble Ant Leader (38)\*

**RECIPE: SAMURAI LONGSWORD**  
1/3100 Harit Lizardman (50)  
1/400 Royal Cave Servant (51)\*

**RECIPE: SCALE GAITERS**  
1/210 Turek Orc Footman (26)  
1/370 Glass Jaguar (27)  
1/17 Selu Liz.man Warr. (27)\*  
1/17 Lesser Basilisk (27)\*  
1/19 Kadif Werewolf (25)\*

**RECIPE: SCALE MAIL**  
1/320 Ol Mahum Raider (27)  
1/350 Turek Orc Sentinel (25)  
1/27 Giant Crimson Ant (28)\*  
1/31 Monster Eye Gazer (25)\*  
1/31 Monster Eye Watcher (25)\*

**RECIPE: SCALLOP JAMADHR**  
1/190 Taik Orc (40)\*

**RECIPE: SCORPION**  
1/6900 Spore Zombie (47)

**RECIPE: SCYTHE**  
1/18 Adherent of Antaras Skyla (41)\*

**RECIPE: SHAMSHIR**  
1/2400 Cave Servant Capt. (49)  
1/4600 Lesser Giant Elder (65)

**RECIPE: SHILLIEN KNIFE**  
1/4100 Stinger Wasp (30)  
1/170 Ant (31)\*

**RECIPE: SHORT SPEAR**  
1/720 Cave Spider (15)  
1/720 Kasha Spider (15)  
1/720 Redeye Bat (15)  
1/750 Hunter Bear (14)  
1/1000 Orc Fighter Leader (12)  
1/1100 Gemstone Beast (12)  
1/47 Vuku Orc Archer (15)\*  
1/49 Red Bear (14)\*  
1/49 Stone Soldier (14)\*  
1/51 Greystone Golem (13)\*  
1/53 Slave Skeleton (12)\*

**RECIPE: SILVER ARROW**  
1/51 Death Wraith (55)  
19% Satyr Elder (54)\*

**RECIPE: SILVER AXE**  
1/2600 Timak Orc Troop Warrior (43)

**RECIPE: SILVER MOLD**  
1/350 Dark Horror (16)  
1/380 Ghost (20)  
1/410 Boogle Ratman Lead. (18)  
11% Undine (17)\*  
1/15 Undead Slave (19)\*  
1/16 Scavenger Bat (18)\*

**RECIPE: SKULL GRAVER**  
1/490 Titanscreation Premo Prime (43)

**RECIPE: SKULL SMASHER**  
1/3700 Dead Seeker (34)

**RECIPE: SLAMANDER SKIN BOOTS**  
1/270 Giant Fungus (40)

**RECIPE: SOULFIRE DIRK**  
1/250 Lakin (44)\*

**RECIPE: SOULSHOT B**  
1/3400 Harit Liz.man Warr. (53)  
1/4800 Taik Orc Seeker (52)  
1/300 Oel Mahum (53)\*  
1/1100 Bloody Queen (60)\*

**RECIPE: SOULSHOT C**  
1/4300 Snipe (44)  
1/4800 Tamlin Orc (41)  
1/5600 Tamlin Orc Archer (42)

**RECIPE: SOULSHOT D**  
1/280 Nightmare Weaver (21)  
1/1100 Akaste Succubus Turen (21)  
1/1200 Hungry Eye (22)  
1/1700 Tumran Bugbear Warrior (24)  
1/64 Ol Mahum Reserve (23)\*

**RECIPE: SPIKED CLUB**  
1/1900 Sentinel Of Water (31)  
1/3400 Amber Basilisk (30)  
1/95 Lakin Salamander (30)\*  
1/180 Delu Liz.man Warr. (30)\*

**RECIPE: SPINEBONE SWORD**  
1/2400 Relic Spartoi (21)  
1/3400 Lafi Lizardman (27)  
1/69 Turek Orc Skirmisher (28)\*  
1/140 Sorrow Maiden (27)\*  
1/140 Glass Jaguar (27)\*  
1/150 Giant Mist Leech (25)\*

**RECIPE: SPIRIT SWORD**  
1/3200 Mirrorforest Ghost (46)  
1/3300 Cave Servant (46)

**RECIPE: SPIRITSHOT B**  
1/3100 Punishment of Undead (53)  
1/300 Valley treant Elder (53)\*

**RECIPE: SPIRITSHOT C**  
1/3500 Rotting tree (43)  
1/5800 Giant Monstereye (41)

**RECIPE: SPIRITSHOT D**  
1/880 Dre Vanul Scout (21)  
1/1200 Akaste Succubus Tifo (22)  
1/1600 Kirunak'S Guards (21)  
1/71 Nightmare Weaver (21)\*  
1/71 Ruin Imp Elder (21)\*  
1/71 Ruin Spartoi (21)\*

**RECIPE: SPRITE'S STAFF**  
1/4700 Ynglzu (56)

**RECIPE: SQUARE SHIELD**  
1/150 Taik Orc (40)  
1/150 Lord of Plain (40)

**RECIPE: STAFF OF EVIL SPIRIT**  
1/610 Gamlin (60)\*

**RECIPE: STAFF OF LIFE**  
1/2700 Leto Liz.man Shaman (39)

**RECIPE: STEEL**  
1/130 Tunath Orc Marksman (10)  
1/220 Utuku Orc Archer (8)  
1/430 Rakeclaw Imp Hunter (7)

**RECIPE: STEEL MOLD**  
1/250 Moonstone Beast (17)  
1/370 Whinstone Golem (14)  
1/380 Skeleton Bowman (20)  
1/15 Enku Orc Shaman (20)\*  
1/15 Stink Zombie (19)\*  
1/16 Shade Horror (17)\*

**RECIPE: STEEL**  
1/18 Garum Werewolf (9)\*  
1/22 Goblin Lookout (8)\*

**RECIPE: STICK OF ETERNITY**  
1/330 Mirrorforest Ghost (47)\*

**RECIPE: STICK OF FAITH**  
1/230 Enchanted Monstereye (41)\*

**RECIPE: STILETTO**  
1/3200 Vanor Silenos (45)  
1/3300 Formor Elder (46)

**RECIPE: STOCKINGS OF DOOM**  
1/660 Lesser Giant Scout (63)

**RECIPE: STOCKINGS OF ZUBEI**  
1/800 Farcran (53)  
1/56 Grave Guard (54)\*

**RECIPE: STORMBRINGER**  
1/3800 Taik Orc Warrior (42)

**RECIPE: STRENGTHENED LONG BOW**  
1/200 Puncher (34)\*

**RECIPE: SWORD BREAKER**  
1/410 Shade Horror (17)  
1/2000 Sukar Wererat (18)  
1/45 Silent Horror (16)\*  
1/78 Ratman Hunter (18)\*  
1/80 Bugbear Raider (17)\*  
1/80 Langk Liz.man Warr. (17)\*  
1/83 Gora Werewolf (16)\*

**RECIPE: SWORD OF DAMASCUS**  
1/5700 Limal Karinness (69)

**RECIPE: SWORD OF DELUSION**  
1/34 Dread Avenger Kraven (48)\*

**RECIPE: SWORD OF NIGHTMARE**  
1/300 Susceptor (49)\*

**RECIPE: SWORD OF REFLECTION**  
1/450 Drill Bat (11)  
1/780 Skel. Hunter Archer (13)  
1/960 Twink Puma (15)  
1/1000 Stone Soldier (14)  
1/29 Drill Bat (11)\*  
1/47 Opal Beast (15)\*  
1/47 Kasha Bear (15)\*  
1/49 Felim Lizardman (14)\*  
1/55 Baraq Orc Fighter Lt. (11)\*

**RECIPE: SWORD OF REVOLUTION**  
1/190 Hangman Tree (35)\*

**RECIPE: SWORD OF WHISPERING DEATH**  
1/2200 Torfe (49)  
1/300 Mirror (49)\*

**RECIPE: SYNTHESIS COKES**  
1/260 Gora Werewolf (16)  
1/330 Kuruka Ratman Hunter (17)  
1/390 Akaste Bone Lord (19)  
1/15 Undead Slave (19)\*  
1/16 Moonstone Beast (17)\*  
1/18 Whinstone Golem (14)\*

**RECIPE: TARBAR**  
1/190 Wyrn (35)\*







**SILVER NUGGET (CONTINUED)**  
 1/150 Ol Mahum Reserve (23)  
 1/150 Ol Mahum Deserter (23)  
 1/150 Lirein Elder (19)  
 1/160 Ol Mahum Ranger (22)  
 1/160 Scarlet Salamander Elder (18)  
 1/160 Mandragora Sprout (21)  
 1/170 Ol Mahum Officer (24)  
 1/170 Tumran Bugbear Warrior (24)  
 1/170 Mandragora Blossom (25)  
 1/170 Dark Horror (16)  
 1/180 Mist Terror (15)  
 1/180 Obsidian Golem (15)  
 1/180 Will-O-Wisp (15)  
 1/180 Veelan Bugbear (23)  
 1/180 Whinstone Golem (14)  
 1/180 Stone Soldier (14)  
 1/190 Ol Mahum Guard (22)  
 1/190 Dark Succubus (20)  
 1/190 Ghost (20)  
 1/190 Mandragora Sprout (20)  
 1/190 Greystone Golem (13)  
 1/190 Darkstone Golem (13)  
 1/200 Gemstone Beast (12)  
 1/200 Undead Slave (19)  
 1/200 Ol Mahum Patrol (21)  
 1/200 Ol Mahum Recruit (21)  
 1/200 Lirein (18)  
 1/220 Stone Guardian (16)  
 92% Validus (46)\*  
 87% Corsair Captain Kylon (43) [1-9]\*  
 85% Krator (44)\*  
 77% Mordeo (42)\*  
 72% Marsh Drake (55)\*  
 69% Thunder Wyrn (54)\*  
 54% Hatar Ratman Boss (48)\*  
 54% Mirrorforest Ghost (48)\*  
 52% Lord of Plain (40)\*  
 48% Vanor Silenos (45)\*  
 45% Rotting Golem (44)\*  
 41% Taik Orc Warrior (42)\*  
 38% Karul Bugbear (40)\*  
 35% Ol Mahum Raider (27)\*  
 29% Wyrn (35)\*  
 26% Turak Bugbear Warr. (33)\*  
 22% Silenos (30)\*  
 20% Ol Mahum Legionnaire (28)\*  
 18% Selu Liz.man Scout (26)\*  
 16% Tumran Bugbear Warrior (24)\*  
 16% Veelan Bugbear (23)\*  
 15% Ol Mahum Guard (22)\*  
 13% Lirein (18)\*  
 12% Stone Guardian (16)\*  
 11% Will-O-Wisp (15)\*  
 11% Grave Keeper (13)\*  
**SINGLE-EDGED JAMADHR**  
 1/280 Malex Herald Of Dagoniel (30)  
 1/4000 Lakin Salamander (30)  
 1/7000 Ant Captain (31)  
**SKELETON BUCKLER**  
 1/260 Akaste Succubus (20)  
 1/270 Undead Slave (19)  
 1/280 Scavenger Wererat (18)  
 1/280 Sukar Wererat (18)  
 1/280 Ratman Hunter (18)  
 1/300 Ratman Spy (16)  
 1/300 Boogle Ratman (16)  
 1/59 Kasha Fang Spider (16)\*

**SKULL BREAKER**  
 1/3600 Nurkas Messenger (38)  
 1/4900 Redeye Lead. Trakia (40)  
**SKULL BREAKER HEAD**  
 1/51 Nurkas Messenger (38)  
 1/69 Redeye Lead. Trakia (40)  
 1/110 Leto Lizardman Shaman (39)\*  
**SKULL GRAVER**  
 10% Core (50)  
 1/180k Mirrorforest Ghost (46)  
 1/200k Formor (45)  
 1/200k Timak Orc Shaman (44)  
**SKULL GRAVER HEAD**  
 1/2100 Mirrorforest Ghost (46)  
 1/2300 Formor (45)  
 1/2400 Timak Orc Shaman (44)  
**SLAMANDER SKIN BOOTS**  
 1/3700 Ricenseo (43)  
 1/6300 Taik Orc Archer (41)  
 1/6900 Kronbe Spider (43)  
**SMALL SHIELD**  
 1/67 Utuku Orc Grunt (7)  
 1/67 Orc Grunt (7)  
 1/67 Rakeclaw Imp Hunter (7)  
 1/67 Imp Elder (7)  
 1/67 Kaboo Orc Grunt (7)  
**SOULFIRE DIRK**  
 1/2000 Dread Avenger Kraven (48)  
 1/39k Dragon Bearer Warr. (48)  
 1/39k Mirror (49)  
 1/46k Vanor Silenos Scout (47)  
**SOULFIRE DIRK BLADE**  
 1/20 Dread Avenger Kraven (48)  
 1/400 Dragon Bearer Warr. (48)  
 1/410 Mirror (49)  
 1/480 Vanor Silenos Scout (47)  
 1/120 Archer of Greed (46)\*  
**SB: ADVANCED ATTACK POWER**  
 1/96 Bearded Keltir (1)  
**SB: ANCHOR**  
 1/350 Unicorn (49)  
**SB: AURA FLARE**  
 1/270 Shackle (45)  
**SB: BLAZING CIRCLE**  
 1/270 Shackle (45)  
**SB: BLAZING SKIN**  
 1/270 Shackle (45)  
**SB: BLESS SHIELD**  
 1/260 Valley Treant (47)  
**SB: BLESS THE BODY**  
 1/190 Fline Elder (51)  
**SB: BLESS THE SOUL**  
 1/210 Liele Elder (52)  
**SB: CANCEL**  
 1/240 Satyr Elder (54)  
**SB: CORPSE BURST**  
 1/250 Valley treant Elder (53)  
**SB: CORPSE PLAGUE**  
 1/230 Valley treant Elder (53)  
**SB: CURSE DEATH LINK**  
 1/230 Unicorn Elder (55)  
**SB: CURSE DISCORD**  
 1/380 Enchanted Iron Golem (43)  
**SB: CURSE FEAR**  
 1/380 Enchanted Iron Golem (43)  
**SB: DEATH SPIKE**  
 1/350 Unicorn (49)

**SB: DEATH WHISPER**  
 1/260 Valley Treant (47)  
**SB: DECAY**  
 1/240 Satyr Elder (54)  
**SB: FORGET**  
 1/350 Unicorn (49)  
**SB: FREEZING SHACKLE**  
 1/100 Forest Runner (50)  
**SB: FREEZING SKIN**  
 1/370 Fline (45)  
**SB: FROST BOLT**  
 1/370 Fline (45)  
**SB: FROST WALL**  
 1/230 Unicorn Elder (55)  
**SB: GREATER BATTLE HEAL11**  
 1/510 Enchanted Monstereye (41)  
**SB: GREATER GROUP HEAL11**  
 1/350 Enchanted Stone Golem (42)  
**SB: GREATER HEAL11**  
 1/520 Manashen Gargoyle (40)  
**SB: GUIDANCE**  
 1/260 Valley Treant (47)  
**SB: HAMSTRING**  
 1/290 Satyr (48)  
**SB: HASTE**  
 1/210 Liele Elder (52)  
**SB: HEX**  
 1/510 Enchanted Monstereye (41)  
**SB: HOLD UNDEAD**  
 1/250 Valley treant Elder (53)  
**SB: HOLY BLESSING**  
 1/350 Enchanted Stone Golem (42)  
**SB: HOLY STRIKE**  
 1/240 Liele Elder (52)  
**SB: HURRICANE**  
 1/340 Liele (46)  
**SB: HYDRO BLAST**  
 1/370 Fline (45)  
**SB: ICE DAGGER**  
 1/100 Forest Runner (50)  
**SB: INVIGOR**  
 1/340 Liele (46)  
**SB: IRON WILL**  
 1/290 Satyr (48)  
**SB: LIFE SCAVENGE**  
 1/520 Manashen Gargoyle (40)  
**SB: LIGHTENING STRIKE**  
 1/290 Unicorn Elder (55)  
**SB: MAGIC BARRIER**  
 1/190 Fline Elder (51)  
**SB: MIGHT OF HEAVEN**  
 1/330 Enchanted Gargoyle (44)  
**SB: PARTY RETURN1**  
 1/350 Hatar Hanishee (49)  
**SB: PROMINENCE**  
 1/270 Shackle (45)  
**SB: PURIFY**  
 1/100 Forest Runner (50)  
**SB: REFLECT DAMAGE**  
 1/510 Enchanted Monstereye (41)  
**SB: REGENERATION**  
 1/29 Bloody Queen (60)

**SB: REMEDY1**  
 1/380 Enchanted Iron Golem (43)  
**SB: REPOSE**  
 1/350 Unicorn (49)  
**SB: REQUIEM**  
 1/330 Enchanted Gargoyle (44)  
**SB: RESIST SHOCK**  
 1/510 Enchanted Monstereye (41)  
**SB: RESTORE LIFE**  
 1/620 Manashen Gargoyle (40)  
**SB: RETURN**  
 1/340 Liele (46)  
**SB: SACRIFICE**  
 1/230 Unicorn Elder (55)  
**SB: SERVITOR HASTE**  
 1/190 Fline Elder (51)  
**SB: SERVITOR MAGIC SHIELD**  
 1/190 Fline Elder (51)  
**SB: SERVITOR PHYSICAL SHIELD**  
 1/340 Liele (46)  
**SB: SILENCE**  
 1/380 Enchanted Iron Golem (43)  
**SB: SLEEPING CLOUD**  
 1/100 Forest Runner (50)  
**SB: SPIRIT BARRIER**  
 1/510 Enchanted Monstereye (41)  
**SB: SUMMON DARK PANTHER**  
 1/350 Enchanted Stone Golem (42)  
**SB: SUMMON LIFE CUBIC**  
 1/290 Satyr (48)  
**SB: SUMMON POLTERGEIST CUBIC**  
 1/520 Manashen Gargoyle (40)  
**SB: SUMMON SKELETON WARRIOR**  
 1/300 Satyr (48)  
**SB: SUMMON STORM CUBIC**  
 1/520 Manashen Gargoyle (40)  
**SB: SUMMON VAMPIRIC CUBIC**  
 1/310 Valley Treant (47)  
**SB: SUMMON VIPER CUBIC**  
 1/250 Satyr Elder (54)  
**SB: SUMMON ZOMBIE**  
 1/350 Enchanted Stone Golem (42)  
**SB: SURRENDER TO WATER**  
 1/370 Fline (45)  
**SB: SURRENDER TO WIND**  
 1/330 Enchanted Gargoyle (44)  
**SB: TEMPEST**  
 1/240 Satyr Elder (54)  
**SB: VAMPIRIC CLAW**  
 1/330 Enchanted Gargoyle (44)  
**SB: VITALIZE**  
 1/250 Valley treant Elder (53)  
**SPELLBOOK-MASS RESURRECTION1**  
 1/350 Hatar Hanishee (49)  
**SPIKED CLUB**  
 1/15k Rowin Undine (33)  
 1/25k Bloody Axe Elite (35)  
 1/27k Breka Orc Shaman (34)  
**SPIKED CLUB HEAD**  
 1/240 Rowin Undine (33)  
 1/400 Bloody Axe Elite (35)  
 1/420 Breka Orc Shaman (34)  
 1/99 Tyrant Kingpin (36)\*  
 1/120 Marsh Stakato Soldier (33)\*

**SPIKED GLOVES**  
 1/160 Kasha Wolf (4)  
 1/230 Elder Longtail Keltir (3)  
**SPINEBONE SWORD**  
 1/20k Turek Orc Warlord (30)  
 1/31k Roxide Fellow (29)  
 1/35k Breka Orc (31)  
**SPINEBONE SWORD BLADE**  
 1/490 Turek Orc Warlord (30)  
 1/770 Roxide Fellow (29)  
 1/860 Breka Orc (31)  
 1/140 Ant Captain (31)\*  
**SPIRIT SWORD**  
 1/2900 Rscavenger Leader Rinoket (48)  
 1/93k Cave Servant Capt. (49)  
 1/110k Tarlk Bugbear Warr. (48)  
**SPIRIT SWORD BLADE**  
 1/30 Rscavenger Leader Rinoket (48)  
 1/960 Cave Servant Capt. (49)  
 1/1100 Tarlk Bugbear Warr. (48)  
**SPRITE'S STAFF**  
 1/95k Lesser Giant Scout (63)  
**SPRITE'S STAFF HEAD**  
 1/390 Lesser Giant Scout (63)  
**SQUARE SHIELD**  
 1/3300 Enchanted Iron Golem (43)  
 1/4000 Enchanted Monstereye (41)  
**SQUARE SHIELD FRAGMENT**  
 1/56 Enchanted Iron Golem (43)  
 1/68 Enchanted Monstereye (41)  
**STAFF OF EVIL SPIRIT**  
 1/180k Cave Howler (65)  
**STAFF OF EVIL SPIRIT HEAD**  
 1/650 Cave Howler (65)  
**STAFF OF LIFE**  
 1/3000 Adherent of Antaras Skyla (41)  
 1/3100 Stakato Queen Zyrnna (43)  
 1/99k Timak Orc Soldier (42)  
**STAFF OF LIFE SHAFT**  
 1/39 Adherent of Antaras Skyla (41)  
 1/39 Stakato Queen Zyrnna (43)  
 1/1300 Timak Orc Soldier (42)  
**STAFF OF MAGIC**  
 1/15k Rowin Undine (33)  
 1/25k Bloody Axe Elite (35)  
 1/27k Breka Orc Shaman (34)  
**STAFF OF MANA**  
 1/2200 Priest Of Kuroboros (31)  
 1/40k Ol Mahum Captain (30)  
 1/66k Dre Vanul Warrior (32)  
 1/70k Turak Bugbear (31)  
 1/70k Marsh Stakato (29)  
**STAFF OF SEAL**  
 1/95k Lesser Giant Scout (63)











## DROPS: TARBAR HEAD – ZUBEI'S SHIELD FRAGMENT

### VARNISH (CONTINUED)

- 1/23 Formor Elder (46) [1-3]
- 1/24 Tarlk Bugbear Warrior (48) [1-3]
- 1/24 Enchanted Iron Golem (43)
- 1/24 Ol Mahum Raider (27)
- 1/25 Timak Orc (40)
- 1/26 Breka Orc Shaman (34)
- 1/26 Goblin Brigand (8)
- 1/26 Goblin Lookout (8)
- 1/27 Undine (17)
- 1/28 Rotting Golem (44) [1-3]
- 1/28 Granite Golem (33)
- 1/31 Timak Orc Shaman (44) [1-3]
- 1/31 Stone Giant (13)
- 1/32 Manashen Gargoyle (40)
- 1/36 Whispering Wind (30)
- 1/36 Ol Mahum Commander (29)
- 1/38 Ol Mahum Captain (25)
- 1/39 Karul Bugbear (40) [1-3]
- 1/40 Turak Bugbear (31)
- 1/46 Ol Mahum Legionnaire (28)
- 1/46 Goblin Brigand Lieutenant (10) [1-3]
- 1/46 Ol Mahum General (26)
- 1/46 Silent Horror (16)
- 1/49 Ol Mahum Patrolman (25)
- 1/50 Scarlet Salamander (17)
- 1/52 Dark Terror (16)
- 1/53 Cat's Eye Bandit (15)
- 1/53 Lesser Dark Horror (15)
- 1/53 Crypt Horror (15)
- 1/53 Horror Mist Ripper (27)
- 1/56 Specter (26)
- 1/56 Veelan Bugbear Warrior (24)
- 1/57 Grave Keeper (13) [1-5]
- 1/59 Goblin Tomb Raider Leader (12)
- 1/59 Mandragora Sapling (23)
- 1/59 Tumran Bugbear (23)
- 1/59 Ol Mahum Supplier (23)
- 1/59 Ol Mahum Deserter (23)
- 1/59 Ol Mahum Straggler (23)
- 1/59 Ol Mahum Reserve (23)
- 1/62 Lirein Elder (19)
- 1/62 Baranka Guard (22)
- 1/63 Turek Orc Elder (34) [1-3]
- 1/63 Ol Mahum Ranger (22)
- 1/65 Scarlet Salamander Elder (18)
- 1/65 Mandragora Sprout (21)
- 1/65 Hobboblin (21)
- 1/65 Baranka Escort (21)
- 1/65 Kirunak'S Guards (21)
- 1/67 Ol Mahum Novice (17)
- 1/67 Ol Mahum Officer (24)
- 1/67 Tumran Bugbear Warrior (24)
- 1/68 Mandragora Blossom (25)
- 1/69 Dark Horror (16)
- 1/71 Obsidian Golem (15)
- 1/71 Mist Terror (15)
- 1/71 Will-O-Wisp (15)
- 1/71 Veelan Bugbear (23)
- 1/74 Whinstone Golem (14)
- 1/74 Stone Soldier (14)
- 1/74 Ol Mahum Guard (22)
- 1/76 Dark Succubus (20)
- 1/76 Ghost (20)
- 1/76 Mandragora Sprout (20)
- 1/76 Darkstone Golem (13)
- 1/76 Greystone Golem (13)
- 1/78 Gemstone Beast (12)

- 1/79 Merkenis Escort (21)
- 1/79 Undead Slave (19)
- 1/79 Ol Mahum Patrol (21)
- 1/79 Ol Mahum Recruit (21)
- 1/79 Lirein (18)
- 1/81 Magical Weaver (11)
- 1/86 Stone Guardian (16)
- 1/92 Goblin Thief (10)
- 1/92 Monster Eye Tracker (10)
- 1/92 Goblin Brigand Lead. (14)
- 1/95 Goblin Lord (13)
- 1/110 Enku Orc Shaman (20)
- 1/120 Goblin Grave Robber (5)
- 1/120 Goblin Raider (5)
- 1/140 Goblin (5)
- 1/140 Goblin Snooper (5)
- 1/160 Goblin Scout (8)
- 94% Grandis (40)\*
- 86% Harit Lizardman Shaman (54) [1-3]\*
- 74% Diprive (50) [1-3]\*
- 65% Turak Bugbear Warr. (33)\*
- 53% Scout of Plain (36) [1-3]\*
- 52% Delu Liz.man Scout (29)\*
- 52% Enchanted Stone Golem (42) [1-3]\*
- 51% Ol Mahum Captain (30) [1-3]\*
- 46% Ol Mahum General (26)\*
- 43% Ol Mahum Captain (25)\*
- 39% Ol Mahum Deserter (23)\*
- 39% Mandragora Sapling (23)\*
- 37% Ol Mahum Ranger (22)\*
- 33% Dark Succubus (20)\*
- 32% Lirein Elder (19)\*
- 30% Scarlet Salamander (17)\*
- 30% Omen Beast (17)\*
- 29% Langk Liz.man Scout (16)\*
- 28% Goblin Brigand Leader (14)\*
- 27% Stone Golem (13)\*
- 26% Gemstone Beast (12)\*
- 15% Goblin Lookout (8)\*
- 1/14 Goblin Grave Robber (5)\*
- 1/14 Goblin Snooper (5)\*
- 1/30 Elder Prairie Keltir (3)\*
- VIPER'S FANG**
- 1/3800 Dire Wolf (24)
- 1/4100 Baranka Guard (22)
- WAR AXE**
- 1/260k Taik Orc Supply (51)
- 1/270k Liele Elder (52)
- WAR AXE BLADE**
- 1/2200 Taik Orc Supply (51)
- 1/2400 Liele Elder (52)
- 1/120 Harit Liz.man Grunt (51)\*
- WAR HAMMER**
- 1/16k Ant Warrior Captain (36)
- 1/16k Marsh Stakato Drone (35)
- WAR PICK**
- 1/1300 Necrosentinel Guard (40)
- WHITE TUNIC**
- 1/5000 Lakin Undine (30)
- 1/5200 Turek Orc Shaman (29)
- 1/7000 Wild Desperado Fellow (31)
- 1/9300 Whispering Wind (30)
- 1/9700 Neer Ghoul Berserker (29)
- WHITE TUNIC PATTERN**
- 1/120 Lakin Undine (30)
- 1/130 Turek Orc Shaman (29)
- 1/170 Wild Desperado Fellow (31)

- 1/230 Whispering Wind (30)
- 1/240 Neer Ghoul Berserker (29)
- 1/12 Turek Orc Warlord (30)\*
- WHITE TUNIC**
- 1/860 Marsh Stakato Worker (31)\*
- WIDOW MAKER**
- 1/97k Halingka (55)
- 1/99k Farcran (53)
- 1/100k Marsh Drake (55)
- WIDOWMAKER HEAD**
- 1/810 Halingka (55)
- 1/820 Farcran (53)
- 1/850 Marsh Drake (55)
- 1/120 Harit Liz.man Warr. (53)\*
- WILLOW STAFF**
- 1/930 Relic Werewolf (9)
- 1/1400 Goblin Thief (10)
- 1/1700 Garum Werewolf (9)
- WILLOW STAFF HEAD**
- 1/210 Relic Werewolf (9)
- 1/320 Goblin Thief (10)
- 1/390 Garum Werewolf (9)
- 1/34 Vampire Bat (10)\*
- 1/63 Vaiss Orc (10)\*
- 1/76 Werewolf (9)\*
- 1/91 Goblin Scout (8)\*
- 1/120 Orc Grunt (7)\*
- 1/150 Imp (6)\*
- WINGED SPEAR**
- 1/1300 Necrosentinel Guard (40)
- WINGED SPEAR BLADE**
- 1/17 Necrosentinel Guard (40)
- 1/100 Windsus (39)\*
- WOLF BREASTPLATE**
- 1/28k Malruk Knight (66)
- WOODEN ARROW**
- 13% Skeleton Marksman (14) [20-39]
- 1/11 Dungeon Skeleton Archer (13) [20-39]
- 1/11 Grave Keeper (13) [20-119]
- 1/12 Skel. Hunter (12) [20-39]
- 1/12 Vaiss Orc Lt. (11) [20-39]
- 1/12 Skel. Archer (13) [20-79]
- 1/13 Balor Orc Archer (8) [20-39]
- 1/14 Vuku Orc Archer (15) [20-39]
- 1/15 Akaste Bone Archer (14) [20-39]
- 1/15 Festering Bat (13) [20-39]
- 1/16 Werewolf Chieftain (12) [20-39]
- 1/16 Skel. Scout (19) [20-39]
- 1/18 Vaiss Orc (10) [20-39]
- 1/20 Kaboo Orc Archer (8) [20-39]
- 1/22 Garum Werewolf (9) [20-39]
- 1/26 Orc Archer (8) [20-39]
- 1/29 Goblin (5) [20-39]
- 1/29 Goblin Snooper (5) [20-39]
- 1/34 Ashen Wolf (4) [20-39]
- 1/48 Elder Keltir (3) [20-39]
- 1/48 Elder Brown Keltir (3) [20-39]
- 1/54 Longtail Keltir (2) [20-39]
- 1/61 Young Prairie Keltir (1) [20-39]
- 1/61 Elpy (1) [20-39]
- WOODEN BREASTPLATE**
- 1/330 Drill Bat (11)
- 1/530 Redeye Bat (15)

- 1/530 Twink Puma (15)
- 1/570 Cave Bat (13)
- 1/590 Gemstone Beast (12)
- 1/590 Puma (12)
- 1/590 Barbed Bat (12)
- 1/610 Darkwing Bat (11)
- 1/80 Kaboo Orc Fighter Lieutenant (11)\*
- WOODEN GAITERS**
- 1/200 Drill Bat (11)
- 1/330 Redeye Bat (15)
- 1/330 Twink Puma (15)
- 1/360 Cave Bat (13)
- 1/370 Gemstone Beast (12)
- 1/370 Puma (12)
- 1/370 Barbed Bat (12)
- 1/380 Darkwing Bat (11)
- 1/90 Akaste Bone Archer (14)\*
- WOODEN HELMET**
- 16% Kobold Looter Bepook (13)
- 1/98 Misery Skeleton (14)
- 1/180 Shield Skeleton (15)
- 1/180 Doom Soldier (14)
- 1/180 Dread Soldier (14)
- 1/190 Darkstone Golem (13)
- 1/200 Grizzly (12)
- 1/200 Vaiss Orc Lieutenant (11)
- 1/72 Vuku Orc (14)\*
- YAKSA MACE**
- 1/230k Thunder Wyrms (54)
- 1/230k Marsh Stalker (54)
- 1/230k Grave Guard (54)
- YAKSA MACE HEAD**
- 1/1400 Marsh Stalker (54)
- 1/1400 Thunder Wyrms (54)
- 1/1400 Grave Guard (54)
- ZUBEI'S BOOTS**
- 1/28k Trives (63)
- ZUBEI'S BOOTS DESIGN**
- 1/200 Trives (63)
- ZUBEI'S BREASTPLATE**
- 1/30k Barif (64)
- 1/51k Cave Maiden (59)
- ZUBEI'S BREASTPLATE PART**
- 1/160 Barif (64)
- 1/270 Cave Maiden (59)

- ZUBEI'S GAITER MATERIAL**
- 1/100 Barif (64)
- 1/170 Cave Maiden (59)
- 1/20 Taik Orc Supply Leader (55)\*
- ZUBEI'S GAITERS**
- 1/19k Barif (64)
- 1/32k Cave Maiden (59)
- ZUBEI'S GAUNTLET PART**
- 1/200 Trives (63)
- ZUBEI'S GAUNTLETS**
- 1/28k Trives (63)
- ZUBEI'S HELMET DESIGN**
- 1/15k Plando (64)
- 1/76 Crimson Drake (61)
- ZUBEI'S HELMET**
- 1/10k Plando (64)
- 1/130k Crimson Drake (61)
- ZUBEI'S LEATHER GAITER TEXTURE**
- 1/57 Falibati (64)
- 1/60 Leogul (61)
- 1/12 Lesser Giant Shooter (63)\*
- ZUBEI'S LEATHER SHIRT**
- 1/10k Falibati (64)
- 1/10k Leogul (61)
- 1/16k Falibati (64)
- 1/17k Leogul (61)
- ZUBEI'S LEATHER SHIRT FABRIC**
- 1/87 Falibati (64)
- 1/91 Leogul (61)
- ZUBEI'S SHIELD**
- 1/7000 Plando (64)
- 1/9300 Crimson Drake (61)
- ZUBEI'S SHIELD FRAGMENT**
- 1/45 Plando (64)
- 1/59 Crimson Drake (61)



## RECIPES

Recipes are listed alphabetically. (To get a list of recipes sorted by Create Item skill, see p. 284.) The first line of each recipe lists the Create Item skill level required and the MP that creating it will require. If an NPC blacksmith will make it for you, the first line also includes the fee that the smith would charge to create the item. An NPC blacksmith would also require you to supply the recipe and all ingredients (plus triple the normal MP), and the recipe is not returned to you. And finally, if the chance of success is not 100%, the first line lists the chance of success.

In all but one recipe, if there is a chance of failure, there are two percentages listed. With those recipes, you have a choice of how you attempt to craft the item. If you include an expensive crafting tool (for example, a maestro tool), you have a greater chance of success. Often, using the expensive tool also requires more crystals — everything to the left

of a “/” is part of the more expensive, higher percentage approach.

Look at the first and third recipes for examples. When crafting Absolute Gloves, one approach gives you an 80% chance of success, while the other gives a 60% chance. The higher percentage approach requires a maestro anvil lock and twelve B-grade crystals. Without the lock and four of the crystals, you only have a 60% chance of successfully crafting Absolute Gloves.

When crafting an Adamantite Earring, you have a 90% chance of success if you include a maestro mold. That drops to a 70% chance if you include a blacksmith’s frame, instead. (The 90% chance also requires two more crystals.)

Crafting a few of the recipes actually consumes the recipe itself. In those cases, the recipe is listed among the ingredients.

A failed crafting attempt still consumes all ingredients.

### ABSOLUTE GLOVES

Level 7 | MP 183 | 80%/60%  
 Recipe: Elemental Gloves  
 Maestro Anvil Lock / (nothing)  
 Elemental Gloves Lining (13)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

### ADAMANTITE BOOTS

Level 6 | MP 165  
 Adamantite Boots Design (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

### ADAMANTITE EARRING

Level 6 | MP 174 | 90%/70%  
 Recipe: Adamantite Earring  
 Adamant. Earring Gemstone (12)  
 Maestro Mold /  
 Blacksmith’s Frame  
 Metallic Fiber (30)  
 Varnish of Purity (6)  
 Thons (6)  
 Crystal: C Grade (30 / 28)  
 Gemstone B (4)

### ADAMANTITE NECKLACE

Level 6 | MP 174 | 90%/70%  
 Recipe: Adamantite Necklace  
 Adamantite Necklace Ch. (12)  
 Maestro Mold /  
 Blacksmith’s Frame  
 Compound Braid (30)  
 Varnish of Purity (6)  
 Thons (6)  
 Crystal: C Grade (46 / 34)  
 Gemstone B (5)

### ADAMANTITE RING

Level 6 | MP 174 | 90%/70%  
 Recipe: Adamantite Ring  
 Adamantite Ring Wire (12)  
 Blacksmith’s Frame / Silver Mold  
 Metallic Fiber (40 / 25)  
 Varnish of Purity (8 / 5)  
 Thons (8 / 5)  
 Crystal: C Grade (26 / 22)  
 Gemstone B (2)

### AKAT LONG BOW

Level 5 | MP 156  
 Akat Longbow Shaft (10)  
 Mithril Alloy (115)  
 Compound Braid (23)  
 High Grade Suede (23)  
 Crystal: C Grade (300)  
 Gemstone C (166)

### AMBER BEAD (5)

Level 2 | MP 100  
 Amber Lump  
**ANCIENT REAGENT**  
 Level 4 | MP 129  
 Ancient Reagent Remnant (8)  
 Steel (130)  
 Coarse Bone Powder (260)  
 Braided Hemp (130)  
 Crystal: D Grade (550)  
 Gemstone D (185)

### AQUASTONE NECKLACE

Level 4 | MP 138  
 Aquastone Necklace Chain (8)  
 Blacksmith’s Frame  
 Compound Braid (5)  
 Varnish of Purity  
 Crystal: D Grade (65)  
 Gemstone C (5)

### AQUASTONE RING

Level 4 | MP 138  
 Aquastone Ring Wire (8)  
 Silver Mold  
 Metallic Fiber (15)  
 Varnish of Purity (3)  
 Crystal: D Grade (25)  
 Gemstone C (2)

### ART OF BATTLE AXE

Level 7 | MP 183 | 80%/60%  
 Recipe: Art of Battle Axe  
 Art of Battle Axe Blade (13)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (120)  
 Synthetic Cokes (120)  
 High Grade Suede (60)  
 Enria (60)  
 Crystal: B Grade (260 / 165)  
 Gemstone B (98)

### ARTHRO NAIL

Level 6 | MP 174 | 80%/60%  
 Recipe: Arthro Nail  
 Arthro Nail Blade (12)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (80)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Enria (40)  
 Crystal: C Grade (375 / 325)  
 Gemstone B (62)

### ARTISAN’S FRAME

Level 4 | MP 40 | Fee 19,000  
 Steel Mold  
 Varnish of Purity (5)  
 Adamantite Nugget (10)

### ASSASSIN KNIFE

Level 2 | MP 84  
 Assassin Knife Edge (4)  
 Steel Mold (2)  
 Steel (70)  
 Cokes (70)  
 Gemstone D (34)

### ASSAULT BOOTS

Level 4 | MP 129  
 Assault Boots Part (8)  
 Leather (32)  
 High Grade Suede (4)  
 Crystal: D Grade (30)  
 Gemstone D (6)

### ATUBA HAMMER

Level 4 | MP 129  
 Atuba Hammer Head (8)  
 Steel (220)  
 Cokes (110)  
 High Grade Suede (55)  
 Crystal: D Grade (550)  
 Gemstone D (185)

### ATUBA MACE

Level 4 | MP 129  
 Atuba Mace Head (8)  
 Steel (220)  
 Cokes (110)  
 High Grade Suede (55)  
 Crystal: D Grade (550)  
 Gemstone D (185)



**AVADON BOOTS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Boots  
 Avadon Boots Design (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

**AVADON BREASTPLATE**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Breastplate  
 Avadon Breastplate Part (12)  
 Maestro Mold (3) /  
 Blacksmith's Frame (3)  
 Mithril Alloy (18)  
 Asofe (12)  
 Crystal: C Grade (102 / 82)  
 Gemstone B (12)

**AVADON CIRCLLET**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Circllet  
 Avadon Circllet Pattern (12)  
 Maestro Mold /  
 Blacksmith's Frame  
 Crafted Leather (20)  
 Asofe (2)  
 Crystal: C Grade (42 / 30)  
 Gemstone B (4)

**AVADON GAITERS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Gaiters  
 Avadon Gaiters Material (12)  
 Maestro Mold (2) /  
 Blacksmith's Frame (2)  
 Mithril Alloy (12)  
 Asofe (8)  
 Crystal: C Grade (54 / 45)  
 Gemstone B (7)

**AVADON GLOVES**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Gloves  
 Avadon Gloves Part (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

**AVADON LEATHER ARMOR**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Leather Mail  
 Avadon Leather Mail Lining (12)  
 Maestro Anvil Lock (3) / (nothing)  
 Crafted Leather (65)  
 Metallic Fiber (32)  
 Compound Braid (16)  
 Asofe (16)  
 Crystal: C Grade (126 / 95)  
 Gemstone B (14)

**AVADON ROBE**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Avadon Robe  
 Avadon Robe Fabric (12)  
 Maestro Anvil Lock (3) / (nothing)  
 Crafted Leather (65)  
 Metallic Fiber (32)  
 Compound Braid (16)  
 Asofe (16)  
 Crystal: C Grade (126 / 95)  
 Gemstone B (14)

**BATTLE AXE**

*Level 4 | MP 138*  
 Battle Axe Head (8)  
 Mithril Alloy (44)  
 Synthetic Cokes (44)  
 High Grade Suede (22)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**BEC DE CORBIN**

*Level 5 | MP 147*  
 Bec de Corbin Blade (9)  
 Mithril Alloy (68)  
 Synthetic Cokes (34)  
 High Grade Suede (17)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**BELLION CESTUS**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Bellion Cestus  
 Bellion Cestus Edge (13)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (120)  
 Synthetic Cokes (120)  
 High Grade Suede (60)  
 Enria (60)  
 Crystal: B Grade (260 / 165)  
 Gemstone B (98)

**BICH'HWA**

*Level 3 | MP 120*  
 Bich'hwa Edge (7)  
 Steel (128)  
 Cokes (128)  
 High Grade Suede (64)  
 Crystal: D Grade (430)  
 Gemstone D (139)

**BIG HAMMER**

*Level 4 | MP 138*  
 Big Hammer Head (8)  
 Mithril Alloy (44)  
 Synthetic Cokes (44)  
 High Grade Suede (22)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**BLACKSMITH'S FRAME**

*Level 4 | MP 40 | Fee 12,800*  
 Silver Mold  
 Varnish of Purity (5)  
 Mithril Ore (10)

**BLESSED BRANCH**

*Level 6 | MP 165*  
 Blessed Branch Splinter (11)  
 Oriharukon (80)  
 Coarse Bone Powder (160)  
 Compound Braid (80)  
 Crystal: C Grade (410)  
 Gemstone C (248)

**BLESSED GLOVES**

*Level 6 | MP 165*  
 Blessed Gloves Pattern (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

**BLESSED SPIRITSHOT - D GRADE (100)**

*Level 2 | MP 60*  
 spirit ore (8)  
 Crystal: D Grade (2)

**BLESSED SPIRITSHOT - C GRADE (200)**

*Level 4 | MP 120*  
 spirit ore (30)  
 Crystal: C Grade (2)

**BLESSED SPIRITSHOT - B GRADE (100)**

*Level 6 | MP 180*  
 spirit ore (16)  
 Crystal: B Grade (2)

**BLESSED SPIRITSHOT - A GRADE (200)**

*Level 7 | MP 240*  
 Spirit Ore (70)  
 Crystal: A Grade (2)

**BLOOD HELM**

*Level 6 | MP 165*  
 Blood Helm Design (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: A Grade (10000)  
 Gemstone C (1000)

**BLUE CRYSTAL SKULL**

*Level 4 | MP 123*  
 Blue Crystal Skull Part (7)  
 Steel (110)  
 Coarse Bone Powder (220)  
 Braided Hemp (110)  
 Crystal: D Grade (470)  
 Gemstone D (153)

**BLUE DIAMOND NECKLACE**

*Level 1 | MP 72*  
 Blue Diamond Necklace Gem (3)  
 Stem (80)  
 Varnish (16)

**BLUE WOLF BOOTS**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Boots  
 Blue Wolf Boots Design (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**BLUE WOLF GAITERS**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Gaiters  
 Blue Wolf Gaiters Material (13)  
 Maestro Mold (2) /  
 Blacksmith's Frame (2)  
 Mithril Alloy (24)  
 Asofe (16)  
 Crystal: B Grade (36 / 20)  
 Gemstone B (12)

**BLUE WOLF GLOVES**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Gloves  
 Blue Wolf Gloves Fabric (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**BLUE WOLF HELMET**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Helmet  
 Blue Wolf Helmet Design (13)  
 Maestro Mold /  
 Blacksmith's Frame  
 Crafted Leather (40)  
 Asofe (4)  
 Crystal: B Grade (26 / 14)  
 Gemstone B (7)

**BLUE WOLF LEATHER ARMOR**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Leather Mail  
 Blue Wolf Leather Mail Texture  
 (12)

Maestro Anvil Lock (3) / (nothing)

Crafted Leather (100)  
 Metallic Fiber (50)  
 Compound Braid (25)  
 Asofe (25)  
 Crystal: B Grade (80 / 48)  
 Gemstone B (22)

**BLUE WOLF STOCKINGS**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Stockings  
 Blue Wolf Stockings Pattern (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (30)  
 Metallic Fiber (30)  
 Asofe (30)  
 Crystal: B Grade (35 / 18)  
 Gemstone B (8)

**BLUE WOLF TUNIC**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Tunic  
 Blue Wolf Tunic Fabric (13)  
 Maestro Anvil Lock (2) / (nothing)  
 Crafted Leather (64)  
 Metallic Fiber (32)  
 Asofe (32)  
 Crystal: B Grade (55 / 32)  
 Gemstone B (14)

**BODY SLASHER**

*Level 4 | MP 138*  
 Body Slasher Blade (8)  
 Mithril Alloy (56)  
 Synthetic Cokes (28)  
 High Grade Suede (14)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**BONE ARROW (650)**

*Level 3 | MP 105*  
 Stem  
 Coarse Bone Powder

**BONE HELMET**

*Level 2 | MP 84*  
 Bone Helmet Design (4)  
 Steel Mold  
 Leather (15)  
 Gemstone D (2)

**BONEBREAKER**

*Level 4 | MP 129*  
 Bonebreaker Head (8)  
 Steel (160)  
 Cokes (160)  
 High Grade Suede (80)  
 Crystal: D Grade (550)  
 Gemstone D (185)

**BOOTS**

*Level 1 | MP 72*  
 Boot Lining (3)  
 Animal Skin (40)  
 Suede (5)

**BOOTS OF BLESSING**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Boots of Blessing  
 Boots of Blessing Design (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

**BOOTS OF DOOM**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Boots of Doom  
 Boots of Doom Part (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**BOOTS OF GRACE**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Boots of Grace  
 Boots of Grace Lining (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**BOOTS OF POWER**

*Level 3 | MP 120*  
 Boots of Power Pattern (7)  
 Leather (24)  
 High Grade Suede (3)  
 Crystal: D Grade (24)  
 Gemstone D (5)

**BOOTS OF SEAL**

*Level 4 | MP 138*  
 Boots of Seal Pattern (8)  
 Crafted Leather (8)  
 High Grade Suede  
 Crystal: D Grade (40)  
 Gemstone C (3)

**BOOTS OF SILENCE**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Boots of Silence  
 Boots of Silence Fabric (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)



### Bow

Level 1 | MP 30  
Bow Shaft  
Iron Ore (20)  
Braided Hemp (4)  
Suede (4)

### Bow of Peril

Level 7 | MP 183 | 80%/60%  
Recipe: Hazard Bow  
Hazard Bow Shaft (13)  
Maestro Holder (3) / (nothing)  
Mithril Alloy (200)  
Compound Braid (40)  
High Grade Suede (40)  
Enria (40)  
Crystal: B Grade (250 / 155)  
Gemstone B (98)

### Braided Hemp

Level 1 | MP 10 | Fee 100  
Stem (5)

### Brandish

Level 1 | MP 45  
Brandish Blade (2)  
Iron Ore (110)  
Coal (55)

### Brigandine Boots

Level 3 | MP 120  
Brigandine Boots Design (7)  
Leather (24)  
High Grade Suede (3)  
Crystal: D Grade (24)  
Gemstone D (5)

### Brigandine Gaiters

Level 3 | MP 120  
Brigandine Gaiters Material (7)  
Steel Mold (2)  
Steel (32)  
Crystal: D Grade (60)  
Gemstone D (14)

### Brigandine Gauntlets

Level 3 | MP 120  
Brigandine Gauntlets Pattern (7)  
Leather (24)  
High Grade Suede (3)  
Crystal: D Grade (24)  
Gemstone D (5)

### Brigandine Helmet

Level 3 | MP 120  
Brigandine Helmet Design (7)  
Steel Mold  
Leather (20)  
Crystal: D Grade (35)  
Gemstone D (8)

### Brigandine Shield

Level 3 | MP 120  
Brigandine Shield Fragment (7)  
Steel (12)  
Cokes (4)  
Leather (4)  
Crystal: D Grade (24)  
Gemstone D (5)

### Brigandine Tunic

Level 3 | MP 120  
Brigandine Temper (7)  
Steel Mold (3)  
Steel (54)  
Crystal: D Grade (90)  
Gemstone D (24)

### Broadsword

Level 1 | MP 30  
Broadsword Blade  
Iron Ore (18)  
Coal (18)

### Caliburs

Level 5 | MP 156  
Caliburs Edge (10)  
Artisan's Frame (2)  
Mithril Alloy (75)  
Synthetic Cokes (75)  
Crystal: C Grade (300)  
Gemstone C (166)

### Candle of Wisdom

Level 6 | MP 165  
Candle of Wisdom Model (11)  
Oriharukon (80)  
Coarse Bone Powder (160)  
Compound Braid (80)  
Crystal: C Grade (410)  
Gemstone C (248)

### Cap of Mana

Level 6 | MP 165  
Cap of Mana Pattern (11)  
Blacksmith's Frame  
Crafted Leather (26)  
Crystal: C Grade (36)  
Gemstone C (15)

### Cedar Staff

Level 1 | MP 45  
Cedar Staff Head (2)  
Iron Ore (55)  
Animal Bone (110)  
Stem (55)

### Cerberus Eye

Level 6 | MP 165  
Cerberus Eye Fragment (11)  
Oriharukon (80)  
Coarse Bone Powder (160)  
Compound Braid (80)  
Crystal: C Grade (410)  
Gemstone C (248)

### Chain Boots

Level 4 | MP 138  
Chain Boots Part (8)  
Crafted Leather (8)  
High Grade Suede  
Crystal: D Grade (40)  
Gemstone C (3)

### Chain Gaiters

Level 4 | MP 138  
Chain Gaiters Part (8)  
Blacksmith's Frame (2)  
Mithril Alloy  
Crystal: D Grade (90)  
Gemstone C (8)

### Chain Gloves

Level 4 | MP 138  
Chain Gloves Design (8)  
Crafted Leather (8)  
High Grade Suede  
Crystal: D Grade (40)  
Gemstone C (3)

### Chain Gloves of Silence

Level 6 | MP 174 | 80%/60%  
Recipe: Chain Gloves of Silence  
Ch. Gloves of Silence Design (12)  
Maestro Anvil Lock / (nothing)  
Crafted Leather (16)

High Grade Suede (2)  
Asofe (2)  
Crystal: C Grade (25)  
Gemstone B (2)

### Chain Helmet

Level 4 | MP 129  
Chain Helmet Design (8)  
Steel Mold  
Leather (60)  
Crystal: D Grade (45)  
Gemstone D (10)

### Chain Hood

Level 4 | MP 138  
Chain Hood Pattern (8)  
Blacksmith's Frame  
Crafted Leather (2)  
Crystal: D Grade (60)  
Gemstone C (5)

### Chain Mail Shirt

Level 4 | MP 138  
Chain Mail Shirt Material (8)  
Blacksmith's Frame (3)  
Mithril Alloy  
Crystal: D Grade (150)  
Gemstone C (14)

### Chain Shield

Level 4 | MP 138  
Chain Shield Fragment (8)  
Mithril Alloy (3)  
Synthetic Cokes  
Crafted Leather  
Crystal: D Grade (40)  
Gemstone C (3)

### Chakram

Level 4 | MP 138  
Chakram Edge (8)  
Mithril Alloy (44)  
Synthetic Cokes (44)  
High Grade Suede (22)  
Crystal: D Grade (700)  
Gemstone C (81)

### Claws of Black Dragon

Level 6 | MP 165  
Claws of Black Dragon Piece (11)  
Oriharukon (80)  
Coarse Bone Powder (160)  
Compound Braid (80)  
Crystal: C Grade (410)  
Gemstone C (248)

### Claymore

Level 4 | MP 129  
Claymore Blade (8)  
Steel Mold (3)  
Steel (270)  
Cokes (135)  
Crystal: D Grade (550)  
Gemstone D (185)

### Club of Nature

Level 5 | MP 156  
Club of Nature Head (10)  
Oriharukon (55)  
Coarse Bone Powder (110)  
Compound Braid (55)  
Crystal: C Grade (300)  
Gemstone C (166)

### Coarse Bone Powder

Level 1 | MP 10 | Fee 300  
Animal Bone (10)

### Cokes

Level 1 | MP 10 | Fee 240  
Coal (3)  
Charcoal (3)

### Composite Armor

Level 5 | MP 156  
Composite Armor Temper (10)  
Blacksmith's Frame (4)  
Mithril Alloy (21)  
Varnish of Purity (7)  
Crystal: C Grade (95)  
Gemstone C (48)

### Composite Boots

Level 5 | MP 156  
Composite Boots Part (10)  
Crafted Leather (16)  
High Grade Suede (2)  
Crystal: C Grade (16)  
Gemstone C (6)

### Composite Helmet

Level 5 | MP 156  
Composite Helmet Design (10)  
Blacksmith's Frame  
Crafted Leather (14)  
Crystal: C Grade (25)  
Gemstone C (10)

### Composite Shield

Level 5 | MP 156  
Composite Shield Fragment (10)  
Mithril Alloy (6)  
Synthetic Cokes (2)  
Crafted Leather (2)  
Crystal: C Grade (17)  
Gemstone C (7)

### Composition Bow

Level 1 | MP 72  
Composition Bow Shaft (3)  
Iron Ore (400)  
Braided Hemp (80)  
Suede (80)

### Compound Braid

Level 2 | MP 20 | Fee 600  
Braided Hemp (5)  
Thread (5)

### Conjuror's Staff

Level 2 | MP 96  
Conjuror's Staff Head (5)  
Steel (45)  
Coarse Bone Powder (90)  
Braided Hemp (45)  
Crystal: D Grade (200)  
Gemstone D (57)

### Cord (20)

Level 2 | MP 20 | Fee 1300  
Steel (2)  
Thread (25)

### Crafted Leather

Level 4 | MP 40 | Fee 1140  
Cord (4)  
Leather (4)  
Coal (4)

### Craftsman Mold

Level 6 | MP 60  
Artisan's Frame (2)  
Mold Hardener (20)  
Enria (5)

### Crimson Boots

Level 5 | MP 147  
Crimson Boot Fabric (9)  
Crafted Leather (10)  
High Grade Suede  
Crystal: C Grade (12)  
Gemstone C (4)

### Crossbow

Level 5 | MP 147  
Crossbow Shaft (9)  
Mithril Alloy (85)  
Compound Braid (17)  
High Grade Suede (17)  
Crystal: C Grade (180)  
Gemstone C (105)

### Crucifix of Blood

Level 3 | MP 120  
Crucifix of Blood Piece (7)  
Steel (100)  
Coarse Bone Powder (200)  
Braided Hemp (100)  
Crystal: D Grade (430)  
Gemstone D (139)

### Crystal Dagger

Level 6 | MP 165  
Crystal Dagger Blade (11)  
Artisan's Frame (2)  
Mithril Alloy (115)  
Synthetic Cokes (115)  
Crystal: C Grade (410)  
Gemstone C (248)

### Crystal Staff

Level 4 | MP 138  
Crystal Staff Head (8)  
Oriharukon (30)  
Coarse Bone Powder (60)  
Compound Braid (30)  
Crystal: D Grade (700)  
Gemstone C (81)

### Crystallized Ice Bow

Level 4 | MP 138  
Crystallized Ice Bow Shaft (8)  
Mithril Alloy (65)  
Compound Braid (13)  
High Grade Suede (13)  
Crystal: D Grade (700)  
Gemstone C (81)

### Cursed Dagger

Level 4 | MP 138  
Cursed Dagger Blade (8)  
Artisan's Frame (2)  
Mithril Alloy (38)  
Synthetic Cokes (38)  
Crystal: D Grade (700)  
Gemstone C (81)

### Cursed Maingauche

Level 3 | MP 120  
Cursed Maingauche Edge (7)  
Steel Mold (2)  
Steel (175)  
Cokes (175)  
Crystal: D Grade (430)  
Gemstone D (139)

**CURSED STAFF**

Level 5 | MP 147  
 Cursed Staff Head (9)  
 Oriharukon (38)  
 Coarse Bone Powder (76)  
 Compound Braid (38)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**DARK SCREAMER**

Level 5 | MP 156  
 Dark Screamer Edge (10)  
 Artisan's Frame (2)  
 Mithril Alloy (75)  
 Synthetic Cokes (75)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**DARK STOCKINGS**

Level 2 | MP 96  
 Dark Stocking Fabric (5)  
 Leather (20)  
 Cord (20)  
 Crystal: D Grade (20)  
 Gemstone D (4)

**DARKELVEN DAGGER**

Level 4 | MP 138  
 Dark Elven Dagger Edge (8)  
 Artisan's Frame (2)  
 Mithril Alloy (38)  
 Synthetic Cokes (38)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**DEADMAN'S GLORY**

Level 7 | MP 183 | 80%/60%  
 Recipe: Deadman's Glory  
 Deadman's Glory Stone (13)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (120)  
 Synthetic Cokes (120)  
 High Grade Suede (60)  
 Enria (60)  
 Crystal: B Grade (260 / 165)  
 Gemstone B (98)

**DEADMAN'S STAFF**

Level 6 | MP 165  
 Deadman's Staff Head (11)  
 Oriharukon (80)  
 Coarse Bone Powder (160)  
 Compound Braid (80)  
 Crystal: C Grade (410)  
 Gemstone C (248)

**DEMON FANGS**

Level 4 | MP 123  
 Demon Fangs Part (7)  
 Steel (110)  
 Coarse Bone Powder (220)  
 Braided Hemp (110)  
 Crystal: D Grade (470)  
 Gemstone D (153)

**DEMON'S BOOTS**

Level 5 | MP 156  
 Demon's Boots Fabric (10)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Crystal: C Grade (16)  
 Gemstone C (6)

**DEMON'S GLOVES**

Level 5 | MP 156  
 Demon's Gloves Fabric (10)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Crystal: C Grade (16)  
 Gemstone C (6)

**DEMON'S STAFF**

Level 6 | MP 165  
 Demon's Staff Head (11)  
 Oriharukon (80)  
 Coarse Bone Powder (160)  
 Compound Braid (80)  
 Crystal: C Grade (410)  
 Gemstone C (248)

**DEMON'S STOCKINGS**

Level 5 | MP 156  
 Demon's Stocking Pattern (10)  
 Crafted Leather (30)  
 Metallic Fiber (30)  
 Crystal: C Grade (30)  
 Gemstone C (13)

**DEMON'S SWORD**

Level 7 | MP 183 | 80%/60%  
 Recipe: Demon's Sword  
 Demon's Sword Edge (13)  
 Craftsman Mold (2) /  
 Artisan's Frame (2)  
 Mithril Alloy (120)  
 Synthetic Cokes (120)  
 Enria (60)  
 Crystal: B Grade (256 / 160)  
 Gemstone B (98)

**DEMON'S TUNIC**

Level 5 | MP 156  
 Demon's Tunic Fabric (10)  
 Crafted Leather (48)  
 Metallic Fiber (24)  
 Crystal: C Grade (50)  
 Gemstone C (22)

**DIRK**

Level 1 | MP 45  
 Dirk Blade (2)  
 Iron Ore (80)  
 Coal (80)

**DIVINE BOOTS**

Level 6 | MP 165  
 Divine Boots Fabric (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

**DIVINE GLOVES**

Level 6 | MP 165  
 Divine Gloves Design (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

**DIVINE STOCKINGS**

Level 6 | MP 165  
 Divine Stocking Pattern (11)  
 Crafted Leather (42)  
 Metallic Fiber (42)  
 Crystal: C Grade (45)  
 Gemstone C (20)

**DIVINE TUNIC**

Level 6 | MP 165  
 Divine Tunic Fabric (11)  
 Crafted Leather (70)  
 Metallic Fiber (35)  
 Crystal: C Grade (72)  
 Gemstone C (34)

**DOOM GLOVES**

Level 7 | MP 183 | 80%/60%  
 Recipe: Doom Gloves  
 Doom Gloves Part (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**DOOM HELMET**

Level 7 | MP 183 | 80%/60%  
 Recipe: Doom Helmet  
 Doom Helmet Pattern (13)  
 Maestro Mold /  
 Blacksmith's Frame  
 Crafted Leather (40)  
 Asofe (4)  
 Crystal: B Grade (26 / 14)  
 Gemstone B (7)

**DOOM PLATE ARMOR**

Level 7 | MP 183 | 80%/60%  
 Recipe: Doom Plate Armor  
 Doom Plate Armor Temper (13)  
 Maestro Mold (4) /  
 Blacksmith's Frame (4)  
 Mithril Alloy (45)  
 Varnish of Purity (15)  
 Asofe (30)  
 Crystal: B Grade (104 / 60)  
 Gemstone B (31)

**DOOM SHIELD**

Level 7 | MP 183 | 80%/60%  
 Recipe: Doom Shield  
 Doom Shield Fragment (13)  
 Maestro Anvil Lock / (nothing)  
 Mithril Alloy (9)  
 Synthetic Cokes (3)  
 Crafted Leather (3)  
 Asofe (3)  
 Crystal: B Grade (20 / 15)  
 Gemstone B (4)

**DRAKE LEATHER ARMOR**

Level 6 | MP 165  
 Drake Leather Mail Texture (11)  
 Crafted Leather (96)  
 Metallic Fiber (48)  
 Compound Braid (24)  
 Crystal: C Grade (100)  
 Gemstone C (53)

**DRAKE LEATHER BOOTS**

Level 6 | MP 165  
 Drake Leath. Boots Design (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

**DRAKE LEATHER GLOVES**

Level 6 | MP 165  
 Drake Leath. Gloves Design (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

**DWARVEN CHAIN BOOTS**

Level 4 | MP 138  
 Dwarven Chain Boots Part (8)  
 Crafted Leather (8)  
 High Grade Suede  
 Crystal: D Grade (40)  
 Gemstone C (3)

**DWARVEN CHAIN GAITERS**

Level 5 | MP 147  
 Dwar. Chain Gaiters Material (9)  
 Blacksmith's Frame (2)  
 Mithril Alloy (3)  
 Crystal: C Grade (25)  
 Gemstone C (11)

**DWARVEN CHAIN GLOVES**

Level 5 | MP 147  
 Dwarven Chain Gloves Design (9)  
 Crafted Leather (10)  
 High Grade Suede  
 Crystal: C Grade (12)  
 Gemstone C (4)

**DWARVEN CHAIN MAIL SHIRT**

Level 5 | MP 147  
 Dv. Chain Mail Shirt Material (9)  
 Blacksmith's Frame (3)  
 Mithril Alloy (5)  
 Crystal: C Grade (42)  
 Gemstone C (19)

**DWARVEN CHAIN SHIELD**

Level 5 | MP 144  
 Dwar. Chain Shield Fragment (9)  
 Mithril Alloy (3)  
 Synthetic Cokes  
 Crafted Leather  
 Crystal: C Grade (12)  
 Gemstone C (4)

**DWARVEN TRIDENT**

Level 2 | MP 96  
 Dwarven Trident Edge (5)  
 Steel (80)  
 Cokes (40)  
 High Grade Suede (20)  
 Crystal: D Grade (200)  
 Gemstone D (57)

**DWARVEN WAR HAMMER**

Level 5 | MP 147  
 Dwarven Warhammer Head (9)  
 Mithril Alloy (56)  
 Synthetic Cokes (56)  
 High Grade Suede (28)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**EARRING OF BINDING**

Level 5 | MP 156  
 Earring of Binding Gemstone (10)  
 Blacksmith's Frame  
 Metallic Fiber (20)  
 Varnish of Purity (4)  
 Crystal: C Grade (22)  
 Gemstone C (8)

**EARRING OF BLACK ORE**

Level 7 | MP 183 | 90%/70%  
 Recipe: Earring of Black Ore  
 Earring of Black Ore Piece (13)  
 Maestro Mold /  
 Blacksmith's Frame  
 Metallic Fiber (50)  
 Varnish of Purity (10)  
 Thons (10)  
 Crystal: B Grade (22 / 16)  
 Gemstone B (6)

**EARRING OF PROTECTION**

Level 5 | MP 147  
 Earring of Protect. Gemstone (9)  
 Blacksmith's Frame  
 Metallic Fiber (5)  
 Varnish of Purity  
 Crystal: C Grade (14)  
 Gemstone C (5)

**ELDRAKE**

Level 4 | MP 138  
 Eldrake Temper (8)  
 Mithril Alloy (3)  
 Synthetic Cokes  
 Crafted Leather  
 Crystal: D Grade (40)  
 Gemstone C (3)

**ELEMENTAL BOOTS**

Level 7 | MP 183 | 80%/60%  
 Recipe: Elemental Boots  
 Elemental Boots Lining (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**ELEMENTAL HOOD**

Level 6 | MP 165  
 Elemental Hood Material (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**ELVEN BOW**

Level 2 | MP 96  
 Elven Bow Shaft (5)  
 Steel (100)  
 Braided Hemp (20)  
 High Grade Suede (20)  
 Crystal: D Grade (200)  
 Gemstone D (57)

**ELVEN BOW OF NOBILITY**

Level 5 | MP 147  
 Elven Bow of Nobility Shaft (9)  
 Mithril Alloy (85)  
 Compound Braid (17)  
 High Grade Suede (17)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**ELVEN EARRING**

Level 3 | MP 120  
 Elven Earring Beads (7)  
 Silver Mold  
 Cord (60)  
 Varnish (12)  
 Crystal: D Grade (30)  
 Gemstone D (6)

### ELVEN LONG SWORD

*Level 4 | MP 129*  
 Elven Long Sword Blade (8)  
 Steel Mold (2)  
 Steel (220)  
 Cokes (220)  
 Crystal: D Grade (550)  
 Gemstone D (185)

### ELVEN MITHRIL BOOTS

*Level 3 | MP 120*  
 Elven Mithril Boots Design (7)  
 Leather (24)  
 High Grade Suede (3)  
 Crystal: D Grade (24)  
 Gemstone D (5)

### ELVEN MITHRIL GLOVES

*Level 3 | MP 120*  
 Elven Mithril Gloves Design (7)  
 Leather (24)  
 High Grade Suede (3)  
 Crystal: D Grade (24)  
 Gemstone D (5)

### ELVEN MITHRIL STOCKINGS

*Level 3 | MP 120*  
 Elven Mithril Stock. Pattern (7)  
 Leather (45)  
 Cord (45)  
 Crystal: D Grade (45)  
 Gemstone D (10)

### ELVEN MITHRIL TUNIC

*Level 3 | MP 120*  
 Elven Mithril Tunic Pattern (7)  
 Leather (84)  
 Cord (42)  
 Crystal: D Grade (70)  
 Gemstone D (17)

### ELVEN NECKLACE

*Level 3 | MP 120*  
 Elven Necklace Beads (7)  
 Silver Mold  
 Braided Hemp (70)  
 Varnish (14)  
 Crystal: D Grade (38)  
 Gemstone D (9)

### ELVEN RING

*Level 3 | MP 120*  
 Elven Ring Piece (7)  
 Silver Mold  
 Cord (30)  
 Varnish (6)  
 Crystal: D Grade (20)  
 Gemstone D (4)

### EMINENCE BOW

*Level 6 | MP 165*  
 Eminence Bow Shaft (11)  
 Mithril Alloy (170)  
 Compound Braid (34)  
 High Grade Suede (34)  
 Crystal: C Grade (410)  
 Gemstone C (248)

### ENCHANTED NECKLACE

*Level 2 | MP 96*  
 Enchanted Necklace Chain (5)  
 Silver Mold  
 Braided Hemp (15)  
 Varnish (3)  
 Crystal: D Grade (18)  
 Gemstone D (3)

### EXCELLENT LEATHER GLOVES

*Level 2 | MP 84*  
 Excel. Leather Gloves Lining (4)  
 Leather (8)  
 High Grade Suede  
 Gemstone D

### EYE OF INFINITY

*Level 3 | MP 120*  
 Eye of Infinity Stone (7)  
 Steel (100)  
 Coarse Bone Powder (200)  
 Braided Hemp (100)  
 Crystal: D Grade (430)  
 Gemstone D (139)

### FINE STEEL ARROW (600)

*Level 5 | MP 150*  
 Stem (4)  
 Steel

### FIST BLADE

*Level 5 | MP 156*  
 Fist Blade Piece (10)  
 Mithril Alloy (80)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Crystal: C Grade (300)  
 Gemstone C (166)

### FLAMBERGE

*Level 4 | MP 138*  
 Flamberge Blade (8)  
 Artisan's Frame (3)  
 Mithril Alloy (40)  
 Synthetic Cokes (20)  
 Crystal: D Grade (700)  
 Gemstone C (81)

### FLAME HELM

*Level 6 | MP 165*  
 Flame Helm Design (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

### FOREST BOW

*Level 1 | MP 60*  
 Forest Bow Shaft (3)  
 Iron Ore (225)  
 Braided Hemp (45)  
 Suede (45)

### FORGOTTEN BOOTS

*Level 5 | MP 156*  
 Forgotten Boots Pattern (10)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Crystal: C Grade (16)  
 Gemstone C (6)

### FULL PLATE ARMOR

*Level 6 | MP 165*  
 Full Plate Armor Temper (11)  
 Blacksmith's Frame (4)  
 Mithril Alloy (36)  
 Varnish of Purity (12)  
 Crystal: C Grade (140)  
 Gemstone C (73)

### FULL PLATE BOOTS

*Level 6 | MP 165*  
 Full Plate Boots Part (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

### FULL PLATE GAUNTLETS

*Level 6 | MP 165*  
 Full Plate Gauntlets Part (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

### FULL PLATE HELMET

*Level 6 | MP 165*  
 Full Plate Helmet Design (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

### FULL PLATE SHIELD

*Level 6 | MP 165*  
 Full Plate Shield Fragment (11)  
 Mithril Alloy (9)  
 Synthetic Cokes (3)  
 Crafted Leather (3)  
 Crystal: C Grade (25)  
 Gemstone C (10)

### GASTRAPHETES

*Level 3 | MP 108*  
 Gastraphetes Shaft (6)  
 Steel (150)  
 Braided Hemp (30)  
 High Grade Suede (30)  
 Crystal: D Grade (300)  
 Gemstone D (91)

### GAUNTLETS OF GHOST

*Level 6 | MP 165*  
 Gauntlets of Ghost Pattern (11)  
 Crafted Leather (24)  
 High Grade Suede (3)  
 Crystal: C Grade (24)  
 Gemstone C (10)

### GHOST STAFF

*Level 4 | MP 129*  
 Ghost Staff Head (8)  
 Steel (130)  
 Coarse Bone Powder (260)  
 Braided Hemp (130)  
 Crystal: D Grade (550)  
 Gemstone D (185)

### GHOUL'S STAFF

*Level 6 | MP 165*  
 Ghoul's Staff Head (11)  
 Oriharukon (80)  
 Coarse Bone Powder (160)  
 Compound Braid (80)  
 Crystal: C Grade (410)  
 Gemstone C (248)

### GLAIVE

*Level 4 | MP 129*  
 Glaive Edge (8)  
 Steel (220)  
 Cokes (110)  
 High Grade Suede (55)  
 Crystal: D Grade (550)  
 Gemstone D (185)

### GLOVES OF BLESSING

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Gloves of Blessing  
 Gloves of Blessing Pattern (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

### GLOVES OF GRACE

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Gloves of Grace  
 Gloves of Grace Lining (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

### GLOVES OF SEAL

*Level 5 | MP 147*  
 Gloves of Seal Pattern (9)  
 Crafted Leather (10)  
 High Grade Suede  
 Crystal: C Grade (12)  
 Gemstone C (4)

### GOAT HEAD STAFF

*Level 3 | MP 120*  
 Goat Head Staff Head (7)  
 Steel (100)  
 Coarse Bone Powder (200)  
 Braided Hemp (100)  
 Crystal: D Grade (430)  
 Gemstone D (139)

### GRACE DAGGER

*Level 5 | MP 156*  
 Grace Dagger Edge (10)  
 Artisan's Frame (2)  
 Mithril Alloy (75)  
 Synthetic Cokes (75)  
 Crystal: C Grade (300)  
 Gemstone C (166)

### GREAT AXE

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Great Axe  
 Great Axe Head (12)  
 Maestro Holder (4) / (nothing)  
 Mithril Alloy (100)  
 Synthetic Cokes (50)  
 High Grade Suede (25)  
 Enria (25)  
 Crystal: C Grade (275 / 360)  
 Gemstone B (62)

### GREAT HELMET

*Level 5 | MP 147*  
 Great Helmet Material (9)  
 Blacksmith's Frame  
 Crafted Leather (6)  
 Crystal: C Grade (16)  
 Gemstone C (6)

### GREAT PATA

*Level 6 | MP 165*  
 Great Pata Blade (11)  
 Mithril Alloy (116)  
 Synthetic Cokes (116)  
 High Grade Suede (58)  
 Crystal: C Grade (410)  
 Gemstone C (248)

### GREAT SWORD

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Great Sword  
 Great Sword Blade (12)  
 Craftsman Mold (3) /  
 Artisan's Frame (3)  
 Mithril Alloy (80)  
 Synthetic Cokes (40)  
 Enria (40)  
 Crystal: C Grade (200 / 350)  
 Gemstone B (62)

### GUARDIAN'S BOOTS

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Guardian's Boots  
 Guardian's Boots Fabric (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

### GUARDIAN'S GLOVES

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Guardian's Gloves  
 Guardian's Gloves Design (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

### HALF PLATE ARMOR

*Level 4 | MP 129*  
 Half Plate Temper (8)  
 Steel Mold (3)  
 Steel (70)  
 Crystal: D Grade (120)  
 Gemstone D (32)

### HARD LEATHER GAITERS

*Level 1 | MP 72*  
 Hard Leather Gaiters Material (3)  
 Animal Skin (55)  
 Thread (55)

### HARD LEATHER SHIRT

*Level 1 | MP 72*  
 Hard Leather Shirt Pattern (3)  
 Animal Skin (110)  
 Thread (55)

### HEATHEN'S BOOK

*Level 5 | MP 156*  
 Heathen's Book Page (10)  
 Oriharukon (55)  
 Coarse Bone Powder (110)  
 Compound Braid (55)  
 Crystal: C Grade (300)  
 Gemstone C (166)

### HEAVY BONE CLUB

*Level 3 | MP 120*  
 Heavy Bone Club Head (7)  
 Steel (128)  
 Cokes (128)  
 High Grade Suede (64)  
 Crystal: D Grade (430)  
 Gemstone D (139)



**HEAVY CROSSBOW**

Level 6 | MP 174 | 80%/60%  
 Recipe: Dark Elven Long Bow  
 Dark Elven Long Bow Shaft (12)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (125)  
 Compound Braid (25)  
 High Grade Suede (25)  
 Enria (25)  
 Crystal: C Grade (400 / 350)  
 Gemstone B (62)

**HEAVY DOOM AXE**

Level 4 | MP 138  
 Heavy Doom Axe Blade (8)  
 Mithril Alloy (56)  
 Synthetic Cokes (28)  
 High Grade Suede (14)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**HEAVY DOOM HAMMER**

Level 4 | MP 138  
 Heavy Doom Hammer Head (8)  
 Mithril Alloy (56)  
 Synthetic Cokes (28)  
 High Grade Suede (14)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**HEAVY WAR AXE**

Level 6 | MP 174 | 80%/60%  
 Recipe: Heavy War Axe  
 Heavy War Axe Head (12)  
 Maestro Holder (3) / (nothing)  
 Mithril Alloy (80)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Enria (40)  
 Crystal: C Grade (375 / 325)  
 Gemstone B (62)

**HELL KNIFE**

Level 6 | MP 174 | 80%/60%  
 Recipe: Hell Knife  
 Hell Knife Edge (12)  
 Craftsman Mold (2) /  
 Artisan's Frame (2)  
 Mithril Alloy (72)  
 Synthetic Cokes (72)  
 Enria (36)  
 Crystal: C Grade (410 / 360)  
 Gemstone B (62)

**HELM OF AVADON**

Level 6 | MP 165  
 Helm of Avadon Design (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HELMET OF PLEDGE**

Level 6 | MP 165  
 Helmet of Pledge Pattern (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HEX DOLL**

Level 5 | MP 156  
 Hex Doll Fragment (10)  
 Oriharukon (55)  
 Coarse Bone Powder (110)  
 Compound Braid (55)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**HIGH GRADE SUEDE**

Level 2 | MP 20 | Fee 480  
 Coarse Bone Powder  
 Suede (3)

**HOMUNKULUS'S SWORD**

Level 5 | MP 156  
 Homunkulus's Sword Blade (10)  
 Artisan's Frame (2)  
 Mithril Alloy (75)  
 Synthetic Cokes (75)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**HOOD OF AID**

Level 6 | MP 165  
 Hood of Aid Material (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HOOD OF GRACE**

Level 6 | MP 165  
 Hood of Grace Texture (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HOOD OF SOLAR ECLIPSE**

Level 6 | MP 165  
 Hood of Sol. Eclipse Texture (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HOOD OF SUMMONING**

Level 6 | MP 165  
 Hood of Summoning Texture (11)  
 Blacksmith's Frame  
 Crafted Leather (26)  
 Crystal: C Grade (36)  
 Gemstone C (15)

**HORN OF GLORY**

Level 5 | MP 147  
 Horn of Glory Fragment (9)  
 Oriharukon (38)  
 Coarse Bone Powder (76)  
 Compound Braid (38)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**IMPLOSION BOOTS**

Level 7 | MP 183 | 80%/60%  
 Recipe: Implosion Boots  
 Implosion Boots Part (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12 / 8)  
 Gemstone B (4)

**IMPLOSION GAUNTLETS**

Level 7 | MP 183 | 80%/60%  
 Recipe: Implosion Gauntlets  
 Implosion Gauntlet Fabric (13)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (32)  
 High Grade Suede (4)  
 Asofe (4)  
 Crystal: B Grade (12)  
 Gemstone B (4)

**INFERNO STAFF**

Level 5 | MP 156  
 Inferno Staff Head (10)  
 Oriharukon (55)  
 Coarse Bone Powder (110)  
 Compound Braid (55)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**IRON BOOTS**

Level 3 | MP 108  
 Iron Boots Design (6)  
 Leather (16)  
 High Grade Suede (2)  
 Crystal: D Grade (16)  
 Gemstone D (3)

**IRON HAMMER**

Level 1 | MP 72  
 Iron Hammer Head (3)  
 Iron Ore (260)  
 Coal (260)  
 Suede (130)

**JOURNEYMAN RING**

Level 1 | MP 100  
 Journeyman Deco Beads  
 Journeyman Gem  
 Steel  
 Varnish (10)  
 Crystal: D Grade (10)

**KARMIAN BOOTS**

Level 4 | MP 138  
 Karmian Boots Fabric (8)  
 Crafted Leather (8)  
 High Grade Suede  
 Crystal: D Grade (40)  
 Gemstone C (3)

**KARMIAN GLOVES**

Level 4 | MP 138  
 Karmian Gloves Fabric (8)  
 Crafted Leather (8)  
 High Grade Suede  
 Crystal: D Grade (40)  
 Gemstone C (3)

**KARMIAN STOCKINGS**

Level 4 | MP 138  
 Karmian Stocking Design (8)  
 Crafted Leather (15)  
 Metallic Fiber (15)  
 Crystal: D Grade (70)  
 Gemstone C (6)

**KARMIAN TUNIC**

Level 4 | MP 138  
 Karmian Tunic Pattern (8)  
 Crafted Leather (24)  
 Metallic Fiber (12)  
 Crystal: D Grade (120)  
 Gemstone C (10)

**KATANA**

Level 5 | MP 147  
 Katana Blade (9)  
 Artisan's Frame (2)  
 Mithril Alloy (50)  
 Synthetic Cokes (50)  
 Crystal: C Grade (180)  
 Gemstone C (105)

**KESHANBERK**

Level 6 | MP 174 | 80%/60%  
 Recipe: Keshanberk  
 Keshanberk Blade (12)  
 Craftsman Mold (2) /  
 Artisan's Frame (2)  
 Mithril Alloy (72)  
 Synthetic Cokes (72)  
 Enria (36)  
 Crystal: C Grade (410 / 360)  
 Gemstone B (62)

**KEY OF TITAN**

Level 1 | MP 100  
 Stakato Shell (20)  
 Toad Lord Sac (10)  
 Spider Thorn (10)  
 Crystal: D Grade (10)

**KITE SHIELD**

Level 3 | MP 120  
 Kite Shield Fragment (7)  
 Steel (12)  
 Cokes (4)  
 Leather (4)  
 Crystal: D Grade (24)  
 Gemstone D (5)

**KNIGHT SHIELD**

Level 5 | MP 147  
 Knight Shield Fragment (9)  
 Mithril Alloy (4)  
 Synthetic Cokes  
 Crafted Leather  
 Crystal: C Grade (12)  
 Gemstone C (4)

**KRIS**

Level 6 | MP 174 | 80%/60%  
 Recipe: Kris  
 Kris Edge (12)  
 Craftsman Mold (2) /  
 Artisan's Frame (2)  
 Mithril Alloy (72)  
 Synthetic Cokes (72)  
 Enria (36)  
 Crystal: C Grade (410 / 360)  
 Gemstone B (62)

**LANCE**

Level 7 | MP 183 | 80%/60%  
 Recipe: Lance  
 Lance Blade (13)  
 Maestro Holder (4) / (nothing)  
 Mithril Alloy (160)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Enria (40)  
 Crystal: B Grade (220 / 168)  
 Gemstone B (98)

**LEATHER**

Level 1 | MP 10 | Fee 180  
 Animal Skin (6)

**LEATHER ARMOR OF DOOM**

Level 7 | MP 183 | 80%/60%  
 Recipe: Leather Mail of Doom  
 Leath. Mail of Doom Design (12)  
 Maestro Anvil Lock (3) / (nothing)  
 Crafted Leather (100)  
 Metallic Fiber (50)  
 Compound Braid (25)  
 Asofe (25)  
 Crystal: B Grade (80 / 48)  
 Gemstone B (22)

**LEATHER BOOTS**

Level 2 | MP 84  
 Leather Boot Lining (4)  
 Leather (8)  
 High Grade Suede  
 Gemstone D

**LEATHER GLOVES**

Level 1 | MP 60  
 Leather Gloves Lining (3)  
 Animal Skin (24)  
 Suede (3)

**LEATHER HELMET**

Level 1 | MP 60  
 Leather Helmet Design (3)  
 Steel Mold  
 Animal Skin (12)

**LEATHER SHOES**

Level 1 | MP 45  
 Leather Shoes Texture (2)  
 Animal Skin (8)  
 Suede

**LEATHER STOCKINGS**

Level 1 | MP 45  
 Leather Stocking Pattern (2)  
 Animal Skin (12)  
 Thread (12)

**LEATHER TUNIC**

Level 1 | MP 45  
 Leather Tunic Pattern (2)  
 Animal Skin (24)  
 Thread (12)

**LIGHT CROSSBOW**

Level 4 | MP 129  
 Light Crossbow Shaft (8)  
 Steel (275)  
 Braided Hemp (55)  
 High Grade Suede (55)  
 Crystal: D Grade (550)  
 Gemstone D (185)

**MACE OF JUDGMENT**

Level 2 | MP 96  
 Mace of Judgment Head (5)  
 Steel (60)  
 Cokes (60)  
 High Grade Suede (30)  
 Crystal: D Grade (200)  
 Gemstone D (57)

**MACE OF THE UNDERWORLD**

Level 5 | MP 156  
 Mace of the Underwd. Head (10)  
 Mithril Alloy (80)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Crystal: C Grade (300)  
 Gemstone C (166)







**THECA LEATHER GAITERS**

*Level 5 | MP 159*  
 Theca Leath. Gait. Pattern (10)  
 Crafted Leather (32)  
 Metallic Fiber (32)  
 Crystal: C Grade (35)  
 Gemstone C (15)

**THECA LEATHER GLOVES**

*Level 5 | MP 159*  
 Theca Leath. Gloves Texture (10)  
 Crafted Leather (18)  
 High Grade Suede (2)  
 Crystal: C Grade (20)  
 Gemstone C (7)

**THREE EYED CROW'S FEATHER**

*Level 6 | MP 165*  
 Three Eyed Crow's F. Piece (11)  
 Oriharukon (80)  
 Coarse Bone Powder (160)  
 Compound Braid (80)  
 Crystal: C Grade (410)  
 Gemstone C (248)

**TIGER'S EYE EARRING**

*Level 3 | MP 108*  
 Tiger's Eye Earring Stone (6)  
 Silver Mold  
 Cord (30)  
 Varnish (6)  
 Crystal: D Grade (22)  
 Gemstone D (4)

**TITAN'S POWERSTONE**

*Level 2 | MP 100 | 25%*  
 Broken Titan's Powerstone

**TOME OF BLOOD**

*Level 3 | MP 108*  
 Tome of Blood Page (6)  
 Steel (70)  
 Coarse Bone Powder (140)  
 Braided Hemp (70)  
 Crystal: D Grade (300)  
 Gemstone D (91)

**TOWER SHIELD**

*Level 5 | MP 156*  
 Tower Shield Fragment (10)  
 Mithril Alloy (6)  
 Synthetic Cokes (2)  
 Crafted Leather (2)  
 Crystal: C Grade (17)  
 Gemstone C (7)

**TRIDENT**

*Level 2 | MP 84*  
 Trident Edge (4)  
 Steel (80)  
 Cokes (40)  
 High Grade Suede (20)  
 Gemstone D (34)

**TSURUGI**

*Level 5 | MP 156*  
 Tsurugi Blade (10)  
 Artisan's Frame (2)  
 Mithril Alloy (75)  
 Synthetic Cokes (75)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**TUNIC OF DOOM**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Tunic of Doom  
 Tunic of Doom Pattern (13)  
 Maestro Anvil Lock (2) / (nothing)  
 Crafted Leather (64)  
 Metallic Fiber (32)  
 Asofe (32)  
 Crystal: B Grade (55 / 32)  
 Gemstone B (14)

**TUNIC OF ZUBEI**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Tunic of Zubei  
 Tunic of Zubei Fabric (12)  
 Maestro Anvil Lock (2) / (nothing)  
 Crafted Leather (40)  
 Metallic Fiber (20)  
 Asofe (20)  
 Crystal: C Grade (88 / 65)  
 Gemstone B (9)

**TWO-HANDED SWORD**

*Level 3 | MP 108*  
 Two-Handed Sword Edge (6)  
 Steel Mold (3)  
 Steel (144)  
 Cokes (72)  
 Crystal: D Grade (300)  
 Gemstone D (91)

**VAJRA WANDS**

*Level 4 | MP 129*  
 Vajra Wand Frame (8)  
 Steel (130)  
 Coarse Bone Powder (260)  
 Braided Hemp (130)  
 Crystal: D Grade (550)  
 Gemstone D (185)

**VARNISH OF PURITY**

*Level 2 | MP 20 | Fee 1620*  
 Coarse Bone Powder (3)  
 Varnish (3)  
 Stone of Purity

**WAR AXE**

*Level 5 | MP 156*  
 War Axe Blade (10)  
 Mithril Alloy (80)  
 Synthetic Cokes (80)  
 High Grade Suede (40)  
 Crystal: C Grade (300)  
 Gemstone C (166)

**WAR PICK**

*Level 3 | MP 120*  
 Hammer in Flames Head (7)  
 Steel (180)  
 Cokes (90)  
 High Grade Suede (45)  
 Crystal: D Grade (430)  
 Gemstone D (139)

**WHITE TUNIC**

*Level 2 | MP 96*  
 White Tunic Pattern (5)  
 Leather (40)  
 Cord (20)  
 Crystal: D Grade (28)  
 Gemstone D (7)

**WIDOW MAKER**

*Level 5 | MP 159*  
 Widowmaker Head (10)  
 Mithril Alloy (112)  
 Synthetic Cokes (56)  
 High Grade Suede (28)  
 Crystal: C Grade (320)  
 Gemstone C (187)

**WILLOW STAFF**

*Level 1 | MP 30*  
 Willow Staff Head  
 Iron Ore (12)  
 Animal Bone (24)  
 Stem (12)

**WINGED SPEAR**

*Level 3 | MP 120*  
 Winged Spear Blade (7)  
 Steel (180)  
 Cokes (90)  
 High Grade Suede (45)  
 Crystal: D Grade (430)  
 Gemstone D (139)

**WOLF BREASTPLATE**

*Level 7 | MP 183 | 80%/60%*  
 Recipe: Blue Wolf Breastplate  
 Blue Wolf Breastplate Part (13)  
 Maestro Mold (3) /  
 Blacksmith's Frame (3)

**MITHRIL ALLOY (36)**

Asofe (24)  
 Crystal: B Grade (68 / 40)  
 Gemstone B (20)

**WOLVERINE NEEDLE**

*Level 4 | MP 138*  
 Wolverine Needle Edge (8)  
 Artisan's Frame (2)  
 Mithril Alloy (38)  
 Synthetic Cokes (38)  
 Crystal: D Grade (700)  
 Gemstone C (81)

**WOODEN ARROW (500)**

*Level 1 | MP 30*  
 Stem (4)  
 Iron Ore (2)

**YAKSA MACE**

*Level 6 | MP 165*  
 Yaksa Mace Head (11)  
 Mithril Alloy (120)  
 Synthetic Cokes (120)  
 High Grade Suede (60)  
 Crystal: C Grade (410)  
 Gemstone C (248)

**ZUBEI'S BOOTS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Boots  
 Zubei's Boots Design (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

**ZUBEI'S BREASTPLATE**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Breastplate  
 Zubei's Breastplate Part (12)  
 Maestro Mold (3) /  
 Blacksmith's Frame (3)  
 Mithril Alloy (18)  
 Asofe (12)  
 Crystal: C Grade (102)  
 Gemstone B (12)

**ZUBEI'S GAITERS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Gaiters  
 Zubei's Gaiters Material (12)  
 Maestro Mold (2) /  
 Blacksmith's Frame (2)  
 Mithril Alloy (12)  
 Asofe (8)  
 Crystal: C Grade (54 / 45)  
 Gemstone B (7)

**ZUBEI'S GAUNTLETS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Gauntlets  
 Zubei's Gauntlet Part (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (16)  
 High Grade Suede (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (2)

**ZUBEI'S HELMET**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Helmet  
 Zubei's Helmet Design (12)  
 Maestro Mold /  
 Blacksmith's Frame  
 Crafted Leather (20)  
 Asofe (2)  
 Crystal: C Grade (42 / 30)  
 Gemstone B (4)

**ZUBEI'S LEATHER GAITERS**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Leather Gaiters  
 Zubei's Leath. Gait. Texture (12)  
 Maestro Anvil Lock / (nothing)  
 Crafted Leather (20)  
 Metallic Fiber (20)  
 Asofe (20)  
 Crystal: C Grade (56 / 34)  
 Gemstone B (5)

**ZUBEI'S LEATHER SHIRT**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Leather Shirt  
 Zubei's Leather Shirt Fabric (12)  
 Maestro Anvil Lock (2) / (nothing)  
 Crafted Leather (40)  
 Metallic Fiber (20)  
 Asofe (20)  
 Crystal: C Grade (88 / 65)  
 Gemstone B (9)

**ZUBEI'S SHIELD**

*Level 6 | MP 174 | 80%/60%*  
 Recipe: Zubei's Shield  
 Zubei's Shield Fragment (12)  
 Maestro Anvil Lock / (nothing)  
 Mithril Alloy (6)  
 Synthetic Cokes (2)  
 Crafted Leather (2)  
 Asofe (2)  
 Crystal: C Grade (25)  
 Gemstone B (3)



## RECIPES (BY CREATE ITEM SKILL)

### LEVEL 1

Blue Diamond Necklace  
Boots  
Bow  
Braided Hemp  
Brandish  
Broadsword  
Cedar Staff  
Coarse Bone Powder  
Cokes  
Composition Bow  
Dirk  
Forest Bow  
Hard Leather Gaiters  
Hard Leather Shirt  
Iron Hammer  
Journeyman Ring  
Key of Titan  
Leather  
Leather Gloves  
Leather Helmet  
Leather Shoes  
Leather Stockings  
Leather Tunic  
Necklace of Anguish  
Necklace of Wisdom  
Piece Bone Breastplate  
Piece Bone Gaiters  
Short Spear  
Steel  
Sword Breaker  
Sword of Reflection  
Willow Staff  
Wooden Arrow (500)

### LEVEL 2

Amber Bead (5)  
Assassin Knife  
Blessed Spiritshot -  
D Grade (100)  
Bone Helmet  
Compound Braid  
Conjuror's Staff  
Cord (20)  
Dark Stockings  
Dwarven Trident  
Elven Bow  
Enchanted Necklace  
Excellent Leather Gloves  
High Grade Suede  
Leather Boots  
Mace of Judgment  
Necklace of Devotion  
Saber  
Scale Gaiters  
Scale Mail  
Silver Mold  
Soulshot: D Grade (100)  
Spinebone Sword  
Spiritshot: D Grade (100)  
Steel Mold  
Synthetic Cokes  
Temptation of Abyss  
Titan's Powerstone  
Trident  
Varnish of Purity  
White Tunic

### LEVEL 3

Bich'hwa

Bone Arrow (650)  
Boots of Power  
Brigandine Boots  
Brigandine Gaiters  
Brigandine Gauntlets  
Brigandine Helmet  
Brigandine Shield  
Brigandine Tunic  
Crucifix of Blood  
Cursed Maingauche  
Elven Earring  
Elven Mithril Boots  
Elven Mithril Gloves  
Elven Mithril Stockings  
Elven Mithril Tunic  
Elven Necklace  
Elven Ring  
Eye of Infinity  
Gastraphets  
Goat Head Staff  
Heavy Bone Club  
Iron Boots  
Kite Shield  
Maingauche  
Manticore Skin Boots  
Manticore Skin Gaiters  
Manticore Skin Gloves  
Manticore Skin Shirt  
Mithril Banded Gaiters  
Mithril Banded Mail  
Mithril Boots  
Mithril Scale Gaiters  
Mithril Stockings  
Mithril Tunic  
Morning Star  
RIP Gauntlets  
Shillien Knife  
Skull Breaker  
Spiked Club  
Strengthened Long Bow  
Sword of Revolution  
Tarbar  
Tiger's Eye Earring  
Tome of Blood  
Two-handed Sword  
War Pick  
Winged Spear

### LEVEL 4

Ancient Reagent  
Aquistone Necklace  
Aquistone Ring  
Artisan's Frame  
Assault Boots  
Atuba Hammer  
Atuba Mace  
Battle Axe  
Big Hammer  
Blacksmith's Frame  
Blessed Spiritshot -  
C Grade (200)  
Blue Crystal Skull  
Body Slasher  
Bonebreaker  
Boots of Seal  
Chain Boots  
Chain Gaiters  
Chain Gloves  
Chain Helmet  
Chain Hood

Chain Mail Shirt  
Chain Shield  
Chakram  
Claymore  
Crafted Leather  
Crystal Staff  
Crystallized Ice Bow  
Cursed Dagger  
Darkelven Dagger  
Demon Fangs  
Dwarven Chain Boots  
Eldarake  
Elven Long Sword  
Flamberge  
Ghost Staff  
Glaive  
Half Plate Armor  
Heavy Doom Axe  
Heavy Doom Hammer  
Karmian Boots  
Karmian Gloves  
Karmian Stockings  
Karmian Tunic  
Light Crossbow  
Metallic Fiber (20)  
Mithril Alloy  
Mithril Dagger  
Mithril Gloves  
Mithril Ring  
Mithril Shirt  
Moonstone Earring  
Necklace of Darkness  
Ogre Power Gauntlets  
Omen Beast's Eye Earring  
Orcish Glaive  
Oriharukon  
Plate Boots  
Plate Gaiters  
Plate Helmet  
Plate Shield  
Plated Leather Boots  
Reinforced Mithril Gloves  
Sage's Rag  
Sage's Worn Gloves  
Salamander Skin Mail  
Scalloped Jamadhr  
Scythe  
Silver Axe  
Skull Graver  
Slamander Skin Boots  
Soulshot: C Grade (300)  
Spiritshot: C Grade (200)  
Square Shield  
Staff of Life  
Steel Plate Helmet  
Stick of Faith  
Stormbringer  
Tempered Mithril Gaiters  
Vajra Wands  
Wolverine Needle

### LEVEL 5

Akat Long Bow  
Bec de Corbin  
Caliburs  
Club of Nature  
Composite Armor  
Composite Boots  
Composite Helmet  
Composite Shield

Crimson Boots  
Crossbow  
Cursed Staff  
Dark Screamer  
Demon's Boots  
Demon's Gloves  
Demon's Stockings  
Demon's Tunic  
Dwarven Chain Gaiters  
Dwarven Chain Gloves  
Dwarven Chain Mail Shirt  
Dwarven Chain Shield  
Dwarven War Hammer  
Earring of Binding  
Earring of Protection  
Elven Bow of Nobility  
Fine Steel Arrow (600)  
Fist Blade  
Forgotten Boots  
Gloves of Seal  
Grace Dagger  
Great Helmet  
Heathen's Book  
Hex Doll  
Homunkulus's Sword  
Horn of Glory  
Inferno Staff  
Katana  
Knight Shield  
Mace of the Underworld  
Mithril Gauntlets  
Necklace of Mermaid  
Necklace of Protection  
Nirvana Axe  
Paagrio Axe  
Paagrio Hammer  
Paagrio Hand  
Paradia Staff  
Plated Leather  
Plated Leather Gaiters  
Plated Leather Gloves  
Poleaxe  
Raid Sword  
Rind Leather Armor  
Rind Leather Boots  
Rind Leather Gaiters  
Rind Leather Gloves  
Ring of Ages  
Ring of Protection  
Robe of Seal  
Sage's Staff  
Scorpion  
Shamshir  
Shining Circlet  
Soulfire Dirk  
Spirit Sword  
Stick of Eternity  
Stiletto  
Sword of Delusion  
Sword of Limit  
Sword of Nightmare  
Sword of Whisper. Death  
Tears of Fairy  
Theca Leather Armor  
Theca Leather Boots  
Theca Leather Gaiters  
Theca Leather Gloves  
Tower Shield  
Tsurugi

War Axe  
Widow Maker

### LEVEL 6

Adamantite Boots  
Adamantite Earring  
Adamantite Necklace  
Adamantite Ring  
Arthro Nail  
Avadon Boots  
Avadon Breastplate  
Avadon Circlet  
Avadon Gaiters  
Avadon Gloves  
Avadon Leather Armor  
Avadon Robe  
Blessed Branch  
Blessed Gloves  
Blessed Spiritshot -  
B Grade (100)  
Blood Helm  
Boots of Blessing  
Boots of Silence  
Candle of Wisdom  
Cap of Mana  
Cerberus Eye  
Chain Gloves of Silence  
Claws of Black Dragon  
Craftsman Mold  
Crystal Dagger  
Deadman's Staff  
Demon's Staff  
Divine Boots  
Divine Gloves  
Divine Stockings  
Divine Tunic  
Drake Leather Armor  
Drake Leather Boots  
Drake Leather Gloves  
Elemental Hood  
Eminence Bow  
Flame Helm  
Full Plate Armor  
Full Plate Boots  
Full Plate Gauntlets  
Full Plate Helmet  
Full Plate Shield  
Gauntlets of Ghost  
Ghoul's Staff  
Gloves of Blessing  
Great Axe  
Great Pata  
Great Sword  
Guardian's Boots  
Guardian's Gloves  
Heavy Crossbow  
Heavy War Axe  
Hell Knife  
Helm of Avadon  
Helmet of Pledge  
Hood of Aid  
Hood of Grace  
Hood of Solar Eclipse  
Hood of Summoning  
Keshanberk  
Kris  
Maestro Anvil Lock  
Maestro Holder  
Maestro Mold  
Mithril Helmet

Nassen's Earring  
Orcish Poleaxe  
Paradia Hood  
Pata  
Phoenix Feather  
Phoenix Hood  
Ring of Sage  
Sage's Necklace  
Samurai Longsword  
Scroll of Destruction  
Soulshot: B Grade (300)  
Spiritshot: B Grade (150)  
Sprite's Staff  
Stockings of Zubei  
Sword of Valhalla  
Three Eyed Crow's Feather  
Tunic of Zubei  
Yaksa Mace  
Zubei's Boots  
Zubei's Breastplate  
Zubei's Gaiters  
Zubei's Gauntlets  
Zubei's Helmet  
Zubei's Leather Gaiters  
Zubei's Leather Shirt  
Zubei's Shield

### LEVEL 7

Absolute Gloves  
Art of Battle Axe  
Bellion Cestus  
Blessed Spiritshot -  
A Grade (200)  
Blue Wolf Boots  
Blue Wolf Gaiters  
Blue Wolf Gloves  
Blue Wolf Helmet  
Blue Wolf Leather Armor  
Blue Wolf Stockings  
Blue Wolf Tunic  
Boots of Doom  
Boots of Grace  
Bow of Peril  
Deadman's Glory  
Demon's Sword  
Doom Gloves  
Doom Helmet  
Doom Plate Armor  
Doom Shield  
Earring of Black Ore  
Elemental Boots  
Gloves of Grace  
Implosion Boots  
Implosion Gauntlets  
Lance  
Leather Armor of Doom  
Necklace of Black Ore  
Paradia Boots  
Paradia Gloves  
Ring of Black Ore  
Sage's Ring  
Silver Arrow (550)  
Soulshot: A Grade (300)  
Spiritshot: A Grade (200)  
Staff of Evil Spirit  
Stockings of Doom  
Sword of Damascus  
Tunic of Doom  
Wolf Breastplate



# SKILLS

This very long chapter lists all the skills for all the classes, starting with Human Fighters and running through Dwarven Warsmiths. Humans are listed first, then Elves, Dark Elves, Orcs and Dwarves. Fighters of each race are listed before Mystics.

For each skill, the **Level** you must reach to acquire it is listed, followed by the number of Skill Points (**SP**) it costs. If you gain it automatically on reaching the listed level, it is free.

Skill Types include **Passive** (which means they are always on and don't need to be activated), **Active** (which cost Mana Points to use) and **Continuous** (which must be toggled on and off, and which cost MP — or HP! — every few seconds to keep them running). If you have a constant, unexplained mana drain, check the status of your continuous skills. Many active skills require a check against Attack and Defense stats to see if they succeed, so Active skills are divided into Active Physical skills (**A-Ph**) and Active Magic skills (**A-Mg**).

**Cost (MP)** lists the cost to use the skill — usually MP, but in a couple of cases, HP. continuous skills list the cost per unit of time; for example, Relax (the Human Fighter's twelfth skill) costs 1 MP every 3 seconds. Some skills require MP both at the beginning and the end of triggering them. For those skills, the total is listed, followed (in parentheses) by the initial and final MP requirements. For example, War Cry 1 (the Warrior's fifteenth skill) requires 10 MP — 2 when it is initiated and 8 more when it is completed.

**Time** lists how long it takes to trigger the skill, in seconds. **ReUse** lists how long you must wait before you can trigger it again, in seconds, minutes, or even hours.

**Effect** tells you everything else about the skill, including its power, how long it lasts, and what other effects it might have.

If a skill is one in a series, the increase in power over the previous skill is listed in paren-

theses, so you can see how much more power the next higher skill gives you. For example, Mortal Blow 2, the fourth Human Fighter skill, gives Power 80, which is 7 more than Mortal Blow 1 (+7).

Skills that add power to an attack automatically hit. Nearly all other skills that target a foe require a check between your attack power (P.Atk or M.Atk) and the target's defense (either P.Def or M.Def).

Some skills have a possible additional effect. If an additional effect is possible, but less likely than the primary effect, the additional effect is set off with square brackets. For example, Stun Attack 1 (the eleventh Warrior skill) is a power 30 attack; it will hit, and there also is a chance that your target will be stunned for 9 seconds.

{over-hit} indicates that a killing blow using this power scores an over-hit, which gives you (and your party) more EXP.

The effect of some skills is influenced by one of your character's base attributes. In those cases, the influencing attribute is noted at the end of the description, within < >.

Skills that cause damage over time are described as inflicting (for example) "31 dam/5 seconds." Note that this damage can be altered (usually boosted) by your character's stats.

Effect abbreviations include **DS/S/B** (Dual Sword/Sword/Blunt weapons), **DSw./Sw./Dg.** (Dual Sword/Sword/Dagger), **wLA** (with Light Armor), **speed**, and **regeneration** rate.



## HUMAN FIGHTER

| SKILL            | LEVEL | SP     | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                             |
|------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| Luck             | 1     | (free) | Pass | -         | -    | -     | Prevents equipment and experience loss from death before Level 5   |
| Armor Mastery 1  | 5     | 160    | Pass | -         | -    | -     | Ups P.Def 9 when in armor                                          |
| Mortal Blow 1    | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 73 works only on crit.                        |
| Mortal Blow 2    | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 80 (+7) works only on crit.                   |
| Mortal Blow 3    | 5     | 60     | A-Ph | 11        | 1.1  | 11s   | Dagger attack, power 88 (+8) works only on crit.                   |
| Power Shot 1     | 5     | 60     | A-Ph | 19        | 3.2  | 25s   | Bow attack, power 65; {over-hit}                                   |
| Power Shot 2     | 5     | 60     | A-Ph | 20        | 3.2  | 25s   | Bow attack, power 71 (+6); {over-hit}                              |
| Power Shot 3     | 5     | 60     | A-Ph | 21        | 3.2  | 25s   | Bow attack, power 78 (+7); {over-hit}                              |
| Power Strike 1   | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 25; {over-hit}                           |
| Power Strike 2   | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 27 (+2); {over-hit}                      |
| Power Strike 3   | 5     | 60     | A-Ph | 11        | 1.1  | 13s   | Sword/blunt attack, power 30 (+3); {over-hit}                      |
| Relax            | 5     | 160    | Cont | 1/3s      | -    | -     | Boosts your HP regen by 5 HP per tick; consumes 1 MP every 3 secs  |
| Weapon Mastery 1 | 5     | 160    | Pass | -         | -    | -     | Ups P.AtK 2 with a weapon                                          |
| Armor Mastery 2  | 10    | 550    | Pass | -         | -    | -     | Ups P.Def 11 (+2) when in armor                                    |
| Armor Mastery 3  | 10    | 550    | Pass | -         | -    | -     | Ups P.Def 12 (+1) when in armor                                    |
| Mortal Blow 4    | 10    | 350    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 115 (+27) works only on crit.                 |
| Mortal Blow 5    | 10    | 350    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 126 (+11) works only on crit.                 |
| Mortal Blow 6    | 10    | 350    | A-Ph | 14        | 1.1  | 11s   | Dagger attack, power 137 (+11) works only on crit.                 |
| Power Shot 4     | 10    | 350    | A-Ph | 25        | 3.2  | 25s   | Bow attack, power 102 (+24); {over-hit}                            |
| Power Shot 5     | 10    | 350    | A-Ph | 26        | 3.2  | 25s   | Bow attack, power 112 (+10); {over-hit}                            |
| Power Shot 6     | 10    | 350    | A-Ph | 27        | 3.2  | 25s   | Bow attack, power 122 (+10); {over-hit}                            |
| Power Strike 4   | 10    | 350    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 39 (+9); {over-hit}                      |
| Power Strike 5   | 10    | 350    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 42 (+3); {over-hit}                      |
| Power Strike 6   | 10    | 350    | A-Ph | 14        | 1.1  | 13s   | Sword/blunt attack, power 46 (+4); {over-hit}                      |
| Weapon Mastery 2 | 10    | 1,100  | Pass | -         | -    | -     | Ups P.AtK 3 (+1) with a weapon                                     |
| Armor Mastery 4  | 15    | 2,000  | Pass | -         | -    | -     | Ups P.Def 13 (+1) when in armor; ups Evasion 3 when in light armor |
| Armor Mastery 5  | 15    | 2,000  | Pass | -         | -    | -     | Ups P.Def 14 (+1) when in armor                                    |
| Mortal Blow 7    | 15    | 1,300  | A-Ph | 17        | 1.1  | 11s   | Dagger attack, power 178 (+41) works only on crit.                 |
| Mortal Blow 8    | 15    | 1,300  | A-Ph | 18        | 1.1  | 11s   | Dagger attack, power 193 (+15) works only on crit.                 |
| Mortal Blow 9    | 15    | 1,300  | A-Ph | 19        | 1.1  | 11s   | Dagger attack, power 210 (+17) works only on crit.                 |
| Power Shot 7     | 15    | 1,300  | A-Ph | 34        | 3.2  | 25s   | Bow attack, power 158 (+36); {over-hit}                            |
| Power Shot 8     | 15    | 1,300  | A-Ph | 36        | 3.2  | 25s   | Bow attack, power 172 (+14); {over-hit}                            |
| Power Shot 9     | 15    | 1,300  | A-Ph | 37        | 3.2  | 25s   | Bow attack, power 187 (+15); {over-hit}                            |
| Power Strike 7   | 15    | 1,300  | A-Ph | 17        | 1.1  | 13s   | Sword/blunt attack, power 60 (+14); {over-hit}                     |
| Power Strike 8   | 15    | 1,300  | A-Ph | 18        | 1.1  | 13s   | Sword/blunt attack, power 65 (+5); {over-hit}                      |
| Power Strike 9   | 15    | 1,300  | A-Ph | 19        | 1.1  | 13s   | Sword/blunt attack, power 70 (+5); {over-hit}                      |
| Weapon Mastery 3 | 15    | 4,000  | Pass | -         | -    | -     | Ups P.AtK 4 (+1) with a weapon                                     |

## WARRIOR (← HUMAN FIGHTER)

| SKILL                 | LEVEL | SP     | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                              |
|-----------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------|
| Boost HP 1            | 20    | 4,100  | Pass | -         | -    | -     | Ups max HP 60                                                       |
| Expertise Grade D     | 20    | (free) | Pass | -         | -    | -     | Allows you to use D grade items without penalty                     |
| Heavy Armor Mastery 1 | 20    | 2,100  | Pass | -         | -    | -     | Ups P.Def 1.9 with heavy armor                                      |
| Heavy Armor Mastery 2 | 20    | 2,100  | Pass | -         | -    | -     | Ups P.Def 3.3 (+1.4) with heavy armor                               |
| Light Armor Mastery 1 | 20    | 2,100  | Pass | -         | -    | -     | Ups P.Def 4.2, Evasion 3 with light armor                           |
| Light Armor Mastery 2 | 20    | 2,100  | Pass | -         | -    | -     | Ups P.Def 5.3 (+1.1), Evasion 3 with light armor                    |
| Polearm Mastery 1     | 20    | 4,100  | Pass | -         | -    | -     | Ups P.AtK 4.5 with a polearm                                        |
| Power Smash 1         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Sword/blunt attack, power 90; {over-hit}                            |
| Power Smash 2         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Sword/blunt attack, power 97 (+7); {over-hit}                       |
| Power Smash 3         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Sword/blunt attack, power 105 (+8); {over-hit}                      |
| Stun Attack 1         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 30; [9-second stun] <CON>                       |
| Stun Attack 2         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 33 (+3); [9-second stun] <CON>                  |
| Stun Attack 3         | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 35 (+2); [9-second stun] <CON>                  |
| Sword Blunt Mastery 1 | 20    | 4,100  | Pass | -         | -    | -     | Ups P.AtK 4.5 with a sword/blunt                                    |
| War Cry 1             | 20    | 4,100  | A-Ph | 10 (2+8)  | 1.5  | 3m    | Ups your P.AtK 20%; duration 1 minute                               |
| Wild Sweep 1          | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 90; {over-hit}                   |
| Wild Sweep 2          | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 97 (+7); {over-hit}              |
| Wild Sweep 3          | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 105 (+8); {over-hit}             |
| Accuracy              | 24    | 7,000  | Cont | X/5s      | -    | -     | Boosts your accuracy by 10; consumes (your level/5) MP every 5 secs |
| Fast HP Recovery 1    | 24    | 7,000  | Pass | -         | -    | -     | Ups HP regen 1                                                      |



|                        | LEVEL | SP    | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                      |
|------------------------|-------|-------|------|-----------|------|-------|-------------------------------------------------------------|
| Heavy Armor Mastery 3  | 24    | 3,500 | Pass | —         | —    | —     | Ups P.Def 4.8 (+1.5) with heavy armor                       |
| Heavy Armor Mastery 4  | 24    | 3,500 | Pass | —         | —    | —     | Ups P.Def 6.4 (+1.6) with heavy armor                       |
| Light Armor Mastery 3  | 24    | 3,500 | Pass | —         | —    | —     | Ups P.Def 6.5 (+1.2), Evasion 5 (+2) with light armor       |
| Light Armor Mastery 4  | 24    | 3,500 | Pass | —         | —    | —     | Ups P.Def 7.7 (+1.2), Evasion 5 with light armor            |
| Polearm Mastery 2      | 24    | 7,000 | Pass | —         | —    | —     | Ups P.AtK 7.3 (+2.8) with a polearm                         |
| Power Smash 4          | 24    | 2,300 | A-Ph | 23        | 1.1  | 13s   | Sword/blunt attack, power 123 (+18); {over-hit}             |
| Power Smash 5          | 24    | 2,300 | A-Ph | 24        | 1.1  | 13s   | Sword/blunt attack, power 132 (+9); {over-hit}              |
| Power Smash 6          | 24    | 2,300 | A-Ph | 25        | 1.1  | 13s   | Sword/blunt attack, power 143 (+11); {over-hit}             |
| Stun Attack 4          | 24    | 2,300 | A-Ph | 23        | 1.1  | 13s   | Blunt attack, power 41 (+6); [9-second stun] <CON>          |
| Stun Attack 5          | 24    | 2,300 | A-Ph | 24        | 1.1  | 13s   | Blunt attack, power 44 (+3); [9-second stun] <CON>          |
| Stun Attack 6          | 24    | 2,300 | A-Ph | 25        | 1.1  | 13s   | Blunt attack, power 48 (+4); [9-second stun] <CON>          |
| Sword Blunt Mastery 2  | 24    | 7,000 | Pass | —         | —    | —     | Ups P.AtK 7.3 (+2.8) with a sword/blunt                     |
| Vital Force 1          | 24    | 7,000 | Pass | —         | —    | —     | Ups HP regen 1.9, MP regen 0.8 when sitting                 |
| Wild Sweep 4           | 24    | 2,300 | A-Ph | 23        | 1.1  | 17s   | Pole attack vs. foes in arc; power 123 (+18); {over-hit}    |
| Wild Sweep 5           | 24    | 2,300 | A-Ph | 24        | 1.1  | 17s   | Pole attack vs. foes in arc; power 132 (+9); {over-hit}     |
| Wild Sweep 6           | 24    | 2,300 | A-Ph | 25        | 1.1  | 17s   | Pole attack vs. foes in arc; power 143 (+11); {over-hit}    |
| Battle Roar 1          | 28    | 13k   | A-Ph | 13 (3+10) | 1.5  | 10m   | Boosts your max HP 10%; duration 10 minutes                 |
| Boost HP 2             | 28    | 13k   | Pass | —         | —    | —     | Ups max HP 100 (+40)                                        |
| Heavy Armor Mastery 5  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 8.1 (+1.7) with heavy armor                       |
| Heavy Armor Mastery 6  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 8.9 (+0.8) with heavy armor                       |
| Heavy Armor Mastery 7  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 9.8 (+0.9) with heavy armor                       |
| Light Armor Mastery 5  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 9 (+1.3), Evasion 6 (+1) with light armor         |
| Light Armor Mastery 6  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 9.9 (+0.9), Evasion 6 with light armor            |
| Light Armor Mastery 7  | 28    | 4,400 | Pass | —         | —    | —     | Ups P.Def 10.8 (+0.9), Evasion 6 with light armor           |
| Polearm Mastery 3      | 28    | 6,600 | Pass | —         | —    | —     | Ups P.AtK 8.9 (+1.6) with a polearm                         |
| Polearm Mastery 4      | 28    | 6,600 | Pass | —         | —    | —     | Ups P.AtK 10.7 (+1.8) with a polearm                        |
| Power Smash 7          | 28    | 4,400 | A-Ph | 27        | 1.1  | 13s   | Sword/blunt attack, power 165 (+22); {over-hit}             |
| Power Smash 8          | 28    | 4,400 | A-Ph | 29        | 1.1  | 13s   | Sword/blunt attack, power 177 (+12); {over-hit}             |
| Power Smash 9          | 28    | 4,400 | A-Ph | 30        | 1.1  | 13s   | Sword/blunt attack, power 191 (+14); {over-hit}             |
| Stun Attack 7          | 28    | 4,400 | A-Ph | 27        | 1.1  | 13s   | Blunt attack, power 55 (+7); [9-second stun] <CON>          |
| Stun Attack 8          | 28    | 4,400 | A-Ph | 29        | 1.1  | 13s   | Blunt attack, power 59 (+4); [9-second stun] <CON>          |
| Stun Attack 9          | 28    | 4,400 | A-Ph | 30        | 1.1  | 13s   | Blunt attack, power 64 (+5); [9-second stun] <CON>          |
| Sword Blunt Mastery 3  | 28    | 6,600 | Pass | —         | —    | —     | Ups P.AtK 8.9 (+1.6) with a sword/blunt                     |
| Sword Blunt Mastery 4  | 28    | 6,600 | Pass | —         | —    | —     | Ups P.AtK 10.7 (+1.8) with a sword/blunt                    |
| Wild Sweep 7           | 28    | 4,400 | A-Ph | 27        | 1.1  | 17s   | Pole attack vs. foes in arc; power 165 (+22); {over-hit}    |
| Wild Sweep 8           | 28    | 4,400 | A-Ph | 29        | 1.1  | 17s   | Pole attack vs. foes in arc; power 177 (+12); {over-hit}    |
| Wild Sweep 9           | 28    | 4,400 | A-Ph | 30        | 1.1  | 17s   | Pole attack vs. foes in arc; power 191 (+14); {over-hit}    |
| Detect Insect Weakness | 32    | 20k   | A-Ph | 14 (3+11) | 1.5  | 10s   | Gives you power to detect bug weakness; duration 10 minutes |
| Fast HP Recovery 2     | 32    | 20k   | Pass | —         | —    | —     | Ups HP regen 1.4 (+0.4)                                     |
| Heavy Armor Mastery 8  | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 11.7 (+1.9) with heavy armor                      |
| Heavy Armor Mastery 9  | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 12.7 (+1) with heavy armor                        |
| Heavy Armor Mastery 10 | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 13.7 (+1) with heavy armor                        |
| Light Armor Mastery 8  | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 12.7 (+1.9), Evasion 6 with light armor           |
| Light Armor Mastery 9  | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 13.7 (+1), Evasion 6 with light armor             |
| Light Armor Mastery 10 | 32    | 6,700 | Pass | —         | —    | —     | Ups P.Def 14.8 (+1.1), Evasion 6 with light armor           |
| Polearm Mastery 5      | 32    | 10k   | Pass | —         | —    | —     | Ups P.AtK 12.8 (+2.1) with a polearm                        |
| Polearm Mastery 6      | 32    | 10k   | Pass | —         | —    | —     | Ups P.AtK 15.1 (+2.3) with a polearm                        |
| Power Smash 10         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Sword/blunt attack, power 219 (+28); {over-hit}             |
| Power Smash 11         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Sword/blunt attack, power 235 (+16); {over-hit}             |
| Power Smash 12         | 32    | 6,700 | A-Ph | 33        | 1.1  | 13s   | Sword/blunt attack, power 251 (+16); {over-hit}             |
| Stun Attack 10         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 73 (+9); [9-second stun] <CON>          |
| Stun Attack 11         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 79 (+6); [9-second stun] <CON>          |
| Stun Attack 12         | 32    | 6,700 | A-Ph | 33        | 1.1  | 13s   | Blunt attack, power 84 (+5); [9-second stun] <CON>          |
| Sword Blunt Mastery 5  | 32    | 10k   | Pass | —         | —    | —     | Ups P.AtK 12.8 (+2.1) with a sword/blunt                    |
| Sword Blunt Mastery 6  | 32    | 10k   | Pass | —         | —    | —     | Ups P.AtK 15.1 (+2.3) with a sword/blunt                    |
| Vital Force 2          | 32    | 20k   | Pass | —         | —    | —     | Ups HP regen 2.6 (+0.7), MP regen 1 (+0.2) when sitting     |
| Wild Sweep 10          | 32    | 6,700 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 219 (+28); {over-hit}    |
| Wild Sweep 11          | 32    | 6,700 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 235 (+16); {over-hit}    |
| Wild Sweep 12          | 32    | 6,700 | A-Ph | 33        | 1.1  | 17s   | Pole attack vs. foes in arc; power 251 (+16); {over-hit}    |
| Boost HP 3             | 36    | 39k   | Pass | —         | —    | —     | Ups max HP 150 (+50)                                        |
| Heavy Armor Mastery 11 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 15.8 (+2.1) with heavy armor                      |
| Heavy Armor Mastery 12 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 16.9 (+1.1) with heavy armor                      |
| Heavy Armor Mastery 13 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 18 (+1.1) with heavy armor                        |
| Light Armor Mastery 11 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 16.9 (+2.1), Evasion 6 with light armor           |



# LINEAGE II

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|                               | LEVEL | SP    | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                   |
|-------------------------------|-------|-------|------|-----------|------|-------|----------------------------------------------------------|
| <i>Light Armor Mastery 12</i> | 36    | 13k   | Pass | -         | -    | -     | Ups P.Def 18 (+1.1), Evasion 6 with light armor          |
| <i>Light Armor Mastery 13</i> | 36    | 13k   | Pass | -         | -    | -     | Ups P.Def 19.1 (+1.1), Evasion 6 with light armor        |
| <i>Polearm Mastery 7</i>      | 36    | 19k   | Pass | -         | -    | -     | Ups P.AtK 17.7 (+2.6) with a polearm                     |
| <i>Polearm Mastery 8</i>      | 36    | 19k   | Pass | -         | -    | -     | Ups P.AtK 20.5 (+2.8) with a polearm                     |
| <i>Power Smash 13</i>         | 36    | 13k   | A-Ph | 34        | 1.1  | 13s   | Sword/blunt attack, power 268 (+17); {over-hit}          |
| <i>Power Smash 14</i>         | 36    | 13k   | A-Ph | 35        | 1.1  | 13s   | Sword/blunt attack, power 287 (+19); {over-hit}          |
| <i>Power Smash 15</i>         | 36    | 13k   | A-Ph | 36        | 1.1  | 13s   | Sword/blunt attack, power 306 (+19); {over-hit}          |
| <i>Stun Attack 13</i>         | 36    | 13k   | A-Ph | 35        | 1.1  | 13s   | Blunt attack, power 96 (+12); [9-second stun] <CON>      |
| <i>Stun Attack 14</i>         | 36    | 13k   | A-Ph | 36        | 1.1  | 13s   | Blunt attack, power 102 (+6); [9-second stun] <CON>      |
| <i>Stun Attack 15</i>         | 36    | 13k   | A-Ph | 37        | 1.1  | 13s   | Blunt attack, power 109 (+7); [9-second stun] <CON>      |
| <i>Sword Blunt Mastery 7</i>  | 36    | 19.5k | Pass | -         | -    | -     | Ups P.AtK 17.7 (+2.6) with a sword/blunt                 |
| <i>Sword Blunt Mastery 8</i>  | 36    | 19.5k | Pass | -         | -    | -     | Ups P.AtK 20.5 (+2.8) with a sword/blunt                 |
| <i>Wild Sweep 13</i>          | 36    | 13k   | A-Ph | 35        | 1.1  | 17s   | Pole attack vs. foes in arc; power 287 (+36); {over-hit} |
| <i>Wild Sweep 14</i>          | 36    | 13k   | A-Ph | 36        | 1.1  | 17s   | Pole attack vs. foes in arc; power 306 (+19); {over-hit} |
| <i>Wild Sweep 15</i>          | 36    | 13k   | A-Ph | 37        | 1.1  | 17s   | Pole attack vs. foes in arc; power 326 (+20); {over-hit} |

## GLADIATOR (◀ WARRIOR ◀ HUMAN FIGHTER)

| SKILL                         | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                               |
|-------------------------------|-------|--------|------|-----------|------|-------|----------------------------------------------------------------------|
| <i>Detect Animal Weakness</i> | 40    | 37k    | A-Ph | 18 (4+14) | 1.5  | 10s   | Gives you power to detect animal weakness; duration 10 mins          |
| <i>Dual Weapon Mastery 1</i>  | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 23.7 with dual swords                                      |
| <i>Dual Weapon Mastery 2</i>  | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 25.4 (+1.7) with dual swords                               |
| <i>Dual Weapon Mastery 3</i>  | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 27.1 (+1.7) with dual swords                               |
| <i>Expertise Grade C</i>      | 40    | (free) | Pass | -         | -    | -     | Allows you to use C grade items without penalty                      |
| <i>Fast HP Recovery 3</i>     | 40    | 37k    | Pass | -         | -    | -     | Ups HP regen 1.7 (+0.3)                                              |
| <i>Fatal Strike 1</i>         | 40    | 12k    | A-Ph | 40        | 1.1  | 13s   | Sword/blunt attack, power 369; {over-hit}                            |
| <i>Fatal Strike 2</i>         | 40    | 12k    | A-Ph | 41        | 1.1  | 13s   | Sword/blunt attack, power 392 (+23); {over-hit}                      |
| <i>Fatal Strike 3</i>         | 40    | 12k    | A-Ph | 43        | 1.1  | 13s   | Sword/blunt attack, power 417 (+25); {over-hit}                      |
| <i>Focus Sonic 1</i>          | 40    | 37k    | A-Ph | 10        | 0.9  | 1s    | Focuses energy into a sonic charge; can hold 1 at a time             |
| <i>Hammer Crush 1</i>         | 40    | 12k    | A-Ph | 40        | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>           |
| <i>Hammer Crush 2</i>         | 40    | 12k    | A-Ph | 41        | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 3</i>         | 40    | 12k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON>      |
| <i>Heavy Armor Mastery 14</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 20.4 (+2.4) with heavy armor                               |
| <i>Heavy Armor Mastery 15</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 21.6 (+1.2) with heavy armor                               |
| <i>Heavy Armor Mastery 16</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 22.8 (+1.2) with heavy armor                               |
| <i>Light Armor Mastery 14</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 21.5 (+2.4), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 15</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 22.7 (+1.2), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 16</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.Def 24 (+1.3), Evasion 6 with light armor                      |
| <i>Sonic Blaster 1</i>        | 40    | 12k    | A-Ph | 28        | 1.9  | 15s   | Dual sword/sword/blunt long-range attack; power 369; req. 1 charge   |
| <i>Sonic Blaster 2</i>        | 40    | 12k    | A-Ph | 29        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 392 (+23); req. 1 charge |
| <i>Sonic Blaster 3</i>        | 40    | 12k    | A-Ph | 30        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 417 (+25); req. 1 charge |
| <i>Sword Blunt Mastery 9</i>  | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 23.7 (+3.2) with a sword/blunt                             |
| <i>Sword Blunt Mastery 10</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 25.4 (+1.7) with a sword/blunt                             |
| <i>Sword Blunt Mastery 11</i> | 40    | 12k    | Pass | -         | -    | -     | Ups P.AtK 27.1 (+1.7) with a sword/blunt                             |
| <i>Triple Slash 1</i>         | 40    | 12k    | A-Ph | 47        | 1.7  | 13s   | Dual swords attack, power 431; {over-hit}                            |
| <i>Triple Slash 2</i>         | 40    | 12k    | A-Ph | 48        | 1.7  | 13s   | Dual swords attack, power 458 (+27); {over-hit}                      |
| <i>Triple Slash 3</i>         | 40    | 12k    | A-Ph | 50        | 1.7  | 13s   | Dual swords attack, power 486 (+28); {over-hit}                      |
| <i>Dual Weapon Mastery 4</i>  | 43    | 14k    | Pass | -         | -    | -     | Ups P.AtK 29 (+1.9) with dual swords                                 |
| <i>Dual Weapon Mastery 5</i>  | 43    | 14k    | Pass | -         | -    | -     | Ups P.AtK 30.9 (+1.9) with dual swords                               |
| <i>Dual Weapon Mastery 6</i>  | 43    | 14k    | Pass | -         | -    | -     | Ups P.AtK 32.9 (+2) with dual swords                                 |
| <i>Fatal Strike 4</i>         | 43    | 14k    | A-Ph | 43        | 1.1  | 13s   | Sword/blunt attack, power 442 (+25); {over-hit}                      |
| <i>Fatal Strike 5</i>         | 43    | 14k    | A-Ph | 44        | 1.1  | 13s   | Sword/blunt attack, power 469 (+27); {over-hit}                      |
| <i>Fatal Strike 6</i>         | 43    | 14k    | A-Ph | 45        | 1.1  | 13s   | Sword/blunt attack, power 496 (+27); {over-hit}                      |
| <i>Focus Sonic 2</i>          | 43    | 42k    | A-Ph | 10        | 0.9  | 1s    | Focuses energy into a sonic charge; can hold 2 at a time             |
| <i>Hammer Crush 4</i>         | 43    | 14k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 5</i>         | 43    | 14k    | A-Ph | 44        | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 6</i>         | 43    | 14k    | A-Ph | 45        | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON>      |
| <i>Heavy Armor Mastery 17</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 24.1 (+1.3) with heavy armor                               |
| <i>Heavy Armor Mastery 18</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 25.4 (+1.3) with heavy armor                               |
| <i>Heavy Armor Mastery 19</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 26.7 (+1.3) with heavy armor                               |
| <i>Light Armor Mastery 17</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 25.3 (+1.3), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 18</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 26.6 (+1.3), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 19</i> | 43    | 14k    | Pass | -         | -    | -     | Ups P.Def 27.9 (+1.3), Evasion 6 with light armor                    |
| <i>Sonic Blaster 4</i>        | 43    | 14k    | A-Ph | 30        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 442 (+25); req. 1 charge |

## HUMAN FIGHTER: WARRIOR, GLADIATOR

|                        | LEVEL | SP  | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                   |
|------------------------|-------|-----|------|-----------|------|-------|--------------------------------------------------------------------------|
| Sonic Blaster 5        | 43    | 14k | A-Ph | 31        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 469 (+27); req. 1 charge     |
| Sonic Blaster 6        | 43    | 14k | A-Ph | 32        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 496 (+27); req. 1 charge     |
| Sonic Buster 1         | 43    | 14k | A-Ph | 51        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 111; req. 1 charge      |
| Sonic Buster 2         | 43    | 14k | A-Ph | 53        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 118 (+7); req. 1 charge |
| Sonic Buster 3         | 43    | 14k | A-Ph | 54        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 124 (+6); req. 1 charge |
| Sword Blunt Mastery 12 | 43    | 14k | Pass | —         | —    | —     | Ups P.Atk 29 (+1.9) with a sword/blunt                                   |
| Sword Blunt Mastery 13 | 43    | 14k | Pass | —         | —    | —     | Ups P.Atk 30.9 (+1.9) with a sword/blunt                                 |
| Sword Blunt Mastery 14 | 43    | 14k | Pass | —         | —    | —     | Ups P.Atk 32.9 (+2) with a sword/blunt                                   |
| Triple Slash 4         | 43    | 14k | A-Ph | 50        | 1.7  | 13s   | Dual swords attack, power 516 (+30); {over-hit}                          |
| Triple Slash 5         | 43    | 14k | A-Ph | 51        | 1.7  | 13s   | Dual swords attack, power 547 (+31); {over-hit}                          |
| Triple Slash 6         | 43    | 14k | A-Ph | 53        | 1.7  | 13s   | Dual swords attack, power 579 (+32); {over-hit}                          |
| War Cry 2              | 43    | 42k | A-Ph | 18 (4+14) | 1.5  | 3m    | Ups your P.Atk 25%; duration 1 minute                                    |
| Detect Plant Weakness  | 46    | 50k | A-Ph | 22 (5+17) | 1.5  | 10s   | Gives you power to detect plant weakness; duration 10 minutes            |
| Double Sonic Slash 1   | 46    | 17k | A-Ph | 65        | 1.7  | 17s   | Dual swords attack, power 918; req. 2 charges                            |
| Double Sonic Slash 2   | 46    | 17k | A-Ph | 67        | 1.7  | 17s   | Dual swords attack, power 971 (+53); req. 2 charges                      |
| Double Sonic Slash 3   | 46    | 17k | A-Ph | 69        | 1.7  | 17s   | Dual swords attack, power 1025 (+54); req. 2 charges                     |
| Dual Weapon Mastery 7  | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 35 (+2.1) with dual swords                                     |
| Dual Weapon Mastery 8  | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 37.1 (+2.1) with dual swords                                   |
| Dual Weapon Mastery 9  | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 39.4 (+2.3) with dual swords                                   |
| Fast HP Recovery 4     | 46    | 50k | Pass | —         | —    | —     | Ups HP regen 2 (+0.3)                                                    |
| Fatal Strike 7         | 46    | 17k | A-Ph | 47        | 1.1  | 13s   | Sword/blunt attack, power 525 (+29); {over-hit}                          |
| Fatal Strike 8         | 46    | 17k | A-Ph | 48        | 1.1  | 13s   | Sword/blunt attack, power 555 (+30); {over-hit}                          |
| Fatal Strike 9         | 46    | 17k | A-Ph | 49        | 1.1  | 13s   | Sword/blunt attack, power 586 (+31); {over-hit}                          |
| Hammer Crush 7         | 46    | 17k | A-Ph | 47        | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>          |
| Hammer Crush 8         | 46    | 17k | A-Ph | 48        | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 9         | 46    | 17k | A-Ph | 49        | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>         |
| Heavy Armor Mastery 20 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 28 (+1.3) with heavy armor                                     |
| Heavy Armor Mastery 21 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 29.4 (+1.4) with heavy armor                                   |
| Heavy Armor Mastery 22 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 30.8 (+1.4) with heavy armor                                   |
| Light Armor Mastery 20 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 29.3 (+1.4), Evasion 6 with light armor                        |
| Light Armor Mastery 21 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 30.7 (+1.4), Evasion 6 with light armor                        |
| Light Armor Mastery 22 | 46    | 17k | Pass | —         | —    | —     | Ups P.Def 32.1 (+1.4), Evasion 6 with light armor                        |
| Sonic Blaster 7        | 46    | 17k | A-Ph | 33        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 525 (+29); req. 1 charge     |
| Sonic Blaster 8        | 46    | 17k | A-Ph | 34        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 555 (+30); req. 1 charge     |
| Sonic Blaster 9        | 46    | 17k | A-Ph | 35        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 586 (+31); req. 1 charge     |
| Sonic Buster 4         | 46    | 17k | A-Ph | 56        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 132 (+8); req. 1 charge |
| Sonic Buster 5         | 46    | 17k | A-Ph | 57        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 139 (+7); req. 1 charge |
| Sonic Buster 6         | 46    | 17k | A-Ph | 59        | 0.7  | 10s   | Dual sw./sw./blunt attack vs. foes in arc; power 147 (+8); req. 1 charge |
| Sword Blunt Mastery 15 | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 35 (+2.1) with a sword/blunt                                   |
| Sword Blunt Mastery 16 | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 37.1 (+2.1) with a sword/blunt                                 |
| Sword Blunt Mastery 17 | 46    | 17k | Pass | —         | —    | —     | Ups P.Atk 39.4 (+2.3) with a sword/blunt                                 |
| Triple Slash 7         | 46    | 17k | A-Ph | 54        | 1.7  | 13s   | Dual swords attack, power 612 (+33); {over-hit}                          |
| Triple Slash 8         | 46    | 17k | A-Ph | 56        | 1.7  | 13s   | Dual swords attack, power 647 (+35); {over-hit}                          |
| Triple Slash 9         | 46    | 17k | A-Ph | 57        | 1.7  | 13s   | Dual swords attack, power 683 (+36); {over-hit}                          |
| Double Sonic Slash 4   | 49    | 28k | A-Ph | 71        | 1.7  | 17s   | Dual swords attack, power 1081 (+56); req. 2 charges                     |
| Double Sonic Slash 5   | 49    | 28k | A-Ph | 73        | 1.7  | 17s   | Dual swords attack, power 1140 (+59); req. 2 charges                     |
| Double Sonic Slash 6   | 49    | 28k | A-Ph | 75        | 1.7  | 17s   | Dual swords attack, power 1200 (+60); req. 2 charges                     |
| Dual Weapon Mastery 10 | 49    | 28k | Pass | —         | —    | —     | Ups P.Atk 41.7 (+2.3) with dual swords                                   |
| Dual Weapon Mastery 11 | 49    | 28k | Pass | —         | —    | —     | Ups P.Atk 44.1 (+2.4) with dual swords                                   |
| Dual Weapon Mastery 12 | 49    | 28k | Pass | —         | —    | —     | Ups P.Atk 46.6 (+2.5) with dual swords                                   |
| Fatal Strike 10        | 49    | 28k | A-Ph | 51        | 1.1  | 13s   | Sword/blunt attack, power 618 (+32); {over-hit}                          |
| Fatal Strike 11        | 49    | 28k | A-Ph | 52        | 1.1  | 13s   | Sword/blunt attack, power 651 (+33); {over-hit}                          |
| Fatal Strike 12        | 49    | 28k | A-Ph | 54        | 1.1  | 13s   | Sword/blunt attack, power 686 (+35); {over-hit}                          |
| Focus Sonic 3          | 49    | 83k | A-Ph | 10        | 0.9  | 1s    | Focuses energy into a sonic charge; can hold 3 at a time                 |
| Hammer Crush 10        | 49    | 28k | A-Ph | 51        | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 11        | 49    | 28k | A-Ph | 52        | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 12        | 49    | 28k | A-Ph | 54        | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>         |
| Heavy Armor Mastery 23 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 32.2 (+1.4) with heavy armor                                   |
| Heavy Armor Mastery 24 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 33.7 (+1.5) with heavy armor                                   |
| Heavy Armor Mastery 25 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 35.2 (+1.5) with heavy armor                                   |
| Light Armor Mastery 23 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 33.6 (+1.5), Evasion 6 with light armor                        |
| Light Armor Mastery 24 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 35 (+1.4), Evasion 6 with light armor                          |
| Light Armor Mastery 25 | 49    | 28k | Pass | —         | —    | —     | Ups P.Def 36.5 (+1.5), Evasion 6 with light armor                        |
| Sonic Blaster 10       | 49    | 28k | A-Ph | 36        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 618 (+32); req. 1 charge     |
| Sonic Blaster 11       | 49    | 28k | A-Ph | 37        | 1.9  | 15s   | Dual sw./sw./blunt long-range attack; power 651 (+33); req. 1 charge     |

# LINEAGE II

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|                                | <u>LEVEL</u> | <u>SP</u> | <u>TYPE</u> | <u>COST (MP)</u> | <u>TIME</u> | <u>REUSE</u> | <u>EFFECT</u>                                                            |
|--------------------------------|--------------|-----------|-------------|------------------|-------------|--------------|--------------------------------------------------------------------------|
| <i>Sonic Blaster 12</i>        | 49           | 28k       | A-Ph        | 38               | 1.9         | 15s          | Dual sw./sw./blunt long-range attack; power 686 (+35); req. 1 charge     |
| <i>Sonic Buster 7</i>          | 49           | 28k       | A-Ph        | 61               | 0.7         | 10s          | Dual sw./sw./blunt attack vs. foes in arc; power 155 (+8); req. 1 charge |
| <i>Sonic Buster 8</i>          | 49           | 28k       | A-Ph        | 62               | 0.7         | 10s          | Dual sw./sw./blunt attack vs. foes in arc; power 163 (+8); req. 1 charge |
| <i>Sonic Buster 9</i>          | 49           | 28k       | A-Ph        | 64               | 0.7         | 10s          | Dual sw./sw./blunt attack vs. foes in arc; power 172 (+9); req. 1 charge |
| <i>Sonic Storm 1</i>           | 49           | 28k       | A-Ph        | 61               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 155; req. 1 charge       |
| <i>Sonic Storm 2</i>           | 49           | 28k       | A-Ph        | 62               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 163 (+8); req. 1 charge  |
| <i>Sonic Storm 3</i>           | 49           | 28k       | A-Ph        | 64               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 172 (+9); req. 1 charge  |
| <i>Sword Blunt Mastery 18</i>  | 49           | 28k       | Pass        | -                | -           | -            | Ups P.AtK 41.7 (+2.3) with a sword/blunt                                 |
| <i>Sword Blunt Mastery 19</i>  | 49           | 28k       | Pass        | -                | -           | -            | Ups P.AtK 44.1 (+2.4) with a sword/blunt                                 |
| <i>Sword Blunt Mastery 20</i>  | 49           | 28k       | Pass        | -                | -           | -            | Ups P.AtK 46.6 (+2.5) with a sword/blunt                                 |
| <i>Triple Slash 10</i>         | 49           | 28k       | A-Ph        | 59               | 1.7         | 13s          | Dual swords attack, power 721 (+38); {over-hit}                          |
| <i>Triple Slash 11</i>         | 49           | 28k       | A-Ph        | 61               | 1.7         | 13s          | Dual swords attack, power 760 (+39); {over-hit}                          |
| <i>Triple Slash 12</i>         | 49           | 28k       | A-Ph        | 62               | 1.7         | 13s          | Dual swords attack, power 800 (+40); {over-hit}                          |
| <i>Detect Monster Weakness</i> | 52           | 120k      | A-Ph        | 24 (5+19)        | 1.5         | 10s          | Gives you power to detect beast weakness; duration 10 minutes            |
| <i>Double Sonic Slash 7</i>    | 52           | 38k       | A-Ph        | 77               | 1.7         | 17s          | Dual swords attack, power 1262 (+62); req. 2 charges                     |
| <i>Double Sonic Slash 8</i>    | 52           | 38k       | A-Ph        | 77               | 1.7         | 17s          | Dual swords attack, power 1327 (+65); req. 2 charges                     |
| <i>Double Sonic Slash 9</i>    | 52           | 38k       | A-Ph        | 79               | 1.7         | 17s          | Dual swords attack, power 1393 (+66); req. 2 charges                     |
| <i>Dual Weapon Mastery 13</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 49.2 (+2.6) with dual swords                                   |
| <i>Dual Weapon Mastery 14</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 51.9 (+2.7) with dual swords                                   |
| <i>Dual Weapon Mastery 15</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 54.6 (+2.7) with dual swords                                   |
| <i>Expertise Grade B</i>       | 52           | (free)    | Pass        | -                | -           | -            | Allows you to use B grade items without penalty                          |
| <i>Fast HP Recovery 5</i>      | 52           | 120k      | Pass        | -                | -           | -            | Ups HP regen 2.3 (+0.3)                                                  |
| <i>Fatal Strike 13</i>         | 52           | 38k       | A-Ph        | 55               | 1.1         | 13s          | Sword/blunt attack, power 722 (+36); {over-hit}                          |
| <i>Fatal Strike 14</i>         | 52           | 38k       | A-Ph        | 55               | 1.1         | 13s          | Sword/blunt attack, power 758 (+36); {over-hit}                          |
| <i>Fatal Strike 15</i>         | 52           | 38k       | A-Ph        | 56               | 1.1         | 13s          | Sword/blunt attack, power 796 (+38); {over-hit}                          |
| <i>Hammer Crush 13</i>         | 52           | 38k       | A-Ph        | 55               | 1.1         | 13s          | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>         |
| <i>Hammer Crush 14</i>         | 52           | 38k       | A-Ph        | 55               | 1.1         | 13s          | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>         |
| <i>Hammer Crush 15</i>         | 52           | 38k       | A-Ph        | 56               | 1.1         | 13s          | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>         |
| <i>Heavy Armor Mastery 26</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 36.7 (+1.5) with heavy armor                                   |
| <i>Heavy Armor Mastery 27</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 38.2 (+1.5) with heavy armor                                   |
| <i>Heavy Armor Mastery 28</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 39.8 (+1.6) with heavy armor                                   |
| <i>Light Armor Mastery 26</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 38.1 (+1.6), Evasion 6 with light armor                        |
| <i>Light Armor Mastery 27</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 39.6 (+1.5), Evasion 6 with light armor                        |
| <i>Light Armor Mastery 28</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.Def 41.2 (+1.6), Evasion 6 with light armor                        |
| <i>Sonic Blaster 13</i>        | 52           | 38k       | A-Ph        | 39               | 1.9         | 15s          | DS/S/B long-range attack; power 722 (+36); req. 1 charge                 |
| <i>Sonic Blaster 14</i>        | 52           | 38k       | A-Ph        | 39               | 1.9         | 15s          | DS/S/B long-range attack; power 758 (+36); req. 1 charge                 |
| <i>Sonic Blaster 15</i>        | 52           | 38k       | A-Ph        | 40               | 1.9         | 15s          | DS/S/B long-range attack; power 796 (+38); req. 1 charge                 |
| <i>Sonic Buster 10</i>         | 52           | 38k       | A-Ph        | 66               | 0.7         | 10s          | DS/S/B attack vs. foes in arc; power 181 (+9); req. 1 charge             |
| <i>Sonic Buster 11</i>         | 52           | 38k       | A-Ph        | 66               | 0.7         | 10s          | DS/S/B attack vs. foes in arc; power 190 (+9); req. 1 charge             |
| <i>Sonic Buster 12</i>         | 52           | 38k       | A-Ph        | 68               | 0.7         | 10s          | DS/S/B attack vs. foes in arc; power 199 (+9); req. 1 charge             |
| <i>Sonic Storm 4</i>           | 52           | 38k       | A-Ph        | 66               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 181 (+9); req. 1 charge  |
| <i>Sonic Storm 5</i>           | 52           | 38k       | A-Ph        | 66               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 190 (+9); req. 1 charge  |
| <i>Sonic Storm 6</i>           | 52           | 38k       | A-Ph        | 68               | 1.9         | 20s          | DS/S/B attack vs. target and nearby foes; power 199 (+9); req. 1 charge  |
| <i>Sword Blunt Mastery 21</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 49.2 (+2.6) with a sword/blunt                                 |
| <i>Sword Blunt Mastery 22</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 51.9 (+2.7) with a sword/blunt                                 |
| <i>Sword Blunt Mastery 23</i>  | 52           | 38k       | Pass        | -                | -           | -            | Ups P.AtK 54.6 (+2.7) with a sword/blunt                                 |
| <i>Triple Slash 13</i>         | 52           | 38k       | A-Ph        | 64               | 1.7         | 13s          | Dual swords attack, power 842 (+42); {over-hit}                          |
| <i>Triple Slash 14</i>         | 52           | 38k       | A-Ph        | 64               | 1.7         | 13s          | Dual swords attack, power 885 (+43); {over-hit}                          |
| <i>Triple Slash 15</i>         | 52           | 38k       | A-Ph        | 66               | 1.7         | 13s          | Dual swords attack, power 929 (+44); {over-hit}                          |
| <i>Double Sonic Slash 10</i>   | 55           | 62k       | A-Ph        | 81               | 1.7         | 17s          | Dual swords attack, power 1461 (+68); req. 2 charges                     |
| <i>Double Sonic Slash 11</i>   | 55           | 62k       | A-Ph        | 83               | 1.7         | 17s          | Dual swords attack, power 1531 (+70); req. 2 charges                     |
| <i>Double Sonic Slash 12</i>   | 55           | 62k       | A-Ph        | 85               | 1.7         | 17s          | Dual swords attack, power 1603 (+72); req. 2 charges                     |
| <i>Dual Weapon Mastery 16</i>  | 55           | 62k       | Pass        | -                | -           | -            | Ups P.AtK 57.5 (+2.9) with dual swords                                   |
| <i>Dual Weapon Mastery 17</i>  | 55           | 62k       | Pass        | -                | -           | -            | Ups P.AtK 60.4 (+2.9) with dual swords                                   |
| <i>Dual Weapon Mastery 18</i>  | 55           | 62k       | Pass        | -                | -           | -            | Ups P.AtK 63.3 (+2.9) with dual swords                                   |
| <i>Fatal Strike 16</i>         | 55           | 62k       | A-Ph        | 58               | 1.1         | 13s          | Sword/blunt attack, power 835 (+39); {over-hit}                          |
| <i>Fatal Strike 17</i>         | 55           | 62k       | A-Ph        | 59               | 1.1         | 13s          | Sword/blunt attack, power 875 (+40); {over-hit}                          |
| <i>Fatal Strike 18</i>         | 55           | 62k       | A-Ph        | 61               | 1.1         | 13s          | Sword/blunt attack, power 916 (+41); {over-hit}                          |
| <i>Focus Sonic 4</i>           | 55           | 180k      | A-Ph        | 10               | 0.9         | 1s           | Focuses energy into a sonic charge; can hold 4 at a time                 |
| <i>Hammer Crush 16</i>         | 55           | 62k       | A-Ph        | 58               | 1.1         | 13s          | Blunt attack, power 279 (+13); [9-second stun]; {over-hit} <CON>         |
| <i>Hammer Crush 17</i>         | 55           | 62k       | A-Ph        | 59               | 1.1         | 13s          | Blunt attack, power 292 (+13); [9-second stun]; {over-hit} <CON>         |
| <i>Hammer Crush 18</i>         | 55           | 62k       | A-Ph        | 61               | 1.1         | 13s          | Blunt attack, power 306 (+14); [9-second stun]; {over-hit} <CON>         |
| <i>Heavy Armor Mastery 29</i>  | 55           | 62k       | Pass        | -                | -           | -            | Ups P.Def 41.4 (+1.6) with heavy armor                                   |

|                        | LEVEL | SP     | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                                   |
|------------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------------|
| Heavy Armor Mastery 30 | 55    | 62k    | Pass | —         | —    | —     | Ups P.Def 43 (+1.6) with heavy armor                                     |
| Heavy Armor Mastery 31 | 55    | 62k    | Pass | —         | —    | —     | Ups P.Def 44.6 (+1.6) with heavy armor                                   |
| Light Armor Mastery 29 | 55    | 62k    | Pass | —         | —    | —     | Ups P.Def 42.8 (+1.6), Evasion 6 with light armor                        |
| Light Armor Mastery 30 | 55    | 62k    | Pass | —         | —    | —     | Ups P.Def 44.5 (+1.7), Evasion 6 with light armor                        |
| Light Armor Mastery 31 | 55    | 62k    | Pass | —         | —    | —     | Ups P.Def 46.1 (+1.6), Evasion 6 with light armor                        |
| Sonic Blaster 16       | 55    | 62k    | A-Ph | 41        | 1.9  | 15s   | DS/S/B long-range attack; power 835 (+39); req. 1 charge                 |
| Sonic Blaster 17       | 55    | 62k    | A-Ph | 42        | 1.9  | 15s   | DS/S/B long-range attack; power 875 (+40); req. 1 charge                 |
| Sonic Blaster 18       | 55    | 62k    | A-Ph | 43        | 1.9  | 15s   | DS/S/B long-range attack; power 916 (+41); req. 1 charge                 |
| Sonic Buster 13        | 55    | 62k    | A-Ph | 69        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 209 (+10); req. 1 charge            |
| Sonic Buster 14        | 55    | 62k    | A-Ph | 71        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 219 (+10); req. 1 charge            |
| Sonic Buster 15        | 55    | 62k    | A-Ph | 73        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 229 (+10); req. 1 charge            |
| Sonic Storm 7          | 55    | 62k    | A-Ph | 69        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 209 (+10); req. 1 charge |
| Sonic Storm 8          | 55    | 62k    | A-Ph | 71        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 219 (+10); req. 1 charge |
| Sonic Storm 9          | 55    | 62k    | A-Ph | 73        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 229 (+10); req. 1 charge |
| Sword Blunt Mastery 24 | 55    | 62k    | Pass | —         | —    | —     | Ups P.AtK 57.5 (+2.9) with a sword/blunt                                 |
| Sword Blunt Mastery 25 | 55    | 62k    | Pass | —         | —    | —     | Ups P.AtK 60.4 (+2.9) with a sword/blunt                                 |
| Sword Blunt Mastery 26 | 55    | 62k    | Pass | —         | —    | —     | Ups P.AtK 63.3 (+2.9) with a sword/blunt                                 |
| Triple Slash 16        | 55    | 62k    | A-Ph | 67        | 1.7  | 13s   | Dual swords attack, power 974 (+45); {over-hit}                          |
| Triple Slash 17        | 55    | 62k    | A-Ph | 69        | 1.7  | 13s   | Dual swords attack, power 1021 (+47); {over-hit}                         |
| Triple Slash 18        | 55    | 62k    | A-Ph | 71        | 1.7  | 13s   | Dual swords attack, power 1069 (+48); {over-hit}                         |
| Triple Sonic Slash 1   | 55    | 62k    | A-Ph | 114       | 1.7  | 30s   | Dual swords attack, power 1948; req. 3 charges                           |
| Triple Sonic Slash 2   | 55    | 62k    | A-Ph | 117       | 1.7  | 30s   | Dual swords attack, power 2042 (+94); req. 3 charges                     |
| Triple Sonic Slash 3   | 55    | 62k    | A-Ph | 120       | 1.7  | 30s   | Dual swords attack, power 2138 (+96); req. 3 charges                     |
| Detect Dragon Weakness | 58    | 230k   | A-Ph | 28 (6+22) | 1.5  | 10s   | Gives you power to detect dragon weakness; duration 10 mins              |
| Double Sonic Slash 13  | 58    | 79k    | A-Ph | 87        | 1.7  | 17s   | Dual swords attack, power 1677 (+74); req. 2 charges                     |
| Double Sonic Slash 14  | 58    | 79k    | A-Ph | 89        | 1.7  | 17s   | Dual swords attack, power 1753 (+76); req. 2 charges                     |
| Double Sonic Slash 15  | 58    | 79k    | A-Ph | 91        | 1.7  | 17s   | Dual swords attack, power 1830 (+77); req. 2 charges                     |
| Dual Weapon Mastery 19 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 66.4 (+3.1) with dual swords                                   |
| Dual Weapon Mastery 20 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 69.5 (+3.1) with dual swords                                   |
| Dual Weapon Mastery 21 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 72.7 (+3.2) with dual swords                                   |
| Fast HP Recovery 6     | 58    | 230k   | Pass | —         | —    | —     | Ups HP regen 2.6 (+0.3)                                                  |
| Fatal Strike 19        | 58    | 79k    | A-Ph | 62        | 1.1  | 13s   | Sword/blunt attack, power 959 (+43); {over-hit}                          |
| Fatal Strike 20        | 58    | 79k    | A-Ph | 63        | 1.1  | 13s   | Sword/blunt attack, power 1002 (+43); {over-hit}                         |
| Fatal Strike 21        | 58    | 79k    | A-Ph | 65        | 1.1  | 13s   | Sword/blunt attack, power 1046 (+44); {over-hit}                         |
| Hammer Crush 19        | 58    | 79k    | A-Ph | 62        | 1.1  | 13s   | Blunt attack, power 320 (+14); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 20        | 58    | 79k    | A-Ph | 63        | 1.1  | 13s   | Blunt attack, power 334 (+14); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 21        | 58    | 79k    | A-Ph | 65        | 1.1  | 13s   | Blunt attack, power 349 (+15); [9-second stun]; {over-hit} <CON>         |
| Heavy Armor Mastery 32 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 46.3 (+1.7) with heavy armor                                   |
| Heavy Armor Mastery 33 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 48 (+1.7) with heavy armor                                     |
| Heavy Armor Mastery 34 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 49.7 (+1.7) with heavy armor                                   |
| Light Armor Mastery 32 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 47.8 (+1.7), Evasion 6 with light armor                        |
| Light Armor Mastery 33 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 49.5 (+1.7), Evasion 6 with light armor                        |
| Light Armor Mastery 34 | 58    | 79k    | Pass | —         | —    | —     | Ups P.Def 51.3 (+1.8), Evasion 6 with light armor                        |
| Sonic Blaster 19       | 58    | 79k    | A-Ph | 44        | 1.9  | 15s   | DS/S/B long-range attack; power 959 (+43); req. 1 charge                 |
| Sonic Blaster 20       | 58    | 79k    | A-Ph | 45        | 1.9  | 15s   | DS/S/B long-range attack; power 1002 (+43); req. 1 charge                |
| Sonic Blaster 21       | 58    | 79k    | A-Ph | 46        | 1.9  | 15s   | DS/S/B long-range attack; power 1046 (+44); req. 1 charge                |
| Sonic Buster 16        | 58    | 79k    | A-Ph | 74        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 240 (+11); req. 1 charge            |
| Sonic Buster 17        | 58    | 79k    | A-Ph | 76        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 251 (+11); req. 1 charge            |
| Sonic Buster 18        | 58    | 79k    | A-Ph | 78        | 0.7  | 10s   | DS/S/B attack vs. foes in arc; power 262 (+11); req. 1 charge            |
| Sonic Storm 10         | 58    | 79k    | A-Ph | 74        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 240 (+11); req. 1 charge |
| Sonic Storm 11         | 58    | 79k    | A-Ph | 76        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 251 (+11); req. 1 charge |
| Sonic Storm 12         | 58    | 79k    | A-Ph | 78        | 1.9  | 20s   | DS/S/B attack vs. target and nearby foes; power 262 (+11); req. 1 charge |
| Sword Blunt Mastery 27 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 66.4 (+3.1) with a sword/blunt                                 |
| Sword Blunt Mastery 28 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 69.5 (+3.1) with a sword/blunt                                 |
| Sword Blunt Mastery 29 | 58    | 79k    | Pass | —         | —    | —     | Ups P.AtK 72.7 (+3.2) with a sword/blunt                                 |
| Triple Slash 19        | 58    | 79k    | A-Ph | 72        | 1.7  | 13s   | Dual swords attack, power 1118 (+49); {over-hit}                         |
| Triple Slash 20        | 58    | 79k    | A-Ph | 74        | 1.7  | 13s   | Dual swords attack, power 1169 (+51); {over-hit}                         |
| Triple Slash 21        | 58    | 79k    | A-Ph | 76        | 1.7  | 13s   | Dual swords attack, power 1220 (+51); {over-hit}                         |
| Triple Sonic Slash 4   | 58    | 79k    | A-Ph | 123       | 1.7  | 30s   | Dual swords attack, power 2236 (+98); req. 3 charges                     |
| Triple Sonic Slash 5   | 58    | 79k    | A-Ph | 125       | 1.7  | 30s   | Dual swords attack, power 2337 (+101); req. 3 charges                    |
| Triple Sonic Slash 6   | 58    | 79k    | A-Ph | 128       | 1.7  | 30s   | Dual swords attack, power 2439 (+102); req. 3 charges                    |
| Expertise Grade A      | 61    | (free) | Pass | —         | —    | —     | Allows you to use A grade items without penalty                          |
| Expertise Grade S      | 67    | (free) | Pass | —         | —    | —     | Allows you to use S grade items without penalty                          |











|                                | LEVEL | SP    | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                             |
|--------------------------------|-------|-------|------|-------------|------|-------|----------------------------------------------------|
| Heavy Armor Mastery 11         | 32    | 8,300 | Pass | —           | —    | —     | Ups P.Def 39.3 (+1.9) with heavy armor             |
| Heavy Armor Mastery 12         | 32    | 8,300 | Pass | —           | —    | —     | Ups P.Def 41.3 (+2) with heavy armor               |
| Magic Resistance 9             | 32    | 8,300 | Pass | —           | —    | —     | Ups M.Def 30 (+2)                                  |
| Magic Resistance 10            | 32    | 8,300 | Pass | —           | —    | —     | Ups M.Def 31 (+1)                                  |
| Magic Resistance 11            | 32    | 8,300 | Pass | —           | —    | —     | Ups M.Def 32 (+1)                                  |
| Shield Stun 10                 | 32    | 8,300 | A-Ph | 32 (7+25)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Shield Stun 11                 | 32    | 8,300 | A-Ph | 32 (7+25)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Shield Stun 12                 | 32    | 8,300 | A-Ph | 33 (7+26)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Sword / Blunt Weapon Mastery 5 | 32    | 12.5k | Pass | —           | —    | —     | Ups P.Atk 6.5 (+1.3) with a sword/blunt            |
| Sword / Blunt Weapon Mastery 6 | 32    | 12.5k | Pass | —           | —    | —     | Ups P.Atk 7.9 (+1.4) with a sword/blunt            |
| Aggression 10                  | 36    | 13k   | A-Ph | 29          | 1.5  | 3s    | Taunts nearby foes to attack; power 963 (+56)      |
| Aggression 11                  | 36    | 13k   | A-Ph | 30          | 1.5  | 3s    | Taunts nearby foes to attack; power 991 (+28)      |
| Aggression 12                  | 36    | 13k   | A-Ph | 31          | 1.5  | 3s    | Taunts nearby foes to attack; power 1019 (+28)     |
| Divine Heal 7                  | 36    | 13k   | A-Mg | 99 (20+79)  | 4    | 10s   | Heals self, power 203 (+16)                        |
| Divine Heal 8                  | 36    | 13k   | A-Mg | 103 (21+82) | 4    | 10s   | Heals self, power 211 (+8)                         |
| Divine Heal 9                  | 36    | 13k   | A-Mg | 107 (22+85) | 4    | 10s   | Heals self, power 219 (+8)                         |
| Drain Health 11                | 36    | 13k   | A-Mg | 20 (4+16)   | 3    | 15s   | Attacks with power 38 (+3); steals 20% of foe's HP |
| Drain Health 12                | 36    | 13k   | A-Mg | 20 (4+16)   | 3    | 15s   | Attacks with power 39 (+1); steals 20% of foe's HP |
| Drain Health 13                | 36    | 13k   | A-Mg | 22 (5+17)   | 3    | 15s   | Attacks with power 40 (+1); steals 20% of foe's HP |
| Focus Mind 1                   | 36    | 39k   | Pass | —           | —    | —     | Ups MP regen 1                                     |
| Heavy Armor Mastery 13         | 36    | 13k   | Pass | —           | —    | —     | Ups P.Def 45.6 (+4.3) with heavy armor             |
| Heavy Armor Mastery 14         | 36    | 13k   | Pass | —           | —    | —     | Ups P.Def 47.7 (+2.1) with heavy armor             |
| Heavy Armor Mastery 15         | 36    | 13k   | Pass | —           | —    | —     | Ups P.Def 50 (+2.3) with heavy armor               |
| Magic Resistance 12            | 36    | 13k   | Pass | —           | —    | —     | Ups M.Def 35 (+3)                                  |
| Magic Resistance 13            | 36    | 13k   | Pass | —           | —    | —     | Ups M.Def 36 (+1)                                  |
| Magic Resistance 14            | 36    | 13k   | Pass | —           | —    | —     | Ups M.Def 37 (+1)                                  |
| Shield Stun 13                 | 36    | 13k   | A-Ph | 35 (7+28)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Shield Stun 14                 | 36    | 13k   | A-Ph | 37 (8+29)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Shield Stun 15                 | 36    | 13k   | A-Ph | 38 (8+30)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON> |
| Sword / Blunt Weapon Mastery 7 | 36    | 19.5k | Pass | —           | —    | —     | Ups P.Atk 9.4 (+1.5) with a sword/blunt            |
| Sword / Blunt Weapon Mastery 8 | 36    | 19.5k | Pass | —           | —    | —     | Ups P.Atk 11.1 (+1.7) with a sword/blunt           |

PALADIN (← HUMAN KNIGHT ← HUMAN FIGHTER)

| SKILL                           | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                       |
|---------------------------------|-------|--------|------|-------------|------|-------|--------------------------------------------------------------|
| Aggression 13                   | 40    | 12k    | A-Ph | 33          | 1.5  | 3s    | Taunts nearby foes to attack; power 1076 (+57)               |
| Aggression 14                   | 40    | 12k    | A-Ph | 34          | 1.5  | 3s    | Taunts nearby foes to attack; power 1105 (+29)               |
| Aggression 15                   | 40    | 12k    | A-Ph | 35          | 1.5  | 3s    | Taunts nearby foes to attack; power 1134 (+29)               |
| Expertise Grade C               | 40    | (free) | Pass | —           | —    | —     | Allows you to use C grade items without penalty              |
| Hate Aura 1                     | 40    | 12k    | A-Ph | 50          | 1.2  | 3s    | Taunts nearby foes to attack; power 1076                     |
| Hate Aura 2                     | 40    | 12k    | A-Ph | 51          | 1.2  | 3s    | Taunts nearby foes to attack; power 1105 (+29)               |
| Hate Aura 3                     | 40    | 12k    | A-Ph | 53          | 1.2  | 3s    | Taunts nearby foes to attack; power 1134 (+29)               |
| Heavy Armor Mastery 16          | 40    | 12k    | Pass | —           | —    | —     | Ups P.Def 54.6 (+4.6) with heavy armor                       |
| Heavy Armor Mastery 17          | 40    | 12k    | Pass | —           | —    | —     | Ups P.Def 57.1 (+2.5) with heavy armor                       |
| Heavy Armor Mastery 18          | 40    | 12k    | Pass | —           | —    | —     | Ups P.Def 59.5 (+2.4) with heavy armor                       |
| Holy Armor 1                    | 40    | 37k    | Pass | —           | —    | —     | Ups P.Def against undead 7                                   |
| Holy Blessing 1 (book)          | 40    | 12k    | A-Mg | 115 (23+92) | 5    | 10s   | Heals target, power 236                                      |
| Holy Blessing 2                 | 40    | 12k    | A-Mg | 119 (24+95) | 5    | 10s   | Heals target, power 245 (+9)                                 |
| Holy Blessing 3                 | 40    | 12k    | A-Mg | 122 (25+97) | 5    | 10s   | Heals target, power 254 (+9)                                 |
| Magic Resistance 15             | 40    | 12k    | Pass | —           | —    | —     | Ups M.Def 40 (+3)                                            |
| Magic Resistance 16             | 40    | 12k    | Pass | —           | —    | —     | Ups M.Def 42 (+2)                                            |
| Magic Resistance 17             | 40    | 12k    | Pass | —           | —    | —     | Ups M.Def 43 (+1)                                            |
| Majesty 2                       | 40    | 37k    | A-Ph | 18 (4+14)   | 1.5  | 10s   | Ups your P.Def 11%; drops your Evasion 4; duration 5 minutes |
| Remedy 1 (book)                 | 40    | 37k    | A-Mg | 35 (7+28)   | 4    | 6s    | Cures self of bleeding (power 3)                             |
| Shield Mastery 3                | 40    | 37k    | Pass | —           | —    | —     | Ups shield defense rate 65 (+15)                             |
| Shield Stun 16                  | 40    | 12k    | A-Ph | 40 (8+32)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>           |
| Shield Stun 17                  | 40    | 12k    | A-Ph | 42 (9+33)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>           |
| Shield Stun 18                  | 40    | 12k    | A-Ph | 43 (9+34)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>           |
| Sword / Blunt Weapon Mastery 9  | 40    | 12k    | Pass | —           | —    | —     | Ups P.Atk 13 (+1.9) with a sword/blunt                       |
| Sword / Blunt Weapon Mastery 10 | 40    | 12k    | Pass | —           | —    | —     | Ups P.Atk 14 (+1) with a sword/blunt                         |
| Sword / Blunt Weapon Mastery 11 | 40    | 12k    | Pass | —           | —    | —     | Ups P.Atk 15.1 (+1.1) with a sword/blunt                     |
| Aggression 16                   | 43    | 14k    | A-Ph | 36          | 1.5  | 3s    | Taunts nearby foes to attack; power 1164 (+30)               |
| Aggression 17                   | 43    | 14k    | A-Ph | 37          | 1.5  | 3s    | Taunts nearby foes to attack; power 1193 (+29)               |
| Aggression 18                   | 43    | 14k    | A-Ph | 38          | 1.5  | 3s    | Taunts nearby foes to attack; power 1222 (+29)               |



# LINEAGE II

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|                                        | LEVEL | SP  | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                         |
|----------------------------------------|-------|-----|------|--------------|------|-------|----------------------------------------------------------------|
| <i>Deflect Arrow 3</i>                 | 43    | 41k | A-Ph | 38 (8+30)    | 1.5  | 10s   | Reduces bow damage 22; duration 20 minutes                     |
| <i>Focus Mind 2</i>                    | 43    | 41k | Pass | —            | —    | —     | Ups MP regen 1.4 (+0.4)                                        |
| <i>Hate Aura 4</i>                     | 43    | 14k | A-Ph | 54           | 1.2  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                 |
| <i>Hate Aura 5</i>                     | 43    | 14k | A-Ph | 55           | 1.2  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                 |
| <i>Hate Aura 6</i>                     | 43    | 14k | A-Ph | 57           | 1.2  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                 |
| <i>Heavy Armor Mastery 19</i>          | 43    | 14k | Pass | —            | —    | —     | Ups P.Def 62.1 (+2.6) with heavy armor                         |
| <i>Heavy Armor Mastery 20</i>          | 43    | 14k | Pass | —            | —    | —     | Ups P.Def 64.6 (+2.5) with heavy armor                         |
| <i>Heavy Armor Mastery 21</i>          | 43    | 14k | Pass | —            | —    | —     | Ups P.Def 67.3 (+2.7) with heavy armor                         |
| <i>Holy Blade</i>                      | 43    | 41k | Pass | —            | —    | —     | Infuses blade with holy power (+20-40% P.Atk)                  |
| <i>Holy Blessing 4</i>                 | 43    | 14k | A-Mg | 122 (25+97)  | 5    | 10s   | Heals target, power 262 (+8)                                   |
| <i>Holy Blessing 5</i>                 | 43    | 14k | A-Mg | 127 (26+101) | 5    | 10s   | Heals target, power 271 (+9)                                   |
| <i>Holy Blessing 6</i>                 | 43    | 14k | A-Mg | 130 (26+104) | 5    | 10s   | Heals target, power 281 (+10)                                  |
| <i>Iron Will 1 (book)</i>              | 43    | 41k | A-Mg | 38 (8+30)    | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes                        |
| <i>Magic Resistance 18</i>             | 43    | 14k | Pass | —            | —    | —     | Ups M.Def 44 (+1)                                              |
| <i>Magic Resistance 19</i>             | 43    | 14k | Pass | —            | —    | —     | Ups M.Def 46 (+2)                                              |
| <i>Magic Resistance 20</i>             | 43    | 14k | Pass | —            | —    | —     | Ups M.Def 47 (+1)                                              |
| <i>Shield Stun 19</i>                  | 43    | 14k | A-Ph | 43 (9+34)    | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Shield Stun 20</i>                  | 43    | 14k | A-Ph | 44 (9+35)    | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Shield Stun 21</i>                  | 43    | 14k | A-Ph | 45 (9+36)    | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Sword / Blunt Weapon Mastery 12</i> | 43    | 14k | Pass | —            | —    | —     | Ups P.Atk 16.2 (+1.1) with a sword/blunt                       |
| <i>Sword / Blunt Weapon Mastery 13</i> | 43    | 14k | Pass | —            | —    | —     | Ups P.Atk 17.3 (+1.1) with a sword/blunt                       |
| <i>Sword / Blunt Weapon Mastery 14</i> | 43    | 14k | Pass | —            | —    | —     | Ups P.Atk 18.5 (+1.2) with a sword/blunt                       |
| <i>Aggression 19</i>                   | 46    | 20k | A-Ph | 39           | 1.5  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                 |
| <i>Aggression 20</i>                   | 46    | 20k | A-Ph | 40           | 1.5  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                 |
| <i>Aggression 21</i>                   | 46    | 20k | A-Ph | 41           | 1.5  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                 |
| <i>Hate Aura 7</i>                     | 46    | 20k | A-Ph | 58           | 1.2  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                 |
| <i>Hate Aura 8</i>                     | 46    | 20k | A-Ph | 60           | 1.2  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                 |
| <i>Hate Aura 9</i>                     | 46    | 20k | A-Ph | 61           | 1.2  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                 |
| <i>Heavy Armor Mastery 22</i>          | 46    | 20k | Pass | —            | —    | —     | Ups P.Def 70 (+2.7) with heavy armor                           |
| <i>Heavy Armor Mastery 23</i>          | 46    | 20k | Pass | —            | —    | —     | Ups P.Def 72.7 (+2.7) with heavy armor                         |
| <i>Heavy Armor Mastery 24</i>          | 46    | 20k | Pass | —            | —    | —     | Ups P.Def 75.5 (+2.8) with heavy armor                         |
| <i>Holy Armor 2</i>                    | 46    | 60k | Pass | —            | —    | —     | Ups P.Def against undead 10 (+3)                               |
| <i>Holy Blessing 7</i>                 | 46    | 20k | A-Mg | 134 (27+107) | 5    | 10s   | Heals target, power 290 (+9)                                   |
| <i>Holy Blessing 8</i>                 | 46    | 20k | A-Mg | 139 (28+111) | 5    | 10s   | Heals target, power 299 (+9)                                   |
| <i>Holy Blessing 9</i>                 | 46    | 20k | A-Mg | 143 (29+114) | 5    | 10s   | Heals target, power 308 (+9)                                   |
| <i>Holy Strike 1 (book)</i>            | 46    | 30k | A-Mg | 20 (4+16)    | 1.9  | 4s    | Attacks undead with power 47                                   |
| <i>Holy Strike 2</i>                   | 46    | 30k | A-Mg | 22 (5+17)    | 1.9  | 4s    | Attacks undead with power 49 (+2)                              |
| <i>Magic Resistance 21</i>             | 46    | 20k | Pass | —            | —    | —     | Ups M.Def 49 (+2)                                              |
| <i>Magic Resistance 22</i>             | 46    | 20k | Pass | —            | —    | —     | Ups M.Def 51 (+2)                                              |
| <i>Magic Resistance 23</i>             | 46    | 20k | Pass | —            | —    | —     | Ups M.Def 52 (+1)                                              |
| <i>Shield Stun 22</i>                  | 46    | 20k | A-Ph | 47 (10+37)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Shield Stun 23</i>                  | 46    | 20k | A-Ph | 48 (10+38)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Shield Stun 24</i>                  | 46    | 20k | A-Ph | 50 (10+40)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>             |
| <i>Sword / Blunt Weapon Mastery 15</i> | 46    | 20k | Pass | —            | —    | —     | Ups P.Atk 19.8 (+1.3) with a sword/blunt                       |
| <i>Sword / Blunt Weapon Mastery 16</i> | 46    | 20k | Pass | —            | —    | —     | Ups P.Atk 21.1 (+1.3) with a sword/blunt                       |
| <i>Sword / Blunt Weapon Mastery 17</i> | 46    | 20k | Pass | —            | —    | —     | Ups P.Atk 22.4 (+1.3) with a sword/blunt                       |
| <i>Ultimate Defense 2</i>              | 46    | 60k | A-Ph | 42 (9+33)    | 1    | 30m   | Ups your P.Def 3600, M.Def 2700; cannot move; duration 30 secs |
| <i>Aggression 22</i>                   | 49    | 28k | A-Ph | 42           | 1.5  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                 |
| <i>Aggression 23</i>                   | 49    | 28k | A-Ph | 43           | 1.5  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                 |
| <i>Aggression 24</i>                   | 49    | 28k | A-Ph | 44           | 1.5  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                 |
| <i>Deflect Arrow 4</i>                 | 49    | 83k | A-Ph | 44 (9+35)    | 1.5  | 10s   | Reduces bow damage 25; duration 20 minutes                     |
| <i>Focus Mind 3</i>                    | 49    | 83k | Pass | —            | —    | —     | Ups MP regen 1.8 (+0.4)                                        |
| <i>Hate Aura 10</i>                    | 49    | 28k | A-Ph | 63           | 1.2  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                 |
| <i>Hate Aura 11</i>                    | 49    | 28k | A-Ph | 64           | 1.2  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                 |
| <i>Hate Aura 12</i>                    | 49    | 28k | A-Ph | 66           | 1.2  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                 |
| <i>Heavy Armor Mastery 25</i>          | 49    | 28k | Pass | —            | —    | —     | Ups P.Def 78.4 (+2.9) with heavy armor                         |
| <i>Heavy Armor Mastery 26</i>          | 49    | 28k | Pass | —            | —    | —     | Ups P.Def 81.3 (+2.9) with heavy armor                         |
| <i>Heavy Armor Mastery 27</i>          | 49    | 28k | Pass | —            | —    | —     | Ups P.Def 84.3 (+3) with heavy armor                           |
| <i>Holy Blessing 10</i>                | 49    | 28k | A-Mg | 148 (30+118) | 5    | 10s   | Heals target, power 318 (+10)                                  |
| <i>Holy Blessing 11</i>                | 49    | 28k | A-Mg | 152 (31+121) | 5    | 10s   | Heals target, power 327 (+9)                                   |
| <i>Holy Blessing 12</i>                | 49    | 28k | A-Mg | 157 (32+125) | 5    | 10s   | Heals target, power 337 (+10)                                  |
| <i>Holy Strike 3</i>                   | 49    | 42k | A-Mg | 22 (5+17)    | 1.9  | 4s    | Attacks undead with power 51 (+2)                              |
| <i>Holy Strike 4</i>                   | 49    | 42k | A-Mg | 23 (5+18)    | 1.9  | 4s    | Attacks undead with power 53 (+2)                              |
| <i>Iron Will 2</i>                     | 49    | 83k | A-Mg | 44 (9+35)    | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                        |

|                                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUse | EFFECT                                                              |
|----------------------------------------|-------|--------|------|--------------|------|-------|---------------------------------------------------------------------|
| <i>Magic Resistance 24</i>             | 49    | 28k    | Pass | —            | —    | —     | Ups M.Def 54 (+2)                                                   |
| <i>Magic Resistance 25</i>             | 49    | 28k    | Pass | —            | —    | —     | Ups M.Def 56 (+2)                                                   |
| <i>Magic Resistance 26</i>             | 49    | 28k    | Pass | —            | —    | —     | Ups M.Def 57 (+1)                                                   |
| <i>Remedy 2</i>                        | 49    | 83k    | A-Mg | 44 (9+35)    | 4    | 6s    | Cures self of bleeding (power 7)                                    |
| <i>Shield Stun 25</i>                  | 49    | 28k    | A-Ph | 52 (11+41)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 26</i>                  | 49    | 28k    | A-Ph | 53 (11+42)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 27</i>                  | 49    | 28k    | A-Ph | 54 (11+43)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Sword / Blunt Weapon Mastery 18</i> | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 23.8 (+1.4) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 19</i> | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 25.3 (+1.5) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 20</i> | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 26.8 (+1.5) with a sword/blunt                            |
| <i>Aggression 25</i>                   | 52    | 45k    | A-Ph | 45           | 1.5  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                      |
| <i>Aggression 26</i>                   | 52    | 45k    | A-Ph | 46           | 1.5  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                      |
| <i>Aggression 27</i>                   | 52    | 45k    | A-Ph | 47           | 1.5  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                      |
| <i>Expertise Grade B</i>               | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty                     |
| <i>Hate Aura 13</i>                    | 52    | 45k    | A-Ph | 67           | 1.2  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                      |
| <i>Hate Aura 14</i>                    | 52    | 45k    | A-Ph | 69           | 1.2  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                      |
| <i>Hate Aura 15</i>                    | 52    | 45k    | A-Ph | 70           | 1.2  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                      |
| <i>Heavy Armor Mastery 28</i>          | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 87.3 (+3) with heavy armor                                |
| <i>Heavy Armor Mastery 29</i>          | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 90.4 (+3.1) with heavy armor                              |
| <i>Heavy Armor Mastery 30</i>          | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 93.5 (+3.1) with heavy armor                              |
| <i>Holy Blessing 13</i>                | 52    | 45k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals target, power 346 (+9)                                        |
| <i>Holy Blessing 14</i>                | 52    | 45k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals target, power 356 (+10)                                       |
| <i>Holy Blessing 15</i>                | 52    | 45k    | A-Mg | 164 (33+131) | 5    | 10s   | Heals target, power 365 (+9)                                        |
| <i>Holy Strike 5</i>                   | 52    | 68k    | A-Mg | 23 (5+18)    | 1.9  | 4s    | Attacks undead with power 55 (+2)                                   |
| <i>Holy Strike 6</i>                   | 52    | 68k    | A-Mg | 24 (5+19)    | 1.9  | 4s    | Attacks undead with power 57 (+2)                                   |
| <i>Magic Resistance 27</i>             | 52    | 45k    | Pass | —            | —    | —     | Ups M.Def 59 (+2)                                                   |
| <i>Magic Resistance 28</i>             | 52    | 45k    | Pass | —            | —    | —     | Ups M.Def 61 (+2)                                                   |
| <i>Magic Resistance 29</i>             | 52    | 45k    | Pass | —            | —    | —     | Ups M.Def 63 (+2)                                                   |
| <i>Sacrifice 1 (book)</i>              | 52    | 45k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 988 HP of your own; power 741        |
| <i>Sacrifice 2</i>                     | 52    | 45k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1015 HP of your own; power 762 (+21) |
| <i>Sacrifice 3</i>                     | 52    | 45k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1042 HP of your own; power 782 (+20) |
| <i>Sanctuary 1</i>                     | 52    | 140k   | A-Ph | 70 (14+56)   | 2    | 20s   | Debuffs nearby undead foes' P.AtK 15%; duration 2 mins <STR>        |
| <i>Shield Mastery 4</i>                | 52    | 140k   | Pass | —            | —    | —     | Ups shield defense rate 80 (+15)                                    |
| <i>Shield Stun 28</i>                  | 52    | 45k    | A-Ph | 55 (11+44)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 29</i>                  | 52    | 45k    | A-Ph | 55 (11+44)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 30</i>                  | 52    | 45k    | A-Ph | 57 (12+45)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Sword / Blunt Weapon Mastery 21</i> | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 28.3 (+1.5) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 22</i> | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 29.9 (+1.6) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 23</i> | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 31.6 (+1.7) with a sword/blunt                            |
| <i>Aggression 28</i>                   | 55    | 73k    | A-Ph | 48           | 1.5  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                      |
| <i>Aggression 29</i>                   | 55    | 73k    | A-Ph | 49           | 1.5  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                      |
| <i>Aggression 30</i>                   | 55    | 73k    | A-Ph | 50           | 1.5  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                      |
| <i>Focus Mind 4</i>                    | 55    | 210k   | Pass | —            | —    | —     | Ups MP regen 2.2 (+0.4)                                             |
| <i>Hate Aura 16</i>                    | 55    | 73k    | A-Ph | 72           | 1.2  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                      |
| <i>Hate Aura 17</i>                    | 55    | 73k    | A-Ph | 74           | 1.2  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                      |
| <i>Hate Aura 18</i>                    | 55    | 73k    | A-Ph | 75           | 1.2  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                      |
| <i>Heavy Armor Mastery 31</i>          | 55    | 73k    | Pass | —            | —    | —     | Ups P.Def 96.7 (+3.2) with heavy armor                              |
| <i>Heavy Armor Mastery 32</i>          | 55    | 73k    | Pass | —            | —    | —     | Ups P.Def 99.9 (+3.2) with heavy armor                              |
| <i>Heavy Armor Mastery 33</i>          | 55    | 73k    | Pass | —            | —    | —     | Ups P.Def 103.2 (+3.3) with heavy armor                             |
| <i>Holy Blessing 16</i>                | 55    | 73k    | A-Mg | 168 (34+134) | 5    | 10s   | Heals target, power 375 (+10)                                       |
| <i>Holy Blessing 17</i>                | 55    | 73k    | A-Mg | 173 (35+138) | 5    | 10s   | Heals target, power 384 (+9)                                        |
| <i>Holy Blessing 18</i>                | 55    | 73k    | A-Mg | 177 (36+141) | 5    | 10s   | Heals target, power 393 (+9)                                        |
| <i>Holy Strike 7</i>                   | 55    | 110k   | A-Mg | 25 (5+20)    | 1.9  | 4s    | Attacks undead with power 59 (+2)                                   |
| <i>Holy Strike 8</i>                   | 55    | 110k   | A-Mg | 25 (5+20)    | 1.9  | 4s    | Attacks undead with power 61 (+2)                                   |
| <i>Iron Will 3</i>                     | 55    | 210k   | A-Mg | 50 (10+40)   | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                             |
| <i>Magic Resistance 30</i>             | 55    | 73k    | Pass | —            | —    | —     | Ups M.Def 64 (+1)                                                   |
| <i>Magic Resistance 31</i>             | 55    | 73k    | Pass | —            | —    | —     | Ups M.Def 66 (+2)                                                   |
| <i>Magic Resistance 32</i>             | 55    | 73k    | Pass | —            | —    | —     | Ups M.Def 68 (+2)                                                   |
| <i>Sacrifice 4</i>                     | 55    | 73k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1069 HP of your own; power 802 (+20) |
| <i>Sacrifice 5</i>                     | 55    | 73k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1096 HP of your own; power 822 (+20) |
| <i>Sacrifice 6</i>                     | 55    | 73k    | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1123 HP of your own; power 843 (+21) |
| <i>Shield Stun 31</i>                  | 55    | 73k    | A-Ph | 58 (12+46)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 32</i>                  | 55    | 73k    | A-Ph | 60 (12+48)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 33</i>                  | 55    | 73k    | A-Ph | 62 (13+49)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |



|                                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                              |
|----------------------------------------|-------|--------|------|--------------|------|-------|---------------------------------------------------------------------|
| <i>Sword / Blunt Weapon Mastery 24</i> | 55    | 73k    | Pass | –            | –    | –     | Ups P.Atk 33.3 (+1.7) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 25</i> | 55    | 73k    | Pass | –            | –    | –     | Ups P.Atk 35 (+1.7) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 26</i> | 55    | 73k    | Pass | –            | –    | –     | Ups P.Atk 36.8 (+1.8) with a sword/blunt                            |
| <i>Aggression 31</i>                   | 58    | 100k   | A-Ph | 51           | 1.5  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                      |
| <i>Aggression 32</i>                   | 58    | 100k   | A-Ph | 52           | 1.5  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                      |
| <i>Aggression 33</i>                   | 58    | 100k   | A-Ph | 53           | 1.5  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                      |
| <i>Hate Aura 19</i>                    | 58    | 100k   | A-Ph | 77           | 1.2  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                      |
| <i>Hate Aura 20</i>                    | 58    | 100k   | A-Ph | 78           | 1.2  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                      |
| <i>Hate Aura 21</i>                    | 58    | 100k   | A-Ph | 80           | 1.2  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                      |
| <i>Heavy Armor Mastery 34</i>          | 58    | 100k   | Pass | –            | –    | –     | Ups P.Def 106.5 (+3.3) with heavy armor                             |
| <i>Heavy Armor Mastery 35</i>          | 58    | 100k   | Pass | –            | –    | –     | Ups P.Def 109.9 (+3.4) with heavy armor                             |
| <i>Heavy Armor Mastery 36</i>          | 58    | 100k   | Pass | –            | –    | –     | Ups P.Def 113.3 (+3.4) with heavy armor                             |
| <i>Holy Blessing 19</i>                | 58    | 100k   | A-Mg | 180 (36+144) | 5    | 10s   | Heals target, power 403 (+10)                                       |
| <i>Holy Blessing 20</i>                | 58    | 100k   | A-Mg | 185 (37+148) | 5    | 10s   | Heals target, power 412 (+9)                                        |
| <i>Holy Blessing 21</i>                | 58    | 100k   | A-Mg | 189 (38+151) | 5    | 10s   | Heals target, power 421 (+9)                                        |
| <i>Holy Strike 9</i>                   | 58    | 150k   | A-Mg | 27 (6+21)    | 1.9  | 4s    | Attacks undead with power 63 (+2)                                   |
| <i>Holy Strike 10</i>                  | 58    | 150k   | A-Mg | 28 (6+22)    | 1.9  | 4s    | Attacks undead with power 66 (+3)                                   |
| <i>Magic Resistance 33</i>             | 58    | 100k   | Pass | –            | –    | –     | Ups M.Def 70 (+2)                                                   |
| <i>Magic Resistance 34</i>             | 58    | 100k   | Pass | –            | –    | –     | Ups M.Def 72 (+2)                                                   |
| <i>Magic Resistance 35</i>             | 58    | 100k   | Pass | –            | –    | –     | Ups M.Def 74 (+2)                                                   |
| <i>Majesty 3</i>                       | 58    | 300k   | A-Ph | 28 (6+22)    | 1.5  | 10s   | Ups your P.Def 15%; drops your Evasion 6; duration 5 minutes        |
| <i>Sacrifice 7</i>                     | 58    | 100k   | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1150 HP of your own; power 863 (+20) |
| <i>Sacrifice 8</i>                     | 58    | 100k   | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1176 HP of your own; power 882 (+19) |
| <i>Sacrifice 9</i>                     | 58    | 100k   | A-Mg | 0            | 1.5  | 8s    | Heals target's HP, costing you 1203 HP of your own; power 902 (+20) |
| <i>Sanctuary 2</i>                     | 58    | 300k   | A-Ph | 80 (16+64)   | 2    | 20s   | Debuffs nearby undead foes' P.Atk 30%; duration 2 mins <STR>        |
| <i>Shield Stun 34</i>                  | 58    | 100k   | A-Ph | 63 (13+50)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 35</i>                  | 58    | 100k   | A-Ph | 64 (13+51)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Shield Stun 36</i>                  | 58    | 100k   | A-Ph | 65 (13+52)   | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                  |
| <i>Sword / Blunt Weapon Mastery 27</i> | 58    | 100k   | Pass | –            | –    | –     | Ups P.Atk 38.6 (+1.8) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 28</i> | 58    | 100k   | Pass | –            | –    | –     | Ups P.Atk 40.5 (+1.9) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 29</i> | 58    | 100k   | Pass | –            | –    | –     | Ups P.Atk 42.4 (+1.9) with a sword/blunt                            |
| <i>Expertise Grade A</i>               | 61    | (free) | Pass | –            | –    | –     | Allows you to use A grade items without penalty                     |
| <i>Expertise Grade S</i>               | 67    | (free) | Pass | –            | –    | –     | Allows you to use S grade items without penalty                     |

## DARK AVENGER (← HUMAN KNIGHT ← HUMAN FIGHTER)

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                             |
|--------------------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| <i>Aggression 13</i>           | 40    | 11k    | A-Ph | 33        | 1.5  | 3s    | Taunts nearby foes to attack; power 1076 (+57)                     |
| <i>Aggression 14</i>           | 40    | 11k    | A-Ph | 34        | 1.5  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                     |
| <i>Aggression 15</i>           | 40    | 11k    | A-Ph | 35        | 1.5  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                     |
| <i>Drain Health 14</i>         | 40    | 11k    | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 43 (+3); steals 20% of foe's HP                 |
| <i>Drain Health 15</i>         | 40    | 11k    | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 44 (+1); steals 20% of foe's HP                 |
| <i>Drain Health 16</i>         | 40    | 11k    | A-Mg | 24 (5+19) | 3    | 15s   | Attacks with power 46 (+2); steals 20% of foe's HP                 |
| <i>Drain Health 17</i>         | 40    | 11k    | A-Mg | 25 (5+20) | 3    | 15s   | Attacks with power 49 (+3); steals 20% of foe's HP                 |
| <i>Drain Health 18</i>         | 40    | 11k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 50 (+1); steals 20% of foe's HP                 |
| <i>Drain Health 19</i>         | 40    | 11k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 52 (+2); steals 20% of foe's HP                 |
| <i>Expertise Grade C</i>       | 40    | (free) | Pass | –         | –    | –     | Allows you to use C grade items without penalty                    |
| <i>Hate Aura 1</i>             | 40    | 11k    | A-Ph | 50        | 1.2  | 3s    | Taunts nearby foes to attack; power 1076                           |
| <i>Hate Aura 2</i>             | 40    | 11k    | A-Ph | 51        | 1.2  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                     |
| <i>Hate Aura 3</i>             | 40    | 11k    | A-Ph | 53        | 1.2  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                     |
| <i>Heavy Armor Mastery 16</i>  | 40    | 11k    | Pass | –         | –    | –     | Ups P.Def 54.6 (+4.6) with heavy armor                             |
| <i>Heavy Armor Mastery 17</i>  | 40    | 11k    | Pass | –         | –    | –     | Ups P.Def 57.1 (+2.5) with heavy armor                             |
| <i>Heavy Armor Mastery 18</i>  | 40    | 11k    | Pass | –         | –    | –     | Ups P.Def 59.5 (+2.4) with heavy armor                             |
| <i>Life Scavenge 1 (book)</i>  | 40    | 34k    | A-Mg | 35 (7+28) | 1.5  | 20s   | Absorbs 105 HP from a corpse                                       |
| <i>Magic Resistance 15</i>     | 40    | 11k    | Pass | –         | –    | –     | Ups M.Def 40 (+3)                                                  |
| <i>Magic Resistance 16</i>     | 40    | 11k    | Pass | –         | –    | –     | Ups M.Def 42 (+2)                                                  |
| <i>Magic Resistance 17</i>     | 40    | 11k    | Pass | –         | –    | –     | Ups M.Def 43 (+1)                                                  |
| <i>Majesty 2</i>               | 40    | 34k    | A-Ph | 18 (4+14) | 1.5  | 10s   | Ups your P.Def 11%; drops your Evasion 4; duration 5 minutes       |
| <i>Reflect Damage 1 (book)</i> | 40    | 34k    | A-Mg | 35 (7+28) | 4    | 6s    | Target reflects 10 damage back to attacker on each hit for 20 mins |
| <i>Shield Mastery 3</i>        | 40    | 34k    | Pass | –         | –    | –     | Ups shield defense rate 65 (+15)                                   |
| <i>Shield Stun 16</i>          | 40    | 11k    | A-Ph | 40 (8+32) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                 |
| <i>Shield Stun 17</i>          | 40    | 11k    | A-Ph | 42 (9+33) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                 |
| <i>Shield Stun 18</i>          | 40    | 11k    | A-Ph | 43 (9+34) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                 |

HUMAN FIGHTER: PALADIN, DARK AVENGER

|                                        | LEVEL | SP  | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|----------------------------------------|-------|-----|------|------------|------|-------|-------------------------------------------------------------------------|
| <i>Summon Black Panther 1 (book)</i>   | 40    | 34k | A-Mg | 70 (14+56) | 6    | 20s   | Summons Lvl. 42 Dark Panther; costs 13 Crystal D; you only get 70% EXP  |
| <i>Sword / Blunt Weapon Mastery 9</i>  | 40    | 11k | Pass | —          | —    | —     | Ups P.AtK 13 (+1.9) with a sword/blunt                                  |
| <i>Sword / Blunt Weapon Mastery 10</i> | 40    | 11k | Pass | —          | —    | —     | Ups P.AtK 14 (+1) with a sword/blunt                                    |
| <i>Sword / Blunt Weapon Mastery 11</i> | 40    | 11k | Pass | —          | —    | —     | Ups P.AtK 15.1 (+1.1) with a sword/blunt                                |
| <i>Aggression 16</i>                   | 43    | 13k | A-Ph | 36         | 1.5  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                          |
| <i>Aggression 17</i>                   | 43    | 13k | A-Ph | 37         | 1.5  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                          |
| <i>Aggression 18</i>                   | 43    | 13k | A-Ph | 38         | 1.5  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                          |
| <i>Deflect Arrow 3</i>                 | 43    | 38k | A-Ph | 38 (8+30)  | 1.5  | 10s   | Reduces bow damage 22; duration 20 minutes                              |
| <i>Drain Health 20</i>                 | 43    | 13k | A-Mg | 28 (6+22)  | 3    | 15s   | Attacks with power 53 (+1); steals 20% of foe's HP                      |
| <i>Drain Health 21</i>                 | 43    | 13k | A-Mg | 28 (6+22)  | 3    | 15s   | Attacks with power 55 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 22</i>                 | 43    | 13k | A-Mg | 29 (6+23)  | 3    | 15s   | Attacks with power 57 (+2); steals 20% of foe's HP                      |
| <i>Focus Mind 2</i>                    | 43    | 38k | Pass | —          | —    | —     | Ups MP regen 1.4 (+0.4)                                                 |
| <i>Hamstring 1 (book)</i>              | 43    | 38k | A-Mg | 19 (4+15)  | 3    | 7s    | Debuffs foe's movement 15%; duration 2 minutes <DEX>                    |
| <i>Hate Aura 4</i>                     | 43    | 13k | A-Ph | 54         | 1.2  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                          |
| <i>Hate Aura 5</i>                     | 43    | 13k | A-Ph | 55         | 1.2  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                          |
| <i>Hate Aura 6</i>                     | 43    | 13k | A-Ph | 57         | 1.2  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                          |
| <i>Heavy Armor Mastery 19</i>          | 43    | 13k | Pass | —          | —    | —     | Ups P.Def 62.1 (+2.6) with heavy armor                                  |
| <i>Heavy Armor Mastery 20</i>          | 43    | 13k | Pass | —          | —    | —     | Ups P.Def 64.6 (+2.5) with heavy armor                                  |
| <i>Heavy Armor Mastery 21</i>          | 43    | 13k | Pass | —          | —    | —     | Ups P.Def 67.3 (+2.7) with heavy armor                                  |
| <i>Iron Will 1 (book)</i>              | 43    | 38k | A-Mg | 38 (8+30)  | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes                                 |
| <i>Life Scavenge 2</i>                 | 43    | 38k | A-Mg | 38 (8+30)  | 1.5  | 20s   | Absorbs 113 HP from a corpse                                            |
| <i>Magic Resistance 18</i>             | 43    | 13k | Pass | —          | —    | —     | Ups M.Def 44 (+1)                                                       |
| <i>Magic Resistance 19</i>             | 43    | 13k | Pass | —          | —    | —     | Ups M.Def 46 (+2)                                                       |
| <i>Magic Resistance 20</i>             | 43    | 13k | Pass | —          | —    | —     | Ups M.Def 47 (+1)                                                       |
| <i>Shield Stun 19</i>                  | 43    | 13k | A-Ph | 43 (9+34)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Shield Stun 20</i>                  | 43    | 13k | A-Ph | 44 (9+35)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Shield Stun 21</i>                  | 43    | 13k | A-Ph | 45 (9+36)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Sword / Blunt Weapon Mastery 12</i> | 43    | 13k | Pass | —          | —    | —     | Ups P.AtK 16.2 (+1.1) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 13</i> | 43    | 13k | Pass | —          | —    | —     | Ups P.AtK 17.3 (+1.1) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 14</i> | 43    | 13k | Pass | —          | —    | —     | Ups P.AtK 18.5 (+1.2) with a sword/blunt                                |
| <i>Aggression 19</i>                   | 46    | 17k | A-Ph | 39         | 1.5  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                          |
| <i>Aggression 20</i>                   | 46    | 17k | A-Ph | 40         | 1.5  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                          |
| <i>Aggression 21</i>                   | 46    | 17k | A-Ph | 41         | 1.5  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                          |
| <i>Corpse Plague 1 (book)</i>          | 46    | 50k | A-Mg | 42 (9+33)  | 3    | 20s   | Poisons foes near corpse for 31 dam/5 secs for 30 secs (power 5) <MEN>  |
| <i>Drain Health 23</i>                 | 46    | 17k | A-Mg | 30 (6+24)  | 3    | 15s   | Attacks with power 58 (+1); steals 20% of foe's HP                      |
| <i>Drain Health 24</i>                 | 46    | 17k | A-Mg | 30 (6+24)  | 3    | 15s   | Attacks with power 60 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 25</i>                 | 46    | 17k | A-Mg | 32 (7+25)  | 3    | 15s   | Attacks with power 61 (+1); steals 20% of foe's HP                      |
| <i>Hate Aura 7</i>                     | 46    | 17k | A-Ph | 58         | 1.2  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                          |
| <i>Hate Aura 8</i>                     | 46    | 17k | A-Ph | 60         | 1.2  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                          |
| <i>Hate Aura 9</i>                     | 46    | 17k | A-Ph | 61         | 1.2  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                          |
| <i>Heavy Armor Mastery 22</i>          | 46    | 17k | Pass | —          | —    | —     | Ups P.Def 70 (+2.7) with heavy armor                                    |
| <i>Heavy Armor Mastery 23</i>          | 46    | 17k | Pass | —          | —    | —     | Ups P.Def 72.7 (+2.7) with heavy armor                                  |
| <i>Heavy Armor Mastery 24</i>          | 46    | 17k | Pass | —          | —    | —     | Ups P.Def 75.5 (+2.8) with heavy armor                                  |
| <i>Horror 1 (book)</i>                 | 46    | 50k | A-Mg | 22 (5+17)  | 3    | 2m    | Confuses foes into running away                                         |
| <i>Life Scavenge 3</i>                 | 46    | 50k | A-Mg | 42 (9+33)  | 1.5  | 20s   | Absorbs 122 HP from a corpse                                            |
| <i>Magic Resistance 21</i>             | 46    | 17k | Pass | —          | —    | —     | Ups M.Def 49 (+2)                                                       |
| <i>Magic Resistance 22</i>             | 46    | 17k | Pass | —          | —    | —     | Ups M.Def 51 (+2)                                                       |
| <i>Magic Resistance 23</i>             | 46    | 17k | Pass | —          | —    | —     | Ups M.Def 52 (+1)                                                       |
| <i>Reflect Damage 2</i>                | 46    | 50k | A-Mg | 42 (9+33)  | 4    | 6s    | Target reflects 15 (+5) damage back to attacker on each hit for 20 mins |
| <i>Shield Stun 22</i>                  | 46    | 17k | A-Ph | 47 (10+37) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Shield Stun 23</i>                  | 46    | 17k | A-Ph | 48 (10+38) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Shield Stun 24</i>                  | 46    | 17k | A-Ph | 50 (10+40) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                      |
| <i>Sword / Blunt Weapon Mastery 15</i> | 46    | 17k | Pass | —          | —    | —     | Ups P.AtK 19.8 (+1.3) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 16</i> | 46    | 17k | Pass | —          | —    | —     | Ups P.AtK 21.1 (+1.3) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 17</i> | 46    | 17k | Pass | —          | —    | —     | Ups P.AtK 22.4 (+1.3) with a sword/blunt                                |
| <i>Ultimate Defense 2</i>              | 46    | 50k | A-Ph | 42 (9+33)  | 1    | 30m   | Ups your P.Def 3600, M.Def 2700; cannot move; duration 30 secs          |
| <i>Aggression 22</i>                   | 49    | 28k | A-Ph | 42         | 1.5  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                          |
| <i>Aggression 23</i>                   | 49    | 28k | A-Ph | 43         | 1.5  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                          |
| <i>Aggression 24</i>                   | 49    | 28k | A-Ph | 44         | 1.5  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                          |
| <i>Deflect Arrow 4</i>                 | 49    | 83k | A-Ph | 44 (9+35)  | 1.5  | 10s   | Reduces bow damage 25; duration 20 minutes                              |
| <i>Drain Health 26</i>                 | 49    | 28k | A-Mg | 32 (7+25)  | 3    | 15s   | Attacks with power 63 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 27</i>                 | 49    | 28k | A-Mg | 33 (7+26)  | 3    | 15s   | Attacks with power 65 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 28</i>                 | 49    | 28k | A-Mg | 34 (7+27)  | 3    | 15s   | Attacks with power 66 (+1); steals 20% of foe's HP                      |
| <i>Focus Mind 3</i>                    | 49    | 83k | Pass | —          | —    | —     | Ups MP regen 1.8 (+0.4)                                                 |

# LINEAGE II

## PRIMA Official Game Guide

|                                        | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                      |
|----------------------------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------------|
| <i>Hate Aura 10</i>                    | 49    | 28k    | A-Ph | 63         | 1.2  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                              |
| <i>Hate Aura 11</i>                    | 49    | 28k    | A-Ph | 64         | 1.2  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                              |
| <i>Hate Aura 12</i>                    | 49    | 28k    | A-Ph | 66         | 1.2  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                              |
| <i>Heavy Armor Mastery 25</i>          | 49    | 28k    | Pass | –          | –    | –     | Ups P.Def 78.4 (+2.9) with heavy armor                                      |
| <i>Heavy Armor Mastery 26</i>          | 49    | 28k    | Pass | –          | –    | –     | Ups P.Def 81.3 (+2.9) with heavy armor                                      |
| <i>Heavy Armor Mastery 27</i>          | 49    | 28k    | Pass | –          | –    | –     | Ups P.Def 84.3 (+3) with heavy armor                                        |
| <i>Iron Will 2</i>                     | 49    | 83k    | A-Mg | 44 (9+35)  | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                                     |
| <i>Life Scavenge 4</i>                 | 49    | 83k    | A-Mg | 44 (9+35)  | 1.5  | 20s   | Absorbs 131 HP from a corpse                                                |
| <i>Magic Resistance 24</i>             | 49    | 28k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                           |
| <i>Magic Resistance 25</i>             | 49    | 28k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                           |
| <i>Magic Resistance 26</i>             | 49    | 28k    | Pass | –          | –    | –     | Ups M.Def 57 (+1)                                                           |
| <i>Shield Stun 25</i>                  | 49    | 28k    | A-Ph | 52 (11+41) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Shield Stun 26</i>                  | 49    | 28k    | A-Ph | 53 (11+42) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Shield Stun 27</i>                  | 49    | 28k    | A-Ph | 54 (11+43) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Summon Black Panther 2</i>          | 49    | 83k    | A-Mg | 88 (18+70) | 6    | 20s   | Summons Lvl. 51 (+9) Dark Panther; costs 19 Crystal D; you only get 70% EXP |
| <i>Sword / Blunt Weapon Mastery 18</i> | 49    | 28k    | Pass | –          | –    | –     | Ups P.AtK 23.8 (+1.4) with a sword/blunt                                    |
| <i>Sword / Blunt Weapon Mastery 19</i> | 49    | 28k    | Pass | –          | –    | –     | Ups P.AtK 25.3 (+1.5) with a sword/blunt                                    |
| <i>Sword / Blunt Weapon Mastery 20</i> | 49    | 28k    | Pass | –          | –    | –     | Ups P.AtK 26.8 (+1.5) with a sword/blunt                                    |
| <i>Aggression 25</i>                   | 52    | 45k    | A-Ph | 45         | 1.5  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                              |
| <i>Aggression 26</i>                   | 52    | 45k    | A-Ph | 46         | 1.5  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                              |
| <i>Aggression 27</i>                   | 52    | 45k    | A-Ph | 47         | 1.5  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                              |
| <i>Drain Health 29</i>                 | 52    | 45k    | A-Mg | 34 (7+27)  | 3    | 15s   | Attacks with power 68 (+2); steals 20% of foe's HP                          |
| <i>Drain Health 30</i>                 | 52    | 45k    | A-Mg | 35 (7+28)  | 3    | 15s   | Attacks with power 70 (+2); steals 20% of foe's HP                          |
| <i>Drain Health 31</i>                 | 52    | 45k    | A-Mg | 35 (7+28)  | 3    | 15s   | Attacks with power 72 (+2); steals 20% of foe's HP                          |
| <i>Expertise Grade B</i>               | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                             |
| <i>Hamstring 2</i>                     | 52    | 140k   | A-Mg | 24 (5+19)  | 3    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>                        |
| <i>Hate Aura 13</i>                    | 52    | 45k    | A-Ph | 67         | 1.2  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                              |
| <i>Hate Aura 14</i>                    | 52    | 45k    | A-Ph | 69         | 1.2  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                              |
| <i>Hate Aura 15</i>                    | 52    | 45k    | A-Ph | 70         | 1.2  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                              |
| <i>Heavy Armor Mastery 28</i>          | 52    | 45k    | Pass | –          | –    | –     | Ups P.Def 87.3 (+3) with heavy armor                                        |
| <i>Heavy Armor Mastery 29</i>          | 52    | 45k    | Pass | –          | –    | –     | Ups P.Def 90.4 (+3.1) with heavy armor                                      |
| <i>Heavy Armor Mastery 30</i>          | 52    | 45k    | Pass | –          | –    | –     | Ups P.Def 93.5 (+3.1) with heavy armor                                      |
| <i>Life Scavenge 5</i>                 | 52    | 140k   | A-Mg | 48 (10+38) | 1.5  | 20s   | Absorbs 140 HP from a corpse                                                |
| <i>Magic Resistance 27</i>             | 52    | 45k    | Pass | –          | –    | –     | Ups M.Def 59 (+2)                                                           |
| <i>Magic Resistance 28</i>             | 52    | 45k    | Pass | –          | –    | –     | Ups M.Def 61 (+2)                                                           |
| <i>Magic Resistance 29</i>             | 52    | 45k    | Pass | –          | –    | –     | Ups M.Def 63 (+2)                                                           |
| <i>Reflect Damage 3</i>                | 52    | 140k   | A-Mg | 48 (10+38) | 4    | 6s    | Target reflects 20 (+5) damage back to attacker on each hit for 20 mins     |
| <i>Shield Mastery 4</i>                | 52    | 140k   | Pass | –          | –    | –     | Ups shield defense rate 80 (+15)                                            |
| <i>Shield Stun 28</i>                  | 52    | 45k    | A-Ph | 55 (11+44) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Shield Stun 29</i>                  | 52    | 45k    | A-Ph | 55 (11+44) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Shield Stun 30</i>                  | 52    | 45k    | A-Ph | 57 (12+45) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| <i>Sword / Blunt Weapon Mastery 21</i> | 52    | 45k    | Pass | –          | –    | –     | Ups P.AtK 28.3 (+1.5) with a sword/blunt                                    |
| <i>Sword / Blunt Weapon Mastery 22</i> | 52    | 45k    | Pass | –          | –    | –     | Ups P.AtK 29.9 (+1.6) with a sword/blunt                                    |
| <i>Sword / Blunt Weapon Mastery 23</i> | 52    | 45k    | Pass | –          | –    | –     | Ups P.AtK 31.6 (+1.7) with a sword/blunt                                    |
| <i>Aggression 28</i>                   | 55    | 73k    | A-Ph | 48         | 1.5  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                              |
| <i>Aggression 29</i>                   | 55    | 73k    | A-Ph | 49         | 1.5  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                              |
| <i>Aggression 30</i>                   | 55    | 73k    | A-Ph | 50         | 1.5  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                              |
| <i>Drain Health 32</i>                 | 55    | 73k    | A-Mg | 37 (8+29)  | 3    | 15s   | Attacks with power 73 (+1); steals 20% of foe's HP                          |
| <i>Drain Health 33</i>                 | 55    | 73k    | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 75 (+2); steals 20% of foe's HP                          |
| <i>Drain Health 34</i>                 | 55    | 73k    | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 77 (+2); steals 20% of foe's HP                          |
| <i>Focus Mind 4</i>                    | 55    | 210k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                     |
| <i>Hate Aura 16</i>                    | 55    | 73k    | A-Ph | 72         | 1.2  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                              |
| <i>Hate Aura 17</i>                    | 55    | 73k    | A-Ph | 74         | 1.2  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                              |
| <i>Hate Aura 18</i>                    | 55    | 73k    | A-Ph | 75         | 1.2  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                              |
| <i>Heavy Armor Mastery 31</i>          | 55    | 73k    | Pass | –          | –    | –     | Ups P.Def 96.7 (+3.2) with heavy armor                                      |
| <i>Heavy Armor Mastery 32</i>          | 55    | 73k    | Pass | –          | –    | –     | Ups P.Def 99.9 (+3.2) with heavy armor                                      |
| <i>Heavy Armor Mastery 33</i>          | 55    | 73k    | Pass | –          | –    | –     | Ups P.Def 103.2 (+3.3) with heavy armor                                     |
| <i>Horror 2</i>                        | 55    | 210k   | A-Mg | 25 (5+20)  | 3    | 2m    | Confuses foes into running away                                             |
| <i>Iron Will 3</i>                     | 55    | 210k   | A-Mg | 50 (10+40) | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                                     |
| <i>Life Scavenge 6</i>                 | 55    | 210k   | A-Mg | 50 (10+40) | 1.5  | 20s   | Absorbs 150 HP from a corpse                                                |
| <i>Magic Resistance 30</i>             | 55    | 73k    | Pass | –          | –    | –     | Ups M.Def 64 (+1)                                                           |
| <i>Magic Resistance 31</i>             | 55    | 73k    | Pass | –          | –    | –     | Ups M.Def 66 (+2)                                                           |
| <i>Magic Resistance 32</i>             | 55    | 73k    | Pass | –          | –    | –     | Ups M.Def 68 (+2)                                                           |
| <i>Shield Stun 31</i>                  | 55    | 73k    | A-Ph | 58 (12+46) | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |

HUMAN FIGHTER: DARK AVENGER, ROGUE

|                                 | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                      |
|---------------------------------|-------|--------|------|-------------|------|-------|-----------------------------------------------------------------------------|
| Shield Stun 32                  | 55    | 73k    | A-Ph | 60 (12+48)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| Shield Stun 33                  | 55    | 73k    | A-Ph | 62 (13+49)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| Sword / Blunt Weapon Mastery 24 | 55    | 73k    | Pass | –           | –    | –     | Ups P.AtK 33.3 (+1.7) with a sword/blunt                                    |
| Sword / Blunt Weapon Mastery 25 | 55    | 73k    | Pass | –           | –    | –     | Ups P.AtK 35 (+1.7) with a sword/blunt                                      |
| Sword / Blunt Weapon Mastery 26 | 55    | 73k    | Pass | –           | –    | –     | Ups P.AtK 36.8 (+1.8) with a sword/blunt                                    |
| Aggression 31                   | 58    | 100k   | A-Ph | 51          | 1.5  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                              |
| Aggression 32                   | 58    | 100k   | A-Ph | 52          | 1.5  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                              |
| Aggression 33                   | 58    | 100k   | A-Ph | 53          | 1.5  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                              |
| Corpse Plague 2                 | 58    | 300k   | A-Mg | 54 (11+43)  | 3    | 20s   | Poisons foes near corpse; 38 (+7) dam/5 secs for 30 secs (pow. 6) <MEN>     |
| Drain Health 35                 | 58    | 100k   | A-Mg | 39 (8+31)   | 3    | 15s   | Attacks with power 78 (+1); steals 20% of foe's HP                          |
| Drain Health 36                 | 58    | 100k   | A-Mg | 40 (8+32)   | 3    | 15s   | Attacks with power 80 (+2); steals 20% of foe's HP                          |
| Drain Health 37                 | 58    | 100k   | A-Mg | 40 (8+32)   | 3    | 15s   | Attacks with power 82 (+2); steals 20% of foe's HP                          |
| Hate Aura 19                    | 58    | 100k   | A-Ph | 77          | 1.2  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                              |
| Hate Aura 20                    | 58    | 100k   | A-Ph | 78          | 1.2  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                              |
| Hate Aura 21                    | 58    | 100k   | A-Ph | 80          | 1.2  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                              |
| Heavy Armor Mastery 34          | 58    | 100k   | Pass | –           | –    | –     | Ups P.Def 106.5 (+3.3) with heavy armor                                     |
| Heavy Armor Mastery 35          | 58    | 100k   | Pass | –           | –    | –     | Ups P.Def 109.9 (+3.4) with heavy armor                                     |
| Heavy Armor Mastery 36          | 58    | 100k   | Pass | –           | –    | –     | Ups P.Def 113.3 (+3.4) with heavy armor                                     |
| Life Scavenge 7                 | 58    | 300k   | A-Mg | 54 (11+43)  | 1.5  | 20s   | Absorbs 159 HP from a corpse                                                |
| Magic Resistance 33             | 58    | 100k   | Pass | –           | –    | –     | Ups M.Def 70 (+2)                                                           |
| Magic Resistance 34             | 58    | 100k   | Pass | –           | –    | –     | Ups M.Def 72 (+2)                                                           |
| Magic Resistance 35             | 58    | 100k   | Pass | –           | –    | –     | Ups M.Def 74 (+2)                                                           |
| Majesty 3                       | 58    | 300k   | A-Ph | 28 (6+22)   | 1.5  | 10s   | Ups your P.Def 15%; drops your Evasion 6; duration 5 minutes                |
| Shield Stun 34                  | 58    | 100k   | A-Ph | 63 (13+50)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| Shield Stun 35                  | 58    | 100k   | A-Ph | 64 (13+51)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| Shield Stun 36                  | 58    | 100k   | A-Ph | 65 (13+52)  | 1.2  | 12s   | Shield attack; 9-second stun (not automatic) <CON>                          |
| Summon Black Panther 3          | 58    | 300k   | A-Mg | 107 (22+85) | 6    | 20s   | Summons Lvl. 60 (+9) Dark Panther; costs 25 Crystal D; you only get 70% EXP |
| Sword / Blunt Weapon Mastery 27 | 58    | 100k   | Pass | –           | –    | –     | Ups P.AtK 38.6 (+1.8) with a sword/blunt                                    |
| Sword / Blunt Weapon Mastery 28 | 58    | 100k   | Pass | –           | –    | –     | Ups P.AtK 40.5 (+1.9) with a sword/blunt                                    |
| Sword / Blunt Weapon Mastery 29 | 58    | 100k   | Pass | –           | –    | –     | Ups P.AtK 42.4 (+1.9) with a sword/blunt                                    |
| Expertise Grade A               | 61    | (free) | Pass | –           | –    | –     | Allows you to use A grade items without penalty                             |
| Expertise Grade S               | 67    | (free) | Pass | –           | –    | –     | Allows you to use S grade items without penalty                             |

ROGUE (← HUMAN FIGHTER)

| SKILL                 | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|-----------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------|
| Acrobat 1             | 20    | 3,700  | Pass | –         | –    | –     | Adds 60 to safe fall height                                         |
| Aqua Lung 1           | 20    | 3,700  | Pass | –         | –    | –     | Ups underwater breath meter 180                                     |
| Bow Mastery 1         | 20    | 1,200  | Pass | –         | –    | –     | Ups P.AtK 10.3 with a bow                                           |
| Bow Mastery 2         | 20    | 1,200  | Pass | –         | –    | –     | Ups P.AtK 11.4 (+1.1) with a bow                                    |
| Bow Mastery 3         | 20    | 1,200  | Pass | –         | –    | –     | Ups P.AtK 27.6 (+16.2) with a bow                                   |
| Dagger Mastery 1      | 20    | 3,700  | Pass | –         | –    | –     | Ups P.AtK 3.6 with a dagger                                         |
| Expertise Grade D     | 20    | (free) | Pass | –         | –    | –     | Allows you to use D grade items without penalty                     |
| Light Armor Mastery 1 | 20    | 1,900  | Pass | –         | –    | –     | Ups P.Def 1.3, Evasion 4 with light armor                           |
| Light Armor Mastery 2 | 20    | 1,900  | Pass | –         | –    | –     | Ups P.Def 2.2 (+0.9), Evasion 4 with light armor                    |
| Long Range Shot 1     | 20    | 3,700  | Pass | –         | –    | –     | Ups the attack range of bows 200                                    |
| Mortal Blow 10        | 20    | 1,200  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 268 (+58) works only on crit.                  |
| Mortal Blow 11        | 20    | 1,200  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 291 (+23) works only on crit.                  |
| Mortal Blow 12        | 20    | 1,200  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 314 (+23) works only on crit.                  |
| Power Shot 10         | 20    | 1,200  | A-Ph | 43        | 3.2  | 25s   | Bow attack, power 239 (+52); {over-hit}                             |
| Power Shot 11         | 20    | 1,200  | A-Ph | 44        | 3.2  | 25s   | Bow attack, power 258 (+19); {over-hit}                             |
| Power Shot 12         | 20    | 1,200  | A-Ph | 44        | 3.2  | 25s   | Bow attack, power 279 (+21); {over-hit}                             |
| Sprint 1              | 20    | 3,700  | A-Ph | 20 (4+16) | 1    | 10m   | Ups your movement 30%; duration 10 seconds                          |
| Unlock 1              | 20    | 3,700  | A-Ph | 20 (4+16) | 2.5  | 2m    | Opens Level 1 doors at 30% probability; requires 1 key of thief     |
| Accuracy              | 24    | 7,000  | Cont | X/5s      | –    | –     | Boosts your accuracy by 10; consumes (your level/5) MP every 5 secs |
| Bleed 1               | 24    | 7,000  | A-Ph | 32        | 1.1  | 13s   | Target takes 13 dam/5 secs for 20 seconds <CON>                     |
| Bow Mastery 4         | 24    | 2,300  | Pass | –         | –    | –     | Ups P.AtK 32.8 (+5.2) with a bow                                    |
| Bow Mastery 5         | 24    | 2,300  | Pass | –         | –    | –     | Ups P.AtK 35.6 (+2.8) with a bow                                    |
| Bow Mastery 6         | 24    | 2,300  | Pass | –         | –    | –     | Ups P.AtK 38.6 (+3) with a bow                                      |
| Critical Power 1      | 24    | 7,000  | Pass | –         | –    | –     | Ups critical damage 20%                                             |
| Dagger Mastery 2      | 24    | 7,000  | Pass | –         | –    | –     | Ups P.AtK 6 (+2.4) with a dagger                                    |
| Evasion Boost 1       | 24    | 7,000  | Pass | –         | –    | –     | Ups Evasion 2                                                       |
| Light Armor Mastery 3 | 24    | 3,500  | Pass | –         | –    | –     | Ups P.Def 3.2 (+1), Evasion 6 (+2) with light armor                 |



# LINEAGE II

## PRIMA Official Game Guide

|                               | LEVEL | SP    | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                   |
|-------------------------------|-------|-------|------|-----------|------|-------|--------------------------------------------------------------------------|
| <i>Light Armor Mastery 4</i>  | 24    | 3,500 | Pass | –         | –    | –     | Ups P.Def 4.2 (+1), Evasion 6 with light armor                           |
| <i>Mortal Blow 13</i>         | 24    | 2,300 | A-Ph | 23        | 1.1  | 11s   | Dagger attack, power 367 (+53) works only on crit.                       |
| <i>Mortal Blow 14</i>         | 24    | 2,300 | A-Ph | 24        | 1.1  | 11s   | Dagger attack, power 396 (+29) works only on crit.                       |
| <i>Mortal Blow 15</i>         | 24    | 2,300 | A-Ph | 25        | 1.1  | 11s   | Dagger attack, power 427 (+31) works only on crit.                       |
| <i>Power Shot 13</i>          | 24    | 2,300 | A-Ph | 46        | 3.2  | 25s   | Bow attack, power 326 (+47); {over-hit}                                  |
| <i>Power Shot 14</i>          | 24    | 2,300 | A-Ph | 48        | 3.2  | 25s   | Bow attack, power 352 (+26); {over-hit}                                  |
| <i>Power Shot 15</i>          | 24    | 2,300 | A-Ph | 50        | 3.2  | 25s   | Bow attack, power 379 (+27); {over-hit}                                  |
| <i>Vital Force 1</i>          | 24    | 7,000 | Pass | –         | –    | –     | Ups HP regen 1.9, MP regen 0.8 when sitting                              |
| <i>Acrobatics 1</i>           | 28    | 12k   | Pass | –         | –    | –     | Ups Evasion 4 when running                                               |
| <i>Bow Mastery 7</i>          | 28    | 4,000 | Pass | –         | –    | –     | Ups P.AtK 45.2 (+6.6) with a bow                                         |
| <i>Bow Mastery 8</i>          | 28    | 4,000 | Pass | –         | –    | –     | Ups P.AtK 48.9 (+3.7) with a bow                                         |
| <i>Bow Mastery 9</i>          | 28    | 4,000 | Pass | –         | –    | –     | Ups P.AtK 52.7 (+3.8) with a bow                                         |
| <i>Critical Chance 1</i>      | 28    | 12k   | Pass | –         | –    | –     | Ups critical rate 20%                                                    |
| <i>Dagger Mastery 3</i>       | 28    | 6,000 | Pass | –         | –    | –     | Ups P.AtK 7.4 (+1.4) with a dagger                                       |
| <i>Dagger Mastery 4</i>       | 28    | 6,000 | Pass | –         | –    | –     | Ups P.AtK 9 (+1.6) with a dagger                                         |
| <i>Light Armor Mastery 5</i>  | 28    | 6,000 | Pass | –         | –    | –     | Ups P.Def 5.3 (+1.1), Evasion 7 (+1) with light armor                    |
| <i>Light Armor Mastery 6</i>  | 28    | 6,000 | Pass | –         | –    | –     | Ups P.Def 6.8 (+1.5), Evasion 7 with light armor                         |
| <i>Mortal Blow 16</i>         | 28    | 4,000 | A-Ph | 27        | 1.1  | 11s   | Dagger attack, power 494 (+67) works only on crit.                       |
| <i>Mortal Blow 17</i>         | 28    | 4,000 | A-Ph | 29        | 1.1  | 11s   | Dagger attack, power 531 (+37) works only on crit.                       |
| <i>Mortal Blow 18</i>         | 28    | 4,000 | A-Ph | 30        | 1.1  | 11s   | Dagger attack, power 571 (+40) works only on crit.                       |
| <i>Power Shot 16</i>          | 28    | 4,000 | A-Ph | 54        | 3.2  | 25s   | Bow attack, power 440 (+61); {over-hit}                                  |
| <i>Power Shot 17</i>          | 28    | 4,000 | A-Ph | 57        | 3.2  | 25s   | Bow attack, power 472 (+32); {over-hit}                                  |
| <i>Power Shot 18</i>          | 28    | 4,000 | A-Ph | 59        | 3.2  | 25s   | Bow attack, power 507 (+35); {over-hit}                                  |
| <i>Quick Step 1</i>           | 28    | 12k   | Pass | –         | –    | –     | Ups movement 7                                                           |
| <i>Ultimate Evasion 1</i>     | 28    | 12k   | A-Ph | 25 (5+20) | 1    | 30m   | Ups your Evasion 20; duration 30 seconds                                 |
| <i>Unlock 2</i>               | 28    | 12k   | A-Ph | 25 (5+20) | 2.5  | 2m    | Opens Level 1 doors at 75% probability; requires 1 key of thief          |
| <i>Bleed 2</i>                | 32    | 23k   | A-Ph | 41        | 1.1  | 13s   | Target takes 17 (+4) dam/5 secs for 20 seconds <CON>                     |
| <i>Bow Mastery 10</i>         | 32    | 7,400 | Pass | –         | –    | –     | Ups P.AtK 61.1 (+8.4) with a bow                                         |
| <i>Bow Mastery 11</i>         | 32    | 7,400 | Pass | –         | –    | –     | Ups P.AtK 65.6 (+4.5) with a bow                                         |
| <i>Bow Mastery 12</i>         | 32    | 7,400 | Pass | –         | –    | –     | Ups P.AtK 70.4 (+4.8) with a bow                                         |
| <i>Critical Power 2</i>       | 32    | 23k   | Pass | –         | –    | –     | Ups critical damage 26%                                                  |
| <i>Dagger Mastery 5</i>       | 32    | 11k   | Pass | –         | –    | –     | Ups P.AtK 10.8 (+1.8) with a dagger                                      |
| <i>Dagger Mastery 6</i>       | 32    | 11k   | Pass | –         | –    | –     | Ups P.AtK 12.8 (+2) with a dagger                                        |
| <i>Light Armor Mastery 7</i>  | 32    | 11k   | Pass | –         | –    | –     | Ups P.Def 8.4 (+1.6), Evasion 7 with light armor                         |
| <i>Light Armor Mastery 8</i>  | 32    | 11k   | Pass | –         | –    | –     | Ups P.Def 10.1 (+1.7), Evasion 7 with light armor                        |
| <i>Mortal Blow 19</i>         | 32    | 7,400 | A-Ph | 31        | 1.1  | 11s   | Dagger attack, power 656 (+85) works only on crit.                       |
| <i>Mortal Blow 20</i>         | 32    | 7,400 | A-Ph | 31        | 1.1  | 11s   | Dagger attack, power 703 (+47) works only on crit.                       |
| <i>Mortal Blow 21</i>         | 32    | 7,400 | A-Ph | 33        | 1.1  | 11s   | Dagger attack, power 752 (+49) works only on crit.                       |
| <i>Power Shot 19</i>          | 32    | 7,400 | A-Ph | 62        | 3.2  | 25s   | Bow attack, power 584 (+77); {over-hit}                                  |
| <i>Power Shot 20</i>          | 32    | 7,400 | A-Ph | 62        | 3.2  | 25s   | Bow attack, power 625 (+41); {over-hit}                                  |
| <i>Power Shot 21</i>          | 32    | 7,400 | A-Ph | 65        | 3.2  | 25s   | Bow attack, power 669 (+44); {over-hit}                                  |
| <i>Rapid Shot 1</i>           | 32    | 23k   | A-Ph | 28 (6+22) | 1.5  | 10s   | Ups your attack speed 8% if using a bow; duration 20 mins                |
| <i>Vital Force 2</i>          | 32    | 23k   | Pass | –         | –    | –     | Ups HP regen 2.6 (+0.7), MP regen 1 (+0.2) when sitting                  |
| <i>Bow Mastery 13</i>         | 36    | 11k   | Pass | –         | –    | –     | Ups P.AtK 80.9 (+10.5) with a bow                                        |
| <i>Bow Mastery 14</i>         | 36    | 11k   | Pass | –         | –    | –     | Ups P.AtK 86.5 (+5.6) with a bow                                         |
| <i>Bow Mastery 15</i>         | 36    | 11k   | Pass | –         | –    | –     | Ups P.AtK 92.4 (+5.9) with a bow                                         |
| <i>Dagger Mastery 7</i>       | 36    | 17k   | Pass | –         | –    | –     | Ups P.AtK 15.1 (+2.3) with a dagger                                      |
| <i>Dagger Mastery 8</i>       | 36    | 17k   | Pass | –         | –    | –     | Ups P.AtK 17.6 (+2.5) with a dagger                                      |
| <i>Fast Attack 1</i>          | 36    | 35k   | Pass | –         | –    | –     | Ups P.AtK sp. 5%                                                         |
| <i>Light Armor Mastery 9</i>  | 36    | 17k   | Pass | –         | –    | –     | Ups P.Def 11.9 (+1.8), Evasion 7 with light armor                        |
| <i>Light Armor Mastery 10</i> | 36    | 17k   | Pass | –         | –    | –     | Ups P.Def 13.7 (+1.8), Evasion 7 with light armor                        |
| <i>Mortal Blow 22</i>         | 36    | 11k   | A-Ph | 35        | 1.1  | 11s   | Dagger attack, power 859 (+107) works only on crit.                      |
| <i>Mortal Blow 23</i>         | 36    | 11k   | A-Ph | 36        | 1.1  | 11s   | Dagger attack, power 916 (+57) works only on crit.                       |
| <i>Mortal Blow 24</i>         | 36    | 11k   | A-Ph | 37        | 1.1  | 11s   | Dagger attack, power 977 (+61) works only on crit.                       |
| <i>Power Shot 22</i>          | 36    | 11k   | A-Ph | 69        | 3.2  | 25s   | Bow attack, power 763 (+94); {over-hit}                                  |
| <i>Power Shot 23</i>          | 36    | 11k   | A-Ph | 72        | 3.2  | 25s   | Bow attack, power 814 (+51); {over-hit}                                  |
| <i>Power Shot 24</i>          | 36    | 11k   | A-Ph | 74        | 3.2  | 25s   | Bow attack, power 868 (+54); {over-hit}                                  |
| <i>Sprint Heal 1</i>          | 36    | 35k   | Pass | –         | –    | –     | Ups HP regen 2.5, MP regen 0.8 when running                              |
| <i>Stun Shot 1</i>            | 36    | 11k   | A-Ph | 69        | 3    | 10s   | Bow attack, power 287; [9-second stun] <CON>                             |
| <i>Stun Shot 2</i>            | 36    | 11k   | A-Ph | 72        | 3    | 10s   | Bow attack, power 306 (+19); [9-second stun] <CON>                       |
| <i>Stun Shot 3</i>            | 36    | 11k   | A-Ph | 74        | 3    | 10s   | Bow attack, power 326 (+20); [9-second stun] <CON>                       |
| <i>Unlock 3</i>               | 36    | 35k   | A-Ph | 32 (7+25) | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (5%); requires 1 key of thief |



## TREASURE HUNTER (← ROGUE ← HUMAN FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                      |
|------------------------|-------|--------|------|-------------|------|-------|-----------------------------------------------------------------------------|
| Backstab 1             | 40    | 13k    | A-Ph | 53          | 1.1  | 11s   | Dagger attack, power 1107 works only from behind                            |
| Backstab 2             | 40    | 13k    | A-Ph | 55          | 1.1  | 11s   | Dagger attack, power 1176 (+69) works only from behind                      |
| Backstab 3             | 40    | 13k    | A-Ph | 57          | 1.1  | 11s   | Dagger attack, power 1249 (+73) works only from behind                      |
| Critical Chance 2      | 40    | 40k    | Pass | —           | —    | —     | Ups critical rate 30% (+10%)                                                |
| Critical Power 3       | 40    | 40k    | Pass | —           | —    | —     | Ups critical damage 33%                                                     |
| Dagger Mastery 9       | 40    | 13k    | Pass | —           | —    | —     | Ups P.Atk 20.3 (+2.7) with a dagger                                         |
| Dagger Mastery 10      | 40    | 13k    | Pass | —           | —    | —     | Ups P.Atk 21.8 (+1.5) with a dagger                                         |
| Dagger Mastery 11      | 40    | 13k    | Pass | —           | —    | —     | Ups P.Atk 23.4 (+1.6) with a dagger                                         |
| Deadly Blow 1          | 40    | 13k    | A-Ph | 40          | 1.1  | 11s   | Dagger attack, power 1107 works only on crit.                               |
| Deadly Blow 2          | 40    | 13k    | A-Ph | 41          | 1.1  | 11s   | Dagger attack, power 1176 (+69) works only on crit.                         |
| Deadly Blow 3          | 40    | 13k    | A-Ph | 43          | 1.1  | 11s   | Dagger attack, power 1249 (+73) works only on crit.                         |
| Expertise Grade C      | 40    | (free) | Pass | —           | —    | —     | Allows you to use C grade items without penalty                             |
| Light Armor Mastery 11 | 40    | 13k    | Pass | —           | —    | —     | Ups P.Def 15.7 (+2), Evasion 7 with light armor                             |
| Light Armor Mastery 12 | 40    | 13k    | Pass | —           | —    | —     | Ups P.Def 16.7 (+1), Evasion 7 with light armor                             |
| Light Armor Mastery 13 | 40    | 13k    | Pass | —           | —    | —     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor                           |
| Play Dead              | 40    | 40k    | Cont | 200 + 10/5s | —    | —     | You fall down as if dead; costs 200, plus 10 MP every 5 seconds             |
| Silent Move            | 40    | 40k    | Cont | 5/5s        | —    | —     | Prevents monsters from attacking first; consumes 5 MP every 5 secs          |
| Unlock 4               | 40    | 40k    | A-Ph | 35 (7+28)   | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (30%); requires 1 key of thief   |
| Vital Force 3          | 40    | 40k    | Pass | —           | —    | —     | Ups HP regen 3 (+0.4), MP regen 1.2 (+0.2) when sitting                     |
| Acrobatics 2           | 43    | 46k    | Pass | —           | —    | —     | Ups Evasion 5 when running                                                  |
| Backstab 4             | 43    | 15k    | A-Ph | 57          | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only from behind                      |
| Backstab 5             | 43    | 15k    | A-Ph | 58          | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only from behind                      |
| Backstab 6             | 43    | 15k    | A-Ph | 60          | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only from behind                      |
| Dagger Mastery 12      | 43    | 15k    | Pass | —           | —    | —     | Ups P.Atk 25 (+1.6) with a dagger                                           |
| Dagger Mastery 13      | 43    | 15k    | Pass | —           | —    | —     | Ups P.Atk 26.6 (+1.6) with a dagger                                         |
| Dagger Mastery 14      | 43    | 15k    | Pass | —           | —    | —     | Ups P.Atk 28.4 (+1.8) with a dagger                                         |
| Deadly Blow 4          | 43    | 15k    | A-Ph | 43          | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only on crit.                         |
| Deadly Blow 5          | 43    | 15k    | A-Ph | 44          | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only on crit.                         |
| Deadly Blow 6          | 43    | 15k    | A-Ph | 45          | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only on crit.                         |
| Light Armor Mastery 14 | 43    | 15k    | Pass | —           | —    | —     | Ups P.Def 18.8 (+1), Evasion 7 with light armor                             |
| Light Armor Mastery 15 | 43    | 15k    | Pass | —           | —    | —     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor                           |
| Light Armor Mastery 16 | 43    | 15k    | Pass | —           | —    | —     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor                           |
| Quick Step 2           | 43    | 46k    | Pass | —           | —    | —     | Ups movement 11                                                             |
| Sprint Heal 2          | 43    | 46k    | Pass | —           | —    | —     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running                     |
| Switch 1               | 43    | 46k    | A-Ph | 45          | 1.2  | 12s   | Causes foe to switch targets, power 50                                      |
| Unlock 5               | 43    | 46k    | A-Ph | 38 (8+30)   | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (75%); requires 1 key of thief   |
| Veil 1                 | 43    | 46k    | A-Ph | 45          | 1.2  | 2m    | Stops foe from attacking first                                              |
| Backstab 7             | 46    | 20k    | A-Ph | 62          | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only from behind                      |
| Backstab 8             | 46    | 20k    | A-Ph | 64          | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only from behind                      |
| Backstab 9             | 46    | 20k    | A-Ph | 66          | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only from behind                      |
| Dagger Mastery 15      | 46    | 20k    | Pass | —           | —    | —     | Ups P.Atk 30.2 (+1.8) with a dagger                                         |
| Dagger Mastery 16      | 46    | 20k    | Pass | —           | —    | —     | Ups P.Atk 32.1 (+1.9) with a dagger                                         |
| Dagger Mastery 17      | 46    | 20k    | Pass | —           | —    | —     | Ups P.Atk 34.1 (+2) with a dagger                                           |
| Deadly Blow 7          | 46    | 20k    | A-Ph | 47          | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only on crit.                         |
| Deadly Blow 8          | 46    | 20k    | A-Ph | 48          | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only on crit.                         |
| Deadly Blow 9          | 46    | 20k    | A-Ph | 49          | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only on crit.                         |
| Evasion Boost 2        | 46    | 60k    | Pass | —           | —    | —     | Ups Evasion 3 (+1)                                                          |
| Fast Attack 2          | 46    | 60k    | Pass | —           | —    | —     | Ups P.Atk sp. 7%                                                            |
| Light Armor Mastery 17 | 46    | 20k    | Pass | —           | —    | —     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor                           |
| Light Armor Mastery 18 | 46    | 20k    | Pass | —           | —    | —     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor                           |
| Light Armor Mastery 19 | 46    | 20k    | Pass | —           | —    | —     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor                           |
| Sprint 2               | 46    | 60k    | A-Ph | 42 (9+33)   | 1    | 10m   | Ups your movement 50%; duration 10 seconds                                  |
| Sprint Heal 3          | 46    | 60k    | Pass | —           | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running                     |
| Unlock 6               | 46    | 60k    | A-Ph | 42 (9+33)   | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (5%); requires 1 key of thief |
| Vital Force 4          | 46    | 60k    | Pass | —           | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1.4 (+0.2) when sitting                   |
| Backstab 10            | 49    | 37k    | A-Ph | 67          | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only from behind                      |
| Backstab 11            | 49    | 37k    | A-Ph | 69          | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only from behind                     |
| Backstab 12            | 49    | 37k    | A-Ph | 71          | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only from behind                     |
| Bleed 3                | 49    | 120k   | A-Ph | 67          | 1.1  | 13s   | Target takes 22 (+5) dam/5 secs for 20 seconds <CON>                        |
| Critical Chance 3      | 49    | 120k   | Pass | —           | —    | —     | Ups critical rate 40% (+10%)                                                |
| Dagger Mastery 18      | 49    | 37k    | Pass | —           | —    | —     | Ups P.Atk 36.1 (+2) with a dagger                                           |
| Dagger Mastery 19      | 49    | 37k    | Pass | —           | —    | —     | Ups P.Atk 38.2 (+2.1) with a dagger                                         |
| Dagger Mastery 20      | 49    | 37k    | Pass | —           | —    | —     | Ups P.Atk 40.4 (+2.2) with a dagger                                         |

# LINEAGE II

## PRIMA Official Game Guide

|                               | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                       |
|-------------------------------|-------|--------|------|------------|------|-------|------------------------------------------------------------------------------|
| <i>Deadly Blow 10</i>         | 49    | 37k    | A-Ph | 51         | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only on crit.                          |
| <i>Deadly Blow 11</i>         | 49    | 37k    | A-Ph | 52         | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only on crit.                         |
| <i>Deadly Blow 12</i>         | 49    | 37k    | A-Ph | 54         | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only on crit.                         |
| <i>Light Armor Mastery 20</i> | 49    | 37k    | Pass | –          | –    | –     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 21</i> | 49    | 37k    | Pass | –          | –    | –     | Ups P.Def 27 (+1.2), Evasion 7 with light armor                              |
| <i>Light Armor Mastery 22</i> | 49    | 37k    | Pass | –          | –    | –     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor                            |
| <i>Sprint Heal 4</i>          | 49    | 120k   | Pass | –          | –    | –     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running                      |
| <i>Trick 1</i>                | 49    | 120k   | A-Ph | 54         | 1.2  | 1m    | Reduces nearby undead foes' aggression by 30.                                |
| <i>Unlock 7</i>               | 49    | 120k   | A-Ph | 44 (9+35)  | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (30%); requires 1 key of thief |
| <i>Backstab 13</i>            | 52    | 50k    | A-Ph | 73         | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only from behind                      |
| <i>Backstab 14</i>            | 52    | 50k    | A-Ph | 73         | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only from behind                      |
| <i>Backstab 15</i>            | 52    | 50k    | A-Ph | 75         | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only from behind                      |
| <i>Dagger Mastery 21</i>      | 52    | 50k    | Pass | –          | –    | –     | Ups P.AtK 42.7 (+2.3) with a dagger                                          |
| <i>Dagger Mastery 22</i>      | 52    | 50k    | Pass | –          | –    | –     | Ups P.AtK 45 (+2.3) with a dagger                                            |
| <i>Dagger Mastery 23</i>      | 52    | 50k    | Pass | –          | –    | –     | Ups P.AtK 47.4 (+2.4) with a dagger                                          |
| <i>Deadly Blow 13</i>         | 52    | 50k    | A-Ph | 55         | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only on crit.                         |
| <i>Deadly Blow 14</i>         | 52    | 50k    | A-Ph | 55         | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only on crit.                         |
| <i>Deadly Blow 15</i>         | 52    | 50k    | A-Ph | 56         | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only on crit.                         |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                              |
| <i>Light Armor Mastery 23</i> | 52    | 50k    | Pass | –          | –    | –     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 24</i> | 52    | 50k    | Pass | –          | –    | –     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 25</i> | 52    | 50k    | Pass | –          | –    | –     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor                            |
| <i>Lure</i>                   | 52    | 150k   | A-Ph | 44         | 1.5  | 10s   | Taunts foe into attacking                                                    |
| <i>Sprint Heal 5</i>          | 52    | 150k   | Pass | –          | –    | –     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running                    |
| <i>Switch 2</i>               | 52    | 150k   | A-Ph | 56         | 1.2  | 12s   | Causes foe to switch targets, power 70                                       |
| <i>Unlock 8</i>               | 52    | 150k   | A-Ph | 48 (10+38) | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (75%); requires 1 key of thief |
| <i>Veil 2</i>                 | 52    | 150k   | A-Ph | 56         | 1.2  | 2m    | Stops foe from attacking first                                               |
| <i>Vital Force 5</i>          | 52    | 150k   | Pass | –          | –    | –     | Ups HP regen 4.1 (+0.6), MP regen 1.6 (+0.2) when sitting                    |
| <i>Acrobat 2</i>              | 55    | 270k   | Pass | –          | –    | –     | Adds 100 (+40) to safe fall height                                           |
| <i>Acrobatics 3</i>           | 55    | 270k   | Pass | –          | –    | –     | Ups Evasion 6 when running                                                   |
| <i>Aqua Lung 2</i>            | 55    | 270k   | Pass | –          | –    | –     | Ups underwater breath meter 300 (+120)                                       |
| <i>Backstab 16</i>            | 55    | 89k    | A-Ph | 77         | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only from behind                      |
| <i>Backstab 17</i>            | 55    | 89k    | A-Ph | 79         | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only from behind                      |
| <i>Backstab 18</i>            | 55    | 89k    | A-Ph | 81         | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only from behind                      |
| <i>Dagger Mastery 24</i>      | 55    | 89k    | Pass | –          | –    | –     | Ups P.AtK 49.9 (+2.5) with a dagger                                          |
| <i>Dagger Mastery 25</i>      | 55    | 89k    | Pass | –          | –    | –     | Ups P.AtK 52.4 (+2.5) with a dagger                                          |
| <i>Dagger Mastery 26</i>      | 55    | 89k    | Pass | –          | –    | –     | Ups P.AtK 55 (+2.6) with a dagger                                            |
| <i>Deadly Blow 16</i>         | 55    | 89k    | A-Ph | 58         | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only on crit.                         |
| <i>Deadly Blow 17</i>         | 55    | 89k    | A-Ph | 59         | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only on crit.                         |
| <i>Deadly Blow 18</i>         | 55    | 89k    | A-Ph | 61         | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only on crit.                         |
| <i>Light Armor Mastery 26</i> | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 27</i> | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 28</i> | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor                            |
| <i>Ultimate Evasion 2</i>     | 55    | 270k   | A-Ph | 50 (10+40) | 1    | 30m   | Ups your Evasion 25; duration 30 seconds                                     |
| <i>Unlock 9</i>               | 55    | 270k   | A-Ph | 50 (10+40) | 2.5  | 2m    | Opens Level 1, 2 and 3 doors at 100% probability; requires 1 key of thief    |
| <i>Backstab 19</i>            | 58    | 120k   | A-Ph | 83         | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only from behind                      |
| <i>Backstab 20</i>            | 58    | 120k   | A-Ph | 84         | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only from behind                      |
| <i>Backstab 21</i>            | 58    | 120k   | A-Ph | 86         | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only from behind                      |
| <i>Bleed 4</i>                | 58    | 370k   | A-Ph | 81         | 1.1  | 13s   | Target takes 27 (+5) dam/5 secs for 20 seconds <CON>                         |
| <i>Dagger Mastery 27</i>      | 58    | 120k   | Pass | –          | –    | –     | Ups P.AtK 57.7 (+2.7) with a dagger                                          |
| <i>Dagger Mastery 28</i>      | 58    | 120k   | Pass | –          | –    | –     | Ups P.AtK 60.4 (+2.7) with a dagger                                          |
| <i>Dagger Mastery 29</i>      | 58    | 120k   | Pass | –          | –    | –     | Ups P.AtK 63.2 (+2.8) with a dagger                                          |
| <i>Deadly Blow 19</i>         | 58    | 120k   | A-Ph | 62         | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only on crit.                         |
| <i>Deadly Blow 20</i>         | 58    | 120k   | A-Ph | 63         | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only on crit.                         |
| <i>Deadly Blow 21</i>         | 58    | 120k   | A-Ph | 65         | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only on crit.                         |
| <i>Evasion Boost 3</i>        | 58    | 370k   | Pass | –          | –    | –     | Ups Evasion 4 (+1)                                                           |
| <i>Fast Attack 3</i>          | 58    | 370k   | Pass | –          | –    | –     | Ups P.AtK sp. 10%                                                            |
| <i>Light Armor Mastery 29</i> | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 30</i> | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor                            |
| <i>Light Armor Mastery 31</i> | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor                            |
| <i>Trick 2</i>                | 58    | 370k   | A-Ph | 65         | 1.2  | 1m    | Reduces nearby undead foes' aggression by 50.                                |
| <i>Vital Force 6</i>          | 58    | 370k   | Pass | –          | –    | –     | Ups HP regen 4.6 (+0.5), MP regen 1.7 (+0.1) when sitting                    |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | –          | –    | –     | Allows you to use A grade items without penalty                              |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | –          | –    | –     | Allows you to use S grade items without penalty                              |

HAWKEYE (← ROGUE ← HUMAN FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                     |
|------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------|
| Bow Mastery 16         | 40    | 19k    | Pass | —         | —    | —     | Ups P.Atk 105.1 (+12.7) with a bow                         |
| Bow Mastery 17         | 40    | 19k    | Pass | —         | —    | —     | Ups P.Atk 111.9 (+6.8) with a bow                          |
| Bow Mastery 18         | 40    | 19k    | Pass | —         | —    | —     | Ups P.Atk 178.8 (+66.9) with a bow                         |
| Double Shot 1          | 40    | 19k    | A-Ph | 80        | 3    | 25s   | Bow attack, power 984; {over-hit}                          |
| Double Shot 2          | 40    | 19k    | A-Ph | 82        | 3    | 25s   | Bow attack, power 1046 (+62); {over-hit}                   |
| Double Shot 3          | 40    | 19k    | A-Ph | 85        | 3    | 25s   | Bow attack, power 1110 (+64); {over-hit}                   |
| Expertise Grade C      | 40    | (free) | Pass | —         | —    | —     | Allows you to use C grade items without penalty            |
| Hawk Eye 1             | 40    | 58k    | A-Ph | 18 (4+14) | 1.5  | 10s   | Ups your accuracy 6; drops your P.Def 10%; duration 5 mins |
| Light Armor Mastery 11 | 40    | 19k    | Pass | —         | —    | —     | Ups P.Def 15.7 (+2), Evasion 7 with light armor            |
| Light Armor Mastery 12 | 40    | 19k    | Pass | —         | —    | —     | Ups P.Def 16.7 (+1), Evasion 7 with light armor            |
| Light Armor Mastery 13 | 40    | 19k    | Pass | —         | —    | —     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor          |
| Long Range Shot 2      | 40    | 58k    | Pass | —         | —    | —     | Ups the attack range of bows 400 (+200)                    |
| Stun Shot 4            | 40    | 19k    | A-Ph | 80        | 3    | 10s   | Bow attack, power 369 (+43); [9-second stun] <CON>         |
| Stun Shot 5            | 40    | 19k    | A-Ph | 82        | 3    | 10s   | Bow attack, power 392 (+23); [9-second stun] <CON>         |
| Stun Shot 6            | 40    | 19k    | A-Ph | 85        | 3    | 10s   | Bow attack, power 417 (+25); [9-second stun] <CON>         |
| Vital Force 3          | 40    | 58k    | Pass | —         | —    | —     | Ups HP regen 3 (+0.4), MP regen 1.2 (+0.2) when sitting    |
| Acrobatics 2           | 43    | 65k    | Pass | —         | —    | —     | Ups Evasion 5 when running                                 |
| Bow Mastery 19         | 43    | 22k    | Pass | —         | —    | —     | Ups P.Atk 189.9 (+11.1) with a bow                         |
| Bow Mastery 20         | 43    | 22k    | Pass | —         | —    | —     | Ups P.Atk 201.4 (+11.5) with a bow                         |
| Bow Mastery 21         | 43    | 22k    | Pass | —         | —    | —     | Ups P.Atk 213.5 (+12.1) with a bow                         |
| Double Shot 4          | 43    | 22k    | A-Ph | 85        | 3    | 25s   | Bow attack, power 1178 (+68); {over-hit}                   |
| Double Shot 5          | 43    | 22k    | A-Ph | 87        | 3    | 25s   | Bow attack, power 1249 (+71); {over-hit}                   |
| Double Shot 6          | 43    | 22k    | A-Ph | 90        | 3    | 25s   | Bow attack, power 1322 (+73); {over-hit}                   |
| Light Armor Mastery 14 | 43    | 22k    | Pass | —         | —    | —     | Ups P.Def 18.8 (+1), Evasion 7 with light armor            |
| Light Armor Mastery 15 | 43    | 22k    | Pass | —         | —    | —     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor          |
| Light Armor Mastery 16 | 43    | 22k    | Pass | —         | —    | —     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor          |
| Quick Step 2           | 43    | 65k    | Pass | —         | —    | —     | Ups movement 11                                            |
| Sprint Heal 2          | 43    | 65k    | Pass | —         | —    | —     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running    |
| Stun Shot 7            | 43    | 22k    | A-Ph | 85        | 3    | 10s   | Bow attack, power 442 (+25); [9-second stun] <CON>         |
| Stun Shot 8            | 43    | 22k    | A-Ph | 87        | 3    | 10s   | Bow attack, power 469 (+27); [9-second stun] <CON>         |
| Stun Shot 9            | 43    | 22k    | A-Ph | 90        | 3    | 10s   | Bow attack, power 496 (+27); [9-second stun] <CON>         |
| Bow Mastery 22         | 46    | 29k    | Pass | —         | —    | —     | Ups P.Atk 226 (+12.5) with a bow                           |
| Bow Mastery 23         | 46    | 29k    | Pass | —         | —    | —     | Ups P.Atk 239.1 (+13.1) with a bow                         |
| Bow Mastery 24         | 46    | 29k    | Pass | —         | —    | —     | Ups P.Atk 252.7 (+13.6) with a bow                         |
| Burst Shot 1           | 46    | 29k    | A-Ph | 139       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 350           |
| Burst Shot 2           | 46    | 29k    | A-Ph | 143       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 370 (+20)     |
| Burst Shot 3           | 46    | 29k    | A-Ph | 147       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 391 (+21)     |
| Double Shot 7          | 46    | 29k    | A-Ph | 93        | 3    | 25s   | Bow attack, power 1399 (+77); {over-hit}                   |
| Double Shot 8          | 46    | 29k    | A-Ph | 95        | 3    | 25s   | Bow attack, power 1479 (+80); {over-hit}                   |
| Double Shot 9          | 46    | 29k    | A-Ph | 98        | 3    | 25s   | Bow attack, power 1562 (+83); {over-hit}                   |
| Light Armor Mastery 17 | 46    | 29k    | Pass | —         | —    | —     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor          |
| Light Armor Mastery 18 | 46    | 29k    | Pass | —         | —    | —     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor          |
| Light Armor Mastery 19 | 46    | 29k    | Pass | —         | —    | —     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor          |
| Sprint Heal 3          | 46    | 85k    | Pass | —         | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running    |
| Stun Shot 10           | 46    | 29k    | A-Ph | 93        | 3    | 10s   | Bow attack, power 525 (+29); [9-second stun] <CON>         |
| Stun Shot 11           | 46    | 29k    | A-Ph | 95        | 3    | 10s   | Bow attack, power 555 (+30); [9-second stun] <CON>         |
| Stun Shot 12           | 46    | 29k    | A-Ph | 98        | 3    | 10s   | Bow attack, power 586 (+31); [9-second stun] <CON>         |
| Vital Force 4          | 46    | 85k    | Pass | —         | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1.4 (+0.2) when sitting  |
| Bow Mastery 25         | 49    | 48k    | Pass | —         | —    | —     | Ups P.Atk 266.7 (+14) with a bow                           |
| Bow Mastery 26         | 49    | 48k    | Pass | —         | —    | —     | Ups P.Atk 281.3 (+14.6) with a bow                         |
| Bow Mastery 27         | 49    | 48k    | Pass | —         | —    | —     | Ups P.Atk 296.4 (+15.1) with a bow                         |
| Burst Shot 4           | 49    | 48k    | A-Ph | 151       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 412 (+21)     |
| Burst Shot 5           | 49    | 48k    | A-Ph | 155       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 434 (+22)     |
| Burst Shot 6           | 49    | 48k    | A-Ph | 160       | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 457 (+23)     |
| Double Shot 10         | 49    | 48k    | A-Ph | 101       | 3    | 25s   | Bow attack, power 1647 (+85); {over-hit}                   |
| Double Shot 11         | 49    | 48k    | A-Ph | 104       | 3    | 25s   | Bow attack, power 1736 (+89); {over-hit}                   |
| Double Shot 12         | 49    | 48k    | A-Ph | 107       | 3    | 25s   | Bow attack, power 1828 (+92); {over-hit}                   |
| Hawk Eye 2             | 49    | 140k   | A-Ph | 23 (5+18) | 1.5  | 10s   | Ups your accuracy 8; drops your P.Def 10%; duration 5 mins |
| Light Armor Mastery 20 | 49    | 48k    | Pass | —         | —    | —     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor          |
| Light Armor Mastery 21 | 49    | 48k    | Pass | —         | —    | —     | Ups P.Def 27 (+1.2), Evasion 7 with light armor            |
| Light Armor Mastery 22 | 49    | 48k    | Pass | —         | —    | —     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor          |
| Sprint Heal 4          | 49    | 140k   | Pass | —         | —    | —     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running    |
| Stun Shot 13           | 49    | 48k    | A-Ph | 101       | 3    | 10s   | Bow attack, power 618 (+32); [9-second stun] <CON>         |



# LINEAGE II

## PRIMA Official Game Guide

|                               | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                      |
|-------------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------|
| <i>Stun Shot 14</i>           | 49    | 48k    | A-Ph | 104        | 3    | 10s   | Bow attack, power 651 (+33); [9-second stun] <CON>          |
| <i>Stun Shot 15</i>           | 49    | 48k    | A-Ph | 107        | 3    | 10s   | Bow attack, power 686 (+35); [9-second stun] <CON>          |
| <i>Bow Mastery 28</i>         | 52    | 71k    | Pass | –          | –    | –     | Ups P.Atk 311.9 (+15.5) with a bow                          |
| <i>Bow Mastery 29</i>         | 52    | 71k    | Pass | –          | –    | –     | Ups P.Atk 328 (+16.1) with a bow                            |
| <i>Bow Mastery 30</i>         | 52    | 71k    | Pass | –          | –    | –     | Ups P.Atk 344.5 (+16.5) with a bow                          |
| <i>Burst Shot 7</i>           | 52    | 71k    | A-Ph | 164        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 481 (+24)      |
| <i>Burst Shot 8</i>           | 52    | 71k    | A-Ph | 164        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 506 (+25)      |
| <i>Burst Shot 9</i>           | 52    | 71k    | A-Ph | 168        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 531 (+25)      |
| <i>Double Shot 13</i>         | 52    | 71k    | A-Ph | 109        | 3    | 25s   | Bow attack, power 1923 (+95); {over-hit}                    |
| <i>Double Shot 14</i>         | 52    | 71k    | A-Ph | 110        | 3    | 25s   | Bow attack, power 2021 (+98); {over-hit}                    |
| <i>Double Shot 15</i>         | 52    | 71k    | A-Ph | 112        | 3    | 25s   | Bow attack, power 2123 (+102); {over-hit}                   |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty             |
| <i>Light Armor Mastery 23</i> | 52    | 71k    | Pass | –          | –    | –     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor           |
| <i>Light Armor Mastery 24</i> | 52    | 71k    | Pass | –          | –    | –     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor           |
| <i>Light Armor Mastery 25</i> | 52    | 71k    | Pass | –          | –    | –     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor           |
| <i>Sprint Heal 5</i>          | 52    | 220k   | Pass | –          | –    | –     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running   |
| <i>Stun Shot 16</i>           | 52    | 71k    | A-Ph | 109        | 3    | 10s   | Bow attack, power 722 (+36); [9-second stun] <CON>          |
| <i>Stun Shot 17</i>           | 52    | 71k    | A-Ph | 110        | 3    | 10s   | Bow attack, power 758 (+36); [9-second stun] <CON>          |
| <i>Stun Shot 18</i>           | 52    | 71k    | A-Ph | 112        | 3    | 10s   | Bow attack, power 796 (+38); [9-second stun] <CON>          |
| <i>Vital Force 5</i>          | 52    | 220k   | Pass | –          | –    | –     | Ups HP regen 4.1 (+0.6), MP regen 1.6 (+0.2) when sitting   |
| <i>Acrobatics 3</i>           | 55    | 350k   | Pass | –          | –    | –     | Ups Evasion 6 when running                                  |
| <i>Bow Mastery 31</i>         | 55    | 110k   | Pass | –          | –    | –     | Ups P.Atk 361.6 (+17.1) with a bow                          |
| <i>Bow Mastery 32</i>         | 55    | 110k   | Pass | –          | –    | –     | Ups P.Atk 379.1 (+17.5) with a bow                          |
| <i>Bow Mastery 33</i>         | 55    | 110k   | Pass | –          | –    | –     | Ups P.Atk 397 (+17.9) with a bow                            |
| <i>Burst Shot 10</i>          | 55    | 110k   | A-Ph | 173        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 557 (+26)      |
| <i>Burst Shot 11</i>          | 55    | 110k   | A-Ph | 177        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 584 (+27)      |
| <i>Burst Shot 12</i>          | 55    | 110k   | A-Ph | 181        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 611 (+27)      |
| <i>Double Shot 16</i>         | 55    | 110k   | A-Ph | 115        | 3    | 25s   | Bow attack, power 2227 (+104); {over-hit}                   |
| <i>Double Shot 17</i>         | 55    | 110k   | A-Ph | 118        | 3    | 25s   | Bow attack, power 2333 (+106); {over-hit}                   |
| <i>Double Shot 18</i>         | 55    | 110k   | A-Ph | 121        | 3    | 25s   | Bow attack, power 2443 (+110); {over-hit}                   |
| <i>Light Armor Mastery 26</i> | 55    | 110k   | Pass | –          | –    | –     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor           |
| <i>Light Armor Mastery 27</i> | 55    | 110k   | Pass | –          | –    | –     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor           |
| <i>Light Armor Mastery 28</i> | 55    | 110k   | Pass | –          | –    | –     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor           |
| <i>Rapid Shot 2</i>           | 55    | 350k   | A-Ph | 50 (10+40) | 1.5  | 10s   | Ups your attack speed 12% if using a bow; duration 20 mins  |
| <i>Stun Shot 19</i>           | 55    | 110k   | A-Ph | 115        | 3    | 10s   | Bow attack, power 835 (+39); [9-second stun] <CON>          |
| <i>Stun Shot 20</i>           | 55    | 110k   | A-Ph | 118        | 3    | 10s   | Bow attack, power 875 (+40); [9-second stun] <CON>          |
| <i>Stun Shot 21</i>           | 55    | 110k   | A-Ph | 121        | 3    | 10s   | Bow attack, power 916 (+41); [9-second stun] <CON>          |
| <i>Bow Mastery 34</i>         | 58    | 160k   | Pass | –          | –    | –     | Ups P.Atk 415.4 (+18.4) with a bow                          |
| <i>Bow Mastery 35</i>         | 58    | 160k   | Pass | –          | –    | –     | Ups P.Atk 434.3 (+18.9) with a bow                          |
| <i>Bow Mastery 36</i>         | 58    | 160k   | Pass | –          | –    | –     | Ups P.Atk 453.5 (+19.2) with a bow                          |
| <i>Burst Shot 13</i>          | 58    | 160k   | A-Ph | 185        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 639 (+28)      |
| <i>Burst Shot 14</i>          | 58    | 160k   | A-Ph | 189        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 668 (+29)      |
| <i>Burst Shot 15</i>          | 58    | 160k   | A-Ph | 194        | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 697 (+29)      |
| <i>Double Shot 19</i>         | 58    | 160k   | A-Ph | 124        | 3    | 25s   | Bow attack, power 2555 (+112); {over-hit}                   |
| <i>Double Shot 20</i>         | 58    | 160k   | A-Ph | 126        | 3    | 25s   | Bow attack, power 2670 (+115); {over-hit}                   |
| <i>Double Shot 21</i>         | 58    | 160k   | A-Ph | 129        | 3    | 25s   | Bow attack, power 2788 (+118); {over-hit}                   |
| <i>Hawk Eye 3</i>             | 58    | 470k   | A-Ph | 28 (6+22)  | 1.5  | 10s   | Ups your accuracy 10; drops your P.Def 10%; duration 5 mins |
| <i>Light Armor Mastery 29</i> | 58    | 160k   | Pass | –          | –    | –     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor           |
| <i>Light Armor Mastery 30</i> | 58    | 160k   | Pass | –          | –    | –     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor           |
| <i>Light Armor Mastery 31</i> | 58    | 160k   | Pass | –          | –    | –     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor           |
| <i>Stun Shot 22</i>           | 58    | 160k   | A-Ph | 124        | 3    | 10s   | Bow attack, power 959 (+43); [9-second stun] <CON>          |
| <i>Stun Shot 23</i>           | 58    | 160k   | A-Ph | 126        | 3    | 10s   | Bow attack, power 1002 (+43); [9-second stun] <CON>         |
| <i>Stun Shot 24</i>           | 58    | 160k   | A-Ph | 129        | 3    | 10s   | Bow attack, power 1046 (+44); [9-second stun] <CON>         |
| <i>Vital Force 6</i>          | 58    | 470k   | Pass | –          | –    | –     | Ups HP regen 4.6 (+0.5), MP regen 1.7 (+0.1) when sitting   |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | –          | –    | –     | Allows you to use A grade items without penalty             |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | –          | –    | –     | Allows you to use S grade items without penalty             |



## HUMAN MYSTIC

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|--------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Luck</i>                    | 1     | (free) | Pass | —         | —    | —     | Prevents equipment and experience loss from death before Level 5       |
| <i>Mana Recovery</i>           | 1     | (free) | Pass | —         | —    | —     | Ups MP regen 20% with magic robes                                      |
| <i>Mystic Movement</i>         | 1     | (free) | Pass | —         | —    | —     | Ups attack sp. 20% with magic robes                                    |
| <i>Self Heal</i>               | 1     | (free) | A-Mg | 9 (2+7)   | 5    | 10s   | Heals self, power 42                                                   |
| <i>Spellcraft</i>              | 1     | (free) | Pass | —         | —    | —     | Ups magic sp. 50% with magic robes                                     |
| <i>Wind Strike 1</i>           | 1     | (free) | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 12                                              |
| <i>Armor Mastery 1</i>         | 1     | 470    | Pass | —         | —    | —     | Ups P.Def 6.7                                                          |
| <i>Cure Poison 1 (book)</i>    | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 15s   | Cures target's poison (power 3)                                        |
| <i>Curse:Poison 1 (book)</i>   | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 12s   | Target takes 8 poison dam/5 secs for 30 secs (power 1) <MEN>           |
| <i>Heal 1 (book)</i>           | 7     | 160    | A-Mg | 10 (2+8)  | 5    | 10s   | Heals target, power 49                                                 |
| <i>Heal 2</i>                  | 7     | 160    | A-Mg | 13 (3+10) | 5    | 10s   | Heals target, power 58 (+9)                                            |
| <i>Heal 3</i>                  | 7     | 160    | A-Mg | 14 (3+11) | 5    | 10s   | Heals target, power 67 (+9)                                            |
| <i>Ice Bolt 1 (book)</i>       | 7     | 240    | A-Mg | 9 (2+7)   | 3.1  | 8s    | Water attack, power 8; [foe loses 30% movement for 2 mins] <WIT>       |
| <i>Ice Bolt 2</i>              | 7     | 240    | A-Mg | 10 (2+8)  | 3.1  | 8s    | Water attack, power 9 (+1); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Magic Defense 1</i>         | 7     | 240    | Pass | —         | —    | —     | Ups M.Def 10                                                           |
| <i>Magic Defense 2</i>         | 7     | 240    | Pass | —         | —    | —     | Ups M.Def 12 (+2)                                                      |
| <i>Might 1 (book)</i>          | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.Atk 8%; duration 20 minutes                             |
| <i>Shield 1 (book)</i>         | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.Def 8%; duration 20 minutes                             |
| <i>Weapon Mastery 1</i>        | 7     | 470    | Pass | —         | —    | —     | Ups P.Atk 1.5, M.Atk 1.9 with a weapon                                 |
| <i>Wind Strike 2</i>           | 7     | 240    | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 13 (+1)                                         |
| <i>Wind Strike 3</i>           | 7     | 240    | A-Mg | 10 (2+8)  | 4    | 6s    | Wind attack with power 15 (+2)                                         |
| <i>Armor Mastery 2</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 8 (+1.3)                                                     |
| <i>Armor Mastery 3</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 9.2 (+1.2)                                                   |
| <i>Battle Heal 1 (book)</i>    | 14    | 700    | A-Mg | 25 (5+20) | 2    | 3s    | Quickly heals target, power 83                                         |
| <i>Battle Heal 2</i>           | 14    | 700    | A-Mg | 28 (6+22) | 2    | 3s    | Quickly heals target, power 95 (+12)                                   |
| <i>Battle Heal 3</i>           | 14    | 700    | A-Mg | 32 (7+25) | 2    | 3s    | Quickly heals target, power 107 (+12)                                  |
| <i>Curse:Weakness 1 (book)</i> | 14    | 2,100  | A-Mg | 15 (3+12) | 4    | 15s   | Debuffs foe's P.Atk 15%; duration 2 minutes <STR>                      |
| <i>Group Heal 1 (book)</i>     | 14    | 700    | A-Mg | 33 (7+26) | 7    | 25s   | Heals party members; power 66                                          |
| <i>Group Heal 2</i>            | 14    | 700    | A-Mg | 38 (8+30) | 7    | 25s   | Heals party members; power 76 (+10)                                    |
| <i>Group Heal 3</i>            | 14    | 700    | A-Mg | 43 (9+34) | 7    | 25s   | Heals party members; power 86 (+10)                                    |
| <i>Heal 4</i>                  | 14    | 700    | A-Mg | 17 (4+13) | 5    | 10s   | Heals target, power 83 (+16)                                           |
| <i>Heal 5</i>                  | 14    | 700    | A-Mg | 19 (4+15) | 5    | 10s   | Heals target, power 95 (+12)                                           |
| <i>Heal 6</i>                  | 14    | 700    | A-Mg | 22 (5+17) | 5    | 10s   | Heals target, power 107 (+12)                                          |
| <i>Ice Bolt 3</i>              | 14    | 1,100  | A-Mg | 14 (3+11) | 3.1  | 8s    | Water attack, power 11 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Ice Bolt 4</i>              | 14    | 1,100  | A-Mg | 15 (3+12) | 3.1  | 8s    | Water attack, power 13 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Magic Defense 3</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 14 (+2)                                                      |
| <i>Magic Defense 4</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 16 (+2)                                                      |
| <i>Vampiric Touch 1 (book)</i> | 14    | 1,100  | A-Mg | 20 (4+16) | 4    | 12s   | Attacks with power 18; steals 40% of foe's HP                          |
| <i>Vampiric Touch 2</i>        | 14    | 1,100  | A-Mg | 23 (5+18) | 4    | 12s   | Attacks with power 21 (+3); steals 40% of foe's HP                     |
| <i>Weapon Mastery 2</i>        | 14    | 2,100  | Pass | —         | —    | —     | Ups P.Atk 2.8 (+1.3), M.Atk 3.5 (+1.6) with a weapon                   |
| <i>Wind Strike 4</i>           | 14    | 1,100  | A-Mg | 14 (3+11) | 4    | 6s    | Wind attack with power 18 (+3)                                         |
| <i>Wind Strike 5</i>           | 14    | 1,100  | A-Mg | 15 (3+12) | 4    | 6s    | Wind attack with power 21 (+3)                                         |

## HUMAN WIZARD (← HUMAN MYSTIC)

| SKILL                         | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|-------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Aura Burn 1 (book)</i>     | 20    | 1,700  | A-Mg | 18 (4+14) | 1.5  | 2.5s  | Attacks with power 19                                                  |
| <i>Aura Burn 2</i>            | 20    | 1,700  | A-Mg | 20 (4+16) | 1.5  | 2.5s  | Attacks with power 21 (+2)                                             |
| <i>Blaze 1 (book)</i>         | 20    | 1,700  | A-Mg | 18 (4+14) | 4    | 6s    | Fire attack with power 23                                              |
| <i>Blaze 2</i>                | 20    | 1,700  | A-Mg | 20 (4+16) | 4    | 6s    | Fire attack with power 26 (+3)                                         |
| <i>Boost Mana 1</i>           | 20    | 3,500  | Pass | —         | —    | —     | Ups max MP 30                                                          |
| <i>Concentration 1 (book)</i> | 20    | 3,500  | A-Mg | 20 (4+16) | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                    |
| <i>Curse:Poison 2</i>         | 20    | 3,500  | A-Mg | 20 (4+16) | 4    | 12s   | Target takes 18 (+10) poison dam/5 secs for 30 secs (power 3) <MEN>    |
| <i>Expertise Grade D</i>      | 20    | (free) | Pass | —         | —    | —     | Allows you to use D grade items without penalty                        |
| <i>Flame Strike 1 (book)</i>  | 20    | 3,500  | A-Mg | 29 (6+23) | 4    | 15s   | Fire attack vs. target and nearby foes; power 13                       |
| <i>Higher Mana Gain 1</i>     | 20    | 1,700  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 22            |
| <i>Higher Mana Gain 2</i>     | 20    | 1,700  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 24 (+2)       |
| <i>Ice Bolt 5</i>             | 20    | 1,700  | A-Mg | 18 (4+14) | 3.1  | 8s    | Water attack, power 14 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Ice Bolt 6</i>             | 20    | 1,700  | A-Mg | 20 (4+16) | 3.1  | 8s    | Water attack, power 16 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Magic Defense 5</i>        | 20    | 1,700  | Pass | —         | —    | —     | Ups M.Def 18 (+2)                                                      |



# LINEAGE II

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|                                      | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|--------------------------------------|-------|-------|------|------------|------|-------|-----------------------------------------------------------------------|
| <i>Magic Defense 6</i>               | 20    | 1,700 | Pass | -          | -    | -     | Ups M.Def 20 (+2)                                                     |
| <i>Robe Mastery 1</i>                | 20    | 1,700 | Pass | -          | -    | -     | Ups P.Def 1.7 with magic robes                                        |
| <i>Robe Mastery 2</i>                | 20    | 1,700 | Pass | -          | -    | -     | Ups P.Def 2.7 (+1) with magic robes                                   |
| <i>Servitor Heal 1 (book)</i>        | 20    | 1,200 | A-Mg | 24 (5+19)  | 4    | 10s   | Heals pet, power 145                                                  |
| <i>Servitor Heal 2</i>               | 20    | 1,200 | A-Mg | 27 (6+21)  | 4    | 10s   | Heals pet, power 162 (+17)                                            |
| <i>Servitor Heal 3</i>               | 20    | 1,200 | A-Mg | 30 (6+24)  | 4    | 10s   | Heals pet, power 181 (+19)                                            |
| <i>Quick Recovery 1</i>              | 20    | 3,500 | Pass | -          | -    | -     | Decreases the reuse time for any skill by 20%                         |
| <i>Summon Kat the Cat 1 (book)</i>   | 20    | 3,500 | A-Mg | 39 (8+31)  | 6    | 6h    | Summons Lvl. 22 Kat the Cat; costs 3 Crystal D; you only get 70% EXP  |
| <i>Vampiric Touch 3</i>              | 20    | 1,700 | A-Mg | 27 (6+21)  | 4    | 12s   | Attacks with power 23 (+2); steals 40% of foe's HP                    |
| <i>Vampiric Touch 4</i>              | 20    | 1,700 | A-Mg | 29 (6+23)  | 4    | 12s   | Attacks with power 26 (+3); steals 40% of foe's HP                    |
| <i>Weapon Mastery 3</i>              | 20    | 3,500 | Pass | -          | -    | -     | Ups P.AtK 4.5 (+1.7), M.AtK 5.7 (+2.2) with a weapon                  |
| <i>Aura Burn 3</i>                   | 25    | 3,100 | A-Mg | 22 (5+17)  | 1.5  | 2.5s  | Attacks with power 24 (+3)                                            |
| <i>Aura Burn 4</i>                   | 25    | 3,100 | A-Mg | 23 (5+18)  | 1.5  | 2.5s  | Attacks with power 25 (+1)                                            |
| <i>Blaze 3</i>                       | 25    | 3,100 | A-Mg | 22 (5+17)  | 4    | 6s    | Fire attack with power 29 (+3)                                        |
| <i>Blaze 4</i>                       | 25    | 3,100 | A-Mg | 23 (5+18)  | 4    | 6s    | Fire attack with power 32 (+3)                                        |
| <i>Body To Mind 1 (book)</i>         | 25    | 6,100 | A-Mg | 0          | 4    | 20s   | Converts 131 HP of caster to 22 MP                                    |
| <i>Curse:Weakness 2</i>              | 25    | 6,100 | A-Mg | 23 (5+18)  | 4    | 15s   | Debuffs foe's P.AtK 30%; duration 2 minutes <STR>                     |
| <i>Fast Cast 1</i>                   | 25    | 6,100 | Pass | -          | -    | -     | Ups magic sp. 5%                                                      |
| <i>Fast Mana Recovery 1</i>          | 25    | 6,100 | Pass | -          | -    | -     | Ups MP regen 1.1                                                      |
| <i>Flame Strike 2</i>                | 25    | 6,100 | A-Mg | 34 (7+27)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 16 (+3)                 |
| <i>Higher Mana Gain 3</i>            | 25    | 3,100 | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 28 (+4)      |
| <i>Higher Mana Gain 4</i>            | 25    | 3,100 | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 29 (+1)      |
| <i>Magic Defense 7</i>               | 25    | 3,100 | Pass | -          | -    | -     | Ups M.Def 23 (+3)                                                     |
| <i>Magic Defense 8</i>               | 25    | 3,100 | Pass | -          | -    | -     | Ups M.Def 25 (+2)                                                     |
| <i>Poisonous Cloud 1 (book)</i>      | 25    | 6,100 | A-Mg | 34 (7+27)  | 4    | 20s   | Target and nearby foes take 18 dam/5 secs for 30 secs (power 3) <MEN> |
| <i>Robe Mastery 3</i>                | 25    | 3,100 | Pass | -          | -    | -     | Ups P.Def 4.3 (+1.6) with magic robes                                 |
| <i>Robe Mastery 4</i>                | 25    | 3,100 | Pass | -          | -    | -     | Ups P.Def 5.4 (+1.1) with magic robes                                 |
| <i>Servitor Heal 4</i>               | 25    | 2,000 | A-Mg | 33 (7+26)  | 4    | 10s   | Heals pet, power 212 (+31)                                            |
| <i>Servitor Heal 5</i>               | 25    | 2,000 | A-Mg | 35 (7+28)  | 4    | 10s   | Heals pet, power 222 (+10)                                            |
| <i>Servitor Heal 6</i>               | 25    | 2,000 | A-Mg | 37 (8+29)  | 4    | 10s   | Heals pet, power 234 (+12)                                            |
| <i>Servitor Mana Charge 1 (book)</i> | 25    | 3,100 | A-Mg | 42 (9+33)  | 4    | 12s   | Gives your pet 41 MP                                                  |
| <i>Servitor Mana Charge 2</i>        | 25    | 3,100 | A-Mg | 44 (9+35)  | 4    | 12s   | Gives your pet 44 MP                                                  |
| <i>Sleep 1 (book)</i>                | 25    | 2,000 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 2</i>                       | 25    | 2,000 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 3</i>                       | 25    | 2,000 | A-Mg | 23 (5+18)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Summon Mew the Cat 1 (book)</i>   | 25    | 6,100 | A-Mg | 44 (9+35)  | 6    | 6h    | Summons Lvl. 27 Mew the Cat; costs 1 Crystal D; you only get 10% EXP  |
| <i>Surrenders To Fire 1 (book)</i>   | 25    | 6,100 | A-Mg | 23 (5+18)  | 4    | 8s    | Debuffs foe's resistance to fire 15; duration 2 minutes <MEN>         |
| <i>Vampiric Touch 5</i>              | 25    | 3,100 | A-Mg | 32 (7+25)  | 4    | 12s   | Attacks with power 29 (+3); steals 40% of foe's HP                    |
| <i>Vampiric Touch 6</i>              | 25    | 3,100 | A-Mg | 34 (7+27)  | 4    | 12s   | Attacks with power 32 (+3); steals 40% of foe's HP                    |
| <i>Weapon Mastery 4</i>              | 25    | 3,100 | Pass | -          | -    | -     | Ups P.AtK 5.7 (+1.2), M.AtK 7.2 (+1.5) with a weapon                  |
| <i>Weapon Mastery 5</i>              | 25    | 3,100 | Pass | -          | -    | -     | Ups P.AtK 6.7 (+1), M.AtK 8.3 (+1.1) with a weapon                    |
| <i>Aura Burn 5</i>                   | 30    | 6,600 | A-Mg | 25 (5+20)  | 1.5  | 2.5s  | Attacks with power 28 (+3)                                            |
| <i>Aura Burn 6</i>                   | 30    | 6,600 | A-Mg | 27 (6+21)  | 1.5  | 2.5s  | Attacks with power 30 (+2)                                            |
| <i>Blaze 5</i>                       | 30    | 6,600 | A-Mg | 25 (5+20)  | 4    | 6s    | Fire attack with power 35 (+3)                                        |
| <i>Blaze 6</i>                       | 30    | 6,600 | A-Mg | 27 (6+21)  | 4    | 6s    | Fire attack with power 38 (+3)                                        |
| <i>Boost Mana 2</i>                  | 30    | 13k   | Pass | -          | -    | -     | Ups max MP 50 (+20)                                                   |
| <i>Concentration 2</i>               | 30    | 13k   | A-Mg | 27 (6+21)  | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes               |
| <i>Corpse Life Drain 1 (book)</i>    | 30    | 13k   | A-Mg | 14 (3+11)  | 1.5  | 20s   | Steals 260 HP from a corpse                                           |
| <i>Curse:Poison 3</i>                | 30    | 13k   | A-Mg | 27 (6+21)  | 4    | 12s   | Target takes 24 (+6) poison dam/5 secs for 30 secs (power 4) <MEN>    |
| <i>Flame Strike 3</i>                | 30    | 13k   | A-Mg | 40 (8+32)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 19 (+3)                 |
| <i>Higher Mana Gain 5</i>            | 30    | 6,600 | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 31 (+2)      |
| <i>Higher Mana Gain 6</i>            | 30    | 6,600 | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 32 (+1)      |
| <i>Magic Defense 9</i>               | 30    | 6,600 | Pass | -          | -    | -     | Ups M.Def 28 (+3)                                                     |
| <i>Magic Defense 10</i>              | 30    | 6,600 | Pass | -          | -    | -     | Ups M.Def 30 (+2)                                                     |
| <i>Robe Mastery 5</i>                | 30    | 6,600 | Pass | -          | -    | -     | Ups P.Def 7.2 (+1.8) with magic robes                                 |
| <i>Robe Mastery 6</i>                | 30    | 6,600 | Pass | -          | -    | -     | Ups P.Def 8.5 (+1.3) with magic robes                                 |
| <i>Servitor Heal 7</i>               | 30    | 4,400 | A-Mg | 42 (9+33)  | 4    | 10s   | Heals pet, power 269 (+35)                                            |
| <i>Servitor Heal 8</i>               | 30    | 4,400 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 281 (+12)                                            |
| <i>Servitor Heal 9</i>               | 30    | 4,400 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 294 (+13)                                            |
| <i>Servitor Mana Charge 3</i>        | 30    | 6,600 | A-Mg | 49 (10+39) | 4    | 12s   | Gives your pet 49 MP                                                  |
| <i>Servitor Mana Charge 4</i>        | 30    | 6,600 | A-Mg | 53 (11+42) | 4    | 12s   | Gives your pet 52 MP                                                  |
| <i>Quick Recovery 2</i>              | 30    | 13k   | Pass | -          | -    | -     | Decreases the reuse time for any skill by 25% (+5%)                   |
| <i>Sleep 4</i>                       | 30    | 4,400 | A-Mg | 25 (5+20)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 5</i>                       | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 6</i>                       | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |



## HUMAN MYSTIC: WIZARD, NECROMANCER

|                                 | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                     |
|---------------------------------|-------|-------|------|------------|------|-------|----------------------------------------------------------------------------|
| <i>Summon Kat the Cat 2</i>     | 30    | 13k   | A-Mg | 53 (11+42) | 6    | 6h    | Summons Lvl. 32 (+10) Kat the Cat; costs 5 Crystal D; you only get 70% EXP |
| <i>Weapon Mastery 6</i>         | 30    | 6,600 | Pass | —          | —    | —     | Ups P.AtK 8.3 (+1.6), M.AtK 10.3 (+2) with a weapon                        |
| <i>Weapon Mastery 7</i>         | 30    | 6,600 | Pass | —          | —    | —     | Ups P.AtK 9.5 (+1.2), M.AtK 11.9 (+1.6) with a weapon                      |
| <i>Aura Burn 7</i>              | 35    | 11k   | A-Mg | 29 (6+23)  | 1.5  | 2.5s  | Attacks with power 33 (+3)                                                 |
| <i>Aura Burn 8</i>              | 35    | 11k   | A-Mg | 30 (6+24)  | 1.5  | 2.5s  | Attacks with power 36 (+3)                                                 |
| <i>Blaze 7</i>                  | 35    | 11k   | A-Mg | 29 (6+23)  | 4    | 6s    | Fire attack with power 42 (+4)                                             |
| <i>Blaze 8</i>                  | 35    | 11k   | A-Mg | 30 (6+24)  | 4    | 6s    | Fire attack with power 44 (+2)                                             |
| <i>Corpse Life Drain 2</i>      | 35    | 21k   | A-Mg | 15 (3+12)  | 1.5  | 20s   | Steals 299 HP from a corpse                                                |
| <i>Curse of Chaos 1 (book)</i>  | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 12s   | Reduces foe's accuracy 6; duration 2 minutes <DEX>                         |
| <i>Fast HP Recovery 1</i>       | 35    | 21k   | Pass | —          | —    | —     | Ups HP regen 1                                                             |
| <i>Fast Mana Recovery 2</i>     | 35    | 21k   | Pass | —          | —    | —     | Ups MP regen 1.4 (+0.4)                                                    |
| <i>Hasten Servitor 1 (book)</i> | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 6s    | Ups pet's movement 20%; duration 20 minutes                                |
| <i>Higher Mana Gain 7</i>       | 35    | 11k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 38 (+6)           |
| <i>Higher Mana Gain 8</i>       | 35    | 11k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 39 (+1)           |
| <i>Magic Defense 11</i>         | 35    | 11k   | Pass | —          | —    | —     | Ups M.Def 34 (+4)                                                          |
| <i>Magic Defense 12</i>         | 35    | 11k   | Pass | —          | —    | —     | Ups M.Def 36 (+2)                                                          |
| <i>Poisonous Cloud 2</i>        | 35    | 21k   | A-Mg | 45 (9+36)  | 4    | 20s   | Target, nearby foes take 24 (+6) dam/5 secs for 30 secs (power 4) <MEN>    |
| <i>Robe Mastery 7</i>           | 35    | 11k   | Pass | —          | —    | —     | Ups P.Def 10.6 (+2.1) with magic robes                                     |
| <i>Robe Mastery 8</i>           | 35    | 11k   | Pass | —          | —    | —     | Ups P.Def 12.1 (+1.5) with magic robes                                     |
| <i>Servitor Heal 10</i>         | 35    | 7,300 | A-Mg | 48 (10+38) | 4    | 10s   | Heals pet, power 333 (+39)                                                 |
| <i>Servitor Heal 11</i>         | 35    | 7,300 | A-Mg | 50 (10+40) | 4    | 10s   | Heals pet, power 347 (+14)                                                 |
| <i>Servitor Heal 12</i>         | 35    | 7,300 | A-Mg | 52 (11+41) | 4    | 10s   | Heals pet, power 361 (+14)                                                 |
| <i>Servitor Mana Charge 5</i>   | 35    | 11k   | A-Mg | 57 (12+45) | 4    | 12s   | Gives your pet 57 MP                                                       |
| <i>Servitor Mana Charge 6</i>   | 35    | 11k   | A-Mg | 60 (12+48) | 4    | 12s   | Gives your pet 60 MP                                                       |
| <i>Sleep 7</i>                  | 35    | 7,300 | A-Mg | 29 (6+23)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                               |
| <i>Sleep 8</i>                  | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                               |
| <i>Sleep 9</i>                  | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                               |
| <i>Slow 1 (book)</i>            | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 7s    | Debuffs foe's movement 15%; duration 2 minutes <DEX>                       |
| <i>Summon Mew the Cat 2</i>     | 35    | 21k   | A-Mg | 60 (12+48) | 6    | 6h    | Summons Lvl. 37 (+10) M. the C.; costs 3 Crystal D; you only get 10% EXP   |
| <i>Weapon Mastery 8</i>         | 35    | 11k   | Pass | —          | —    | —     | Ups P.AtK 11.6 (+2.1), M.AtK 14.6 (+2.7) with a weapon                     |
| <i>Weapon Mastery 9</i>         | 35    | 11k   | Pass | —          | —    | —     | Ups P.AtK 13.3 (+1.7), M.AtK 16.6 (+2) with a weapon                       |

## NECROMANCER (← HUMAN WIZARD ← HUMAN MYSTIC)

| SKILL                                | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|--------------------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| <i>Body To Mind 2</i>                | 40    | 36k    | A-Mg | 0          | 4    | 20s   | Converts 209 HP of caster to 35 MP                                      |
| <i>Boost Mana 3</i>                  | 40    | 36k    | Pass | —          | —    | —     | Ups max MP 70 (+20)                                                     |
| <i>Corpse Life Drain 3</i>           | 40    | 36k    | A-Mg | 18 (4+14)  | 1.5  | 20s   | Steals 347 HP from a corpse                                             |
| <i>Curse Discord 1 (book)</i>        | 40    | 36k    | A-Mg | 35 (7+28)  | 4    | 2m    | Causes a foe to attack another foe.                                     |
| <i>Curse Fear 1 (book)</i>           | 40    | 36k    | A-Mg | 35 (7+28)  | 4    | 2m    | Confuses foes into running away                                         |
| <i>Curse of Chaos 2</i>              | 40    | 36k    | A-Mg | 35 (7+28)  | 4    | 12s   | Reduces foe's accuracy 8; duration 2 minutes <DEX>                      |
| <i>Expertise Grade C</i>             | 40    | (free) | Pass | —          | —    | —     | Allows you to use C grade items without penalty                         |
| <i>Fast Cast 2</i>                   | 40    | 36k    | Pass | —          | —    | —     | Ups magic sp. 7%                                                        |
| <i>Higher Mana Gain 9</i>            | 40    | 18k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 41 (+2)        |
| <i>Higher Mana Gain 10</i>           | 40    | 18k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 42 (+1)        |
| <i>Magic Defense 13</i>              | 40    | 12k    | Pass | —          | —    | —     | Ups M.Def 40 (+4)                                                       |
| <i>Magic Defense 14</i>              | 40    | 12k    | Pass | —          | —    | —     | Ups M.Def 42 (+2)                                                       |
| <i>Magic Defense 15</i>              | 40    | 12k    | Pass | —          | —    | —     | Ups M.Def 43 (+1)                                                       |
| <i>Robe Mastery 9</i>                | 40    | 12k    | Pass | —          | —    | —     | Ups P.Def 14.5 (+2.4) with magic robes                                  |
| <i>Robe Mastery 10</i>               | 40    | 12k    | Pass | —          | —    | —     | Ups P.Def 15.3 (+0.8) with magic robes                                  |
| <i>Robe Mastery 11</i>               | 40    | 12k    | Pass | —          | —    | —     | Ups P.Def 16.2 (+0.9) with magic robes                                  |
| <i>Silence 1 (book)</i>              | 40    | 36k    | A-Mg | 35 (7+28)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>                  |
| <i>Sleep 10</i>                      | 40    | 12k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 11</i>                      | 40    | 12k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 12</i>                      | 40    | 12k    | A-Mg | 35 (7+28)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Summon Corrupted Man 1 (book)</i> | 40    | 36k    | A-Mg | 70 (14+56) | 5    | 20s   | Corpse becomes Lvl 42 Cor. Man; costs 9 Crystal D; you only get 10% EXP |
| <i>Vampiric Claw 1 (book)</i>        | 40    | 18k    | A-Mg | 50 (10+40) | 4    | 12s   | Attacks with power 49; steals 40% of foe's HP                           |
| <i>Vampiric Claw 2</i>               | 40    | 18k    | A-Mg | 53 (11+42) | 4    | 12s   | Attacks with power 52 (+3); steals 40% of foe's HP                      |
| <i>Weapon Mastery 10</i>             | 40    | 12k    | Pass | —          | —    | —     | Ups P.AtK 16 (+2.7), M.AtK 20 (+3.4) with a weapon                      |
| <i>Weapon Mastery 11</i>             | 40    | 12k    | Pass | —          | —    | —     | Ups P.AtK 17 (+1), M.AtK 21.3 (+1.3) with a weapon                      |
| <i>Weapon Mastery 12</i>             | 40    | 12k    | Pass | —          | —    | —     | Ups P.AtK 18.1 (+1.1), M.AtK 22.6 (+1.3) with a weapon                  |
| <i>Anchor 1 (book)</i>               | 44    | 43k    | A-Mg | 39 (8+31)  | 6    | 3m    | Paralizes foe; duration 2 minutes <CON>                                 |
| <i>Corpse Life Drain 4</i>           | 44    | 43k    | A-Mg | 20 (4+16)  | 1.5  | 20s   | Steals 384 HP from a corpse                                             |
| <i>Curse of Chaos 3</i>              | 44    | 43k    | A-Mg | 39 (8+31)  | 4    | 12s   | Reduces foe's accuracy 10; duration 2 minutes <DEX>                     |

# LINEAGE II

## PRIMA Official Game Guide

|                           | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                             |
|---------------------------|-------|--------|------|------------|------|-------|------------------------------------------------------------------------------------|
| Curse:Poison 4            | 44    | 43k    | A-Mg | 39 (8+31)  | 4    | 12s   | Target takes 31 (+7) poison dam/5 secs for 30 secs (power 5) <MEN>                 |
| Death Spike 1 (book)      | 44    | 43k    | A-Mg | 24         | 4    | 6s    | Unholy attack with power 58; consumes 1 Cursed Bone                                |
| Fast HP Recovery 2        | 44    | 43k    | Pass | –          | –    | –     | Ups HP regen 1.4 (+0.4)                                                            |
| Fast Mana Recovery 3      | 44    | 43k    | Pass | –          | –    | –     | Ups MP regen 1.8 (+0.4)                                                            |
| Forget (book)             | 44    | 43k    | A-Mg | 39 (8+31)  | 1.5  | 1m    | Eliminates monster's will to fight                                                 |
| Higher Mana Gain 11       | 44    | 22k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 48 (+6)                   |
| Higher Mana Gain 12       | 44    | 22k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 49 (+1)                   |
| Magic Defense 16          | 44    | 15k    | Pass | –          | –    | –     | Ups M.Def 46 (+3)                                                                  |
| Magic Defense 17          | 44    | 15k    | Pass | –          | –    | –     | Ups M.Def 47 (+1)                                                                  |
| Magic Defense 18          | 44    | 15k    | Pass | –          | –    | –     | Ups M.Def 49 (+2)                                                                  |
| Robe Mastery 12           | 44    | 15k    | Pass | –          | –    | –     | Ups P.Def 17.9 (+1.7) with magic robes                                             |
| Robe Mastery 13           | 44    | 15k    | Pass | –          | –    | –     | Ups P.Def 18.8 (+0.9) with magic robes                                             |
| Robe Mastery 14           | 44    | 15k    | Pass | –          | –    | –     | Ups P.Def 19.8 (+1) with magic robes                                               |
| Silence 2                 | 44    | 43k    | A-Mg | 39 (8+31)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>                             |
| Sleep 13                  | 44    | 15k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Sleep 14                  | 44    | 15k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Sleep 15                  | 44    | 15k    | A-Mg | 39 (8+31)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Summon Zombie 1 (book)    | 44    | 43k    | A-Mg | 78 (16+62) | 5    | 20s   | Corpse becomes Lvl 46 Reanimated Man; costs 15 Crystal D; you only get 70% EXP     |
| Vampiric Claw 3           | 44    | 22k    | A-Mg | 55 (11+44) | 4    | 12s   | Attacks with power 55 (+3); steals 40% of foe's HP                                 |
| Vampiric Claw 4           | 44    | 22k    | A-Mg | 59 (12+47) | 4    | 12s   | Attacks with power 58 (+3); steals 40% of foe's HP                                 |
| Weapon Mastery 13         | 44    | 15k    | Pass | –          | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                             |
| Weapon Mastery 14         | 44    | 15k    | Pass | –          | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                             |
| Weapon Mastery 15         | 44    | 15k    | Pass | –          | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                             |
| Boost Mana 4              | 48    | 80k    | Pass | –          | –    | –     | Ups max MP 100 (+30)                                                               |
| Corpse Burst 1 (book)     | 48    | 40k    | A-Mg | 42 (9+33)  | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 31                             |
| Corpse Burst 2            | 48    | 40k    | A-Mg | 44 (9+35)  | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 33 (+2)                        |
| Corpse Life Drain 5       | 48    | 80k    | A-Mg | 23 (5+18)  | 1.5  | 20s   | Steals 426 HP from a corpse                                                        |
| Curse Fear 2              | 48    | 80k    | A-Mg | 44 (9+35)  | 4    | 2m    | Confuses foes into running away                                                    |
| Death Spike 2             | 48    | 80k    | A-Mg | 28         | 4    | 6s    | Unholy attack with power 65 (+7); consumes 1 Cursed Bone                           |
| Higher Mana Gain 13       | 48    | 40k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 50 (+1)                   |
| Higher Mana Gain 14       | 48    | 40k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 52 (+2)                   |
| Magic Defense 19          | 48    | 27k    | Pass | –          | –    | –     | Ups M.Def 52 (+3)                                                                  |
| Magic Defense 20          | 48    | 27k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                                  |
| Magic Defense 21          | 48    | 27k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                                  |
| Poisonous Cloud 3         | 48    | 80k    | A-Mg | 65 (13+52) | 4    | 20s   | Target, nearby foes take 31 (+7) dam/5 secs for 30 secs (power 5) <MEN>            |
| Robe Mastery 15           | 48    | 27k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+1.9) with magic robes                                             |
| Robe Mastery 16           | 48    | 27k    | Pass | –          | –    | –     | Ups P.Def 22.7 (+1) with magic robes                                               |
| Robe Mastery 17           | 48    | 27k    | Pass | –          | –    | –     | Ups P.Def 23.7 (+1) with magic robes                                               |
| Quick Recovery 3          | 48    | 80k    | Pass | –          | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                                |
| Silence 3                 | 48    | 80k    | A-Mg | 44 (9+35)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>                             |
| Sleep 16                  | 48    | 27k    | A-Mg | 42 (9+33)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Sleep 17                  | 48    | 27k    | A-Mg | 43 (9+34)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Sleep 18                  | 48    | 27k    | A-Mg | 44 (9+35)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                       |
| Summon Corrupted Man 2    | 48    | 80k    | A-Mg | 87 (18+69) | 5    | 20s   | Corpse becomes Lvl 50 (+8) Corrupted Man, costs 12 Crystal D; you only get 10% EXP |
| Vampiric Claw 5           | 48    | 40k    | A-Mg | 62 (13+49) | 4    | 12s   | Attacks with power 61 (+3); steals 40% of foe's HP                                 |
| Vampiric Claw 6           | 48    | 40k    | A-Mg | 65 (13+52) | 4    | 12s   | Attacks with power 65 (+4); steals 40% of foe's HP                                 |
| Weapon Mastery 16         | 48    | 27k    | Pass | –          | –    | –     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                             |
| Weapon Mastery 17         | 48    | 27k    | Pass | –          | –    | –     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                             |
| Weapon Mastery 18         | 48    | 27k    | Pass | –          | –    | –     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                             |
| Body To Mind 3            | 52    | 130k   | A-Mg | 0          | 4    | 20s   | Converts 280 HP of caster to 47 MP                                                 |
| Corpse Burst 3            | 52    | 69k    | A-Mg | 45 (9+36)  | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 34 (+1)                        |
| Corpse Burst 4            | 52    | 69k    | A-Mg | 48 (10+38) | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 36 (+2)                        |
| Corpse Life Drain 6       | 52    | 130k   | A-Mg | 24 (5+19)  | 1.5  | 20s   | Steals 467 HP from a corpse                                                        |
| Curse Death Link 1 (book) | 52    | 69k    | A-Mg | 45 (9+36)  | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 68        |
| Curse Death Link 2        | 52    | 69k    | A-Mg | 48 (10+38) | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 72 (+4)   |
| Curse Discord 2           | 52    | 130k   | A-Mg | 48 (10+38) | 4    | 2m    | Causes a foe to attack another foe.                                                |
| Curse:Poison 5            | 52    | 130k   | A-Mg | 48 (10+38) | 4    | 12s   | Target takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>                 |
| Death Spike 3             | 52    | 130k   | A-Mg | 31         | 4    | 6s    | Unholy attack with power 72 (+7); consumes 1 Cursed Bone                           |
| Expertise Grade B         | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                                    |
| Fast HP Recovery 3        | 52    | 130k   | Pass | –          | –    | –     | Ups HP regen 1.7 (+0.3)                                                            |
| Fast Mana Recovery 4      | 52    | 130k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                            |





|                        | LEVEL | SP     | TYPE | COST (MP)   | TIME | ReUse | EFFECT                                                                              |
|------------------------|-------|--------|------|-------------|------|-------|-------------------------------------------------------------------------------------|
| Higher Mana Gain 15    | 52    | 69k    | Pass | -           | -    | -     | Raises the amount of MP recovered when recharging; power 53 (+1)                    |
| Higher Mana Gain 16    | 52    | 69k    | Pass | -           | -    | -     | Raises the amount of MP recovered when recharging; power 59 (+6)                    |
| Magic Defense 22       | 52    | 46k    | Pass | -           | -    | -     | Ups M.Def 59 (+3)                                                                   |
| Magic Defense 23       | 52    | 46k    | Pass | -           | -    | -     | Ups M.Def 61 (+2)                                                                   |
| Magic Defense 24       | 52    | 46k    | Pass | -           | -    | -     | Ups M.Def 63 (+2)                                                                   |
| Robe Mastery 18        | 52    | 46k    | Pass | -           | -    | -     | Ups P.Def 25.8 (+2.1) with magic robes                                              |
| Robe Mastery 19        | 52    | 46k    | Pass | -           | -    | -     | Ups P.Def 26.8 (+1) with magic robes                                                |
| Robe Mastery 20        | 52    | 46k    | Pass | -           | -    | -     | Ups P.Def 27.9 (+1.1) with magic robes                                              |
| Sleep 19               | 52    | 46k    | A-Mg | 45 (9+36)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Sleep 20               | 52    | 46k    | A-Mg | 47 (10+37)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Sleep 21               | 52    | 46k    | A-Mg | 48 (10+38)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Summon Zombie 2        | 52    | 130k   | A-Mg | 94 (19+75)  | 5    | 20s   | Corpse becomes Lvl 54 (+8) Reanimated Man; costs 21 Crystal D; you only get 70% exp |
| Vampiric Claw 7        | 52    | 69k    | A-Mg | 68 (14+54)  | 4    | 12s   | Attacks with power 68 (+3); steals 40% of foe's HP                                  |
| Vampiric Claw 8        | 52    | 69k    | A-Mg | 70 (14+56)  | 4    | 12s   | Attacks with power 72 (+4); steals 40% of foe's HP                                  |
| Weapon Mastery 19      | 52    | 46k    | Pass | -           | -    | -     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                              |
| Weapon Mastery 20      | 52    | 46k    | Pass | -           | -    | -     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                                  |
| Weapon Mastery 21      | 52    | 46k    | Pass | -           | -    | -     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                                |
| Anchor 2               | 56    | 230k   | A-Mg | 52 (11+41)  | 6    | 3m    | Paralyzes foe; duration 2 minutes <CON>                                             |
| Boost Mana 5           | 56    | 230k   | Pass | -           | -    | -     | Ups max MP 140 (+40)                                                                |
| Corpse Burst 5         | 56    | 120k   | A-Mg | 49 (10+39)  | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 38 (+2)                         |
| Corpse Burst 6         | 56    | 120k   | A-Mg | 52 (11+41)  | 4    | 20s   | Explodes a corpse, attacking nearby foes with power 39 (+1)                         |
| Corpse Life Drain 7    | 56    | 230k   | A-Mg | 27 (6+21)   | 1.5  | 20s   | Steals 509 HP from a corpse                                                         |
| Curse Death Link 3     | 56    | 120k   | A-Mg | 49 (10+39)  | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 75 (+3)    |
| Curse Death Link 4     | 56    | 120k   | A-Mg | 52 (11+41)  | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 78 (+3)    |
| Curse Fear 3           | 56    | 230k   | A-Mg | 52 (11+41)  | 4    | 2m    | Confuses foes into running away                                                     |
| Death Spike 4          | 56    | 230k   | A-Mg | 35          | 4    | 6s    | Unholy attack with power 78 (+6); consumes 1 Cursed Bone                            |
| Fast Cast 3            | 56    | 230k   | Pass | -           | -    | -     | Ups magic sp. 10%                                                                   |
| Higher Mana Gain 17    | 56    | 120k   | Pass | -           | -    | -     | Raises the amount of MP recovered when recharging; power 61 (+2)                    |
| Higher Mana Gain 18    | 56    | 120k   | Pass | -           | -    | -     | Raises the amount of MP recovered when recharging; power 62 (+1)                    |
| Magic Defense 25       | 56    | 77k    | Pass | -           | -    | -     | Ups M.Def 66 (+3)                                                                   |
| Magic Defense 26       | 56    | 77k    | Pass | -           | -    | -     | Ups M.Def 68 (+2)                                                                   |
| Magic Defense 27       | 56    | 77k    | Pass | -           | -    | -     | Ups M.Def 70 (+2)                                                                   |
| Poisonous Cloud 4      | 56    | 230k   | A-Mg | 77 (16+61)  | 4    | 20s   | Target, nearby foes take 38 (+7) dam/5 secs for 30 secs (power 6) <MEN>             |
| Robe Mastery 21        | 56    | 77k    | Pass | -           | -    | -     | Ups P.Def 30.1 (+2.2) with magic robes                                              |
| Robe Mastery 22        | 56    | 77k    | Pass | -           | -    | -     | Ups P.Def 31.2 (+1.1) with magic robes                                              |
| Robe Mastery 23        | 56    | 77k    | Pass | -           | -    | -     | Ups P.Def 32.4 (+1.2) with magic robes                                              |
| Sleep 22               | 56    | 77k    | A-Mg | 49 (10+39)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Sleep 23               | 56    | 77k    | A-Mg | 50 (10+40)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Sleep 24               | 56    | 77k    | A-Mg | 52 (11+41)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                        |
| Summon Corrupted Man 3 | 56    | 230k   | A-Mg | 103 (21+82) | 5    | 20s   | Corpse becomes Lvl 58 (+8) Corrupted Man; costs 17 Crystal D; you only get 10% exp  |
| Vampiric Claw 9        | 56    | 120k   | A-Mg | 74 (15+59)  | 4    | 12s   | Attacks with power 75 (+3); steals 40% of foe's HP                                  |
| Vampiric Claw 10       | 56    | 120k   | A-Mg | 77 (16+61)  | 4    | 12s   | Attacks with power 78 (+3); steals 40% of foe's HP                                  |
| Weapon Mastery 22      | 56    | 77k    | Pass | -           | -    | -     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                                |
| Weapon Mastery 23      | 56    | 77k    | Pass | -           | -    | -     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                              |
| Weapon Mastery 24      | 56    | 77k    | Pass | -           | -    | -     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                              |
| Expertise Grade A      | 61    | (free) | Pass | -           | -    | -     | Allows you to use A grade items without penalty                                     |
| Expertise Grade S      | 67    | (free) | Pass | -           | -    | -     | Allows you to use S grade items without penalty                                     |



### SORCERER/ESS (← HUMAN WIZARD ← HUMAN MYSTIC)

| SKILL                      | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|----------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| Aura Flare 1 (book)        | 40    | 21k    | A-Mg | 34 (7+27)  | 1.5  | 2.5s  | Attacks with power 39                                                   |
| Aura Flare 2               | 40    | 21k    | A-Mg | 35 (7+28)  | 1.5  | 2.5s  | Attacks with power 42 (+3)                                              |
| Blazing Circle 1 (book)    | 40    | 21k    | A-Mg | 50 (10+40) | 4    | 15s   | Fire attack vs. nearby foes; power 29                                   |
| Blazing Circle 2           | 40    | 21k    | A-Mg | 53 (11+42) | 4    | 15s   | Fire attack vs. nearby foes; power 30 (+1)                              |
| Blazing Skin 1 (book)      | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 6s    | Target reflects 10 damage back to attacker on each hit for 20 mins      |
| Boost Mana 3               | 40    | 41k    | Pass | —          | —    | —     | Ups max MP 70 (+20)                                                     |
| Expertise Grade C          | 40    | (free) | Pass | —          | —    | —     | Allows you to use C grade items without penalty                         |
| Fast Cast 2                | 40    | 41k    | Pass | —          | —    | —     | Ups magic sp. 7%                                                        |
| Higher Mana Gain 9         | 40    | 21k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 41 (+2)        |
| Higher Mana Gain 10        | 40    | 21k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 42 (+1)        |
| Magic Defense 13           | 40    | 14k    | Pass | —          | —    | —     | Ups M.Def 40 (+4)                                                       |
| Magic Defense 14           | 40    | 14k    | Pass | —          | —    | —     | Ups M.Def 42 (+2)                                                       |
| Magic Defense 15           | 40    | 14k    | Pass | —          | —    | —     | Ups M.Def 43 (+1)                                                       |
| Prominence 1 (book)        | 40    | 21k    | A-Mg | 34 (7+27)  | 4    | 6s    | Fire attack with power 49                                               |
| Prominence 2               | 40    | 21k    | A-Mg | 35 (7+28)  | 4    | 6s    | Fire attack with power 52 (+3)                                          |
| Robe Mastery 9             | 40    | 14k    | Pass | —          | —    | —     | Ups P.Def 14.5 (+2.4) with magic robes                                  |
| Robe Mastery 10            | 40    | 14k    | Pass | —          | —    | —     | Ups P.Def 15.3 (+0.8) with magic robes                                  |
| Robe Mastery 11            | 40    | 14k    | Pass | —          | —    | —     | Ups P.Def 16.2 (+0.9) with magic robes                                  |
| Sleep 10                   | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 11                   | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 12                   | 40    | 14k    | A-Mg | 35 (7+28)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Surrender To Wind 1 (book) | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 8s    | Debuffs foe's resistance to wind 15; duration 2 minutes <MEN>           |
| Surrenders To Fire 2       | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 8s    | Debuffs foe's resistance to fire 20; duration 2 minutes <MEN>           |
| Weapon Mastery 10          | 40    | 14k    | Pass | —          | —    | —     | Ups P.AtK 16 (+2.7), M.AtK 20 (+3.4) with a weapon                      |
| Weapon Mastery 11          | 40    | 14k    | Pass | —          | —    | —     | Ups P.AtK 17 (+1), M.AtK 21.3 (+1.3) with a weapon                      |
| Weapon Mastery 12          | 40    | 14k    | Pass | —          | —    | —     | Ups P.AtK 18.1 (+1.1), M.AtK 22.6 (+1.3) with a weapon                  |
| Aura Flare 3               | 44    | 27k    | A-Mg | 38 (8+30)  | 1.5  | 2.5s  | Attacks with power 44 (+2)                                              |
| Aura Flare 4               | 44    | 27k    | A-Mg | 39 (8+31)  | 1.5  | 2.5s  | Attacks with power 47 (+3)                                              |
| Blazing Circle 3           | 44    | 27k    | A-Mg | 55 (11+44) | 4    | 15s   | Fire attack vs. nearby foes; power 32 (+2)                              |
| Blazing Circle 4           | 44    | 27k    | A-Mg | 59 (12+47) | 4    | 15s   | Fire attack vs. nearby foes; power 34 (+2)                              |
| Fast HP Recovery 2         | 44    | 53k    | Pass | —          | —    | —     | Ups HP regen 1.4 (+0.4)                                                 |
| Fast Mana Recovery 3       | 44    | 53k    | Pass | —          | —    | —     | Ups MP regen 1.8 (+0.4)                                                 |
| Greater Concentration 3    | 44    | 53k    | A-Mg | 39 (8+31)  | 4    | 6s    | Ups target's magic speed 36; duration 20 minutes                        |
| Higher Mana Gain 11        | 44    | 27k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 48 (+6)        |
| Higher Mana Gain 12        | 44    | 27k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 49 (+1)        |
| Magic Defense 16           | 44    | 18k    | Pass | —          | —    | —     | Ups M.Def 46 (+3)                                                       |
| Magic Defense 17           | 44    | 18k    | Pass | —          | —    | —     | Ups M.Def 47 (+1)                                                       |
| Magic Defense 18           | 44    | 18k    | Pass | —          | —    | —     | Ups M.Def 49 (+2)                                                       |
| Prominence 3               | 44    | 27k    | A-Mg | 38 (8+30)  | 4    | 6s    | Fire attack with power 55 (+3)                                          |
| Prominence 4               | 44    | 27k    | A-Mg | 39 (8+31)  | 4    | 6s    | Fire attack with power 58 (+3)                                          |
| Robe Mastery 12            | 44    | 18k    | Pass | —          | —    | —     | Ups P.Def 17.9 (+1.7) with magic robes                                  |
| Robe Mastery 13            | 44    | 18k    | Pass | —          | —    | —     | Ups P.Def 18.8 (+0.9) with magic robes                                  |
| Robe Mastery 14            | 44    | 18k    | Pass | —          | —    | —     | Ups P.Def 19.8 (+1) with magic robes                                    |
| Sleep 13                   | 44    | 18k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 14                   | 44    | 18k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 15                   | 44    | 18k    | A-Mg | 39 (8+31)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleeping Cloud 1 (book)    | 44    | 53k    | A-Mg | 59 (12+47) | 4    | 20s   | Puts target and nearby foes to sleep; duration 30 seconds <WIT>         |
| Slow 2                     | 44    | 53k    | A-Mg | 39 (8+31)  | 4    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>                    |
| Weapon Mastery 13          | 44    | 18k    | Pass | —          | —    | —     | Ups P.AtK 20.4 (+2.3), M.AtK 25.4 (+2.8) with a weapon                  |
| Weapon Mastery 14          | 44    | 18k    | Pass | —          | —    | —     | Ups P.AtK 21.6 (+1.2), M.AtK 26.9 (+1.5) with a weapon                  |
| Weapon Mastery 15          | 44    | 18k    | Pass | —          | —    | —     | Ups P.AtK 22.8 (+1.2), M.AtK 28.5 (+1.6) with a weapon                  |
| Aura Flare 5               | 48    | 46k    | A-Mg | 42 (9+33)  | 1.5  | 2.5s  | Attacks with power 49 (+2)                                              |
| Aura Flare 6               | 48    | 46k    | A-Mg | 44 (9+35)  | 1.5  | 2.5s  | Attacks with power 52 (+3)                                              |
| Blazing Circle 5           | 48    | 46k    | A-Mg | 62 (13+49) | 4    | 15s   | Fire attack vs. nearby foes; power 36 (+2)                              |
| Blazing Circle 6           | 48    | 46k    | A-Mg | 65 (13+52) | 4    | 15s   | Fire attack vs. nearby foes; power 38 (+2)                              |
| Blazing Skin 2             | 48    | 92k    | A-Mg | 43 (9+34)  | 4    | 6s    | Target reflects 15 (+5) damage back to attacker on each hit for 20 mins |
| Boost Mana 4               | 48    | 92k    | Pass | —          | —    | —     | Ups max MP 100 (+30)                                                    |
| Cancel (book)              | 48    | 92k    | A-Mg | 44 (9+35)  | 6    | 5m    | Removes all buffs from foe.                                             |
| Decay 1 (book)             | 48    | 92k    | A-Mg | 65 (13+52) | 4    | 6s    | Foe takes 77 earth damage every second for 15 seconds <WIT>             |
| Higher Mana Gain 13        | 48    | 46k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 50 (+1)        |
| Higher Mana Gain 14        | 48    | 46k    | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 52 (+2)        |
| Magic Defense 19           | 48    | 31k    | Pass | —          | —    | —     | Ups M.Def 52 (+3)                                                       |
| Magic Defense 20           | 48    | 31k    | Pass | —          | —    | —     | Ups M.Def 54 (+2)                                                       |
| Magic Defense 21           | 48    | 31k    | Pass | —          | —    | —     | Ups M.Def 56 (+2)                                                       |

|                         | LEVEL | SP     | TYPE | COST (MP)  | TIME | ReUSE | EFFECT                                                                  |
|-------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| Prominence 5            | 48    | 46k    | A-Mg | 42 (9+33)  | 4    | 6s    | Fire attack with power 61 (+3)                                          |
| Prominence 6            | 48    | 46k    | A-Mg | 44 (9+35)  | 4    | 6s    | Fire attack with power 65 (+4)                                          |
| Robe Mastery 15         | 48    | 31k    | Pass | -          | -    | -     | Ups P.Def 21.7 (+1.9) with magic robes                                  |
| Robe Mastery 16         | 48    | 31k    | Pass | -          | -    | -     | Ups P.Def 22.7 (+1) with magic robes                                    |
| Robe Mastery 17         | 48    | 31k    | Pass | -          | -    | -     | Ups P.Def 23.7 (+1) with magic robes                                    |
| Quick Recovery 3        | 48    | 92k    | Pass | -          | -    | -     | Decreases the reuse time for any skill by 30% (+5%)                     |
| Sleep 16                | 48    | 31k    | A-Mg | 42 (9+33)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 17                | 48    | 31k    | A-Mg | 43 (9+34)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 18                | 48    | 31k    | A-Mg | 44 (9+35)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Weapon Mastery 16       | 48    | 31k    | Pass | -          | -    | -     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                  |
| Weapon Mastery 17       | 48    | 31k    | Pass | -          | -    | -     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                  |
| Weapon Mastery 18       | 48    | 31k    | Pass | -          | -    | -     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                  |
| Aura Flare 7            | 52    | 85k    | A-Mg | 45 (9+36)  | 1.5  | 2.5s  | Attacks with power 55 (+3)                                              |
| Aura Flare 8            | 52    | 85k    | A-Mg | 48 (10+38) | 1.5  | 2.5s  | Attacks with power 57 (+2)                                              |
| Blazing Circle 7        | 52    | 85k    | A-Mg | 68 (14+54) | 4    | 15s   | Fire attack vs. nearby foes; power 40 (+2)                              |
| Blazing Circle 8        | 52    | 85k    | A-Mg | 70 (14+56) | 4    | 15s   | Fire attack vs. nearby foes; power 42 (+2)                              |
| Expertise Grade B       | 52    | (free) | Pass | -          | -    | -     | Allows you to use B grade items without penalty                         |
| Fast HP Recovery 3      | 52    | 170k   | Pass | -          | -    | -     | Ups HP regen 1.7 (+0.3)                                                 |
| Fast Mana Recovery 4    | 52    | 170k   | Pass | -          | -    | -     | Ups MP regen 2.2 (+0.4)                                                 |
| Greater Concentration 4 | 52    | 170k   | A-Mg | 48 (10+38) | 4    | 6s    | Ups target's magic speed 42 (+6); duration 20 minutes                   |
| Higher Mana Gain 15     | 52    | 85k    | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 53 (+1)        |
| Higher Mana Gain 16     | 52    | 85k    | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 59 (+6)        |
| Magic Defense 22        | 52    | 56k    | Pass | -          | -    | -     | Ups M.Def 59 (+3)                                                       |
| Magic Defense 23        | 52    | 56k    | Pass | -          | -    | -     | Ups M.Def 61 (+2)                                                       |
| Magic Defense 24        | 52    | 56k    | Pass | -          | -    | -     | Ups M.Def 63 (+2)                                                       |
| Prominence 7            | 52    | 85k    | A-Mg | 45 (9+36)  | 4    | 6s    | Fire attack with power 68 (+3)                                          |
| Prominence 8            | 52    | 85k    | A-Mg | 48 (10+38) | 4    | 6s    | Fire attack with power 72 (+4)                                          |
| Robe Mastery 18         | 52    | 56k    | Pass | -          | -    | -     | Ups P.Def 25.8 (+2.1) with magic robes                                  |
| Robe Mastery 19         | 52    | 56k    | Pass | -          | -    | -     | Ups P.Def 26.8 (+1) with magic robes                                    |
| Robe Mastery 20         | 52    | 56k    | Pass | -          | -    | -     | Ups P.Def 27.9 (+1.1) with magic robes                                  |
| Sleep 19                | 52    | 56k    | A-Mg | 45 (9+36)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 20                | 52    | 56k    | A-Mg | 47 (10+37) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 21                | 52    | 56k    | A-Mg | 48 (10+38) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Slow 3                  | 52    | 170k   | A-Mg | 48 (10+38) | 4    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>                    |
| Surrender To Wind 2     | 52    | 170k   | A-Mg | 48 (10+38) | 4    | 8s    | Debuffs foe's resistance to wind 20; duration 2 minutes <MEN>           |
| Weapon Mastery 19       | 52    | 56k    | Pass | -          | -    | -     | Ups P.AtK 31.4 (+3.1), M.AtK 39.2 (+3.8) with a weapon                  |
| Weapon Mastery 20       | 52    | 56k    | Pass | -          | -    | -     | Ups P.AtK 33 (+1.6), M.AtK 41.2 (+2) with a weapon                      |
| Weapon Mastery 21       | 52    | 56k    | Pass | -          | -    | -     | Ups P.AtK 34.6 (+1.6), M.AtK 43.2 (+2) with a weapon                    |
| Aura Flare 9            | 56    | 140k   | A-Mg | 49 (10+39) | 1.5  | 2.5s  | Attacks with power 60 (+3)                                              |
| Aura Flare 10           | 56    | 140k   | A-Mg | 52 (11+41) | 1.5  | 2.5s  | Attacks with power 63 (+3)                                              |
| Blazing Circle 9        | 56    | 140k   | A-Mg | 74 (15+59) | 4    | 15s   | Fire attack vs. nearby foes; power 44 (+2)                              |
| Blazing Circle 10       | 56    | 140k   | A-Mg | 77 (16+61) | 4    | 15s   | Fire attack vs. nearby foes; power 46 (+2)                              |
| Blazing Skin 3          | 56    | 280k   | A-Mg | 52 (11+41) | 4    | 6s    | Target reflects 20 (+5) damage back to attacker on each hit for 20 mins |
| Boost Mana 5            | 56    | 280k   | Pass | -          | -    | -     | Ups max MP 140 (+40)                                                    |
| Decay 2                 | 56    | 280k   | A-Mg | 77 (16+61) | 4    | 6s    | Foe takes 94 (+17) earth damage every second for 15 seconds <WIT>       |
| Fast Cast 3             | 56    | 280k   | Pass | -          | -    | -     | Ups magic sp. 10%                                                       |
| Higher Mana Gain 17     | 56    | 140k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 61 (+2)        |
| Higher Mana Gain 18     | 56    | 140k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 62 (+1)        |
| Magic Defense 25        | 56    | 95k    | Pass | -          | -    | -     | Ups M.Def 66 (+3)                                                       |
| Magic Defense 26        | 56    | 95k    | Pass | -          | -    | -     | Ups M.Def 68 (+2)                                                       |
| Magic Defense 27        | 56    | 95k    | Pass | -          | -    | -     | Ups M.Def 70 (+2)                                                       |
| Prominence 9            | 56    | 140k   | A-Mg | 49 (10+39) | 4    | 6s    | Fire attack with power 75 (+3)                                          |
| Prominence 10           | 56    | 140k   | A-Mg | 52 (11+41) | 4    | 6s    | Fire attack with power 78 (+3)                                          |
| Robe Mastery 21         | 56    | 95k    | Pass | -          | -    | -     | Ups P.Def 30.1 (+2.2) with magic robes                                  |
| Robe Mastery 22         | 56    | 95k    | Pass | -          | -    | -     | Ups P.Def 31.2 (+1.1) with magic robes                                  |
| Robe Mastery 23         | 56    | 95k    | Pass | -          | -    | -     | Ups P.Def 32.4 (+1.2) with magic robes                                  |
| Sleep 22                | 56    | 95k    | A-Mg | 49 (10+39) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 23                | 56    | 95k    | A-Mg | 50 (10+40) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 24                | 56    | 95k    | A-Mg | 52 (11+41) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleeping Cloud 2        | 56    | 280k   | A-Mg | 77 (16+61) | 4    | 20s   | Puts target and nearby foes to sleep; duration 30 seconds <WIT>         |
| Weapon Mastery 22       | 56    | 95k    | Pass | -          | -    | -     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                    |
| Weapon Mastery 23       | 56    | 95k    | Pass | -          | -    | -     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                  |
| Weapon Mastery 24       | 56    | 95k    | Pass | -          | -    | -     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                  |
| Expertise Grade A       | 61    | (free) | Pass | -          | -    | -     | Allows you to use A grade items without penalty                         |
| Expertise Grade S       | 67    | (free) | Pass | -          | -    | -     | Allows you to use S grade items without penalty                         |



## WARLOCK (← HUMAN WIZARD ← HUMAN MYSTIC)

| SKILL                                    | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                     |
|------------------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------------|
| <i>Boost Mana 3</i>                      | 40    | 27k    | Pass | -          | -    | -     | Ups max MP 70 (+20)                                                        |
| <i>Expertise Grade C</i>                 | 40    | (free) | Pass | -          | -    | -     | Allows you to use C grade items without penalty                            |
| <i>Fast Cast 2</i>                       | 40    | 27k    | Pass | -          | -    | -     | Ups magic sp. 7%                                                           |
| <i>Light Armor Mastery 1</i>             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 11.1, magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA             |
| <i>Light Armor Mastery 2</i>             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 11.8 (+0.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Light Armor Mastery 3</i>             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 12.5 (+0.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Magic Defense 13</i>                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 40 (+4)                                                          |
| <i>Magic Defense 14</i>                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 42 (+2)                                                          |
| <i>Magic Defense 15</i>                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 43 (+1)                                                          |
| <i>Robe Mastery 9</i>                    | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 14.5 (+2.4) with magic robes                                     |
| <i>Robe Mastery 10</i>                   | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 15.3 (+0.8) with magic robes                                     |
| <i>Robe Mastery 11</i>                   | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 16.2 (+0.9) with magic robes                                     |
| <i>Servitor Heal 13</i>                  | 40    | 18k    | A-Mg | 58 (12+46) | 4    | 10s   | Heals pet, power 404 (+43)                                                 |
| <i>Servitor Heal 14</i>                  | 40    | 18k    | A-Mg | 60 (12+48) | 4    | 10s   | Heals pet, power 419 (+15)                                                 |
| <i>Servitor Heal 15</i>                  | 40    | 18k    | A-Mg | 62 (13+49) | 4    | 10s   | Heals pet, power 434 (+15)                                                 |
| <i>Servitor Mana Charge 7</i>            | 40    | 27k    | A-Mg | 67 (14+53) | 4    | 12s   | Gives your pet 66 MP                                                       |
| <i>Servitor Mana Charge 8</i>            | 40    | 27k    | A-Mg | 70 (14+56) | 4    | 12s   | Gives your pet 70 MP                                                       |
| <i>Servitor Physical Shield 1 (book)</i> | 40    | 54k    | A-Mg | 36 (8+28)  | 4    | 6s    | Ups pet's P.Def 8%; duration 20 minutes                                    |
| <i>Summon Kat the Cat 3</i>              | 40    | 54k    | A-Mg | 70 (14+56) | 6    | 20s   | Summons Lvl. 42 (+10) Kat the Cat; costs 9 Crystal D; you only get 70% EXP |
| <i>Weapon Mastery 10</i>                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                         |
| <i>Weapon Mastery 11</i>                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                         |
| <i>Weapon Mastery 12</i>                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                     |
| <i>Fast HP Recovery 2</i>                | 44    | 64k    | Pass | -          | -    | -     | Ups HP regen 1.4 (+0.4)                                                    |
| <i>Fast Mana Recovery 3</i>              | 44    | 64k    | Pass | -          | -    | -     | Ups MP regen 1.8 (+0.4)                                                    |
| <i>Light Armor Mastery 4</i>             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 14 (+1.5), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA        |
| <i>Light Armor Mastery 5</i>             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 14.8 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Light Armor Mastery 6</i>             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 15.6 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Magic Defense 16</i>                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 46 (+3)                                                          |
| <i>Magic Defense 17</i>                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 47 (+1)                                                          |
| <i>Magic Defense 18</i>                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 49 (+2)                                                          |
| <i>Robe Mastery 12</i>                   | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 17.9 (+1.7) with magic robes                                     |
| <i>Robe Mastery 13</i>                   | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 18.8 (+0.9) with magic robes                                     |
| <i>Robe Mastery 14</i>                   | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 19.8 (+1) with magic robes                                       |
| <i>Servitor Haste 1 (book)</i>           | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's P.Atk speed 15%; duration 20 minutes                             |
| <i>Servitor Heal 16</i>                  | 44    | 21k    | A-Mg | 64 (13+51) | 4    | 10s   | Heals pet, power 465 (+31)                                                 |
| <i>Servitor Heal 17</i>                  | 44    | 21k    | A-Mg | 65 (13+52) | 4    | 10s   | Heals pet, power 481 (+16)                                                 |
| <i>Servitor Heal 18</i>                  | 44    | 21k    | A-Mg | 68 (14+54) | 4    | 10s   | Heals pet, power 496 (+15)                                                 |
| <i>Servitor Magic Shield 1 (book)</i>    | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's M.Def 23%; duration 20 minutes                                   |
| <i>Servitor Mana Charge 9</i>            | 44    | 32k    | A-Mg | 74 (15+59) | 4    | 12s   | Gives your pet 73 MP                                                       |
| <i>Servitor Mana Charge 10</i>           | 44    | 32k    | A-Mg | 78 (16+62) | 4    | 12s   | Gives your pet 77 MP                                                       |
| <i>Summon Mew the Cat 3</i>              | 44    | 64k    | A-Mg | 78 (16+62) | 6    | 20s   | Summons Lvl. 47 (+10) M. the C.; costs 7 Crystal D; you only get 10% EXP   |
| <i>Weapon Mastery 13</i>                 | 44    | 21k    | Pass | -          | -    | -     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                     |
| <i>Weapon Mastery 14</i>                 | 44    | 21k    | Pass | -          | -    | -     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                     |
| <i>Weapon Mastery 15</i>                 | 44    | 21k    | Pass | -          | -    | -     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                     |
| <i>Boost Mana 4</i>                      | 48    | 110k   | Pass | -          | -    | -     | Ups max MP 100 (+30)                                                       |
| <i>Hasten Servitor 2</i>                 | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's movement 33%; duration 20 minutes                                |
| <i>Light Armor Mastery 7</i>             | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 17.3 (+1.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Light Armor Mastery 8</i>             | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 18.1 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Light Armor Mastery 9</i>             | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 19 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA        |
| <i>Magic Defense 19</i>                  | 48    | 36k    | Pass | -          | -    | -     | Ups M.Def 52 (+3)                                                          |
| <i>Magic Defense 20</i>                  | 48    | 36k    | Pass | -          | -    | -     | Ups M.Def 54 (+2)                                                          |
| <i>Magic Defense 21</i>                  | 48    | 36k    | Pass | -          | -    | -     | Ups M.Def 56 (+2)                                                          |
| <i>Robe Mastery 15</i>                   | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 21.7 (+1.9) with magic robes                                     |
| <i>Robe Mastery 16</i>                   | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 22.7 (+1) with magic robes                                       |
| <i>Robe Mastery 17</i>                   | 48    | 36k    | Pass | -          | -    | -     | Ups P.Def 23.7 (+1) with magic robes                                       |
| <i>Servitor Heal 19</i>                  | 48    | 36k    | A-Mg | 72 (15+57) | 4    | 10s   | Heals pet, power 528 (+32)                                                 |
| <i>Servitor Heal 20</i>                  | 48    | 36k    | A-Mg | 74 (15+59) | 4    | 10s   | Heals pet, power 544 (+16)                                                 |
| <i>Servitor Heal 21</i>                  | 48    | 36k    | A-Mg | 77 (16+61) | 4    | 10s   | Heals pet, power 561 (+17)                                                 |
| <i>Servitor Mana Charge 11</i>           | 48    | 55k    | A-Mg | 82 (17+65) | 4    | 12s   | Gives your pet 81 MP                                                       |
| <i>Servitor Mana Charge 12</i>           | 48    | 55k    | A-Mg | 87 (18+69) | 4    | 12s   | Gives your pet 86 MP                                                       |
| <i>Servitor Physical Shield 2</i>        | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's P.Def 12%; duration 20 minutes                                   |
| <i>Quick Recovery 3</i>                  | 48    | 110k   | Pass | -          | -    | -     | Decreases the reuse time for any skill by 30% (+5%)                        |



|                            | LEVEL | SP     | TYPE | COST (MP)   | TIME | ReUse | EFFECT                                                                     |
|----------------------------|-------|--------|------|-------------|------|-------|----------------------------------------------------------------------------|
| Summon Kat the Cat 4       | 48    | 110k   | A-Mg | 87 (18+69)  | 6    | 20s   | Summons Lvl. 50 (+8) Kat the Cat; costs 12 Crystal D; you only get 70% EXP |
| Weapon Mastery 16          | 48    | 36k    | Pass | -           | -    | -     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                     |
| Weapon Mastery 17          | 48    | 36k    | Pass | -           | -    | -     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                     |
| Weapon Mastery 18          | 48    | 36k    | Pass | -           | -    | -     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                     |
| Expertise Grade B          | 52    | (free) | Pass | -           | -    | -     | Allows you to use B grade items without penalty                            |
| Fast HP Recovery 3         | 52    | 200k   | Pass | -           | -    | -     | Ups HP regen 1.7 (+0.3)                                                    |
| Fast Mana Recovery 4       | 52    | 200k   | Pass | -           | -    | -     | Ups MP regen 2.2 (+0.4)                                                    |
| Light Armor Mastery 10     | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 20.8 (+1.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| Light Armor Mastery 11     | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 21.7 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| Light Armor Mastery 12     | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 22.6 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| Magic Defense 22           | 52    | 67k    | Pass | -           | -    | -     | Ups M.Def 59 (+3)                                                          |
| Magic Defense 23           | 52    | 67k    | Pass | -           | -    | -     | Ups M.Def 61 (+2)                                                          |
| Magic Defense 24           | 52    | 67k    | Pass | -           | -    | -     | Ups M.Def 63 (+2)                                                          |
| Robe Mastery 18            | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 25.8 (+2.1) with magic robes                                     |
| Robe Mastery 19            | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 26.8 (+1) with magic robes                                       |
| Robe Mastery 20            | 52    | 67k    | Pass | -           | -    | -     | Ups P.Def 27.9 (+1.1) with magic robes                                     |
| Servitor Haste 2           | 52    | 200k   | A-Mg | 48 (10+38)  | 4    | 6s    | Ups pet's P.Atk speed 30%; duration 20 minutes                             |
| Servitor Heal 22           | 52    | 67k    | A-Mg | 80 (16+64)  | 4    | 10s   | Heals pet, power 593 (+32)                                                 |
| Servitor Heal 23           | 52    | 67k    | A-Mg | 80 (16+64)  | 4    | 10s   | Heals pet, power 609 (+16)                                                 |
| Servitor Heal 24           | 52    | 67k    | A-Mg | 83 (17+66)  | 4    | 10s   | Heals pet, power 626 (+17)                                                 |
| Servitor Magic Shield 2    | 52    | 200k   | A-Mg | 48 (10+38)  | 4    | 6s    | Ups pet's M.Def 30%; duration 20 minutes                                   |
| Servitor Mana Charge 13    | 52    | 100k   | A-Mg | 90 (18+72)  | 4    | 12s   | Gives your pet 90 MP                                                       |
| Servitor Mana Charge 14    | 52    | 100k   | A-Mg | 94 (19+75)  | 4    | 12s   | Gives your pet 94 MP                                                       |
| Summon Mew the Cat 4       | 52    | 200k   | A-Mg | 94 (19+75)  | 6    | 20s   | Summons Lvl. 54 (+7) M. the C.; costs 10 Crystal D; you only get 10% EXP   |
| Weapon Mastery 19          | 52    | 67k    | Pass | -           | -    | -     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                     |
| Weapon Mastery 20          | 52    | 67k    | Pass | -           | -    | -     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                         |
| Weapon Mastery 21          | 52    | 67k    | Pass | -           | -    | -     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                       |
| Boost Mana 5               | 56    | 370k   | Pass | -           | -    | -     | Ups max MP 140 (+40)                                                       |
| Fast Cast 3                | 56    | 370k   | Pass | -           | -    | -     | Ups magic sp. 10%                                                          |
| Light Armor Mastery 13     | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 24.5 (+1.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| Light Armor Mastery 14     | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 25.5 (+1), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 15     | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 26.4 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA      |
| Magic Defense 25           | 56    | 120k   | Pass | -           | -    | -     | Ups M.Def 66 (+3)                                                          |
| Magic Defense 26           | 56    | 120k   | Pass | -           | -    | -     | Ups M.Def 68 (+2)                                                          |
| Magic Defense 27           | 56    | 120k   | Pass | -           | -    | -     | Ups M.Def 70 (+2)                                                          |
| Robe Mastery 21            | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 30.1 (+2.2) with magic robes                                     |
| Robe Mastery 22            | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 31.2 (+1.1) with magic robes                                     |
| Robe Mastery 23            | 56    | 120k   | Pass | -           | -    | -     | Ups P.Def 32.4 (+1.2) with magic robes                                     |
| Servitor Heal 25           | 56    | 120k   | A-Mg | 87 (18+69)  | 4    | 10s   | Heals pet, power 658 (+32)                                                 |
| Servitor Heal 26           | 56    | 120k   | A-Mg | 89 (18+71)  | 4    | 10s   | Heals pet, power 674 (+16)                                                 |
| Servitor Heal 27           | 56    | 120k   | A-Mg | 90 (18+72)  | 4    | 10s   | Heals pet, power 690 (+16)                                                 |
| Servitor Mana Charge 15    | 56    | 190k   | A-Mg | 98 (20+78)  | 4    | 12s   | Gives your pet 98 MP                                                       |
| Servitor Mana Charge 16    | 56    | 190k   | A-Mg | 103 (21+82) | 4    | 12s   | Gives your pet 102 MP                                                      |
| Servitor Physical Shield 3 | 56    | 370k   | A-Mg | 54 (12+42)  | 4    | 6s    | Ups pet's P.Def 15%; duration 20 minutes                                   |
| Summon Kat the Cat 5       | 56    | 370k   | A-Mg | 103 (21+82) | 6    | 20s   | Summons Lvl. 58 (+8) Kat the Cat; costs 17 Crystal D; you only get 70% EXP |
| Weapon Mastery 22          | 56    | 120k   | Pass | -           | -    | -     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                       |
| Weapon Mastery 23          | 56    | 120k   | Pass | -           | -    | -     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                     |
| Weapon Mastery 24          | 56    | 120k   | Pass | -           | -    | -     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                     |
| Expertise Grade A          | 61    | (free) | Pass | -           | -    | -     | Allows you to use A grade items without penalty                            |
| Expertise Grade S          | 67    | (free) | Pass | -           | -    | -     | Allows you to use S grade items without penalty                            |



## CLERIC (← HUMAN MYSTIC)

| SKILL                      | LEVEL | SP     | TYPE | COST (MP)  | TIME | ReUSE | EFFECT                                                                      |
|----------------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------------|
| Acumen 1 (book)            | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Bufs target; +15% magic speed; duration 20 minutes                          |
| Battle Heal 4              | 20    | 1,100  | A-Mg | 35 (7+28)  | 2    | 3s    | Quickly heals target, power 121 (+14)                                       |
| Battle Heal 5              | 20    | 1,100  | A-Mg | 40 (8+32)  | 2    | 3s    | Quickly heals target, power 135 (+14)                                       |
| Battle Heal 6              | 20    | 1,100  | A-Mg | 44 (9+35)  | 2    | 3s    | Quickly heals target, power 151 (+16)                                       |
| Boost Mana 1               | 20    | 3,200  | Pass | —          | —    | —     | Ups max MP 30                                                               |
| Concentration 1 (book)     | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                         |
| Expertise Grade D          | 20    | (free) | Pass | —          | —    | —     | Allows you to use D grade items without penalty                             |
| Group Heal 4               | 20    | 1,100  | A-Mg | 48 (10+38) | 7    | 25s   | Heals party members; power 97 (+11)                                         |
| Group Heal 5               | 20    | 1,100  | A-Mg | 53 (11+42) | 7    | 25s   | Heals party members; power 108 (+11)                                        |
| Group Heal 6               | 20    | 1,100  | A-Mg | 59 (12+47) | 7    | 25s   | Heals party members; power 121 (+13)                                        |
| Heal 7                     | 20    | 1,100  | A-Mg | 24 (5+19)  | 5    | 10s   | Heals target, power 121 (+14)                                               |
| Heal 8                     | 20    | 1,100  | A-Mg | 27 (6+21)  | 5    | 10s   | Heals target, power 135 (+14)                                               |
| Heal 9                     | 20    | 1,100  | A-Mg | 30 (6+24)  | 5    | 10s   | Heals target, power 151 (+16)                                               |
| Kiss of Eva 1 (book)       | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's underwater breath meter 400%; duration 20 minutes              |
| Light Armor Mastery 1      | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 5.4, magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA               |
| Light Armor Mastery 2      | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 6.3 (+0.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA        |
| Magic Defense 5            | 20    | 1,600  | Pass | —          | —    | —     | Ups M.Def 18 (+2)                                                           |
| Magic Defense 6            | 20    | 1,600  | Pass | —          | —    | —     | Ups M.Def 20 (+2)                                                           |
| Might 2                    | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's P.Atk 12%; duration 20 minutes                                 |
| Resurrection 1 (book)      | 20    | 3,200  | A-Mg | 59 (12+47) | 6    | 2m    | Resurrects target                                                           |
| Robe Mastery 1             | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 7.2 with magic robes                                              |
| Robe Mastery 2             | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 8.6 (+1.4) with magic robes                                       |
| Quick Recovery 1           | 20    | 3,200  | Pass | —          | —    | —     | Decreases the reuse time for any skill by 20%                               |
| Undead Disruption 1 (book) | 20    | 1,600  | A-Mg | 18 (4+14)  | 2.5  | 4s    | Attacks with power 19                                                       |
| Undead Disruption 2        | 20    | 1,600  | A-Mg | 20 (4+16)  | 2.5  | 4s    | Attacks with power 21 (+2)                                                  |
| Weapon Mastery 3           | 20    | 3,200  | Pass | —          | —    | —     | Ups P.Atk 4.5 (+1.7), M.Atk 5.7 (+2.2) with a weapon                        |
| Wind Walk 1 (book)         | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's movement 20; duration 20 minutes                               |
| Battle Heal 7              | 25    | 2,300  | A-Mg | 49 (10+39) | 2    | 3s    | Quickly heals target, power 176 (+25)                                       |
| Battle Heal 8              | 25    | 2,300  | A-Mg | 52 (11+41) | 2    | 3s    | Quickly heals target, power 185 (+9)                                        |
| Battle Heal 9              | 25    | 2,300  | A-Mg | 54 (11+43) | 2    | 3s    | Quickly heals target, power 195 (+10)                                       |
| Dryad Root 1 (book)        | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 2               | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 3               | 25    | 2,300  | A-Mg | 23 (5+18)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Fast Cast 1                | 25    | 6,800  | Pass | —          | —    | —     | Ups magic sp. 5%                                                            |
| Fast Mana Recovery 1       | 25    | 6,800  | Pass | —          | —    | —     | Ups MP regen 1.1                                                            |
| Focus 1 (book)             | 25    | 6,800  | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's crit. rate 20%; duration 20 minutes                            |
| Group Heal 7               | 25    | 2,300  | A-Mg | 65 (13+52) | 7    | 25s   | Heals party members; power 141 (+20)                                        |
| Group Heal 8               | 25    | 2,300  | A-Mg | 69 (14+55) | 7    | 25s   | Heals party members; power 148 (+7)                                         |
| Group Heal 9               | 25    | 2,300  | A-Mg | 72 (15+57) | 7    | 25s   | Heals party members; power 156 (+8)                                         |
| Heal 10                    | 25    | 2,300  | A-Mg | 33 (7+26)  | 5    | 10s   | Heals target, power 176 (+25)                                               |
| Heal 11                    | 25    | 2,300  | A-Mg | 35 (7+28)  | 5    | 10s   | Heals target, power 185 (+9)                                                |
| Heal 12                    | 25    | 2,300  | A-Mg | 37 (8+29)  | 5    | 10s   | Heals target, power 195 (+10)                                               |
| Holy Weapon (book)         | 25    | 6,800  | A-Mg | 23 (5+18)  | 4    | 6s    | Target's weapon has +20-40% P.Atk vs. undead; duration 20 mins              |
| Light Armor Mastery 3      | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Def 7.8 (+1.5), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 4      | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Def 8.8 (+1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Magic Defense 7            | 25    | 3,400  | Pass | —          | —    | —     | Ups M.Def 23 (+3)                                                           |
| Magic Defense 8            | 25    | 3,400  | Pass | —          | —    | —     | Ups M.Def 25 (+2)                                                           |
| Mental Shield 1 (book)     | 25    | 6,800  | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's resistance against root, sleep, confusion 50; duration 20 mins |
| Robe Mastery 3             | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Def 11 (+2.4) with magic robes                                        |
| Robe Mastery 4             | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Def 12.7 (+1.7) with magic robes                                      |
| Shield 2                   | 25    | 6,800  | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's P.Def 12%; duration 20 minutes                                 |
| Sleep 1 (book)             | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 2                    | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 3                    | 25    | 2,300  | A-Mg | 23 (5+18)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Undead Disruption 3        | 25    | 3,400  | A-Mg | 22 (5+17)  | 2.5  | 4s    | Attacks with power 24 (+3)                                                  |
| Undead Disruption 4        | 25    | 3,400  | A-Mg | 23 (5+18)  | 2.5  | 4s    | Attacks with power 25 (+1)                                                  |
| Weapon Mastery 4           | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Atk 5.7 (+1.2), M.Atk 7.2 (+1.5) with a weapon                        |
| Weapon Mastery 5           | 25    | 3,400  | Pass | —          | —    | —     | Ups P.Atk 6.7 (+1), M.Atk 8.3 (+1.1) with a weapon                          |
| Battle Heal 10             | 30    | 4,400  | A-Mg | 62 (13+49) | 2    | 3s    | Quickly heals target, power 224 (+29)                                       |
| Battle Heal 11             | 30    | 4,400  | A-Mg | 65 (13+52) | 2    | 3s    | Quickly heals target, power 234 (+10)                                       |
| Battle Heal 12             | 30    | 4,400  | A-Mg | 67 (14+53) | 2    | 3s    | Quickly heals target, power 245 (+11)                                       |
| Boost Mana 2               | 30    | 13k    | Pass | —          | —    | —     | Ups max MP 50 (+20)                                                         |

|                           | LEVEL | SP    | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                   |
|---------------------------|-------|-------|------|-------------|------|-------|--------------------------------------------------------------------------|
| Concentration 2           | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes                  |
| Dryad Root 4              | 30    | 4,400 | A-Mg | 25 (5+20)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Dryad Root 5              | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Dryad Root 6              | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Group Heal 10             | 30    | 4,400 | A-Mg | 83 (17+66)  | 7    | 25s   | Heals party members; power 179 (+23)                                     |
| Group Heal 11             | 30    | 4,400 | A-Mg | 87 (18+69)  | 7    | 25s   | Heals party members; power 188 (+9)                                      |
| Group Heal 12             | 30    | 4,400 | A-Mg | 88 (18+70)  | 7    | 25s   | Heals party members; power 196 (+8)                                      |
| Heal 13                   | 30    | 4,400 | A-Mg | 42 (9+33)   | 5    | 10s   | Heals target, power 224 (+29)                                            |
| Heal 14                   | 30    | 4,400 | A-Mg | 44 (9+35)   | 5    | 10s   | Heals target, power 234 (+10)                                            |
| Heal 15                   | 30    | 4,400 | A-Mg | 44 (9+35)   | 5    | 10s   | Heals target, power 245 (+11)                                            |
| Light Armor Mastery 5     | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Def 10.9 (+2.1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 6     | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Def 12.5 (+1.6), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| Magic Defense 9           | 30    | 6,500 | Pass | -           | -    | -     | Ups M.Def 28 (+3)                                                        |
| Magic Defense 10          | 30    | 6,500 | Pass | -           | -    | -     | Ups M.Def 30 (+2)                                                        |
| Resist Fire 1 (book)      | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's fire resistance 15; duration 20 minutes                     |
| Resurrection 2            | 30    | 13k   | A-Mg | 88 (18+70)  | 6    | 2m    | Resurrects target; restores 20% of lost EXP                              |
| Robe Mastery 5            | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Def 15.4 (+2.7) with magic robes                                   |
| Robe Mastery 6            | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Def 17.4 (+2) with magic robes                                     |
| Quick Recovery 2          | 30    | 13k   | Pass | -           | -    | -     | Decreases the reuse time for any skill by 25% (+5%)                      |
| Sleep 4                   | 30    | 4,400 | A-Mg | 25 (5+20)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 5                   | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 6                   | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Undead Disruption 5       | 30    | 6,500 | A-Mg | 25 (5+20)   | 2.5  | 4s    | Attacks with power 28 (+3)                                               |
| Undead Disruption 6       | 30    | 6,500 | A-Mg | 27 (6+21)   | 2.5  | 4s    | Attacks with power 30 (+2)                                               |
| Weapon Mastery 6          | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Atk 8.3 (+1.6), M.Atk 10.3 (+2) with a weapon                      |
| Weapon Mastery 7          | 30    | 6,500 | Pass | -           | -    | -     | Ups P.Atk 9.5 (+1.2), M.Atk 11.9 (+1.6) with a weapon                    |
| Wind Walk 2               | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's movement 33; duration 20 minutes                            |
| Acumen 2                  | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 6s    | Buffs target; +23% magic speed; duration 20 minutes                      |
| Battle Heal 13            | 35    | 7,300 | A-Mg | 72 (15+57)  | 2    | 3s    | Quickly heals target, power 278 (+33)                                    |
| Battle Heal 14            | 35    | 7,300 | A-Mg | 74 (15+59)  | 2    | 3s    | Quickly heals target, power 289 (+11)                                    |
| Battle Heal 15            | 35    | 7,300 | A-Mg | 78 (16+62)  | 2    | 3s    | Quickly heals target, power 301 (+12)                                    |
| Berserker Spirit 1 (book) | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 6s    | Ups target's P.Atk 5%, P.Atk speed 5%; drops P.Def 12%; duration 20 mins |
| Cure Poison 2             | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 15s   | Cures target's poison (power 7)                                          |
| Dryad Root 7              | 35    | 7,300 | A-Mg | 29 (6+23)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Dryad Root 8              | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Dryad Root 9              | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                          |
| Fast HP Recovery 1        | 35    | 21k   | Pass | -           | -    | -     | Ups HP regen 1                                                           |
| Fast Mana Recovery 2      | 35    | 21k   | Pass | -           | -    | -     | Ups MP regen 1.4 (+0.4)                                                  |
| Group Heal 13             | 35    | 7,300 | A-Mg | 95 (19+76)  | 7    | 25s   | Heals party members; power 222 (+26)                                     |
| Group Heal 14             | 35    | 7,300 | A-Mg | 99 (20+79)  | 7    | 25s   | Heals party members; power 231 (+9)                                      |
| Group Heal 15             | 35    | 7,300 | A-Mg | 103 (21+82) | 7    | 25s   | Heals party members; power 241 (+10)                                     |
| Heal 16                   | 35    | 7,300 | A-Mg | 48 (10+38)  | 5    | 10s   | Heals target, power 278 (+33)                                            |
| Heal 17                   | 35    | 7,300 | A-Mg | 50 (10+40)  | 5    | 10s   | Heals target, power 289 (+11)                                            |
| Heal 18                   | 35    | 7,300 | A-Mg | 52 (11+41)  | 5    | 10s   | Heals target, power 301 (+12)                                            |
| Light Armor Mastery 7     | 35    | 11k   | Pass | -           | -    | -     | Ups P.Def 15 (+2.5), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA      |
| Light Armor Mastery 8     | 35    | 11k   | Pass | -           | -    | -     | Ups P.Def 16.9 (+1.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| Magic Defense 11          | 35    | 11k   | Pass | -           | -    | -     | Ups M.Def 34 (+4)                                                        |
| Magic Defense 12          | 35    | 11k   | Pass | -           | -    | -     | Ups M.Def 36 (+2)                                                        |
| Peace 1 (book)            | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 5m    | Confuses target into not wanting to attack; power 30                     |
| Regeneration 1 (book)     | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 6s    | Ups target's HP regen. rate 10%; duration 20 minutes                     |
| Robe Mastery 7            | 35    | 11k   | Pass | -           | -    | -     | Ups P.Def 20.5 (+3.1) with magic robes                                   |
| Robe Mastery 8            | 35    | 11k   | Pass | -           | -    | -     | Ups P.Def 22.7 (+2.2) with magic robes                                   |
| Sleep 7                   | 35    | 7,300 | A-Mg | 29 (6+23)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 8                   | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 9                   | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Undead Disruption 7       | 35    | 11k   | A-Mg | 29 (6+23)   | 2.5  | 4s    | Attacks with power 33 (+3)                                               |
| Undead Disruption 8       | 35    | 11k   | A-Mg | 30 (6+24)   | 2.5  | 4s    | Attacks with power 36 (+3)                                               |
| Weapon Mastery 8          | 35    | 11k   | Pass | -           | -    | -     | Ups P.Atk 11.6 (+2.1), M.Atk 14.6 (+2.7) with a weapon                   |
| Weapon Mastery 9          | 35    | 11k   | Pass | -           | -    | -     | Ups P.Atk 13.3 (+1.7), M.Atk 16.6 (+2) with a weapon                     |



# LINEAGE II

## PRIMA Official Game Guide

### BISHOP (← CLERIC ← HUMAN MYSTIC)

| SKILL                       | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUSE | EFFECT                                                                 |
|-----------------------------|-------|--------|------|--------------|------|-------|------------------------------------------------------------------------|
| Boost Mana 3                | 40    | 39k    | Pass | –            | –    | –     | Ups max MP 70 (+20)                                                    |
| Expertise Grade C           | 40    | (free) | Pass | –            | –    | –     | Allows you to use C grade items without penalty                        |
| Fast Cast 2                 | 40    | 39k    | Pass | –            | –    | –     | Ups magic sp. 7%                                                       |
| Greater Group Heal 1 (book) | 40    | 13k    | A-Mg | 115 (23+92)  | 7    | 25s   | Heals party members; power 270                                         |
| Greater Group Heal 2        | 40    | 13k    | A-Mg | 119 (24+95)  | 7    | 25s   | Heals party members; power 280 (+10)                                   |
| Greater Group Heal 3        | 40    | 13k    | A-Mg | 122 (25+97)  | 7    | 25s   | Heals party members; power 290 (+10)                                   |
| Greater Heal 1 (book)       | 40    | 13k    | A-Mg | 58 (12+46)   | 5    | 10s   | Heals target, power 337                                                |
| Greater Heal 2              | 40    | 13k    | A-Mg | 60 (12+48)   | 5    | 10s   | Heals target, power 349 (+12)                                          |
| Greater Heal 3              | 40    | 13k    | A-Mg | 62 (13+49)   | 5    | 10s   | Heals target, power 362 (+13)                                          |
| Greater Resurrection 3      | 40    | 39k    | A-Mg | 122 (25+97)  | 6    | 2m    | Resurrects target; restores 30% of lost EXP                            |
| Greater Speed Heal 1 (book) | 40    | 13k    | A-Mg | 73 (15+58)   | 2    | 3s    | Quickly heals target, power 270                                        |
| Greater Speed Heal 2        | 40    | 13k    | A-Mg | 75 (15+60)   | 2    | 3s    | Quickly heals target, power 280 (+10)                                  |
| Greater Speed Heal 3        | 40    | 13k    | A-Mg | 77 (16+61)   | 2    | 3s    | Quickly heals target, power 290 (+10)                                  |
| Light Armor Mastery 9       | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 19.8 (+2.9), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA |
| Light Armor Mastery 10      | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 20.8 (+1), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA   |
| Light Armor Mastery 11      | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 21.8 (+1), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA   |
| Magic Defense 13            | 40    | 13k    | Pass | –            | –    | –     | Ups M.Def 40 (+4)                                                      |
| Magic Defense 14            | 40    | 13k    | Pass | –            | –    | –     | Ups M.Def 42 (+2)                                                      |
| Magic Defense 15            | 40    | 13k    | Pass | –            | –    | –     | Ups M.Def 43 (+1)                                                      |
| Mass Resurrection 1 (book)  | 40    | 39k    | A-Mg | 364 (73+291) | 10   | 10m   | Resurrects nearby dead clan members                                    |
| Might of Heaven 1 (book)    | 40    | 19k    | A-Mg | 34 (7+27)    | 2.5  | 4s    | Attacks with power 39 (+3)                                             |
| Might of Heaven 2           | 40    | 19k    | A-Mg | 35 (7+28)    | 2.5  | 4s    | Attacks with power 42 (+3)                                             |
| Requiem 1 (book)            | 40    | 39k    | A-Mg | 53 (11+42)   | 7    | 10m   | Prevents undead from attacking first; duration 2 minutes               |
| Robe Mastery 9              | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 26.3 (+3.6) with magic robes                                 |
| Robe Mastery 10             | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 27.6 (+1.3) with magic robes                                 |
| Robe Mastery 11             | 40    | 13k    | Pass | –            | –    | –     | Ups P.Def 28.8 (+1.2) with magic robes                                 |
| Sleep 10                    | 40    | 13k    | A-Mg | 34 (7+27)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Sleep 11                    | 40    | 13k    | A-Mg | 34 (7+27)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Sleep 12                    | 40    | 13k    | A-Mg | 35 (7+28)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Weapon Mastery 10           | 40    | 13k    | Pass | –            | –    | –     | Ups P.Atch 16 (+2.7), M.Atch 20 (+3.4) with a weapon                   |
| Weapon Mastery 11           | 40    | 13k    | Pass | –            | –    | –     | Ups P.Atch 17 (+1), M.Atch 21.3 (+1.3) with a weapon                   |
| Weapon Mastery 12           | 40    | 13k    | Pass | –            | –    | –     | Ups P.Atch 18.1 (+1.1), M.Atch 22.6 (+1.3) with a weapon               |
| Fast HP Recovery 2          | 44    | 47k    | Pass | –            | –    | –     | Ups HP regen 1.4 (+0.4)                                                |
| Fast Mana Recovery 3        | 44    | 47k    | Pass | –            | –    | –     | Ups MP regen 1.8 (+0.4)                                                |
| Greater Group Heal 4        | 44    | 16k    | A-Mg | 127 (26+101) | 7    | 25s   | Heals party members; power 310 (+20)                                   |
| Greater Group Heal 5        | 44    | 16k    | A-Mg | 130 (26+104) | 7    | 25s   | Heals party members; power 321 (+11)                                   |
| Greater Group Heal 6        | 44    | 16k    | A-Mg | 134 (27+107) | 7    | 25s   | Heals party members; power 331 (+10)                                   |
| Greater Heal 4              | 44    | 16k    | A-Mg | 64 (13+51)   | 5    | 10s   | Heals target, power 388 (+26)                                          |
| Greater Heal 5              | 44    | 16k    | A-Mg | 65 (13+52)   | 5    | 10s   | Heals target, power 401 (+13)                                          |
| Greater Heal 6              | 44    | 16k    | A-Mg | 68 (14+54)   | 5    | 10s   | Heals target, power 414 (+13)                                          |
| Greater Speed Heal 4        | 44    | 16k    | A-Mg | 79 (16+63)   | 2    | 3s    | Quickly heals target, power 310 (+20)                                  |
| Greater Speed Heal 5        | 44    | 16k    | A-Mg | 82 (17+65)   | 2    | 3s    | Quickly heals target, power 321 (+11)                                  |
| Greater Speed Heal 6        | 44    | 16k    | A-Mg | 84 (17+67)   | 2    | 3s    | Quickly heals target, power 331 (+10)                                  |
| Light Armor Mastery 12      | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 24 (+2.2), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA   |
| Light Armor Mastery 13      | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 25.1 (+1.1), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA |
| Light Armor Mastery 14      | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 26.3 (+1.2), magic sp. 91%, P.Atch sp. 25%, MP regen 20% wLA |
| Magic Defense 16            | 44    | 16k    | Pass | –            | –    | –     | Ups M.Def 46 (+3)                                                      |
| Magic Defense 17            | 44    | 16k    | Pass | –            | –    | –     | Ups M.Def 47 (+1)                                                      |
| Magic Defense 18            | 44    | 16k    | Pass | –            | –    | –     | Ups M.Def 49 (+2)                                                      |
| Mass Resurrection 2         | 44    | 47k    | A-Mg | 402 (81+321) | 10   | 10m   | Resurrects nearby dead clan members; restores 20% of lost EXP          |
| Might of Heaven 3           | 44    | 23k    | A-Mg | 38 (8+30)    | 2.5  | 4s    | Attacks with power 44 (+2)                                             |
| Might of Heaven 4           | 44    | 23k    | A-Mg | 39 (8+31)    | 2.5  | 4s    | Attacks with power 47 (+3)                                             |
| Purify 1 (book)             | 44    | 47k    | A-Mg | 39 (8+31)    | 4    | 15s   | Cures target's poison and bleeding (power 3); paralyze (power 1)       |
| Repose 1 (book)             | 44    | 47k    | A-Mg | 59 (12+47)   | 1.5  | 1m    | Reduces nearby undead foes' aggression by 30.                          |
| Restore Life 1 (book)       | 44    | 47k    | A-Mg | 80 (16+64)   | 8    | 2m    | Restores 15% of target's max. HP                                       |
| Robe Mastery 12             | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 31.5 (+2.7) with magic robes                                 |
| Robe Mastery 13             | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 32.9 (+1.4) with magic robes                                 |
| Robe Mastery 14             | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 34.2 (+1.3) with magic robes                                 |
| Sleep 13                    | 44    | 16k    | A-Mg | 38 (8+30)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Sleep 14                    | 44    | 16k    | A-Mg | 38 (8+30)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Sleep 15                    | 44    | 16k    | A-Mg | 39 (8+31)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <wIT>                           |
| Weapon Mastery 13           | 44    | 16k    | Pass | –            | –    | –     | Ups P.Atch 20.4 (+2.3), M.Atch 25.4 (+2.8) with a weapon               |
| Weapon Mastery 14           | 44    | 16k    | Pass | –            | –    | –     | Ups P.Atch 21.6 (+1.2), M.Atch 26.9 (+1.5) with a weapon               |
| Weapon Mastery 15           | 44    | 16k    | Pass | –            | –    | –     | Ups P.Atch 22.8 (+1.2), M.Atch 28.5 (+1.6) with a weapon               |
| Boost Mana 4                | 48    | 71k    | Pass | –            | –    | –     | Ups max MP 100 (+30)                                                   |



|                               | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                   |
|-------------------------------|-------|--------|------|--------------|------|-------|--------------------------------------------------------------------------|
| <i>Dead Calm 1 (book)</i>     | 48    | 71k    | A-Mg | 129 (26+103) | 6    | 3m    | Paralizes undead; duration 2 minutes <CON>                               |
| <i>Greater Group Heal 7</i>   | 48    | 24k    | A-Mg | 143 (29+114) | 7    | 25s   | Heals party members; power 352 (+21)                                     |
| <i>Greater Group Heal 8</i>   | 48    | 24k    | A-Mg | 148 (30+118) | 7    | 25s   | Heals party members; power 363 (+11)                                     |
| <i>Greater Group Heal 9</i>   | 48    | 24k    | A-Mg | 152 (31+121) | 7    | 25s   | Heals party members; power 374 (+11)                                     |
| <i>Greater Heal 7</i>         | 48    | 24k    | A-Mg | 72 (15+57)   | 5    | 10s   | Heals target, power 440 (+26)                                            |
| <i>Greater Heal 8</i>         | 48    | 24k    | A-Mg | 74 (15+59)   | 5    | 10s   | Heals target, power 454 (+14)                                            |
| <i>Greater Heal 9</i>         | 48    | 24k    | A-Mg | 77 (16+61)   | 5    | 10s   | Heals target, power 467 (+13)                                            |
| <i>Greater Resurrection 4</i> | 48    | 71k    | A-Mg | 152 (31+121) | 6    | 2m    | Resurrects target; restores 40% of lost EXP                              |
| <i>Greater Speed Heal 7</i>   | 48    | 24k    | A-Mg | 90 (18+72)   | 2    | 3s    | Quickly heals target, power 352 (+21)                                    |
| <i>Greater Speed Heal 8</i>   | 48    | 24k    | A-Mg | 93 (19+74)   | 2    | 3s    | Quickly heals target, power 363 (+11)                                    |
| <i>Greater Speed Heal 9</i>   | 48    | 24k    | A-Mg | 95 (19+76)   | 2    | 3s    | Quickly heals target, power 374 (+11)                                    |
| <i>Light Armor Mastery 15</i> | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 28.6 (+2.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Light Armor Mastery 16</i> | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 29.8 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Light Armor Mastery 17</i> | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 31 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA      |
| <i>Magic Defense 19</i>       | 48    | 24k    | Pass | -            | -    | -     | Ups M.Def 52 (+3)                                                        |
| <i>Magic Defense 20</i>       | 48    | 24k    | Pass | -            | -    | -     | Ups M.Def 54 (+2)                                                        |
| <i>Magic Defense 21</i>       | 48    | 24k    | Pass | -            | -    | -     | Ups M.Def 56 (+2)                                                        |
| <i>Might of Heaven 5</i>      | 48    | 35k    | A-Mg | 42 (9+33)    | 2.5  | 4s    | Attacks with power 49 (+2)                                               |
| <i>Might of Heaven 6</i>      | 48    | 35k    | A-Mg | 44 (9+35)    | 2.5  | 4s    | Attacks with power 52 (+3)                                               |
| <i>Peace 2</i>                | 48    | 71k    | A-Mg | 44 (9+35)    | 4    | 5m    | Confuses target into not wanting to attack; power 40                     |
| <i>Requiem 2</i>              | 48    | 71k    | A-Mg | 65 (13+52)   | 7    | 10m   | Prevents undead from attacking first; duration 2 minutes                 |
| <i>Restore Life 2</i>         | 48    | 71k    | A-Mg | 107 (22+85)  | 8    | 2m    | Restores 20% of target's max. HP                                         |
| <i>Robe Mastery 15</i>        | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 37.1 (+2.9) with magic robes                                   |
| <i>Robe Mastery 16</i>        | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 38.6 (+1.5) with magic robes                                   |
| <i>Robe Mastery 17</i>        | 48    | 24k    | Pass | -            | -    | -     | Ups P.Def 40.1 (+1.5) with magic robes                                   |
| <i>Quick Recovery 3</i>       | 48    | 71k    | Pass | -            | -    | -     | Decreases the reuse time for any skill by 30% (+5%)                      |
| <i>Sleep 16</i>               | 48    | 24k    | A-Mg | 42 (9+33)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Sleep 17</i>               | 48    | 24k    | A-Mg | 43 (9+34)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Sleep 18</i>               | 48    | 24k    | A-Mg | 44 (9+35)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Vitalize 1 (book)</i>      | 48    | 24k    | A-Mg | 88 (23+65)   | 5    | 10s   | Heals target, power 440; cures target's poison and bleed (power 3)       |
| <i>Vitalize 2</i>             | 48    | 24k    | A-Mg | 90 (23+67)   | 5    | 10s   | Heals target, power 454 (+14); cures target's poison and bleed (power 3) |
| <i>Vitalize 3</i>             | 48    | 24k    | A-Mg | 93 (24+69)   | 5    | 10s   | Heals target, power 467 (+13); cures target's poison and bleed (power 3) |
| <i>Weapon Mastery 16</i>      | 48    | 24k    | Pass | -            | -    | -     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                   |
| <i>Weapon Mastery 17</i>      | 48    | 24k    | Pass | -            | -    | -     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                   |
| <i>Weapon Mastery 18</i>      | 48    | 24k    | Pass | -            | -    | -     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                   |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | -            | -    | -     | Allows you to use B grade items without penalty                          |
| <i>Fast HP Recovery 3</i>     | 52    | 130k   | Pass | -            | -    | -     | Ups HP regen 1.7 (+0.3)                                                  |
| <i>Fast Mana Recovery 4</i>   | 52    | 130k   | Pass | -            | -    | -     | Ups MP regen 2.2 (+0.4)                                                  |
| <i>Greater Group Heal 10</i>  | 52    | 46k    | A-Mg | 159 (32+127) | 7    | 25s   | Heals party members; power 396 (+22)                                     |
| <i>Greater Group Heal 11</i>  | 52    | 46k    | A-Mg | 159 (32+127) | 7    | 25s   | Heals party members; power 406 (+10)                                     |
| <i>Greater Group Heal 12</i>  | 52    | 46k    | A-Mg | 164 (33+131) | 7    | 25s   | Heals party members; power 417 (+11)                                     |
| <i>Greater Heal 10</i>        | 52    | 46k    | A-Mg | 80 (16+64)   | 5    | 10s   | Heals target, power 494 (+27)                                            |
| <i>Greater Heal 11</i>        | 52    | 46k    | A-Mg | 80 (16+64)   | 5    | 10s   | Heals target, power 508 (+14)                                            |
| <i>Greater Heal 12</i>        | 52    | 46k    | A-Mg | 83 (17+66)   | 5    | 10s   | Heals target, power 521 (+13)                                            |
| <i>Greater Speed Heal 10</i>  | 52    | 46k    | A-Mg | 100 (20+80)  | 2    | 3s    | Quickly heals target, power 396 (+22)                                    |
| <i>Greater Speed Heal 11</i>  | 52    | 46k    | A-Mg | 100 (20+80)  | 2    | 3s    | Quickly heals target, power 406 (+10)                                    |
| <i>Greater Speed Heal 12</i>  | 52    | 46k    | A-Mg | 103 (21+82)  | 2    | 3s    | Quickly heals target, power 417 (+11)                                    |
| <i>Light Armor Mastery 18</i> | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 33.6 (+2.6), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Light Armor Mastery 19</i> | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 34.9 (+1.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Light Armor Mastery 20</i> | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 36.2 (+1.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Magic Defense 22</i>       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 59 (+3)                                                        |
| <i>Magic Defense 23</i>       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 61 (+2)                                                        |
| <i>Magic Defense 24</i>       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 63 (+2)                                                        |
| <i>Mass Resurrection 3</i>    | 52    | 130k   | A-Mg | 485 (94+391) | 10   | 10m   | Resurrects nearby dead clan members; restores 30% of lost EXP            |
| <i>Might of Heaven 7</i>      | 52    | 46k    | A-Mg | 45 (9+36)    | 2.5  | 4s    | Attacks with power 55 (+3)                                               |
| <i>Might of Heaven 8</i>      | 52    | 46k    | A-Mg | 48 (10+38)   | 2.5  | 4s    | Attacks with power 57 (+2)                                               |
| <i>Purify 2</i>               | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 15s   | Cures target's poison, bleeding (power 7); paralyze, fossilize (power 1) |
| <i>Repose 2</i>               | 52    | 130k   | A-Mg | 70 (14+56)   | 1.5  | 1m    | Reduces nearby undead foes' aggression by 50.                            |
| <i>Restore Life 3</i>         | 52    | 130k   | A-Mg | 133 (27+106) | 8    | 2m    | Restores 25% of target's max. HP                                         |
| <i>Robe Mastery 18</i>        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 43.2 (+3.1) with magic robes                                   |
| <i>Robe Mastery 19</i>        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 44.8 (+1.6) with magic robes                                   |
| <i>Robe Mastery 20</i>        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 46.4 (+1.6) with magic robes                                   |
| <i>Sleep 19</i>               | 52    | 46k    | A-Mg | 45 (9+36)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Sleep 20</i>               | 52    | 46k    | A-Mg | 47 (10+37)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Sleep 21</i>               | 52    | 46k    | A-Mg | 48 (10+38)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| <i>Vitalize 4</i>             | 52    | 46k    | A-Mg | 97 (25+72)   | 5    | 10s   | Heals target, power 494 (+27); cures target's poison and bleed (power 3) |



|                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                   |
|------------------------|-------|--------|------|--------------|------|-------|--------------------------------------------------------------------------|
| Vitalize 5             | 52    | 46k    | A-Mg | 98 (25+73)   | 5    | 10s   | Heals target, power 508 (+14); cures target's poison and bleed (power 3) |
| Vitalize 6             | 52    | 46k    | A-Mg | 101 (26+75)  | 5    | 10s   | Heals target, power 521 (+13); cures target's poison and bleed (power 7) |
| Weapon Mastery 19      | 52    | 46k    | Pass | —            | —    | —     | Ups P.AtK 31.4 (+3.1), M.AtK 39.2 (+3.8) with a weapon                   |
| Weapon Mastery 20      | 52    | 46k    | Pass | —            | —    | —     | Ups P.AtK 33 (+1.6), M.AtK 41.2 (+2) with a weapon                       |
| Weapon Mastery 21      | 52    | 46k    | Pass | —            | —    | —     | Ups P.AtK 34.6 (+1.6), M.AtK 43.2 (+2) with a weapon                     |
| Boost Mana 5           | 56    | 210k   | Pass | —            | —    | —     | Ups max MP 140 (+40)                                                     |
| Dead Calm 2            | 56    | 210k   | A-Mg | 153 (31+122) | 6    | 3m    | Paralyzes undead; duration 2 minutes <CON>                               |
| Fast Cast 3            | 56    | 210k   | Pass | —            | —    | —     | Ups magic sp. 10%                                                        |
| Greater Group Heal 13  | 56    | 73k    | A-Mg | 173 (35+138) | 7    | 25s   | Heals party members; power 439 (+22)                                     |
| Greater Group Heal 14  | 56    | 73k    | A-Mg | 177 (36+141) | 7    | 25s   | Heals party members; power 450 (+11)                                     |
| Greater Group Heal 15  | 56    | 73k    | A-Mg | 180 (36+144) | 7    | 25s   | Heals party members; power 460 (+10)                                     |
| Greater Heal 13        | 56    | 73k    | A-Mg | 87 (18+69)   | 5    | 10s   | Heals target, power 548 (+27)                                            |
| Greater Heal 14        | 56    | 73k    | A-Mg | 89 (18+71)   | 5    | 10s   | Heals target, power 562 (+14)                                            |
| Greater Heal 15        | 56    | 73k    | A-Mg | 90 (18+72)   | 5    | 10s   | Heals target, power 575 (+13)                                            |
| Greater Resurrection 5 | 56    | 210k   | A-Mg | 180 (36+144) | 6    | 2m    | Resurrects target; restores 50% of lost EXP                              |
| Greater Speed Heal 13  | 56    | 73k    | A-Mg | 108 (22+86)  | 2    | 3s    | Quickly heals target, power 439 (+22)                                    |
| Greater Speed Heal 14  | 56    | 73k    | A-Mg | 110 (22+88)  | 2    | 3s    | Quickly heals target, power 450 (+11)                                    |
| Greater Speed Heal 15  | 56    | 73k    | A-Mg | 113 (23+90)  | 2    | 3s    | Quickly heals target, power 460 (+10)                                    |
| Light Armor Mastery 21 | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 38.9 (+2.7), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 22 | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 40.3 (+1.4), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 23 | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 41.7 (+1.4), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA    |
| Magic Defense 25       | 56    | 73k    | Pass | —            | —    | —     | Ups M.Def 66 (+3)                                                        |
| Magic Defense 26       | 56    | 73k    | Pass | —            | —    | —     | Ups M.Def 68 (+2)                                                        |
| Magic Defense 27       | 56    | 73k    | Pass | —            | —    | —     | Ups M.Def 70 (+2)                                                        |
| Mass Resurrection 4    | 56    | 210k   | A-Mg | 528 (96+432) | 10   | 10m   | Resurrects nearby dead clan members; restores 40% of lost EXP            |
| Might of Heaven 9      | 56    | 110k   | A-Mg | 49 (10+39)   | 2.5  | 4s    | Attacks with power 60 (+3)                                               |
| Might of Heaven 10     | 56    | 110k   | A-Mg | 52 (11+41)   | 2.5  | 4s    | Attacks with power 63 (+3)                                               |
| Requiem 3              | 56    | 210k   | A-Mg | 77 (16+61)   | 7    | 10m   | Prevents undead from attacking first; duration 2 minutes                 |
| Restore Life 4         | 56    | 210k   | A-Mg | 159 (32+127) | 8    | 2m    | Restores 30% of target's max. HP                                         |
| Robe Mastery 21        | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 49.8 (+3.4) with magic robes                                   |
| Robe Mastery 22        | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 51.5 (+1.7) with magic robes                                   |
| Robe Mastery 23        | 56    | 73k    | Pass | —            | —    | —     | Ups P.Def 53.2 (+1.7) with magic robes                                   |
| Sleep 22               | 56    | 73k    | A-Mg | 49 (10+39)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 23               | 56    | 73k    | A-Mg | 50 (10+40)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 24               | 56    | 73k    | A-Mg | 52 (11+41)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Vitalize 7             | 56    | 73k    | A-Mg | 105 (27+78)  | 5    | 10s   | Heals target, power 548 (+27); cures target's poison and bleed (power 7) |
| Vitalize 8             | 56    | 73k    | A-Mg | 108 (28+80)  | 5    | 10s   | Heals target, power 562 (+14); cures target's poison and bleed (power 7) |
| Vitalize 9             | 56    | 73k    | A-Mg | 111 (29+82)  | 5    | 10s   | Heals target, power 575 (+13); cures target's poison and bleed (power 7) |
| Weapon Mastery 22      | 56    | 73k    | Pass | —            | —    | —     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                     |
| Weapon Mastery 23      | 56    | 73k    | Pass | —            | —    | —     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                   |
| Weapon Mastery 24      | 56    | 73k    | Pass | —            | —    | —     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                   |
| Expertise Grade A      | 61    | (free) | Pass | —            | —    | —     | Allows you to use A grade items without penalty                          |
| Expertise Grade S      | 67    | (free) | Pass | —            | —    | —     | Allows you to use S grade items without penalty                          |

## PROPHET (←CLERIC ←HUMAN MYSTIC)

|                        |    |        |      |           |     |    |                                                                       |
|------------------------|----|--------|------|-----------|-----|----|-----------------------------------------------------------------------|
| Bless Shield 1 (book)  | 40 | 31k    | A-Mg | 35 (7+28) | 4   | 6s | Ups target's shield defense rate 10; duration 20 minutes              |
| Boost HP 1             | 40 | 31k    | Pass | —         | —   | —  | Ups max HP 60                                                         |
| Boost Mana 3           | 40 | 31k    | Pass | —         | —   | —  | Ups max MP 70 (+20)                                                   |
| Death Whisper 1 (book) | 40 | 31k    | A-Mg | 35 (7+28) | 4   | 6s | Ups target's crit. dam. 30%; duration 20 minutes                      |
| Dryad Root 10          | 40 | 11k    | A-Mg | 34 (7+27) | 2.5 | 8s | Roots foe into place; duration 30 seconds <DEX>                       |
| Dryad Root 11          | 40 | 11k    | A-Mg | 34 (7+27) | 2.5 | 8s | Roots foe into place; duration 30 seconds <DEX>                       |
| Dryad Root 12          | 40 | 11k    | A-Mg | 35 (7+28) | 2.5 | 8s | Roots foe into place; duration 30 seconds <DEX>                       |
| Expertise Grade C      | 40 | (free) | Pass | —         | —   | —  | Allows you to use C grade items without penalty                       |
| Fast Cast 2            | 40 | 31k    | Pass | —         | —   | —  | Ups magic sp. 7%                                                      |
| Guidance 1 (book)      | 40 | 31k    | A-Mg | 35 (7+28) | 4   | 6s | Ups target's accuracy 2; duration 20 minutes                          |
| Heavy Armor Mastery 1  | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 14.8, magic sp. 68%, P.AtK sp. 25% with heavy armor         |
| Heavy Armor Mastery 2  | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 15.6 (+0.8), magic sp. 68%, P.AtK sp. 25% with heavy armor  |
| Heavy Armor Mastery 3  | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 16.5 (+0.9), magic sp. 68%, P.AtK sp. 25% with heavy armor  |
| Invigorate 1 (book)    | 40 | 31k    | A-Mg | 35 (7+28) | 4   | 6s | Ups target's resistance against bleeding 30; duration 20 minutes      |
| Light Armor Mastery 9  | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 19.8 (+2.9), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 10 | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 20.8 (+1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA   |
| Light Armor Mastery 11 | 40 | 11k    | Pass | —         | —   | —  | Ups P.Def 21.8 (+1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA   |
| Magic Defense 13       | 40 | 11k    | Pass | —         | —   | —  | Ups M.Def 40 (+4)                                                     |
| Magic Defense 14       | 40 | 11k    | Pass | —         | —   | —  | Ups M.Def 42 (+2)                                                     |

|                                 | LEVEL | SP  | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                      |
|---------------------------------|-------|-----|------|-------------|------|-------|-----------------------------------------------------------------------------|
| <i>Magic Defense 15</i>         | 40    | 11k | Pass | –           | –    | –     | Ups M.Def 43 (+1)                                                           |
| <i>Mental Shield 2</i>          | 40    | 31k | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 60; duration 20 mins |
| <i>Might 3</i>                  | 40    | 31k | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's P.Atk 15%; duration 20 minutes                                 |
| <i>Resist Fire 2</i>            | 40    | 31k | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's fire resistance 23 (+8); duration 20 minutes                   |
| <i>Return 1 (book)</i>          | 40    | 31k | A-Mg | 105 (21+84) | 20   | 2m    | Teleports self to the nearest town.                                         |
| <i>Robe Mastery 9</i>           | 40    | 11k | Pass | –           | –    | –     | Ups P.Def 26.3 (+3.6) with magic robes                                      |
| <i>Robe Mastery 10</i>          | 40    | 11k | Pass | –           | –    | –     | Ups P.Def 27.6 (+1.3) with magic robes                                      |
| <i>Robe Mastery 11</i>          | 40    | 11k | Pass | –           | –    | –     | Ups P.Def 28.8 (+1.2) with magic robes                                      |
| <i>Weapon Mastery 10</i>        | 40    | 11k | Pass | –           | –    | –     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                          |
| <i>Weapon Mastery 11</i>        | 40    | 11k | Pass | –           | –    | –     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                          |
| <i>Weapon Mastery 12</i>        | 40    | 11k | Pass | –           | –    | –     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                      |
| <i>Bodily Blessing 1 (book)</i> | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's max HP 10%; duration 20 minutes                                |
| <i>Boost HP 2</i>               | 44    | 41k | Pass | –           | –    | –     | Ups max HP 100 (+40)                                                        |
| <i>Dryad Root 13</i>            | 44    | 14k | A-Mg | 38 (8+30)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 14</i>            | 44    | 14k | A-Mg | 38 (8+30)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 15</i>            | 44    | 14k | A-Mg | 39 (8+31)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Fast HP Recovery 2</i>       | 44    | 41k | Pass | –           | –    | –     | Ups HP regen 1.4 (+0.4)                                                     |
| <i>Fast Mana Recovery 3</i>     | 44    | 41k | Pass | –           | –    | –     | Ups MP regen 1.8 (+0.4)                                                     |
| <i>Focus 2</i>                  | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's crit. rate 25%; duration 20 minutes                            |
| <i>Greater Concentration 3</i>  | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's magic speed 36; duration 20 minutes                            |
| <i>Haste 1 (book)</i>           | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's P.Atk speed 15%; duration 20 minutes                           |
| <i>Heavy Armor Mastery 4</i>    | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 18.3 (+1.8), magic sp. 68%, P.Atk sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 5</i>    | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 19.2 (+0.9), magic sp. 68%, P.Atk sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 6</i>    | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 20.2 (+1), magic sp. 68%, P.Atk sp. 25% with heavy armor          |
| <i>Light Armor Mastery 12</i>   | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 24 (+2.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| <i>Light Armor Mastery 13</i>   | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 25.1 (+1.1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 14</i>   | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 26.3 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Magic Barrier 1 (book)</i>   | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's M.Def 23%; duration 20 minutes                                 |
| <i>Magic Defense 16</i>         | 44    | 14k | Pass | –           | –    | –     | Ups M.Def 46 (+3)                                                           |
| <i>Magic Defense 17</i>         | 44    | 14k | Pass | –           | –    | –     | Ups M.Def 47 (+1)                                                           |
| <i>Magic Defense 18</i>         | 44    | 14k | Pass | –           | –    | –     | Ups M.Def 49 (+2)                                                           |
| <i>Resist Fire 3</i>            | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's fire resistance 30 (+7); duration 20 minutes                   |
| <i>Robe Mastery 12</i>          | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 31.5 (+2.7) with magic robes                                      |
| <i>Robe Mastery 13</i>          | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 32.9 (+1.4) with magic robes                                      |
| <i>Robe Mastery 14</i>          | 44    | 14k | Pass | –           | –    | –     | Ups P.Def 34.2 (+1.3) with magic robes                                      |
| <i>Shield 3</i>                 | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's P.Def 15%; duration 20 minutes                                 |
| <i>Soul Blessing 1 (book)</i>   | 44    | 41k | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's max MP 10%; duration 20 minutes                                |
| <i>Weapon Mastery 13</i>        | 44    | 14k | Pass | –           | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                      |
| <i>Weapon Mastery 14</i>        | 44    | 14k | Pass | –           | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                      |
| <i>Weapon Mastery 15</i>        | 44    | 14k | Pass | –           | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                      |
| <i>Bless Shield 2</i>           | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's shield defense rate 20 (+10); duration 20 minutes              |
| <i>Bodily Blessing 2</i>        | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's max HP 15%; duration 20 minutes                                |
| <i>Boost HP 3</i>               | 48    | 67k | Pass | –           | –    | –     | Ups max HP 150 (+50)                                                        |
| <i>Boost Mana 4</i>             | 48    | 67k | Pass | –           | –    | –     | Ups max MP 100 (+30)                                                        |
| <i>Death Whisper 2</i>          | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's crit. dam. 40%; duration 20 minutes                            |
| <i>Dryad Root 16</i>            | 48    | 22k | A-Mg | 42 (9+33)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 17</i>            | 48    | 22k | A-Mg | 43 (9+34)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 18</i>            | 48    | 22k | A-Mg | 44 (9+35)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Greater Acumen 3</i>         | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's magic speed 30; duration 20 minutes                            |
| <i>Guidance 2</i>               | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's accuracy 3 (+1); duration 20 minutes                           |
| <i>Heavy Armor Mastery 7</i>    | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 22.1 (+1.9), magic sp. 68%, P.Atk sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 8</i>    | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 23.1 (+1), magic sp. 68%, P.Atk sp. 25% with heavy armor          |
| <i>Heavy Armor Mastery 9</i>    | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 24.1 (+1), magic sp. 68%, P.Atk sp. 25% with heavy armor          |
| <i>Invigorate 2</i>             | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's resistance against bleeding 40; duration 20 minutes            |
| <i>Light Armor Mastery 15</i>   | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 28.6 (+2.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 16</i>   | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 29.8 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 17</i>   | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 31 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| <i>Magic Defense 19</i>         | 48    | 22k | Pass | –           | –    | –     | Ups M.Def 52 (+3)                                                           |
| <i>Magic Defense 20</i>         | 48    | 22k | Pass | –           | –    | –     | Ups M.Def 54 (+2)                                                           |
| <i>Magic Defense 21</i>         | 48    | 22k | Pass | –           | –    | –     | Ups M.Def 56 (+2)                                                           |
| <i>Mental Aegis 3</i>           | 48    | 67k | A-Mg | 44 (9+35)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 70; duration 20 mins |
| <i>Regeneration 2</i>           | 48    | 67k | A-Mg | 42 (9+33)   | 4    | 6s    | Ups target's HP regen. rate 15%; duration 20 minutes                        |
| <i>Robe Mastery 15</i>          | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 37.1 (+2.9) with magic robes                                      |
| <i>Robe Mastery 16</i>          | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 38.6 (+1.5) with magic robes                                      |
| <i>Robe Mastery 17</i>          | 48    | 22k | Pass | –           | –    | –     | Ups P.Def 40.1 (+1.5) with magic robes                                      |
| <i>Quick Recovery 3</i>         | 48    | 67k | Pass | –           | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                         |



# LINEAGE II

## PRIMA Official Game Guide

|                                | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                      |
|--------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------------|
| <i>Soul Blessing 2</i>         | 48    | 67k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's max MP 15%; duration 20 minutes                                |
| <i>Weapon Mastery 16</i>       | 48    | 22k    | Pass | —            | —    | —     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                      |
| <i>Weapon Mastery 17</i>       | 48    | 22k    | Pass | —            | —    | —     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                      |
| <i>Weapon Mastery 18</i>       | 48    | 22k    | Pass | —            | —    | —     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                      |
| <i>Berserker Spirit 2</i>      | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's P.AtK 8%, P.AtK speed 8%; drops P.Def 15%; duration 20 mins    |
| <i>Bodily Blessing 3</i>       | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's max HP 20%; duration 20 minutes                                |
| <i>Boost HP 4</i>              | 52    | 130k   | Pass | —            | —    | —     | Ups max HP 200 (+50)                                                        |
| <i>Dryad Root 19</i>           | 52    | 43k    | A-Mg | 45 (9+36)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 20</i>           | 52    | 43k    | A-Mg | 47 (10+37)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 21</i>           | 52    | 43k    | A-Mg | 48 (10+38)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Expertise Grade B</i>       | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty                             |
| <i>Fast HP Recovery 3</i>      | 52    | 130k   | Pass | —            | —    | —     | Ups HP regen 1.7 (+0.3)                                                     |
| <i>Fast Mana Recovery 4</i>    | 52    | 130k   | Pass | —            | —    | —     | Ups MP regen 2.2 (+0.4)                                                     |
| <i>Focus 3</i>                 | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's crit. rate 30%; duration 20 minutes                            |
| <i>Greater Concentration 4</i> | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's magic speed 42 (+6); duration 20 minutes                       |
| <i>Haste 2</i>                 | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's P.AtK speed 33%; duration 20 minutes                           |
| <i>Heavy Armor Mastery 10</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 26.2 (+2.1), magic sp. 68%, P.AtK sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 11</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 27.3 (+1.1), magic sp. 68%, P.AtK sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 12</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 28.4 (+1.1), magic sp. 68%, P.AtK sp. 25% with heavy armor        |
| <i>Kiss of Eva 2</i>           | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's underwater breath meter 600%; duration 20 minutes              |
| <i>Light Armor Mastery 18</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 33.6 (+2.6), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 19</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 34.9 (+1.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 20</i>  | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 36.2 (+1.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Magic Barrier 2</i>         | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's M.Def 30%; duration 20 minutes                                 |
| <i>Magic Defense 22</i>        | 52    | 43k    | Pass | —            | —    | —     | Ups M.Def 59 (+3)                                                           |
| <i>Magic Defense 23</i>        | 52    | 43k    | Pass | —            | —    | —     | Ups M.Def 61 (+2)                                                           |
| <i>Magic Defense 24</i>        | 52    | 43k    | Pass | —            | —    | —     | Ups M.Def 63 (+2)                                                           |
| <i>Robe Mastery 18</i>         | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 43.2 (+3.1) with magic robes                                      |
| <i>Robe Mastery 19</i>         | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 44.8 (+1.6) with magic robes                                      |
| <i>Robe Mastery 20</i>         | 52    | 43k    | Pass | —            | —    | —     | Ups P.Def 46.4 (+1.6) with magic robes                                      |
| <i>Soul Blessing 3</i>         | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's max MP 20%; duration 20 minutes                                |
| <i>Weapon Mastery 19</i>       | 52    | 43k    | Pass | —            | —    | —     | Ups P.AtK 31.4 (+3.1), M.AtK 39.2 (+3.8) with a weapon                      |
| <i>Weapon Mastery 20</i>       | 52    | 43k    | Pass | —            | —    | —     | Ups P.AtK 33 (+1.6), M.AtK 41.2 (+2) with a weapon                          |
| <i>Weapon Mastery 21</i>       | 52    | 43k    | Pass | —            | —    | —     | Ups P.AtK 34.6 (+1.6), M.AtK 43.2 (+2) with a weapon                        |
| <i>Bless Shield 3</i>          | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's shield defense rate 30 (+10); duration 20 minutes              |
| <i>Bodily Blessing 4</i>       | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's max HP 25%; duration 20 minutes                                |
| <i>Boost HP 5</i>              | 56    | 200k   | Pass | —            | —    | —     | Ups max HP 250 (+50)                                                        |
| <i>Boost Mana 5</i>            | 56    | 200k   | Pass | —            | —    | —     | Ups max MP 140 (+40)                                                        |
| <i>Death Whisper 3</i>         | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's crit. dam. 50%; duration 20 minutes                            |
| <i>Dryad Root 22</i>           | 56    | 69k    | A-Mg | 49 (10+39)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 23</i>           | 56    | 69k    | A-Mg | 50 (10+40)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Dryad Root 24</i>           | 56    | 69k    | A-Mg | 52 (11+41)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| <i>Fast Cast 3</i>             | 56    | 200k   | Pass | —            | —    | —     | Ups magic sp. 10%                                                           |
| <i>Guidance 3</i>              | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's accuracy 4 (+1); duration 2 minutes                            |
| <i>Heavy Armor Mastery 13</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 30.6 (+2.2), magic sp. 68%, P.AtK sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 14</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 31.8 (+1.2), magic sp. 68%, P.AtK sp. 25% with heavy armor        |
| <i>Heavy Armor Mastery 15</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 33 (+1.2), magic sp. 68%, P.AtK sp. 25% with heavy armor          |
| <i>Invigorate 3</i>            | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's resistance against bleeding 50; duration 20 minutes            |
| <i>Light Armor Mastery 21</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 38.9 (+2.7), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 22</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 40.3 (+1.4), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 23</i>  | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 41.7 (+1.4), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Magic Defense 25</i>        | 56    | 69k    | Pass | —            | —    | —     | Ups M.Def 66 (+3)                                                           |
| <i>Magic Defense 26</i>        | 56    | 69k    | Pass | —            | —    | —     | Ups M.Def 68 (+2)                                                           |
| <i>Magic Defense 27</i>        | 56    | 69k    | Pass | —            | —    | —     | Ups M.Def 70 (+2)                                                           |
| <i>Mental Aegis 4</i>          | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 80; duration 20 mins |
| <i>Regeneration 3</i>          | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's HP regen. rate 20%; duration 20 minutes                        |
| <i>Return 2</i>                | 56    | 200k   | A-Mg | 153 (31+122) | 1.5  | 2m    | Teleports self to the nearest town.                                         |
| <i>Robe Mastery 21</i>         | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 49.8 (+3.4) with magic robes                                      |
| <i>Robe Mastery 22</i>         | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 51.5 (+1.7) with magic robes                                      |
| <i>Robe Mastery 23</i>         | 56    | 69k    | Pass | —            | —    | —     | Ups P.Def 53.2 (+1.7) with magic robes                                      |
| <i>Soul Blessing 4</i>         | 56    | 200k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's max MP 25%; duration 20 minutes                                |
| <i>Weapon Mastery 22</i>       | 56    | 69k    | Pass | —            | —    | —     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                        |
| <i>Weapon Mastery 23</i>       | 56    | 69k    | Pass | —            | —    | —     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                      |
| <i>Weapon Mastery 24</i>       | 56    | 69k    | Pass | —            | —    | —     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                      |
| <i>Expertise Grade A</i>       | 61    | (free) | Pass | —            | —    | —     | Allows you to use A grade items without penalty                             |
| <i>Expertise Grade S</i>       | 67    | (free) | Pass | —            | —    | —     | Allows you to use S grade items without penalty                             |

# ELVEN FIGHTER

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                             |
|--------------------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| <i>Luck</i>                    | 1     | (free) | Pass | –         | –    | –     | Prevents equipment and experience loss from death before Level 5   |
| <i>Armor Mastery 1</i>         | 5     | 160    | Pass | –         | –    | –     | Ups P.Def 9 when in armor                                          |
| <i>Aura Defense 1 (book)</i>   | 5     | 160    | A-Mg | 10 (2+8)  | 4    | 6s    | Bufs self; +8% P.Def; duration 20 minutes                          |
| <i>Mortal Blow 1</i>           | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 73 works only on crit.                        |
| <i>Mortal Blow 2</i>           | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 80 (+7) works only on crit.                   |
| <i>Mortal Blow 3</i>           | 5     | 60     | A-Ph | 11        | 1.1  | 11s   | Dagger attack, power 88 (+8) works only on crit.                   |
| <i>Power Shot 1</i>            | 5     | 60     | A-Ph | 19        | 3.2  | 25s   | Bow attack, power 65; {over-hit}                                   |
| <i>Power Shot 2</i>            | 5     | 60     | A-Ph | 20        | 3.2  | 25s   | Bow attack, power 71 (+6); {over-hit}                              |
| <i>Power Shot 3</i>            | 5     | 60     | A-Ph | 21        | 3.2  | 25s   | Bow attack, power 78 (+7); {over-hit}                              |
| <i>Power Strike 1</i>          | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 25; {over-hit}                           |
| <i>Power Strike 2</i>          | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 27 (+2); {over-hit}                      |
| <i>Power Strike 3</i>          | 5     | 60     | A-Ph | 11        | 1.1  | 13s   | Sword/blunt attack, power 30 (+3); {over-hit}                      |
| <i>Weapon Mastery 1</i>        | 5     | 160    | Pass | –         | –    | –     | Ups P.Atk 2 with a weapon                                          |
| <i>Armor Mastery 2</i>         | 10    | 460    | Pass | –         | –    | –     | Ups P.Def 11 (+2) when in armor                                    |
| <i>Armor Mastery 3</i>         | 10    | 460    | Pass | –         | –    | –     | Ups P.Def 12 (+1) when in armor                                    |
| <i>Aura Attack 1 (book)</i>    | 10    | 920    | A-Mg | 13 (3+10) | 4    | 6s    | Bufs self; +8% P.Atk; duration 20 minutes                          |
| <i>Mortal Blow 4</i>           | 10    | 310    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 115 (+27) works only on crit.                 |
| <i>Mortal Blow 5</i>           | 10    | 310    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 126 (+11) works only on crit.                 |
| <i>Mortal Blow 6</i>           | 10    | 310    | A-Ph | 14        | 1.1  | 11s   | Dagger attack, power 137 (+11) works only on crit.                 |
| <i>Power Shot 4</i>            | 10    | 310    | A-Ph | 25        | 3.2  | 25s   | Bow attack, power 102 (+24); {over-hit}                            |
| <i>Power Shot 5</i>            | 10    | 310    | A-Ph | 26        | 3.2  | 25s   | Bow attack, power 112 (+10); {over-hit}                            |
| <i>Power Shot 6</i>            | 10    | 310    | A-Ph | 27        | 3.2  | 25s   | Bow attack, power 122 (+10); {over-hit}                            |
| <i>Power Strike 4</i>          | 10    | 310    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 39 (+9); {over-hit}                      |
| <i>Power Strike 5</i>          | 10    | 310    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 42 (+3); {over-hit}                      |
| <i>Power Strike 6</i>          | 10    | 310    | A-Ph | 14        | 1.1  | 13s   | Sword/blunt attack, power 46 (+4); {over-hit}                      |
| <i>Weapon Mastery 2</i>        | 10    | 920    | Pass | –         | –    | –     | Ups P.Atk 3 (+1) with a weapon                                     |
| <i>Armor Mastery 4</i>         | 15    | 1,700  | Pass | –         | –    | –     | Ups P.Def 13 (+1) when in armor; ups Evasion 3 when in light armor |
| <i>Armor Mastery 5</i>         | 15    | 1,700  | Pass | –         | –    | –     | Ups P.Def 14 (+1) when in armor                                    |
| <i>Elemental Heal 1 (book)</i> | 15    | 1,100  | A-Mg | 40 (8+32) | 5    | 10s   | Heals self, power 71                                               |
| <i>Elemental Heal 2</i>        | 15    | 1,100  | A-Mg | 43 (9+34) | 5    | 10s   | Heals self, power 75 (+4)                                          |
| <i>Elemental Heal 3</i>        | 15    | 1,100  | A-Mg | 45 (9+36) | 5    | 10s   | Heals self, power 80 (+5)                                          |
| <i>Mortal Blow 7</i>           | 15    | 1,100  | A-Ph | 17        | 1.1  | 11s   | Dagger attack, power 178 (+41) works only on crit.                 |
| <i>Mortal Blow 8</i>           | 15    | 1,100  | A-Ph | 18        | 1.1  | 11s   | Dagger attack, power 193 (+15) works only on crit.                 |
| <i>Mortal Blow 9</i>           | 15    | 1,100  | A-Ph | 19        | 1.1  | 11s   | Dagger attack, power 210 (+17) works only on crit.                 |
| <i>Power Shot 7</i>            | 15    | 1,100  | A-Ph | 34        | 3.2  | 25s   | Bow attack, power 158 (+36); {over-hit}                            |
| <i>Power Shot 8</i>            | 15    | 1,100  | A-Ph | 36        | 3.2  | 25s   | Bow attack, power 172 (+14); {over-hit}                            |
| <i>Power Shot 9</i>            | 15    | 1,100  | A-Ph | 37        | 3.2  | 25s   | Bow attack, power 187 (+15); {over-hit}                            |
| <i>Power Strike 7</i>          | 15    | 1,100  | A-Ph | 17        | 1.1  | 13s   | Sword/blunt attack, power 60 (+14); {over-hit}                     |
| <i>Power Strike 8</i>          | 15    | 1,100  | A-Ph | 18        | 1.1  | 13s   | Sword/blunt attack, power 65 (+5); {over-hit}                      |
| <i>Power Strike 9</i>          | 15    | 1,100  | A-Ph | 19        | 1.1  | 13s   | Sword/blunt attack, power 70 (+5); {over-hit}                      |
| <i>Weapon Mastery 3</i>        | 15    | 3,300  | Pass | –         | –    | –     | Ups P.Atk 4 (+1) with a weapon                                     |

# ELVEN KNIGHT (← ELVEN FIGHTER)

| SKILL                                 | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                         |
|---------------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------|
| <i>Aura Defense 2</i>                 | 20    | 4,100  | A-Mg | 20 (4+16)  | 4    | 6s    | Bufs self; +12% P.Def; duration 20 minutes                     |
| <i>Charm 1 (book)</i>                 | 20    | 1,400  | A-Mg | 37 (8+29)  | 1.5  | 1m    | Reduces foe's desire to attack, power 132                      |
| <i>Charm 2</i>                        | 20    | 1,400  | A-Mg | 38 (8+30)  | 1.5  | 1m    | Reduces foe's desire to attack, power 137 (+5)                 |
| <i>Charm 3</i>                        | 20    | 1,400  | A-Mg | 39 (8+31)  | 1.5  | 1m    | Reduces foe's desire to attack, power 143 (+6)                 |
| <i>Elemental Heal 4</i>               | 20    | 1,400  | A-Mg | 53 (11+42) | 5    | 10s   | Heals self, power 95 (+15)                                     |
| <i>Elemental Heal 5</i>               | 20    | 1,400  | A-Mg | 57 (12+45) | 5    | 10s   | Heals self, power 100 (+5)                                     |
| <i>Elemental Heal 6</i>               | 20    | 1,400  | A-Mg | 59 (12+47) | 5    | 10s   | Heals self, power 106 (+6)                                     |
| <i>Expertise Grade D</i>              | 20    | (free) | Pass | –          | –    | –     | Allows you to use D grade items without penalty                |
| <i>Heavy Armor Mastery 1</i>          | 20    | 1,400  | Pass | –          | –    | –     | Ups P.Def 17.7 with heavy armor                                |
| <i>Heavy Armor Mastery 2</i>          | 20    | 1,400  | Pass | –          | –    | –     | Ups P.Def 19.1 (+1.4) with heavy armor                         |
| <i>Heavy Armor Mastery 3</i>          | 20    | 1,400  | Pass | –          | –    | –     | Ups P.Def 20.5 (+1.4) with heavy armor                         |
| <i>Magic Resistance 1</i>             | 20    | 2,100  | Pass | –          | –    | –     | Ups M.Def 19                                                   |
| <i>Magic Resistance 2</i>             | 20    | 2,100  | Pass | –          | –    | –     | Ups M.Def 20 (+1)                                              |
| <i>Poison Recovery 1 (book)</i>       | 20    | 4,100  | A-Mg | 20 (4+16)  | 4    | 6s    | Cures self of poison (power 3)                                 |
| <i>Shield Mastery 1</i>               | 20    | 4,100  | Pass | –          | –    | –     | Ups shield defense rate 30                                     |
| <i>Sword / Blunt Weapon Mastery 1</i> | 20    | 4,100  | Pass | –          | –    | –     | Ups P.Atk 1.5 with a sword/blunt                               |
| <i>Ultimate Defense 1</i>             | 20    | 4,100  | A-Ph | 20 (4+16)  | 1    | 30m   | Ups your P.Def 1800, M.Def 1350; cannot move; duration 30 secs |



# LINEAGE II

## PRIMA Official Game Guide

|                                | LEVEL | SP    | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                          |
|--------------------------------|-------|-------|------|-------------|------|-------|-------------------------------------------------|
| Aggression 1                   | 24    | 2,900 | A-Ph | 20          | 1.5  | 3s    | Taunts nearby foes to attack; power 653         |
| Aggression 2                   | 24    | 2,900 | A-Ph | 21          | 1.5  | 3s    | Taunts nearby foes to attack; power 676 (+23)   |
| Aggression 3                   | 24    | 2,900 | A-Ph | 22          | 1.5  | 3s    | Taunts nearby foes to attack; power 700 (+24)   |
| Charm 4                        | 24    | 2,900 | A-Mg | 40 (8+32)   | 1.5  | 1m    | Reduces foe's desire to attack, power 153 (+10) |
| Charm 5                        | 24    | 2,900 | A-Mg | 42 (9+33)   | 1.5  | 1m    | Reduces foe's desire to attack, power 159 (+6)  |
| Charm 6                        | 24    | 2,900 | A-Mg | 43 (9+34)   | 1.5  | 1m    | Reduces foe's desire to attack, power 164 (+5)  |
| Cure Bleeding 1 (book)         | 24    | 8,800 | A-Mg | 22 (5+17)   | 4    | 6s    | Cures target's bleeding (power 3)               |
| Deflect Arrow 1                | 24    | 8,800 | A-Ph | 22 (5+17)   | 1.5  | 10s   | Reduces bow damage 16; duration 20 minutes      |
| Elemental Heal 7               | 24    | 2,900 | A-Mg | 62 (13+49)  | 5    | 10s   | Heals self, power 118 (+12)                     |
| Elemental Heal 8               | 24    | 2,900 | A-Mg | 65 (13+52)  | 5    | 10s   | Heals self, power 124 (+6)                      |
| Elemental Heal 9               | 24    | 2,900 | A-Mg | 69 (14+55)  | 5    | 10s   | Heals self, power 130 (+6)                      |
| Heavy Armor Mastery 4          | 24    | 2,900 | Pass | –           | –    | –     | Ups P.Def 23.5 (+3) with heavy armor            |
| Heavy Armor Mastery 5          | 24    | 2,900 | Pass | –           | –    | –     | Ups P.Def 25 (+1.5) with heavy armor            |
| Heavy Armor Mastery 6          | 24    | 2,900 | Pass | –           | –    | –     | Ups P.Def 26.7 (+1.7) with heavy armor          |
| Magic Resistance 3             | 24    | 2,900 | Pass | –           | –    | –     | Ups M.Def 22 (+2)                               |
| Magic Resistance 4             | 24    | 2,900 | Pass | –           | –    | –     | Ups M.Def 23 (+1)                               |
| Magic Resistance 5             | 24    | 2,900 | Pass | –           | –    | –     | Ups M.Def 24 (+1)                               |
| Sword / Blunt Weapon Mastery 2 | 24    | 8,800 | Pass | –           | –    | –     | Ups P.AtK 3.1 (+1.6) with a sword/blunt         |
| Aggression 4                   | 28    | 5,000 | A-Ph | 23          | 1.5  | 3s    | Taunts nearby foes to attack; power 750 (+50)   |
| Aggression 5                   | 28    | 5,000 | A-Ph | 24          | 1.5  | 3s    | Taunts nearby foes to attack; power 775 (+25)   |
| Aggression 6                   | 28    | 5,000 | A-Ph | 25          | 1.5  | 3s    | Taunts nearby foes to attack; power 801 (+26)   |
| Aura Attack 2                  | 28    | 15k   | A-Mg | 25 (5+20)   | 4    | 6s    | Bufs self; +12% P.AtK; duration 20 minutes      |
| Charm 7                        | 28    | 5,000 | A-Mg | 47 (10+37)  | 1.5  | 1m    | Reduces foe's desire to attack, power 176 (+12) |
| Charm 8                        | 28    | 5,000 | A-Mg | 48 (10+38)  | 1.5  | 1m    | Reduces foe's desire to attack, power 182 (+6)  |
| Charm 9                        | 28    | 5,000 | A-Mg | 49 (10+39)  | 1.5  | 1m    | Reduces foe's desire to attack, power 188 (+6)  |
| Elemental Heal 10              | 28    | 5,000 | A-Mg | 75 (15+60)  | 5    | 10s   | Heals self, power 143 (+13)                     |
| Elemental Heal 11              | 28    | 5,000 | A-Mg | 79 (16+63)  | 5    | 10s   | Heals self, power 150 (+7)                      |
| Elemental Heal 12              | 28    | 5,000 | A-Mg | 83 (17+66)  | 5    | 10s   | Heals self, power 157 (+7)                      |
| Heavy Armor Mastery 7          | 28    | 5,000 | Pass | –           | –    | –     | Ups P.Def 30 (+3.3) with heavy armor            |
| Heavy Armor Mastery 8          | 28    | 5,000 | Pass | –           | –    | –     | Ups P.Def 31.8 (+1.8) with heavy armor          |
| Heavy Armor Mastery 9          | 28    | 5,000 | Pass | –           | –    | –     | Ups P.Def 33.6 (+1.8) with heavy armor          |
| Magic Resistance 6             | 28    | 5,000 | Pass | –           | –    | –     | Ups M.Def 26 (+2)                               |
| Magic Resistance 7             | 28    | 5,000 | Pass | –           | –    | –     | Ups M.Def 27 (+1)                               |
| Magic Resistance 8             | 28    | 5,000 | Pass | –           | –    | –     | Ups M.Def 28 (+1)                               |
| Shield Mastery 2               | 28    | 15k   | Pass | –           | –    | –     | Ups shield defense rate 50 (+20)                |
| Sword / Blunt Weapon Mastery 3 | 28    | 7,500 | Pass | –           | –    | –     | Ups P.AtK 4.1 (+1) with a sword/blunt           |
| Sword / Blunt Weapon Mastery 4 | 28    | 7,500 | Pass | –           | –    | –     | Ups P.AtK 5.2 (+1.1) with a sword/blunt         |
| Aggression 7                   | 32    | 8,300 | A-Ph | 26          | 1.5  | 3s    | Taunts nearby foes to attack; power 853 (+52)   |
| Aggression 8                   | 32    | 8,300 | A-Ph | 27          | 1.5  | 3s    | Taunts nearby foes to attack; power 880 (+27)   |
| Aggression 9                   | 32    | 8,300 | A-Ph | 28          | 1.5  | 3s    | Taunts nearby foes to attack; power 907 (+27)   |
| Charm 10                       | 32    | 8,300 | A-Mg | 53 (11+42)  | 1.5  | 1m    | Reduces foe's desire to attack, power 200 (+12) |
| Charm 11                       | 32    | 8,300 | A-Mg | 54 (11+43)  | 1.5  | 1m    | Reduces foe's desire to attack, power 206 (+6)  |
| Charm 12                       | 32    | 8,300 | A-Mg | 55 (11+44)  | 1.5  | 1m    | Reduces foe's desire to attack, power 213 (+7)  |
| Deflect Arrow 2                | 32    | 25k   | A-Ph | 28 (6+22)   | 1.5  | 10s   | Reduces bow damage 19; duration 20 minutes      |
| Elemental Heal 13              | 32    | 8,300 | A-Mg | 88 (18+70)  | 5    | 10s   | Heals self, power 171 (+14)                     |
| Elemental Heal 14              | 32    | 8,300 | A-Mg | 88 (18+70)  | 5    | 10s   | Heals self, power 179 (+8)                      |
| Elemental Heal 15              | 32    | 8,300 | A-Mg | 92 (19+73)  | 5    | 10s   | Heals self, power 187 (+8)                      |
| Heavy Armor Mastery 10         | 32    | 8,300 | Pass | –           | –    | –     | Ups P.Def 37.4 (+3.8) with heavy armor          |
| Heavy Armor Mastery 11         | 32    | 8,300 | Pass | –           | –    | –     | Ups P.Def 39.3 (+1.9) with heavy armor          |
| Heavy Armor Mastery 12         | 32    | 8,300 | Pass | –           | –    | –     | Ups P.Def 41.3 (+2) with heavy armor            |
| Magic Resistance 9             | 32    | 8,300 | Pass | –           | –    | –     | Ups M.Def 30 (+2)                               |
| Magic Resistance 10            | 32    | 8,300 | Pass | –           | –    | –     | Ups M.Def 31 (+1)                               |
| Magic Resistance 11            | 32    | 8,300 | Pass | –           | –    | –     | Ups M.Def 32 (+1)                               |
| Sprint 1 (book)                | 32    | 25k   | A-Mg | 28 (6+22)   | 4    | 10s   | Ups your speed 20%; duration 20 minutes         |
| Sword / Blunt Weapon Mastery 5 | 32    | 12.5k | Pass | –           | –    | –     | Ups P.AtK 6.5 (+1.3) with a sword/blunt         |
| Sword / Blunt Weapon Mastery 6 | 32    | 12.5k | Pass | –           | –    | –     | Ups P.AtK 7.9 (+1.4) with a sword/blunt         |
| Aggression 10                  | 36    | 13k   | A-Ph | 29          | 1.5  | 3s    | Taunts nearby foes to attack; power 963 (+56)   |
| Aggression 11                  | 36    | 13k   | A-Ph | 30          | 1.5  | 3s    | Taunts nearby foes to attack; power 991 (+28)   |
| Aggression 12                  | 36    | 13k   | A-Ph | 31          | 1.5  | 3s    | Taunts nearby foes to attack; power 1019 (+28)  |
| Charm 13                       | 36    | 13k   | A-Mg | 59 (12+47)  | 1.5  | 1m    | Reduces foe's desire to attack, power 225 (+12) |
| Charm 14                       | 36    | 13k   | A-Mg | 60 (12+48)  | 1.5  | 1m    | Reduces foe's desire to attack, power 232 (+7)  |
| Charm 15                       | 36    | 13k   | A-Mg | 63 (13+50)  | 1.5  | 1m    | Reduces foe's desire to attack, power 239 (+7)  |
| Elemental Heal 16              | 36    | 13k   | A-Mg | 99 (20+79)  | 5    | 10s   | Heals self, power 203 (+16)                     |
| Elemental Heal 17              | 36    | 13k   | A-Mg | 103 (21+82) | 5    | 10s   | Heals self, power 211 (+8)                      |

|                                       | LEVEL | SP  | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                               |
|---------------------------------------|-------|-----|------|-------------|------|-------|------------------------------------------------------|
| <i>Elemental Heal 18</i>              | 36    | 13k | A-Mg | 107 (22+85) | 5    | 10s   | Heals self, power 219 (+8)                           |
| <i>Entangle 1 (book)</i>              | 36    | 39k | A-Mg | 17 (4+13)   | 3    | 7s    | Debuffs foe's movement 15%; duration 2 minutes <DEX> |
| <i>Focus Mind 1</i>                   | 36    | 39k | Pass | -           | -    | -     | Ups MP regen 1                                       |
| <i>Heavy Armor Mastery 13</i>         | 36    | 13k | Pass | -           | -    | -     | Ups P.Def 45.6 (+4.3) with heavy armor               |
| <i>Heavy Armor Mastery 14</i>         | 36    | 13k | Pass | -           | -    | -     | Ups P.Def 47.7 (+2.1) with heavy armor               |
| <i>Heavy Armor Mastery 15</i>         | 36    | 13k | Pass | -           | -    | -     | Ups P.Def 50 (+2.3) with heavy armor                 |
| <i>Magic Resistance 12</i>            | 36    | 13k | Pass | -           | -    | -     | Ups M.Def 35 (+3)                                    |
| <i>Magic Resistance 13</i>            | 36    | 13k | Pass | -           | -    | -     | Ups M.Def 36 (+1)                                    |
| <i>Magic Resistance 14</i>            | 36    | 13k | Pass | -           | -    | -     | Ups M.Def 37 (+1)                                    |
| <i>Sword / Blunt Weapon Mastery 7</i> | 36    | 19k | Pass | -           | -    | -     | Ups P.AtK 9.4 (+1.5) with a sword/blunt              |
| <i>Sword / Blunt Weapon Mastery 8</i> | 36    | 19k | Pass | -           | -    | -     | Ups P.AtK 11.1 (+1.7) with a sword/blunt             |

TEMPLE KNIGHT (← ELVEN KNIGHT ← ELVEN FIGHTER)

| SKILL                                  | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                          |
|----------------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------|
| <i>Aggression 13</i>                   | 40    | 11k    | A-Ph | 33           | 1.5  | 3s    | Taunts nearby foes to attack; power 1076 (+57)                  |
| <i>Aggression 14</i>                   | 40    | 11k    | A-Ph | 34           | 1.5  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                  |
| <i>Aggression 15</i>                   | 40    | 11k    | A-Ph | 35           | 1.5  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                  |
| <i>Charm 16</i>                        | 40    | 11k    | A-Mg | 67 (14+53)   | 1.5  | 1m    | Reduces foe's desire to attack, power 252 (+13)                 |
| <i>Charm 17</i>                        | 40    | 11k    | A-Mg | 68 (14+54)   | 1.5  | 1m    | Reduces foe's desire to attack, power 259 (+7)                  |
| <i>Charm 18</i>                        | 40    | 11k    | A-Mg | 70 (14+56)   | 1.5  | 1m    | Reduces foe's desire to attack, power 266 (+7)                  |
| <i>Elemental Heal 19</i>               | 40    | 11k    | A-Mg | 115 (23+92)  | 5    | 10s   | Heals self, power 236 (+17)                                     |
| <i>Elemental Heal 20</i>               | 40    | 11k    | A-Mg | 119 (24+95)  | 5    | 10s   | Heals self, power 245 (+9)                                      |
| <i>Elemental Heal 21</i>               | 40    | 11k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 254 (+9)                                      |
| <i>Expertise Grade C</i>               | 40    | (free) | Pass | -            | -    | -     | Allows you to use C grade items without penalty                 |
| <i>Hate Aura 1</i>                     | 40    | 11k    | A-Ph | 50           | 1.2  | 3s    | Taunts nearby foes to attack; power 1076                        |
| <i>Hate Aura 2</i>                     | 40    | 11k    | A-Ph | 51           | 1.2  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                  |
| <i>Hate Aura 3</i>                     | 40    | 11k    | A-Ph | 53           | 1.2  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                  |
| <i>Heavy Armor Mastery 16</i>          | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 54.6 (+4.6) with heavy armor                          |
| <i>Heavy Armor Mastery 17</i>          | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 57.1 (+2.5) with heavy armor                          |
| <i>Heavy Armor Mastery 18</i>          | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 59.5 (+2.4) with heavy armor                          |
| <i>Holy Armor 1</i>                    | 40    | 34k    | Pass | -            | -    | -     | Ups P.Def against undead 7                                      |
| <i>Magic Resistance 15</i>             | 40    | 11k    | Pass | -            | -    | -     | Ups M.Def 40 (+3)                                               |
| <i>Magic Resistance 16</i>             | 40    | 11k    | Pass | -            | -    | -     | Ups M.Def 42 (+2)                                               |
| <i>Magic Resistance 17</i>             | 40    | 11k    | Pass | -            | -    | -     | Ups M.Def 43 (+1)                                               |
| <i>Poison Recovery 2</i>               | 40    | 34k    | A-Mg | 35 (7+28)    | 4    | 6s    | Cures self of poison (power 7)                                  |
| <i>Shield Mastery 3</i>                | 40    | 34k    | Pass | -            | -    | -     | Ups shield defense rate 65 (+15)                                |
| <i>Spirit Barrier 1 (book)</i>         | 40    | 34k    | A-Mg | 35 (7+28)    | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes                         |
| <i>Summon Storm Cubic 1 (book)</i>     | 40    | 34k    | A-Mg | 35 (7+28)    | 6    | 20s   | Summons a Storm Cubic that attacks in unison; costs 5 Crystal D |
| <i>Sword / Blunt Weapon Mastery 9</i>  | 40    | 11k    | Pass | -            | -    | -     | Ups P.AtK 13 (+1.9) with a sword/blunt                          |
| <i>Sword / Blunt Weapon Mastery 10</i> | 40    | 11k    | Pass | -            | -    | -     | Ups P.AtK 14 (+1) with a sword/blunt                            |
| <i>Sword / Blunt Weapon Mastery 11</i> | 40    | 11k    | Pass | -            | -    | -     | Ups P.AtK 15.1 (+1.1) with a sword/blunt                        |
| <i>Aggression 16</i>                   | 43    | 14k    | A-Ph | 36           | 1.5  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                  |
| <i>Aggression 17</i>                   | 43    | 14k    | A-Ph | 37           | 1.5  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                  |
| <i>Aggression 18</i>                   | 43    | 14k    | A-Ph | 38           | 1.5  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                  |
| <i>Charm 19</i>                        | 43    | 14k    | A-Mg | 72 (15+57)   | 1.5  | 1m    | Reduces foe's desire to attack, power 272 (+6)                  |
| <i>Charm 20</i>                        | 43    | 14k    | A-Mg | 74 (15+59)   | 1.5  | 1m    | Reduces foe's desire to attack, power 279 (+7)                  |
| <i>Charm 21</i>                        | 43    | 14k    | A-Mg | 75 (15+60)   | 1.5  | 1m    | Reduces foe's desire to attack, power 286 (+7)                  |
| <i>Cubic Mastery 1</i>                 | 43    | 41k    | Pass | -            | -    | -     | Can summon 2 cubics at the same time                            |
| <i>Deflect Arrow 3</i>                 | 43    | 41k    | A-Ph | 38 (8+30)    | 1.5  | 10s   | Reduces bow damage 22; duration 20 minutes                      |
| <i>Elemental Heal 22</i>               | 43    | 14k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 262 (+8)                                      |
| <i>Elemental Heal 23</i>               | 43    | 14k    | A-Mg | 127 (26+101) | 5    | 10s   | Heals self, power 271 (+9)                                      |
| <i>Elemental Heal 24</i>               | 43    | 14k    | A-Mg | 130 (26+104) | 5    | 10s   | Heals self, power 281 (+10)                                     |
| <i>Focus Mind 2</i>                    | 43    | 41k    | Pass | -            | -    | -     | Ups MP regen 1.4 (+0.4)                                         |
| <i>Hate Aura 4</i>                     | 43    | 14k    | A-Ph | 54           | 1.2  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                  |
| <i>Hate Aura 5</i>                     | 43    | 14k    | A-Ph | 55           | 1.2  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                  |
| <i>Hate Aura 6</i>                     | 43    | 14k    | A-Ph | 57           | 1.2  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                  |
| <i>Heavy Armor Mastery 19</i>          | 43    | 14k    | Pass | -            | -    | -     | Ups P.Def 62.1 (+2.6) with heavy armor                          |
| <i>Heavy Armor Mastery 20</i>          | 43    | 14k    | Pass | -            | -    | -     | Ups P.Def 64.6 (+2.5) with heavy armor                          |
| <i>Heavy Armor Mastery 21</i>          | 43    | 14k    | Pass | -            | -    | -     | Ups P.Def 67.3 (+2.7) with heavy armor                          |
| <i>Magic Resistance 18</i>             | 43    | 14k    | Pass | -            | -    | -     | Ups M.Def 44 (+1)                                               |
| <i>Magic Resistance 19</i>             | 43    | 14k    | Pass | -            | -    | -     | Ups M.Def 46 (+2)                                               |
| <i>Magic Resistance 20</i>             | 43    | 14k    | Pass | -            | -    | -     | Ups M.Def 47 (+1)                                               |
| <i>Summon Life Cubic 1 (book)</i>      | 43    | 41k    | A-Mg | 38 (8+30)    | 6    | 20s   | Summons a Life Cubic that heals you; costs 6 Crystal D          |



# LINEAGE II

## PRIMA Official Game Guide

|                                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                          |
|----------------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------|
| <i>Sword / Blunt Weapon Mastery 12</i> | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 16.2 (+1.1) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 13</i> | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 17.3 (+1.1) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 14</i> | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 18.5 (+1.2) with a sword/blunt                        |
| <i>Aggression 19</i>                   | 46    | 18k    | A-Ph | 39           | 1.5  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                  |
| <i>Aggression 20</i>                   | 46    | 18k    | A-Ph | 40           | 1.5  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                  |
| <i>Aggression 21</i>                   | 46    | 18k    | A-Ph | 41           | 1.5  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                  |
| <i>Charm 22</i>                        | 46    | 18k    | A-Mg | 78 (16+62)   | 1.5  | 1m    | Reduces foe's desire to attack, power 293 (+7)                  |
| <i>Charm 23</i>                        | 46    | 18k    | A-Mg | 80 (16+64)   | 1.5  | 1m    | Reduces foe's desire to attack, power 300 (+7)                  |
| <i>Charm 24</i>                        | 46    | 18k    | A-Mg | 82 (17+65)   | 1.5  | 1m    | Reduces foe's desire to attack, power 307 (+7)                  |
| <i>Cure Bleeding 2</i>                 | 46    | 55k    | A-Mg | 42 (9+33)    | 4    | 6s    | Cures target's bleeding (power 7)                               |
| <i>Elemental Heal 25</i>               | 46    | 18k    | A-Mg | 134 (27+107) | 5    | 10s   | Heals self, power 290 (+9)                                      |
| <i>Elemental Heal 26</i>               | 46    | 18k    | A-Mg | 139 (28+111) | 5    | 10s   | Heals self, power 299 (+9)                                      |
| <i>Elemental Heal 27</i>               | 46    | 18k    | A-Mg | 143 (29+114) | 5    | 10s   | Heals self, power 308 (+9)                                      |
| <i>Hate Aura 7</i>                     | 46    | 18k    | A-Ph | 58           | 1.2  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                  |
| <i>Hate Aura 8</i>                     | 46    | 18k    | A-Ph | 60           | 1.2  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                  |
| <i>Hate Aura 9</i>                     | 46    | 18k    | A-Ph | 61           | 1.2  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                  |
| <i>Heavy Armor Mastery 22</i>          | 46    | 18k    | Pass | –            | –    | –     | Ups P.Def 70 (+2.7) with heavy armor                            |
| <i>Heavy Armor Mastery 23</i>          | 46    | 18k    | Pass | –            | –    | –     | Ups P.Def 72.7 (+2.7) with heavy armor                          |
| <i>Heavy Armor Mastery 24</i>          | 46    | 18k    | Pass | –            | –    | –     | Ups P.Def 75.5 (+2.8) with heavy armor                          |
| <i>Holy Armor 2</i>                    | 46    | 55k    | Pass | –            | –    | –     | Ups P.Def against undead 10 (+3)                                |
| <i>Magic Resistance 21</i>             | 46    | 18k    | Pass | –            | –    | –     | Ups M.Def 49 (+2)                                               |
| <i>Magic Resistance 22</i>             | 46    | 18k    | Pass | –            | –    | –     | Ups M.Def 51 (+2)                                               |
| <i>Magic Resistance 23</i>             | 46    | 18k    | Pass | –            | –    | –     | Ups M.Def 52 (+1)                                               |
| <i>Summon Storm Cubic 2</i>            | 46    | 55k    | A-Mg | 42 (9+33)    | 6    | 20s   | Summons a Storm Cubic that attacks in unison; costs 6 Crystal D |
| <i>Sword / Blunt Weapon Mastery 15</i> | 46    | 18k    | Pass | –            | –    | –     | Ups P.AtK 19.8 (+1.3) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 16</i> | 46    | 18k    | Pass | –            | –    | –     | Ups P.AtK 21.1 (+1.3) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 17</i> | 46    | 18k    | Pass | –            | –    | –     | Ups P.AtK 22.4 (+1.3) with a sword/blunt                        |
| <i>Ultimate Defense 2</i>              | 46    | 55k    | A-Ph | 42 (9+33)    | 1    | 30m   | Ups your P.Def 3600, M.Def 2700; cannot move; duration 30 secs  |
| <i>Aggression 22</i>                   | 49    | 28k    | A-Ph | 42           | 1.5  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                  |
| <i>Aggression 23</i>                   | 49    | 28k    | A-Ph | 43           | 1.5  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                  |
| <i>Aggression 24</i>                   | 49    | 28k    | A-Ph | 44           | 1.5  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                  |
| <i>Charm 25</i>                        | 49    | 28k    | A-Mg | 84 (17+67)   | 1.5  | 1m    | Reduces foe's desire to attack, power 313 (+6)                  |
| <i>Charm 26</i>                        | 49    | 28k    | A-Mg | 87 (18+69)   | 1.5  | 1m    | Reduces foe's desire to attack, power 320 (+7)                  |
| <i>Charm 27</i>                        | 49    | 28k    | A-Mg | 88 (18+70)   | 1.5  | 1m    | Reduces foe's desire to attack, power 327 (+7)                  |
| <i>Deflect Arrow 4</i>                 | 49    | 83k    | A-Ph | 44 (9+35)    | 1.5  | 10s   | Reduces bow damage 25; duration 20 minutes                      |
| <i>Elemental Heal 28</i>               | 49    | 28k    | A-Mg | 148 (30+118) | 5    | 10s   | Heals self, power 318 (+10)                                     |
| <i>Elemental Heal 29</i>               | 49    | 28k    | A-Mg | 152 (31+121) | 5    | 10s   | Heals self, power 327 (+9)                                      |
| <i>Elemental Heal 30</i>               | 49    | 28k    | A-Mg | 157 (32+125) | 5    | 10s   | Heals self, power 337 (+10)                                     |
| <i>Entangle 2</i>                      | 49    | 83k    | A-Mg | 23 (5+18)    | 3    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>            |
| <i>Focus Mind 3</i>                    | 49    | 83k    | Pass | –            | –    | –     | Ups MP regen 1.8 (+0.4)                                         |
| <i>Hate Aura 10</i>                    | 49    | 28k    | A-Ph | 63           | 1.2  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                  |
| <i>Hate Aura 11</i>                    | 49    | 28k    | A-Ph | 64           | 1.2  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                  |
| <i>Hate Aura 12</i>                    | 49    | 28k    | A-Ph | 66           | 1.2  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                  |
| <i>Heavy Armor Mastery 25</i>          | 49    | 28k    | Pass | –            | –    | –     | Ups P.Def 78.4 (+2.9) with heavy armor                          |
| <i>Heavy Armor Mastery 26</i>          | 49    | 28k    | Pass | –            | –    | –     | Ups P.Def 81.3 (+2.9) with heavy armor                          |
| <i>Heavy Armor Mastery 27</i>          | 49    | 28k    | Pass | –            | –    | –     | Ups P.Def 84.3 (+3) with heavy armor                            |
| <i>Magic Resistance 24</i>             | 49    | 28k    | Pass | –            | –    | –     | Ups M.Def 54 (+2)                                               |
| <i>Magic Resistance 25</i>             | 49    | 28k    | Pass | –            | –    | –     | Ups M.Def 56 (+2)                                               |
| <i>Magic Resistance 26</i>             | 49    | 28k    | Pass | –            | –    | –     | Ups M.Def 57 (+1)                                               |
| <i>Spirit Barrier 2</i>                | 49    | 83k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                         |
| <i>Summon Life Cubic 2</i>             | 49    | 83k    | A-Mg | 44 (9+35)    | 6    | 20s   | Summons a Life Cubic that heals you; costs 7 Crystal D          |
| <i>Sword / Blunt Weapon Mastery 18</i> | 49    | 28k    | Pass | –            | –    | –     | Ups P.AtK 23.8 (+1.4) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 19</i> | 49    | 28k    | Pass | –            | –    | –     | Ups P.AtK 25.3 (+1.5) with a sword/blunt                        |
| <i>Sword / Blunt Weapon Mastery 20</i> | 49    | 28k    | Pass | –            | –    | –     | Ups P.AtK 26.8 (+1.5) with a sword/blunt                        |
| <i>Aggression 25</i>                   | 52    | 50k    | A-Ph | 45           | 1.5  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                  |
| <i>Aggression 26</i>                   | 52    | 50k    | A-Ph | 46           | 1.5  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                  |
| <i>Aggression 27</i>                   | 52    | 50k    | A-Ph | 47           | 1.5  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                  |
| <i>Charm 28</i>                        | 52    | 50k    | A-Mg | 90 (18+72)   | 1.5  | 1m    | Reduces foe's desire to attack, power 334 (+7)                  |
| <i>Charm 29</i>                        | 52    | 50k    | A-Mg | 92 (19+73)   | 1.5  | 1m    | Reduces foe's desire to attack, power 340 (+6)                  |
| <i>Charm 30</i>                        | 52    | 50k    | A-Mg | 94 (19+75)   | 1.5  | 1m    | Reduces foe's desire to attack, power 347 (+7)                  |
| <i>Elemental Heal 31</i>               | 52    | 50k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 346 (+9)                                      |
| <i>Elemental Heal 32</i>               | 52    | 50k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 356 (+10)                                     |
| <i>Elemental Heal 33</i>               | 52    | 50k    | A-Mg | 164 (33+131) | 5    | 10s   | Heals self, power 365 (+9)                                      |
| <i>Expertise Grade B</i>               | 52    | (free) | Pass | –            | –    | –     | Allows you to use B grade items without penalty                 |



|                                 | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                          |
|---------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------|
| Hate Aura 13                    | 52    | 50k    | A-Ph | 67           | 1.2  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                  |
| Hate Aura 14                    | 52    | 50k    | A-Ph | 69           | 1.2  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                  |
| Hate Aura 15                    | 52    | 50k    | A-Ph | 70           | 1.2  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                  |
| Heavy Armor Mastery 28          | 52    | 50k    | Pass | -            | -    | -     | Ups P.Def 87.3 (+3) with heavy armor                            |
| Heavy Armor Mastery 29          | 52    | 50k    | Pass | -            | -    | -     | Ups P.Def 90.4 (+3.1) with heavy armor                          |
| Heavy Armor Mastery 30          | 52    | 50k    | Pass | -            | -    | -     | Ups P.Def 93.5 (+3.1) with heavy armor                          |
| Magic Resistance 27             | 52    | 50k    | Pass | -            | -    | -     | Ups M.Def 59 (+2)                                               |
| Magic Resistance 28             | 52    | 50k    | Pass | -            | -    | -     | Ups M.Def 61 (+2)                                               |
| Magic Resistance 29             | 52    | 50k    | Pass | -            | -    | -     | Ups M.Def 63 (+2)                                               |
| Shield Mastery 4                | 52    | 150k   | Pass | -            | -    | -     | Ups shield defense rate 80 (+15)                                |
| Sprint 2                        | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 10s   | Ups your speed 33%; duration 20 minutes                         |
| Summon Storm Cubic 3            | 52    | 150k   | A-Mg | 48 (10+38)   | 6    | 20s   | Summons a Storm Cubic that attacks in unison; costs 8 Crystal D |
| Sword / Blunt Weapon Mastery 21 | 52    | 50k    | Pass | -            | -    | -     | Ups P.Atk 28.3 (+1.5) with a sword/blunt                        |
| Sword / Blunt Weapon Mastery 22 | 52    | 50k    | Pass | -            | -    | -     | Ups P.Atk 29.9 (+1.6) with a sword/blunt                        |
| Sword / Blunt Weapon Mastery 23 | 52    | 50k    | Pass | -            | -    | -     | Ups P.Atk 31.6 (+1.7) with a sword/blunt                        |
| Aggression 28                   | 55    | 80k    | A-Ph | 48           | 1.5  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                  |
| Aggression 29                   | 55    | 80k    | A-Ph | 49           | 1.5  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                  |
| Aggression 30                   | 55    | 80k    | A-Ph | 50           | 1.5  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                  |
| Charm 31                        | 55    | 80k    | A-Mg | 97 (20+77)   | 1.5  | 1m    | Reduces foe's desire to attack, power 353 (+6)                  |
| Charm 32                        | 55    | 80k    | A-Mg | 98 (20+78)   | 1.5  | 1m    | Reduces foe's desire to attack, power 360 (+7)                  |
| Charm 33                        | 55    | 80k    | A-Mg | 100 (20+80)  | 1.5  | 1m    | Reduces foe's desire to attack, power 366 (+6)                  |
| Cubic Mastery 2                 | 55    | 240k   | Pass | -            | -    | -     | Can summon 3 cubics at the same time                            |
| Elemental Heal 34               | 55    | 80k    | A-Mg | 168 (34+134) | 5    | 10s   | Heals self, power 375 (+10)                                     |
| Elemental Heal 35               | 55    | 80k    | A-Mg | 173 (35+138) | 5    | 10s   | Heals self, power 384 (+9)                                      |
| Elemental Heal 36               | 55    | 80k    | A-Mg | 177 (36+141) | 5    | 10s   | Heals self, power 393 (+9)                                      |
| Focus Mind 4                    | 55    | 240k   | Pass | -            | -    | -     | Ups MP regen 2.2 (+0.4)                                         |
| Hate Aura 16                    | 55    | 80k    | A-Ph | 72           | 1.2  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                  |
| Hate Aura 17                    | 55    | 80k    | A-Ph | 74           | 1.2  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                  |
| Hate Aura 18                    | 55    | 80k    | A-Ph | 75           | 1.2  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                  |
| Heavy Armor Mastery 31          | 55    | 80k    | Pass | -            | -    | -     | Ups P.Def 96.7 (+3.2) with heavy armor                          |
| Heavy Armor Mastery 32          | 55    | 80k    | Pass | -            | -    | -     | Ups P.Def 99.9 (+3.2) with heavy armor                          |
| Heavy Armor Mastery 33          | 55    | 80k    | Pass | -            | -    | -     | Ups P.Def 103.2 (+3.3) with heavy armor                         |
| Magic Resistance 30             | 55    | 80k    | Pass | -            | -    | -     | Ups M.Def 64 (+1)                                               |
| Magic Resistance 31             | 55    | 80k    | Pass | -            | -    | -     | Ups M.Def 66 (+2)                                               |
| Magic Resistance 32             | 55    | 80k    | Pass | -            | -    | -     | Ups M.Def 68 (+2)                                               |
| Summon Life Cubic 3             | 55    | 240k   | A-Mg | 50 (10+40)   | 6    | 20s   | Summons a Life Cubic that heals you; costs 8 Crystal D          |
| Sword / Blunt Weapon Mastery 24 | 55    | 80k    | Pass | -            | -    | -     | Ups P.Atk 33.3 (+1.7) with a sword/blunt                        |
| Sword / Blunt Weapon Mastery 25 | 55    | 80k    | Pass | -            | -    | -     | Ups P.Atk 35 (+1.7) with a sword/blunt                          |
| Sword / Blunt Weapon Mastery 26 | 55    | 80k    | Pass | -            | -    | -     | Ups P.Atk 36.8 (+1.8) with a sword/blunt                        |
| Aggression 31                   | 58    | 110k   | A-Ph | 51           | 1.5  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                  |
| Aggression 32                   | 58    | 110k   | A-Ph | 52           | 1.5  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                  |
| Aggression 33                   | 58    | 110k   | A-Ph | 53           | 1.5  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                  |
| Charm 34                        | 58    | 110k   | A-Mg | 103 (21+82)  | 1.5  | 1m    | Reduces foe's desire to attack, power 373 (+7)                  |
| Charm 35                        | 58    | 110k   | A-Mg | 104 (21+83)  | 1.5  | 1m    | Reduces foe's desire to attack, power 379 (+6)                  |
| Charm 36                        | 58    | 110k   | A-Mg | 107 (22+85)  | 1.5  | 1m    | Reduces foe's desire to attack, power 385 (+6)                  |
| Elemental Heal 37               | 58    | 110k   | A-Mg | 180 (36+144) | 5    | 10s   | Heals self, power 403 (+10)                                     |
| Elemental Heal 38               | 58    | 110k   | A-Mg | 185 (37+148) | 5    | 10s   | Heals self, power 412 (+9)                                      |
| Elemental Heal 39               | 58    | 110k   | A-Mg | 189 (38+151) | 5    | 10s   | Heals self, power 421 (+9)                                      |
| Entangle 3                      | 58    | 330k   | A-Mg | 28 (6+22)    | 3    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>            |
| Hate Aura 19                    | 58    | 110k   | A-Ph | 77           | 1.2  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                  |
| Hate Aura 20                    | 58    | 110k   | A-Ph | 78           | 1.2  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                  |
| Hate Aura 21                    | 58    | 110k   | A-Ph | 80           | 1.2  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                  |
| Heavy Armor Mastery 34          | 58    | 110k   | Pass | -            | -    | -     | Ups P.Def 106.5 (+3.3) with heavy armor                         |
| Heavy Armor Mastery 35          | 58    | 110k   | Pass | -            | -    | -     | Ups P.Def 109.9 (+3.4) with heavy armor                         |
| Heavy Armor Mastery 36          | 58    | 110k   | Pass | -            | -    | -     | Ups P.Def 113.3 (+3.4) with heavy armor                         |
| Holy Aura                       | 58    | 330k   | A-Ph | 80 (16+64)   | 2    | 1m    | Roots nearby undead foes into place; duration 30 seconds <DEX>  |
| Magic Resistance 33             | 58    | 110k   | Pass | -            | -    | -     | Ups M.Def 70 (+2)                                               |
| Magic Resistance 34             | 58    | 110k   | Pass | -            | -    | -     | Ups M.Def 72 (+2)                                               |
| Magic Resistance 35             | 58    | 110k   | Pass | -            | -    | -     | Ups M.Def 74 (+2)                                               |
| Spirit Barrier 3                | 58    | 330k   | A-Mg | 54 (11+43)   | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                         |
| Sword / Blunt Weapon Mastery 27 | 58    | 110k   | Pass | -            | -    | -     | Ups P.Atk 38.6 (+1.8) with a sword/blunt                        |
| Sword / Blunt Weapon Mastery 28 | 58    | 110k   | Pass | -            | -    | -     | Ups P.Atk 40.5 (+1.9) with a sword/blunt                        |
| Sword / Blunt Weapon Mastery 29 | 58    | 110k   | Pass | -            | -    | -     | Ups P.Atk 42.4 (+1.9) with a sword/blunt                        |
| Expertise Grade A               | 61    | (free) | Pass | -            | -    | -     | Allows you to use A grade items without penalty                 |
| Expertise Grade S               | 67    | (free) | Pass | -            | -    | -     | Allows you to use S grade items without penalty                 |



## SWORDSINGER (← ELVEN KNIGHT ← ELVEN FIGHTER)

| SKILL                           | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUse | EFFECT                                                   |
|---------------------------------|-------|--------|------|--------------|------|-------|----------------------------------------------------------|
| Charm 16                        | 40    | 19k    | A-Mg | 67 (14+53)   | 1.5  | 1m    | Reduces foe's desire to attack, power 252 (+13)          |
| Charm 17                        | 40    | 19k    | A-Mg | 68 (14+54)   | 1.5  | 1m    | Reduces foe's desire to attack, power 259 (+7)           |
| Charm 18                        | 40    | 19k    | A-Mg | 70 (14+56)   | 1.5  | 1m    | Reduces foe's desire to attack, power 266 (+7)           |
| Elemental Heal 19               | 40    | 19k    | A-Mg | 115 (23+92)  | 5    | 10s   | Heals self, power 236 (+17)                              |
| Elemental Heal 20               | 40    | 19k    | A-Mg | 119 (24+95)  | 5    | 10s   | Heals self, power 245 (+9)                               |
| Elemental Heal 21               | 40    | 19k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 254 (+9)                               |
| Expertise Grade C               | 40    | (free) | Pass | —            | —    | —     | Allows you to use C grade items without penalty          |
| Magic Resistance 15             | 40    | 19k    | Pass | —            | —    | —     | Ups M.Def 40 (+3)                                        |
| Magic Resistance 16             | 40    | 19k    | Pass | —            | —    | —     | Ups M.Def 42 (+2)                                        |
| Magic Resistance 17             | 40    | 19k    | Pass | —            | —    | —     | Ups M.Def 43 (+1)                                        |
| Poison Recovery 2               | 40    | 57k    | A-Mg | 35 (7+28)    | 4    | 6s    | Cures self of poison (power 7)                           |
| Song of Warding                 | 40    | 57k    | A-Ph | 60           | 2.5  | 10s   | Ups party's M.Def 30%; duration 2 minutes                |
| Spirit Barrier 1 (book)         | 40    | 57k    | A-Mg | 35 (7+28)    | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes                  |
| Sword / Blunt Weapon Mastery 9  | 40    | 19k    | Pass | —            | —    | —     | Ups P.Atk 13 (+1.9) with a sword/blunt                   |
| Sword / Blunt Weapon Mastery 10 | 40    | 19k    | Pass | —            | —    | —     | Ups P.Atk 14 (+1) with a sword/blunt                     |
| Sword / Blunt Weapon Mastery 11 | 40    | 19k    | Pass | —            | —    | —     | Ups P.Atk 15.1 (+1.1) with a sword/blunt                 |
| Charm 19                        | 43    | 22k    | A-Mg | 72 (15+57)   | 1.5  | 1m    | Reduces foe's desire to attack, power 272 (+6)           |
| Charm 20                        | 43    | 22k    | A-Mg | 74 (15+59)   | 1.5  | 1m    | Reduces foe's desire to attack, power 279 (+7)           |
| Charm 21                        | 43    | 22k    | A-Mg | 75 (15+60)   | 1.5  | 1m    | Reduces foe's desire to attack, power 286 (+7)           |
| Elemental Heal 22               | 43    | 22k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 262 (+8)                               |
| Elemental Heal 23               | 43    | 22k    | A-Mg | 127 (26+101) | 5    | 10s   | Heals self, power 271 (+9)                               |
| Elemental Heal 24               | 43    | 22k    | A-Mg | 130 (26+104) | 5    | 10s   | Heals self, power 281 (+10)                              |
| Focus Mind 2                    | 43    | 65k    | Pass | —            | —    | —     | Ups MP regen 1.4 (+0.4)                                  |
| Holy Blade                      | 43    | 65k    | Pass | —            | —    | —     | Infuses blade with holy power (+20-40% P.Atk)            |
| Magic Resistance 18             | 43    | 22k    | Pass | —            | —    | —     | Ups M.Def 44 (+1)                                        |
| Magic Resistance 19             | 43    | 22k    | Pass | —            | —    | —     | Ups M.Def 46 (+2)                                        |
| Magic Resistance 20             | 43    | 22k    | Pass | —            | —    | —     | Ups M.Def 47 (+1)                                        |
| Song of Invocation              | 43    | 65k    | A-Ph | 60           | 2.5  | 10s   | Ups party's P.Def against undead 20%; duration 2 minutes |
| Sword / Blunt Weapon Mastery 12 | 43    | 22k    | Pass | —            | —    | —     | Ups P.Atk 16.2 (+1.1) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 13 | 43    | 22k    | Pass | —            | —    | —     | Ups P.Atk 17.3 (+1.1) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 14 | 43    | 22k    | Pass | —            | —    | —     | Ups P.Atk 18.5 (+1.2) with a sword/blunt                 |
| Charm 22                        | 46    | 33k    | A-Mg | 78 (16+62)   | 1.5  | 1m    | Reduces foe's desire to attack, power 293 (+7)           |
| Charm 23                        | 46    | 33k    | A-Mg | 80 (16+64)   | 1.5  | 1m    | Reduces foe's desire to attack, power 300 (+7)           |
| Charm 24                        | 46    | 33k    | A-Mg | 82 (17+65)   | 1.5  | 1m    | Reduces foe's desire to attack, power 307 (+7)           |
| Cure Bleeding 2                 | 46    | 100k   | A-Mg | 42 (9+33)    | 4    | 6s    | Cures target's bleeding (power 7)                        |
| Elemental Heal 25               | 46    | 33k    | A-Mg | 134 (27+107) | 5    | 10s   | Heals self, power 290 (+9)                               |
| Elemental Heal 26               | 46    | 33k    | A-Mg | 139 (28+111) | 5    | 10s   | Heals self, power 299 (+9)                               |
| Elemental Heal 27               | 46    | 33k    | A-Mg | 143 (29+114) | 5    | 10s   | Heals self, power 308 (+9)                               |
| Magic Resistance 21             | 46    | 33k    | Pass | —            | —    | —     | Ups M.Def 49 (+2)                                        |
| Magic Resistance 22             | 46    | 33k    | Pass | —            | —    | —     | Ups M.Def 51 (+2)                                        |
| Magic Resistance 23             | 46    | 33k    | Pass | —            | —    | —     | Ups M.Def 52 (+1)                                        |
| Song of Wind                    | 46    | 100k   | A-Ph | 60           | 2.5  | 10s   | Ups party's movement 20; duration 2 minutes              |
| Sword / Blunt Weapon Mastery 15 | 46    | 33k    | Pass | —            | —    | —     | Ups P.Atk 19.8 (+1.3) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 16 | 46    | 33k    | Pass | —            | —    | —     | Ups P.Atk 21.1 (+1.3) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 17 | 46    | 33k    | Pass | —            | —    | —     | Ups P.Atk 22.4 (+1.3) with a sword/blunt                 |
| Charm 25                        | 49    | 42k    | A-Mg | 84 (17+67)   | 1.5  | 1m    | Reduces foe's desire to attack, power 313 (+6)           |
| Charm 26                        | 49    | 42k    | A-Mg | 87 (18+69)   | 1.5  | 1m    | Reduces foe's desire to attack, power 320 (+7)           |
| Charm 27                        | 49    | 42k    | A-Mg | 88 (18+70)   | 1.5  | 1m    | Reduces foe's desire to attack, power 327 (+7)           |
| Elemental Heal 28               | 49    | 42k    | A-Mg | 148 (30+118) | 5    | 10s   | Heals self, power 318 (+10)                              |
| Elemental Heal 29               | 49    | 42k    | A-Mg | 152 (31+121) | 5    | 10s   | Heals self, power 327 (+9)                               |
| Elemental Heal 30               | 49    | 42k    | A-Mg | 157 (32+125) | 5    | 10s   | Heals self, power 337 (+10)                              |
| Entangle 2                      | 49    | 120k   | A-Mg | 23 (5+18)    | 3    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>     |
| Focus Mind 3                    | 49    | 120k   | Pass | —            | —    | —     | Ups MP regen 1.8 (+0.4)                                  |
| Magic Resistance 24             | 49    | 42k    | Pass | —            | —    | —     | Ups M.Def 54 (+2)                                        |
| Magic Resistance 25             | 49    | 42k    | Pass | —            | —    | —     | Ups M.Def 56 (+2)                                        |
| Magic Resistance 26             | 49    | 42k    | Pass | —            | —    | —     | Ups M.Def 57 (+1)                                        |
| Song of Hunter                  | 49    | 120k   | A-Ph | 60           | 2.5  | 10s   | Doubles party's crit. rate; duration 2 minutes           |
| Spirit Barrier 2                | 49    | 120k   | A-Mg | 44 (9+35)    | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                  |
| Sword / Blunt Weapon Mastery 18 | 49    | 42k    | Pass | —            | —    | —     | Ups P.Atk 23.8 (+1.4) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 19 | 49    | 42k    | Pass | —            | —    | —     | Ups P.Atk 25.3 (+1.5) with a sword/blunt                 |
| Sword / Blunt Weapon Mastery 20 | 49    | 42k    | Pass | —            | —    | —     | Ups P.Atk 26.8 (+1.5) with a sword/blunt                 |
| Charm 28                        | 52    | 83k    | A-Mg | 90 (18+72)   | 1.5  | 1m    | Reduces foe's desire to attack, power 334 (+7)           |
| Charm 29                        | 52    | 83k    | A-Mg | 92 (19+73)   | 1.5  | 1m    | Reduces foe's desire to attack, power 340 (+6)           |

|                                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUse | EFFECT                                                                |
|----------------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------|
| <i>Charm 30</i>                        | 52    | 83k    | A-Mg | 94 (19+75)   | 1.5  | 1m    | Reduces foe's desire to attack, power 347 (+7)                        |
| <i>Elemental Heal 31</i>               | 52    | 83k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 346 (+9)                                            |
| <i>Elemental Heal 32</i>               | 52    | 83k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 356 (+10)                                           |
| <i>Elemental Heal 33</i>               | 52    | 83k    | A-Mg | 164 (33+131) | 5    | 10s   | Heals self, power 365 (+9)                                            |
| <i>Expertise Grade B</i>               | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty                       |
| <i>Magic Resistance 27</i>             | 52    | 83k    | Pass | —            | —    | —     | Ups M.Def 59 (+2)                                                     |
| <i>Magic Resistance 28</i>             | 52    | 83k    | Pass | —            | —    | —     | Ups M.Def 61 (+2)                                                     |
| <i>Magic Resistance 29</i>             | 52    | 83k    | Pass | —            | —    | —     | Ups M.Def 63 (+2)                                                     |
| <i>Song of Life</i>                    | 52    | 250k   | A-Ph | 60           | 2.5  | 10s   | Ups party's HP regen 20%; duration 2 minutes                          |
| <i>Sprint 2</i>                        | 52    | 250k   | A-Mg | 48 (10+38)   | 4    | 10s   | Ups your speed 33%; duration 20 minutes                               |
| <i>Sword / Blunt Weapon Mastery 21</i> | 52    | 83k    | Pass | —            | —    | —     | Ups P.Atk 28.3 (+1.5) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 22</i> | 52    | 83k    | Pass | —            | —    | —     | Ups P.Atk 29.9 (+1.6) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 23</i> | 52    | 83k    | Pass | —            | —    | —     | Ups P.Atk 31.6 (+1.7) with a sword/blunt                              |
| <i>Charm 31</i>                        | 55    | 110k   | A-Mg | 97 (20+77)   | 1.5  | 1m    | Reduces foe's desire to attack, power 353 (+6)                        |
| <i>Charm 32</i>                        | 55    | 110k   | A-Mg | 98 (20+78)   | 1.5  | 1m    | Reduces foe's desire to attack, power 360 (+7)                        |
| <i>Charm 33</i>                        | 55    | 110k   | A-Mg | 100 (20+80)  | 1.5  | 1m    | Reduces foe's desire to attack, power 366 (+6)                        |
| <i>Elemental Heal 34</i>               | 55    | 110k   | A-Mg | 168 (34+134) | 5    | 10s   | Heals self, power 375 (+10)                                           |
| <i>Elemental Heal 35</i>               | 55    | 110k   | A-Mg | 173 (35+138) | 5    | 10s   | Heals self, power 384 (+9)                                            |
| <i>Elemental Heal 36</i>               | 55    | 110k   | A-Mg | 177 (36+141) | 5    | 10s   | Heals self, power 393 (+9)                                            |
| <i>Focus Mind 4</i>                    | 55    | 350k   | Pass | —            | —    | —     | Ups MP regen 2.2 (+0.4)                                               |
| <i>Magic Resistance 30</i>             | 55    | 110k   | Pass | —            | —    | —     | Ups M.Def 64 (+1)                                                     |
| <i>Magic Resistance 31</i>             | 55    | 110k   | Pass | —            | —    | —     | Ups M.Def 66 (+2)                                                     |
| <i>Magic Resistance 32</i>             | 55    | 110k   | Pass | —            | —    | —     | Ups M.Def 68 (+2)                                                     |
| <i>Song of Earth</i>                   | 55    | 350k   | A-Ph | 60           | 2.5  | 10s   | Ups party's P.Def 15%; duration 2 minutes                             |
| <i>Sword / Blunt Weapon Mastery 24</i> | 55    | 110k   | Pass | —            | —    | —     | Ups P.Atk 33.3 (+1.7) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 25</i> | 55    | 110k   | Pass | —            | —    | —     | Ups P.Atk 35 (+1.7) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 26</i> | 55    | 110k   | Pass | —            | —    | —     | Ups P.Atk 36.8 (+1.8) with a sword/blunt                              |
| <i>Sword Symphony</i>                  | 55    | 350k   | A-Ph | 120          | 2    | 1m    | Attacks nearby foes with power 229; [confuses foes into running away] |
| <i>Charm 34</i>                        | 58    | 160k   | A-Mg | 103 (21+82)  | 1.5  | 1m    | Reduces foe's desire to attack, power 373 (+7)                        |
| <i>Charm 35</i>                        | 58    | 160k   | A-Mg | 104 (21+83)  | 1.5  | 1m    | Reduces foe's desire to attack, power 379 (+6)                        |
| <i>Charm 36</i>                        | 58    | 160k   | A-Mg | 107 (22+85)  | 1.5  | 1m    | Reduces foe's desire to attack, power 385 (+6)                        |
| <i>Elemental Heal 37</i>               | 58    | 160k   | A-Mg | 180 (36+144) | 5    | 10s   | Heals self, power 403 (+10)                                           |
| <i>Elemental Heal 38</i>               | 58    | 160k   | A-Mg | 185 (37+148) | 5    | 10s   | Heals self, power 412 (+9)                                            |
| <i>Elemental Heal 39</i>               | 58    | 160k   | A-Mg | 189 (38+151) | 5    | 10s   | Heals self, power 421 (+9)                                            |
| <i>Entangle 3</i>                      | 58    | 470k   | A-Mg | 28 (6+22)    | 3    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>                  |
| <i>Magic Resistance 33</i>             | 58    | 160k   | Pass | —            | —    | —     | Ups M.Def 70 (+2)                                                     |
| <i>Magic Resistance 34</i>             | 58    | 160k   | Pass | —            | —    | —     | Ups M.Def 72 (+2)                                                     |
| <i>Magic Resistance 35</i>             | 58    | 160k   | Pass | —            | —    | —     | Ups M.Def 74 (+2)                                                     |
| <i>Song of Water</i>                   | 58    | 470k   | A-Ph | 60           | 2.5  | 10s   | Ups party's Evasion 10; duration 2 minutes                            |
| <i>Spirit Barrier 3</i>                | 58    | 470k   | A-Mg | 54 (11+43)   | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                               |
| <i>Sword / Blunt Weapon Mastery 27</i> | 58    | 160k   | Pass | —            | —    | —     | Ups P.Atk 38.6 (+1.8) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 28</i> | 58    | 160k   | Pass | —            | —    | —     | Ups P.Atk 40.5 (+1.9) with a sword/blunt                              |
| <i>Sword / Blunt Weapon Mastery 29</i> | 58    | 160k   | Pass | —            | —    | —     | Ups P.Atk 42.4 (+1.9) with a sword/blunt                              |
| <i>Expertise Grade A</i>               | 61    | (free) | Pass | —            | —    | —     | Allows you to use A grade items without penalty                       |
| <i>Expertise Grade S</i>               | 67    | (free) | Pass | —            | —    | —     | Allows you to use S grade items without penalty                       |



### ELVEN SCOUT (← ELVEN FIGHTER)

| SKILL                           | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                              |
|---------------------------------|-------|--------|------|------------|------|-------|---------------------------------------------------------------------|
| <i>Acrobat 1</i>                | 20    | 3,100  | Pass | —          | —    | —     | Adds 60 to safe fall height                                         |
| <i>Aqua Lung 1</i>              | 20    | 3,100  | Pass | —          | —    | —     | Ups underwater breath meter 180                                     |
| <i>Aura Defense 2</i>           | 20    | 3,100  | A-Mg | 20 (4+16)  | 4    | 6s    | Bufs self; +12% P.Def; duration 20 minutes                          |
| <i>Bow Mastery 1</i>            | 20    | 1,000  | Pass | —          | —    | —     | Ups P.Atk 10.3 with a bow                                           |
| <i>Bow Mastery 2</i>            | 20    | 1,000  | Pass | —          | —    | —     | Ups P.Atk 11.4 (+1.1) with a bow                                    |
| <i>Bow Mastery 3</i>            | 20    | 1,000  | Pass | —          | —    | —     | Ups P.Atk 27.6 (+16.2) with a bow                                   |
| <i>Charm 1 (book)</i>           | 20    | 1,000  | A-Mg | 37 (8+29)  | 1.5  | 1m    | Reduces foe's desire to attack, power 132                           |
| <i>Charm 2</i>                  | 20    | 1,000  | A-Mg | 38 (8+30)  | 1.5  | 1m    | Reduces foe's desire to attack, power 137 (+5)                      |
| <i>Charm 3</i>                  | 20    | 1,000  | A-Mg | 39 (8+31)  | 1.5  | 1m    | Reduces foe's desire to attack, power 143 (+6)                      |
| <i>Dagger Mastery 1</i>         | 20    | 3,100  | Pass | —          | —    | —     | Ups P.Atk 3.6 with a dagger                                         |
| <i>Elemental Heal 4</i>         | 20    | 1,000  | A-Mg | 53 (11+42) | 5    | 10s   | Heals self, power 95 (+15)                                          |
| <i>Elemental Heal 5</i>         | 20    | 1,000  | A-Mg | 57 (12+45) | 5    | 10s   | Heals self, power 100 (+5)                                          |
| <i>Elemental Heal 6</i>         | 20    | 1,000  | A-Mg | 59 (12+47) | 5    | 10s   | Heals self, power 106 (+6)                                          |
| <i>Expertise Grade D</i>        | 20    | (free) | Pass | —          | —    | —     | Allows you to use D grade items without penalty                     |
| <i>Light Armor Mastery 1</i>    | 20    | 1,500  | Pass | —          | —    | —     | Ups P.Def 1.3, Evasion 4 with light armor                           |
| <i>Light Armor Mastery 2</i>    | 20    | 1,500  | Pass | —          | —    | —     | Ups P.Def 2.2 (+0.9), Evasion 4 with light armor                    |
| <i>Long Range Shot 1</i>        | 20    | 3,100  | Pass | —          | —    | —     | Ups the attack range of bows 200                                    |
| <i>Mortal Blow 10</i>           | 20    | 1,000  | A-Ph | 22         | 1.1  | 11s   | Dagger attack, power 268 (+58) works only on crit.                  |
| <i>Mortal Blow 11</i>           | 20    | 1,000  | A-Ph | 22         | 1.1  | 11s   | Dagger attack, power 291 (+23) works only on crit.                  |
| <i>Mortal Blow 12</i>           | 20    | 1,000  | A-Ph | 22         | 1.1  | 11s   | Dagger attack, power 314 (+23) works only on crit.                  |
| <i>Power Shot 10</i>            | 20    | 1,000  | A-Ph | 43         | 3.2  | 25s   | Bow attack, power 239 (+52); {over-hit}                             |
| <i>Power Shot 11</i>            | 20    | 1,000  | A-Ph | 44         | 3.2  | 25s   | Bow attack, power 258 (+19); {over-hit}                             |
| <i>Power Shot 12</i>            | 20    | 1,000  | A-Ph | 44         | 3.2  | 25s   | Bow attack, power 279 (+21); {over-hit}                             |
| <i>Unlock 1</i>                 | 20    | 3,100  | A-Ph | 20 (4+16)  | 2.5  | 2m    | Opens Lvl. 1 doors (30% probability); requires 1 key of thief       |
| <i>Accuracy</i>                 | 24    | 5,900  | Cont | X/5s       | —    | —     | Boosts your accuracy by 10; consumes (your level/5) MP every 5 secs |
| <i>Bleed 1</i>                  | 24    | 5,900  | A-Ph | 32         | 1.1  | 13s   | Target takes 13 dam/5 secs for 20 seconds <CON>                     |
| <i>Bow Mastery 4</i>            | 24    | 1,900  | Pass | —          | —    | —     | Ups P.Atk 32.8 (+5.2) with a bow                                    |
| <i>Bow Mastery 5</i>            | 24    | 1,900  | Pass | —          | —    | —     | Ups P.Atk 35.6 (+2.8) with a bow                                    |
| <i>Bow Mastery 6</i>            | 24    | 1,900  | Pass | —          | —    | —     | Ups P.Atk 38.6 (+3) with a bow                                      |
| <i>Charm 4</i>                  | 24    | 1,900  | A-Mg | 40 (8+32)  | 1.5  | 1m    | Reduces foe's desire to attack, power 153 (+10)                     |
| <i>Charm 5</i>                  | 24    | 1,900  | A-Mg | 42 (9+33)  | 1.5  | 1m    | Reduces foe's desire to attack, power 159 (+6)                      |
| <i>Charm 6</i>                  | 24    | 1,900  | A-Mg | 43 (9+34)  | 1.5  | 1m    | Reduces foe's desire to attack, power 164 (+5)                      |
| <i>Cure Bleeding 1 (book)</i>   | 24    | 5,900  | A-Mg | 22 (5+17)  | 4    | 6s    | Cures target's bleeding (power 3)                                   |
| <i>Dagger Mastery 2</i>         | 24    | 5,900  | Pass | —          | —    | —     | Ups P.Atk 6 (+2.4) with a dagger                                    |
| <i>Elemental Heal 7</i>         | 24    | 1,900  | A-Mg | 62 (13+49) | 5    | 10s   | Heals self, power 118 (+12)                                         |
| <i>Elemental Heal 8</i>         | 24    | 1,900  | A-Mg | 65 (13+52) | 5    | 10s   | Heals self, power 124 (+6)                                          |
| <i>Elemental Heal 9</i>         | 24    | 1,900  | A-Mg | 69 (14+55) | 5    | 10s   | Heals self, power 130 (+6)                                          |
| <i>Evasion Boost 1</i>          | 24    | 5,900  | Pass | —          | —    | —     | Ups Evasion 2                                                       |
| <i>Light Armor Mastery 3</i>    | 24    | 2,900  | Pass | —          | —    | —     | Ups P.Def 3.2 (+1), Evasion 6 (+2) with light armor                 |
| <i>Light Armor Mastery 4</i>    | 24    | 2,900  | Pass | —          | —    | —     | Ups P.Def 4.2 (+1), Evasion 6 with light armor                      |
| <i>Mortal Blow 13</i>           | 24    | 1,900  | A-Ph | 23         | 1.1  | 11s   | Dagger attack, power 367 (+53) works only on crit.                  |
| <i>Mortal Blow 14</i>           | 24    | 1,900  | A-Ph | 24         | 1.1  | 11s   | Dagger attack, power 396 (+29) works only on crit.                  |
| <i>Mortal Blow 15</i>           | 24    | 1,900  | A-Ph | 25         | 1.1  | 11s   | Dagger attack, power 427 (+31) works only on crit.                  |
| <i>Poison Recovery 1 (book)</i> | 24    | 5,900  | A-Mg | 20 (4+16)  | 4    | 6s    | Cures self of poison (power 3)                                      |
| <i>Power Shot 13</i>            | 24    | 1,900  | A-Ph | 46         | 3.2  | 25s   | Bow attack, power 326 (+47); {over-hit}                             |
| <i>Power Shot 14</i>            | 24    | 1,900  | A-Ph | 48         | 3.2  | 25s   | Bow attack, power 352 (+26); {over-hit}                             |
| <i>Power Shot 15</i>            | 24    | 1,900  | A-Ph | 50         | 3.2  | 25s   | Bow attack, power 379 (+27); {over-hit}                             |
| <i>Acrobatics 1</i>             | 28    | 10k    | Pass | —          | —    | —     | Ups Evasion 4 when running                                          |
| <i>Aura Attack 2</i>            | 28    | 10k    | A-Mg | 25 (5+20)  | 4    | 6s    | Bufs self; +12% P.Atk; duration 20 minutes                          |
| <i>Bow Mastery 7</i>            | 28    | 3,300  | Pass | —          | —    | —     | Ups P.Atk 45.2 (+6.6) with a bow                                    |
| <i>Bow Mastery 8</i>            | 28    | 3,300  | Pass | —          | —    | —     | Ups P.Atk 48.9 (+3.7) with a bow                                    |
| <i>Bow Mastery 9</i>            | 28    | 3,300  | Pass | —          | —    | —     | Ups P.Atk 52.7 (+3.8) with a bow                                    |
| <i>Charm 7</i>                  | 28    | 3,300  | A-Mg | 47 (10+37) | 1.5  | 1m    | Reduces foe's desire to attack, power 176 (+12)                     |
| <i>Charm 8</i>                  | 28    | 3,300  | A-Mg | 48 (10+38) | 1.5  | 1m    | Reduces foe's desire to attack, power 182 (+6)                      |
| <i>Charm 9</i>                  | 28    | 3,300  | A-Mg | 49 (10+39) | 1.5  | 1m    | Reduces foe's desire to attack, power 188 (+6)                      |
| <i>Dagger Mastery 3</i>         | 28    | 5,000  | Pass | —          | —    | —     | Ups P.Atk 7.4 (+1.4) with a dagger                                  |
| <i>Dagger Mastery 4</i>         | 28    | 5,000  | Pass | —          | —    | —     | Ups P.Atk 9 (+1.6) with a dagger                                    |
| <i>Elemental Heal 10</i>        | 28    | 3,300  | A-Mg | 75 (15+60) | 5    | 10s   | Heals self, power 143 (+13)                                         |
| <i>Elemental Heal 11</i>        | 28    | 3,300  | A-Mg | 79 (16+63) | 5    | 10s   | Heals self, power 150 (+7)                                          |
| <i>Elemental Heal 12</i>        | 28    | 3,300  | A-Mg | 83 (17+66) | 5    | 10s   | Heals self, power 157 (+7)                                          |
| <i>Light Armor Mastery 5</i>    | 28    | 5,000  | Pass | —          | —    | —     | Ups P.Def 5.3 (+1.1), Evasion 7 (+1) with light armor               |
| <i>Light Armor Mastery 6</i>    | 28    | 5,000  | Pass | —          | —    | —     | Ups P.Def 6.8 (+1.5), Evasion 7 with light armor                    |

|                        | LEVEL | SP    | TYPE | COST (MP)   | TIME | ReUse | EFFECT                                                                   |
|------------------------|-------|-------|------|-------------|------|-------|--------------------------------------------------------------------------|
| Mortal Blow 16         | 28    | 3,300 | A-Ph | 27          | 1.1  | 11s   | Dagger attack, power 494 (+67) works only on crit.                       |
| Mortal Blow 17         | 28    | 3,300 | A-Ph | 29          | 1.1  | 11s   | Dagger attack, power 531 (+37) works only on crit.                       |
| Mortal Blow 18         | 28    | 3,300 | A-Ph | 30          | 1.1  | 11s   | Dagger attack, power 571 (+40) works only on crit.                       |
| Power Shot 16          | 28    | 3,300 | A-Ph | 54          | 3.2  | 25s   | Bow attack, power 440 (+61); {over-hit}                                  |
| Power Shot 17          | 28    | 3,300 | A-Ph | 57          | 3.2  | 25s   | Bow attack, power 472 (+32); {over-hit}                                  |
| Power Shot 18          | 28    | 3,300 | A-Ph | 59          | 3.2  | 25s   | Bow attack, power 507 (+35); {over-hit}                                  |
| Quick Step 1           | 28    | 10k   | Pass | -           | -    | -     | Ups movement 7                                                           |
| Ultimate Evasion 1     | 28    | 10k   | A-Ph | 25 (5+20)   | 1    | 30m   | Ups your Evasion 20; duration 30 seconds                                 |
| Unlock 2               | 28    | 10k   | A-Ph | 25 (5+20)   | 2.5  | 2m    | Opens Lvl. 1 doors (75% probability); requires 1 key of thief            |
| Bleed 2                | 32    | 16k   | A-Ph | 41          | 1.1  | 13s   | Target takes 17 (+4) dam/5 secs for 20 seconds <CON>                     |
| Bow Mastery 10         | 32    | 5,600 | Pass | -           | -    | -     | Ups P.Atk 61.1 (+8.4) with a bow                                         |
| Bow Mastery 11         | 32    | 5,600 | Pass | -           | -    | -     | Ups P.Atk 65.6 (+4.5) with a bow                                         |
| Bow Mastery 12         | 32    | 5,600 | Pass | -           | -    | -     | Ups P.Atk 70.4 (+4.8) with a bow                                         |
| Charm 10               | 32    | 5,600 | A-Mg | 53 (11+42)  | 1.5  | 1m    | Reduces foe's desire to attack, power 200 (+12)                          |
| Charm 11               | 32    | 5,600 | A-Mg | 54 (11+43)  | 1.5  | 1m    | Reduces foe's desire to attack, power 206 (+6)                           |
| Charm 12               | 32    | 5,600 | A-Mg | 55 (11+44)  | 1.5  | 1m    | Reduces foe's desire to attack, power 213 (+7)                           |
| Critical Chance 1      | 32    | 16k   | Pass | -           | -    | -     | Ups critical rate 20%                                                    |
| Dagger Mastery 5       | 32    | 8,300 | Pass | -           | -    | -     | Ups P.Atk 10.8 (+1.8) with a dagger                                      |
| Dagger Mastery 6       | 32    | 8,300 | Pass | -           | -    | -     | Ups P.Atk 12.8 (+2) with a dagger                                        |
| Elemental Heal 13      | 32    | 5,600 | A-Mg | 88 (18+70)  | 5    | 10s   | Heals self, power 171 (+14)                                              |
| Elemental Heal 14      | 32    | 5,600 | A-Mg | 88 (18+70)  | 5    | 10s   | Heals self, power 179 (+8)                                               |
| Elemental Heal 15      | 32    | 5,600 | A-Mg | 92 (19+73)  | 5    | 10s   | Heals self, power 187 (+8)                                               |
| Light Armor Mastery 7  | 32    | 8,300 | Pass | -           | -    | -     | Ups P.Def 8.4 (+1.6), Evasion 7 with light armor                         |
| Light Armor Mastery 8  | 32    | 8,300 | Pass | -           | -    | -     | Ups P.Def 10.1 (+1.7), Evasion 7 with light armor                        |
| Mortal Blow 19         | 32    | 5,600 | A-Ph | 31          | 1.1  | 11s   | Dagger attack, power 656 (+85) works only on crit.                       |
| Mortal Blow 20         | 32    | 5,600 | A-Ph | 31          | 1.1  | 11s   | Dagger attack, power 703 (+47) works only on crit.                       |
| Mortal Blow 21         | 32    | 5,600 | A-Ph | 33          | 1.1  | 11s   | Dagger attack, power 752 (+49) works only on crit.                       |
| Power Shot 19          | 32    | 5,600 | A-Ph | 62          | 3.2  | 25s   | Bow attack, power 584 (+77); {over-hit}                                  |
| Power Shot 20          | 32    | 5,600 | A-Ph | 62          | 3.2  | 25s   | Bow attack, power 625 (+41); {over-hit}                                  |
| Power Shot 21          | 32    | 5,600 | A-Ph | 65          | 3.2  | 25s   | Bow attack, power 669 (+44); {over-hit}                                  |
| Rapid Shot 1           | 32    | 16k   | A-Ph | 28 (6+22)   | 1.5  | 10s   | Ups your attack speed 8% if using a bow; duration 20 mins                |
| Sprint 1 (book)        | 32    | 16k   | A-Mg | 28 (6+22)   | 4    | 10s   | Ups your speed 20%; duration 20 minutes                                  |
| Bow Mastery 13         | 36    | 9,400 | Pass | -           | -    | -     | Ups P.Atk 80.9 (+10.5) with a bow                                        |
| Bow Mastery 14         | 36    | 9,400 | Pass | -           | -    | -     | Ups P.Atk 86.5 (+5.6) with a bow                                         |
| Bow Mastery 15         | 36    | 9,400 | Pass | -           | -    | -     | Ups P.Atk 92.4 (+5.9) with a bow                                         |
| Charm 13               | 36    | 9,400 | A-Mg | 59 (12+47)  | 1.5  | 1m    | Reduces foe's desire to attack, power 225 (+12)                          |
| Charm 14               | 36    | 9,400 | A-Mg | 60 (12+48)  | 1.5  | 1m    | Reduces foe's desire to attack, power 232 (+7)                           |
| Charm 15               | 36    | 9,400 | A-Mg | 63 (13+50)  | 1.5  | 1m    | Reduces foe's desire to attack, power 239 (+7)                           |
| Dagger Mastery 7       | 36    | 14k   | Pass | -           | -    | -     | Ups P.Atk 15.1 (+2.3) with a dagger                                      |
| Dagger Mastery 8       | 36    | 14k   | Pass | -           | -    | -     | Ups P.Atk 17.6 (+2.5) with a dagger                                      |
| Elemental Heal 16      | 36    | 9,400 | A-Mg | 99 (20+79)  | 5    | 10s   | Heals self, power 203 (+16)                                              |
| Elemental Heal 17      | 36    | 9,400 | A-Mg | 103 (21+82) | 5    | 10s   | Heals self, power 211 (+8)                                               |
| Elemental Heal 18      | 36    | 9,400 | A-Mg | 107 (22+85) | 5    | 10s   | Heals self, power 219 (+8)                                               |
| Entangle 1 (book)      | 36    | 28k   | A-Mg | 17 (4+13)   | 3    | 7s    | Debuffs foe's movement 15%; duration 2 minutes <DEX>                     |
| Light Armor Mastery 9  | 36    | 14k   | Pass | -           | -    | -     | Ups P.Def 11.9 (+1.8), Evasion 7 with light armor                        |
| Light Armor Mastery 10 | 36    | 14k   | Pass | -           | -    | -     | Ups P.Def 13.7 (+1.8), Evasion 7 with light armor                        |
| Mortal Blow 22         | 36    | 9,400 | A-Ph | 35          | 1.1  | 11s   | Dagger attack, power 859 (+107) works only on crit.                      |
| Mortal Blow 23         | 36    | 9,400 | A-Ph | 36          | 1.1  | 11s   | Dagger attack, power 916 (+57) works only on crit.                       |
| Mortal Blow 24         | 36    | 9,400 | A-Ph | 37          | 1.1  | 11s   | Dagger attack, power 977 (+61) works only on crit.                       |
| Power Shot 22          | 36    | 9,400 | A-Ph | 69          | 3.2  | 25s   | Bow attack, power 763 (+94); {over-hit}                                  |
| Power Shot 23          | 36    | 9,400 | A-Ph | 72          | 3.2  | 25s   | Bow attack, power 814 (+51); {over-hit}                                  |
| Power Shot 24          | 36    | 9,400 | A-Ph | 74          | 3.2  | 25s   | Bow attack, power 868 (+54); {over-hit}                                  |
| Sprint Heal 1          | 36    | 28k   | Pass | -           | -    | -     | Ups HP regen 2.5, MP regen 0.8 when running                              |
| Stun Shot 1            | 36    | 9,400 | A-Ph | 69          | 3    | 10s   | Bow attack, power 287; [9-second stun] <CON>                             |
| Stun Shot 2            | 36    | 9,400 | A-Ph | 72          | 3    | 10s   | Bow attack, power 306 (+19); [9-second stun] <CON>                       |
| Stun Shot 3            | 36    | 9,400 | A-Ph | 74          | 3    | 10s   | Bow attack, power 326 (+20); [9-second stun] <CON>                       |
| Unlock 3               | 36    | 28k   | A-Ph | 32 (7+25)   | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (5%); requires 1 key of thief |



### PLAINSWALKER (← ELVEN SCOUT ← ELVEN FIGHTER)

| SKILL                   | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                    |
|-------------------------|-------|--------|------|--------------|------|-------|---------------------------------------------------------------------------|
| Backstab 1              | 40    | 12k    | A-Ph | 53           | 1.1  | 11s   | Dagger attack, power 1107; works only from behind                         |
| Backstab 2              | 40    | 12k    | A-Ph | 55           | 1.1  | 11s   | Dagger attack, power 1176 (+69); works only from behind                   |
| Backstab 3              | 40    | 12k    | A-Ph | 57           | 1.1  | 11s   | Dagger attack, power 1249 (+73); works only from behind                   |
| Charm 16                | 40    | 12k    | A-Mg | 67 (14+53)   | 1.5  | 1m    | Reduces foe's desire to attack, power 252 (+13)                           |
| Charm 17                | 40    | 12k    | A-Mg | 68 (14+54)   | 1.5  | 1m    | Reduces foe's desire to attack, power 259 (+7)                            |
| Charm 18                | 40    | 12k    | A-Mg | 70 (14+56)   | 1.5  | 1m    | Reduces foe's desire to attack, power 266 (+7)                            |
| Critical Chance 2       | 40    | 37k    | Pass | –            | –    | –     | Ups critical rate 30% (+10%)                                              |
| Dagger Mastery 9        | 40    | 12k    | Pass | –            | –    | –     | Ups P.AtK 20.3 (+2.7) with a dagger                                       |
| Dagger Mastery 10       | 40    | 12k    | Pass | –            | –    | –     | Ups P.AtK 21.8 (+1.5) with a dagger                                       |
| Dagger Mastery 11       | 40    | 12k    | Pass | –            | –    | –     | Ups P.AtK 23.4 (+1.6) with a dagger                                       |
| Deadly Blow 1           | 40    | 12k    | A-Ph | 40           | 1.1  | 11s   | Dagger attack, power 1107 works only on crit.                             |
| Deadly Blow 2           | 40    | 12k    | A-Ph | 41           | 1.1  | 11s   | Dagger attack, power 1176 (+69) works only on crit.                       |
| Deadly Blow 3           | 40    | 12k    | A-Ph | 43           | 1.1  | 11s   | Dagger attack, power 1249 (+73) works only on crit.                       |
| Elemental Heal 19       | 40    | 12k    | A-Mg | 115 (23+92)  | 5    | 10s   | Heals self, power 236 (+17)                                               |
| Elemental Heal 20       | 40    | 12k    | A-Mg | 119 (24+95)  | 5    | 10s   | Heals self, power 245 (+9)                                                |
| Elemental Heal 21       | 40    | 12k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 254 (+9)                                                |
| Expertise Grade C       | 40    | (free) | Pass | –            | –    | –     | Allows you to use C grade items without penalty                           |
| Light Armor Mastery 11  | 40    | 12k    | Pass | –            | –    | –     | Ups P.Def 15.7 (+2), Evasion 7 with light armor                           |
| Light Armor Mastery 12  | 40    | 12k    | Pass | –            | –    | –     | Ups P.Def 16.7 (+1), Evasion 7 with light armor                           |
| Light Armor Mastery 13  | 40    | 12k    | Pass | –            | –    | –     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor                         |
| Play Dead               | 40    | 37k    | Cont | 200 + 10/5s  | –    | –     | You fall down as if dead; costs 200, plus 10 MP every 5 seconds           |
| Poison Recovery 2       | 40    | 37k    | A-Mg | 35 (7+28)    | 4    | 6s    | Cures self of poison (power 7)                                            |
| Spirit Barrier 1 (book) | 40    | 37k    | A-Mg | 35 (7+28)    | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes                                   |
| Unlock 4                | 40    | 37k    | A-Ph | 35 (7+28)    | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (30%); requires 1 key of thief |
| Acrobatics 2            | 43    | 41k    | Pass | –            | –    | –     | Ups Evasion 5 when running                                                |
| Backstab 4              | 43    | 14k    | A-Ph | 57           | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only from behind                    |
| Backstab 5              | 43    | 14k    | A-Ph | 58           | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only from behind                    |
| Backstab 6              | 43    | 14k    | A-Ph | 60           | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only from behind                    |
| Charm 19                | 43    | 14k    | A-Mg | 72 (15+57)   | 1.5  | 1m    | Reduces foe's desire to attack, power 272 (+6)                            |
| Charm 20                | 43    | 14k    | A-Mg | 74 (15+59)   | 1.5  | 1m    | Reduces foe's desire to attack, power 279 (+7)                            |
| Charm 21                | 43    | 14k    | A-Mg | 75 (15+60)   | 1.5  | 1m    | Reduces foe's desire to attack, power 286 (+7)                            |
| Dagger Mastery 12       | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 25 (+1.6) with a dagger                                         |
| Dagger Mastery 13       | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 26.6 (+1.6) with a dagger                                       |
| Dagger Mastery 14       | 43    | 14k    | Pass | –            | –    | –     | Ups P.AtK 28.4 (+1.8) with a dagger                                       |
| Deadly Blow 4           | 43    | 14k    | A-Ph | 43           | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only on crit.                       |
| Deadly Blow 5           | 43    | 14k    | A-Ph | 44           | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only on crit.                       |
| Deadly Blow 6           | 43    | 14k    | A-Ph | 45           | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only on crit.                       |
| Elemental Heal 22       | 43    | 14k    | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 262 (+8)                                                |
| Elemental Heal 23       | 43    | 14k    | A-Mg | 127 (26+101) | 5    | 10s   | Heals self, power 271 (+9)                                                |
| Elemental Heal 24       | 43    | 14k    | A-Mg | 130 (26+104) | 5    | 10s   | Heals self, power 281 (+10)                                               |
| Light Armor Mastery 14  | 43    | 14k    | Pass | –            | –    | –     | Ups P.Def 18.8 (+1), Evasion 7 with light armor                           |
| Light Armor Mastery 15  | 43    | 14k    | Pass | –            | –    | –     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor                         |
| Light Armor Mastery 16  | 43    | 14k    | Pass | –            | –    | –     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor                         |
| Quick Step 2            | 43    | 41k    | Pass | –            | –    | –     | Ups movement 11                                                           |
| Sprint Heal 2           | 43    | 41k    | Pass | –            | –    | –     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running                   |
| Switch 1                | 43    | 41k    | A-Ph | 45           | 1.2  | 12s   | Causes foe to switch targets, power 50                                    |
| Unlock 5                | 43    | 41k    | A-Ph | 38 (8+30)    | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (75%); requires 1 key of thief |
| Backstab 7              | 46    | 20k    | A-Ph | 62           | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only from behind                    |
| Backstab 8              | 46    | 20k    | A-Ph | 64           | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only from behind                    |
| Backstab 9              | 46    | 20k    | A-Ph | 66           | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only from behind                    |
| Charm 22                | 46    | 20k    | A-Mg | 78 (16+62)   | 1.5  | 1m    | Reduces foe's desire to attack, power 293 (+7)                            |
| Charm 23                | 46    | 20k    | A-Mg | 80 (16+64)   | 1.5  | 1m    | Reduces foe's desire to attack, power 300 (+7)                            |
| Charm 24                | 46    | 20k    | A-Mg | 82 (17+65)   | 1.5  | 1m    | Reduces foe's desire to attack, power 307 (+7)                            |
| Cure Bleeding 2         | 46    | 60k    | A-Mg | 42 (9+33)    | 4    | 6s    | Cures target's bleeding (power 7)                                         |
| Dagger Mastery 15       | 46    | 20k    | Pass | –            | –    | –     | Ups P.AtK 30.2 (+1.8) with a dagger                                       |
| Dagger Mastery 16       | 46    | 20k    | Pass | –            | –    | –     | Ups P.AtK 32.1 (+1.9) with a dagger                                       |
| Dagger Mastery 17       | 46    | 20k    | Pass | –            | –    | –     | Ups P.AtK 34.1 (+2) with a dagger                                         |
| Deadly Blow 7           | 46    | 20k    | A-Ph | 47           | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only on crit.                       |
| Deadly Blow 8           | 46    | 20k    | A-Ph | 48           | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only on crit.                       |
| Deadly Blow 9           | 46    | 20k    | A-Ph | 49           | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only on crit.                       |
| Elemental Heal 25       | 46    | 20k    | A-Mg | 134 (27+107) | 5    | 10s   | Heals self, power 290 (+9)                                                |
| Elemental Heal 26       | 46    | 20k    | A-Mg | 139 (28+111) | 5    | 10s   | Heals self, power 299 (+9)                                                |
| Elemental Heal 27       | 46    | 20k    | A-Mg | 143 (29+114) | 5    | 10s   | Heals self, power 308 (+9)                                                |
| Evasion Boost 2         | 46    | 60k    | Pass | –            | –    | –     | Ups Evasion 3 (+1)                                                        |
| Light Armor Mastery 17  | 46    | 20k    | Pass | –            | –    | –     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor                         |

ELVEN FIGHTER: PLAINSWALKER

|                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                       |
|------------------------|-------|--------|------|--------------|------|-------|------------------------------------------------------------------------------|
| Light Armor Mastery 18 | 46    | 20k    | Pass | —            | —    | —     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor                            |
| Light Armor Mastery 19 | 46    | 20k    | Pass | —            | —    | —     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor                            |
| Sprint Heal 3          | 46    | 60k    | Pass | —            | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running                      |
| Unlock 6               | 46    | 60k    | A-Ph | 42 (9+33)    | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (5%); requires 1 key of thief  |
| Backstab 10            | 49    | 28k    | A-Ph | 67           | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only from behind                       |
| Backstab 11            | 49    | 28k    | A-Ph | 69           | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only from behind                      |
| Backstab 12            | 49    | 28k    | A-Ph | 71           | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only from behind                      |
| Bleed 3                | 49    | 83k    | A-Ph | 67           | 1.1  | 13s   | Target takes 22 (+5) dam/5 secs for 20 seconds <CON>                         |
| Charm 25               | 49    | 28k    | A-Mg | 84 (17+67)   | 1.5  | 1m    | Reduces foe's desire to attack, power 313 (+6)                               |
| Charm 26               | 49    | 28k    | A-Mg | 87 (18+69)   | 1.5  | 1m    | Reduces foe's desire to attack, power 320 (+7)                               |
| Charm 27               | 49    | 28k    | A-Mg | 88 (18+70)   | 1.5  | 1m    | Reduces foe's desire to attack, power 327 (+7)                               |
| Critical Chance 3      | 49    | 83k    | Pass | —            | —    | —     | Ups critical rate 40% (+10%)                                                 |
| Dagger Mastery 18      | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 36.1 (+2) with a dagger                                            |
| Dagger Mastery 19      | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 38.2 (+2.1) with a dagger                                          |
| Dagger Mastery 20      | 49    | 28k    | Pass | —            | —    | —     | Ups P.AtK 40.4 (+2.2) with a dagger                                          |
| Deadly Blow 10         | 49    | 28k    | A-Ph | 51           | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only on crit.                          |
| Deadly Blow 11         | 49    | 28k    | A-Ph | 52           | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only on crit.                         |
| Deadly Blow 12         | 49    | 28k    | A-Ph | 54           | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only on crit.                         |
| Elemental Heal 28      | 49    | 28k    | A-Mg | 148 (30+118) | 5    | 10s   | Heals self, power 318 (+10)                                                  |
| Elemental Heal 29      | 49    | 28k    | A-Mg | 152 (31+121) | 5    | 10s   | Heals self, power 327 (+9)                                                   |
| Elemental Heal 30      | 49    | 28k    | A-Mg | 157 (32+125) | 5    | 10s   | Heals self, power 337 (+10)                                                  |
| Entangle 2             | 49    | 83k    | A-Mg | 23 (5+18)    | 3    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>                         |
| Light Armor Mastery 20 | 49    | 28k    | Pass | —            | —    | —     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 21 | 49    | 28k    | Pass | —            | —    | —     | Ups P.Def 27 (+1.2), Evasion 7 with light armor                              |
| Light Armor Mastery 22 | 49    | 28k    | Pass | —            | —    | —     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor                            |
| Spirit Barrier 2       | 49    | 83k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                                      |
| Sprint Heal 4          | 49    | 83k    | Pass | —            | —    | —     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running                      |
| Unlock 7               | 49    | 83k    | A-Ph | 44 (9+35)    | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (30%); requires 1 key of thief |
| Backstab 13            | 52    | 45k    | A-Ph | 73           | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only from behind                      |
| Backstab 14            | 52    | 45k    | A-Ph | 73           | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only from behind                      |
| Backstab 15            | 52    | 45k    | A-Ph | 75           | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only from behind                      |
| Charm 28               | 52    | 45k    | A-Mg | 90 (18+72)   | 1.5  | 1m    | Reduces foe's desire to attack, power 334 (+7)                               |
| Charm 29               | 52    | 45k    | A-Mg | 92 (19+73)   | 1.5  | 1m    | Reduces foe's desire to attack, power 340 (+6)                               |
| Charm 30               | 52    | 45k    | A-Mg | 94 (19+75)   | 1.5  | 1m    | Reduces foe's desire to attack, power 347 (+7)                               |
| Dagger Mastery 21      | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 42.7 (+2.3) with a dagger                                          |
| Dagger Mastery 22      | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 45 (+2.3) with a dagger                                            |
| Dagger Mastery 23      | 52    | 45k    | Pass | —            | —    | —     | Ups P.AtK 47.4 (+2.4) with a dagger                                          |
| Deadly Blow 13         | 52    | 45k    | A-Ph | 55           | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only on crit.                         |
| Deadly Blow 14         | 52    | 45k    | A-Ph | 55           | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only on crit.                         |
| Deadly Blow 15         | 52    | 45k    | A-Ph | 56           | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only on crit.                         |
| Elemental Heal 31      | 52    | 45k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 346 (+9)                                                   |
| Elemental Heal 32      | 52    | 45k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 356 (+10)                                                  |
| Elemental Heal 33      | 52    | 45k    | A-Mg | 164 (33+131) | 5    | 10s   | Heals self, power 365 (+9)                                                   |
| Expertise Grade B      | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty                              |
| Light Armor Mastery 23 | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 24 | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 25 | 52    | 45k    | Pass | —            | —    | —     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor                            |
| Lure                   | 52    | 140k   | A-Ph | 44           | 1.5  | 10s   | Taunts foe into attacking                                                    |
| Sprint 2               | 52    | 140k   | A-Mg | 48 (10+38)   | 4    | 10s   | Ups your speed 33%; duration 20 minutes                                      |
| Sprint Heal 5          | 52    | 140k   | Pass | —            | —    | —     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running                    |
| Switch 2               | 52    | 140k   | A-Ph | 56           | 1.2  | 12s   | Causes foe to switch targets, power 70                                       |
| Unlock 8               | 52    | 140k   | A-Ph | 48 (10+38)   | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (75%); requires 1 key of thief |
| Acrobat 2              | 55    | 210k   | Pass | —            | —    | —     | Adds 100 (+40) to safe fall height                                           |
| Acrobatics 3           | 55    | 210k   | Pass | —            | —    | —     | Ups Evasion 6 when running                                                   |
| Aqua Lung 2            | 55    | 210k   | Pass | —            | —    | —     | Ups underwater breath meter 300 (+120)                                       |
| Backstab 16            | 55    | 73k    | A-Ph | 77           | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only from behind                      |
| Backstab 17            | 55    | 73k    | A-Ph | 79           | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only from behind                      |
| Backstab 18            | 55    | 73k    | A-Ph | 81           | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only from behind                      |
| Charm 31               | 55    | 73k    | A-Mg | 97 (20+77)   | 1.5  | 1m    | Reduces foe's desire to attack, power 353 (+6)                               |
| Charm 32               | 55    | 73k    | A-Mg | 98 (20+78)   | 1.5  | 1m    | Reduces foe's desire to attack, power 360 (+7)                               |
| Charm 33               | 55    | 73k    | A-Mg | 100 (20+80)  | 1.5  | 1m    | Reduces foe's desire to attack, power 366 (+6)                               |
| Dagger Mastery 24      | 55    | 73k    | Pass | —            | —    | —     | Ups P.AtK 49.9 (+2.5) with a dagger                                          |
| Dagger Mastery 25      | 55    | 73k    | Pass | —            | —    | —     | Ups P.AtK 52.4 (+2.5) with a dagger                                          |
| Dagger Mastery 26      | 55    | 73k    | Pass | —            | —    | —     | Ups P.AtK 55 (+2.6) with a dagger                                            |
| Deadly Blow 16         | 55    | 73k    | A-Ph | 58           | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only on crit.                         |
| Deadly Blow 17         | 55    | 73k    | A-Ph | 59           | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only on crit.                         |
| Deadly Blow 18         | 55    | 73k    | A-Ph | 61           | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only on crit.                         |



# LINEAGE II

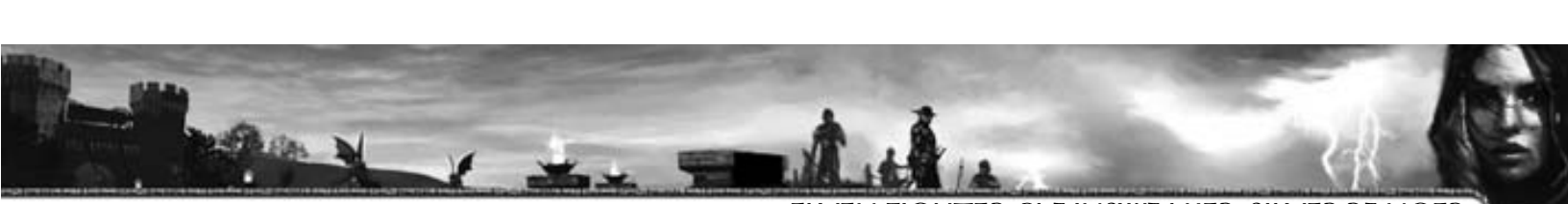
## PRIMA Official Game Guide

|                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                    |
|------------------------|-------|--------|------|--------------|------|-------|---------------------------------------------------------------------------|
| Elemental Heal 34      | 55    | 73k    | A-Mg | 168 (34+134) | 5    | 10s   | Heals self, power 375 (+10)                                               |
| Elemental Heal 35      | 55    | 73k    | A-Mg | 173 (35+138) | 5    | 10s   | Heals self, power 384 (+9)                                                |
| Elemental Heal 36      | 55    | 73k    | A-Mg | 177 (36+141) | 5    | 10s   | Heals self, power 393 (+9)                                                |
| Light Armor Mastery 26 | 55    | 73k    | Pass | –            | –    | –     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor                         |
| Light Armor Mastery 27 | 55    | 73k    | Pass | –            | –    | –     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor                         |
| Light Armor Mastery 28 | 55    | 73k    | Pass | –            | –    | –     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor                         |
| Ultimate Evasion 2     | 55    | 210k   | A-Ph | 50 (10+40)   | 1    | 30m   | Ups your Evasion 25; duration 30 seconds                                  |
| Unlock 9               | 55    | 210k   | A-Ph | 50 (10+40)   | 2.5  | 2m    | Opens Level 1, 2 and 3 doors at 100% probability; requires 1 key of thief |
| Backstab 19            | 58    | 110k   | A-Ph | 83           | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only from behind                   |
| Backstab 20            | 58    | 110k   | A-Ph | 84           | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only from behind                   |
| Backstab 21            | 58    | 110k   | A-Ph | 86           | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only from behind                   |
| Bleed 4                | 58    | 330k   | A-Ph | 81           | 1.1  | 13s   | Target takes 27 (+5) dam/5 secs for 20 seconds <CON>                      |
| Charm 34               | 58    | 110k   | A-Mg | 103 (21+82)  | 1.5  | 1m    | Reduces foe's desire to attack, power 373 (+7)                            |
| Charm 35               | 58    | 110k   | A-Mg | 104 (21+83)  | 1.5  | 1m    | Reduces foe's desire to attack, power 379 (+6)                            |
| Charm 36               | 58    | 110k   | A-Mg | 107 (22+85)  | 1.5  | 1m    | Reduces foe's desire to attack, power 385 (+6)                            |
| Dagger Mastery 27      | 58    | 110k   | Pass | –            | –    | –     | Ups P.Atk 57.7 (+2.7) with a dagger                                       |
| Dagger Mastery 28      | 58    | 110k   | Pass | –            | –    | –     | Ups P.Atk 60.4 (+2.7) with a dagger                                       |
| Dagger Mastery 29      | 58    | 110k   | Pass | –            | –    | –     | Ups P.Atk 63.2 (+2.8) with a dagger                                       |
| Deadly Blow 19         | 58    | 110k   | A-Ph | 62           | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only on crit.                      |
| Deadly Blow 20         | 58    | 110k   | A-Ph | 63           | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only on crit.                      |
| Deadly Blow 21         | 58    | 110k   | A-Ph | 65           | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only on crit.                      |
| Elemental Heal 37      | 58    | 110k   | A-Mg | 180 (36+144) | 5    | 10s   | Heals self, power 403 (+10)                                               |
| Elemental Heal 38      | 58    | 110k   | A-Mg | 185 (37+148) | 5    | 10s   | Heals self, power 412 (+9)                                                |
| Elemental Heal 39      | 58    | 110k   | A-Mg | 189 (38+151) | 5    | 10s   | Heals self, power 421 (+9)                                                |
| Entangle 3             | 58    | 330k   | A-Mg | 28 (6+22)    | 3    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>                      |
| Evasion Boost 3        | 58    | 330k   | Pass | –            | –    | –     | Ups Evasion 4 (+1)                                                        |
| Light Armor Mastery 29 | 58    | 110k   | Pass | –            | –    | –     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor                         |
| Light Armor Mastery 30 | 58    | 110k   | Pass | –            | –    | –     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor                         |
| Light Armor Mastery 31 | 58    | 110k   | Pass | –            | –    | –     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor                         |
| Spirit Barrier 3       | 58    | 330k   | A-Mg | 54 (11+43)   | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                                   |
| Expertise Grade A      | 61    | (free) | Pass | –            | –    | –     | Allows you to use A grade items without penalty                           |
| Expertise Grade S      | 67    | (free) | Pass | –            | –    | –     | Allows you to use S grade items without penalty                           |

## SILVER RANGER (← ELVEN SCOUT ← ELVEN FIGHTER)

| SKILL                   | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                             |
|-------------------------|-------|--------|------|-------------|------|-------|----------------------------------------------------|
| Bow Mastery 16          | 40    | 15k    | Pass | –           | –    | –     | Ups P.Atk 105.1 (+12.7) with a bow                 |
| Bow Mastery 17          | 40    | 15k    | Pass | –           | –    | –     | Ups P.Atk 111.9 (+6.8) with a bow                  |
| Bow Mastery 18          | 40    | 15k    | Pass | –           | –    | –     | Ups P.Atk 178.8 (+66.9) with a bow                 |
| Charm 16                | 40    | 15k    | A-Mg | 67 (14+53)  | 1.5  | 1m    | Reduces foe's desire to attack, power 252 (+13)    |
| Charm 17                | 40    | 15k    | A-Mg | 68 (14+54)  | 1.5  | 1m    | Reduces foe's desire to attack, power 259 (+7)     |
| Charm 18                | 40    | 15k    | A-Mg | 70 (14+56)  | 1.5  | 1m    | Reduces foe's desire to attack, power 266 (+7)     |
| Double Shot 1           | 40    | 15k    | A-Ph | 80          | 3    | 25s   | Bow attack, power 984; {over-hit}                  |
| Double Shot 2           | 40    | 15k    | A-Ph | 82          | 3    | 25s   | Bow attack, power 1046 (+62); {over-hit}           |
| Double Shot 3           | 40    | 15k    | A-Ph | 85          | 3    | 25s   | Bow attack, power 1110 (+64); {over-hit}           |
| Elemental Heal 19       | 40    | 15k    | A-Mg | 115 (23+92) | 5    | 10s   | Heals self, power 236 (+17)                        |
| Elemental Heal 20       | 40    | 15k    | A-Mg | 119 (24+95) | 5    | 10s   | Heals self, power 245 (+9)                         |
| Elemental Heal 21       | 40    | 15k    | A-Mg | 122 (25+97) | 5    | 10s   | Heals self, power 254 (+9)                         |
| Expertise Grade C       | 40    | (free) | Pass | –           | –    | –     | Allows you to use C grade items without penalty    |
| Light Armor Mastery 11  | 40    | 15k    | Pass | –           | –    | –     | Ups P.Def 15.7 (+2), Evasion 7 with light armor    |
| Light Armor Mastery 12  | 40    | 15k    | Pass | –           | –    | –     | Ups P.Def 16.7 (+1), Evasion 7 with light armor    |
| Light Armor Mastery 13  | 40    | 15k    | Pass | –           | –    | –     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor  |
| Long Range Shot 2       | 40    | 44k    | Pass | –           | –    | –     | Ups the attack range of bows 400 (+200)            |
| Poison Recovery 2       | 40    | 44k    | A-Mg | 35 (7+28)   | 4    | 6s    | Cures self of poison (power 7)                     |
| Spirit Barrier 1 (book) | 40    | 44k    | A-Mg | 35 (7+28)   | 4    | 6s    | Ups your M.Def 15%; duration 20 minutes            |
| Stun Shot 4             | 40    | 15k    | A-Ph | 80          | 3    | 10s   | Bow attack, power 369 (+43); [9-second stun] <CON> |
| Stun Shot 5             | 40    | 15k    | A-Ph | 82          | 3    | 10s   | Bow attack, power 392 (+23); [9-second stun] <CON> |
| Stun Shot 6             | 40    | 15k    | A-Ph | 85          | 3    | 10s   | Bow attack, power 417 (+25); [9-second stun] <CON> |
| Acrobatics 2            | 43    | 52k    | Pass | –           | –    | –     | Ups Evasion 5 when running                         |
| Bow Mastery 19          | 43    | 17k    | Pass | –           | –    | –     | Ups P.Atk 189.9 (+11.1) with a bow                 |
| Bow Mastery 20          | 43    | 17k    | Pass | –           | –    | –     | Ups P.Atk 201.4 (+11.5) with a bow                 |
| Bow Mastery 21          | 43    | 17k    | Pass | –           | –    | –     | Ups P.Atk 213.5 (+12.1) with a bow                 |
| Charm 19                | 43    | 17k    | A-Mg | 72 (15+57)  | 1.5  | 1m    | Reduces foe's desire to attack, power 272 (+6)     |
| Charm 20                | 43    | 17k    | A-Mg | 74 (15+59)  | 1.5  | 1m    | Reduces foe's desire to attack, power 279 (+7)     |
| Charm 21                | 43    | 17k    | A-Mg | 75 (15+60)  | 1.5  | 1m    | Reduces foe's desire to attack, power 286 (+7)     |





## ELVEN FIGHTER: PLAINSWALKER, SILVER RANGER

| SKILL                  | LEVEL | SP   | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                  |
|------------------------|-------|------|------|--------------|------|-------|---------------------------------------------------------|
| Double Shot 4          | 43    | 17k  | A-Ph | 85           | 3    | 25s   | Bow attack, power 1178 (+68); {over-hit}                |
| Double Shot 5          | 43    | 17k  | A-Ph | 87           | 3    | 25s   | Bow attack, power 1249 (+71); {over-hit}                |
| Double Shot 6          | 43    | 17k  | A-Ph | 90           | 3    | 25s   | Bow attack, power 1322 (+73); {over-hit}                |
| Elemental Heal 22      | 43    | 17k  | A-Mg | 122 (25+97)  | 5    | 10s   | Heals self, power 262 (+8)                              |
| Elemental Heal 23      | 43    | 17k  | A-Mg | 127 (26+101) | 5    | 10s   | Heals self, power 271 (+9)                              |
| Elemental Heal 24      | 43    | 17k  | A-Mg | 130 (26+104) | 5    | 10s   | Heals self, power 281 (+10)                             |
| Light Armor Mastery 14 | 43    | 17k  | Pass | –            | –    | –     | Ups P.Def 18.8 (+1), Evasion 7 with light armor         |
| Light Armor Mastery 15 | 43    | 17k  | Pass | –            | –    | –     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor       |
| Light Armor Mastery 16 | 43    | 17k  | Pass | –            | –    | –     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor       |
| Quick Step 2           | 43    | 52k  | Pass | –            | –    | –     | Ups movement 11                                         |
| Sprint Heal 2          | 43    | 52k  | Pass | –            | –    | –     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running |
| Stun Shot 7            | 43    | 17k  | A-Ph | 85           | 3    | 10s   | Bow attack, power 442 (+25); [9-second stun] <CON>      |
| Stun Shot 8            | 43    | 17k  | A-Ph | 87           | 3    | 10s   | Bow attack, power 469 (+27); [9-second stun] <CON>      |
| Stun Shot 9            | 43    | 17k  | A-Ph | 90           | 3    | 10s   | Bow attack, power 496 (+27); [9-second stun] <CON>      |
| Bow Mastery 22         | 46    | 22k  | Pass | –            | –    | –     | Ups P.Atk 226 (+12.5) with a bow                        |
| Bow Mastery 23         | 46    | 22k  | Pass | –            | –    | –     | Ups P.Atk 239.1 (+13.1) with a bow                      |
| Bow Mastery 24         | 46    | 22k  | Pass | –            | –    | –     | Ups P.Atk 252.7 (+13.6) with a bow                      |
| Burst Shot 1           | 46    | 22k  | A-Ph | 139          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 350        |
| Burst Shot 2           | 46    | 22k  | A-Ph | 143          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 370 (+20)  |
| Burst Shot 3           | 46    | 22k  | A-Ph | 147          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 391 (+21)  |
| Charm 22               | 46    | 22k  | A-Mg | 78 (16+62)   | 1.5  | 1m    | Reduces foe's desire to attack, power 293 (+7)          |
| Charm 23               | 46    | 22k  | A-Mg | 80 (16+64)   | 1.5  | 1m    | Reduces foe's desire to attack, power 300 (+7)          |
| Charm 24               | 46    | 22k  | A-Mg | 82 (17+65)   | 1.5  | 1m    | Reduces foe's desire to attack, power 307 (+7)          |
| Cure Bleeding 2        | 46    | 67k  | A-Mg | 42 (9+33)    | 4    | 6s    | Cures target's bleeding (power 7)                       |
| Double Shot 7          | 46    | 22k  | A-Ph | 93           | 3    | 25s   | Bow attack, power 1399 (+77); {over-hit}                |
| Double Shot 8          | 46    | 22k  | A-Ph | 95           | 3    | 25s   | Bow attack, power 1479 (+80); {over-hit}                |
| Double Shot 9          | 46    | 22k  | A-Ph | 98           | 3    | 25s   | Bow attack, power 1562 (+83); {over-hit}                |
| Elemental Heal 25      | 46    | 22k  | A-Mg | 134 (27+107) | 5    | 10s   | Heals self, power 290 (+9)                              |
| Elemental Heal 26      | 46    | 22k  | A-Mg | 139 (28+111) | 5    | 10s   | Heals self, power 299 (+9)                              |
| Elemental Heal 27      | 46    | 22k  | A-Mg | 143 (29+114) | 5    | 10s   | Heals self, power 308 (+9)                              |
| Light Armor Mastery 17 | 46    | 22k  | Pass | –            | –    | –     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor       |
| Light Armor Mastery 18 | 46    | 22k  | Pass | –            | –    | –     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor       |
| Light Armor Mastery 19 | 46    | 22k  | Pass | –            | –    | –     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor       |
| Sprint Heal 3          | 46    | 67k  | Pass | –            | –    | –     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running |
| Stun Shot 10           | 46    | 22k  | A-Ph | 93           | 3    | 10s   | Bow attack, power 525 (+29); [9-second stun] <CON>      |
| Stun Shot 11           | 46    | 22k  | A-Ph | 95           | 3    | 10s   | Bow attack, power 555 (+30); [9-second stun] <CON>      |
| Stun Shot 12           | 46    | 22k  | A-Ph | 98           | 3    | 10s   | Bow attack, power 586 (+31); [9-second stun] <CON>      |
| Bow Mastery 25         | 49    | 33k  | Pass | –            | –    | –     | Ups P.Atk 266.7 (+14) with a bow                        |
| Bow Mastery 26         | 49    | 33k  | Pass | –            | –    | –     | Ups P.Atk 281.3 (+14.6) with a bow                      |
| Bow Mastery 27         | 49    | 33k  | Pass | –            | –    | –     | Ups P.Atk 296.4 (+15.1) with a bow                      |
| Burst Shot 4           | 49    | 33k  | A-Ph | 151          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 412 (+21)  |
| Burst Shot 5           | 49    | 33k  | A-Ph | 155          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 434 (+22)  |
| Burst Shot 6           | 49    | 33k  | A-Ph | 160          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 457 (+23)  |
| Charm 25               | 49    | 33k  | A-Mg | 84 (17+67)   | 1.5  | 1m    | Reduces foe's desire to attack, power 313 (+6)          |
| Charm 26               | 49    | 33k  | A-Mg | 87 (18+69)   | 1.5  | 1m    | Reduces foe's desire to attack, power 320 (+7)          |
| Charm 27               | 49    | 33k  | A-Mg | 88 (18+70)   | 1.5  | 1m    | Reduces foe's desire to attack, power 327 (+7)          |
| Double Shot 10         | 49    | 33k  | A-Ph | 101          | 3    | 25s   | Bow attack, power 1647 (+85); {over-hit}                |
| Double Shot 11         | 49    | 33k  | A-Ph | 104          | 3    | 25s   | Bow attack, power 1736 (+89); {over-hit}                |
| Double Shot 12         | 49    | 33k  | A-Ph | 107          | 3    | 25s   | Bow attack, power 1828 (+92); {over-hit}                |
| Elemental Heal 28      | 49    | 33k  | A-Mg | 148 (30+118) | 5    | 10s   | Heals self, power 318 (+10)                             |
| Elemental Heal 29      | 49    | 33k  | A-Mg | 152 (31+121) | 5    | 10s   | Heals self, power 327 (+9)                              |
| Elemental Heal 30      | 49    | 33k  | A-Mg | 157 (32+125) | 5    | 10s   | Heals self, power 337 (+10)                             |
| Entangle 2             | 49    | 100k | A-Mg | 23 (5+18)    | 3    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>    |
| Light Armor Mastery 20 | 49    | 33k  | Pass | –            | –    | –     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor       |
| Light Armor Mastery 21 | 49    | 33k  | Pass | –            | –    | –     | Ups P.Def 27 (+1.2), Evasion 7 with light armor         |
| Light Armor Mastery 22 | 49    | 33k  | Pass | –            | –    | –     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor       |
| Spirit Barrier 2       | 49    | 100k | A-Mg | 44 (9+35)    | 4    | 6s    | Ups your M.Def 23%; duration 20 minutes                 |
| Sprint Heal 4          | 49    | 100k | Pass | –            | –    | –     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running |
| Stun Shot 13           | 49    | 33k  | A-Ph | 101          | 3    | 10s   | Bow attack, power 618 (+32); [9-second stun] <CON>      |
| Stun Shot 14           | 49    | 33k  | A-Ph | 104          | 3    | 10s   | Bow attack, power 651 (+33); [9-second stun] <CON>      |
| Stun Shot 15           | 49    | 33k  | A-Ph | 107          | 3    | 10s   | Bow attack, power 686 (+35); [9-second stun] <CON>      |
| Bow Mastery 28         | 52    | 56k  | Pass | –            | –    | –     | Ups P.Atk 311.9 (+15.5) with a bow                      |
| Bow Mastery 29         | 52    | 56k  | Pass | –            | –    | –     | Ups P.Atk 328 (+16.1) with a bow                        |
| Bow Mastery 30         | 52    | 56k  | Pass | –            | –    | –     | Ups P.Atk 344.5 (+16.5) with a bow                      |
| Burst Shot 7           | 52    | 56k  | A-Ph | 164          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 481 (+24)  |
| Burst Shot 8           | 52    | 56k  | A-Ph | 164          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 506 (+25)  |
| Burst Shot 9           | 52    | 56k  | A-Ph | 168          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 531 (+25)  |



# LINEAGE II

## PRIMA Official Game Guide

| SKILL                         | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                     |
|-------------------------------|-------|--------|------|--------------|------|-------|------------------------------------------------------------|
| <i>Charm 28</i>               | 52    | 56k    | A-Mg | 90 (18+72)   | 1.5  | 1m    | Reduces foe's desire to attack, power 334 (+7)             |
| <i>Charm 29</i>               | 52    | 56k    | A-Mg | 92 (19+73)   | 1.5  | 1m    | Reduces foe's desire to attack, power 340 (+6)             |
| <i>Charm 30</i>               | 52    | 56k    | A-Mg | 94 (19+75)   | 1.5  | 1m    | Reduces foe's desire to attack, power 347 (+7)             |
| <i>Double Shot 13</i>         | 52    | 56k    | A-Ph | 109          | 3    | 25s   | Bow attack, power 1923 (+95); {over-hit}                   |
| <i>Double Shot 14</i>         | 52    | 56k    | A-Ph | 110          | 3    | 25s   | Bow attack, power 2021 (+98); {over-hit}                   |
| <i>Double Shot 15</i>         | 52    | 56k    | A-Ph | 112          | 3    | 25s   | Bow attack, power 2123 (+102); {over-hit}                  |
| <i>Elemental Heal 31</i>      | 52    | 56k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 346 (+9)                                 |
| <i>Elemental Heal 32</i>      | 52    | 56k    | A-Mg | 159 (32+127) | 5    | 10s   | Heals self, power 356 (+10)                                |
| <i>Elemental Heal 33</i>      | 52    | 56k    | A-Mg | 164 (33+131) | 5    | 10s   | Heals self, power 365 (+9)                                 |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty            |
| <i>Light Armor Mastery 23</i> | 52    | 56k    | Pass | —            | —    | —     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor          |
| <i>Light Armor Mastery 24</i> | 52    | 56k    | Pass | —            | —    | —     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor          |
| <i>Light Armor Mastery 25</i> | 52    | 56k    | Pass | —            | —    | —     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor          |
| <i>Sprint 2</i>               | 52    | 160k   | A-Mg | 48 (10+38)   | 4    | 10s   | Ups your speed 33%; duration 20 minutes                    |
| <i>Sprint Heal 5</i>          | 52    | 160k   | Pass | —            | —    | —     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running  |
| <i>Stun Shot 16</i>           | 52    | 56k    | A-Ph | 109          | 3    | 10s   | Bow attack, power 722 (+36); [9-second stun] <CON>         |
| <i>Stun Shot 17</i>           | 52    | 56k    | A-Ph | 110          | 3    | 10s   | Bow attack, power 758 (+36); [9-second stun] <CON>         |
| <i>Stun Shot 18</i>           | 52    | 56k    | A-Ph | 112          | 3    | 10s   | Bow attack, power 796 (+38); [9-second stun] <CON>         |
| <i>Acrobatics 3</i>           | 55    | 260k   | Pass | —            | —    | —     | Ups Evasion 6 when running                                 |
| <i>Bow Mastery 31</i>         | 55    | 89k    | Pass | —            | —    | —     | Ups P.AtK 361.6 (+17.1) with a bow                         |
| <i>Bow Mastery 32</i>         | 55    | 89k    | Pass | —            | —    | —     | Ups P.AtK 379.1 (+17.5) with a bow                         |
| <i>Bow Mastery 33</i>         | 55    | 89k    | Pass | —            | —    | —     | Ups P.AtK 397 (+17.9) with a bow                           |
| <i>Burst Shot 10</i>          | 55    | 89k    | A-Ph | 173          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 557 (+26)     |
| <i>Burst Shot 11</i>          | 55    | 89k    | A-Ph | 177          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 584 (+27)     |
| <i>Burst Shot 12</i>          | 55    | 89k    | A-Ph | 181          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 611 (+27)     |
| <i>Charm 31</i>               | 55    | 89k    | A-Mg | 97 (20+77)   | 1.5  | 1m    | Reduces foe's desire to attack, power 353 (+6)             |
| <i>Charm 32</i>               | 55    | 89k    | A-Mg | 98 (20+78)   | 1.5  | 1m    | Reduces foe's desire to attack, power 360 (+7)             |
| <i>Charm 33</i>               | 55    | 89k    | A-Mg | 100 (20+80)  | 1.5  | 1m    | Reduces foe's desire to attack, power 366 (+6)             |
| <i>Double Shot 16</i>         | 55    | 89k    | A-Ph | 115          | 3    | 25s   | Bow attack, power 2227 (+104); {over-hit}                  |
| <i>Double Shot 17</i>         | 55    | 89k    | A-Ph | 118          | 3    | 25s   | Bow attack, power 2333 (+106); {over-hit}                  |
| <i>Double Shot 18</i>         | 55    | 89k    | A-Ph | 121          | 3    | 25s   | Bow attack, power 2443 (+110); {over-hit}                  |
| <i>Elemental Heal 34</i>      | 55    | 89k    | A-Mg | 168 (34+134) | 5    | 10s   | Heals self, power 375 (+10)                                |
| <i>Elemental Heal 35</i>      | 55    | 89k    | A-Mg | 173 (35+138) | 5    | 10s   | Heals self, power 384 (+9)                                 |
| <i>Elemental Heal 36</i>      | 55    | 89k    | A-Mg | 177 (36+141) | 5    | 10s   | Heals self, power 393 (+9)                                 |
| <i>Light Armor Mastery 26</i> | 55    | 89k    | Pass | —            | —    | —     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor          |
| <i>Light Armor Mastery 27</i> | 55    | 89k    | Pass | —            | —    | —     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor          |
| <i>Light Armor Mastery 28</i> | 55    | 89k    | Pass | —            | —    | —     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor          |
| <i>Rapid Shot 2</i>           | 55    | 260k   | A-Ph | 50 (10+40)   | 1.5  | 10s   | Ups your attack speed 12% if using a bow; duration 20 mins |
| <i>Stun Shot 19</i>           | 55    | 89k    | A-Ph | 115          | 3    | 10s   | Bow attack, power 835 (+39); [9-second stun] <CON>         |
| <i>Stun Shot 20</i>           | 55    | 89k    | A-Ph | 118          | 3    | 10s   | Bow attack, power 875 (+40); [9-second stun] <CON>         |
| <i>Stun Shot 21</i>           | 55    | 89k    | A-Ph | 121          | 3    | 10s   | Bow attack, power 916 (+41); [9-second stun] <CON>         |
| <i>Bow Mastery 34</i>         | 58    | 120k   | Pass | —            | —    | —     | Ups P.AtK 415.4 (+18.4) with a bow                         |
| <i>Bow Mastery 35</i>         | 58    | 120k   | Pass | —            | —    | —     | Ups P.AtK 434.3 (+18.9) with a bow                         |
| <i>Bow Mastery 36</i>         | 58    | 120k   | Pass | —            | —    | —     | Ups P.AtK 453.5 (+19.2) with a bow                         |
| <i>Burst Shot 13</i>          | 58    | 120k   | A-Ph | 185          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 639 (+28)     |
| <i>Burst Shot 14</i>          | 58    | 120k   | A-Ph | 189          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 668 (+29)     |
| <i>Burst Shot 15</i>          | 58    | 120k   | A-Ph | 194          | 3.2  | 25s   | Bow attack vs. target and nearby foes; power 697 (+29)     |
| <i>Charm 34</i>               | 58    | 120k   | A-Mg | 103 (21+82)  | 1.5  | 1m    | Reduces foe's desire to attack, power 373 (+7)             |
| <i>Charm 35</i>               | 58    | 120k   | A-Mg | 104 (21+83)  | 1.5  | 1m    | Reduces foe's desire to attack, power 379 (+6)             |
| <i>Charm 36</i>               | 58    | 120k   | A-Mg | 107 (22+85)  | 1.5  | 1m    | Reduces foe's desire to attack, power 385 (+6)             |
| <i>Double Shot 19</i>         | 58    | 120k   | A-Ph | 124          | 3    | 25s   | Bow attack, power 2555 (+112); {over-hit}                  |
| <i>Double Shot 20</i>         | 58    | 120k   | A-Ph | 126          | 3    | 25s   | Bow attack, power 2670 (+115); {over-hit}                  |
| <i>Double Shot 21</i>         | 58    | 120k   | A-Ph | 129          | 3    | 25s   | Bow attack, power 2788 (+118); {over-hit}                  |
| <i>Elemental Heal 37</i>      | 58    | 120k   | A-Mg | 180 (36+144) | 5    | 10s   | Heals self, power 403 (+10)                                |
| <i>Elemental Heal 38</i>      | 58    | 120k   | A-Mg | 185 (37+148) | 5    | 10s   | Heals self, power 412 (+9)                                 |
| <i>Elemental Heal 39</i>      | 58    | 120k   | A-Mg | 189 (38+151) | 5    | 10s   | Heals self, power 421 (+9)                                 |
| <i>Entangle 3</i>             | 58    | 370k   | A-Mg | 28 (6+22)    | 3    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>       |
| <i>Light Armor Mastery 29</i> | 58    | 120k   | Pass | —            | —    | —     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor          |
| <i>Light Armor Mastery 30</i> | 58    | 120k   | Pass | —            | —    | —     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor          |
| <i>Light Armor Mastery 31</i> | 58    | 120k   | Pass | —            | —    | —     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor          |
| <i>Spirit Barrier 3</i>       | 58    | 370k   | A-Mg | 54 (11+43)   | 4    | 6s    | Ups your M.Def 30%; duration 20 minutes                    |
| <i>Stun Shot 22</i>           | 58    | 120k   | A-Ph | 124          | 3    | 10s   | Bow attack, power 959 (+43); [9-second stun] <CON>         |
| <i>Stun Shot 23</i>           | 58    | 120k   | A-Ph | 126          | 3    | 10s   | Bow attack, power 1002 (+43); [9-second stun] <CON>        |
| <i>Stun Shot 24</i>           | 58    | 120k   | A-Ph | 129          | 3    | 10s   | Bow attack, power 1046 (+44); [9-second stun] <CON>        |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | —            | —    | —     | Allows you to use A grade items without penalty            |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | —            | —    | —     | Allows you to use S grade items without penalty            |

## ELVEN MYSTIC

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|--------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Luck</i>                    | 1     | (free) | Pass | —         | —    | —     | Prevents equipment and experience loss from death before Level 5       |
| <i>Mana Recovery</i>           | 1     | (free) | Pass | —         | —    | —     | Ups MP regen 20% with magic robes                                      |
| <i>Mystic Movement</i>         | 1     | (free) | Pass | —         | —    | —     | Ups attack sp. 20% with magic robes                                    |
| <i>Self Heal</i>               | 1     | (free) | A-Mg | 9 (2+7)   | 5    | 10s   | Heals self, power 42                                                   |
| <i>Spellcraft</i>              | 1     | (free) | Pass | —         | —    | —     | Ups magic sp. 50% with magic robes                                     |
| <i>Wind Strike 1</i>           | 1     | (free) | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 12                                              |
| <i>Armor Mastery 1</i>         | 7     | 520    | Pass | —         | —    | —     | Ups P.Def 6.7                                                          |
| <i>Cure Poison 1 (book)</i>    | 7     | 520    | A-Mg | 10 (2+8)  | 4    | 15s   | Cures target's poison (power 3)                                        |
| <i>Heal 1 (book)</i>           | 7     | 170    | A-Mg | 10 (2+8)  | 5    | 10s   | Heals target, power 49                                                 |
| <i>Heal 2</i>                  | 7     | 170    | A-Mg | 13 (3+10) | 5    | 10s   | Heals target, power 58 (+9)                                            |
| <i>Heal 3</i>                  | 7     | 170    | A-Mg | 14 (3+11) | 5    | 10s   | Heals target, power 67 (+9)                                            |
| <i>Ice Bolt 1 (book)</i>       | 7     | 260    | A-Mg | 9 (2+7)   | 3.1  | 8s    | Water attack, power 8; [foe loses 30% movement for 2 mins] <WIT>       |
| <i>Ice Bolt 2</i>              | 7     | 260    | A-Mg | 10 (2+8)  | 3.1  | 8s    | Water attack, power 9 (+1); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Magic Defense 1</i>         | 7     | 260    | Pass | —         | —    | —     | Ups M.Def 10                                                           |
| <i>Magic Defense 2</i>         | 7     | 260    | Pass | —         | —    | —     | Ups M.Def 12 (+2)                                                      |
| <i>Might 1 (book)</i>          | 7     | 520    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.AtK 8%; duration 20 minutes                             |
| <i>Shield 1 (book)</i>         | 7     | 520    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.Def 8%; duration 20 minutes                             |
| <i>Weapon Mastery 1</i>        | 7     | 520    | Pass | —         | —    | —     | Ups P.AtK 1.5, M.AtK 1.9 with a weapon                                 |
| <i>Wind Strike 2</i>           | 7     | 260    | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 13 (+1)                                         |
| <i>Wind Strike 3</i>           | 7     | 260    | A-Mg | 10 (2+8)  | 4    | 6s    | Wind attack with power 15 (+2)                                         |
| <i>Armor Mastery 2</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 8 (+1.3)                                                     |
| <i>Armor Mastery 3</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 9.2 (+1.2)                                                   |
| <i>Battle Heal 1 (book)</i>    | 14    | 700    | A-Mg | 25 (5+20) | 2    | 3s    | Quickly heals target, power 83                                         |
| <i>Battle Heal 2</i>           | 14    | 700    | A-Mg | 28 (6+22) | 2    | 3s    | Quickly heals target, power 95 (+12)                                   |
| <i>Battle Heal 3</i>           | 14    | 700    | A-Mg | 32 (7+25) | 2    | 3s    | Quickly heals target, power 107 (+12)                                  |
| <i>Curse:Weakness 1 (book)</i> | 14    | 2,100  | A-Mg | 15 (3+12) | 4    | 15s   | Debuffs foe's P.AtK 15%; duration 2 minutes <STR>                      |
| <i>Group Heal 1 (book)</i>     | 14    | 700    | A-Mg | 33 (7+26) | 7    | 25s   | Heals party members; power 66                                          |
| <i>Group Heal 2</i>            | 14    | 700    | A-Mg | 38 (8+30) | 7    | 25s   | Heals party members; power 76 (+10)                                    |
| <i>Group Heal 3</i>            | 14    | 700    | A-Mg | 43 (9+34) | 7    | 25s   | Heals party members; power 86 (+10)                                    |
| <i>Heal 4</i>                  | 14    | 700    | A-Mg | 17 (4+13) | 5    | 10s   | Heals target, power 83 (+16)                                           |
| <i>Heal 5</i>                  | 14    | 700    | A-Mg | 19 (4+15) | 5    | 10s   | Heals target, power 95 (+12)                                           |
| <i>Heal 6</i>                  | 14    | 700    | A-Mg | 22 (5+17) | 5    | 10s   | Heals target, power 107 (+12)                                          |
| <i>Ice Bolt 3</i>              | 14    | 1,100  | A-Mg | 14 (3+11) | 3.1  | 8s    | Water attack, power 11 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Ice Bolt 4</i>              | 14    | 1,100  | A-Mg | 15 (3+12) | 3.1  | 8s    | Water attack, power 13 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Magic Defense 3</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 14 (+2)                                                      |
| <i>Magic Defense 4</i>         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 16 (+2)                                                      |
| <i>Weapon Mastery 2</i>        | 14    | 2,100  | Pass | —         | —    | —     | Ups P.AtK 2.8 (+1.3), M.AtK 3.5 (+1.6) with a weapon                   |
| <i>Wind Shackle 1 (book)</i>   | 14    | 2,100  | A-Mg | 15 (3+12) | 4    | 15s   | Debuffs foe's P.AtK speed 10%; duration 2 minutes <DEX>                |
| <i>Wind Strike 4</i>           | 14    | 1,100  | A-Mg | 14 (3+11) | 4    | 6s    | Wind attack with power 18 (+3)                                         |
| <i>Wind Strike 5</i>           | 14    | 1,100  | A-Mg | 15 (3+12) | 4    | 6s    | Wind attack with power 21 (+3)                                         |

## ELVEN WIZARD (← ELVEN MYSTIC)

| SKILL                         | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|-------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Aqua Swirl 1 (book)</i>    | 20    | 2,000  | A-Mg | 18 (4+14) | 4    | 6s    | Water attack with power 23                                             |
| <i>Aqua Swirl 2</i>           | 20    | 2,000  | A-Mg | 20 (4+16) | 4    | 6s    | Water attack with power 26 (+3)                                        |
| <i>Aura Burn 1 (book)</i>     | 20    | 2,000  | A-Mg | 18 (4+14) | 1.5  | 2.5s  | Attacks with power 19                                                  |
| <i>Aura Burn 2</i>            | 20    | 2,000  | A-Mg | 20 (4+16) | 1.5  | 2.5s  | Attacks with power 21 (+2)                                             |
| <i>Boost Mana 1</i>           | 20    | 4,000  | Pass | —         | —    | —     | Ups max MP 30                                                          |
| <i>Concentration 1 (book)</i> | 20    | 4,000  | A-Mg | 20 (4+16) | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                    |
| <i>Expertise Grade D</i>      | 20    | (free) | Pass | —         | —    | —     | Allows you to use D grade items without penalty                        |
| <i>Flame Strike 1 (book)</i>  | 20    | 4,000  | A-Mg | 29 (6+23) | 4    | 15s   | Fire attack vs. target and nearby foes; power 13                       |
| <i>Higher Mana Gain 1</i>     | 20    | 2,000  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 22            |
| <i>Higher Mana Gain 2</i>     | 20    | 2,000  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 24 (+2)       |
| <i>Ice Bolt 5</i>             | 20    | 2,000  | A-Mg | 18 (4+14) | 3.1  | 8s    | Water attack, power 14 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Ice Bolt 6</i>             | 20    | 2,000  | A-Mg | 20 (4+16) | 3.1  | 8s    | Water attack, power 16 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Magic Defense 5</i>        | 20    | 2,000  | Pass | —         | —    | —     | Ups M.Def 18 (+2)                                                      |
| <i>Magic Defense 6</i>        | 20    | 2,000  | Pass | —         | —    | —     | Ups M.Def 20 (+2)                                                      |
| <i>Robe Mastery 1</i>         | 20    | 2,000  | Pass | —         | —    | —     | Ups P.Def 1.7 with magic robes                                         |
| <i>Robe Mastery 2</i>         | 20    | 2,000  | Pass | —         | —    | —     | Ups P.Def 2.7 (+1) with magic robes                                    |
| <i>Servitor Heal 1 (book)</i> | 20    | 1,300  | A-Mg | 24 (5+19) | 4    | 10s   | Heals pet, power 145                                                   |
| <i>Servitor Heal 2</i>        | 20    | 1,300  | A-Mg | 27 (6+21) | 4    | 10s   | Heals pet, power 162 (+17)                                             |

# LINEAGE II

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|                                | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                   |
|--------------------------------|-------|-------|------|------------|------|-------|--------------------------------------------------------------------------|
| Servitor Heal 3                | 20    | 1,300 | A-Mg | 30 (6+24)  | 4    | 10s   | Heals pet, power 181 (+19)                                               |
| Quick Recovery 1               | 20    | 4,000 | Pass | —          | —    | —     | Decreases the reuse time for any skill by 20%                            |
| Summon Unicorn Boxer 1 (book)  | 20    | 4,000 | A-Mg | 39 (8+31)  | 6    | 6h    | Summons Lvl. 22 Unicorn Boxer; costs 3 Crystal D; you only get 70% exp   |
| Weapon Mastery 3               | 20    | 4,000 | Pass | —          | —    | —     | Ups P.Atk 4.5 (+1.7), M.Atk 5.7 (+2.2) with a weapon                     |
| Aqua Swirl 3                   | 25    | 3,700 | A-Mg | 22 (5+17)  | 4    | 6s    | Water attack with power 29 (+3)                                          |
| Aqua Swirl 4                   | 25    | 3,700 | A-Mg | 23 (5+18)  | 4    | 6s    | Water attack with power 32 (+3)                                          |
| Aura Burn 3                    | 25    | 3,700 | A-Mg | 22 (5+17)  | 1.5  | 2.5s  | Attacks with power 24 (+3)                                               |
| Aura Burn 4                    | 25    | 3,700 | A-Mg | 23 (5+18)  | 1.5  | 2.5s  | Attacks with power 25 (+1)                                               |
| Curse:Weakness 2               | 25    | 7,300 | A-Mg | 23 (5+18)  | 4    | 15s   | Debuffs foe's P.Atk 30%; duration 2 minutes <STR>                        |
| Fast Cast 1                    | 25    | 7,300 | Pass | —          | —    | —     | Ups magic sp. 5%                                                         |
| Fast Mana Recovery 1           | 25    | 7,300 | Pass | —          | —    | —     | Ups MP regen 1.1                                                         |
| Flame Strike 2                 | 25    | 7,300 | A-Mg | 34 (7+27)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 16 (+3)                    |
| Higher Mana Gain 3             | 25    | 3,700 | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 28 (+4)         |
| Higher Mana Gain 4             | 25    | 3,700 | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 29 (+1)         |
| Magic Defense 7                | 25    | 3,700 | Pass | —          | —    | —     | Ups M.Def 23 (+3)                                                        |
| Magic Defense 8                | 25    | 3,700 | Pass | —          | —    | —     | Ups M.Def 25 (+2)                                                        |
| Resist Water 1 (book)          | 25    | 7,300 | A-Mg | 23 (5+18)  | 4    | 6s    | Bufs target; +15% resistance to water; duration 20 minutes               |
| Robe Mastery 3                 | 25    | 3,700 | Pass | —          | —    | —     | Ups P.Def 4.3 (+1.6) with magic robes                                    |
| Robe Mastery 4                 | 25    | 3,700 | Pass | —          | —    | —     | Ups P.Def 5.4 (+1.1) with magic robes                                    |
| Servitor Heal 4                | 25    | 2,400 | A-Mg | 33 (7+26)  | 4    | 10s   | Heals pet, power 212 (+31)                                               |
| Servitor Heal 5                | 25    | 2,400 | A-Mg | 35 (7+28)  | 4    | 10s   | Heals pet, power 222 (+10)                                               |
| Servitor Heal 6                | 25    | 2,400 | A-Mg | 37 (8+29)  | 4    | 10s   | Heals pet, power 234 (+12)                                               |
| Servitor Mana Charge 1 (book)  | 25    | 3,700 | A-Mg | 42 (9+33)  | 4    | 12s   | Gives your pet 41 MP                                                     |
| Servitor Mana Charge 2         | 25    | 3,700 | A-Mg | 44 (9+35)  | 4    | 12s   | Gives your pet 44 MP                                                     |
| Sleep 1 (book)                 | 25    | 2,400 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 2                        | 25    | 2,400 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 3                        | 25    | 2,400 | A-Mg | 23 (5+18)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Summon Unicorn Mirage 1 (book) | 25    | 7,300 | A-Mg | 44 (9+35)  | 6    | 6h    | Summons Lvl. 27 Unicorn Mirage; costs 1 Crystal D; you only get 10% exp  |
| Weapon Mastery 4               | 25    | 3,700 | Pass | —          | —    | —     | Ups P.Atk 5.7 (+1.2), M.Atk 7.2 (+1.5) with a weapon                     |
| Weapon Mastery 5               | 25    | 3,700 | Pass | —          | —    | —     | Ups P.Atk 6.7 (+1), M.Atk 8.3 (+1.1) with a weapon                       |
| Aqua Swirl 5                   | 30    | 7,500 | A-Mg | 25 (5+20)  | 4    | 6s    | Water attack with power 35 (+3)                                          |
| Aqua Swirl 6                   | 30    | 7,500 | A-Mg | 27 (6+21)  | 4    | 6s    | Water attack with power 38 (+3)                                          |
| Aura Burn 5                    | 30    | 7,500 | A-Mg | 25 (5+20)  | 1.5  | 2.5s  | Attacks with power 28 (+3)                                               |
| Aura Burn 6                    | 30    | 7,500 | A-Mg | 27 (6+21)  | 1.5  | 2.5s  | Attacks with power 30 (+2)                                               |
| Boost Mana 2                   | 30    | 15k   | Pass | —          | —    | —     | Ups max MP 50 (+20)                                                      |
| Concentration 2                | 30    | 15k   | A-Mg | 27 (6+21)  | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes                  |
| Flame Strike 3                 | 30    | 15k   | A-Mg | 40 (8+32)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 19 (+3)                    |
| Higher Mana Gain 5             | 30    | 7,500 | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 31 (+2)         |
| Higher Mana Gain 6             | 30    | 7,500 | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 32 (+1)         |
| Magic Defense 9                | 30    | 7,500 | Pass | —          | —    | —     | Ups M.Def 28 (+3)                                                        |
| Magic Defense 10               | 30    | 7,500 | Pass | —          | —    | —     | Ups M.Def 30 (+2)                                                        |
| Robe Mastery 5                 | 30    | 7,500 | Pass | —          | —    | —     | Ups P.Def 7.2 (+1.8) with magic robes                                    |
| Robe Mastery 6                 | 30    | 7,500 | Pass | —          | —    | —     | Ups P.Def 8.5 (+1.3) with magic robes                                    |
| Servitor Heal 7                | 30    | 5,000 | A-Mg | 42 (9+33)  | 4    | 10s   | Heals pet, power 269 (+35)                                               |
| Servitor Heal 8                | 30    | 5,000 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 281 (+12)                                               |
| Servitor Heal 9                | 30    | 5,000 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 294 (+13)                                               |
| Servitor Mana Charge 3         | 30    | 7,500 | A-Mg | 49 (10+39) | 4    | 12s   | Gives your pet 49 MP                                                     |
| Servitor Mana Charge 4         | 30    | 7,500 | A-Mg | 53 (11+42) | 4    | 12s   | Gives your pet 52 MP                                                     |
| Quick Recovery 2               | 30    | 15k   | Pass | —          | —    | —     | Decreases the reuse time for any skill by 25% (+5%)                      |
| Sleep 4                        | 30    | 5,000 | A-Mg | 25 (5+20)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 5                        | 30    | 5,000 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Sleep 6                        | 30    | 5,000 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                             |
| Summon Unicorn Boxer 2         | 30    | 15k   | A-Mg | 53 (11+42) | 6    | 6h    | Summons Lvl. 32 (+10) Un. Boxer; costs 5 Crystal D; you only get 70% exp |
| Weapon Mastery 6               | 30    | 7,500 | Pass | —          | —    | —     | Ups P.Atk 8.3 (+1.6), M.Atk 10.3 (+2) with a weapon                      |
| Weapon Mastery 7               | 30    | 7,500 | Pass | —          | —    | —     | Ups P.Atk 9.5 (+1.2), M.Atk 11.9 (+1.6) with a weapon                    |
| Aqua Swirl 7                   | 35    | 13k   | A-Mg | 29 (6+23)  | 4    | 6s    | Water attack with power 42 (+4)                                          |
| Aqua Swirl 8                   | 35    | 13k   | A-Mg | 30 (6+24)  | 4    | 6s    | Water attack with power 44 (+2)                                          |
| Aura Burn 7                    | 35    | 13k   | A-Mg | 29 (6+23)  | 1.5  | 2.5s  | Attacks with power 33 (+3)                                               |
| Aura Burn 8                    | 35    | 13k   | A-Mg | 30 (6+24)  | 1.5  | 2.5s  | Attacks with power 36 (+3)                                               |
| Fast HP Recovery 1             | 35    | 27k   | Pass | —          | —    | —     | Ups HP regen 1                                                           |
| Fast Mana Recovery 2           | 35    | 27k   | Pass | —          | —    | —     | Ups MP regen 1.4 (+0.4)                                                  |
| Higher Mana Gain 7             | 35    | 13k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 38 (+6)         |
| Higher Mana Gain 8             | 35    | 13k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 39 (+1)         |
| Magic Defense 11               | 35    | 13k   | Pass | —          | —    | —     | Ups M.Def 34 (+4)                                                        |
| Magic Defense 12               | 35    | 13k   | Pass | —          | —    | —     | Ups M.Def 36 (+2)                                                        |



|                               | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|-------------------------------|-------|-------|------|------------|------|-------|-------------------------------------------------------------------------|
| Robe Mastery 7                | 35    | 13k   | Pass | –          | –    | –     | Ups P.Def 10.6 (+2.1) with magic robes                                  |
| Robe Mastery 8                | 35    | 13k   | Pass | –          | –    | –     | Ups P.Def 12.1 (+1.5) with magic robes                                  |
| Servitor Heal 10              | 35    | 8,800 | A-Mg | 48 (10+38) | 4    | 10s   | Heals pet, power 333 (+39)                                              |
| Servitor Heal 11              | 35    | 8,800 | A-Mg | 50 (10+40) | 4    | 10s   | Heals pet, power 347 (+14)                                              |
| Servitor Heal 12              | 35    | 8,800 | A-Mg | 52 (11+41) | 4    | 10s   | Heals pet, power 361 (+14)                                              |
| Servitor Magic Boost 1 (book) | 35    | 27k   | A-Mg | 30 (6+24)  | 4    | 6s    | Ups pet's M.Atk 55%; duration 20 minutes                                |
| Servitor Mana Charge 5        | 35    | 13k   | A-Mg | 57 (12+45) | 4    | 12s   | Gives your pet 57 MP                                                    |
| Servitor Mana Charge 6        | 35    | 13k   | A-Mg | 60 (12+48) | 4    | 12s   | Gives your pet 60 MP                                                    |
| Sleep 7                       | 35    | 8,800 | A-Mg | 29 (6+23)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 8                       | 35    | 8,800 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 9                       | 35    | 8,800 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Summon Unicorn Mirage 2       | 35    | 27k   | A-Mg | 60 (12+48) | 6    | 6h    | Summons Lvl. 37 (+10) Un. Mir.; costs 3 Crystal D; you only get 10% EXP |
| Surrender To Earth 1 (book)   | 35    | 27k   | A-Mg | 30 (6+24)  | 4    | 8s    | Debuffs foe's resistance to earth 15; duration 2 minutes <WIT>          |
| Weapon Mastery 8              | 35    | 13k   | Pass | –          | –    | –     | Ups P.Atk 11.6 (+2.1), M.Atk 14.6 (+2.7) with a weapon                  |
| Weapon Mastery 9              | 35    | 13k   | Pass | –          | –    | –     | Ups P.Atk 13.3 (+1.7), M.Atk 16.6 (+2) with a weapon                    |

## SPELLSINGER (◀ ELVEN WIZARD ◀ ELVEN MYSTIC)

| SKILL                       | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                 |
|-----------------------------|-------|--------|------|------------|------|-------|------------------------------------------------------------------------|
| Aura Flare 1 (book)         | 40    | 21k    | A-Mg | 34 (7+27)  | 1.5  | 2.5s  | Attacks with power 39                                                  |
| Aura Flare 2                | 40    | 21k    | A-Mg | 35 (7+28)  | 1.5  | 2.5s  | Attacks with power 42 (+3)                                             |
| Boost Mana 3                | 40    | 41k    | Pass | –          | –    | –     | Ups max MP 70 (+20)                                                    |
| Expertise Grade C           | 40    | (free) | Pass | –          | –    | –     | Allows you to use C grade items without penalty                        |
| Fast Cast 2                 | 40    | 41k    | Pass | –          | –    | –     | Ups magic sp. 7%                                                       |
| Freezing Skin 1 (book)      | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 6s    | Target reflects 10 damage back to attacker on each hit for 20 mins     |
| Frost Bolt 1 (book)         | 40    | 21k    | A-Mg | 34 (7+27)  | 3.1  | 8s    | Water attack, power 30; [foe loses 30% movement for 2 mins] <WIT>      |
| Frost Bolt 2                | 40    | 21k    | A-Mg | 35 (7+28)  | 3.1  | 8s    | Water attack, power 31 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Higher Mana Gain 9          | 40    | 21k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 41 (+2)       |
| Higher Mana Gain 10         | 40    | 21k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 42 (+1)       |
| Hydro Blast 1 (book)        | 40    | 21k    | A-Mg | 34 (7+27)  | 4    | 6s    | Water attack with power 49                                             |
| Hydro Blast 2               | 40    | 21k    | A-Mg | 35 (7+28)  | 4    | 6s    | Water attack with power 52 (+3)                                        |
| Magic Defense 13            | 40    | 14k    | Pass | –          | –    | –     | Ups M.Def 40 (+4)                                                      |
| Magic Defense 14            | 40    | 14k    | Pass | –          | –    | –     | Ups M.Def 42 (+2)                                                      |
| Magic Defense 15            | 40    | 14k    | Pass | –          | –    | –     | Ups M.Def 43 (+1)                                                      |
| Resist Water 2              | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 6s    | Bufs target; +23% resistance to water; duration 20 minutes             |
| Robe Mastery 9              | 40    | 14k    | Pass | –          | –    | –     | Ups P.Def 14.5 (+2.4) with magic robes                                 |
| Robe Mastery 10             | 40    | 14k    | Pass | –          | –    | –     | Ups P.Def 15.3 (+0.8) with magic robes                                 |
| Robe Mastery 11             | 40    | 14k    | Pass | –          | –    | –     | Ups P.Def 16.2 (+0.9) with magic robes                                 |
| Sleep 10                    | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                           |
| Sleep 11                    | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                           |
| Sleep 12                    | 40    | 14k    | A-Mg | 35 (7+28)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                           |
| Surrender To Water 1 (book) | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 8s    | Debuffs foe's resistance to water 15; duration 2 minutes <MEN>         |
| Weapon Mastery 10           | 40    | 14k    | Pass | –          | –    | –     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                     |
| Weapon Mastery 11           | 40    | 14k    | Pass | –          | –    | –     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                     |
| Weapon Mastery 12           | 40    | 14k    | Pass | –          | –    | –     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                 |
| Aura Flare 3                | 44    | 25k    | A-Mg | 38 (8+30)  | 1.5  | 2.5s  | Attacks with power 44 (+2)                                             |
| Aura Flare 4                | 44    | 25k    | A-Mg | 39 (8+31)  | 1.5  | 2.5s  | Attacks with power 47 (+3)                                             |
| Fast HP Recovery 2          | 44    | 50k    | Pass | –          | –    | –     | Ups HP regen 1.4 (+0.4)                                                |
| Fast Mana Recovery 3        | 44    | 50k    | Pass | –          | –    | –     | Ups MP regen 1.8 (+0.4)                                                |
| Frost Bolt 3                | 44    | 25k    | A-Mg | 38 (8+30)  | 3.1  | 8s    | Water attack, power 33 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Frost Bolt 4                | 44    | 25k    | A-Mg | 39 (8+31)  | 3.1  | 8s    | Water attack, power 35 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Frozen Shackles 1 (book)    | 44    | 50k    | A-Mg | 59 (12+47) | 4    | 6s    | Foe takes 77 water damage every second for 15 seconds <WIT>            |
| Higher Mana Gain 11         | 44    | 25k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 48 (+6)       |
| Higher Mana Gain 12         | 44    | 25k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 49 (+1)       |
| Hydro Blast 3               | 44    | 25k    | A-Mg | 38 (8+30)  | 4    | 6s    | Water attack with power 55 (+3)                                        |
| Hydro Blast 4               | 44    | 25k    | A-Mg | 39 (8+31)  | 4    | 6s    | Water attack with power 58 (+3)                                        |
| Ice Dagger 1 (book)         | 44    | 25k    | A-Mg | 38 (8+30)  | 2.5  | 8s    | Water attack, power 28; [22 dam/5 secs for 20 seconds] <CON>           |
| Ice Dagger 2                | 44    | 25k    | A-Mg | 40 (8+32)  | 2.5  | 8s    | Water attack, power 29 (+1); [22 dam/5 secs for 20 seconds] <CON>      |
| Magic Defense 16            | 44    | 17k    | Pass | –          | –    | –     | Ups M.Def 46 (+3)                                                      |
| Magic Defense 17            | 44    | 17k    | Pass | –          | –    | –     | Ups M.Def 47 (+1)                                                      |
| Magic Defense 18            | 44    | 17k    | Pass | –          | –    | –     | Ups M.Def 49 (+2)                                                      |
| Resist Water 3              | 44    | 50k    | A-Mg | 39 (8+31)  | 4    | 6s    | Bufs target; +30% resistance to water; duration 20 minutes             |
| Robe Mastery 12             | 44    | 17k    | Pass | –          | –    | –     | Ups P.Def 17.9 (+1.7) with magic robes                                 |
| Robe Mastery 13             | 44    | 17k    | Pass | –          | –    | –     | Ups P.Def 18.8 (+0.9) with magic robes                                 |

|                                | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|--------------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| <i>Robe Mastery 14</i>         | 44    | 17k    | Pass | –          | –    | –     | Ups P.Def 19.8 (+1) with magic robes                                    |
| <i>Sleep 13</i>                | 44    | 17k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 14</i>                | 44    | 17k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 15</i>                | 44    | 17k    | A-Mg | 39 (8+31)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleeping Cloud 1 (book)</i> | 44    | 50k    | A-Mg | 59 (12+47) | 4    | 20s   | Puts target and nearby foes to sleep; duration 30 seconds <WIT>         |
| <i>Weapon Mastery 13</i>       | 44    | 17k    | Pass | –          | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                  |
| <i>Weapon Mastery 14</i>       | 44    | 17k    | Pass | –          | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                  |
| <i>Weapon Mastery 15</i>       | 44    | 17k    | Pass | –          | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                  |
| <i>Aura Flare 5</i>            | 48    | 43k    | A-Mg | 42 (9+33)  | 1.5  | 2.5s  | Attacks with power 49 (+2)                                              |
| <i>Aura Flare 6</i>            | 48    | 43k    | A-Mg | 44 (9+35)  | 1.5  | 2.5s  | Attacks with power 52 (+3)                                              |
| <i>Boost Mana 4</i>            | 48    | 85k    | Pass | –          | –    | –     | Ups max MP 100 (+30)                                                    |
| <i>Cancel (book)</i>           | 48    | 85k    | A-Mg | 44 (9+35)  | 6    | 5m    | Removes all buffs from foe.                                             |
| <i>Freezing Skin 2</i>         | 48    | 85k    | A-Mg | 44 (9+35)  | 4    | 6s    | Target reflects 15 (+5) damage back to attacker on each hit for 20 mins |
| <i>Frost Bolt 5</i>            | 48    | 43k    | A-Mg | 42 (9+33)  | 3.1  | 8s    | Water attack, power 37 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Frost Bolt 6</i>            | 48    | 43k    | A-Mg | 44 (9+35)  | 3.1  | 8s    | Water attack, power 39 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Higher Mana Gain 13</i>     | 48    | 43k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 50 (+1)        |
| <i>Higher Mana Gain 14</i>     | 48    | 43k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 52 (+2)        |
| <i>Hydro Blast 5</i>           | 48    | 43k    | A-Mg | 42 (9+33)  | 4    | 6s    | Water attack with power 61 (+3)                                         |
| <i>Hydro Blast 6</i>           | 48    | 43k    | A-Mg | 44 (9+35)  | 4    | 6s    | Water attack with power 65 (+4)                                         |
| <i>Ice Dagger 3</i>            | 48    | 43k    | A-Mg | 43 (9+34)  | 2.5  | 8s    | Water attack, power 31 (+2); [22 dam/5 secs for 20 seconds] <CON>       |
| <i>Ice Dagger 4</i>            | 48    | 43k    | A-Mg | 45 (9+36)  | 2.5  | 8s    | Water attack, power 33 (+2); [22 dam/5 secs for 20 seconds] <CON>       |
| <i>Magic Defense 19</i>        | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 52 (+3)                                                       |
| <i>Magic Defense 20</i>        | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                       |
| <i>Magic Defense 21</i>        | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                       |
| <i>Robe Mastery 15</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+1.9) with magic robes                                  |
| <i>Robe Mastery 16</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 22.7 (+1) with magic robes                                    |
| <i>Robe Mastery 17</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 23.7 (+1) with magic robes                                    |
| <i>Quick Recovery 3</i>        | 48    | 85k    | Pass | –          | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                     |
| <i>Sleep 16</i>                | 48    | 29k    | A-Mg | 42 (9+33)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 17</i>                | 48    | 29k    | A-Mg | 43 (9+34)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 18</i>                | 48    | 29k    | A-Mg | 44 (9+35)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Surrender To Earth 2</i>    | 48    | 85k    | A-Mg | 44 (9+35)  | 4    | 8s    | Debuffs foe's resistance to earth 20; duration 2 minutes <WIT>          |
| <i>Weapon Mastery 16</i>       | 48    | 29k    | Pass | –          | –    | –     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                  |
| <i>Weapon Mastery 17</i>       | 48    | 29k    | Pass | –          | –    | –     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                  |
| <i>Weapon Mastery 18</i>       | 48    | 29k    | Pass | –          | –    | –     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                  |
| <i>Aura Flare 7</i>            | 52    | 79k    | A-Mg | 45 (9+36)  | 1.5  | 2.5s  | Attacks with power 55 (+3)                                              |
| <i>Aura Flare 8</i>            | 52    | 79k    | A-Mg | 48 (10+38) | 1.5  | 2.5s  | Attacks with power 57 (+2)                                              |
| <i>Expertise Grade B</i>       | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                         |
| <i>Fast HP Recovery 3</i>      | 52    | 160k   | Pass | –          | –    | –     | Ups HP regen 1.7 (+0.3)                                                 |
| <i>Fast Mana Recovery 4</i>    | 52    | 160k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                 |
| <i>Frost Bolt 7</i>            | 52    | 79k    | A-Mg | 45 (9+36)  | 3.1  | 8s    | Water attack, power 41 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Frost Bolt 8</i>            | 52    | 79k    | A-Mg | 48 (10+38) | 3.1  | 8s    | Water attack, power 43 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Frost Wall 1 (book)</i>     | 52    | 79k    | A-Mg | 68 (14+54) | 3    | 15s   | Water attack vs. foes in arc; power 48                                  |
| <i>Frost Wall 2</i>            | 52    | 79k    | A-Mg | 70 (14+56) | 3    | 15s   | Water attack vs. foes in arc; power 50 (+2)                             |
| <i>Frozen Shackles 2 2</i>     | 52    | 160k   | A-Mg | 70 (14+56) | 4    | 6s    | Foe takes 94 (+17) water damage every second for 15 seconds <WIT>       |
| <i>Higher Mana Gain 15</i>     | 52    | 79k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 53 (+1)        |
| <i>Higher Mana Gain 16</i>     | 52    | 79k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 59 (+6)        |
| <i>Hydro Blast 7</i>           | 52    | 79k    | A-Mg | 45 (9+36)  | 4    | 6s    | Water attack with power 68 (+3)                                         |
| <i>Hydro Blast 8</i>           | 52    | 79k    | A-Mg | 48 (10+38) | 4    | 6s    | Water attack with power 72 (+4)                                         |
| <i>Ice Dagger 5</i>            | 52    | 79k    | A-Mg | 48 (10+38) | 2.5  | 8s    | Water attack, power 34 (+1); [27 (+5) dam/5 secs for 20 seconds] <CON>  |
| <i>Ice Dagger 6</i>            | 52    | 79k    | A-Mg | 49 (10+39) | 2.5  | 8s    | Water attack, power 36 (+2); [27 dam/5 secs for 20 seconds] <CON>       |
| <i>Magic Defense 22</i>        | 52    | 52k    | Pass | –          | –    | –     | Ups M.Def 59 (+3)                                                       |
| <i>Magic Defense 23</i>        | 52    | 52k    | Pass | –          | –    | –     | Ups M.Def 61 (+2)                                                       |
| <i>Magic Defense 24</i>        | 52    | 52k    | Pass | –          | –    | –     | Ups M.Def 63 (+2)                                                       |
| <i>Robe Mastery 18</i>         | 52    | 52k    | Pass | –          | –    | –     | Ups P.Def 25.8 (+2.1) with magic robes                                  |
| <i>Robe Mastery 19</i>         | 52    | 52k    | Pass | –          | –    | –     | Ups P.Def 26.8 (+1) with magic robes                                    |
| <i>Robe Mastery 20</i>         | 52    | 52k    | Pass | –          | –    | –     | Ups P.Def 27.9 (+1.1) with magic robes                                  |
| <i>Sleep 19</i>                | 52    | 52k    | A-Mg | 45 (9+36)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 20</i>                | 52    | 52k    | A-Mg | 47 (10+37) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Sleep 21</i>                | 52    | 52k    | A-Mg | 48 (10+38) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| <i>Surrender To Water 2</i>    | 52    | 160k   | A-Mg | 48 (10+38) | 4    | 8s    | Debuffs foe's resistance to water 20; duration 2 minutes <MEN>          |
| <i>Weapon Mastery 19</i>       | 52    | 52k    | Pass | –          | –    | –     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                  |
| <i>Weapon Mastery 20</i>       | 52    | 52k    | Pass | –          | –    | –     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                      |
| <i>Weapon Mastery 21</i>       | 52    | 52k    | Pass | –          | –    | –     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                    |

ELVEN MYSTIC: SPELLSINGER, ELEMENTAL SUMMONER

|                     | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|---------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| Aura Flare 9        | 56    | 130k   | A-Mg | 49 (10+39) | 1.5  | 2.5s  | Attacks with power 60 (+3)                                              |
| Aura Flare 10       | 56    | 130k   | A-Mg | 52 (11+41) | 1.5  | 2.5s  | Attacks with power 63 (+3)                                              |
| Boost Mana 5        | 56    | 300k   | Pass | -          | -    | -     | Ups max MP 140 (+40)                                                    |
| Fast Cast 3         | 56    | 300k   | Pass | -          | -    | -     | Ups magic sp. 10%                                                       |
| Freezing Skin 3     | 56    | 300k   | A-Mg | 52 (11+41) | 4    | 6s    | Target reflects 20 (+5) damage back to attacker on each hit for 20 mins |
| Frost Bolt 9        | 56    | 130k   | A-Mg | 49 (10+39) | 3.1  | 8s    | Water attack, power 45 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| Frost Bolt 10       | 56    | 130k   | A-Mg | 52 (11+41) | 3.1  | 8s    | Water attack, power 47 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| Frost Wall 3        | 56    | 130k   | A-Mg | 74 (15+59) | 3    | 15s   | Water attack vs. foes in arc; power 53 (+3)                             |
| Frost Wall 4        | 56    | 130k   | A-Mg | 77 (16+61) | 3    | 15s   | Water attack vs. foes in arc; power 55 (+2)                             |
| Higher Mana Gain 17 | 56    | 130k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 61 (+2)        |
| Higher Mana Gain 18 | 56    | 130k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 62 (+1)        |
| Hydro Blast 9       | 56    | 130k   | A-Mg | 49 (10+39) | 4    | 6s    | Water attack with power 75 (+3)                                         |
| Hydro Blast 10      | 56    | 130k   | A-Mg | 52 (11+41) | 4    | 6s    | Water attack with power 78 (+3)                                         |
| Ice Dagger 7        | 56    | 130k   | A-Mg | 52 (11+41) | 2.5  | 8s    | Water attack, power 38 (+2); [27 dam/5 secs for 20 seconds] <CON>       |
| Ice Dagger 8        | 56    | 130k   | A-Mg | 54 (11+43) | 2.5  | 8s    | Water attack, power 39 (+1); [27 dam/5 secs for 20 seconds] <CON>       |
| Magic Defense 25    | 56    | 88k    | Pass | -          | -    | -     | Ups M.Def 66 (+3)                                                       |
| Magic Defense 26    | 56    | 88k    | Pass | -          | -    | -     | Ups M.Def 68 (+2)                                                       |
| Magic Defense 27    | 56    | 88k    | Pass | -          | -    | -     | Ups M.Def 70 (+2)                                                       |
| Robe Mastery 21     | 56    | 88k    | Pass | -          | -    | -     | Ups P.Def 30.1 (+2.2) with magic robes                                  |
| Robe Mastery 22     | 56    | 88k    | Pass | -          | -    | -     | Ups P.Def 31.2 (+1.1) with magic robes                                  |
| Robe Mastery 23     | 56    | 88k    | Pass | -          | -    | -     | Ups P.Def 32.4 (+1.2) with magic robes                                  |
| Sleep 22            | 56    | 88k    | A-Mg | 49 (10+39) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 23            | 56    | 88k    | A-Mg | 50 (10+40) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleep 24            | 56    | 88k    | A-Mg | 52 (11+41) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                            |
| Sleeping Cloud 2    | 56    | 300k   | A-Mg | 77 (16+61) | 4    | 20s   | Puts target and nearby foes to sleep; duration 30 seconds <WIT>         |
| Weapon Mastery 22   | 56    | 88k    | Pass | -          | -    | -     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                    |
| Weapon Mastery 23   | 56    | 88k    | Pass | -          | -    | -     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                  |
| Weapon Mastery 24   | 56    | 88k    | Pass | -          | -    | -     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                  |
| Expertise Grade A   | 61    | (free) | Pass | -          | -    | -     | Allows you to use A grade items without penalty                         |
| Expertise Grade S   | 67    | (free) | Pass | -          | -    | -     | Allows you to use S grade items without penalty                         |

ELEMENTAL SUMMONER (← ELVEN WIZARD ← ELVEN MYSTIC)

| SKILL                             | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                   |
|-----------------------------------|-------|--------|------|------------|------|-------|--------------------------------------------------------------------------|
| Boost Mana 3                      | 40    | 54k    | Pass | -          | -    | -     | Ups max MP 70 (+20)                                                      |
| Expertise Grade C                 | 40    | (free) | Pass | -          | -    | -     | Allows you to use C grade items without penalty                          |
| Fast Cast 2                       | 40    | 54k    | Pass | -          | -    | -     | Ups magic sp. 7%                                                         |
| Light Armor Mastery 1             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 11.1, magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA           |
| Light Armor Mastery 2             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 11.8 (+0.7), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 3             | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 12.5 (+0.7), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA    |
| Magic Defense 13                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 40 (+4)                                                        |
| Magic Defense 14                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 42 (+2)                                                        |
| Magic Defense 15                  | 40    | 18k    | Pass | -          | -    | -     | Ups M.Def 43 (+1)                                                        |
| Robe Mastery 9                    | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 14.5 (+2.4) with magic robes                                   |
| Robe Mastery 10                   | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 15.3 (+0.8) with magic robes                                   |
| Robe Mastery 11                   | 40    | 18k    | Pass | -          | -    | -     | Ups P.Def 16.2 (+0.9) with magic robes                                   |
| Servitor Heal 13                  | 40    | 18k    | A-Mg | 58 (12+46) | 4    | 10s   | Heals pet, power 404 (+43)                                               |
| Servitor Heal 14                  | 40    | 18k    | A-Mg | 60 (12+48) | 4    | 10s   | Heals pet, power 419 (+15)                                               |
| Servitor Heal 15                  | 40    | 18k    | A-Mg | 62 (13+49) | 4    | 10s   | Heals pet, power 434 (+15)                                               |
| Servitor Mana Charge 7            | 40    | 27k    | A-Mg | 67 (14+53) | 4    | 12s   | Gives your pet 66 MP                                                     |
| Servitor Mana Charge 8            | 40    | 27k    | A-Mg | 70 (14+56) | 4    | 12s   | Gives your pet 70 MP                                                     |
| Servitor Physical Shield 1 (book) | 40    | 54k    | A-Mg | 36 (8+28)  | 4    | 6s    | Ups pet's P.Def 8%; duration 20 minutes                                  |
| Summon Unicorn Boxer 3            | 40    | 54k    | A-Mg | 70 (14+56) | 6    | 20s   | Summons Lvl. 42 (+10) Un. Boxer; costs 9 Crystal D; you only get 70% EXP |
| Weapon Mastery 10                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.AtK 16 (+2.7), M.AtK 20 (+3.4) with a weapon                       |
| Weapon Mastery 11                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.AtK 17 (+1), M.AtK 21.3 (+1.3) with a weapon                       |
| Weapon Mastery 12                 | 40    | 18k    | Pass | -          | -    | -     | Ups P.AtK 18.1 (+1.1), M.AtK 22.6 (+1.3) with a weapon                   |
| Fast HP Recovery 2                | 44    | 64k    | Pass | -          | -    | -     | Ups HP regen 1.4 (+0.4)                                                  |
| Fast Mana Recovery 3              | 44    | 64k    | Pass | -          | -    | -     | Ups MP regen 1.8 (+0.4)                                                  |
| Light Armor Mastery 4             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 14 (+1.5), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA      |
| Light Armor Mastery 5             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 14.8 (+0.8), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 6             | 44    | 21k    | Pass | -          | -    | -     | Ups P.Def 15.6 (+0.8), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA    |
| Magic Defense 16                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 46 (+3)                                                        |
| Magic Defense 17                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 47 (+1)                                                        |
| Magic Defense 18                  | 44    | 21k    | Pass | -          | -    | -     | Ups M.Def 49 (+2)                                                        |



# LINEAGE II

## PRIMA Official Game Guide

|                                | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                   |
|--------------------------------|-------|--------|------|------------|------|-------|--------------------------------------------------------------------------|
| Robe Mastery 12                | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 17.9 (+1.7) with magic robes                                   |
| Robe Mastery 13                | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 18.8 (+0.9) with magic robes                                   |
| Robe Mastery 14                | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 19.8 (+1) with magic robes                                     |
| Servitor Haste 1 (book)        | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's P.Atk speed 15%; duration 20 minutes                           |
| Servitor Heal 16               | 44    | 21k    | A-Mg | 64 (13+51) | 4    | 10s   | Heals pet, power 465 (+31)                                               |
| Servitor Heal 17               | 44    | 21k    | A-Mg | 65 (13+52) | 4    | 10s   | Heals pet, power 481 (+16)                                               |
| Servitor Heal 18               | 44    | 21k    | A-Mg | 68 (14+54) | 4    | 10s   | Heals pet, power 496 (+15)                                               |
| Servitor Magic Shield 1 (book) | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's M.Def 23%; duration 20 minutes                                 |
| Servitor Mana Charge 9         | 44    | 32k    | A-Mg | 74 (15+59) | 4    | 12s   | Gives your pet 73 MP                                                     |
| Servitor Mana Charge 10        | 44    | 32k    | A-Mg | 78 (16+62) | 4    | 12s   | Gives your pet 77 MP                                                     |
| Summon Unicorn Mirage 3        | 44    | 64k    | A-Mg | 78 (16+62) | 6    | 20s   | Summons Lvl. 47 (+10) Un. Mir.; costs 7 Crystal D; you only get 10% EXP  |
| Weapon Mastery 13              | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                   |
| Weapon Mastery 14              | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                   |
| Weapon Mastery 15              | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                   |
| Boost Mana 4                   | 48    | 110k   | Pass | –          | –    | –     | Ups max MP 100 (+30)                                                     |
| Light Armor Mastery 7          | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 17.3 (+1.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Light Armor Mastery 8          | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 18.1 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Light Armor Mastery 9          | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 19 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA      |
| Magic Defense 19               | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 52 (+3)                                                        |
| Magic Defense 20               | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                        |
| Magic Defense 21               | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                        |
| Robe Mastery 15                | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+1.9) with magic robes                                   |
| Robe Mastery 16                | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 22.7 (+1) with magic robes                                     |
| Robe Mastery 17                | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 23.7 (+1) with magic robes                                     |
| Servitor Heal 19               | 48    | 36k    | A-Mg | 72 (15+57) | 4    | 10s   | Heals pet, power 528 (+32)                                               |
| Servitor Heal 20               | 48    | 36k    | A-Mg | 74 (15+59) | 4    | 10s   | Heals pet, power 544 (+16)                                               |
| Servitor Heal 21               | 48    | 36k    | A-Mg | 77 (16+61) | 4    | 10s   | Heals pet, power 561 (+17)                                               |
| Servitor Magic Boost 2         | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's M.Atk 65%; duration 20 minutes                                 |
| Servitor Mana Charge 11        | 48    | 55k    | A-Mg | 82 (17+65) | 4    | 12s   | Gives your pet 81 MP                                                     |
| Servitor Mana Charge 12        | 48    | 55k    | A-Mg | 87 (18+69) | 4    | 12s   | Gives your pet 86 MP                                                     |
| Servitor Physical Shield 2     | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's P.Def 12%; duration 20 minutes                                 |
| Quick Recovery 3               | 48    | 110k   | Pass | –          | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                      |
| Summon Unicorn Boxer 4         | 48    | 110k   | A-Mg | 87 (18+69) | 6    | 20s   | Summons Lvl. 50 (+8) Un. Boxer; costs 12 Crystal D; you only get 70% EXP |
| Weapon Mastery 16              | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                   |
| Weapon Mastery 17              | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                   |
| Weapon Mastery 18              | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                   |
| Expertise Grade B              | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                          |
| Fast HP Recovery 3             | 52    | 200k   | Pass | –          | –    | –     | Ups HP regen 1.7 (+0.3)                                                  |
| Fast Mana Recovery 4           | 52    | 200k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                  |
| Light Armor Mastery 10         | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 20.8 (+1.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Light Armor Mastery 11         | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Light Armor Mastery 12         | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 22.6 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Magic Defense 22               | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 59 (+3)                                                        |
| Magic Defense 23               | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 61 (+2)                                                        |
| Magic Defense 24               | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 63 (+2)                                                        |
| Robe Mastery 18                | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 25.8 (+2.1) with magic robes                                   |
| Robe Mastery 19                | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 26.8 (+1) with magic robes                                     |
| Robe Mastery 20                | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 27.9 (+1.1) with magic robes                                   |
| Servitor Haste 2               | 52    | 200k   | A-Mg | 48 (10+38) | 4    | 6s    | Ups pet's P.Atk speed 30%; duration 20 minutes                           |
| Servitor Heal 22               | 52    | 67k    | A-Mg | 80 (16+64) | 4    | 10s   | Heals pet, power 593 (+32)                                               |
| Servitor Heal 23               | 52    | 67k    | A-Mg | 80 (16+64) | 4    | 10s   | Heals pet, power 609 (+16)                                               |
| Servitor Heal 24               | 52    | 67k    | A-Mg | 83 (17+66) | 4    | 10s   | Heals pet, power 626 (+17)                                               |
| Servitor Magic Shield 2        | 52    | 200k   | A-Mg | 48 (10+38) | 4    | 6s    | Ups pet's M.Def 30%; duration 20 minutes                                 |
| Servitor Mana Charge 13        | 52    | 100k   | A-Mg | 90 (18+72) | 4    | 12s   | Gives your pet 90 MP                                                     |
| Servitor Mana Charge 14        | 52    | 100k   | A-Mg | 94 (19+75) | 4    | 12s   | Gives your pet 94 MP                                                     |
| Summon Unicorn Mirage 4        | 52    | 200k   | A-Mg | 94 (19+75) | 6    | 20s   | Summons Lvl. 54 (+7) Un. Mir.; costs 10 Crystal D; you only get 10% EXP  |
| Weapon Mastery 19              | 52    | 67k    | Pass | –          | –    | –     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                   |
| Weapon Mastery 20              | 52    | 67k    | Pass | –          | –    | –     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                       |
| Weapon Mastery 21              | 52    | 67k    | Pass | –          | –    | –     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                     |
| Boost Mana 5                   | 56    | 340k   | Pass | –          | –    | –     | Ups max MP 140 (+40)                                                     |
| Fast Cast 3                    | 56    | 340k   | Pass | –          | –    | –     | Ups magic sp. 10%                                                        |
| Light Armor Mastery 13         | 56    | 110k   | Pass | –          | –    | –     | Ups P.Def 24.5 (+1.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Light Armor Mastery 14         | 56    | 110k   | Pass | –          | –    | –     | Ups P.Def 25.5 (+1), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA      |
| Light Armor Mastery 15         | 56    | 110k   | Pass | –          | –    | –     | Ups P.Def 26.4 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% wLA    |
| Magic Defense 25               | 56    | 110k   | Pass | –          | –    | –     | Ups M.Def 66 (+3)                                                        |



ELVEN MYSTIC: ELEMENTAL SUMMONER, ORACLE

|                                   | LEVEL | SP     | TYPE | COST (MP)   | TIME | ReUSE | EFFECT                                                                   |
|-----------------------------------|-------|--------|------|-------------|------|-------|--------------------------------------------------------------------------|
| <i>Magic Defense 26</i>           | 56    | 110k   | Pass | —           | —    | —     | Ups M.Def 68 (+2)                                                        |
| <i>Magic Defense 27</i>           | 56    | 110k   | Pass | —           | —    | —     | Ups M.Def 70 (+2)                                                        |
| <i>Robe Mastery 21</i>            | 56    | 110k   | Pass | —           | —    | —     | Ups P.Def 30.1 (+2.2) with magic robes                                   |
| <i>Robe Mastery 22</i>            | 56    | 110k   | Pass | —           | —    | —     | Ups P.Def 31.2 (+1.1) with magic robes                                   |
| <i>Robe Mastery 23</i>            | 56    | 110k   | Pass | —           | —    | —     | Ups P.Def 32.4 (+1.2) with magic robes                                   |
| <i>Servitor Heal 25</i>           | 56    | 110k   | A-Mg | 87 (18+69)  | 4    | 10s   | Heals pet, power 658 (+32)                                               |
| <i>Servitor Heal 26</i>           | 56    | 110k   | A-Mg | 89 (18+71)  | 4    | 10s   | Heals pet, power 674 (+16)                                               |
| <i>Servitor Heal 27</i>           | 56    | 110k   | A-Mg | 90 (18+72)  | 4    | 10s   | Heals pet, power 690 (+16)                                               |
| <i>Servitor Magic Boost 3</i>     | 56    | 340k   | A-Mg | 54 (12+42)  | 4    | 6s    | Ups pet's M.AtK 75%; duration 20 minutes                                 |
| <i>Servitor Mana Charge 15</i>    | 56    | 170k   | A-Mg | 98 (20+78)  | 4    | 12s   | Gives your pet 98 MP                                                     |
| <i>Servitor Mana Charge 16</i>    | 56    | 170k   | A-Mg | 103 (21+82) | 4    | 12s   | Gives your pet 102 MP                                                    |
| <i>Servitor Physical Shield 3</i> | 56    | 340k   | A-Mg | 54 (12+42)  | 4    | 6s    | Ups pet's P.Def 15%; duration 20 minutes                                 |
| <i>Summon Unicorn Boxer 5</i>     | 56    | 340k   | A-Mg | 103 (21+82) | 6    | 20s   | Summons Lvl. 58 (+8) Un. Boxer; costs 17 Crystal D; you only get 70% EXP |
| <i>Weapon Mastery 22</i>          | 56    | 110k   | Pass | —           | —    | —     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                     |
| <i>Weapon Mastery 23</i>          | 56    | 110k   | Pass | —           | —    | —     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                   |
| <i>Weapon Mastery 24</i>          | 56    | 110k   | Pass | —           | —    | —     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                   |
| <i>Expertise Grade A</i>          | 61    | (free) | Pass | —           | —    | —     | Allows you to use A grade items without penalty                          |
| <i>Expertise Grade S</i>          | 67    | (free) | Pass | —           | —    | —     | Allows you to use S grade items without penalty                          |

ELVEN ORACLE (← ELVEN MYSTIC)

| SKILL                             | LEVEL | SP     | TYPE | COST (MP)  | TIME | ReUSE | EFFECT                                                               |
|-----------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------|
| <i>Battle Heal 4</i>              | 20    | 1,100  | A-Mg | 35 (7+28)  | 2    | 3s    | Quickly heals target, power 121 (+14)                                |
| <i>Battle Heal 5</i>              | 20    | 1,100  | A-Mg | 40 (8+32)  | 2    | 3s    | Quickly heals target, power 135 (+14)                                |
| <i>Battle Heal 6</i>              | 20    | 1,100  | A-Mg | 44 (9+35)  | 2    | 3s    | Quickly heals target, power 151 (+16)                                |
| <i>Boost Mana 1</i>               | 20    | 3,200  | Pass | —          | —    | —     | Ups max MP 30                                                        |
| <i>Concentration 1 (book)</i>     | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                  |
| <i>Expertise Grade D</i>          | 20    | (free) | Pass | —          | —    | —     | Allows you to use D grade items without penalty                      |
| <i>Group Heal 4</i>               | 20    | 1,100  | A-Mg | 48 (10+38) | 7    | 25s   | Heals party members; power 97 (+11)                                  |
| <i>Group Heal 5</i>               | 20    | 1,100  | A-Mg | 53 (11+42) | 7    | 25s   | Heals party members; power 108 (+11)                                 |
| <i>Group Heal 6</i>               | 20    | 1,100  | A-Mg | 59 (12+47) | 7    | 25s   | Heals party members; power 121 (+13)                                 |
| <i>Heal 7</i>                     | 20    | 1,100  | A-Mg | 24 (5+19)  | 5    | 10s   | Heals target, power 121 (+14)                                        |
| <i>Heal 8</i>                     | 20    | 1,100  | A-Mg | 27 (6+21)  | 5    | 10s   | Heals target, power 135 (+14)                                        |
| <i>Heal 9</i>                     | 20    | 1,100  | A-Mg | 30 (6+24)  | 5    | 10s   | Heals target, power 151 (+16)                                        |
| <i>Kiss of Eva 1 (book)</i>       | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's underwater breath meter 400%; duration 20 minutes       |
| <i>Light Armor Mastery 1</i>      | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 5.4, magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA        |
| <i>Light Armor Mastery 2</i>      | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 6.3 (+0.9), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Magic Defense 5</i>            | 20    | 1,600  | Pass | —          | —    | —     | Ups M.Def 18 (+2)                                                    |
| <i>Magic Defense 6</i>            | 20    | 1,600  | Pass | —          | —    | —     | Ups M.Def 20 (+2)                                                    |
| <i>Might 2</i>                    | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's P.AtK 12%; duration 20 minutes                          |
| <i>Resurrection 1 (book)</i>      | 20    | 3,200  | A-Mg | 59 (12+47) | 6    | 2m    | Resurrects target                                                    |
| <i>Robe Mastery 1</i>             | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 7.2 with magic robes                                       |
| <i>Robe Mastery 2</i>             | 20    | 1,600  | Pass | —          | —    | —     | Ups P.Def 8.6 (+1.4) with magic robes                                |
| <i>Quick Recovery 1</i>           | 20    | 3,200  | Pass | —          | —    | —     | Decreases the reuse time for any skill by 20%                        |
| <i>Undead Disruption 1 (book)</i> | 20    | 1,600  | A-Mg | 18 (4+14)  | 2.5  | 4s    | Attacks with power 19                                                |
| <i>Undead Disruption 2</i>        | 20    | 1,600  | A-Mg | 20 (4+16)  | 2.5  | 4s    | Attacks with power 21 (+2)                                           |
| <i>Weapon Mastery 3</i>           | 20    | 3,200  | Pass | —          | —    | —     | Ups P.AtK 4.5 (+1.7), M.AtK 5.7 (+2.2) with a weapon                 |
| <i>Wind Shackle 2</i>             | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 15s   | Debuffs foe's P.AtK speed 20%; duration 2 minutes <DEX>              |
| <i>Wind Walk 1 (book)</i>         | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's movement 20; duration 20 minutes                        |
| <i>Agility 1 (book)</i>           | 25    | 6,800  | A-Mg | 23 (5+18)  | 4    | 6s    | Bufs target; +4 Evasion; duration 20 minutes                         |
| <i>Battle Heal 7</i>              | 25    | 2,300  | A-Mg | 49 (10+39) | 2    | 3s    | Quickly heals target, power 176 (+25)                                |
| <i>Battle Heal 8</i>              | 25    | 2,300  | A-Mg | 52 (11+41) | 2    | 3s    | Quickly heals target, power 185 (+9)                                 |
| <i>Battle Heal 9</i>              | 25    | 2,300  | A-Mg | 54 (11+43) | 2    | 3s    | Quickly heals target, power 195 (+10)                                |
| <i>Dryad Root 1 (book)</i>        | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                      |
| <i>Dryad Root 2</i>               | 25    | 2,300  | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                      |
| <i>Dryad Root 3</i>               | 25    | 2,300  | A-Mg | 23 (5+18)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                      |
| <i>Fast Cast 1</i>                | 25    | 6,800  | Pass | —          | —    | —     | Ups magic sp. 5%                                                     |
| <i>Fast Mana Recovery 1</i>       | 25    | 6,800  | Pass | —          | —    | —     | Ups MP regen 1.1                                                     |
| <i>Group Heal 7</i>               | 25    | 2,300  | A-Mg | 65 (13+52) | 7    | 25s   | Heals party members; power 141 (+20)                                 |
| <i>Group Heal 8</i>               | 25    | 2,300  | A-Mg | 69 (14+55) | 7    | 25s   | Heals party members; power 148 (+7)                                  |
| <i>Group Heal 9</i>               | 25    | 2,300  | A-Mg | 72 (15+57) | 7    | 25s   | Heals party members; power 156 (+8)                                  |
| <i>Heal 10</i>                    | 25    | 2,300  | A-Mg | 33 (7+26)  | 5    | 10s   | Heals target, power 176 (+25)                                        |
| <i>Heal 11</i>                    | 25    | 2,300  | A-Mg | 35 (7+28)  | 5    | 10s   | Heals target, power 185 (+9)                                         |



# LINEAGE II

## PRIMA Official Game Guide

|                          | LEVEL | SP    | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                      |
|--------------------------|-------|-------|------|-------------|------|-------|-----------------------------------------------------------------------------|
| Heal 12                  | 25    | 2,300 | A-Mg | 37 (8+29)   | 5    | 10s   | Heals target, power 195 (+10)                                               |
| Holy Weapon (book)       | 25    | 6,800 | A-Mg | 23 (5+18)   | 4    | 6s    | Target's weapon has +20-40% P.AtK vs. undead; duration 20 mins              |
| Light Armor Mastery 3    | 25    | 3,400 | Pass | —           | —    | —     | Ups P.Def 7.8 (+1.5), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 4    | 25    | 3,400 | Pass | —           | —    | —     | Ups P.Def 8.8 (+1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA          |
| Magic Defense 7          | 25    | 3,400 | Pass | —           | —    | —     | Ups M.Def 23 (+3)                                                           |
| Magic Defense 8          | 25    | 3,400 | Pass | —           | —    | —     | Ups M.Def 25 (+2)                                                           |
| Mental Shield 1 (book)   | 25    | 6,800 | A-Mg | 23 (5+18)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 50; duration 20 mins |
| Robe Mastery 3           | 25    | 3,400 | Pass | —           | —    | —     | Ups P.Def 11 (+2.4) with magic robes                                        |
| Robe Mastery 4           | 25    | 3,400 | Pass | —           | —    | —     | Ups P.Def 12.7 (+1.7) with magic robes                                      |
| Shield 2                 | 25    | 6,800 | A-Mg | 23 (5+18)   | 4    | 6s    | Ups target's P.Def 12%; duration 20 minutes                                 |
| Sleep 1 (book)           | 25    | 2,300 | A-Mg | 22 (5+17)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 2                  | 25    | 2,300 | A-Mg | 22 (5+17)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 3                  | 25    | 2,300 | A-Mg | 23 (5+18)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Undead Disruption 3      | 25    | 3,400 | A-Mg | 22 (5+17)   | 2.5  | 4s    | Attacks with power 24 (+3)                                                  |
| Undead Disruption 4      | 25    | 3,400 | A-Mg | 23 (5+18)   | 2.5  | 4s    | Attacks with power 25 (+1)                                                  |
| Weapon Mastery 4         | 25    | 3,400 | Pass | —           | —    | —     | Ups P.AtK 5.7 (+1.2), M.AtK 7.2 (+1.5) with a weapon                        |
| Weapon Mastery 5         | 25    | 3,400 | Pass | —           | —    | —     | Ups P.AtK 6.7 (+1), M.AtK 8.3 (+1.1) with a weapon                          |
| Battle Heal 10           | 30    | 4,400 | A-Mg | 62 (13+49)  | 2    | 3s    | Quickly heals target, power 224 (+29)                                       |
| Battle Heal 11           | 30    | 4,400 | A-Mg | 65 (13+52)  | 2    | 3s    | Quickly heals target, power 234 (+10)                                       |
| Battle Heal 12           | 30    | 4,400 | A-Mg | 67 (14+53)  | 2    | 3s    | Quickly heals target, power 245 (+11)                                       |
| Boost Mana 2             | 30    | 13k   | Pass | —           | —    | —     | Ups max MP 50 (+20)                                                         |
| Concentration 2          | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes                     |
| Dryad Root 4             | 30    | 4,400 | A-Mg | 25 (5+20)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 5             | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 6             | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Group Heal 10            | 30    | 4,400 | A-Mg | 83 (17+66)  | 7    | 25s   | Heals party members; power 179 (+23)                                        |
| Group Heal 11            | 30    | 4,400 | A-Mg | 87 (18+69)  | 7    | 25s   | Heals party members; power 188 (+9)                                         |
| Group Heal 12            | 30    | 4,400 | A-Mg | 88 (18+70)  | 7    | 25s   | Heals party members; power 196 (+8)                                         |
| Heal 13                  | 30    | 4,400 | A-Mg | 42 (9+33)   | 5    | 10s   | Heals target, power 224 (+29)                                               |
| Heal 14                  | 30    | 4,400 | A-Mg | 44 (9+35)   | 5    | 10s   | Heals target, power 234 (+10)                                               |
| Heal 15                  | 30    | 4,400 | A-Mg | 44 (9+35)   | 5    | 10s   | Heals target, power 245 (+11)                                               |
| Light Armor Mastery 5    | 30    | 6,600 | Pass | —           | —    | —     | Ups P.Def 10.9 (+2.1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 6    | 30    | 6,600 | Pass | —           | —    | —     | Ups P.Def 12.5 (+1.6), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Magic Defense 9          | 30    | 6,600 | Pass | —           | —    | —     | Ups M.Def 28 (+3)                                                           |
| Magic Defense 10         | 30    | 6,600 | Pass | —           | —    | —     | Ups M.Def 30 (+2)                                                           |
| Recharge 1 (book)        | 30    | 6,600 | A-Mg | 49 (10+39)  | 6    | 12s   | Gives target 49 MP                                                          |
| Recharge 2               | 30    | 6,600 | A-Mg | 53 (11+42)  | 6    | 12s   | Gives target 52 MP                                                          |
| Resurrection 2           | 30    | 13k   | A-Mg | 88 (18+70)  | 6    | 2m    | Resurrects target; restores 20% of lost EXP                                 |
| Robe Mastery 5           | 30    | 6,600 | Pass | —           | —    | —     | Ups P.Def 15.4 (+2.7) with magic robes                                      |
| Robe Mastery 6           | 30    | 6,600 | Pass | —           | —    | —     | Ups P.Def 17.4 (+2) with magic robes                                        |
| Quick Recovery 2         | 30    | 13k   | Pass | —           | —    | —     | Decreases the reuse time for any skill by 25% (+5%)                         |
| Sleep 4                  | 30    | 4,400 | A-Mg | 25 (5+20)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 5                  | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 6                  | 30    | 4,400 | A-Mg | 27 (6+21)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Undead Disruption 5      | 30    | 6,600 | A-Mg | 25 (5+20)   | 2.5  | 4s    | Attacks with power 28 (+3)                                                  |
| Undead Disruption 6      | 30    | 6,600 | A-Mg | 27 (6+21)   | 2.5  | 4s    | Attacks with power 30 (+2)                                                  |
| Weapon Mastery 6         | 30    | 6,600 | Pass | —           | —    | —     | Ups P.AtK 8.3 (+1.6), M.AtK 10.3 (+2) with a weapon                         |
| Weapon Mastery 7         | 30    | 6,600 | Pass | —           | —    | —     | Ups P.AtK 9.5 (+1.2), M.AtK 11.9 (+1.6) with a weapon                       |
| Wind Walk 2              | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's movement 33; duration 20 minutes                               |
| Battle Heal 13           | 35    | 7,300 | A-Mg | 72 (15+57)  | 2    | 3s    | Quickly heals target, power 278 (+33)                                       |
| Battle Heal 14           | 35    | 7,300 | A-Mg | 74 (15+59)  | 2    | 3s    | Quickly heals target, power 289 (+11)                                       |
| Battle Heal 15           | 35    | 7,300 | A-Mg | 78 (16+62)  | 2    | 3s    | Quickly heals target, power 301 (+12)                                       |
| Cure Poison 2            | 35    | 21k   | A-Mg | 30 (6+24)   | 4    | 15s   | Cures target's poison (power 7)                                             |
| Decrease Weight 1 (book) | 35    | 21k   | A-Mg | 15 (3+12)   | 4    | 6s    | Allows target to carry an extra 3000 weight; duration 30 mins               |
| Dryad Root 7             | 35    | 7,300 | A-Mg | 29 (6+23)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 8             | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 9             | 35    | 7,300 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Fast HP Recovery 1       | 35    | 21k   | Pass | —           | —    | —     | Ups HP regen 1                                                              |
| Fast Mana Recovery 2     | 35    | 21k   | Pass | —           | —    | —     | Ups MP regen 1.4 (+0.4)                                                     |
| Group Heal 13            | 35    | 7,300 | A-Mg | 95 (19+76)  | 7    | 25s   | Heals party members; power 222 (+26)                                        |
| Group Heal 14            | 35    | 7,300 | A-Mg | 99 (20+79)  | 7    | 25s   | Heals party members; power 231 (+9)                                         |
| Group Heal 15            | 35    | 7,300 | A-Mg | 103 (21+82) | 7    | 25s   | Heals party members; power 241 (+10)                                        |
| Heal 16                  | 35    | 7,300 | A-Mg | 48 (10+38)  | 5    | 10s   | Heals target, power 278 (+33)                                               |
| Heal 17                  | 35    | 7,300 | A-Mg | 50 (10+40)  | 5    | 10s   | Heals target, power 289 (+11)                                               |

| SKILL                  | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|------------------------|-------|-------|------|------------|------|-------|-----------------------------------------------------------------------|
| Heal 18                | 35    | 7,300 | A-Mg | 52 (11+41) | 5    | 10s   | Heals target, power 301 (+12)                                         |
| Light Armor Mastery 7  | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 15 (+2.5), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA   |
| Light Armor Mastery 8  | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 16.9 (+1.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 11       | 35    | 11k   | Pass | -          | -    | -     | Ups M.Def 34 (+4)                                                     |
| Magic Defense 12       | 35    | 11k   | Pass | -          | -    | -     | Ups M.Def 36 (+2)                                                     |
| Recharge 3             | 35    | 11k   | A-Mg | 57 (12+45) | 6    | 12s   | Gives target 57 MP                                                    |
| Recharge 4             | 35    | 11k   | A-Mg | 60 (12+48) | 6    | 12s   | Gives target 60 MP                                                    |
| Regeneration 1 (book)  | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 6s    | Ups target's HP regen. rate 10%; duration 20 minutes                  |
| Resist Poison 1 (book) | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 6s    | Ups target's resistance against poison 30; duration 20 minutes        |
| Robe Mastery 7         | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 20.5 (+3.1) with magic robes                                |
| Robe Mastery 8         | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 22.7 (+2.2) with magic robes                                |
| Sleep 7                | 35    | 7,300 | A-Mg | 29 (6+23)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Sleep 8                | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Sleep 9                | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Undead Disruption 7    | 35    | 11k   | A-Mg | 29 (6+23)  | 2.5  | 4s    | Attacks with power 33 (+3)                                            |
| Undead Disruption 8    | 35    | 11k   | A-Mg | 30 (6+24)  | 2.5  | 4s    | Attacks with power 36 (+3)                                            |
| Weapon Mastery 8       | 35    | 11k   | Pass | -          | -    | -     | Ups P.Atk 11.6 (+2.1), M.Atk 14.6 (+2.7) with a weapon                |
| Weapon Mastery 9       | 35    | 11k   | Pass | -          | -    | -     | Ups P.Atk 13.3 (+1.7), M.Atk 16.6 (+2) with a weapon                  |

ELVEN ELDER (← ELVEN ORACLE ← ELVEN MYSTIC)

| SKILL                    | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                      |
|--------------------------|-------|--------|------|-------------|------|-------|-----------------------------------------------------------------------------|
| Bless Shield 1 (book)    | 40    | 34k    | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's shield defense rate 10; duration 20 minutes                    |
| Boost Mana 3             | 40    | 34k    | Pass | -           | -    | -     | Ups max MP 70 (+20)                                                         |
| Expertise Grade C        | 40    | (free) | Pass | -           | -    | -     | Allows you to use C grade items without penalty                             |
| Fast Cast 2              | 40    | 34k    | Pass | -           | -    | -     | Ups magic sp. 7%                                                            |
| Greater Resurrection 3   | 40    | 34k    | A-Mg | 122 (25+97) | 6    | 2m    | Resurrects target; restores 30% of lost EXP                                 |
| Light Armor Mastery 9    | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 19.8 (+2.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 10   | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 20.8 (+1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| Light Armor Mastery 11   | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 21.8 (+1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| Magic Defense 13         | 40    | 11k    | Pass | -           | -    | -     | Ups M.Def 40 (+4)                                                           |
| Magic Defense 14         | 40    | 11k    | Pass | -           | -    | -     | Ups M.Def 42 (+2)                                                           |
| Magic Defense 15         | 40    | 11k    | Pass | -           | -    | -     | Ups M.Def 43 (+1)                                                           |
| Mental Shield 2          | 40    | 34k    | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 60; duration 20 mins |
| Might 3                  | 40    | 34k    | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's P.Atk 15%; duration 20 minutes                                 |
| Might of Heaven 1 (book) | 40    | 17k    | A-Mg | 34 (7+27)   | 2.5  | 4s    | Attacks with power 39 (+3)                                                  |
| Might of Heaven 2        | 40    | 17k    | A-Mg | 35 (7+28)   | 2.5  | 4s    | Attacks with power 42 (+3)                                                  |
| Recharge 5               | 40    | 17k    | A-Mg | 67 (14+53)  | 6    | 12s   | Gives target 66 MP                                                          |
| Recharge 6               | 40    | 17k    | A-Mg | 70 (14+56)  | 6    | 12s   | Gives target 70 MP                                                          |
| Resist Poison 2          | 40    | 34k    | A-Mg | 35 (7+28)   | 4    | 6s    | Ups target's resistance against poison 40; duration 20 minutes              |
| Resist Shock 1 (book)    | 40    | 34k    | A-Mg | 36 (8+28)   | 4    | 6s    | Ups target's resistance against stunning 15; duration 20 mins               |
| Robe Mastery 9           | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 26.3 (+3.6) with magic robes                                      |
| Robe Mastery 10          | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 27.6 (+1.3) with magic robes                                      |
| Robe Mastery 11          | 40    | 11k    | Pass | -           | -    | -     | Ups P.Def 28.8 (+1.2) with magic robes                                      |
| Sleep 10                 | 40    | 11k    | A-Mg | 34 (7+27)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 11                 | 40    | 11k    | A-Mg | 34 (7+27)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 12                 | 40    | 11k    | A-Mg | 35 (7+28)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Weapon Mastery 10        | 40    | 11k    | Pass | -           | -    | -     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                          |
| Weapon Mastery 11        | 40    | 11k    | Pass | -           | -    | -     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                          |
| Weapon Mastery 12        | 40    | 11k    | Pass | -           | -    | -     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                      |
| Wind Shackle 3           | 40    | 34k    | A-Mg | 35 (7+28)   | 4    | 15s   | Debuffs foe's P.Atk speed 30%; duration 2 minutes <DEX>                     |
| Agility 2                | 44    | 47k    | A-Mg | 39 (8+31)   | 4    | 6s    | Buffs target; +6 Evasion; duration 20 minutes                               |
| Decrease Weight 2        | 44    | 47k    | A-Mg | 20 (4+16)   | 4    | 6s    | Allows target to carry an extra 6000 weight (+3000); duration 30 mins       |
| Fast HP Recovery 2       | 44    | 47k    | Pass | -           | -    | -     | Ups HP regen 1.4 (+0.4)                                                     |
| Fast Mana Recovery 3     | 44    | 47k    | Pass | -           | -    | -     | Ups MP regen 1.8 (+0.4)                                                     |
| Greater Concentration 3  | 44    | 47k    | A-Mg | 39 (8+31)   | 4    | 6s    | Ups target's magic speed 36; duration 20 minutes                            |
| Light Armor Mastery 12   | 44    | 16k    | Pass | -           | -    | -     | Ups P.Def 24 (+2.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| Light Armor Mastery 13   | 44    | 16k    | Pass | -           | -    | -     | Ups P.Def 25.1 (+1.1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 14   | 44    | 16k    | Pass | -           | -    | -     | Ups P.Def 26.3 (+1.2), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| Magic Defense 16         | 44    | 16k    | Pass | -           | -    | -     | Ups M.Def 46 (+3)                                                           |
| Magic Defense 17         | 44    | 16k    | Pass | -           | -    | -     | Ups M.Def 47 (+1)                                                           |
| Magic Defense 18         | 44    | 16k    | Pass | -           | -    | -     | Ups M.Def 49 (+2)                                                           |



# LINEAGE II

## PRIMA Official Game Guide

| SKILL                   | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                      |
|-------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------------|
| Might of Heaven 3       | 44    | 23k    | A-Mg | 38 (8+30)    | 2.5  | 4s    | Attacks with power 44 (+2)                                                  |
| Might of Heaven 4       | 44    | 23k    | A-Mg | 39 (8+31)    | 2.5  | 4s    | Attacks with power 47 (+3)                                                  |
| Recharge 7              | 44    | 23k    | A-Mg | 74 (15+59)   | 6    | 12s   | Gives target 73 MP                                                          |
| Recharge 8              | 44    | 23k    | A-Mg | 78 (16+62)   | 6    | 12s   | Gives target 77 MP                                                          |
| Resist Poison 3         | 44    | 47k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's resistance against poison 50; duration 20 minutes              |
| Return 1 (book)         | 44    | 47k    | A-Mg | 105 (21+84)  | 20   | 2m    | Teleports self to the nearest town.                                         |
| Robe Mastery 12         | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 31.5 (+2.7) with magic robes                                      |
| Robe Mastery 13         | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 32.9 (+1.4) with magic robes                                      |
| Robe Mastery 14         | 44    | 16k    | Pass | –            | –    | –     | Ups P.Def 34.2 (+1.3) with magic robes                                      |
| Shield 3                | 44    | 47k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's P.Def 15%; duration 20 minutes                                 |
| Sleep 13                | 44    | 16k    | A-Mg | 38 (8+30)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 14                | 44    | 16k    | A-Mg | 38 (8+30)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 15                | 44    | 16k    | A-Mg | 39 (8+31)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Weapon Mastery 13       | 44    | 16k    | Pass | –            | –    | –     | Ups P.AtK 20.4 (+2.3), M.AtK 25.4 (+2.8) with a weapon                      |
| Weapon Mastery 14       | 44    | 16k    | Pass | –            | –    | –     | Ups P.AtK 21.6 (+1.2), M.AtK 26.9 (+1.5) with a weapon                      |
| Weapon Mastery 15       | 44    | 16k    | Pass | –            | –    | –     | Ups P.AtK 22.8 (+1.2), M.AtK 28.5 (+1.6) with a weapon                      |
| Bless Shield 2          | 48    | 71k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's shield defense rate 20 (+10); duration 20 minutes              |
| Boost Mana 4            | 48    | 71k    | Pass | –            | –    | –     | Ups max MP 100 (+30)                                                        |
| Greater Heal 1 (book)   | 48    | 24k    | A-Mg | 58 (12+46)   | 5    | 10s   | Heals target, power 337                                                     |
| Greater Heal 2          | 48    | 24k    | A-Mg | 60 (12+48)   | 5    | 10s   | Heals target, power 349 (+12)                                               |
| Greater Heal 3          | 48    | 24k    | A-Mg | 62 (13+49)   | 5    | 10s   | Heals target, power 362 (+13)                                               |
| Greater Resurrection 4  | 48    | 71k    | A-Mg | 152 (31+121) | 6    | 2m    | Resurrects target; restores 40% of lost EXP                                 |
| Light Armor Mastery 15  | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 28.6 (+2.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 16  | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 29.8 (+1.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 17  | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 31 (+1.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA         |
| Magic Defense 19        | 48    | 24k    | Pass | –            | –    | –     | Ups M.Def 52 (+3)                                                           |
| Magic Defense 20        | 48    | 24k    | Pass | –            | –    | –     | Ups M.Def 54 (+2)                                                           |
| Magic Defense 21        | 48    | 24k    | Pass | –            | –    | –     | Ups M.Def 56 (+2)                                                           |
| Mental Aegis 3          | 48    | 71k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's resistance against root, sleep, confusion 70; duration 20 mins |
| Might of Heaven 5       | 48    | 35k    | A-Mg | 42 (9+33)    | 2.5  | 4s    | Attacks with power 49 (+2)                                                  |
| Might of Heaven 6       | 48    | 35k    | A-Mg | 44 (9+35)    | 2.5  | 4s    | Attacks with power 52 (+3)                                                  |
| Party Recall 1 (book)   | 48    | 71k    | A-Mg | 257 (52+205) | 20   | 5m    | Teleports nearby party members to the nearest town.                         |
| Recharge 9              | 48    | 35k    | A-Mg | 82 (17+65)   | 6    | 12s   | Gives target 81 MP                                                          |
| Recharge 10             | 48    | 35k    | A-Mg | 87 (18+69)   | 6    | 12s   | Gives target 86 MP                                                          |
| Regeneration 2          | 48    | 71k    | A-Mg | 42 (9+33)    | 4    | 6s    | Ups target's HP regen. rate 15%; duration 20 minutes                        |
| Robe Mastery 15         | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 37.1 (+2.9) with magic robes                                      |
| Robe Mastery 16         | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 38.6 (+1.5) with magic robes                                      |
| Robe Mastery 17         | 48    | 24k    | Pass | –            | –    | –     | Ups P.Def 40.1 (+1.5) with magic robes                                      |
| Quick Recovery 3        | 48    | 71k    | Pass | –            | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                         |
| Sleep 16                | 48    | 24k    | A-Mg | 42 (9+33)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 17                | 48    | 24k    | A-Mg | 43 (9+34)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 18                | 48    | 24k    | A-Mg | 44 (9+35)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Vitalize 1 (book)       | 48    | 24k    | A-Mg | 88 (23+65)   | 5    | 10s   | Heals target, power 440; cures target's poison and bleed (power 3)          |
| Vitalize 2              | 48    | 24k    | A-Mg | 90 (23+67)   | 5    | 10s   | Heals target, power 454 (+14); cures target's poison and bleed (power 3)    |
| Vitalize 3              | 48    | 24k    | A-Mg | 93 (24+69)   | 5    | 10s   | Heals target, power 467 (+13); cures target's poison and bleed (power 3)    |
| Weapon Mastery 16       | 48    | 24k    | Pass | –            | –    | –     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                      |
| Weapon Mastery 17       | 48    | 24k    | Pass | –            | –    | –     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                      |
| Weapon Mastery 18       | 48    | 24k    | Pass | –            | –    | –     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                      |
| Wind Shackles 4         | 48    | 71k    | A-Mg | 44 (9+35)    | 4    | 15s   | Debuffs foe's P.AtK speed 40%; duration 2 minutes <DEX>                     |
| Agility 3               | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Buffs target; +8 Evasion; duration 20 minutes                               |
| Decrease Weight 3       | 52    | 130k   | A-Mg | 23 (4+19)    | 4    | 6s    | Allows target to carry an extra 9000 weight (+3000); duration 30 mins       |
| Expertise Grade B       | 52    | (free) | Pass | –            | –    | –     | Allows you to use B grade items without penalty                             |
| Fast HP Recovery 3      | 52    | 130k   | Pass | –            | –    | –     | Ups HP regen 1.7 (+0.3)                                                     |
| Fast Mana Recovery 4    | 52    | 130k   | Pass | –            | –    | –     | Ups MP regen 2.2 (+0.4)                                                     |
| Greater Concentration 4 | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's magic speed 42 (+6); duration 20 minutes                       |
| Greater Heal 4          | 52    | 46k    | A-Mg | 64 (13+51)   | 5    | 10s   | Heals target, power 388 (+26)                                               |
| Greater Heal 5          | 52    | 46k    | A-Mg | 65 (13+52)   | 5    | 10s   | Heals target, power 401 (+13)                                               |
| Greater Heal 6          | 52    | 46k    | A-Mg | 68 (14+54)   | 5    | 10s   | Heals target, power 414 (+13)                                               |
| Kiss of Eva 2           | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's underwater breath meter 600%; duration 20 minutes              |
| Light Armor Mastery 18  | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 33.6 (+2.6), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 19  | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 34.9 (+1.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 20  | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 36.2 (+1.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Magic Defense 22        | 52    | 46k    | Pass | –            | –    | –     | Ups M.Def 59 (+3)                                                           |
| Magic Defense 23        | 52    | 46k    | Pass | –            | –    | –     | Ups M.Def 61 (+2)                                                           |

|                               | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUse | EFFECT                                                                      |
|-------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------------|
| <i>Magic Defense 24</i>       | 52    | 46k    | Pass | –            | –    | –     | Ups M.Def 63 (+2)                                                           |
| <i>Might of Heaven 7</i>      | 52    | 69k    | A-Mg | 45 (9+36)    | 2.5  | 4s    | Attacks with power 55 (+3)                                                  |
| <i>Might of Heaven 8</i>      | 52    | 69k    | A-Mg | 48 (10+38)   | 2.5  | 4s    | Attacks with power 57 (+2)                                                  |
| <i>Recharge 11</i>            | 52    | 69k    | A-Mg | 90 (18+72)   | 6    | 12s   | Gives target 90 MP                                                          |
| <i>Recharge 12</i>            | 52    | 69k    | A-Mg | 94 (19+75)   | 6    | 12s   | Gives target 94 MP                                                          |
| <i>Resist Shock 2</i>         | 52    | 130k   | A-Mg | 44 (10+34)   | 4    | 6s    | Ups target's resistance against stunning 20 (+5); duration 20 mins          |
| <i>Robe Mastery 18</i>        | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 43.2 (+3.1) with magic robes                                      |
| <i>Robe Mastery 19</i>        | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 44.8 (+1.6) with magic robes                                      |
| <i>Robe Mastery 20</i>        | 52    | 46k    | Pass | –            | –    | –     | Ups P.Def 46.4 (+1.6) with magic robes                                      |
| <i>Sleep 19</i>               | 52    | 46k    | A-Mg | 45 (9+36)    | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Sleep 20</i>               | 52    | 46k    | A-Mg | 47 (10+37)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Sleep 21</i>               | 52    | 46k    | A-Mg | 48 (10+38)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Vitalize 4</i>             | 52    | 46k    | A-Mg | 97 (25+72)   | 5    | 10s   | Heals target, power 494 (+27); cures target's poison and bleed (power 3)    |
| <i>Vitalize 5</i>             | 52    | 46k    | A-Mg | 98 (25+73)   | 5    | 10s   | Heals target, power 508 (+14); cures target's poison and bleed (power 3)    |
| <i>Vitalize 6</i>             | 52    | 46k    | A-Mg | 101 (26+75)  | 5    | 10s   | Heals target, power 521 (+13); cures target's poison and bleed (power 7)    |
| <i>Weapon Mastery 19</i>      | 52    | 46k    | Pass | –            | –    | –     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                      |
| <i>Weapon Mastery 20</i>      | 52    | 46k    | Pass | –            | –    | –     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                          |
| <i>Weapon Mastery 21</i>      | 52    | 46k    | Pass | –            | –    | –     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                        |
| <i>Bless Shield 3</i>         | 56    | 210k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's shield defense rate 30 (+10); duration 20 minutes              |
| <i>Boost Mana 5</i>           | 56    | 210k   | Pass | –            | –    | –     | Ups max MP 140 (+40)                                                        |
| <i>Fast Cast 3</i>            | 56    | 210k   | Pass | –            | –    | –     | Ups magic sp. 10%                                                           |
| <i>Greater Heal 7</i>         | 56    | 69k    | A-Mg | 72 (15+57)   | 5    | 10s   | Heals target, power 440 (+26)                                               |
| <i>Greater Heal 8</i>         | 56    | 69k    | A-Mg | 74 (15+59)   | 5    | 10s   | Heals target, power 454 (+14)                                               |
| <i>Greater Heal 9</i>         | 56    | 69k    | A-Mg | 77 (16+61)   | 5    | 10s   | Heals target, power 467 (+13)                                               |
| <i>Greater Resurrection 5</i> | 56    | 210k   | A-Mg | 180 (36+144) | 6    | 2m    | Resurrects target; restores 50% of lost EXP                                 |
| <i>Light Armor Mastery 21</i> | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 38.9 (+2.7), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 22</i> | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 40.3 (+1.4), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 23</i> | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 41.7 (+1.4), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Magic Defense 25</i>       | 56    | 69k    | Pass | –            | –    | –     | Ups M.Def 66 (+3)                                                           |
| <i>Magic Defense 26</i>       | 56    | 69k    | Pass | –            | –    | –     | Ups M.Def 68 (+2)                                                           |
| <i>Magic Defense 27</i>       | 56    | 69k    | Pass | –            | –    | –     | Ups M.Def 70 (+2)                                                           |
| <i>Mental Aegis 4</i>         | 56    | 210k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 80; duration 20 mins |
| <i>Might of Heaven 9</i>      | 56    | 100k   | A-Mg | 49 (10+39)   | 2.5  | 4s    | Attacks with power 60 (+3)                                                  |
| <i>Might of Heaven 10</i>     | 56    | 100k   | A-Mg | 52 (11+41)   | 2.5  | 4s    | Attacks with power 63 (+3)                                                  |
| <i>Party Recall 2</i>         | 56    | 210k   | A-Mg | 297 (53+244) | 3.5  | 5m    | Teleports nearby party members to the nearest town.                         |
| <i>Recharge 13</i>            | 56    | 100k   | A-Mg | 98 (20+78)   | 6    | 12s   | Gives target 98 MP                                                          |
| <i>Recharge 14</i>            | 56    | 100k   | A-Mg | 103 (21+82)  | 6    | 12s   | Gives target 102 MP                                                         |
| <i>Regeneration 3</i>         | 56    | 210k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's HP regen. rate 20%; duration 20 minutes                        |
| <i>Return 2</i>               | 56    | 210k   | A-Mg | 153 (31+122) | 1.5  | 2m    | Teleports self to the nearest town.                                         |
| <i>Robe Mastery 21</i>        | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 49.8 (+3.4) with magic robes                                      |
| <i>Robe Mastery 22</i>        | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 51.5 (+1.7) with magic robes                                      |
| <i>Robe Mastery 23</i>        | 56    | 69k    | Pass | –            | –    | –     | Ups P.Def 53.2 (+1.7) with magic robes                                      |
| <i>Sleep 22</i>               | 56    | 69k    | A-Mg | 49 (10+39)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Sleep 23</i>               | 56    | 69k    | A-Mg | 50 (10+40)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Sleep 24</i>               | 56    | 69k    | A-Mg | 52 (11+41)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| <i>Vitalize 7</i>             | 56    | 69k    | A-Mg | 105 (27+78)  | 5    | 10s   | Heals target, power 548 (+27); cures target's poison and bleed (power 7)    |
| <i>Vitalize 8</i>             | 56    | 69k    | A-Mg | 108 (28+80)  | 5    | 10s   | Heals target, power 562 (+14); cures target's poison and bleed (power 7)    |
| <i>Vitalize 9</i>             | 56    | 69k    | A-Mg | 111 (29+82)  | 5    | 10s   | Heals target, power 575 (+13); cures target's poison and bleed (power 7)    |
| <i>Weapon Mastery 22</i>      | 56    | 69k    | Pass | –            | –    | –     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                        |
| <i>Weapon Mastery 23</i>      | 56    | 69k    | Pass | –            | –    | –     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                      |
| <i>Weapon Mastery 24</i>      | 56    | 69k    | Pass | –            | –    | –     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                      |
| <i>Wind Shackle 5</i>         | 56    | 210k   | A-Mg | 52 (11+41)   | 4    | 15s   | Debuffs foe's P.Atk speed 50%; duration 2 minutes <DEX>                     |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | –            | –    | –     | Allows you to use A grade items without penalty                             |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | –            | –    | –     | Allows you to use S grade items without penalty                             |



## DARK FIGHTER

| SKILL                        | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                             |
|------------------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| <i>Luck</i>                  | 1     | (free) | Pass | –         | –    | –     | Prevents equipment and experience loss from death before Level 5   |
| <i>Armor Mastery 1</i>       | 5     | 160    | Pass | –         | –    | –     | Ups P.Def 9 when in armor                                          |
| <i>Aura Defense 1 (book)</i> | 5     | 160    | A-Mg | 10 (2+8)  | 4    | 6s    | Bufs self; +8% P.Def; duration 20 minutes                          |
| <i>Mortal Blow 1</i>         | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 73 works only on crit.                        |
| <i>Mortal Blow 2</i>         | 5     | 60     | A-Ph | 10        | 1.1  | 11s   | Dagger attack, power 80 (+7) works only on crit.                   |
| <i>Mortal Blow 3</i>         | 5     | 60     | A-Ph | 11        | 1.1  | 11s   | Dagger attack, power 88 (+8) works only on crit.                   |
| <i>Power Shot 1</i>          | 5     | 60     | A-Ph | 19        | 3.2  | 25s   | Bow attack, power 65; {over-hit}                                   |
| <i>Power Shot 2</i>          | 5     | 60     | A-Ph | 20        | 3.2  | 25s   | Bow attack, power 71 (+6); {over-hit}                              |
| <i>Power Shot 3</i>          | 5     | 60     | A-Ph | 21        | 3.2  | 25s   | Bow attack, power 78 (+7); {over-hit}                              |
| <i>Power Strike 1</i>        | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 25; {over-hit}                           |
| <i>Power Strike 2</i>        | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 27 (+2); {over-hit}                      |
| <i>Power Strike 3</i>        | 5     | 60     | A-Ph | 11        | 1.1  | 13s   | Sword/blunt attack, power 30 (+3); {over-hit}                      |
| <i>Weapon Mastery 1</i>      | 5     | 160    | Pass | –         | –    | –     | Ups P.Atk 2 with a weapon                                          |
| <i>Armor Mastery 2</i>       | 10    | 460    | Pass | –         | –    | –     | Ups P.Def 11 (+2) when in armor                                    |
| <i>Armor Mastery 3</i>       | 10    | 460    | Pass | –         | –    | –     | Ups P.Def 12 (+1) when in armor                                    |
| <i>Aura Attack 1 (book)</i>  | 10    | 920    | A-Mg | 13 (3+10) | 4    | 6s    | Bufs self; +8% P.Atk; duration 20 minutes                          |
| <i>Mortal Blow 4</i>         | 10    | 310    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 115 (+27) works only on crit.                 |
| <i>Mortal Blow 5</i>         | 10    | 310    | A-Ph | 13        | 1.1  | 11s   | Dagger attack, power 126 (+11) works only on crit.                 |
| <i>Mortal Blow 6</i>         | 10    | 310    | A-Ph | 14        | 1.1  | 11s   | Dagger attack, power 137 (+11) works only on crit.                 |
| <i>Power Shot 4</i>          | 10    | 310    | A-Ph | 25        | 3.2  | 25s   | Bow attack, power 102 (+24); {over-hit}                            |
| <i>Power Shot 5</i>          | 10    | 310    | A-Ph | 26        | 3.2  | 25s   | Bow attack, power 112 (+10); {over-hit}                            |
| <i>Power Shot 6</i>          | 10    | 310    | A-Ph | 27        | 3.2  | 25s   | Bow attack, power 122 (+10); {over-hit}                            |
| <i>Power Strike 4</i>        | 10    | 310    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 39 (+9); {over-hit}                      |
| <i>Power Strike 5</i>        | 10    | 310    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 42 (+3); {over-hit}                      |
| <i>Power Strike 6</i>        | 10    | 310    | A-Ph | 14        | 1.1  | 13s   | Sword/blunt attack, power 46 (+4); {over-hit}                      |
| <i>Weapon Mastery 2</i>      | 10    | 920    | Pass | –         | –    | –     | Ups P.Atk 3 (+1) with a weapon                                     |
| <i>Armor Mastery 4</i>       | 15    | 1,700  | Pass | –         | –    | –     | Ups P.Def 13 (+1) when in armor; ups Evasion 3 when in light armor |
| <i>Armor Mastery 5</i>       | 15    | 1,700  | Pass | –         | –    | –     | Ups P.Def 14 (+1) when in armor                                    |
| <i>Drain Health 1 (book)</i> | 15    | 1,700  | A-Mg | 12 (3+9)  | 3    | 15s   | Attacks with power 20; steals 20% of foe's HP                      |
| <i>Drain Health 2</i>        | 15    | 1,700  | A-Mg | 13 (3+10) | 3    | 15s   | Attacks with power 22 (+2); steals 20% of foe's HP                 |
| <i>Mortal Blow 7</i>         | 15    | 1,100  | A-Ph | 17        | 1.1  | 11s   | Dagger attack, power 178 (+41) works only on crit.                 |
| <i>Mortal Blow 8</i>         | 15    | 1,100  | A-Ph | 18        | 1.1  | 11s   | Dagger attack, power 193 (+15) works only on crit.                 |
| <i>Mortal Blow 9</i>         | 15    | 1,100  | A-Ph | 19        | 1.1  | 11s   | Dagger attack, power 210 (+17) works only on crit.                 |
| <i>Power Shot 7</i>          | 15    | 1,100  | A-Ph | 34        | 3.2  | 25s   | Bow attack, power 158 (+36); {over-hit}                            |
| <i>Power Shot 8</i>          | 15    | 1,100  | A-Ph | 36        | 3.2  | 25s   | Bow attack, power 172 (+14); {over-hit}                            |
| <i>Power Shot 9</i>          | 15    | 1,100  | A-Ph | 37        | 3.2  | 25s   | Bow attack, power 187 (+15); {over-hit}                            |
| <i>Power Strike 7</i>        | 15    | 1,100  | A-Ph | 17        | 1.1  | 13s   | Sword/blunt attack, power 60 (+14); {over-hit}                     |
| <i>Power Strike 8</i>        | 15    | 1,100  | A-Ph | 18        | 1.1  | 13s   | Sword/blunt attack, power 65 (+5); {over-hit}                      |
| <i>Power Strike 9</i>        | 15    | 1,100  | A-Ph | 19        | 1.1  | 13s   | Sword/blunt attack, power 70 (+5); {over-hit}                      |
| <i>Weapon Mastery 3</i>      | 15    | 3,300  | Pass | –         | –    | –     | Ups P.Atk 4 (+1) with a weapon                                     |



## ASSASSIN (← DARK FIGHTER)

| SKILL                 | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|-----------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------|
| Acrobat 1             | 20    | 3,100  | Pass | —         | —    | —     | Adds 60 to safe fall height                                         |
| Aqua Lung 1           | 20    | 3,100  | Pass | —         | —    | —     | Ups underwater breath meter 180                                     |
| Aura Defense 2        | 20    | 3,100  | A-Mg | 20 (4+16) | 4    | 6s    | Bufs self; +12% P.Def; duration 20 minutes                          |
| Bow Mastery 1         | 20    | 1,000  | Pass | —         | —    | —     | Ups P.Atk 10.3 with a bow                                           |
| Bow Mastery 2         | 20    | 1,000  | Pass | —         | —    | —     | Ups P.Atk 11.4 (+1.1) with a bow                                    |
| Bow Mastery 3         | 20    | 1,000  | Pass | —         | —    | —     | Ups P.Atk 27.6 (+16.2) with a bow                                   |
| Dagger Mastery 1      | 20    | 3,100  | Pass | —         | —    | —     | Ups P.Atk 3.6 with a dagger                                         |
| Drain Health 3        | 20    | 1,500  | A-Mg | 14 (3+11) | 3    | 15s   | Attacks with power 24 (+2); steals 20% of foe's HP                  |
| Drain Health 4        | 20    | 1,500  | A-Mg | 15 (3+12) | 3    | 15s   | Attacks with power 26 (+2); steals 20% of foe's HP                  |
| Expertise Grade D     | 20    | (free) | Pass | —         | —    | —     | Allows you to use D grade items without penalty                     |
| Light Armor Mastery 1 | 20    | 1,500  | Pass | —         | —    | —     | Ups P.Def 1.3, Evasion 4 with light armor                           |
| Light Armor Mastery 2 | 20    | 1,500  | Pass | —         | —    | —     | Ups P.Def 2.2 (+0.9), Evasion 4 with light armor                    |
| Long Range Shot 1     | 20    | 3,100  | Pass | —         | —    | —     | Ups the attack range of bows 200                                    |
| Mortal Blow 10        | 20    | 1,000  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 268 (+58) works only on crit.                  |
| Mortal Blow 11        | 20    | 1,000  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 291 (+23) works only on crit.                  |
| Mortal Blow 12        | 20    | 1,000  | A-Ph | 22        | 1.1  | 11s   | Dagger attack, power 314 (+23) works only on crit.                  |
| Poison 1 (book)       | 20    | 3,100  | A-Mg | 10 (2+8)  | 3    | 9s    | Foe takes 18 poison dam/5 secs for 30 secs (power 3) <MEN>          |
| Power Shot 10         | 20    | 1,000  | A-Ph | 43        | 3.2  | 25s   | Bow attack, power 239 (+52); {over-hit}                             |
| Power Shot 11         | 20    | 1,000  | A-Ph | 44        | 3.2  | 25s   | Bow attack, power 258 (+19); {over-hit}                             |
| Power Shot 12         | 20    | 1,000  | A-Ph | 44        | 3.2  | 25s   | Bow attack, power 279 (+21); {over-hit}                             |
| Unlock 1              | 20    | 3,100  | A-Ph | 20 (4+16) | 2.5  | 2m    | Opens Lvl. 1 doors at 30% probability; requires 1 key of thief      |
| Accuracy              | 24    | 5,900  | Cont | X/5s      | —    | —     | Boosts your accuracy by 10; consumes (your level/5) MP every 5 secs |
| Bleed 1               | 24    | 5,900  | A-Ph | 32        | 1.1  | 13s   | Target takes 13 dam/5 secs for 20 seconds <CON>                     |
| Bow Mastery 4         | 24    | 1,900  | Pass | —         | —    | —     | Ups P.Atk 32.8 (+5.2) with a bow                                    |
| Bow Mastery 5         | 24    | 1,900  | Pass | —         | —    | —     | Ups P.Atk 35.6 (+2.8) with a bow                                    |
| Bow Mastery 6         | 24    | 1,900  | Pass | —         | —    | —     | Ups P.Atk 38.6 (+3) with a bow                                      |
| Confusion 1 (book)    | 24    | 5,900  | A-Mg | 22 (5+17) | 1.5  | 2m    | Causes foe to switch targets, power 30                              |
| Critical Power 1      | 24    | 5,900  | Pass | —         | —    | —     | Ups critical damage 20%                                             |
| Dagger Mastery 2      | 24    | 5,900  | Pass | —         | —    | —     | Ups P.Atk 6 (+2.4) with a dagger                                    |
| Drain Health 5        | 24    | 1,900  | A-Mg | 15 (3+12) | 3    | 15s   | Attacks with power 28 (+2); steals 20% of foe's HP                  |
| Drain Health 6        | 24    | 1,900  | A-Mg | 17 (4+13) | 3    | 15s   | Attacks with power 29 (+1); steals 20% of foe's HP                  |
| Drain Health 7        | 24    | 1,900  | A-Mg | 17 (4+13) | 3    | 15s   | Attacks with power 31 (+2); steals 20% of foe's HP                  |
| Evasion Boost 1       | 24    | 5,900  | Pass | —         | —    | —     | Ups Evasion 2                                                       |
| Light Armor Mastery 3 | 24    | 2,900  | Pass | —         | —    | —     | Ups P.Def 3.2 (+1), Evasion 6 (+2) with light armor                 |
| Light Armor Mastery 4 | 24    | 2,900  | Pass | —         | —    | —     | Ups P.Def 4.2 (+1), Evasion 6 with light armor                      |
| Mortal Blow 13        | 24    | 1,900  | A-Ph | 23        | 1.1  | 11s   | Dagger attack, power 367 (+53) works only on crit.                  |
| Mortal Blow 14        | 24    | 1,900  | A-Ph | 24        | 1.1  | 11s   | Dagger attack, power 396 (+29) works only on crit.                  |
| Mortal Blow 15        | 24    | 1,900  | A-Ph | 25        | 1.1  | 11s   | Dagger attack, power 427 (+31) works only on crit.                  |
| Power Shot 13         | 24    | 1,900  | A-Ph | 46        | 3.2  | 25s   | Bow attack, power 326 (+47); {over-hit}                             |
| Power Shot 14         | 24    | 1,900  | A-Ph | 48        | 3.2  | 25s   | Bow attack, power 352 (+26); {over-hit}                             |
| Power Shot 15         | 24    | 1,900  | A-Ph | 50        | 3.2  | 25s   | Bow attack, power 379 (+27); {over-hit}                             |
| Sting 1               | 24    | 1,900  | A-Ph | 23        | 1.1  | 11s   | DSw/Sw/Dg attack, power 41; [13 dam/5 secs for 20 secs] <CON>       |
| Sting 2               | 24    | 1,900  | A-Ph | 24        | 1.1  | 11s   | DSw/Sw/Dg attack, power 44 (+3); [13 dam/5 secs for 20 secs] <CON>  |
| Sting 3               | 24    | 1,900  | A-Ph | 25        | 1.1  | 11s   | DSw/Sw/Dg attack, power 48 (+4); [13 dam/5 secs for 20 secs] <CON>  |
| Acrobatics 1          | 28    | 10k    | Pass | —         | —    | —     | Ups Evasion 4 when running                                          |
| Aura Attack 2         | 28    | 10k    | A-Mg | 25 (5+20) | 4    | 6s    | Bufs self; +12% P.Atk; duration 20 minutes                          |
| Bow Mastery 7         | 28    | 3,300  | Pass | —         | —    | —     | Ups P.Atk 45.2 (+6.6) with a bow                                    |
| Bow Mastery 8         | 28    | 3,300  | Pass | —         | —    | —     | Ups P.Atk 48.9 (+3.7) with a bow                                    |
| Bow Mastery 9         | 28    | 3,300  | Pass | —         | —    | —     | Ups P.Atk 52.7 (+3.8) with a bow                                    |
| Dagger Mastery 3      | 28    | 5,000  | Pass | —         | —    | —     | Ups P.Atk 7.4 (+1.4) with a dagger                                  |
| Dagger Mastery 4      | 28    | 5,000  | Pass | —         | —    | —     | Ups P.Atk 9 (+1.6) with a dagger                                    |
| Drain Health 8        | 28    | 3,300  | A-Mg | 18 (4+14) | 3    | 15s   | Attacks with power 33 (+2); steals 20% of foe's HP                  |
| Drain Health 9        | 28    | 3,300  | A-Mg | 19 (4+15) | 3    | 15s   | Attacks with power 34 (+1); steals 20% of foe's HP                  |
| Drain Health 10       | 28    | 3,300  | A-Mg | 19 (4+15) | 3    | 15s   | Attacks with power 35 (+1); steals 20% of foe's HP                  |
| Light Armor Mastery 5 | 28    | 5,000  | Pass | —         | —    | —     | Ups P.Def 5.3 (+1.1), Evasion 7 (+1) with light armor               |
| Light Armor Mastery 6 | 28    | 5,000  | Pass | —         | —    | —     | Ups P.Def 6.8 (+1.5), Evasion 7 with light armor                    |
| Mortal Blow 16        | 28    | 3,300  | A-Ph | 27        | 1.1  | 11s   | Dagger attack, power 494 (+67) works only on crit.                  |
| Mortal Blow 17        | 28    | 3,300  | A-Ph | 29        | 1.1  | 11s   | Dagger attack, power 531 (+37) works only on crit.                  |
| Mortal Blow 18        | 28    | 3,300  | A-Ph | 30        | 1.1  | 11s   | Dagger attack, power 571 (+40) works only on crit.                  |
| Power Shot 16         | 28    | 3,300  | A-Ph | 54        | 3.2  | 25s   | Bow attack, power 440 (+61); {over-hit}                             |
| Power Shot 17         | 28    | 3,300  | A-Ph | 57        | 3.2  | 25s   | Bow attack, power 472 (+32); {over-hit}                             |

# LINEAGE II

## PRIMA Official Game Guide

|                          | LEVEL | SP    | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                   |
|--------------------------|-------|-------|------|-----------|------|-------|--------------------------------------------------------------------------|
| Power Shot 18            | 28    | 3,300 | A-Ph | 59        | 3.2  | 25s   | Bow attack, power 507 (+35); {over-hit}                                  |
| Quick Step 1             | 28    | 10k   | Pass | –         | –    | –     | Ups movement 7                                                           |
| Sting 4                  | 28    | 3,300 | A-Ph | 27        | 1.1  | 11s   | DSw/Sw/Dg attack, power 55 (+7); [13 dam/5 secs for 20 secs] <CON>       |
| Sting 5                  | 28    | 3,300 | A-Ph | 29        | 1.1  | 11s   | DSw/Sw/Dg attack, power 59 (+4); [13 dam/5 secs for 20 secs] <CON>       |
| Sting 6                  | 28    | 3,300 | A-Ph | 30        | 1.1  | 11s   | DSw/Sw/Dg attack, power 64 (+5); [13 dam/5 secs for 20 secs] <CON>       |
| Ultimate Evasion 1       | 28    | 10k   | A-Ph | 25 (5+20) | 1    | 30m   | Ups your Evasion 20; duration 30 seconds                                 |
| Unlock 2                 | 28    | 10k   | A-Ph | 25 (5+20) | 2.5  | 2m    | Opens Lvl. 1 doors at 75% probability; requires 1 key of thief           |
| Bleed 2                  | 32    | 18k   | A-Ph | 41        | 1.1  | 13s   | Target takes 17 (+4) dam/5 secs for 20 seconds <CON>                     |
| Bow Mastery 10           | 32    | 6,000 | Pass | –         | –    | –     | Ups P.AtK 61.1 (+8.4) with a bow                                         |
| Bow Mastery 11           | 32    | 6,000 | Pass | –         | –    | –     | Ups P.AtK 65.6 (+4.5) with a bow                                         |
| Bow Mastery 12           | 32    | 6,000 | Pass | –         | –    | –     | Ups P.AtK 70.4 (+4.8) with a bow                                         |
| Critical Power 2         | 32    | 18k   | Pass | –         | –    | –     | Ups critical damage 26%                                                  |
| Dagger Mastery 5         | 32    | 9,000 | Pass | –         | –    | –     | Ups P.AtK 10.8 (+1.8) with a dagger                                      |
| Dagger Mastery 6         | 32    | 9,000 | Pass | –         | –    | –     | Ups P.AtK 12.8 (+2) with a dagger                                        |
| Drain Health 11          | 32    | 6,000 | A-Mg | 20 (4+16) | 3    | 15s   | Attacks with power 38 (+3); steals 20% of foe's HP                       |
| Drain Health 12          | 32    | 6,000 | A-Mg | 20 (4+16) | 3    | 15s   | Attacks with power 39 (+1); steals 20% of foe's HP                       |
| Drain Health 13          | 32    | 6,000 | A-Mg | 22 (5+17) | 3    | 15s   | Attacks with power 40 (+1); steals 20% of foe's HP                       |
| Light Armor Mastery 7    | 32    | 9,000 | Pass | –         | –    | –     | Ups P.Def 8.4 (+1.6), Evasion 7 with light armor                         |
| Light Armor Mastery 8    | 32    | 9,000 | Pass | –         | –    | –     | Ups P.Def 10.1 (+1.7), Evasion 7 with light armor                        |
| Mortal Blow 19           | 32    | 6,000 | A-Ph | 31        | 1.1  | 11s   | Dagger attack, power 656 (+85) works only on crit.                       |
| Mortal Blow 20           | 32    | 6,000 | A-Ph | 31        | 1.1  | 11s   | Dagger attack, power 703 (+47) works only on crit.                       |
| Mortal Blow 21           | 32    | 6,000 | A-Ph | 33        | 1.1  | 11s   | Dagger attack, power 752 (+49) works only on crit.                       |
| Obstruct Attack 1 (book) | 32    | 18k   | A-Mg | 8 (2+6)   | 3    | 15s   | Debuffs foe's P.AtK 15%; duration 2 minutes <STR>                        |
| Power Shot 19            | 32    | 6,000 | A-Ph | 62        | 3.2  | 25s   | Bow attack, power 584 (+77); {over-hit}                                  |
| Power Shot 20            | 32    | 6,000 | A-Ph | 62        | 3.2  | 25s   | Bow attack, power 625 (+41); {over-hit}                                  |
| Power Shot 21            | 32    | 6,000 | A-Ph | 65        | 3.2  | 25s   | Bow attack, power 669 (+44); {over-hit}                                  |
| Rapid Shot 1             | 32    | 18k   | A-Ph | 28 (6+22) | 1.5  | 10s   | Ups your attack speed 8% if using a bow; duration 20 mins                |
| Sting 7                  | 32    | 6,000 | A-Ph | 31        | 1.1  | 11s   | DSw/Sw/Dg attack, power 73 (+9); [17 dam/5 secs for 20 secs] <CON>       |
| Sting 8                  | 32    | 6,000 | A-Ph | 31        | 1.1  | 11s   | DSw/Sw/Dg attack, power 79 (+6); [17 dam/5 secs for 20 secs] <CON>       |
| Sting 9                  | 32    | 6,000 | A-Ph | 33        | 1.1  | 11s   | DSw/Sw/Dg attack, power 84 (+5); [17 dam/5 secs for 20 secs] <CON>       |
| Bow Mastery 13           | 36    | 9,400 | Pass | –         | –    | –     | Ups P.AtK 80.9 (+10.5) with a bow                                        |
| Bow Mastery 14           | 36    | 9,400 | Pass | –         | –    | –     | Ups P.AtK 86.5 (+5.6) with a bow                                         |
| Bow Mastery 15           | 36    | 9,400 | Pass | –         | –    | –     | Ups P.AtK 92.4 (+5.9) with a bow                                         |
| Dagger Mastery 7         | 36    | 14k   | Pass | –         | –    | –     | Ups P.AtK 15.1 (+2.3) with a dagger                                      |
| Dagger Mastery 8         | 36    | 14k   | Pass | –         | –    | –     | Ups P.AtK 17.6 (+2.5) with a dagger                                      |
| Drain Health 14          | 36    | 9,400 | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 43 (+3); steals 20% of foe's HP                       |
| Drain Health 15          | 36    | 9,400 | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 44 (+1); steals 20% of foe's HP                       |
| Drain Health 16          | 36    | 9,400 | A-Mg | 24 (5+19) | 3    | 15s   | Attacks with power 46 (+2); steals 20% of foe's HP                       |
| Freezing Strike 1 (book) | 36    | 14k   | A-Mg | 15 (3+12) | 3    | 8s    | Water attack, power 26; [foe loses 30% movement for 2 mins] <WIT>        |
| Freezing Strike 2        | 36    | 14k   | A-Mg | 17 (4+13) | 3    | 8s    | Water attack, power 28 (+2); [foe loses 30% movement for 2 mins] <WIT>   |
| Light Armor Mastery 9    | 36    | 14k   | Pass | –         | –    | –     | Ups P.Def 11.9 (+1.8), Evasion 7 with light armor                        |
| Light Armor Mastery 10   | 36    | 14k   | Pass | –         | –    | –     | Ups P.Def 13.7 (+1.8), Evasion 7 with light armor                        |
| Mortal Blow 22           | 36    | 9,400 | A-Ph | 35        | 1.1  | 11s   | Dagger attack, power 859 (+107) works only on crit.                      |
| Mortal Blow 23           | 36    | 9,400 | A-Ph | 36        | 1.1  | 11s   | Dagger attack, power 916 (+57) works only on crit.                       |
| Mortal Blow 24           | 36    | 9,400 | A-Ph | 37        | 1.1  | 11s   | Dagger attack, power 977 (+61) works only on crit.                       |
| Power Shot 22            | 36    | 9,400 | A-Ph | 69        | 3.2  | 25s   | Bow attack, power 763 (+94); {over-hit}                                  |
| Power Shot 23            | 36    | 9,400 | A-Ph | 72        | 3.2  | 25s   | Bow attack, power 814 (+51); {over-hit}                                  |
| Power Shot 24            | 36    | 9,400 | A-Ph | 74        | 3.2  | 25s   | Bow attack, power 868 (+54); {over-hit}                                  |
| Sprint Heal 1            | 36    | 28k   | Pass | –         | –    | –     | Ups HP regen 2.5, MP regen 0.8 when running                              |
| Sting 10                 | 36    | 9,400 | A-Ph | 35        | 1.1  | 11s   | DSw/Sw/Dg attack, power 96 (+12); [17 dam/5 secs for 20 secs] <CON>      |
| Sting 11                 | 36    | 9,400 | A-Ph | 36        | 1.1  | 11s   | DSw/Sw/Dg attack, power 102 (+6); [17 dam/5 secs for 20 secs] <CON>      |
| Sting 12                 | 36    | 9,400 | A-Ph | 37        | 1.1  | 11s   | DSw/Sw/Dg attack, power 109 (+7); [17 dam/5 secs for 20 secs] <CON>      |
| Stun Shot 1              | 36    | 9,400 | A-Ph | 69        | 3    | 10s   | Bow attack, power 287; [9-second stun] <CON>                             |
| Stun Shot 2              | 36    | 9,400 | A-Ph | 72        | 3    | 10s   | Bow attack, power 306 (+19); [9-second stun] <CON>                       |
| Stun Shot 3              | 36    | 9,400 | A-Ph | 74        | 3    | 10s   | Bow attack, power 326 (+20); [9-second stun] <CON>                       |
| Unlock 3                 | 36    | 28k   | A-Ph | 32 (7+25) | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (5%); requires 1 key of thief |





## ABYSS WALKER (← ASSASSIN ← DARK FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                    |
|------------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------------|
| Backstab 1             | 40    | 12k    | A-Ph | 53        | 1.1  | 11s   | Dagger attack, power 1107 works only from behind                          |
| Backstab 2             | 40    | 12k    | A-Ph | 55        | 1.1  | 11s   | Dagger attack, power 1176 (+69) works only from behind                    |
| Backstab 3             | 40    | 12k    | A-Ph | 57        | 1.1  | 11s   | Dagger attack, power 1249 (+73) works only from behind                    |
| Critical Power 3       | 40    | 37k    | Pass | —         | —    | —     | Ups critical damage 33%                                                   |
| Dagger Mastery 9       | 40    | 12k    | Pass | —         | —    | —     | Ups P.AtK 20.3 (+2.7) with a dagger                                       |
| Dagger Mastery 10      | 40    | 12k    | Pass | —         | —    | —     | Ups P.AtK 21.8 (+1.5) with a dagger                                       |
| Dagger Mastery 11      | 40    | 12k    | Pass | —         | —    | —     | Ups P.AtK 23.4 (+1.6) with a dagger                                       |
| Deadly Blow 1          | 40    | 12k    | A-Ph | 40        | 1.1  | 11s   | Dagger attack, power 1107 works only on crit.                             |
| Deadly Blow 2          | 40    | 12k    | A-Ph | 41        | 1.1  | 11s   | Dagger attack, power 1176 (+69) works only on crit.                       |
| Deadly Blow 3          | 40    | 12k    | A-Ph | 43        | 1.1  | 11s   | Dagger attack, power 1249 (+73) works only on crit.                       |
| Drain Health 17        | 40    | 12k    | A-Mg | 25 (5+20) | 3    | 15s   | Attacks with power 49 (+3); steals 20% of foe's HP                        |
| Drain Health 18        | 40    | 12k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 50 (+1); steals 20% of foe's HP                        |
| Drain Health 19        | 40    | 12k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 52 (+2); steals 20% of foe's HP                        |
| Expertise Grade C      | 40    | (free) | Pass | —         | —    | —     | Allows you to use C grade items without penalty                           |
| Freezing Strike 3      | 40    | 18k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 30 (+2); [foe loses 30% movement for 2 mins] <WIT>    |
| Freezing Strike 4      | 40    | 18k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 31 (+1); [foe loses 30% movement for 2 mins] <WIT>    |
| Hex 1 (book)           | 40    | 37k    | A-Mg | 9 (2+7)   | 3    | 6s    | Debuffs foe's P.Def 15%; duration 2 minutes <CON>                         |
| Light Armor Mastery 11 | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 15.7 (+2), Evasion 7 with light armor                           |
| Light Armor Mastery 12 | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 16.7 (+1), Evasion 7 with light armor                           |
| Light Armor Mastery 13 | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor                         |
| Silent Move            | 40    | 37k    | Cont | 5/5s      | —    | —     | Prevents monsters from attacking first; consumes 5 MP every 5 secs        |
| Sting 13               | 40    | 12k    | A-Ph | 40        | 1.1  | 11s   | DSw/Sw/Dg attack, power 123 (+14); [17 dam/5 secs for 20 secs] <CON>      |
| Sting 14               | 40    | 12k    | A-Ph | 41        | 1.1  | 11s   | DSw/Sw/Dg attack, power 131 (+8); [17 dam/5 secs for 20 secs] <CON>       |
| Sting 15               | 40    | 12k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 139 (+8); [22 dam/5 secs for 20 secs] <CON>       |
| Unlock 4               | 40    | 37k    | A-Ph | 35 (7+28) | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (30%); requires 1 key of thief |
| Acrobatics 2           | 43    | 38k    | Pass | —         | —    | —     | Ups Evasion 5 when running                                                |
| Backstab 4             | 43    | 13k    | A-Ph | 57        | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only from behind                    |
| Backstab 5             | 43    | 13k    | A-Ph | 58        | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only from behind                    |
| Backstab 6             | 43    | 13k    | A-Ph | 60        | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only from behind                    |
| Dagger Mastery 12      | 43    | 13k    | Pass | —         | —    | —     | Ups P.AtK 25 (+1.6) with a dagger                                         |
| Dagger Mastery 13      | 43    | 13k    | Pass | —         | —    | —     | Ups P.AtK 26.6 (+1.6) with a dagger                                       |
| Dagger Mastery 14      | 43    | 13k    | Pass | —         | —    | —     | Ups P.AtK 28.4 (+1.8) with a dagger                                       |
| Deadly Blow 4          | 43    | 13k    | A-Ph | 43        | 1.1  | 11s   | Dagger attack, power 1325 (+76) works only on crit.                       |
| Deadly Blow 5          | 43    | 13k    | A-Ph | 44        | 1.1  | 11s   | Dagger attack, power 1405 (+80) works only on crit.                       |
| Deadly Blow 6          | 43    | 13k    | A-Ph | 45        | 1.1  | 11s   | Dagger attack, power 1488 (+83) works only on crit.                       |
| Drain Health 20        | 43    | 13k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 53 (+1); steals 20% of foe's HP                        |
| Drain Health 21        | 43    | 13k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 55 (+2); steals 20% of foe's HP                        |
| Drain Health 22        | 43    | 13k    | A-Mg | 29 (6+23) | 3    | 15s   | Attacks with power 57 (+2); steals 20% of foe's HP                        |
| Freezing Strike 5      | 43    | 19k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 33 (+2); [foe loses 30% movement for 2 mins] <WIT>    |
| Freezing Strike 6      | 43    | 19k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 34 (+1); [foe loses 30% movement for 2 mins] <WIT>    |
| Light Armor Mastery 14 | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 18.8 (+1), Evasion 7 with light armor                           |
| Light Armor Mastery 15 | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor                         |
| Light Armor Mastery 16 | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor                         |
| Quick Step 2           | 43    | 38k    | Pass | —         | —    | —     | Ups movement 11                                                           |
| Sprint Heal 2          | 43    | 38k    | Pass | —         | —    | —     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running                   |
| Sting 16               | 43    | 13k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 148 (+9); [22 dam/5 secs for 20 secs] <CON>       |
| Sting 17               | 43    | 13k    | A-Ph | 44        | 1.1  | 11s   | DSw/Sw/Dg attack, power 157 (+9); [22 dam/5 secs for 20 secs] <CON>       |
| Sting 18               | 43    | 13k    | A-Ph | 45        | 1.1  | 11s   | DSw/Sw/Dg attack, power 166 (+9); [22 dam/5 secs for 20 secs] <CON>       |
| Unlock 5               | 43    | 38k    | A-Ph | 38 (8+30) | 2.5  | 2m    | Opens Lvl. 1 doors (100%) and Lvl. 2 doors (75%); requires 1 key of thief |
| Veil 1                 | 43    | 38k    | A-Ph | 45        | 1.2  | 2m    | Stops foe from attacking first                                            |
| Backstab 7             | 46    | 18k    | A-Ph | 62        | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only from behind                    |
| Backstab 8             | 46    | 18k    | A-Ph | 64        | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only from behind                    |
| Backstab 9             | 46    | 18k    | A-Ph | 66        | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only from behind                    |
| Confusion 2            | 46    | 55k    | A-Mg | 38 (8+30) | 1.5  | 2m    | Causes foe to switch targets, power 50                                    |
| Dagger Mastery 15      | 46    | 18k    | Pass | —         | —    | —     | Ups P.AtK 30.2 (+1.8) with a dagger                                       |
| Dagger Mastery 16      | 46    | 18k    | Pass | —         | —    | —     | Ups P.AtK 32.1 (+1.9) with a dagger                                       |
| Dagger Mastery 17      | 46    | 18k    | Pass | —         | —    | —     | Ups P.AtK 34.1 (+2) with a dagger                                         |
| Deadly Blow 7          | 46    | 18k    | A-Ph | 47        | 1.1  | 11s   | Dagger attack, power 1574 (+86) works only on crit.                       |
| Deadly Blow 8          | 46    | 18k    | A-Ph | 48        | 1.1  | 11s   | Dagger attack, power 1664 (+90) works only on crit.                       |
| Deadly Blow 9          | 46    | 18k    | A-Ph | 49        | 1.1  | 11s   | Dagger attack, power 1757 (+93) works only on crit.                       |
| Drain Health 23        | 46    | 18k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 58 (+1); steals 20% of foe's HP                        |

# LINEAGE II

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|                        | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                       |
|------------------------|-------|--------|------|------------|------|-------|------------------------------------------------------------------------------|
| Drain Health 24        | 46    | 18k    | A-Mg | 30 (6+24)  | 3    | 15s   | Attacks with power 60 (+2); steals 20% of foe's HP                           |
| Drain Health 25        | 46    | 18k    | A-Mg | 32 (7+25)  | 3    | 15s   | Attacks with power 61 (+1); steals 20% of foe's HP                           |
| Evasion Boost 2        | 46    | 55k    | Pass | —          | —    | —     | Ups Evasion 3 (+1)                                                           |
| Freezing Strike 7      | 46    | 27k    | A-Mg | 20 (4+16)  | 3    | 8s    | Water attack, power 36 (+2); [foe loses 30% movement for 2 mins] <WIT>       |
| Freezing Strike 8      | 46    | 27k    | A-Mg | 22 (5+17)  | 3    | 8s    | Water attack, power 37 (+1); [foe loses 30% movement for 2 mins] <WIT>       |
| Light Armor Mastery 17 | 46    | 18k    | Pass | —          | —    | —     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor                            |
| Light Armor Mastery 18 | 46    | 18k    | Pass | —          | —    | —     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor                            |
| Light Armor Mastery 19 | 46    | 18k    | Pass | —          | —    | —     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor                            |
| Sprint Heal 3          | 46    | 55k    | Pass | —          | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running                      |
| Sting 19               | 46    | 18k    | A-Ph | 47         | 1.1  | 11s   | DSw/Sw/Dg attack, power 175 (+9); [22 dam/5 secs for 20 secs] <CON>          |
| Sting 20               | 46    | 18k    | A-Ph | 48         | 1.1  | 11s   | DSw/Sw/Dg attack, power 185 (+10); [22 dam/5 secs for 20 secs] <CON>         |
| Sting 21               | 46    | 18k    | A-Ph | 49         | 1.1  | 11s   | DSw/Sw/Dg attack, power 196 (+11); [22 dam/5 secs for 20 secs] <CON>         |
| Unlock 6               | 46    | 55k    | A-Ph | 42 (9+33)  | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (5%); requires 1 key of thief  |
| Backstab 10            | 49    | 28k    | A-Ph | 67         | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only from behind                       |
| Backstab 11            | 49    | 28k    | A-Ph | 69         | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only from behind                      |
| Backstab 12            | 49    | 28k    | A-Ph | 71         | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only from behind                      |
| Bleed 3                | 49    | 83k    | A-Ph | 67         | 1.1  | 13s   | Target takes 22 (+5) dam/5 secs for 20 seconds <CON>                         |
| Dagger Mastery 18      | 49    | 28k    | Pass | —          | —    | —     | Ups P.Atk 36.1 (+2) with a dagger                                            |
| Dagger Mastery 19      | 49    | 28k    | Pass | —          | —    | —     | Ups P.Atk 38.2 (+2.1) with a dagger                                          |
| Dagger Mastery 20      | 49    | 28k    | Pass | —          | —    | —     | Ups P.Atk 40.4 (+2.2) with a dagger                                          |
| Deadly Blow 10         | 49    | 28k    | A-Ph | 51         | 1.1  | 11s   | Dagger attack, power 1853 (+96) works only on crit.                          |
| Deadly Blow 11         | 49    | 28k    | A-Ph | 52         | 1.1  | 11s   | Dagger attack, power 1953 (+100) works only on crit.                         |
| Deadly Blow 12         | 49    | 28k    | A-Ph | 54         | 1.1  | 11s   | Dagger attack, power 2057 (+104) works only on crit.                         |
| Drain Health 26        | 49    | 28k    | A-Mg | 32 (7+25)  | 3    | 15s   | Attacks with power 63 (+2); steals 20% of foe's HP                           |
| Drain Health 27        | 49    | 28k    | A-Mg | 33 (7+26)  | 3    | 15s   | Attacks with power 65 (+2); steals 20% of foe's HP                           |
| Drain Health 28        | 49    | 28k    | A-Mg | 34 (7+27)  | 3    | 15s   | Attacks with power 66 (+1); steals 20% of foe's HP                           |
| Freezing Strike 9      | 49    | 42k    | A-Mg | 23 (5+18)  | 3    | 8s    | Water attack, power 39 (+2); [foe loses 30% movement for 2 mins] <WIT>       |
| Freezing Strike 10     | 49    | 42k    | A-Mg | 23 (5+18)  | 3    | 8s    | Water attack, power 40 (+1); [foe loses 30% movement for 2 mins] <WIT>       |
| Light Armor Mastery 20 | 49    | 28k    | Pass | —          | —    | —     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 21 | 49    | 28k    | Pass | —          | —    | —     | Ups P.Def 27 (+1.2), Evasion 7 with light armor                              |
| Light Armor Mastery 22 | 49    | 28k    | Pass | —          | —    | —     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor                            |
| Poison 2               | 49    | 83k    | A-Mg | 23 (5+18)  | 3    | 9s    | Foe takes 31 (+13) poison dam/5 secs for 30 secs (power 5) <MEN>             |
| Sprint Heal 4          | 49    | 83k    | Pass | —          | —    | —     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running                      |
| Sting 22               | 49    | 28k    | A-Ph | 51         | 1.1  | 11s   | DSw/Sw/Dg attack, power 206 (+10); [22 dam/5 secs for 20 secs] <CON>         |
| Sting 23               | 49    | 28k    | A-Ph | 52         | 1.1  | 11s   | DSw/Sw/Dg attack, power 217 (+11); [22 dam/5 secs for 20 secs] <CON>         |
| Sting 24               | 49    | 28k    | A-Ph | 54         | 1.1  | 11s   | DSw/Sw/Dg attack, power 229 (+12); [22 dam/5 secs for 20 secs] <CON>         |
| Trick 1                | 49    | 83k    | A-Ph | 54         | 1.2  | 1m    | Reduces nearby undead foes' aggression by 30.                                |
| Unlock 7               | 49    | 83k    | A-Ph | 44 (9+35)  | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (30%); requires 1 key of thief |
| Backstab 13            | 52    | 42k    | A-Ph | 73         | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only from behind                      |
| Backstab 14            | 52    | 42k    | A-Ph | 73         | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only from behind                      |
| Backstab 15            | 52    | 42k    | A-Ph | 75         | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only from behind                      |
| Dagger Mastery 21      | 52    | 42k    | Pass | —          | —    | —     | Ups P.Atk 42.7 (+2.3) with a dagger                                          |
| Dagger Mastery 22      | 52    | 42k    | Pass | —          | —    | —     | Ups P.Atk 45 (+2.3) with a dagger                                            |
| Dagger Mastery 23      | 52    | 42k    | Pass | —          | —    | —     | Ups P.Atk 47.4 (+2.4) with a dagger                                          |
| Deadly Blow 13         | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | Dagger attack, power 2164 (+107) works only on crit.                         |
| Deadly Blow 14         | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | Dagger attack, power 2274 (+110) works only on crit.                         |
| Deadly Blow 15         | 52    | 42k    | A-Ph | 56         | 1.1  | 11s   | Dagger attack, power 2388 (+114) works only on crit.                         |
| Drain Health 29        | 52    | 42k    | A-Mg | 34 (7+27)  | 3    | 15s   | Attacks with power 68 (+2); steals 20% of foe's HP                           |
| Drain Health 30        | 52    | 42k    | A-Mg | 35 (7+28)  | 3    | 15s   | Attacks with power 70 (+2); steals 20% of foe's HP                           |
| Drain Health 31        | 52    | 42k    | A-Mg | 35 (7+28)  | 3    | 15s   | Attacks with power 72 (+2); steals 20% of foe's HP                           |
| Expertise Grade B      | 52    | (free) | Pass | —          | —    | —     | Allows you to use B grade items without penalty                              |
| Freezing Strike 11     | 52    | 62k    | A-Mg | 24 (5+19)  | 3    | 8s    | Water attack, power 42 (+2); [foe loses 30% movement for 2 mins] <WIT>       |
| Freezing Strike 12     | 52    | 62k    | A-Mg | 24 (5+19)  | 3    | 8s    | Water attack, power 43 (+1); [foe loses 30% movement for 2 mins] <WIT>       |
| Hex 2                  | 52    | 120k   | A-Mg | 13 (3+10)  | 3    | 6s    | Debuffs foe's P.Def 20%; duration 2 minutes <CON>                            |
| Light Armor Mastery 23 | 52    | 42k    | Pass | —          | —    | —     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 24 | 52    | 42k    | Pass | —          | —    | —     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor                            |
| Light Armor Mastery 25 | 52    | 42k    | Pass | —          | —    | —     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor                            |
| Obstruct Attack 2      | 52    | 120k   | A-Mg | 13 (3+10)  | 3    | 15s   | Debuffs foe's P.Atk 30%; duration 2 minutes <STR>                            |
| Sprint Heal 5          | 52    | 120k   | Pass | —          | —    | —     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running                    |
| Sting 25               | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | DSw/Sw/Dg attack, power 241 (+12); [27 dam/5 secs for 20 secs] <CON>         |
| Sting 26               | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | DSw/Sw/Dg attack, power 253 (+12); [27 dam/5 secs for 20 secs] <CON>         |
| Sting 27               | 52    | 42k    | A-Ph | 56         | 1.1  | 11s   | DSw/Sw/Dg attack, power 266 (+13); [27 dam/5 secs for 20 secs] <CON>         |
| Unlock 8               | 52    | 120k   | A-Ph | 48 (10+38) | 2.5  | 2m    | Opens Lvl. 1, 2 doors (100%) and Lvl. 3 doors (75%); requires 1 key of thief |
| Veil 2                 | 52    | 120k   | A-Ph | 56         | 1.2  | 2m    | Stops foe from attacking first                                               |



|                        | LEVEL     | SP   | TYPE | COST (MP)  | TIME | ReUse | EFFECT                                                                    |
|------------------------|-----------|------|------|------------|------|-------|---------------------------------------------------------------------------|
| Acrobat 2              | 55        | 200k | Pass | -          | -    | -     | Adds 100 (+40) to safe fall height                                        |
| Acrobatics 3           | 55        | 200k | Pass | -          | -    | -     | Ups Evasion 6 when running                                                |
| Aqua Lung 2            | 55        | 200k | Pass | -          | -    | -     | Ups underwater breath meter 300 (+120)                                    |
| Backstab 16            | 55        | 67k  | A-Ph | 77         | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only from behind                   |
| Backstab 17            | 55        | 67k  | A-Ph | 79         | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only from behind                   |
| Backstab 18            | 55        | 67k  | A-Ph | 81         | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only from behind                   |
| Dagger Mastery 24      | 55        | 67k  | Pass | -          | -    | -     | Ups P.Atk 49.9 (+2.5) with a dagger                                       |
| Dagger Mastery 25      | 55        | 67k  | Pass | -          | -    | -     | Ups P.Atk 52.4 (+2.5) with a dagger                                       |
| Dagger Mastery 26      | 55        | 67k  | Pass | -          | -    | -     | Ups P.Atk 55 (+2.6) with a dagger                                         |
| Deadly Blow 16         | 55        | 67k  | A-Ph | 58         | 1.1  | 11s   | Dagger attack, power 2505 (+117) works only on crit.                      |
| Deadly Blow 17         | 55        | 67k  | A-Ph | 59         | 1.1  | 11s   | Dagger attack, power 2625 (+120) works only on crit.                      |
| Deadly Blow 18         | 55        | 67k  | A-Ph | 61         | 1.1  | 11s   | Dagger attack, power 2748 (+123) works only on crit.                      |
| Drain Health 32        | 55        | 67k  | A-Mg | 37 (8+29)  | 3    | 15s   | Attacks with power 73 (+1); steals 20% of foe's HP                        |
| Drain Health 33        | 55        | 67k  | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 75 (+2); steals 20% of foe's HP                        |
| Drain Health 34        | 55        | 67k  | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 77 (+2); steals 20% of foe's HP                        |
| Freezing Strike 13     | 55        | 100k | A-Mg | 25 (5+20)  | 3    | 8s    | Water attack, power 45 (+2); [foe loses 30% movement for 2 mins] <WIT>    |
| Freezing Strike 14     | 55        | 100k | A-Mg | 25 (5+20)  | 3    | 8s    | Water attack, power 46 (+1); [foe loses 30% movement for 2 mins] <WIT>    |
| Light Armor Mastery 26 | 55        | 67k  | Pass | -          | -    | -     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor                         |
| Light Armor Mastery 27 | 55        | 67k  | Pass | -          | -    | -     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor                         |
| Light Armor Mastery 28 | 55        | 67k  | Pass | -          | -    | -     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor                         |
| Sting 28               | 55        | 67k  | A-Ph | 58         | 1.1  | 11s   | DSw/Sw/Dg attack, power 279 (+13); [27 dam/5 secs for 20 secs] <CON>      |
| Sting 29               | 55        | 67k  | A-Ph | 59         | 1.1  | 11s   | DSw/Sw/Dg attack, power 292 (+13); [27 dam/5 secs for 20 secs] <CON>      |
| Sting 30               | 55        | 67k  | A-Ph | 61         | 1.1  | 11s   | DSw/Sw/Dg attack, power 306 (+14); [27 dam/5 secs for 20 secs] <CON>      |
| Ultimate Evasion 2     | 55        | 200k | A-Ph | 50 (10+40) | 1    | 30m   | Ups your Evasion 25; duration 30 seconds                                  |
| Unlock 9               | 55        | 200k | A-Ph | 50 (10+40) | 2.5  | 2m    | Opens Level 1, 2 and 3 doors at 100% probability; requires 1 key of thief |
| Backstab 19            | 58        | 92k  | A-Ph | 83         | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only from behind                   |
| Backstab 20            | 58        | 92k  | A-Ph | 84         | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only from behind                   |
| Backstab 21            | 58        | 92k  | A-Ph | 86         | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only from behind                   |
| Bleed 4                | 58        | 270k | A-Ph | 81         | 1.1  | 13s   | Target takes 27 (+5) dam/5 secs for 20 seconds <CON>                      |
| Confusion 3            | 58        | 270k | A-Mg | 48 (10+38) | 1.5  | 2m    | Causes foe to switch targets, power 70                                    |
| Dagger Mastery 27      | 58        | 92k  | Pass | -          | -    | -     | Ups P.Atk 57.7 (+2.7) with a dagger                                       |
| Dagger Mastery 28      | 58        | 92k  | Pass | -          | -    | -     | Ups P.Atk 60.4 (+2.7) with a dagger                                       |
| Dagger Mastery 29      | 58        | 92k  | Pass | -          | -    | -     | Ups P.Atk 63.2 (+2.8) with a dagger                                       |
| Deadly Blow 19         | 58        | 92k  | A-Ph | 62         | 1.1  | 11s   | Dagger attack, power 2875 (+127) works only on crit.                      |
| Deadly Blow 20         | 58        | 92k  | A-Ph | 63         | 1.1  | 11s   | Dagger attack, power 3004 (+129) works only on crit.                      |
| Deadly Blow 21         | 58        | 92k  | A-Ph | 65         | 1.1  | 11s   | Dagger attack, power 3136 (+132) works only on crit.                      |
| Drain Health 35        | 58        | 92k  | A-Mg | 39 (8+31)  | 3    | 15s   | Attacks with power 78 (+1); steals 20% of foe's HP                        |
| Drain Health 36        | 58        | 92k  | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 80 (+2); steals 20% of foe's HP                        |
| Drain Health 37        | 58        | 92k  | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 82 (+2); steals 20% of foe's HP                        |
| Evasion Boost 3        | 58        | 270k | Pass | -          | -    | -     | Ups Evasion 4 (+1)                                                        |
| Freezing Strike 15     | 58        | 140k | A-Mg | 27 (6+21)  | 3    | 8s    | Water attack, power 48 (+2); [foe loses 30% movement for 2 mins] <WIT>    |
| Freezing Strike 16     | 58        | 140k | A-Mg | 28 (6+22)  | 3    | 8s    | Water attack, power 49 (+1); [foe loses 30% movement for 2 mins] <WIT>    |
| Light Armor Mastery 29 | 58        | 92k  | Pass | -          | -    | -     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor                         |
| Light Armor Mastery 30 | 58        | 92k  | Pass | -          | -    | -     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor                         |
| Light Armor Mastery 31 | 58        | 92k  | Pass | -          | -    | -     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor                         |
| Poison 3               | 58        | 270k | A-Mg | 28 (6+22)  | 3    | 9s    | Foe takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>           |
| Sting 31               | 58        | 92k  | A-Ph | 62         | 1.1  | 11s   | DSw/Sw/Dg attack, power 320 (+14); [27 dam/5 secs for 20 secs] <CON>      |
| Sting 32               | 58        | 92k  | A-Ph | 63         | 1.1  | 11s   | DSw/Sw/Dg attack, power 334 (+14); [27 dam/5 secs for 20 secs] <CON>      |
| Sting 33               | 58        | 92k  | A-Ph | 65         | 1.1  | 11s   | DSw/Sw/Dg attack, power 349 (+15); [27 dam/5 secs for 20 secs] <CON>      |
| Trick 2                | 58        | 270k | A-Ph | 65         | 1.2  | 1m    | Reduces nearby undead foes' aggression by 50.                             |
| Expertise Grade A      | 61 (free) |      | Pass | -          | -    | -     | Allows you to use A grade items without penalty                           |
| Expertise Grade S      | 67 (free) |      | Pass | -          | -    | -     | Allows you to use S grade items without penalty                           |



### PHANTOM RANGER (← ASSASSIN ← DARK FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Bow Mastery 16         | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 105.1 (+12.7) with a bow                                     |
| Bow Mastery 17         | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 111.9 (+6.8) with a bow                                      |
| Bow Mastery 18         | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 178.8 (+66.9) with a bow                                     |
| Double Shot 1          | 40    | 15k    | A-Ph | 80        | 3    | 25s   | Bow attack, power 984; {over-hit}                                      |
| Double Shot 2          | 40    | 15k    | A-Ph | 82        | 3    | 25s   | Bow attack, power 1046 (+62); {over-hit}                               |
| Double Shot 3          | 40    | 15k    | A-Ph | 85        | 3    | 25s   | Bow attack, power 1110 (+64); {over-hit}                               |
| Drain Health 17        | 40    | 15k    | A-Mg | 25 (5+20) | 3    | 15s   | Attacks with power 49 (+3); steals 20% of foe's HP                     |
| Drain Health 18        | 40    | 15k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 50 (+1); steals 20% of foe's HP                     |
| Drain Health 19        | 40    | 15k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 52 (+2); steals 20% of foe's HP                     |
| Expertise Grade C      | 40    | (free) | Pass | —         | —    | —     | Allows you to use C grade items without penalty                        |
| Freezing Strike 3      | 40    | 22k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 30 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 4      | 40    | 22k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 31 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hex 1 (book)           | 40    | 44k    | A-Mg | 9 (2+7)   | 3    | 6s    | Debuffs foe's P.Def 15%; duration 2 minutes <CON>                      |
| Light Armor Mastery 11 | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 15.7 (+2), Evasion 7 with light armor                        |
| Light Armor Mastery 12 | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 16.7 (+1), Evasion 7 with light armor                        |
| Light Armor Mastery 13 | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor                      |
| Long Range Shot 2      | 40    | 44k    | Pass | —         | —    | —     | Ups the attack range of bows 400 (+200)                                |
| Sting 13               | 40    | 15k    | A-Ph | 40        | 1.1  | 11s   | DSw/Sw/Dg attack, power 123 (+14); [17 dam/5 secs for 20 secs] <CON>   |
| Sting 14               | 40    | 15k    | A-Ph | 41        | 1.1  | 11s   | DSw/Sw/Dg attack, power 131 (+8); [17 dam/5 secs for 20 secs] <CON>    |
| Sting 15               | 40    | 15k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 139 (+8); [22 dam/5 secs for 20 secs] <CON>    |
| Stun Shot 4            | 40    | 15k    | A-Ph | 80        | 3    | 10s   | Bow attack, power 369 (+43); [9-second stun] <CON>                     |
| Stun Shot 5            | 40    | 15k    | A-Ph | 82        | 3    | 10s   | Bow attack, power 392 (+23); [9-second stun] <CON>                     |
| Stun Shot 6            | 40    | 15k    | A-Ph | 85        | 3    | 10s   | Bow attack, power 417 (+25); [9-second stun] <CON>                     |
| Acrobatics 2           | 43    | 46k    | Pass | —         | —    | —     | Ups Evasion 5 when running                                             |
| Bow Mastery 19         | 43    | 15k    | Pass | —         | —    | —     | Ups P.Atk 189.9 (+11.1) with a bow                                     |
| Bow Mastery 20         | 43    | 15k    | Pass | —         | —    | —     | Ups P.Atk 201.4 (+11.5) with a bow                                     |
| Bow Mastery 21         | 43    | 15k    | Pass | —         | —    | —     | Ups P.Atk 213.5 (+12.1) with a bow                                     |
| Double Shot 4          | 43    | 15k    | A-Ph | 85        | 3    | 25s   | Bow attack, power 1178 (+68); {over-hit}                               |
| Double Shot 5          | 43    | 15k    | A-Ph | 87        | 3    | 25s   | Bow attack, power 1249 (+71); {over-hit}                               |
| Double Shot 6          | 43    | 15k    | A-Ph | 90        | 3    | 25s   | Bow attack, power 1322 (+73); {over-hit}                               |
| Drain Health 20        | 43    | 15k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 53 (+1); steals 20% of foe's HP                     |
| Drain Health 21        | 43    | 15k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 55 (+2); steals 20% of foe's HP                     |
| Drain Health 22        | 43    | 15k    | A-Mg | 29 (6+23) | 3    | 15s   | Attacks with power 57 (+2); steals 20% of foe's HP                     |
| Freezing Strike 5      | 43    | 23k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 33 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 6      | 43    | 23k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 34 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Light Armor Mastery 14 | 43    | 15k    | Pass | —         | —    | —     | Ups P.Def 18.8 (+1), Evasion 7 with light armor                        |
| Light Armor Mastery 15 | 43    | 15k    | Pass | —         | —    | —     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor                      |
| Light Armor Mastery 16 | 43    | 15k    | Pass | —         | —    | —     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor                      |
| Quick Step 2           | 43    | 46k    | Pass | —         | —    | —     | Ups movement 11                                                        |
| Sprint Heal 2          | 43    | 46k    | Pass | —         | —    | —     | Ups HP regen 3 (+0.5), MP regen 0.9 (+0.1) when running                |
| Sting 16               | 43    | 15k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 148 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 17               | 43    | 15k    | A-Ph | 44        | 1.1  | 11s   | DSw/Sw/Dg attack, power 157 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 18               | 43    | 15k    | A-Ph | 45        | 1.1  | 11s   | DSw/Sw/Dg attack, power 166 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Stun Shot 7            | 43    | 15k    | A-Ph | 85        | 3    | 10s   | Bow attack, power 442 (+25); [9-second stun] <CON>                     |
| Stun Shot 8            | 43    | 15k    | A-Ph | 87        | 3    | 10s   | Bow attack, power 469 (+27); [9-second stun] <CON>                     |
| Stun Shot 9            | 43    | 15k    | A-Ph | 90        | 3    | 10s   | Bow attack, power 496 (+27); [9-second stun] <CON>                     |
| Bow Mastery 22         | 46    | 22k    | Pass | —         | —    | —     | Ups P.Atk 226 (+12.5) with a bow                                       |
| Bow Mastery 23         | 46    | 22k    | Pass | —         | —    | —     | Ups P.Atk 239.1 (+13.1) with a bow                                     |
| Bow Mastery 24         | 46    | 22k    | Pass | —         | —    | —     | Ups P.Atk 252.7 (+13.6) with a bow                                     |
| Confusion 2            | 46    | 67k    | A-Mg | 38 (8+30) | 1.5  | 2m    | Causes foe to switch targets, power 50                                 |
| Double Shot 7          | 46    | 22k    | A-Ph | 93        | 3    | 25s   | Bow attack, power 1399 (+77); {over-hit}                               |
| Double Shot 8          | 46    | 22k    | A-Ph | 95        | 3    | 25s   | Bow attack, power 1479 (+80); {over-hit}                               |
| Double Shot 9          | 46    | 22k    | A-Ph | 98        | 3    | 25s   | Bow attack, power 1562 (+83); {over-hit}                               |
| Drain Health 23        | 46    | 22k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 58 (+1); steals 20% of foe's HP                     |
| Drain Health 24        | 46    | 22k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 60 (+2); steals 20% of foe's HP                     |
| Drain Health 25        | 46    | 22k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 61 (+1); steals 20% of foe's HP                     |
| Freezing Strike 7      | 46    | 33k    | A-Mg | 20 (4+16) | 3    | 8s    | Water attack, power 36 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 8      | 46    | 33k    | A-Mg | 22 (5+17) | 3    | 8s    | Water attack, power 37 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Light Armor Mastery 17 | 46    | 22k    | Pass | —         | —    | —     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor                      |
| Light Armor Mastery 18 | 46    | 22k    | Pass | —         | —    | —     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor                      |
| Light Armor Mastery 19 | 46    | 22k    | Pass | —         | —    | —     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor                      |
| Sprint Heal 3          | 46    | 67k    | Pass | —         | —    | —     | Ups HP regen 3.5 (+0.5), MP regen 1 (+0.1) when running                |

|                        | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Sting 19               | 46    | 22k    | A-Ph | 47        | 1.1  | 11s   | DSw/Sw/Dg attack, power 175 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 20               | 46    | 22k    | A-Ph | 48        | 1.1  | 11s   | DSw/Sw/Dg attack, power 185 (+10); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 21               | 46    | 22k    | A-Ph | 49        | 1.1  | 11s   | DSw/Sw/Dg attack, power 196 (+11); [22 dam/5 secs for 20 secs] <CON>   |
| Stun Shot 10           | 46    | 22k    | A-Ph | 93        | 3    | 10s   | Bow attack, power 525 (+29); [9-second stun] <CON>                     |
| Stun Shot 11           | 46    | 22k    | A-Ph | 95        | 3    | 10s   | Bow attack, power 555 (+30); [9-second stun] <CON>                     |
| Stun Shot 12           | 46    | 22k    | A-Ph | 98        | 3    | 10s   | Bow attack, power 586 (+31); [9-second stun] <CON>                     |
| Bow Mastery 25         | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 266.7 (+14) with a bow                                       |
| Bow Mastery 26         | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 281.3 (+14.6) with a bow                                     |
| Bow Mastery 27         | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 296.4 (+15.1) with a bow                                     |
| Double Shot 10         | 49    | 37k    | A-Ph | 101       | 3    | 25s   | Bow attack, power 1647 (+85); {over-hit}                               |
| Double Shot 11         | 49    | 37k    | A-Ph | 104       | 3    | 25s   | Bow attack, power 1736 (+89); {over-hit}                               |
| Double Shot 12         | 49    | 37k    | A-Ph | 107       | 3    | 25s   | Bow attack, power 1828 (+92); {over-hit}                               |
| Drain Health 26        | 49    | 37k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 63 (+2); steals 20% of foe's HP                     |
| Drain Health 27        | 49    | 37k    | A-Mg | 33 (7+26) | 3    | 15s   | Attacks with power 65 (+2); steals 20% of foe's HP                     |
| Drain Health 28        | 49    | 37k    | A-Mg | 34 (7+27) | 3    | 15s   | Attacks with power 66 (+1); steals 20% of foe's HP                     |
| Freezing Strike 9      | 49    | 56k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 39 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 10     | 49    | 56k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 40 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Light Armor Mastery 20 | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor                      |
| Light Armor Mastery 21 | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 27 (+1.2), Evasion 7 with light armor                        |
| Light Armor Mastery 22 | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor                      |
| Poison 2               | 49    | 110k   | A-Mg | 23 (5+18) | 3    | 9s    | Foe takes 31 (+13) poison dam/5 secs for 30 secs (power 5) <MEN>       |
| Sprint Heal 4          | 49    | 110k   | Pass | -         | -    | -     | Ups HP regen 4 (+0.5), MP regen 1.1 (+0.1) when running                |
| Sting 22               | 49    | 37k    | A-Ph | 51        | 1.1  | 11s   | DSw/Sw/Dg attack, power 206 (+10); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 23               | 49    | 37k    | A-Ph | 52        | 1.1  | 11s   | DSw/Sw/Dg attack, power 217 (+11); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 24               | 49    | 37k    | A-Ph | 54        | 1.1  | 11s   | DSw/Sw/Dg attack, power 229 (+12); [22 dam/5 secs for 20 secs] <CON>   |
| Stun Shot 13           | 49    | 37k    | A-Ph | 101       | 3    | 10s   | Bow attack, power 618 (+32); [9-second stun] <CON>                     |
| Stun Shot 14           | 49    | 37k    | A-Ph | 104       | 3    | 10s   | Bow attack, power 651 (+33); [9-second stun] <CON>                     |
| Stun Shot 15           | 49    | 37k    | A-Ph | 107       | 3    | 10s   | Bow attack, power 686 (+35); [9-second stun] <CON>                     |
| Bow Mastery 28         | 52    | 50k    | Pass | -         | -    | -     | Ups P.Atk 311.9 (+15.5) with a bow                                     |
| Bow Mastery 29         | 52    | 50k    | Pass | -         | -    | -     | Ups P.Atk 328 (+16.1) with a bow                                       |
| Bow Mastery 30         | 52    | 50k    | Pass | -         | -    | -     | Ups P.Atk 344.5 (+16.5) with a bow                                     |
| Double Shot 13         | 52    | 50k    | A-Ph | 109       | 3    | 25s   | Bow attack, power 1923 (+95); {over-hit}                               |
| Double Shot 14         | 52    | 50k    | A-Ph | 110       | 3    | 25s   | Bow attack, power 2021 (+98); {over-hit}                               |
| Double Shot 15         | 52    | 50k    | A-Ph | 112       | 3    | 25s   | Bow attack, power 2123 (+102); {over-hit}                              |
| Drain Health 29        | 52    | 50k    | A-Mg | 34 (7+27) | 3    | 15s   | Attacks with power 68 (+2); steals 20% of foe's HP                     |
| Drain Health 30        | 52    | 50k    | A-Mg | 35 (7+28) | 3    | 15s   | Attacks with power 70 (+2); steals 20% of foe's HP                     |
| Drain Health 31        | 52    | 50k    | A-Mg | 35 (7+28) | 3    | 15s   | Attacks with power 72 (+2); steals 20% of foe's HP                     |
| Expertise Grade B      | 52    | (free) | Pass | -         | -    | -     | Allows you to use B grade items without penalty                        |
| Freezing Strike 11     | 52    | 75k    | A-Mg | 24 (5+19) | 3    | 8s    | Water attack, power 42 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 12     | 52    | 75k    | A-Mg | 24 (5+19) | 3    | 8s    | Water attack, power 43 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hex 2                  | 52    | 150k   | A-Mg | 13 (3+10) | 3    | 6s    | Debuffs foe's P.Def 20%; duration 2 minutes <CON>                      |
| Light Armor Mastery 23 | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor                      |
| Light Armor Mastery 24 | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor                      |
| Light Armor Mastery 25 | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor                      |
| Obstruct Attack 2      | 52    | 150k   | A-Mg | 13 (3+10) | 3    | 15s   | Debuffs foe's P.Atk 30%; duration 2 minutes <STR>                      |
| Sprint Heal 5          | 52    | 150k   | Pass | -         | -    | -     | Ups HP regen 4.5 (+0.5), MP regen 1.2 (+0.1) when running              |
| Sting 25               | 52    | 50k    | A-Ph | 55        | 1.1  | 11s   | DSw/Sw/Dg attack, power 241 (+12); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 26               | 52    | 50k    | A-Ph | 55        | 1.1  | 11s   | DSw/Sw/Dg attack, power 253 (+12); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 27               | 52    | 50k    | A-Ph | 56        | 1.1  | 11s   | DSw/Sw/Dg attack, power 266 (+13); [27 dam/5 secs for 20 secs] <CON>   |
| Stun Shot 16           | 52    | 50k    | A-Ph | 109       | 3    | 10s   | Bow attack, power 722 (+36); [9-second stun] <CON>                     |
| Stun Shot 17           | 52    | 50k    | A-Ph | 110       | 3    | 10s   | Bow attack, power 758 (+36); [9-second stun] <CON>                     |
| Stun Shot 18           | 52    | 50k    | A-Ph | 112       | 3    | 10s   | Bow attack, power 796 (+38); [9-second stun] <CON>                     |
| Acrobatics 3           | 55    | 270k   | Pass | -         | -    | -     | Ups Evasion 6 when running                                             |
| Bow Mastery 31         | 55    | 89k    | Pass | -         | -    | -     | Ups P.Atk 361.6 (+17.1) with a bow                                     |
| Bow Mastery 32         | 55    | 89k    | Pass | -         | -    | -     | Ups P.Atk 379.1 (+17.5) with a bow                                     |
| Bow Mastery 33         | 55    | 89k    | Pass | -         | -    | -     | Ups P.Atk 397 (+17.9) with a bow                                       |
| Double Shot 16         | 55    | 89k    | A-Ph | 115       | 3    | 25s   | Bow attack, power 2227 (+104); {over-hit}                              |
| Double Shot 17         | 55    | 89k    | A-Ph | 118       | 3    | 25s   | Bow attack, power 2333 (+106); {over-hit}                              |
| Double Shot 18         | 55    | 89k    | A-Ph | 121       | 3    | 25s   | Bow attack, power 2443 (+110); {over-hit}                              |
| Drain Health 32        | 55    | 89k    | A-Mg | 37 (8+29) | 3    | 15s   | Attacks with power 73 (+1); steals 20% of foe's HP                     |
| Drain Health 33        | 55    | 89k    | A-Mg | 38 (8+30) | 3    | 15s   | Attacks with power 75 (+2); steals 20% of foe's HP                     |
| Drain Health 34        | 55    | 89k    | A-Mg | 38 (8+30) | 3    | 15s   | Attacks with power 77 (+2); steals 20% of foe's HP                     |
| Freezing Strike 13     | 55    | 130k   | A-Mg | 25 (5+20) | 3    | 8s    | Water attack, power 45 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 14     | 55    | 130k   | A-Mg | 25 (5+20) | 3    | 8s    | Water attack, power 46 (+1); [foe loses 30% movement for 2 mins] <WIT> |

|                        | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                 |
|------------------------|-------|--------|------|------------|------|-------|------------------------------------------------------------------------|
| Light Armor Mastery 26 | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor                      |
| Light Armor Mastery 27 | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor                      |
| Light Armor Mastery 28 | 55    | 89k    | Pass | –          | –    | –     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor                      |
| Rapid Shot 2           | 55    | 270k   | A-Ph | 50 (10+40) | 1.5  | 10s   | Ups your attack speed 12% if using a bow; duration 20 mins             |
| Sting 28               | 55    | 89k    | A-Ph | 58         | 1.1  | 11s   | DSw/Sw/Dg attack, power 279 (+13); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 29               | 55    | 89k    | A-Ph | 59         | 1.1  | 11s   | DSw/Sw/Dg attack, power 292 (+13); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 30               | 55    | 89k    | A-Ph | 61         | 1.1  | 11s   | DSw/Sw/Dg attack, power 306 (+14); [27 dam/5 secs for 20 secs] <CON>   |
| Stun Shot 19           | 55    | 89k    | A-Ph | 115        | 3    | 10s   | Bow attack, power 835 (+39); [9-second stun] <CON>                     |
| Stun Shot 20           | 55    | 89k    | A-Ph | 118        | 3    | 10s   | Bow attack, power 875 (+40); [9-second stun] <CON>                     |
| Stun Shot 21           | 55    | 89k    | A-Ph | 121        | 3    | 10s   | Bow attack, power 916 (+41); [9-second stun] <CON>                     |
| Bow Mastery 34         | 58    | 120k   | Pass | –          | –    | –     | Ups P.Atk 415.4 (+18.4) with a bow                                     |
| Bow Mastery 35         | 58    | 120k   | Pass | –          | –    | –     | Ups P.Atk 434.3 (+18.9) with a bow                                     |
| Bow Mastery 36         | 58    | 120k   | Pass | –          | –    | –     | Ups P.Atk 453.5 (+19.2) with a bow                                     |
| Confusion 3            | 58    | 370k   | A-Mg | 48 (10+38) | 1.5  | 2m    | Causes foe to switch targets, power 70                                 |
| Double Shot 19         | 58    | 120k   | A-Ph | 124        | 3    | 25s   | Bow attack, power 2555 (+112); {over-hit}                              |
| Double Shot 20         | 58    | 120k   | A-Ph | 126        | 3    | 25s   | Bow attack, power 2670 (+115); {over-hit}                              |
| Double Shot 21         | 58    | 120k   | A-Ph | 129        | 3    | 25s   | Bow attack, power 2788 (+118); {over-hit}                              |
| Drain Health 35        | 58    | 120k   | A-Mg | 39 (8+31)  | 3    | 15s   | Attacks with power 78 (+1); steals 20% of foe's HP                     |
| Drain Health 36        | 58    | 120k   | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 80 (+2); steals 20% of foe's HP                     |
| Drain Health 37        | 58    | 120k   | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 82 (+2); steals 20% of foe's HP                     |
| Freezing Strike 15     | 58    | 180k   | A-Mg | 27 (6+21)  | 3    | 8s    | Water attack, power 48 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 16     | 58    | 180k   | A-Mg | 28 (6+22)  | 3    | 8s    | Water attack, power 49 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Light Armor Mastery 29 | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor                      |
| Light Armor Mastery 30 | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor                      |
| Light Armor Mastery 31 | 58    | 120k   | Pass | –          | –    | –     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor                      |
| Poison 3               | 58    | 370k   | A-Mg | 28 (6+22)  | 3    | 9s    | Foe takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>        |
| Sting 31               | 58    | 120k   | A-Ph | 62         | 1.1  | 11s   | DSw/Sw/Dg attack, power 320 (+14); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 32               | 58    | 120k   | A-Ph | 63         | 1.1  | 11s   | DSw/Sw/Dg attack, power 334 (+14); [27 dam/5 secs for 20 secs] <CON>   |
| Sting 33               | 58    | 120k   | A-Ph | 65         | 1.1  | 11s   | DSw/Sw/Dg attack, power 349 (+15); [27 dam/5 secs for 20 secs] <CON>   |
| Stun Shot 22           | 58    | 120k   | A-Ph | 124        | 3    | 10s   | Bow attack, power 959 (+43); [9-second stun] <CON>                     |
| Stun Shot 23           | 58    | 120k   | A-Ph | 126        | 3    | 10s   | Bow attack, power 1002 (+43); [9-second stun] <CON>                    |
| Stun Shot 24           | 58    | 120k   | A-Ph | 129        | 3    | 10s   | Bow attack, power 1046 (+44); [9-second stun] <CON>                    |
| Expertise Grade A      | 61    | (free) | Pass | –          | –    | –     | Allows you to use A grade items without penalty                        |
| Expertise Grade S      | 67    | (free) | Pass | –          | –    | –     | Allows you to use S grade items without penalty                        |

## PALUS KNIGHT (← DARK FIGHTER)

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                         |
|--------------------------------|-------|--------|------|-----------|------|-------|----------------------------------------------------------------|
| Aura Defense 2                 | 20    | 4,700  | A-Mg | 20 (4+16) | 4    | 6s    | Buffs self; +12% P.Def; duration 20 minutes                    |
| Drain Health 3                 | 20    | 2,300  | A-Mg | 14 (3+11) | 3    | 15s   | Attacks with power 24 (+2); steals 20% of foe's HP             |
| Drain Health 4                 | 20    | 2,300  | A-Mg | 15 (3+12) | 3    | 15s   | Attacks with power 26 (+2); steals 20% of foe's HP             |
| Expertise Grade D              | 20    | (free) | Pass | –         | –    | –     | Allows you to use D grade items without penalty                |
| Heavy Armor Mastery 1          | 20    | 1,500  | Pass | –         | –    | –     | Ups P.Def 17.7 with heavy armor                                |
| Heavy Armor Mastery 2          | 20    | 1,500  | Pass | –         | –    | –     | Ups P.Def 19.1 (+1.4) with heavy armor                         |
| Heavy Armor Mastery 3          | 20    | 1,500  | Pass | –         | –    | –     | Ups P.Def 20.5 (+1.4) with heavy armor                         |
| Magic Resistance 1             | 20    | 2,300  | Pass | –         | –    | –     | Ups M.Def 19                                                   |
| Magic Resistance 2             | 20    | 2,300  | Pass | –         | –    | –     | Ups M.Def 20 (+1)                                              |
| Poison 1 (book)                | 20    | 4,700  | A-Mg | 10 (2+8)  | 3    | 9s    | Foe takes 18 poison dam/5 secs for 30 secs (power 3) <MEN>     |
| Shield Mastery 1               | 20    | 4,700  | Pass | –         | –    | –     | Ups shield defense rate 30                                     |
| Sword / Blunt Weapon Mastery 1 | 20    | 4,700  | Pass | –         | –    | –     | Ups P.Atk 1.5 with a sword/blunt                               |
| Ultimate Defense 1             | 20    | 4,700  | A-Ph | 20 (4+16) | 1    | 30m   | Ups your P.Def 1800, M.Def 1350; cannot move; duration 30 secs |
| Aggression 1                   | 24    | 2,900  | A-Ph | 20        | 1.5  | 3s    | Taunts nearby foes to attack; power 653                        |
| Aggression 2                   | 24    | 2,900  | A-Ph | 21        | 1.5  | 3s    | Taunts nearby foes to attack; power 676 (+23)                  |
| Aggression 3                   | 24    | 2,900  | A-Ph | 22        | 1.5  | 3s    | Taunts nearby foes to attack; power 700 (+24)                  |
| Confusion 1 (book)             | 24    | 8,800  | A-Mg | 22 (5+17) | 1.5  | 2m    | Causes foe to switch targets, power 30                         |
| Deflect Arrow 1                | 24    | 8,800  | A-Ph | 22 (5+17) | 1.5  | 10s   | Reduces bow damage 16; duration 20 minutes                     |
| Drain Health 5                 | 24    | 2,900  | A-Mg | 15 (3+12) | 3    | 15s   | Attacks with power 28 (+2); steals 20% of foe's HP             |
| Drain Health 6                 | 24    | 2,900  | A-Mg | 17 (4+13) | 3    | 15s   | Attacks with power 29 (+1); steals 20% of foe's HP             |
| Drain Health 7                 | 24    | 2,900  | A-Mg | 17 (4+13) | 3    | 15s   | Attacks with power 31 (+2); steals 20% of foe's HP             |
| Heavy Armor Mastery 4          | 24    | 2,900  | Pass | –         | –    | –     | Ups P.Def 23.5 (+3) with heavy armor                           |
| Heavy Armor Mastery 5          | 24    | 2,900  | Pass | –         | –    | –     | Ups P.Def 25 (+1.5) with heavy armor                           |
| Heavy Armor Mastery 6          | 24    | 2,900  | Pass | –         | –    | –     | Ups P.Def 26.7 (+1.7) with heavy armor                         |
| Magic Resistance 3             | 24    | 2,900  | Pass | –         | –    | –     | Ups M.Def 22 (+2)                                              |

DARK FIGHTER: PHANTOM RANGER, PALUS KNIGHT

|                                       | LEVEL | SP    | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                                 |
|---------------------------------------|-------|-------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Magic Resistance 4</i>             | 24    | 2,900 | Pass | —         | —    | —     | Ups M.Def 23 (+1)                                                      |
| <i>Magic Resistance 5</i>             | 24    | 2,900 | Pass | —         | —    | —     | Ups M.Def 24 (+1)                                                      |
| <i>Sting 1</i>                        | 24    | 2,900 | A-Ph | 23        | 1.1  | 11s   | DSw/Sw/Dg attack, power 41; [13 dam/5 secs for 20 secs] <CON>          |
| <i>Sting 2</i>                        | 24    | 2,900 | A-Ph | 24        | 1.1  | 11s   | DSw/Sw/Dg attack, power 44 (+3); [13 dam/5 secs for 20 secs] <CON>     |
| <i>Sting 3</i>                        | 24    | 2,900 | A-Ph | 25        | 1.1  | 11s   | DSw/Sw/Dg attack, power 48 (+4); [13 dam/5 secs for 20 secs] <CON>     |
| <i>Sword / Blunt Weapon Mastery 2</i> | 24    | 8,800 | Pass | —         | —    | —     | Ups P.AtK 3.1 (+1.6) with a sword/blunt                                |
| <i>Aggression 4</i>                   | 28    | 5,000 | A-Ph | 23        | 1.5  | 3s    | Taunts nearby foes to attack; power 750 (+50)                          |
| <i>Aggression 5</i>                   | 28    | 5,000 | A-Ph | 24        | 1.5  | 3s    | Taunts nearby foes to attack; power 775 (+25)                          |
| <i>Aggression 6</i>                   | 28    | 5,000 | A-Ph | 25        | 1.5  | 3s    | Taunts nearby foes to attack; power 801 (+26)                          |
| <i>Aura Attack 2</i>                  | 28    | 15k   | A-Mg | 25 (5+20) | 4    | 6s    | Bufs self; +12% P.AtK; duration 20 minutes                             |
| <i>Drain Health 8</i>                 | 28    | 5,000 | A-Mg | 18 (4+14) | 3    | 15s   | Attacks with power 33 (+2); steals 20% of foe's HP                     |
| <i>Drain Health 9</i>                 | 28    | 5,000 | A-Mg | 19 (4+15) | 3    | 15s   | Attacks with power 34 (+1); steals 20% of foe's HP                     |
| <i>Drain Health 10</i>                | 28    | 5,000 | A-Mg | 19 (4+15) | 3    | 15s   | Attacks with power 35 (+1); steals 20% of foe's HP                     |
| <i>Heavy Armor Mastery 7</i>          | 28    | 5,000 | Pass | —         | —    | —     | Ups P.Def 30 (+3.3) with heavy armor                                   |
| <i>Heavy Armor Mastery 8</i>          | 28    | 5,000 | Pass | —         | —    | —     | Ups P.Def 31.8 (+1.8) with heavy armor                                 |
| <i>Heavy Armor Mastery 9</i>          | 28    | 5,000 | Pass | —         | —    | —     | Ups P.Def 33.6 (+1.8) with heavy armor                                 |
| <i>Magic Resistance 6</i>             | 28    | 5,000 | Pass | —         | —    | —     | Ups M.Def 26 (+2)                                                      |
| <i>Magic Resistance 7</i>             | 28    | 5,000 | Pass | —         | —    | —     | Ups M.Def 27 (+1)                                                      |
| <i>Magic Resistance 8</i>             | 28    | 5,000 | Pass | —         | —    | —     | Ups M.Def 28 (+1)                                                      |
| <i>Shield Mastery 2</i>               | 28    | 15k   | Pass | —         | —    | —     | Ups shield defense rate 50 (+20)                                       |
| <i>Sting 4</i>                        | 28    | 5,000 | A-Ph | 27        | 1.1  | 11s   | DSw/Sw/Dg attack, power 55 (+7); [13 dam/5 secs for 20 secs] <CON>     |
| <i>Sting 5</i>                        | 28    | 5,000 | A-Ph | 29        | 1.1  | 11s   | DSw/Sw/Dg attack, power 59 (+4); [13 dam/5 secs for 20 secs] <CON>     |
| <i>Sting 6</i>                        | 28    | 5,000 | A-Ph | 30        | 1.1  | 11s   | DSw/Sw/Dg attack, power 64 (+5); [13 dam/5 secs for 20 secs] <CON>     |
| <i>Sword / Blunt Weapon Mastery 3</i> | 28    | 7,500 | Pass | —         | —    | —     | Ups P.AtK 4.1 (+1) with a sword/blunt                                  |
| <i>Sword / Blunt Weapon Mastery 4</i> | 28    | 7,500 | Pass | —         | —    | —     | Ups P.AtK 5.2 (+1.1) with a sword/blunt                                |
| <i>Aggression 7</i>                   | 32    | 8,300 | A-Ph | 26        | 1.5  | 3s    | Taunts nearby foes to attack; power 853 (+52)                          |
| <i>Aggression 8</i>                   | 32    | 8,300 | A-Ph | 27        | 1.5  | 3s    | Taunts nearby foes to attack; power 880 (+27)                          |
| <i>Aggression 9</i>                   | 32    | 8,300 | A-Ph | 28        | 1.5  | 3s    | Taunts nearby foes to attack; power 907 (+27)                          |
| <i>Deflect Arrow 2</i>                | 32    | 25k   | A-Ph | 28 (6+22) | 1.5  | 10s   | Reduces bow damage 19; duration 20 minutes                             |
| <i>Drain Health 11</i>                | 32    | 8,300 | A-Mg | 20 (4+16) | 3    | 15s   | Attacks with power 38 (+3); steals 20% of foe's HP                     |
| <i>Drain Health 12</i>                | 32    | 8,300 | A-Mg | 20 (4+16) | 3    | 15s   | Attacks with power 39 (+1); steals 20% of foe's HP                     |
| <i>Drain Health 13</i>                | 32    | 8,300 | A-Mg | 22 (5+17) | 3    | 15s   | Attacks with power 40 (+1); steals 20% of foe's HP                     |
| <i>Heavy Armor Mastery 10</i>         | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 37.4 (+3.8) with heavy armor                                 |
| <i>Heavy Armor Mastery 11</i>         | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 39.3 (+1.9) with heavy armor                                 |
| <i>Heavy Armor Mastery 12</i>         | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 41.3 (+2) with heavy armor                                   |
| <i>Magic Resistance 9</i>             | 32    | 8,300 | Pass | —         | —    | —     | Ups M.Def 30 (+2)                                                      |
| <i>Magic Resistance 10</i>            | 32    | 8,300 | Pass | —         | —    | —     | Ups M.Def 31 (+1)                                                      |
| <i>Magic Resistance 11</i>            | 32    | 8,300 | Pass | —         | —    | —     | Ups M.Def 32 (+1)                                                      |
| <i>Obstruct Attack 1 (book)</i>       | 32    | 25k   | A-Mg | 8 (2+6)   | 3    | 15s   | Debuffs foe's P.AtK 15%; duration 2 minutes <STR>                      |
| <i>Sting 7</i>                        | 32    | 8,300 | A-Ph | 31        | 1.1  | 11s   | DSw/Sw/Dg attack, power 73 (+9); [17 dam/5 secs for 20 secs] <CON>     |
| <i>Sting 8</i>                        | 32    | 8,300 | A-Ph | 31        | 1.1  | 11s   | DSw/Sw/Dg attack, power 79 (+6); [17 dam/5 secs for 20 secs] <CON>     |
| <i>Sting 9</i>                        | 32    | 8,300 | A-Ph | 33        | 1.1  | 11s   | DSw/Sw/Dg attack, power 84 (+5); [17 dam/5 secs for 20 secs] <CON>     |
| <i>Sword / Blunt Weapon Mastery 5</i> | 32    | 12.5k | Pass | —         | —    | —     | Ups P.AtK 6.5 (+1.3) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 6</i> | 32    | 12.5k | Pass | —         | —    | —     | Ups P.AtK 7.9 (+1.4) with a sword/blunt                                |
| <i>Aggression 10</i>                  | 36    | 13k   | A-Ph | 29        | 1.5  | 3s    | Taunts nearby foes to attack; power 963 (+56)                          |
| <i>Aggression 11</i>                  | 36    | 13k   | A-Ph | 30        | 1.5  | 3s    | Taunts nearby foes to attack; power 991 (+28)                          |
| <i>Aggression 12</i>                  | 36    | 13k   | A-Ph | 31        | 1.5  | 3s    | Taunts nearby foes to attack; power 1019 (+28)                         |
| <i>Drain Health 14</i>                | 36    | 13k   | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 43 (+3); steals 20% of foe's HP                     |
| <i>Drain Health 15</i>                | 36    | 13k   | A-Mg | 23 (5+18) | 3    | 15s   | Attacks with power 44 (+1); steals 20% of foe's HP                     |
| <i>Drain Health 16</i>                | 36    | 13k   | A-Mg | 24 (5+19) | 3    | 15s   | Attacks with power 46 (+2); steals 20% of foe's HP                     |
| <i>Focus Mind 1</i>                   | 36    | 38k   | Pass | —         | —    | —     | Ups MP regen 1                                                         |
| <i>Freezing Strike 1 (book)</i>       | 36    | 19k   | A-Mg | 15 (3+12) | 3    | 8s    | Water attack, power 26; [foe losing 30% movement for 2 mins] <WIT>     |
| <i>Freezing Strike 2</i>              | 36    | 19k   | A-Mg | 17 (4+13) | 3    | 8s    | Water attack, power 28 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| <i>Heavy Armor Mastery 13</i>         | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 45.6 (+4.3) with heavy armor                                 |
| <i>Heavy Armor Mastery 14</i>         | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 47.7 (+2.1) with heavy armor                                 |
| <i>Heavy Armor Mastery 15</i>         | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 50 (+2.3) with heavy armor                                   |
| <i>Magic Resistance 12</i>            | 36    | 13k   | Pass | —         | —    | —     | Ups M.Def 35 (+3)                                                      |
| <i>Magic Resistance 13</i>            | 36    | 13k   | Pass | —         | —    | —     | Ups M.Def 36 (+1)                                                      |
| <i>Magic Resistance 14</i>            | 36    | 13k   | Pass | —         | —    | —     | Ups M.Def 37 (+1)                                                      |
| <i>Sting 10</i>                       | 36    | 13k   | A-Ph | 35        | 1.1  | 11s   | DSw/Sw/Dg attack, power 96 (+12); [17 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 11</i>                       | 36    | 13k   | A-Ph | 36        | 1.1  | 11s   | DSw/Sw/Dg attack, power 102 (+6); [17 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 12</i>                       | 36    | 13k   | A-Ph | 37        | 1.1  | 11s   | DSw/Sw/Dg attack, power 109 (+7); [17 dam/5 secs for 20 secs] <CON>    |
| <i>Sword / Blunt Weapon Mastery 7</i> | 36    | 19k   | Pass | —         | —    | —     | Ups P.AtK 9.4 (+1.5) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 8</i> | 36    | 19k   | Pass | —         | —    | —     | Ups P.AtK 11.1 (+1.7) with a sword/blunt                               |



### BLADEDANCER (← PALUS KNIGHT ← DARK FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                        |
|------------------------|-------|--------|------|-----------|------|-------|-------------------------------------------------------------------------------|
| Dance of Fire          | 40    | 57k    | A-Ph | 60        | 2.5  | 10s   | Ups party's crit. dam. 50%; duration 2 minutes                                |
| Drain Health 17        | 40    | 19k    | A-Mg | 25 (5+20) | 3    | 15s   | Attacks with power 49 (+3); steals 20% of foe's HP                            |
| Drain Health 18        | 40    | 19k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 50 (+1); steals 20% of foe's HP                            |
| Drain Health 19        | 40    | 19k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 52 (+2); steals 20% of foe's HP                            |
| Dual Weapon Mastery 1  | 40    | 19k    | Pass | –         | –    | –     | Ups P.Atk 23.7 with dual swords                                               |
| Dual Weapon Mastery 2  | 40    | 19k    | Pass | –         | –    | –     | Ups P.Atk 25.4 (+1.7) with dual swords                                        |
| Dual Weapon Mastery 3  | 40    | 19k    | Pass | –         | –    | –     | Ups P.Atk 27.1 (+1.7) with dual swords                                        |
| Expertise Grade C      | 40    | (free) | Pass | –         | –    | –     | Allows you to use C grade items without penalty                               |
| Freezing Strike 3      | 40    | 29k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 30 (+2); [foe loses 30% movement for 2 mins] <WIT>        |
| Freezing Strike 4      | 40    | 29k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 31 (+1); [foe loses 30% movement for 2 mins] <WIT>        |
| Hex 1 (book)           | 40    | 57k    | A-Mg | 9 (2+7)   | 3    | 6s    | Debuffs foe's P.Def 15%; duration 2 minutes <CON>                             |
| Magic Resistance 15    | 40    | 19k    | Pass | –         | –    | –     | Ups M.Def 40 (+3)                                                             |
| Magic Resistance 16    | 40    | 19k    | Pass | –         | –    | –     | Ups M.Def 42 (+2)                                                             |
| Magic Resistance 17    | 40    | 19k    | Pass | –         | –    | –     | Ups M.Def 43 (+1)                                                             |
| Sting 13               | 40    | 19k    | A-Ph | 40        | 1.1  | 11s   | DSw/Sw/Dg attack, power 123 (+14); [17 dam/5 secs for 20 secs] <CON>          |
| Sting 14               | 40    | 19k    | A-Ph | 41        | 1.1  | 11s   | DSw/Sw/Dg attack, power 131 (+8); [17 dam/5 secs for 20 secs] <CON>           |
| Sting 15               | 40    | 19k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 139 (+8); [22 dam/5 secs for 20 secs] <CON>           |
| Dance of Light         | 43    | 65k    | A-Ph | 60        | 2.5  | 10s   | Infuses party's weapons with holy power (+20-40% P.Atk vs. undead) for 2 mins |
| Drain Health 20        | 43    | 22k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 53 (+1); steals 20% of foe's HP                            |
| Drain Health 21        | 43    | 22k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 55 (+2); steals 20% of foe's HP                            |
| Drain Health 22        | 43    | 22k    | A-Mg | 29 (6+23) | 3    | 15s   | Attacks with power 57 (+2); steals 20% of foe's HP                            |
| Dual Weapon Mastery 4  | 43    | 22k    | Pass | –         | –    | –     | Ups P.Atk 29 (+1.9) with dual swords                                          |
| Dual Weapon Mastery 5  | 43    | 22k    | Pass | –         | –    | –     | Ups P.Atk 30.9 (+1.9) with dual swords                                        |
| Dual Weapon Mastery 6  | 43    | 22k    | Pass | –         | –    | –     | Ups P.Atk 32.9 (+2) with dual swords                                          |
| Focus Mind 2           | 43    | 65k    | Pass | –         | –    | –     | Ups MP regen 1.4 (+0.4)                                                       |
| Freezing Strike 5      | 43    | 33k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 33 (+2); [foe loses 30% movement for 2 mins] <WIT>        |
| Freezing Strike 6      | 43    | 33k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 34 (+1); [foe loses 30% movement for 2 mins] <WIT>        |
| Magic Resistance 18    | 43    | 22k    | Pass | –         | –    | –     | Ups M.Def 44 (+1)                                                             |
| Magic Resistance 19    | 43    | 22k    | Pass | –         | –    | –     | Ups M.Def 46 (+2)                                                             |
| Magic Resistance 20    | 43    | 22k    | Pass | –         | –    | –     | Ups M.Def 47 (+1)                                                             |
| Sting 16               | 43    | 22k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 148 (+9); [22 dam/5 secs for 20 secs] <CON>           |
| Sting 17               | 43    | 22k    | A-Ph | 44        | 1.1  | 11s   | DSw/Sw/Dg attack, power 157 (+9); [22 dam/5 secs for 20 secs] <CON>           |
| Sting 18               | 43    | 22k    | A-Ph | 45        | 1.1  | 11s   | DSw/Sw/Dg attack, power 166 (+9); [22 dam/5 secs for 20 secs] <CON>           |
| Confusion 2            | 46    | 85k    | A-Mg | 38 (8+30) | 1.5  | 2m    | Causes foe to switch targets, power 50                                        |
| Dance of Inspiration   | 46    | 85k    | A-Ph | 60        | 2.5  | 10s   | Improves party's accuracy 4; duration 2 minutes                               |
| Drain Health 23        | 46    | 29k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 58 (+1); steals 20% of foe's HP                            |
| Drain Health 24        | 46    | 29k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 60 (+2); steals 20% of foe's HP                            |
| Drain Health 25        | 46    | 29k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 61 (+1); steals 20% of foe's HP                            |
| Dual Weapon Mastery 7  | 46    | 29k    | Pass | –         | –    | –     | Ups P.Atk 35 (+2.1) with dual swords                                          |
| Dual Weapon Mastery 8  | 46    | 29k    | Pass | –         | –    | –     | Ups P.Atk 37.1 (+2.1) with dual swords                                        |
| Dual Weapon Mastery 9  | 46    | 29k    | Pass | –         | –    | –     | Ups P.Atk 39.4 (+2.3) with dual swords                                        |
| Freezing Strike 7      | 46    | 43k    | A-Mg | 20 (4+16) | 3    | 8s    | Water attack, power 36 (+2); [foe loses 30% movement for 2 mins] <WIT>        |
| Freezing Strike 8      | 46    | 43k    | A-Mg | 22 (5+17) | 3    | 8s    | Water attack, power 37 (+1); [foe loses 30% movement for 2 mins] <WIT>        |
| Magic Resistance 21    | 46    | 29k    | Pass | –         | –    | –     | Ups M.Def 49 (+2)                                                             |
| Magic Resistance 22    | 46    | 29k    | Pass | –         | –    | –     | Ups M.Def 51 (+2)                                                             |
| Magic Resistance 23    | 46    | 29k    | Pass | –         | –    | –     | Ups M.Def 52 (+1)                                                             |
| Sting 19               | 46    | 29k    | A-Ph | 47        | 1.1  | 11s   | DSw/Sw/Dg attack, power 175 (+9); [22 dam/5 secs for 20 secs] <CON>           |
| Sting 20               | 46    | 29k    | A-Ph | 48        | 1.1  | 11s   | DSw/Sw/Dg attack, power 185 (+10); [22 dam/5 secs for 20 secs] <CON>          |
| Sting 21               | 46    | 29k    | A-Ph | 49        | 1.1  | 11s   | DSw/Sw/Dg attack, power 196 (+11); [22 dam/5 secs for 20 secs] <CON>          |
| Dance of Mystic        | 49    | 120k   | A-Ph | 60        | 2.5  | 10s   | Ups party's M.Atk 20%; duration 2 minutes                                     |
| Drain Health 26        | 49    | 42k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 63 (+2); steals 20% of foe's HP                            |
| Drain Health 27        | 49    | 42k    | A-Mg | 33 (7+26) | 3    | 15s   | Attacks with power 65 (+2); steals 20% of foe's HP                            |
| Drain Health 28        | 49    | 42k    | A-Mg | 34 (7+27) | 3    | 15s   | Attacks with power 66 (+1); steals 20% of foe's HP                            |
| Dual Weapon Mastery 10 | 49    | 42k    | Pass | –         | –    | –     | Ups P.Atk 41.7 (+2.3) with dual swords                                        |
| Dual Weapon Mastery 11 | 49    | 42k    | Pass | –         | –    | –     | Ups P.Atk 44.1 (+2.4) with dual swords                                        |
| Dual Weapon Mastery 12 | 49    | 42k    | Pass | –         | –    | –     | Ups P.Atk 46.6 (+2.5) with dual swords                                        |
| Focus Mind 3           | 49    | 120k   | Pass | –         | –    | –     | Ups MP regen 1.8 (+0.4)                                                       |
| Freezing Strike 9      | 49    | 62k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 39 (+2); [foe loses 30% movement for 2 mins] <WIT>        |
| Freezing Strike 10     | 49    | 62k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 40 (+1); [foe loses 30% movement for 2 mins] <WIT>        |
| Magic Resistance 24    | 49    | 42k    | Pass | –         | –    | –     | Ups M.Def 54 (+2)                                                             |
| Magic Resistance 25    | 49    | 42k    | Pass | –         | –    | –     | Ups M.Def 56 (+2)                                                             |
| Magic Resistance 26    | 49    | 42k    | Pass | –         | –    | –     | Ups M.Def 57 (+1)                                                             |





|                        | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                                        |
|------------------------|-------|--------|------|-------------|------|-------|-----------------------------------------------------------------------------------------------|
| Poison 2               | 49    | 120k   | A-Mg | 23 (5+18)   | 3    | 9s    | Foe takes 31 (+13) poison dam/5 secs for 30 secs (power 5) <MEN>                              |
| Sting 22               | 49    | 42k    | A-Ph | 51          | 1.1  | 11s   | DSw/Sw/Dg attack, power 206 (+10); [22 dam/5 secs for 20 secs] <CON>                          |
| Sting 23               | 49    | 42k    | A-Ph | 52          | 1.1  | 11s   | DSw/Sw/Dg attack, power 217 (+11); [22 dam/5 secs for 20 secs] <CON>                          |
| Sting 24               | 49    | 42k    | A-Ph | 54          | 1.1  | 11s   | DSw/Sw/Dg attack, power 229 (+12); [22 dam/5 secs for 20 secs] <CON>                          |
| Dance of Concentration | 52    | 190k   | A-Ph | 60          | 2.5  | 10s   | Ups party's magic speed 30%; duration 2 minutes                                               |
| Drain Health 29        | 52    | 62k    | A-Mg | 34 (7+27)   | 3    | 15s   | Attacks with power 68 (+2); steals 20% of foe's HP                                            |
| Drain Health 30        | 52    | 62k    | A-Mg | 35 (7+28)   | 3    | 15s   | Attacks with power 70 (+2); steals 20% of foe's HP                                            |
| Drain Health 31        | 52    | 62k    | A-Mg | 35 (7+28)   | 3    | 15s   | Attacks with power 72 (+2); steals 20% of foe's HP                                            |
| Dual Weapon Mastery 13 | 52    | 62k    | Pass | -           | -    | -     | Ups P.Atk 49.2 (+2.6) with dual swords                                                        |
| Dual Weapon Mastery 14 | 52    | 62k    | Pass | -           | -    | -     | Ups P.Atk 51.9 (+2.7) with dual swords                                                        |
| Dual Weapon Mastery 15 | 52    | 62k    | Pass | -           | -    | -     | Ups P.Atk 54.6 (+2.7) with dual swords                                                        |
| Expertise Grade B      | 52    | (free) | Pass | -           | -    | -     | Allows you to use B grade items without penalty                                               |
| Freezing Strike 11     | 52    | 94k    | A-Mg | 24 (5+19)   | 3    | 8s    | Water attack, power 42 (+2); [foe loses 30% movement for 2 mins] <WIT>                        |
| Freezing Strike 12     | 52    | 94k    | A-Mg | 24 (5+19)   | 3    | 8s    | Water attack, power 43 (+1); [foe loses 30% movement for 2 mins] <WIT>                        |
| Hex 2                  | 52    | 190k   | A-Mg | 13 (3+10)   | 3    | 6s    | Debuffs foe's P.Def 20%; duration 2 minutes <CON>                                             |
| Magic Resistance 27    | 52    | 62k    | Pass | -           | -    | -     | Ups M.Def 59 (+2)                                                                             |
| Magic Resistance 28    | 52    | 62k    | Pass | -           | -    | -     | Ups M.Def 61 (+2)                                                                             |
| Magic Resistance 29    | 52    | 62k    | Pass | -           | -    | -     | Ups M.Def 63 (+2)                                                                             |
| Obstruct Attack 2      | 52    | 190k   | A-Mg | 13 (3+10)   | 3    | 15s   | Debuffs foe's P.Atk 30%; duration 2 minutes <STR>                                             |
| Sting 25               | 52    | 62k    | A-Ph | 55          | 1.1  | 11s   | DSw/Sw/Dg attack, power 241 (+12); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 26               | 52    | 62k    | A-Ph | 55          | 1.1  | 11s   | DSw/Sw/Dg attack, power 253 (+12); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 27               | 52    | 62k    | A-Ph | 56          | 1.1  | 11s   | DSw/Sw/Dg attack, power 266 (+13); [27 dam/5 secs for 20 secs] <CON>                          |
| Dance of Warrior       | 55    | 300k   | A-Ph | 60          | 2.5  | 10s   | Ups party's P.Atk 12%; duration 2 minutes                                                     |
| Drain Health 32        | 55    | 100k   | A-Mg | 37 (8+29)   | 3    | 15s   | Attacks with power 73 (+1); steals 20% of foe's HP                                            |
| Drain Health 33        | 55    | 100k   | A-Mg | 38 (8+30)   | 3    | 15s   | Attacks with power 75 (+2); steals 20% of foe's HP                                            |
| Drain Health 34        | 55    | 100k   | A-Mg | 38 (8+30)   | 3    | 15s   | Attacks with power 77 (+2); steals 20% of foe's HP                                            |
| Dual Weapon Mastery 16 | 55    | 100k   | Pass | -           | -    | -     | Ups P.Atk 57.5 (+2.9) with dual swords                                                        |
| Dual Weapon Mastery 17 | 55    | 100k   | Pass | -           | -    | -     | Ups P.Atk 60.4 (+2.9) with dual swords                                                        |
| Dual Weapon Mastery 18 | 55    | 100k   | Pass | -           | -    | -     | Ups P.Atk 63.3 (+2.9) with dual swords                                                        |
| Focus Mind 4           | 55    | 300k   | Pass | -           | -    | -     | Ups MP regen 2.2 (+0.4)                                                                       |
| Freezing Strike 13     | 55    | 150k   | A-Mg | 25 (5+20)   | 3    | 8s    | Water attack, power 45 (+2); [foe loses 30% movement for 2 mins] <WIT>                        |
| Freezing Strike 14     | 55    | 150k   | A-Mg | 25 (5+20)   | 3    | 8s    | Water attack, power 46 (+1); [foe loses 30% movement for 2 mins] <WIT>                        |
| Magic Resistance 30    | 55    | 100k   | Pass | -           | -    | -     | Ups M.Def 64 (+1)                                                                             |
| Magic Resistance 31    | 55    | 100k   | Pass | -           | -    | -     | Ups M.Def 66 (+2)                                                                             |
| Magic Resistance 32    | 55    | 100k   | Pass | -           | -    | -     | Ups M.Def 68 (+2)                                                                             |
| Poison Blade Dance     | 55    | 300k   | A-Ph | 105 (21+84) | 1.8  | 1m    | Dual sw. attack, power 1; [nearby foes poisoned for 38 HP/5 secs for 30 secs (power 6)] <MEN> |
| Sting 28               | 55    | 100k   | A-Ph | 58          | 1.1  | 11s   | DSw/Sw/Dg attack, power 279 (+13); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 29               | 55    | 100k   | A-Ph | 59          | 1.1  | 11s   | DSw/Sw/Dg attack, power 292 (+13); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 30               | 55    | 100k   | A-Ph | 61          | 1.1  | 11s   | DSw/Sw/Dg attack, power 306 (+14); [27 dam/5 secs for 20 secs] <CON>                          |
| Confusion 3            | 58    | 410k   | A-Mg | 48 (10+38)  | 1.5  | 2m    | Causes foe to switch targets, power 70                                                        |
| Dance of Fury          | 58    | 410k   | A-Ph | 60          | 2.5  | 10s   | Ups party's P.Atk speed 15%; duration 2 minutes                                               |
| Drain Health 35        | 58    | 140k   | A-Mg | 39 (8+31)   | 3    | 15s   | Attacks with power 78 (+1); steals 20% of foe's HP                                            |
| Drain Health 36        | 58    | 140k   | A-Mg | 40 (8+32)   | 3    | 15s   | Attacks with power 80 (+2); steals 20% of foe's HP                                            |
| Drain Health 37        | 58    | 140k   | A-Mg | 40 (8+32)   | 3    | 15s   | Attacks with power 82 (+2); steals 20% of foe's HP                                            |
| Dual Weapon Mastery 19 | 58    | 140k   | Pass | -           | -    | -     | Ups P.Atk 66.4 (+3.1) with dual swords                                                        |
| Dual Weapon Mastery 20 | 58    | 140k   | Pass | -           | -    | -     | Ups P.Atk 69.5 (+3.1) with dual swords                                                        |
| Dual Weapon Mastery 21 | 58    | 140k   | Pass | -           | -    | -     | Ups P.Atk 72.7 (+3.2) with dual swords                                                        |
| Freezing Strike 15     | 58    | 210k   | A-Mg | 27 (6+21)   | 3    | 8s    | Water attack, power 48 (+2); [foe loses 30% movement for 2 mins] <WIT>                        |
| Freezing Strike 16     | 58    | 210k   | A-Mg | 28 (6+22)   | 3    | 8s    | Water attack, power 49 (+1); [foe loses 30% movement for 2 mins] <WIT>                        |
| Magic Resistance 33    | 58    | 140k   | Pass | -           | -    | -     | Ups M.Def 70 (+2)                                                                             |
| Magic Resistance 34    | 58    | 140k   | Pass | -           | -    | -     | Ups M.Def 72 (+2)                                                                             |
| Magic Resistance 35    | 58    | 140k   | Pass | -           | -    | -     | Ups M.Def 74 (+2)                                                                             |
| Poison 3               | 58    | 410k   | A-Mg | 28 (6+22)   | 3    | 9s    | Foe takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>                               |
| Sting 31               | 58    | 140k   | A-Ph | 62          | 1.1  | 11s   | DSw/Sw/Dg attack, power 320 (+14); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 32               | 58    | 140k   | A-Ph | 63          | 1.1  | 11s   | DSw/Sw/Dg attack, power 334 (+14); [27 dam/5 secs for 20 secs] <CON>                          |
| Sting 33               | 58    | 140k   | A-Ph | 65          | 1.1  | 11s   | DSw/Sw/Dg attack, power 349 (+15); [27 dam/5 secs for 20 secs] <CON>                          |
| Expertise Grade A      | 61    | (free) | Pass | -           | -    | -     | Allows you to use A grade items without penalty                                               |
| Expertise Grade S      | 67    | (free) | Pass | -           | -    | -     | Allows you to use S grade items without penalty                                               |



### SHILLIEN KNIGHT (← PALUS KNIGHT ← DARK FIGHTER)

| SKILL                             | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|-----------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Aggression 13                     | 40    | 12k    | A-Ph | 33        | 1.5  | 3s    | Taunts nearby foes to attack; power 1076 (+57)                         |
| Aggression 14                     | 40    | 12k    | A-Ph | 34        | 1.5  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                         |
| Aggression 15                     | 40    | 12k    | A-Ph | 35        | 1.5  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                         |
| Drain Health 17                   | 40    | 12k    | A-Mg | 25 (5+20) | 3    | 15s   | Attacks with power 49 (+3); steals 20% of foe's HP                     |
| Drain Health 18                   | 40    | 12k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 50 (+1); steals 20% of foe's HP                     |
| Drain Health 19                   | 40    | 12k    | A-Mg | 27 (6+21) | 3    | 15s   | Attacks with power 52 (+2); steals 20% of foe's HP                     |
| Expertise Grade C                 | 40    | (free) | Pass | —         | —    | —     | Allows you to use C grade items without penalty                        |
| Freezing Strike 3                 | 40    | 18k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 30 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 4                 | 40    | 18k    | A-Mg | 18 (4+14) | 3    | 8s    | Water attack, power 31 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hate Aura 1                       | 40    | 12k    | A-Ph | 50        | 1.2  | 3s    | Taunts nearby foes to attack; power 1076                               |
| Hate Aura 2                       | 40    | 12k    | A-Ph | 51        | 1.2  | 3s    | Taunts nearby foes to attack; power 1105 (+29)                         |
| Hate Aura 3                       | 40    | 12k    | A-Ph | 53        | 1.2  | 3s    | Taunts nearby foes to attack; power 1134 (+29)                         |
| Heavy Armor Mastery 16            | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 54.6 (+4.6) with heavy armor                                 |
| Heavy Armor Mastery 17            | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 57.1 (+2.5) with heavy armor                                 |
| Heavy Armor Mastery 18            | 40    | 12k    | Pass | —         | —    | —     | Ups P.Def 59.5 (+2.4) with heavy armor                                 |
| Hex 1 (book)                      | 40    | 37k    | A-Mg | 9 (2+7)   | 3    | 6s    | Debuffs foe's P.Def 15%; duration 2 minutes <CON>                      |
| Magic Resistance 15               | 40    | 12k    | Pass | —         | —    | —     | Ups M.Def 40 (+3)                                                      |
| Magic Resistance 16               | 40    | 12k    | Pass | —         | —    | —     | Ups M.Def 42 (+2)                                                      |
| Magic Resistance 17               | 40    | 12k    | Pass | —         | —    | —     | Ups M.Def 43 (+1)                                                      |
| Shield Mastery 3                  | 40    | 37k    | Pass | —         | —    | —     | Ups shield defense rate 65 (+15)                                       |
| Sting 13                          | 40    | 12k    | A-Ph | 40        | 1.1  | 11s   | DSw/Sw/Dg attack, power 123 (+14); [17 dam/5 secs for 20 secs] <CON>   |
| Sting 14                          | 40    | 12k    | A-Ph | 41        | 1.1  | 11s   | DSw/Sw/Dg attack, power 131 (+8); [17 dam/5 secs for 20 secs] <CON>    |
| Sting 15                          | 40    | 12k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 139 (+8); [22 dam/5 secs for 20 secs] <CON>    |
| Summon Poltergeist Cubic 1 (book) | 40    | 37k    | A-Mg | 35 (7+28) | 6    | 20s   | Summons a Poltergeist Cubic that debuffs foe; costs 2 Crystal D        |
| Sword / Blunt Weapon Mastery 9    | 40    | 12k    | Pass | —         | —    | —     | Ups P.Atk 13 (+1.9) with a sword/blunt                                 |
| Sword / Blunt Weapon Mastery 10   | 40    | 12k    | Pass | —         | —    | —     | Ups P.Atk 14 (+1) with a sword/blunt                                   |
| Sword / Blunt Weapon Mastery 11   | 40    | 12k    | Pass | —         | —    | —     | Ups P.Atk 15.1 (+1.1) with a sword/blunt                               |
| Aggression 16                     | 43    | 13k    | A-Ph | 36        | 1.5  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                         |
| Aggression 17                     | 43    | 13k    | A-Ph | 37        | 1.5  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                         |
| Aggression 18                     | 43    | 13k    | A-Ph | 38        | 1.5  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                         |
| Cubic Mastery 1                   | 43    | 38k    | Pass | —         | —    | —     | Can summon 2 cubics at the same time                                   |
| Deflect Arrow 3                   | 43    | 38k    | A-Ph | 38 (8+30) | 1.5  | 10s   | Reduces bow damage 22; duration 20 minutes                             |
| Drain Health 20                   | 43    | 13k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 53 (+1); steals 20% of foe's HP                     |
| Drain Health 21                   | 43    | 13k    | A-Mg | 28 (6+22) | 3    | 15s   | Attacks with power 55 (+2); steals 20% of foe's HP                     |
| Drain Health 22                   | 43    | 13k    | A-Mg | 29 (6+23) | 3    | 15s   | Attacks with power 57 (+2); steals 20% of foe's HP                     |
| Focus Mind 2                      | 43    | 38k    | Pass | —         | —    | —     | Ups MP regen 1.4 (+0.4)                                                |
| Freezing Strike 5                 | 43    | 19k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 33 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 6                 | 43    | 19k    | A-Mg | 19 (4+15) | 3    | 8s    | Water attack, power 34 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hate Aura 4                       | 43    | 13k    | A-Ph | 54        | 1.2  | 3s    | Taunts nearby foes to attack; power 1164 (+30)                         |
| Hate Aura 5                       | 43    | 13k    | A-Ph | 55        | 1.2  | 3s    | Taunts nearby foes to attack; power 1193 (+29)                         |
| Hate Aura 6                       | 43    | 13k    | A-Ph | 57        | 1.2  | 3s    | Taunts nearby foes to attack; power 1222 (+29)                         |
| Heavy Armor Mastery 19            | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 62.1 (+2.6) with heavy armor                                 |
| Heavy Armor Mastery 20            | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 64.6 (+2.5) with heavy armor                                 |
| Heavy Armor Mastery 21            | 43    | 13k    | Pass | —         | —    | —     | Ups P.Def 67.3 (+2.7) with heavy armor                                 |
| Magic Resistance 18               | 43    | 13k    | Pass | —         | —    | —     | Ups M.Def 44 (+1)                                                      |
| Magic Resistance 19               | 43    | 13k    | Pass | —         | —    | —     | Ups M.Def 46 (+2)                                                      |
| Magic Resistance 20               | 43    | 13k    | Pass | —         | —    | —     | Ups M.Def 47 (+1)                                                      |
| Sting 16                          | 43    | 13k    | A-Ph | 43        | 1.1  | 11s   | DSw/Sw/Dg attack, power 148 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 17                          | 43    | 13k    | A-Ph | 44        | 1.1  | 11s   | DSw/Sw/Dg attack, power 157 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 18                          | 43    | 13k    | A-Ph | 45        | 1.1  | 11s   | DSw/Sw/Dg attack, power 166 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Summon Vampiric Cube 1 (book)     | 43    | 38k    | A-Mg | 38 (8+30) | 6    | 20s   | Summons a Vampiric Cubic that drains foe; costs 6 Crystal D            |
| Sword / Blunt Weapon Mastery 12   | 43    | 13k    | Pass | —         | —    | —     | Ups P.Atk 16.2 (+1.1) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 13   | 43    | 13k    | Pass | —         | —    | —     | Ups P.Atk 17.3 (+1.1) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 14   | 43    | 13k    | Pass | —         | —    | —     | Ups P.Atk 18.5 (+1.2) with a sword/blunt                               |
| Aggression 19                     | 46    | 17k    | A-Ph | 39        | 1.5  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                         |
| Aggression 20                     | 46    | 17k    | A-Ph | 40        | 1.5  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                         |
| Aggression 21                     | 46    | 17k    | A-Ph | 41        | 1.5  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                         |
| Confusion 2                       | 46    | 50k    | A-Mg | 38 (8+30) | 1.5  | 2m    | Causes foe to switch targets, power 50                                 |
| Corpse Plague 1 (book)            | 46    | 50k    | A-Mg | 42 (9+33) | 3    | 20s   | Poisons foes near corpse for 31 dam/5 secs for 30 secs (power 5) <MEN> |
| Drain Health 23                   | 46    | 17k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 58 (+1); steals 20% of foe's HP                     |
| Drain Health 24                   | 46    | 17k    | A-Mg | 30 (6+24) | 3    | 15s   | Attacks with power 60 (+2); steals 20% of foe's HP                     |
| Drain Health 25                   | 46    | 17k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 61 (+1); steals 20% of foe's HP                     |
| Freezing Strike 7                 | 46    | 25k    | A-Mg | 20 (4+16) | 3    | 8s    | Water attack, power 36 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 8                 | 46    | 25k    | A-Mg | 22 (5+17) | 3    | 8s    | Water attack, power 37 (+1); [foe loses 30% movement for 2 mins] <WIT> |

| SKILL                           | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|---------------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Hate Aura 7                     | 46    | 17k    | A-Ph | 58        | 1.2  | 3s    | Taunts nearby foes to attack; power 1252 (+30)                         |
| Hate Aura 8                     | 46    | 17k    | A-Ph | 60        | 1.2  | 3s    | Taunts nearby foes to attack; power 1281 (+29)                         |
| Hate Aura 9                     | 46    | 17k    | A-Ph | 61        | 1.2  | 3s    | Taunts nearby foes to attack; power 1310 (+29)                         |
| Heavy Armor Mastery 22          | 46    | 17k    | Pass | –         | –    | –     | Ups P.Def 70 (+2.7) with heavy armor                                   |
| Heavy Armor Mastery 23          | 46    | 17k    | Pass | –         | –    | –     | Ups P.Def 72.7 (+2.7) with heavy armor                                 |
| Heavy Armor Mastery 24          | 46    | 17k    | Pass | –         | –    | –     | Ups P.Def 75.5 (+2.8) with heavy armor                                 |
| Magic Resistance 21             | 46    | 17k    | Pass | –         | –    | –     | Ups M.Def 49 (+2)                                                      |
| Magic Resistance 22             | 46    | 17k    | Pass | –         | –    | –     | Ups M.Def 51 (+2)                                                      |
| Magic Resistance 23             | 46    | 17k    | Pass | –         | –    | –     | Ups M.Def 52 (+1)                                                      |
| Sting 19                        | 46    | 17k    | A-Ph | 47        | 1.1  | 11s   | DSw/Sw/Dg attack, power 175 (+9); [22 dam/5 secs for 20 secs] <CON>    |
| Sting 20                        | 46    | 17k    | A-Ph | 48        | 1.1  | 11s   | DSw/Sw/Dg attack, power 185 (+10); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 21                        | 46    | 17k    | A-Ph | 49        | 1.1  | 11s   | DSw/Sw/Dg attack, power 196 (+11); [22 dam/5 secs for 20 secs] <CON>   |
| Summon Poltergeist Cubic 2      | 46    | 50k    | A-Mg | 42 (9+33) | 6    | 20s   | Summons a Poltergeist Cubic that debuffs foe; costs 3 Crystal D        |
| Sword / Blunt Weapon Mastery 15 | 46    | 17k    | Pass | –         | –    | –     | Ups P.Atk 19.8 (+1.3) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 16 | 46    | 17k    | Pass | –         | –    | –     | Ups P.Atk 21.1 (+1.3) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 17 | 46    | 17k    | Pass | –         | –    | –     | Ups P.Atk 22.4 (+1.3) with a sword/blunt                               |
| Ultimate Defense 2              | 46    | 50k    | A-Ph | 42 (9+33) | 1    | 30m   | Ups your P.Def 3600, M.Def 2700; cannot move; duration 30 secs         |
| Aggression 22                   | 49    | 26k    | A-Ph | 42        | 1.5  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                         |
| Aggression 23                   | 49    | 26k    | A-Ph | 43        | 1.5  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                         |
| Aggression 24                   | 49    | 26k    | A-Ph | 44        | 1.5  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                         |
| Deflect Arrow 4                 | 49    | 77k    | A-Ph | 44 (9+35) | 1.5  | 10s   | Reduces bow damage 25; duration 20 minutes                             |
| Drain Health 26                 | 49    | 26k    | A-Mg | 32 (7+25) | 3    | 15s   | Attacks with power 63 (+2); steals 20% of foe's HP                     |
| Drain Health 27                 | 49    | 26k    | A-Mg | 33 (7+26) | 3    | 15s   | Attacks with power 65 (+2); steals 20% of foe's HP                     |
| Drain Health 28                 | 49    | 26k    | A-Mg | 34 (7+27) | 3    | 15s   | Attacks with power 66 (+1); steals 20% of foe's HP                     |
| Focus Mind 3                    | 49    | 77k    | Pass | –         | –    | –     | Ups MP regen 1.8 (+0.4)                                                |
| Freezing Strike 9               | 49    | 38k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 39 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 10              | 49    | 38k    | A-Mg | 23 (5+18) | 3    | 8s    | Water attack, power 40 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hate Aura 10                    | 49    | 26k    | A-Ph | 63        | 1.2  | 3s    | Taunts nearby foes to attack; power 1340 (+30)                         |
| Hate Aura 11                    | 49    | 26k    | A-Ph | 64        | 1.2  | 3s    | Taunts nearby foes to attack; power 1369 (+29)                         |
| Hate Aura 12                    | 49    | 26k    | A-Ph | 66        | 1.2  | 3s    | Taunts nearby foes to attack; power 1398 (+29)                         |
| Heavy Armor Mastery 25          | 49    | 26k    | Pass | –         | –    | –     | Ups P.Def 78.4 (+2.9) with heavy armor                                 |
| Heavy Armor Mastery 26          | 49    | 26k    | Pass | –         | –    | –     | Ups P.Def 81.3 (+2.9) with heavy armor                                 |
| Heavy Armor Mastery 27          | 49    | 26k    | Pass | –         | –    | –     | Ups P.Def 84.3 (+3) with heavy armor                                   |
| Magic Resistance 24             | 49    | 26k    | Pass | –         | –    | –     | Ups M.Def 54 (+2)                                                      |
| Magic Resistance 25             | 49    | 26k    | Pass | –         | –    | –     | Ups M.Def 56 (+2)                                                      |
| Magic Resistance 26             | 49    | 26k    | Pass | –         | –    | –     | Ups M.Def 57 (+1)                                                      |
| Poison 2                        | 49    | 77k    | A-Mg | 23 (5+18) | 3    | 9s    | Foe takes 31 (+13) poison dam/5 secs for 30 secs (power 5) <MEN>       |
| Sting 22                        | 49    | 26k    | A-Ph | 51        | 1.1  | 11s   | DSw/Sw/Dg attack, power 206 (+10); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 23                        | 49    | 26k    | A-Ph | 52        | 1.1  | 11s   | DSw/Sw/Dg attack, power 217 (+11); [22 dam/5 secs for 20 secs] <CON>   |
| Sting 24                        | 49    | 26k    | A-Ph | 54        | 1.1  | 11s   | DSw/Sw/Dg attack, power 229 (+12); [22 dam/5 secs for 20 secs] <CON>   |
| Summon Vampiric Cube 2          | 49    | 77k    | A-Mg | 44 (9+35) | 6    | 20s   | Summons a Vampiric Cube that drains foe; costs 7 Crystal D             |
| Summon Viper Cubic 1 (book)     | 49    | 77k    | A-Mg | 44 (9+35) | 6    | 20s   | Summons a Viper Cubic that poisons the enemy; costs 3 Crystal D        |
| Sword / Blunt Weapon Mastery 18 | 49    | 26k    | Pass | –         | –    | –     | Ups P.Atk 23.8 (+1.4) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 19 | 49    | 26k    | Pass | –         | –    | –     | Ups P.Atk 25.3 (+1.5) with a sword/blunt                               |
| Sword / Blunt Weapon Mastery 20 | 49    | 26k    | Pass | –         | –    | –     | Ups P.Atk 26.8 (+1.5) with a sword/blunt                               |
| Aggression 25                   | 52    | 42k    | A-Ph | 45        | 1.5  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                         |
| Aggression 26                   | 52    | 42k    | A-Ph | 46        | 1.5  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                         |
| Aggression 27                   | 52    | 42k    | A-Ph | 47        | 1.5  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                         |
| Drain Health 29                 | 52    | 42k    | A-Mg | 34 (7+27) | 3    | 15s   | Attacks with power 68 (+2); steals 20% of foe's HP                     |
| Drain Health 30                 | 52    | 42k    | A-Mg | 35 (7+28) | 3    | 15s   | Attacks with power 70 (+2); steals 20% of foe's HP                     |
| Drain Health 31                 | 52    | 42k    | A-Mg | 35 (7+28) | 3    | 15s   | Attacks with power 72 (+2); steals 20% of foe's HP                     |
| Expertise Grade B               | 52    | (free) | Pass | –         | –    | –     | Allows you to use B grade items without penalty                        |
| Freezing Strike 11              | 52    | 62k    | A-Mg | 24 (5+19) | 3    | 8s    | Water attack, power 42 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Freezing Strike 12              | 52    | 62k    | A-Mg | 24 (5+19) | 3    | 8s    | Water attack, power 43 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Hate Aura 13                    | 52    | 42k    | A-Ph | 67        | 1.2  | 3s    | Taunts nearby foes to attack; power 1426 (+28)                         |
| Hate Aura 14                    | 52    | 42k    | A-Ph | 69        | 1.2  | 3s    | Taunts nearby foes to attack; power 1455 (+29)                         |
| Hate Aura 15                    | 52    | 42k    | A-Ph | 70        | 1.2  | 3s    | Taunts nearby foes to attack; power 1483 (+28)                         |
| Heavy Armor Mastery 28          | 52    | 42k    | Pass | –         | –    | –     | Ups P.Def 87.3 (+3) with heavy armor                                   |
| Heavy Armor Mastery 29          | 52    | 42k    | Pass | –         | –    | –     | Ups P.Def 90.4 (+3.1) with heavy armor                                 |
| Heavy Armor Mastery 30          | 52    | 42k    | Pass | –         | –    | –     | Ups P.Def 93.5 (+3.1) with heavy armor                                 |
| Hex 2                           | 52    | 120k   | A-Mg | 13 (3+10) | 3    | 6s    | Debuffs foe's P.Def 20%; duration 2 minutes <CON>                      |
| Magic Resistance 27             | 52    | 42k    | Pass | –         | –    | –     | Ups M.Def 59 (+2)                                                      |
| Magic Resistance 28             | 52    | 42k    | Pass | –         | –    | –     | Ups M.Def 61 (+2)                                                      |
| Magic Resistance 29             | 52    | 42k    | Pass | –         | –    | –     | Ups M.Def 63 (+2)                                                      |
| Obstruct Attack 2               | 52    | 120k   | A-Mg | 13 (3+10) | 3    | 15s   | Debuffs foe's P.Atk 30%; duration 2 minutes <STR>                      |
| Shield Mastery 4                | 52    | 120k   | Pass | –         | –    | –     | Ups shield defense rate 80 (+15)                                       |



# LINEAGE II

## PRIMA Official Game Guide

| SKILL                                  | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|----------------------------------------|-------|--------|------|------------|------|-------|-------------------------------------------------------------------------|
| <i>Sting 25</i>                        | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | DSw/Sw/Dg attack, power 241 (+12); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 26</i>                        | 52    | 42k    | A-Ph | 55         | 1.1  | 11s   | DSw/Sw/Dg attack, power 253 (+12); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 27</i>                        | 52    | 42k    | A-Ph | 56         | 1.1  | 11s   | DSw/Sw/Dg attack, power 266 (+13); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Summon Poltergeist Cubic 3</i>      | 52    | 120k   | A-Mg | 48 (10+38) | 6    | 20s   | Summons a Poltergeist Cubic that debuffs foe; costs 4 Crystal D         |
| <i>Sword / Blunt Weapon Mastery 21</i> | 52    | 42k    | Pass | –          | –    | –     | Ups P.Atk 28.3 (+1.5) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 22</i> | 52    | 42k    | Pass | –          | –    | –     | Ups P.Atk 29.9 (+1.6) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 23</i> | 52    | 42k    | Pass | –          | –    | –     | Ups P.Atk 31.6 (+1.7) with a sword/blunt                                |
| <i>Aggression 28</i>                   | 55    | 67k    | A-Ph | 48         | 1.5  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                          |
| <i>Aggression 29</i>                   | 55    | 67k    | A-Ph | 49         | 1.5  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                          |
| <i>Aggression 30</i>                   | 55    | 67k    | A-Ph | 50         | 1.5  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                          |
| <i>Cubic Mastery 2</i>                 | 55    | 200k   | Pass | –          | –    | –     | Can summon 3 cubics at the same time                                    |
| <i>Drain Health 32</i>                 | 55    | 67k    | A-Mg | 37 (8+29)  | 3    | 15s   | Attacks with power 73 (+1); steals 20% of foe's HP                      |
| <i>Drain Health 33</i>                 | 55    | 67k    | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 75 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 34</i>                 | 55    | 67k    | A-Mg | 38 (8+30)  | 3    | 15s   | Attacks with power 77 (+2); steals 20% of foe's HP                      |
| <i>Focus Mind 4</i>                    | 55    | 200k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                 |
| <i>Freezing Strike 13</i>              | 55    | 100k   | A-Mg | 25 (5+20)  | 3    | 8s    | Water attack, power 45 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Freezing Strike 14</i>              | 55    | 100k   | A-Mg | 25 (5+20)  | 3    | 8s    | Water attack, power 46 (+1); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Hate Aura 16</i>                    | 55    | 67k    | A-Ph | 72         | 1.2  | 3s    | Taunts nearby foes to attack; power 1511 (+28)                          |
| <i>Hate Aura 17</i>                    | 55    | 67k    | A-Ph | 74         | 1.2  | 3s    | Taunts nearby foes to attack; power 1539 (+28)                          |
| <i>Hate Aura 18</i>                    | 55    | 67k    | A-Ph | 75         | 1.2  | 3s    | Taunts nearby foes to attack; power 1566 (+27)                          |
| <i>Heavy Armor Mastery 31</i>          | 55    | 67k    | Pass | –          | –    | –     | Ups P.Def 96.7 (+3.2) with heavy armor                                  |
| <i>Heavy Armor Mastery 32</i>          | 55    | 67k    | Pass | –          | –    | –     | Ups P.Def 99.9 (+3.2) with heavy armor                                  |
| <i>Heavy Armor Mastery 33</i>          | 55    | 67k    | Pass | –          | –    | –     | Ups P.Def 103.2 (+3.3) with heavy armor                                 |
| <i>Magic Resistance 30</i>             | 55    | 67k    | Pass | –          | –    | –     | Ups M.Def 64 (+1)                                                       |
| <i>Magic Resistance 31</i>             | 55    | 67k    | Pass | –          | –    | –     | Ups M.Def 66 (+2)                                                       |
| <i>Magic Resistance 32</i>             | 55    | 67k    | Pass | –          | –    | –     | Ups M.Def 68 (+2)                                                       |
| <i>Sting 28</i>                        | 55    | 67k    | A-Ph | 58         | 1.1  | 11s   | DSw/Sw/Dg attack, power 279 (+13); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 29</i>                        | 55    | 67k    | A-Ph | 59         | 1.1  | 11s   | DSw/Sw/Dg attack, power 292 (+13); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 30</i>                        | 55    | 67k    | A-Ph | 61         | 1.1  | 11s   | DSw/Sw/Dg attack, power 306 (+14); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Summon Vampiric Cube 3</i>          | 55    | 200k   | A-Mg | 50 (10+40) | 6    | 20s   | Summons a Vampiric Cubic that drains foe; costs 8 Crystal D             |
| <i>Summon Viper Cubic 2</i>            | 55    | 200k   | A-Mg | 50 (10+40) | 6    | 20s   | Summons a Viper Cubic that poisons the enemy; costs 4 Crystal D         |
| <i>Sword / Blunt Weapon Mastery 24</i> | 55    | 67k    | Pass | –          | –    | –     | Ups P.Atk 33.3 (+1.7) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 25</i> | 55    | 67k    | Pass | –          | –    | –     | Ups P.Atk 35 (+1.7) with a sword/blunt                                  |
| <i>Sword / Blunt Weapon Mastery 26</i> | 55    | 67k    | Pass | –          | –    | –     | Ups P.Atk 36.8 (+1.8) with a sword/blunt                                |
| <i>Aggression 31</i>                   | 58    | 92k    | A-Ph | 51         | 1.5  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                          |
| <i>Aggression 32</i>                   | 58    | 92k    | A-Ph | 52         | 1.5  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                          |
| <i>Aggression 33</i>                   | 58    | 92k    | A-Ph | 53         | 1.5  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                          |
| <i>Confusion 3</i>                     | 58    | 270k   | A-Mg | 48 (10+38) | 1.5  | 2m    | Causes foe to switch targets, power 70                                  |
| <i>Corpse Plague 2</i>                 | 58    | 270k   | A-Mg | 54 (11+43) | 3    | 20s   | Poisons foes near corpse; 38 (+7) dam/5 secs for 30 secs (pow. 6) <MEN> |
| <i>Drain Health 35</i>                 | 58    | 92k    | A-Mg | 39 (8+31)  | 3    | 15s   | Attacks with power 78 (+1); steals 20% of foe's HP                      |
| <i>Drain Health 36</i>                 | 58    | 92k    | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 80 (+2); steals 20% of foe's HP                      |
| <i>Drain Health 37</i>                 | 58    | 92k    | A-Mg | 40 (8+32)  | 3    | 15s   | Attacks with power 82 (+2); steals 20% of foe's HP                      |
| <i>Freezing Strike 15</i>              | 58    | 140k   | A-Mg | 27 (6+21)  | 3    | 8s    | Water attack, power 48 (+2); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Freezing Strike 16</i>              | 58    | 140k   | A-Mg | 28 (6+22)  | 3    | 8s    | Water attack, power 49 (+1); [foe loses 30% movement for 2 mins] <WIT>  |
| <i>Hate Aura 19</i>                    | 58    | 92k    | A-Ph | 77         | 1.2  | 3s    | Taunts nearby foes to attack; power 1593 (+27)                          |
| <i>Hate Aura 20</i>                    | 58    | 92k    | A-Ph | 78         | 1.2  | 3s    | Taunts nearby foes to attack; power 1619 (+26)                          |
| <i>Hate Aura 21</i>                    | 58    | 92k    | A-Ph | 80         | 1.2  | 3s    | Taunts nearby foes to attack; power 1645 (+26)                          |
| <i>Heavy Armor Mastery 34</i>          | 58    | 92k    | Pass | –          | –    | –     | Ups P.Def 106.5 (+3.3) with heavy armor                                 |
| <i>Heavy Armor Mastery 35</i>          | 58    | 92k    | Pass | –          | –    | –     | Ups P.Def 109.9 (+3.4) with heavy armor                                 |
| <i>Heavy Armor Mastery 36</i>          | 58    | 92k    | Pass | –          | –    | –     | Ups P.Def 113.3 (+3.4) with heavy armor                                 |
| <i>Lightning Strike (book)</i>         | 58    | 270k   | A-Mg | 54 (11+43) | 3    | 2m    | Attacks, power 82, [paralizes for 2 minutes] <MEN>                      |
| <i>Magic Resistance 33</i>             | 58    | 92k    | Pass | –          | –    | –     | Ups M.Def 70 (+2)                                                       |
| <i>Magic Resistance 34</i>             | 58    | 92k    | Pass | –          | –    | –     | Ups M.Def 72 (+2)                                                       |
| <i>Magic Resistance 35</i>             | 58    | 92k    | Pass | –          | –    | –     | Ups M.Def 74 (+2)                                                       |
| <i>Poison 3</i>                        | 58    | 270k   | A-Mg | 28 (6+22)  | 3    | 9s    | Foe takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>         |
| <i>Sting 31</i>                        | 58    | 92k    | A-Ph | 62         | 1.1  | 11s   | DSw/Sw/Dg attack, power 320 (+14); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 32</i>                        | 58    | 92k    | A-Ph | 63         | 1.1  | 11s   | DSw/Sw/Dg attack, power 334 (+14); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sting 33</i>                        | 58    | 92k    | A-Ph | 65         | 1.1  | 11s   | DSw/Sw/Dg attack, power 349 (+15); [27 dam/5 secs for 20 secs] <CON>    |
| <i>Sword / Blunt Weapon Mastery 27</i> | 58    | 92k    | Pass | –          | –    | –     | Ups P.Atk 38.6 (+1.8) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 28</i> | 58    | 92k    | Pass | –          | –    | –     | Ups P.Atk 40.5 (+1.9) with a sword/blunt                                |
| <i>Sword / Blunt Weapon Mastery 29</i> | 58    | 92k    | Pass | –          | –    | –     | Ups P.Atk 42.4 (+1.9) with a sword/blunt                                |
| <i>Expertise Grade A</i>               | 61    | (free) | Pass | –          | –    | –     | Allows you to use A grade items without penalty                         |
| <i>Expertise Grade S</i>               | 67    | (free) | Pass | –          | –    | –     | Allows you to use S grade items without penalty                         |

## DARK MYSTIC

| SKILL                   | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|-------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Luck                    | 1     | (free) | Pass | —         | —    | —     | Prevents equipment and experience loss from death before Level 5       |
| Mana Recovery           | 1     | (free) | Pass | —         | —    | —     | Ups MP regen 20% with magic robes                                      |
| Mystic Movement         | 1     | (free) | Pass | —         | —    | —     | Ups attack sp. 20% with magic robes                                    |
| Self Heal               | 1     | (free) | A-Mg | 9 (2+7)   | 5    | 10s   | Heals self, power 42                                                   |
| Spellcraft              | 1     | (free) | Pass | —         | —    | —     | Ups magic sp. 50% with magic robes                                     |
| Wind Strike 1           | 1     | (free) | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 12                                              |
| Armor Mastery 1         | 7     | 470    | Pass | —         | —    | —     | Ups P.Def 6.7                                                          |
| Cure Poison 1 (book)    | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 15s   | Cures target's poison (power 3)                                        |
| Curse:Poison 1 (book)   | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 12s   | Target takes 8 poison dam/5 secs for 30 secs (power 1) <MEN>           |
| Heal 1 (book)           | 7     | 160    | A-Mg | 10 (2+8)  | 5    | 10s   | Heals target, power 49                                                 |
| Heal 2                  | 7     | 160    | A-Mg | 13 (3+10) | 5    | 10s   | Heals target, power 58 (+9)                                            |
| Heal 3                  | 7     | 160    | A-Mg | 14 (3+11) | 5    | 10s   | Heals target, power 67 (+9)                                            |
| Ice Bolt 1 (book)       | 7     | 240    | A-Mg | 9 (2+7)   | 3.1  | 8s    | Water attack, power 8; [foe loses 30% movement for 2 mins] <WIT>       |
| Ice Bolt 2              | 7     | 240    | A-Mg | 10 (2+8)  | 3.1  | 8s    | Water attack, power 9 (+1); [foe loses 30% movement for 2 mins] <WIT>  |
| Magic Defense 1         | 7     | 240    | Pass | —         | —    | —     | Ups M.Def 10                                                           |
| Magic Defense 2         | 7     | 240    | Pass | —         | —    | —     | Ups M.Def 12 (+2)                                                      |
| Might 1 (book)          | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.Atk 8%; duration 20 minutes                             |
| Shield 1 (book)         | 7     | 470    | A-Mg | 10 (2+8)  | 4    | 6s    | Ups target's P.Def 8%; duration 20 minutes                             |
| Weapon Mastery 1        | 7     | 470    | Pass | —         | —    | —     | Ups P.Atk 1.5, M.Atk 1.9 with a weapon                                 |
| Wind Strike 2           | 7     | 240    | A-Mg | 9 (2+7)   | 4    | 6s    | Wind attack with power 13 (+1)                                         |
| Wind Strike 3           | 7     | 240    | A-Mg | 10 (2+8)  | 4    | 6s    | Wind attack with power 15 (+2)                                         |
| Armor Mastery 2         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 8 (+1.3)                                                     |
| Armor Mastery 3         | 14    | 1,100  | Pass | —         | —    | —     | Ups P.Def 9.2 (+1.2)                                                   |
| Battle Heal 1 (book)    | 14    | 700    | A-Mg | 25 (5+20) | 2    | 3s    | Quickly heals target, power 83                                         |
| Battle Heal 2           | 14    | 700    | A-Mg | 28 (6+22) | 2    | 3s    | Quickly heals target, power 95 (+12)                                   |
| Battle Heal 3           | 14    | 700    | A-Mg | 32 (7+25) | 2    | 3s    | Quickly heals target, power 107 (+12)                                  |
| Group Heal 1 (book)     | 14    | 700    | A-Mg | 33 (7+26) | 7    | 25s   | Heals party members; power 66                                          |
| Group Heal 2            | 14    | 700    | A-Mg | 38 (8+30) | 7    | 25s   | Heals party members; power 76 (+10)                                    |
| Group Heal 3            | 14    | 700    | A-Mg | 43 (9+34) | 7    | 25s   | Heals party members; power 86 (+10)                                    |
| Heal 4                  | 14    | 700    | A-Mg | 17 (4+13) | 5    | 10s   | Heals target, power 83 (+16)                                           |
| Heal 5                  | 14    | 700    | A-Mg | 19 (4+15) | 5    | 10s   | Heals target, power 95 (+12)                                           |
| Heal 6                  | 14    | 700    | A-Mg | 22 (5+17) | 5    | 10s   | Heals target, power 107 (+12)                                          |
| Ice Bolt 3              | 14    | 1,100  | A-Mg | 14 (3+11) | 3.1  | 8s    | Water attack, power 11 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Ice Bolt 4              | 14    | 1,100  | A-Mg | 15 (3+12) | 3.1  | 8s    | Water attack, power 13 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Magic Defense 3         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 14 (+2)                                                      |
| Magic Defense 4         | 14    | 1,100  | Pass | —         | —    | —     | Ups M.Def 16 (+2)                                                      |
| Vampiric Touch 1 (book) | 14    | 1,100  | A-Mg | 20 (4+16) | 4    | 12s   | Attacks with power 18; steals 40% of foe's HP                          |
| Vampiric Touch 2        | 14    | 1,100  | A-Mg | 23 (5+18) | 4    | 12s   | Attacks with power 21 (+3); steals 40% of foe's HP                     |
| Weapon Mastery 2        | 14    | 2,100  | Pass | —         | —    | —     | Ups P.Atk 2.8 (+1.3), M.Atk 3.5 (+1.6) with a weapon                   |
| Wind Shackle 1 (book)   | 14    | 2,100  | A-Mg | 15 (3+12) | 4    | 15s   | Debuffs foe's P.Atk speed 10%; duration 2 minutes <DEX>                |
| Wind Strike 4           | 14    | 1,100  | A-Mg | 14 (3+11) | 4    | 6s    | Wind attack with power 18 (+3)                                         |
| Wind Strike 5           | 14    | 1,100  | A-Mg | 15 (3+12) | 4    | 6s    | Wind attack with power 21 (+3)                                         |

## DARK WIZARD (← DARK MYSTIC)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Aura Burn 1 (book)     | 20    | 1,700  | A-Mg | 18 (4+14) | 1.5  | 2.5s  | Attacks with power 19                                                  |
| Aura Burn 2            | 20    | 1,700  | A-Mg | 20 (4+16) | 1.5  | 2.5s  | Attacks with power 21 (+2)                                             |
| Boost Mana 1           | 20    | 3,500  | Pass | —         | —    | —     | Ups max MP 30                                                          |
| Concentration 1 (book) | 20    | 3,500  | A-Mg | 20 (4+16) | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                    |
| Curse:Poison 2         | 20    | 3,500  | A-Mg | 20 (4+16) | 4    | 12s   | Target takes 18 (+10) poison dam/5 secs for 30 secs (power 3) <MEN>    |
| Expertise Grade D      | 20    | (free) | Pass | —         | —    | —     | Allows you to use D grade items without penalty                        |
| Flame Strike 1 (book)  | 20    | 3,500  | A-Mg | 29 (6+23) | 4    | 15s   | Fire attack vs. target and nearby foes; power 13                       |
| Higher Mana Gain 1     | 20    | 1,700  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 22            |
| Higher Mana Gain 2     | 20    | 1,700  | Pass | —         | —    | —     | Raises the amount of MP recovered when recharging; power 24 (+2)       |
| Ice Bolt 5             | 20    | 1,700  | A-Mg | 18 (4+14) | 3.1  | 8s    | Water attack, power 14 (+1); [foe loses 30% movement for 2 mins] <WIT> |
| Ice Bolt 6             | 20    | 1,700  | A-Mg | 20 (4+16) | 3.1  | 8s    | Water attack, power 16 (+2); [foe loses 30% movement for 2 mins] <WIT> |
| Magic Defense 5        | 20    | 1,700  | Pass | —         | —    | —     | Ups M.Def 18 (+2)                                                      |
| Magic Defense 6        | 20    | 1,700  | Pass | —         | —    | —     | Ups M.Def 20 (+2)                                                      |
| Robe Mastery 1         | 20    | 1,700  | Pass | —         | —    | —     | Ups P.Def 1.7 with magic robes                                         |
| Robe Mastery 2         | 20    | 1,700  | Pass | —         | —    | —     | Ups P.Def 2.7 (+1) with magic robes                                    |



# LINEAGE II

## PRIMA Official Game Guide

|                                      | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|--------------------------------------|-------|-------|------|------------|------|-------|-----------------------------------------------------------------------|
| <i>Servitor Heal 1 (book)</i>        | 20    | 1,200 | A-Mg | 24 (5+19)  | 4    | 10s   | Heals pet, power 145                                                  |
| <i>Servitor Heal 2</i>               | 20    | 1,200 | A-Mg | 27 (6+21)  | 4    | 10s   | Heals pet, power 162 (+17)                                            |
| <i>Servitor Heal 3</i>               | 20    | 1,200 | A-Mg | 30 (6+24)  | 4    | 10s   | Heals pet, power 181 (+19)                                            |
| <i>Quick Recovery 1</i>              | 20    | 3,500 | Pass | –          | –    | –     | Decreases the reuse time for any skill by 20%                         |
| <i>Summon Shadow 1 (book)</i>        | 20    | 3,500 | A-Mg | 39 (8+31)  | 6    | 6h    | Summons Lvl. 22 Shadow; costs 3 Crystal D; you only get 70% exp       |
| <i>Twister 1 (book)</i>              | 20    | 1,700 | A-Mg | 18 (4+14)  | 4    | 6s    | Wind attack with power 23                                             |
| <i>Twister 2</i>                     | 20    | 1,700 | A-Mg | 20 (4+16)  | 4    | 6s    | Wind attack with power 26 (+3)                                        |
| <i>Vampiric Touch 3</i>              | 20    | 1,700 | A-Mg | 27 (6+21)  | 4    | 12s   | Attacks with power 23 (+2); steals 40% of foe's HP                    |
| <i>Vampiric Touch 4</i>              | 20    | 1,700 | A-Mg | 29 (6+23)  | 4    | 12s   | Attacks with power 26 (+3); steals 40% of foe's HP                    |
| <i>Weapon Mastery 3</i>              | 20    | 3,500 | Pass | –          | –    | –     | Ups P.Atk 4.5 (+1.7), M.Atk 5.7 (+2.2) with a weapon                  |
| <i>Aura Burn 3</i>                   | 25    | 3,200 | A-Mg | 22 (5+17)  | 1.5  | 2.5s  | Attacks with power 24 (+3)                                            |
| <i>Aura Burn 4</i>                   | 25    | 3,200 | A-Mg | 23 (5+18)  | 1.5  | 2.5s  | Attacks with power 25 (+1)                                            |
| <i>Body To Mind 1 (book)</i>         | 25    | 6,500 | A-Mg | 0          | 4    | 20s   | Converts 131 HP of caster to 22 MP                                    |
| <i>Fast Cast 1</i>                   | 25    | 6,500 | Pass | –          | –    | –     | Ups magic sp. 5%                                                      |
| <i>Fast Mana Recovery 1</i>          | 25    | 6,500 | Pass | –          | –    | –     | Ups MP regen 1.1                                                      |
| <i>Flame Strike 2</i>                | 25    | 6,500 | A-Mg | 34 (7+27)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 16 (+3)                 |
| <i>Higher Mana Gain 3</i>            | 25    | 3,200 | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 28 (+4)      |
| <i>Higher Mana Gain 4</i>            | 25    | 3,200 | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 29 (+1)      |
| <i>Magic Defense 7</i>               | 25    | 3,200 | Pass | –          | –    | –     | Ups M.Def 23 (+3)                                                     |
| <i>Magic Defense 8</i>               | 25    | 3,200 | Pass | –          | –    | –     | Ups M.Def 25 (+2)                                                     |
| <i>Poisonous Cloud 1 (book)</i>      | 25    | 6,500 | A-Mg | 34 (7+27)  | 4    | 20s   | Target and nearby foes take 18 dam/5 secs for 30 secs (power 3) <MEN> |
| <i>Robe Mastery 3</i>                | 25    | 3,200 | Pass | –          | –    | –     | Ups P.Def 4.3 (+1.6) with magic robes                                 |
| <i>Robe Mastery 4</i>                | 25    | 3,200 | Pass | –          | –    | –     | Ups P.Def 5.4 (+1.1) with magic robes                                 |
| <i>Servitor Heal 4</i>               | 25    | 2,200 | A-Mg | 33 (7+26)  | 4    | 10s   | Heals pet, power 212 (+31)                                            |
| <i>Servitor Heal 5</i>               | 25    | 2,200 | A-Mg | 35 (7+28)  | 4    | 10s   | Heals pet, power 222 (+10)                                            |
| <i>Servitor Heal 6</i>               | 25    | 2,200 | A-Mg | 37 (8+29)  | 4    | 10s   | Heals pet, power 234 (+12)                                            |
| <i>Servitor Mana Charge 1 (book)</i> | 25    | 3,200 | A-Mg | 42 (9+33)  | 4    | 12s   | Gives your pet 41 MP                                                  |
| <i>Servitor Mana Charge 2</i>        | 25    | 3,200 | A-Mg | 44 (9+35)  | 4    | 12s   | Gives your pet 44 MP                                                  |
| <i>Sleep 1 (book)</i>                | 25    | 2,200 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 2</i>                       | 25    | 2,200 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 3</i>                       | 25    | 2,200 | A-Mg | 23 (5+18)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Summon Silhouette 1 (book)</i>    | 25    | 6,500 | A-Mg | 44 (9+35)  | 6    | 6h    | Summons Lvl. 27 Silhouette; costs 1 Crystal D; you only get 10% exp   |
| <i>Surrender To Poison 1 (book)</i>  | 25    | 6,500 | A-Mg | 23 (5+18)  | 4    | 8s    | Debuffs foe's resistance to poison 15; duration 2 minutes <MEN>       |
| <i>Twister 3</i>                     | 25    | 3,200 | A-Mg | 22 (5+17)  | 4    | 6s    | Wind attack with power 29 (+3)                                        |
| <i>Twister 4</i>                     | 25    | 3,200 | A-Mg | 23 (5+18)  | 4    | 6s    | Wind attack with power 32 (+3)                                        |
| <i>Vampiric Touch 5</i>              | 25    | 3,200 | A-Mg | 32 (7+25)  | 4    | 12s   | Attacks with power 29 (+3); steals 40% of foe's HP                    |
| <i>Vampiric Touch 6</i>              | 25    | 3,200 | A-Mg | 34 (7+27)  | 4    | 12s   | Attacks with power 32 (+3); steals 40% of foe's HP                    |
| <i>Weapon Mastery 4</i>              | 25    | 3,200 | Pass | –          | –    | –     | Ups P.Atk 5.7 (+1.2), M.Atk 7.2 (+1.5) with a weapon                  |
| <i>Weapon Mastery 5</i>              | 25    | 3,200 | Pass | –          | –    | –     | Ups P.Atk 6.7 (+1), M.Atk 8.3 (+1.1) with a weapon                    |
| <i>Aura Burn 5</i>                   | 30    | 6,600 | A-Mg | 25 (5+20)  | 1.5  | 2.5s  | Attacks with power 28 (+3)                                            |
| <i>Aura Burn 6</i>                   | 30    | 6,600 | A-Mg | 27 (6+21)  | 1.5  | 2.5s  | Attacks with power 30 (+2)                                            |
| <i>Boost Mana 2</i>                  | 30    | 13k   | Pass | –          | –    | –     | Ups max MP 50 (+20)                                                   |
| <i>Concentration 2</i>               | 30    | 13k   | A-Mg | 27 (6+21)  | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes               |
| <i>Corpse Life Drain 1 (book)</i>    | 30    | 13k   | A-Mg | 14 (3+11)  | 1.5  | 20s   | Steals 260 HP from a corpse                                           |
| <i>Curse:Poison 3</i>                | 30    | 13k   | A-Mg | 27 (6+21)  | 4    | 12s   | Target takes 24 (+6) poison dam/5 secs for 30 secs (power 4) <MEN>    |
| <i>Flame Strike 3</i>                | 30    | 13k   | A-Mg | 40 (8+32)  | 4    | 15s   | Fire attack vs. target and nearby foes; power 19 (+3)                 |
| <i>Higher Mana Gain 5</i>            | 30    | 6,600 | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 31 (+2)      |
| <i>Higher Mana Gain 6</i>            | 30    | 6,600 | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 32 (+1)      |
| <i>Magic Defense 9</i>               | 30    | 6,600 | Pass | –          | –    | –     | Ups M.Def 28 (+3)                                                     |
| <i>Magic Defense 10</i>              | 30    | 6,600 | Pass | –          | –    | –     | Ups M.Def 30 (+2)                                                     |
| <i>Robe Mastery 5</i>                | 30    | 6,600 | Pass | –          | –    | –     | Ups P.Def 7.2 (+1.8) with magic robes                                 |
| <i>Robe Mastery 6</i>                | 30    | 6,600 | Pass | –          | –    | –     | Ups P.Def 8.5 (+1.3) with magic robes                                 |
| <i>Servitor Heal 7</i>               | 30    | 4,400 | A-Mg | 42 (9+33)  | 4    | 10s   | Heals pet, power 269 (+35)                                            |
| <i>Servitor Heal 8</i>               | 30    | 4,400 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 281 (+12)                                            |
| <i>Servitor Heal 9</i>               | 30    | 4,400 | A-Mg | 44 (9+35)  | 4    | 10s   | Heals pet, power 294 (+13)                                            |
| <i>Servitor Mana Charge 3</i>        | 30    | 6,600 | A-Mg | 49 (10+39) | 4    | 12s   | Gives your pet 49 MP                                                  |
| <i>Servitor Mana Charge 4</i>        | 30    | 6,600 | A-Mg | 53 (11+42) | 4    | 12s   | Gives your pet 52 MP                                                  |
| <i>Quick Recovery 2</i>              | 30    | 13k   | Pass | –          | –    | –     | Decreases the reuse time for any skill by 25% (+5%)                   |
| <i>Sleep 4</i>                       | 30    | 4,400 | A-Mg | 25 (5+20)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 5</i>                       | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Sleep 6</i>                       | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Summon Shadow 2</i>               | 30    | 13k   | A-Mg | 53 (11+42) | 6    | 6h    | Summons Lvl. 32 (+10) Shadow; costs 5 Crystal D; you only get 70% exp |
| <i>Twister 5</i>                     | 30    | 6,600 | A-Mg | 25 (5+20)  | 4    | 6s    | Wind attack with power 35 (+3)                                        |
| <i>Twister 6</i>                     | 30    | 6,600 | A-Mg | 27 (6+21)  | 4    | 6s    | Wind attack with power 38 (+3)                                        |

|                          | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                    |
|--------------------------|-------|-------|------|------------|------|-------|---------------------------------------------------------------------------|
| Weapon Mastery 6         | 30    | 6,600 | Pass | -          | -    | -     | Ups P.Atk 8.3 (+1.6), M.Atk 10.3 (+2) with a weapon                       |
| Weapon Mastery 7         | 30    | 6,600 | Pass | -          | -    | -     | Ups P.Atk 9.5 (+1.2), M.Atk 11.9 (+1.6) with a weapon                     |
| Aura Burn 7              | 35    | 11k   | A-Mg | 29 (6+23)  | 1.5  | 2.5s  | Attacks with power 33 (+3)                                                |
| Aura Burn 8              | 35    | 11k   | A-Mg | 30 (6+24)  | 1.5  | 2.5s  | Attacks with power 36 (+3)                                                |
| Corpse Life Drain 2      | 35    | 21k   | A-Mg | 15 (3+12)  | 1.5  | 20s   | Steals 299 HP from a corpse                                               |
| Curse of Chaos 1 (book)  | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 12s   | Reduces foe's accuracy 6; duration 2 minutes <DEX>                        |
| Fast HP Recovery 1       | 35    | 21k   | Pass | -          | -    | -     | Ups HP regen 1                                                            |
| Fast Mana Recovery 2     | 35    | 21k   | Pass | -          | -    | -     | Ups MP regen 1.4 (+0.4)                                                   |
| Higher Mana Gain 7       | 35    | 11k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 38 (+6)          |
| Higher Mana Gain 8       | 35    | 11k   | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 39 (+1)          |
| Magic Defense 11         | 35    | 11k   | Pass | -          | -    | -     | Ups M.Def 34 (+4)                                                         |
| Magic Defense 12         | 35    | 11k   | Pass | -          | -    | -     | Ups M.Def 36 (+2)                                                         |
| Mighty Servitor 1 (book) | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 6s    | Ups pet's P.Atk 8%; duration 20 minutes                                   |
| Poisonous Cloud 2        | 35    | 21k   | A-Mg | 45 (9+36)  | 4    | 20s   | Target, nearby foes take 24 (+6) dam/5 secs for 30 secs (power 4) <MEN>   |
| Robe Mastery 7           | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 10.6 (+2.1) with magic robes                                    |
| Robe Mastery 8           | 35    | 11k   | Pass | -          | -    | -     | Ups P.Def 12.1 (+1.5) with magic robes                                    |
| Servitor Heal 10         | 35    | 7,300 | A-Mg | 48 (10+38) | 4    | 10s   | Heals pet, power 333 (+39)                                                |
| Servitor Heal 11         | 35    | 7,300 | A-Mg | 50 (10+40) | 4    | 10s   | Heals pet, power 347 (+14)                                                |
| Servitor Heal 12         | 35    | 7,300 | A-Mg | 52 (11+41) | 4    | 10s   | Heals pet, power 361 (+14)                                                |
| Servitor Mana Charge 5   | 35    | 11k   | A-Mg | 57 (12+45) | 4    | 12s   | Gives your pet 57 MP                                                      |
| Servitor Mana Charge 6   | 35    | 11k   | A-Mg | 60 (12+48) | 4    | 12s   | Gives your pet 60 MP                                                      |
| Sleep 7                  | 35    | 7,300 | A-Mg | 29 (6+23)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                              |
| Sleep 8                  | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                              |
| Sleep 9                  | 35    | 7,300 | A-Mg | 30 (6+24)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                              |
| Slow 1 (book)            | 35    | 21k   | A-Mg | 30 (6+24)  | 4    | 7s    | Debuffs foe's movement 15%; duration 2 minutes <DEX>                      |
| Summon Silhouette 2      | 35    | 21k   | A-Mg | 60 (12+48) | 6    | 6h    | Summons Lvl. 37 (+10) Silhouette; costs 3 Crystal D; you only get 10% EXP |
| Twister 7                | 35    | 11k   | A-Mg | 29 (6+23)  | 4    | 6s    | Wind attack with power 42 (+4)                                            |
| Twister 8                | 35    | 11k   | A-Mg | 30 (6+24)  | 4    | 6s    | Wind attack with power 44 (+2)                                            |
| Weapon Mastery 8         | 35    | 11k   | Pass | -          | -    | -     | Ups P.Atk 11.6 (+2.1), M.Atk 14.6 (+2.7) with a weapon                    |
| Weapon Mastery 9         | 35    | 11k   | Pass | -          | -    | -     | Ups P.Atk 13.3 (+1.7), M.Atk 16.6 (+2) with a weapon                      |

## SPELLHOWLER ( ← DARK WIZARD ← DARK MYSTIC )

| SKILL                  | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                             |
|------------------------|-------|--------|------|------------|------|-------|--------------------------------------------------------------------|
| Body To Mind 2         | 40    | 41k    | A-Mg | 0          | 4    | 20s   | Converts 209 HP of caster to 35 MP                                 |
| Boost Mana 3           | 40    | 41k    | Pass | -          | -    | -     | Ups max MP 70 (+20)                                                |
| Corpse Life Drain 3    | 40    | 41k    | A-Mg | 18 (4+14)  | 1.5  | 20s   | Steals 347 HP from a corpse                                        |
| Curse of Chaos 2       | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 12s   | Reduces foe's accuracy 8; duration 2 minutes <DEX>                 |
| Expertise Grade C      | 40    | (free) | Pass | -          | -    | -     | Allows you to use C grade items without penalty                    |
| Fast Cast 2            | 40    | 41k    | Pass | -          | -    | -     | Ups magic sp. 7%                                                   |
| Higher Mana Gain 9     | 40    | 21k    | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 41 (+2)   |
| Higher Mana Gain 10    | 40    | 21k    | Pass | -          | -    | -     | Raises the amount of MP recovered when recharging; power 42 (+1)   |
| Hurricane 1 (book)     | 40    | 21k    | A-Mg | 34 (7+27)  | 4    | 6s    | Wind attack with power 49                                          |
| Hurricane 2            | 40    | 21k    | A-Mg | 35 (7+28)  | 4    | 6s    | Wind attack with power 52 (+3)                                     |
| Magic Defense 13       | 40    | 14k    | Pass | -          | -    | -     | Ups M.Def 40 (+4)                                                  |
| Magic Defense 14       | 40    | 14k    | Pass | -          | -    | -     | Ups M.Def 42 (+2)                                                  |
| Magic Defense 15       | 40    | 14k    | Pass | -          | -    | -     | Ups M.Def 43 (+1)                                                  |
| Robe Mastery 9         | 40    | 14k    | Pass | -          | -    | -     | Ups P.Def 14.5 (+2.4) with magic robes                             |
| Robe Mastery 10        | 40    | 14k    | Pass | -          | -    | -     | Ups P.Def 15.3 (+0.8) with magic robes                             |
| Robe Mastery 11        | 40    | 14k    | Pass | -          | -    | -     | Ups P.Def 16.2 (+0.9) with magic robes                             |
| Silence 1 (book)       | 40    | 41k    | A-Mg | 35 (7+28)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>             |
| Sleep 10               | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                       |
| Sleep 11               | 40    | 14k    | A-Mg | 34 (7+27)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                       |
| Sleep 12               | 40    | 14k    | A-Mg | 35 (7+28)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                       |
| Vampiric Claw 1 (book) | 40    | 21k    | A-Mg | 50 (10+40) | 4    | 12s   | Attacks with power 49; steals 40% of foe's HP                      |
| Vampiric Claw 2        | 40    | 21k    | A-Mg | 53 (11+42) | 4    | 12s   | Attacks with power 52 (+3); steals 40% of foe's HP                 |
| Weapon Mastery 10      | 40    | 14k    | Pass | -          | -    | -     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                 |
| Weapon Mastery 11      | 40    | 14k    | Pass | -          | -    | -     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                 |
| Weapon Mastery 12      | 40    | 14k    | Pass | -          | -    | -     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon             |
| Corpse Life Drain 4    | 44    | 47k    | A-Mg | 20 (4+16)  | 1.5  | 20s   | Steals 384 HP from a corpse                                        |
| Curse of Chaos 3       | 44    | 47k    | A-Mg | 39 (8+31)  | 4    | 12s   | Reduces foe's accuracy 10; duration 2 minutes <DEX>                |
| Curse:Poison 4         | 44    | 47k    | A-Mg | 39 (8+31)  | 4    | 12s   | Target takes 31 (+7) poison dam/5 secs for 30 secs (power 5) <MEN> |
| Death Spike 1 (book)   | 44    | 47k    | A-Mg | 24         | 4    | 6s    | Unholy attack with power 58; consumes 1 Cursed Bone                |
| Fast HP Recovery 2     | 44    | 47k    | Pass | -          | -    | -     | Ups HP regen 1.4 (+0.4)                                            |



# LINEAGE II

## PRIMA Official Game Guide

|                                  | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                           |
|----------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------------------|
| <i>Fast Mana Recovery 3</i>      | 44    | 47k    | Pass | –          | –    | –     | Ups MP regen 1.8 (+0.4)                                                          |
| <i>Higher Mana Gain 11</i>       | 44    | 23k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 48 (+6)                 |
| <i>Higher Mana Gain 12</i>       | 44    | 23k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 49 (+1)                 |
| <i>Hurricane 3</i>               | 44    | 23k    | A-Mg | 38 (8+30)  | 4    | 6s    | Wind attack with power 55 (+3)                                                   |
| <i>Hurricane 4</i>               | 44    | 23k    | A-Mg | 39 (8+31)  | 4    | 6s    | Wind attack with power 58 (+3)                                                   |
| <i>Magic Defense 16</i>          | 44    | 16k    | Pass | –          | –    | –     | Ups M.Def 46 (+3)                                                                |
| <i>Magic Defense 17</i>          | 44    | 16k    | Pass | –          | –    | –     | Ups M.Def 47 (+1)                                                                |
| <i>Magic Defense 18</i>          | 44    | 16k    | Pass | –          | –    | –     | Ups M.Def 49 (+2)                                                                |
| <i>Robe Mastery 12</i>           | 44    | 16k    | Pass | –          | –    | –     | Ups P.Def 17.9 (+1.7) with magic robes                                           |
| <i>Robe Mastery 13</i>           | 44    | 16k    | Pass | –          | –    | –     | Ups P.Def 18.8 (+0.9) with magic robes                                           |
| <i>Robe Mastery 14</i>           | 44    | 16k    | Pass | –          | –    | –     | Ups P.Def 19.8 (+1) with magic robes                                             |
| <i>Silence 2</i>                 | 44    | 47k    | A-Mg | 39 (8+31)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>                           |
| <i>Sleep 13</i>                  | 44    | 16k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Sleep 14</i>                  | 44    | 16k    | A-Mg | 38 (8+30)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Sleep 15</i>                  | 44    | 16k    | A-Mg | 39 (8+31)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Slow 2</i>                    | 44    | 47k    | A-Mg | 39 (8+31)  | 4    | 7s    | Debuffs foe's movement 30%; duration 2 minutes <DEX>                             |
| <i>Vampiric Claw 3</i>           | 44    | 23k    | A-Mg | 55 (11+44) | 4    | 12s   | Attacks with power 55 (+3); steals 40% of foe's HP                               |
| <i>Vampiric Claw 4</i>           | 44    | 23k    | A-Mg | 59 (12+47) | 4    | 12s   | Attacks with power 58 (+3); steals 40% of foe's HP                               |
| <i>Weapon Mastery 13</i>         | 44    | 16k    | Pass | –          | –    | –     | Ups P.AtK 20.4 (+2.3), M.AtK 25.4 (+2.8) with a weapon                           |
| <i>Weapon Mastery 14</i>         | 44    | 16k    | Pass | –          | –    | –     | Ups P.AtK 21.6 (+1.2), M.AtK 26.9 (+1.5) with a weapon                           |
| <i>Weapon Mastery 15</i>         | 44    | 16k    | Pass | –          | –    | –     | Ups P.AtK 22.8 (+1.2), M.AtK 28.5 (+1.6) with a weapon                           |
| <i>Boost Mana 4</i>              | 48    | 85k    | Pass | –          | –    | –     | Ups max MP 100 (+30)                                                             |
| <i>Corpse Life Drain 5</i>       | 48    | 85k    | A-Mg | 23 (5+18)  | 1.5  | 20s   | Steals 426 HP from a corpse                                                      |
| <i>Death Spike 2</i>             | 48    | 85k    | A-Mg | 28         | 4    | 6s    | Unholy attack with power 65 (+7); consumes 1 Cursed Bone                         |
| <i>Higher Mana Gain 13</i>       | 48    | 43k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 50 (+1)                 |
| <i>Higher Mana Gain 14</i>       | 48    | 43k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 52 (+2)                 |
| <i>Hurricane 5</i>               | 48    | 43k    | A-Mg | 42 (9+33)  | 4    | 6s    | Wind attack with power 61 (+3)                                                   |
| <i>Hurricane 6</i>               | 48    | 43k    | A-Mg | 44 (9+35)  | 4    | 6s    | Wind attack with power 65 (+4)                                                   |
| <i>Magic Defense 19</i>          | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 52 (+3)                                                                |
| <i>Magic Defense 20</i>          | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                                |
| <i>Magic Defense 21</i>          | 48    | 29k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                                |
| <i>Poisonous Cloud 3</i>         | 48    | 85k    | A-Mg | 65 (13+52) | 4    | 20s   | Target, nearby foes take 31 (+7) dam/5 secs for 30 secs (power 5) <MEN>          |
| <i>Robe Mastery 15</i>           | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+1.9) with magic robes                                           |
| <i>Robe Mastery 16</i>           | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 22.7 (+1) with magic robes                                             |
| <i>Robe Mastery 17</i>           | 48    | 29k    | Pass | –          | –    | –     | Ups P.Def 23.7 (+1) with magic robes                                             |
| <i>Quick Recovery 3</i>          | 48    | 85k    | Pass | –          | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                              |
| <i>Silence 3</i>                 | 48    | 85k    | A-Mg | 44 (9+35)  | 4    | 15s   | Stops foe from casting magic; duration 2 minutes <WIT>                           |
| <i>Sleep 16</i>                  | 48    | 29k    | A-Mg | 42 (9+33)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Sleep 17</i>                  | 48    | 29k    | A-Mg | 43 (9+34)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Sleep 18</i>                  | 48    | 29k    | A-Mg | 44 (9+35)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| <i>Tempest 1 (book)</i>          | 48    | 43k    | A-Mg | 62 (13+49) | 5    | 15s   | Wind attack vs. target and nearby foes; power 31                                 |
| <i>Tempest 2</i>                 | 48    | 43k    | A-Mg | 65 (13+52) | 5    | 15s   | Wind attack vs. target and nearby foes; power 33 (+2)                            |
| <i>Vampiric Claw 5</i>           | 48    | 43k    | A-Mg | 62 (13+49) | 4    | 12s   | Attacks with power 61 (+3); steals 40% of foe's HP                               |
| <i>Vampiric Claw 6</i>           | 48    | 43k    | A-Mg | 65 (13+52) | 4    | 12s   | Attacks with power 65 (+4); steals 40% of foe's HP                               |
| <i>Weapon Mastery 16</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                           |
| <i>Weapon Mastery 17</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                           |
| <i>Weapon Mastery 18</i>         | 48    | 29k    | Pass | –          | –    | –     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                           |
| <i>Body To Mind 3</i>            | 52    | 130k   | A-Mg | 0          | 4    | 20s   | Converts 280 HP of caster to 47 MP                                               |
| <i>Corpse Life Drain 6</i>       | 52    | 130k   | A-Mg | 24 (5+19)  | 1.5  | 20s   | Steals 467 HP from a corpse                                                      |
| <i>Curse Death Link 1 (book)</i> | 52    | 69k    | A-Mg | 45 (9+36)  | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 68      |
| <i>Curse Death Link 2</i>        | 52    | 69k    | A-Mg | 48 (10+38) | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 72 (+4) |
| <i>Curse:Poison 5</i>            | 52    | 130k   | A-Mg | 48 (10+38) | 4    | 12s   | Target takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>               |
| <i>Death Spike 3</i>             | 52    | 130k   | A-Mg | 31         | 4    | 6s    | Unholy attack with power 72 (+7); consumes 1 Cursed Bone                         |
| <i>Expertise Grade B</i>         | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                                  |
| <i>Fast HP Recovery 3</i>        | 52    | 130k   | Pass | –          | –    | –     | Ups HP regen 1.7 (+0.3)                                                          |
| <i>Fast Mana Recovery 4</i>      | 52    | 130k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                          |
| <i>Higher Mana Gain 15</i>       | 52    | 69k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 53 (+1)                 |
| <i>Higher Mana Gain 16</i>       | 52    | 69k    | Pass | –          | –    | –     | Raises the amount of MP recovered when recharging; power 59 (+6)                 |
| <i>Hurricane 7</i>               | 52    | 69k    | A-Mg | 45 (9+36)  | 4    | 6s    | Wind attack with power 68 (+3)                                                   |
| <i>Hurricane 8</i>               | 52    | 69k    | A-Mg | 48 (10+38) | 4    | 6s    | Wind attack with power 72 (+4)                                                   |
| <i>Magic Defense 22</i>          | 52    | 46k    | Pass | –          | –    | –     | Ups M.Def 59 (+3)                                                                |
| <i>Magic Defense 23</i>          | 52    | 46k    | Pass | –          | –    | –     | Ups M.Def 61 (+2)                                                                |
| <i>Magic Defense 24</i>          | 52    | 46k    | Pass | –          | –    | –     | Ups M.Def 63 (+2)                                                                |



## DARK MYSTIC: SPELLHOWLER, PHANTOM SUMMONER

|                     | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                           |
|---------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------------------|
| Robe Mastery 18     | 52    | 46k    | Pass | —          | —    | —     | Ups P.Def 25.8 (+2.1) with magic robes                                           |
| Robe Mastery 19     | 52    | 46k    | Pass | —          | —    | —     | Ups P.Def 26.8 (+1) with magic robes                                             |
| Robe Mastery 20     | 52    | 46k    | Pass | —          | —    | —     | Ups P.Def 27.9 (+1.1) with magic robes                                           |
| Sleep 19            | 52    | 46k    | A-Mg | 45 (9+36)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Sleep 20            | 52    | 46k    | A-Mg | 47 (10+37) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Sleep 21            | 52    | 46k    | A-Mg | 48 (10+38) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Slow 3              | 52    | 130k   | A-Mg | 48 (10+38) | 4    | 7s    | Debuffs foe's movement 50%; duration 2 minutes <DEX>                             |
| Tempest 3           | 52    | 69k    | A-Mg | 68 (14+54) | 5    | 15s   | Wind attack vs. target and nearby foes; power 34 (+1)                            |
| Tempest 4           | 52    | 69k    | A-Mg | 70 (14+56) | 5    | 15s   | Wind attack vs. target and nearby foes; power 36 (+2)                            |
| Vampiric Claw 7     | 52    | 69k    | A-Mg | 68 (14+54) | 4    | 12s   | Attacks with power 68 (+3); steals 40% of foe's HP                               |
| Vampiric Claw 8     | 52    | 69k    | A-Mg | 70 (14+56) | 4    | 12s   | Attacks with power 72 (+4); steals 40% of foe's HP                               |
| Weapon Mastery 19   | 52    | 46k    | Pass | —          | —    | —     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                           |
| Weapon Mastery 20   | 52    | 46k    | Pass | —          | —    | —     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                               |
| Weapon Mastery 21   | 52    | 46k    | Pass | —          | —    | —     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                             |
| Boost Mana 5        | 56    | 300k   | Pass | —          | —    | —     | Ups max MP 140 (+40)                                                             |
| Corpse Life Drain 7 | 56    | 300k   | A-Mg | 27 (6+21)  | 1.5  | 20s   | Steals 509 HP from a corpse                                                      |
| Curse Death Link 3  | 56    | 130k   | A-Mg | 49 (10+39) | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 75 (+3) |
| Curse Death Link 4  | 56    | 130k   | A-Mg | 52 (11+41) | 4    | 6s    | Transfers your pain to target; the lower your HP, the more damage; power 78 (+3) |
| Death Spike 4       | 56    | 300k   | A-Mg | 35         | 4    | 6s    | Unholy attack with power 78 (+6); consumes 1 Cursed Bone                         |
| Fast Cast 3         | 56    | 300k   | Pass | —          | —    | —     | Ups magic sp. 10%                                                                |
| Higher Mana Gain 17 | 56    | 130k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 61 (+2)                 |
| Higher Mana Gain 18 | 56    | 130k   | Pass | —          | —    | —     | Raises the amount of MP recovered when recharging; power 62 (+1)                 |
| Hurricane 9         | 56    | 130k   | A-Mg | 49 (10+39) | 4    | 6s    | Wind attack with power 75 (+3)                                                   |
| Hurricane 10        | 56    | 130k   | A-Mg | 52 (11+41) | 4    | 6s    | Wind attack with power 78 (+3)                                                   |
| Magic Defense 25    | 56    | 88k    | Pass | —          | —    | —     | Ups M.Def 66 (+3)                                                                |
| Magic Defense 26    | 56    | 88k    | Pass | —          | —    | —     | Ups M.Def 68 (+2)                                                                |
| Magic Defense 27    | 56    | 88k    | Pass | —          | —    | —     | Ups M.Def 70 (+2)                                                                |
| Poisonous Cloud 4   | 56    | 300k   | A-Mg | 77 (16+61) | 4    | 20s   | Target, nearby foes take 38 (+7) dam/5 secs for 30 secs (power 6) <MEN>          |
| Robe Mastery 21     | 56    | 88k    | Pass | —          | —    | —     | Ups P.Def 30.1 (+2.2) with magic robes                                           |
| Robe Mastery 22     | 56    | 88k    | Pass | —          | —    | —     | Ups P.Def 31.2 (+1.1) with magic robes                                           |
| Robe Mastery 23     | 56    | 88k    | Pass | —          | —    | —     | Ups P.Def 32.4 (+1.2) with magic robes                                           |
| Sleep 22            | 56    | 88k    | A-Mg | 49 (10+39) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Sleep 23            | 56    | 88k    | A-Mg | 50 (10+40) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Sleep 24            | 56    | 88k    | A-Mg | 52 (11+41) | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                     |
| Tempest 5           | 56    | 130k   | A-Mg | 74 (15+59) | 5    | 15s   | Wind attack vs. target and nearby foes; power 38 (+2)                            |
| Tempest 6           | 56    | 130k   | A-Mg | 77 (16+61) | 5    | 15s   | Wind attack vs. target and nearby foes; power 39 (+1)                            |
| Vampiric Claw 9     | 56    | 130k   | A-Mg | 74 (15+59) | 4    | 12s   | Attacks with power 75 (+3); steals 40% of foe's HP                               |
| Vampiric Claw 10    | 56    | 130k   | A-Mg | 77 (16+61) | 4    | 12s   | Attacks with power 78 (+3); steals 40% of foe's HP                               |
| Weapon Mastery 22   | 56    | 88k    | Pass | —          | —    | —     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                             |
| Weapon Mastery 23   | 56    | 88k    | Pass | —          | —    | —     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                           |
| Weapon Mastery 24   | 56    | 88k    | Pass | —          | —    | —     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                           |
| Expertise Grade A   | 61    | (free) | Pass | —          | —    | —     | Allows you to use A grade items without penalty                                  |
| Expertise Grade S   | 67    | (free) | Pass | —          | —    | —     | Allows you to use S grade items without penalty                                  |

## PHANTOM SUMMONER (← DARK WIZARD ← DARK MYSTIC)

| SKILL                 | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|-----------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------|
| Boost Mana 3          | 40    | 54k    | Pass | —          | —    | —     | Ups max MP 70 (+20)                                                   |
| Expertise Grade C     | 40    | (free) | Pass | —          | —    | —     | Allows you to use C grade items without penalty                       |
| Fast Cast 2           | 40    | 54k    | Pass | —          | —    | —     | Ups magic sp. 7%                                                      |
| Light Armor Mastery 1 | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 11.1, magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 2 | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 11.8 (+0.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 3 | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 12.5 (+0.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 13      | 40    | 18k    | Pass | —          | —    | —     | Ups M.Def 40 (+4)                                                     |
| Magic Defense 14      | 40    | 18k    | Pass | —          | —    | —     | Ups M.Def 42 (+2)                                                     |
| Magic Defense 15      | 40    | 18k    | Pass | —          | —    | —     | Ups M.Def 43 (+1)                                                     |
| Robe Mastery 9        | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 14.5 (+2.4) with magic robes                                |
| Robe Mastery 10       | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 15.3 (+0.8) with magic robes                                |
| Robe Mastery 11       | 40    | 18k    | Pass | —          | —    | —     | Ups P.Def 16.2 (+0.9) with magic robes                                |
| Servitor Heal 13      | 40    | 18k    | A-Mg | 58 (12+46) | 4    | 10s   | Heals pet, power 404 (+43)                                            |
| Servitor Heal 14      | 40    | 18k    | A-Mg | 60 (12+48) | 4    | 10s   | Heals pet, power 419 (+15)                                            |



# LINEAGE II

## PRIMA Official Game Guide

|                                          | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                    |
|------------------------------------------|-------|--------|------|------------|------|-------|---------------------------------------------------------------------------|
| <i>Servitor Heal 15</i>                  | 40    | 18k    | A-Mg | 62 (13+49) | 4    | 10s   | Heals pet, power 434 (+15)                                                |
| <i>Servitor Mana Charge 7</i>            | 40    | 27k    | A-Mg | 67 (14+53) | 4    | 12s   | Gives your pet 66 MP                                                      |
| <i>Servitor Mana Charge 8</i>            | 40    | 27k    | A-Mg | 70 (14+56) | 4    | 12s   | Gives your pet 70 MP                                                      |
| <i>Servitor Physical Shield 1 (book)</i> | 40    | 54k    | A-Mg | 36 (8+28)  | 4    | 6s    | Ups pet's P.Def 8%; duration 20 minutes                                   |
| <i>Summon Shadow 3</i>                   | 40    | 54k    | A-Mg | 70 (14+56) | 6    | 20s   | Summons Lvl. 42 (+10) Shadow; costs 9 Crystal D; you only get 70% EXP     |
| <i>Weapon Mastery 10</i>                 | 40    | 18k    | Pass | –          | –    | –     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                        |
| <i>Weapon Mastery 11</i>                 | 40    | 18k    | Pass | –          | –    | –     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                        |
| <i>Weapon Mastery 12</i>                 | 40    | 18k    | Pass | –          | –    | –     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                    |
| <i>Fast HP Recovery 2</i>                | 44    | 64k    | Pass | –          | –    | –     | Ups HP regen 1.4 (+0.4)                                                   |
| <i>Fast Mana Recovery 3</i>              | 44    | 64k    | Pass | –          | –    | –     | Ups MP regen 1.8 (+0.4)                                                   |
| <i>Light Armor Mastery 4</i>             | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 14 (+1.5), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 5</i>             | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 14.8 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 6</i>             | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 15.6 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Magic Defense 16</i>                  | 44    | 21k    | Pass | –          | –    | –     | Ups M.Def 46 (+3)                                                         |
| <i>Magic Defense 17</i>                  | 44    | 21k    | Pass | –          | –    | –     | Ups M.Def 47 (+1)                                                         |
| <i>Magic Defense 18</i>                  | 44    | 21k    | Pass | –          | –    | –     | Ups M.Def 49 (+2)                                                         |
| <i>Robe Mastery 12</i>                   | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 17.9 (+1.7) with magic robes                                    |
| <i>Robe Mastery 13</i>                   | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 18.8 (+0.9) with magic robes                                    |
| <i>Robe Mastery 14</i>                   | 44    | 21k    | Pass | –          | –    | –     | Ups P.Def 19.8 (+1) with magic robes                                      |
| <i>Servitor Haste 1 (book)</i>           | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's P.Atk speed 15%; duration 20 minutes                            |
| <i>Servitor Heal 16</i>                  | 44    | 21k    | A-Mg | 64 (13+51) | 4    | 10s   | Heals pet, power 465 (+31)                                                |
| <i>Servitor Heal 17</i>                  | 44    | 21k    | A-Mg | 65 (13+52) | 4    | 10s   | Heals pet, power 481 (+16)                                                |
| <i>Servitor Heal 18</i>                  | 44    | 21k    | A-Mg | 68 (14+54) | 4    | 10s   | Heals pet, power 496 (+15)                                                |
| <i>Servitor Magic Shield 1 (book)</i>    | 44    | 64k    | A-Mg | 40 (8+32)  | 4    | 6s    | Ups pet's M.Def 23%; duration 20 minutes                                  |
| <i>Servitor Mana Charge 9</i>            | 44    | 32k    | A-Mg | 74 (15+59) | 4    | 12s   | Gives your pet 73 MP                                                      |
| <i>Servitor Mana Charge 10</i>           | 44    | 32k    | A-Mg | 78 (16+62) | 4    | 12s   | Gives your pet 77 MP                                                      |
| <i>Summon Silhouette 3</i>               | 44    | 64k    | A-Mg | 78 (16+62) | 6    | 20s   | Summons Lvl. 47 (+10) Silhouette; costs 7 Crystal D; you only get 10% EXP |
| <i>Weapon Mastery 13</i>                 | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                    |
| <i>Weapon Mastery 14</i>                 | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                    |
| <i>Weapon Mastery 15</i>                 | 44    | 21k    | Pass | –          | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                    |
| <i>Boost Mana 4</i>                      | 48    | 110k   | Pass | –          | –    | –     | Ups max MP 100 (+30)                                                      |
| <i>Light Armor Mastery 7</i>             | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 17.3 (+1.7), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 8</i>             | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 18.1 (+0.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 9</i>             | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 19 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA       |
| <i>Magic Defense 19</i>                  | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 52 (+3)                                                         |
| <i>Magic Defense 20</i>                  | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 54 (+2)                                                         |
| <i>Magic Defense 21</i>                  | 48    | 36k    | Pass | –          | –    | –     | Ups M.Def 56 (+2)                                                         |
| <i>Mighty Servitor 2</i>                 | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's P.Atk 12%; duration 20 minutes                                  |
| <i>Robe Mastery 15</i>                   | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+1.9) with magic robes                                    |
| <i>Robe Mastery 16</i>                   | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 22.7 (+1) with magic robes                                      |
| <i>Robe Mastery 17</i>                   | 48    | 36k    | Pass | –          | –    | –     | Ups P.Def 23.7 (+1) with magic robes                                      |
| <i>Servitor Heal 19</i>                  | 48    | 36k    | A-Mg | 72 (15+57) | 4    | 10s   | Heals pet, power 528 (+32)                                                |
| <i>Servitor Heal 20</i>                  | 48    | 36k    | A-Mg | 74 (15+59) | 4    | 10s   | Heals pet, power 544 (+16)                                                |
| <i>Servitor Heal 21</i>                  | 48    | 36k    | A-Mg | 77 (16+61) | 4    | 10s   | Heals pet, power 561 (+17)                                                |
| <i>Servitor Mana Charge 11</i>           | 48    | 55k    | A-Mg | 82 (17+65) | 4    | 12s   | Gives your pet 81 MP                                                      |
| <i>Servitor Mana Charge 12</i>           | 48    | 55k    | A-Mg | 87 (18+69) | 4    | 12s   | Gives your pet 86 MP                                                      |
| <i>Servitor Physical Shield 2</i>        | 48    | 110k   | A-Mg | 46 (10+36) | 4    | 6s    | Ups pet's P.Def 12%; duration 20 minutes                                  |
| <i>Quick Recovery 3</i>                  | 48    | 110k   | Pass | –          | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                       |
| <i>Summon Shadow 4</i>                   | 48    | 110k   | A-Mg | 87 (18+69) | 6    | 20s   | Summons Lvl. 50 (+8) Shadow; costs 12 Crystal D; you only get 70% EXP     |
| <i>Weapon Mastery 16</i>                 | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                    |
| <i>Weapon Mastery 17</i>                 | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                    |
| <i>Weapon Mastery 18</i>                 | 48    | 36k    | Pass | –          | –    | –     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                    |
| <i>Expertise Grade B</i>                 | 52    | (free) | Pass | –          | –    | –     | Allows you to use B grade items without penalty                           |
| <i>Fast HP Recovery 3</i>                | 52    | 200k   | Pass | –          | –    | –     | Ups HP regen 1.7 (+0.3)                                                   |
| <i>Fast Mana Recovery 4</i>              | 52    | 200k   | Pass | –          | –    | –     | Ups MP regen 2.2 (+0.4)                                                   |
| <i>Light Armor Mastery 10</i>            | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 20.8 (+1.8), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 11</i>            | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 21.7 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 12</i>            | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 22.6 (+0.9), magic sp. 88%, P.Atk sp. 25%, MP regen 20% WLA     |
| <i>Magic Defense 22</i>                  | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 59 (+3)                                                         |
| <i>Magic Defense 23</i>                  | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 61 (+2)                                                         |
| <i>Magic Defense 24</i>                  | 52    | 67k    | Pass | –          | –    | –     | Ups M.Def 63 (+2)                                                         |
| <i>Robe Mastery 18</i>                   | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 25.8 (+2.1) with magic robes                                    |
| <i>Robe Mastery 19</i>                   | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 26.8 (+1) with magic robes                                      |
| <i>Robe Mastery 20</i>                   | 52    | 67k    | Pass | –          | –    | –     | Ups P.Def 27.9 (+1.1) with magic robes                                    |



DARK MYSTIC: PHANTOM SUMMONER, SHILLIEN ORACLE

|                                   | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                    |
|-----------------------------------|-------|--------|------|-------------|------|-------|---------------------------------------------------------------------------|
| <i>Servitor Haste 2</i>           | 52    | 200k   | A-Mg | 48 (10+38)  | 4    | 6s    | Ups pet's P.AtK speed 30%; duration 20 minutes                            |
| <i>Servitor Heal 22</i>           | 52    | 67k    | A-Mg | 80 (16+64)  | 4    | 10s   | Heals pet, power 593 (+32)                                                |
| <i>Servitor Heal 23</i>           | 52    | 67k    | A-Mg | 80 (16+64)  | 4    | 10s   | Heals pet, power 609 (+16)                                                |
| <i>Servitor Heal 24</i>           | 52    | 67k    | A-Mg | 83 (17+66)  | 4    | 10s   | Heals pet, power 626 (+17)                                                |
| <i>Servitor Magic Shield 2</i>    | 52    | 200k   | A-Mg | 48 (10+38)  | 4    | 6s    | Ups pet's M.Def 30%; duration 20 minutes                                  |
| <i>Servitor Mana Charge 13</i>    | 52    | 100k   | A-Mg | 90 (18+72)  | 4    | 12s   | Gives your pet 90 MP                                                      |
| <i>Servitor Mana Charge 14</i>    | 52    | 100k   | A-Mg | 94 (19+75)  | 4    | 12s   | Gives your pet 94 MP                                                      |
| <i>Summon Silhouette 4</i>        | 52    | 200k   | A-Mg | 94 (19+75)  | 6    | 20s   | Summons Lvl. 54 (+7) Silhouette; costs 10 Crystal D; you only get 10% exp |
| <i>Weapon Mastery 19</i>          | 52    | 67k    | Pass | -           | -    | -     | Ups P.AtK 31.4 (+3.1), M.AtK 39.2 (+3.8) with a weapon                    |
| <i>Weapon Mastery 20</i>          | 52    | 67k    | Pass | -           | -    | -     | Ups P.AtK 33 (+1.6), M.AtK 41.2 (+2) with a weapon                        |
| <i>Weapon Mastery 21</i>          | 52    | 67k    | Pass | -           | -    | -     | Ups P.AtK 34.6 (+1.6), M.AtK 43.2 (+2) with a weapon                      |
| <i>Boost Mana 5</i>               | 56    | 340k   | Pass | -           | -    | -     | Ups max MP 140 (+40)                                                      |
| <i>Fast Cast 3</i>                | 56    | 340k   | Pass | -           | -    | -     | Ups magic sp. 10%                                                         |
| <i>Light Armor Mastery 13</i>     | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 24.5 (+1.9), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA     |
| <i>Light Armor Mastery 14</i>     | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 25.5 (+1), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA       |
| <i>Light Armor Mastery 15</i>     | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 26.4 (+0.9), magic sp. 88%, P.AtK sp. 25%, MP regen 20% WLA     |
| <i>Magic Defense 25</i>           | 56    | 110k   | Pass | -           | -    | -     | Ups M.Def 66 (+3)                                                         |
| <i>Magic Defense 26</i>           | 56    | 110k   | Pass | -           | -    | -     | Ups M.Def 68 (+2)                                                         |
| <i>Magic Defense 27</i>           | 56    | 110k   | Pass | -           | -    | -     | Ups M.Def 70 (+2)                                                         |
| <i>Mighty Servitor 3</i>          | 56    | 340k   | A-Mg | 54 (12+42)  | 4    | 6s    | Ups pet's P.AtK 15%; duration 20 minutes                                  |
| <i>Robe Mastery 21</i>            | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 30.1 (+2.2) with magic robes                                    |
| <i>Robe Mastery 22</i>            | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 31.2 (+1.1) with magic robes                                    |
| <i>Robe Mastery 23</i>            | 56    | 110k   | Pass | -           | -    | -     | Ups P.Def 32.4 (+1.2) with magic robes                                    |
| <i>Servitor Heal 25</i>           | 56    | 110k   | A-Mg | 87 (18+69)  | 4    | 10s   | Heals pet, power 658 (+32)                                                |
| <i>Servitor Heal 26</i>           | 56    | 110k   | A-Mg | 89 (18+71)  | 4    | 10s   | Heals pet, power 674 (+16)                                                |
| <i>Servitor Heal 27</i>           | 56    | 110k   | A-Mg | 90 (18+72)  | 4    | 10s   | Heals pet, power 690 (+16)                                                |
| <i>Servitor Mana Charge 15</i>    | 56    | 170k   | A-Mg | 98 (20+78)  | 4    | 12s   | Gives your pet 98 MP                                                      |
| <i>Servitor Mana Charge 16</i>    | 56    | 170k   | A-Mg | 103 (21+82) | 4    | 12s   | Gives your pet 102 MP                                                     |
| <i>Servitor Physical Shield 3</i> | 56    | 340k   | A-Mg | 54 (12+42)  | 4    | 6s    | Ups pet's P.Def 15%; duration 20 minutes                                  |
| <i>Summon Shadow 5</i>            | 56    | 340k   | A-Mg | 103 (21+82) | 6    | 20s   | Summons Lvl. 58 (+8) Shadow; costs 17 Crystal D; you only get 70% exp     |
| <i>Weapon Mastery 22</i>          | 56    | 110k   | Pass | -           | -    | -     | Ups P.AtK 38 (+3.4), M.AtK 47.5 (+4.3) with a weapon                      |
| <i>Weapon Mastery 23</i>          | 56    | 110k   | Pass | -           | -    | -     | Ups P.AtK 39.8 (+1.8), M.AtK 49.8 (+2.3) with a weapon                    |
| <i>Weapon Mastery 24</i>          | 56    | 110k   | Pass | -           | -    | -     | Ups P.AtK 41.7 (+1.9), M.AtK 52.1 (+2.3) with a weapon                    |
| <i>Expertise Grade A</i>          | 61    | (free) | Pass | -           | -    | -     | Allows you to use A grade items without penalty                           |
| <i>Expertise Grade S</i>          | 67    | (free) | Pass | -           | -    | -     | Allows you to use S grade items without penalty                           |

SHILLIEN ORACLE (← DARK MYSTIC)

| SKILL                             | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                               |
|-----------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------|
| <i>Battle Heal 4</i>              | 20    | 1,100  | A-Mg | 35 (7+28)  | 2    | 3s    | Quickly heals target, power 121 (+14)                                |
| <i>Battle Heal 5</i>              | 20    | 1,100  | A-Mg | 40 (8+32)  | 2    | 3s    | Quickly heals target, power 135 (+14)                                |
| <i>Battle Heal 6</i>              | 20    | 1,100  | A-Mg | 44 (9+35)  | 2    | 3s    | Quickly heals target, power 151 (+16)                                |
| <i>Boost Mana 1</i>               | 20    | 3,200  | Pass | -          | -    | -     | Ups max MP 30                                                        |
| <i>Concentration 1 (book)</i>     | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's concentration 18; duration 20 minutes%                  |
| <i>Expertise Grade D</i>          | 20    | (free) | Pass | -          | -    | -     | Allows you to use D grade items without penalty                      |
| <i>Group Heal 4</i>               | 20    | 1,100  | A-Mg | 48 (10+38) | 7    | 25s   | Heals party members; power 97 (+11)                                  |
| <i>Group Heal 5</i>               | 20    | 1,100  | A-Mg | 53 (11+42) | 7    | 25s   | Heals party members; power 108 (+11)                                 |
| <i>Group Heal 6</i>               | 20    | 1,100  | A-Mg | 59 (12+47) | 7    | 25s   | Heals party members; power 121 (+13)                                 |
| <i>Heal 7</i>                     | 20    | 1,100  | A-Mg | 24 (5+19)  | 5    | 10s   | Heals target, power 121 (+14)                                        |
| <i>Heal 8</i>                     | 20    | 1,100  | A-Mg | 27 (6+21)  | 5    | 10s   | Heals target, power 135 (+14)                                        |
| <i>Heal 9</i>                     | 20    | 1,100  | A-Mg | 30 (6+24)  | 5    | 10s   | Heals target, power 151 (+16)                                        |
| <i>Kiss of Eva 1 (book)</i>       | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's underwater breath meter 400%; duration 20 minutes       |
| <i>Light Armor Mastery 1</i>      | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 5.4, magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA        |
| <i>Light Armor Mastery 2</i>      | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 6.3 (+0.9), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Magic Defense 5</i>            | 20    | 1,600  | Pass | -          | -    | -     | Ups M.Def 18 (+2)                                                    |
| <i>Magic Defense 6</i>            | 20    | 1,600  | Pass | -          | -    | -     | Ups M.Def 20 (+2)                                                    |
| <i>Might 2</i>                    | 20    | 3,200  | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's P.AtK 12%; duration 20 minutes                          |
| <i>Resurrection 1 (book)</i>      | 20    | 3,200  | A-Mg | 59 (12+47) | 6    | 2m    | Resurrects target                                                    |
| <i>Robe Mastery 1</i>             | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 7.2 with magic robes                                       |
| <i>Robe Mastery 2</i>             | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 8.6 (+1.4) with magic robes                                |
| <i>Quick Recovery 1</i>           | 20    | 3,200  | Pass | -          | -    | -     | Decreases the reuse time for any skill by 20%                        |
| <i>Undead Disruption 1 (book)</i> | 20    | 1,600  | A-Mg | 18 (4+14)  | 2.5  | 4s    | Attacks with power 19                                                |
| <i>Undead Disruption 2</i>        | 20    | 1,600  | A-Mg | 20 (4+16)  | 2.5  | 4s    | Attacks with power 21 (+2)                                           |



# LINEAGE II

## PRIMA Official Game Guide

|                        | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                      |
|------------------------|-------|-------|------|------------|------|-------|-----------------------------------------------------------------------------|
| Weapon Mastery 3       | 20    | 3,200 | Pass | –          | –    | –     | Ups P.AtK 4.5 (+1.7), M.AtK 5.7 (+2.2) with a weapon                        |
| Wind Shackle 2         | 20    | 3,200 | A-Mg | 20 (4+16)  | 4    | 15s   | Debuffs foe's P.AtK speed 20%; duration 2 minutes <DEX>                     |
| Wind Walk 1 (book)     | 20    | 3,200 | A-Mg | 20 (4+16)  | 4    | 6s    | Ups target's movement 20; duration 20 minutes                               |
| Battle Heal 7          | 25    | 2,300 | A-Mg | 49 (10+39) | 2    | 3s    | Quickly heals target, power 176 (+25)                                       |
| Battle Heal 8          | 25    | 2,300 | A-Mg | 52 (11+41) | 2    | 3s    | Quickly heals target, power 185 (+9)                                        |
| Battle Heal 9          | 25    | 2,300 | A-Mg | 54 (11+43) | 2    | 3s    | Quickly heals target, power 195 (+10)                                       |
| Dryad Root 1 (book)    | 25    | 2,300 | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 2           | 25    | 2,300 | A-Mg | 22 (5+17)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 3           | 25    | 2,300 | A-Mg | 23 (5+18)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Empower 1 (book)       | 25    | 6,800 | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's M.AtK 55%; duration 20 seconds                                 |
| Fast Cast 1            | 25    | 6,800 | Pass | –          | –    | –     | Ups magic sp. 5%                                                            |
| Fast Mana Recovery 1   | 25    | 6,800 | Pass | –          | –    | –     | Ups MP regen 1.1                                                            |
| Focus 1 (book)         | 25    | 6,800 | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's crit. rate 20%; duration 20 minutes                            |
| Group Heal 7           | 25    | 2,300 | A-Mg | 65 (13+52) | 7    | 25s   | Heals party members; power 141 (+20)                                        |
| Group Heal 8           | 25    | 2,300 | A-Mg | 69 (14+55) | 7    | 25s   | Heals party members; power 148 (+7)                                         |
| Group Heal 9           | 25    | 2,300 | A-Mg | 72 (15+57) | 7    | 25s   | Heals party members; power 156 (+8)                                         |
| Heal 10                | 25    | 2,300 | A-Mg | 33 (7+26)  | 5    | 10s   | Heals target, power 176 (+25)                                               |
| Heal 11                | 25    | 2,300 | A-Mg | 35 (7+28)  | 5    | 10s   | Heals target, power 185 (+9)                                                |
| Heal 12                | 25    | 2,300 | A-Mg | 37 (8+29)  | 5    | 10s   | Heals target, power 195 (+10)                                               |
| Light Armor Mastery 3  | 25    | 3,400 | Pass | –          | –    | –     | Ups P.Def 7.8 (+1.5), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 4  | 25    | 3,400 | Pass | –          | –    | –     | Ups P.Def 8.8 (+1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA          |
| Magic Defense 7        | 25    | 3,400 | Pass | –          | –    | –     | Ups M.Def 23 (+3)                                                           |
| Magic Defense 8        | 25    | 3,400 | Pass | –          | –    | –     | Ups M.Def 25 (+2)                                                           |
| Mental Shield 1 (book) | 25    | 6,800 | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's resistance against root, sleep, confusion 50; duration 20 mins |
| Robe Mastery 3         | 25    | 3,400 | Pass | –          | –    | –     | Ups P.Def 11 (+2.4) with magic robes                                        |
| Robe Mastery 4         | 25    | 3,400 | Pass | –          | –    | –     | Ups P.Def 12.7 (+1.7) with magic robes                                      |
| Shield 2               | 25    | 6,800 | A-Mg | 23 (5+18)  | 4    | 6s    | Ups target's P.Def 12%; duration 20 minutes                                 |
| Sleep 1 (book)         | 25    | 2,300 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 2                | 25    | 2,300 | A-Mg | 22 (5+17)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 3                | 25    | 2,300 | A-Mg | 23 (5+18)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Undead Disruption 3    | 25    | 3,400 | A-Mg | 22 (5+17)  | 2.5  | 4s    | Attacks with power 24 (+3)                                                  |
| Undead Disruption 4    | 25    | 3,400 | A-Mg | 23 (5+18)  | 2.5  | 4s    | Attacks with power 25 (+1)                                                  |
| Weapon Mastery 4       | 25    | 3,400 | Pass | –          | –    | –     | Ups P.AtK 5.7 (+1.2), M.AtK 7.2 (+1.5) with a weapon                        |
| Weapon Mastery 5       | 25    | 3,400 | Pass | –          | –    | –     | Ups P.AtK 6.7 (+1), M.AtK 8.3 (+1.1) with a weapon                          |
| Battle Heal 10         | 30    | 4,400 | A-Mg | 62 (13+49) | 2    | 3s    | Quickly heals target, power 224 (+29)                                       |
| Battle Heal 11         | 30    | 4,400 | A-Mg | 65 (13+52) | 2    | 3s    | Quickly heals target, power 234 (+10)                                       |
| Battle Heal 12         | 30    | 4,400 | A-Mg | 67 (14+53) | 2    | 3s    | Quickly heals target, power 245 (+11)                                       |
| Boost Mana 2           | 30    | 13k   | Pass | –          | –    | –     | Ups max MP 50 (+20)                                                         |
| Concentration 2        | 30    | 13k   | A-Mg | 27 (6+21)  | 4    | 6s    | Ups target's concentration 25 (+7); duration 20 minutes                     |
| Dryad Root 4           | 30    | 4,400 | A-Mg | 25 (5+20)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 5           | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 6           | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Group Heal 10          | 30    | 4,400 | A-Mg | 83 (17+66) | 7    | 25s   | Heals party members; power 179 (+23)                                        |
| Group Heal 11          | 30    | 4,400 | A-Mg | 87 (18+69) | 7    | 25s   | Heals party members; power 188 (+9)                                         |
| Group Heal 12          | 30    | 4,400 | A-Mg | 88 (18+70) | 7    | 25s   | Heals party members; power 196 (+8)                                         |
| Heal 13                | 30    | 4,400 | A-Mg | 42 (9+33)  | 5    | 10s   | Heals target, power 224 (+29)                                               |
| Heal 14                | 30    | 4,400 | A-Mg | 44 (9+35)  | 5    | 10s   | Heals target, power 234 (+10)                                               |
| Heal 15                | 30    | 4,400 | A-Mg | 44 (9+35)  | 5    | 10s   | Heals target, power 245 (+11)                                               |
| Light Armor Mastery 5  | 30    | 6,500 | Pass | –          | –    | –     | Ups P.Def 10.9 (+2.1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 6  | 30    | 6,500 | Pass | –          | –    | –     | Ups P.Def 12.5 (+1.6), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Magic Defense 9        | 30    | 6,500 | Pass | –          | –    | –     | Ups M.Def 28 (+3)                                                           |
| Magic Defense 10       | 30    | 6,500 | Pass | –          | –    | –     | Ups M.Def 30 (+2)                                                           |
| Recharge 1 (book)      | 30    | 6,500 | A-Mg | 49 (10+39) | 6    | 12s   | Gives target 49 MP                                                          |
| Recharge 2             | 30    | 6,500 | A-Mg | 53 (11+42) | 6    | 12s   | Gives target 52 MP                                                          |
| Resurrection 2         | 30    | 13k   | A-Mg | 88 (18+70) | 6    | 2m    | Resurrects target; restores 20% of lost EXP                                 |
| Robe Mastery 5         | 30    | 6,500 | Pass | –          | –    | –     | Ups P.Def 15.4 (+2.7) with magic robes                                      |
| Robe Mastery 6         | 30    | 6,500 | Pass | –          | –    | –     | Ups P.Def 17.4 (+2) with magic robes                                        |
| Quick Recovery 2       | 30    | 13k   | Pass | –          | –    | –     | Decreases the reuse time for any skill by 25% (+5%)                         |
| Sleep 4                | 30    | 4,400 | A-Mg | 25 (5+20)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 5                | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Sleep 6                | 30    | 4,400 | A-Mg | 27 (6+21)  | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                                |
| Undead Disruption 5    | 30    | 6,500 | A-Mg | 25 (5+20)  | 2.5  | 4s    | Attacks with power 28 (+3)                                                  |
| Undead Disruption 6    | 30    | 6,500 | A-Mg | 27 (6+21)  | 2.5  | 4s    | Attacks with power 30 (+2)                                                  |
| Weapon Mastery 6       | 30    | 6,500 | Pass | –          | –    | –     | Ups P.AtK 8.3 (+1.6), M.AtK 10.3 (+2) with a weapon                         |

|                       | LEVEL | SP    | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                |
|-----------------------|-------|-------|------|-------------|------|-------|-----------------------------------------------------------------------|
| Weapon Mastery 7      | 30    | 6,500 | Pass | —           | —    | —     | Ups P.Atk 9.5 (+1.2), M.Atk 11.9 (+1.6) with a weapon                 |
| Wind Walk 2           | 30    | 13k   | A-Mg | 27 (6+21)   | 4    | 6s    | Ups target's movement 33; duration 20 minutes                         |
| Battle Heal 13        | 35    | 8,200 | A-Mg | 72 (15+57)  | 2    | 3s    | Quickly heals target, power 278 (+33)                                 |
| Battle Heal 14        | 35    | 8,200 | A-Mg | 74 (15+59)  | 2    | 3s    | Quickly heals target, power 289 (+11)                                 |
| Battle Heal 15        | 35    | 8,200 | A-Mg | 78 (16+62)  | 2    | 3s    | Quickly heals target, power 301 (+12)                                 |
| Cure Poison 2         | 35    | 25k   | A-Mg | 30 (6+24)   | 4    | 15s   | Cures target's poison (power 7)                                       |
| Dryad Root 7          | 35    | 8,200 | A-Mg | 29 (6+23)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                       |
| Dryad Root 8          | 35    | 8,200 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                       |
| Dryad Root 9          | 35    | 8,200 | A-Mg | 30 (6+24)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                       |
| Fast HP Recovery 1    | 35    | 25k   | Pass | —           | —    | —     | Ups HP regen 1                                                        |
| Fast Mana Recovery 2  | 35    | 25k   | Pass | —           | —    | —     | Ups MP regen 1.4 (+0.4)                                               |
| Group Heal 13         | 35    | 8,200 | A-Mg | 95 (19+76)  | 7    | 25s   | Heals party members; power 222 (+26)                                  |
| Group Heal 14         | 35    | 8,200 | A-Mg | 99 (20+79)  | 7    | 25s   | Heals party members; power 231 (+9)                                   |
| Group Heal 15         | 35    | 8,200 | A-Mg | 103 (21+82) | 7    | 25s   | Heals party members; power 241 (+10)                                  |
| Heal 16               | 35    | 8,200 | A-Mg | 48 (10+38)  | 5    | 10s   | Heals target, power 278 (+33)                                         |
| Heal 17               | 35    | 8,200 | A-Mg | 50 (10+40)  | 5    | 10s   | Heals target, power 289 (+11)                                         |
| Heal 18               | 35    | 8,200 | A-Mg | 52 (11+41)  | 5    | 10s   | Heals target, power 301 (+12)                                         |
| Light Armor Mastery 7 | 35    | 12k   | Pass | —           | —    | —     | Ups P.Def 15 (+2.5), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA   |
| Light Armor Mastery 8 | 35    | 12k   | Pass | —           | —    | —     | Ups P.Def 16.9 (+1.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 11      | 35    | 12k   | Pass | —           | —    | —     | Ups M.Def 34 (+4)                                                     |
| Magic Defense 12      | 35    | 12k   | Pass | —           | —    | —     | Ups M.Def 36 (+2)                                                     |
| Recharge 3            | 35    | 12k   | A-Mg | 57 (12+45)  | 6    | 12s   | Gives target 57 MP                                                    |
| Recharge 4            | 35    | 12k   | A-Mg | 60 (12+48)  | 6    | 12s   | Gives target 60 MP                                                    |
| Resist Wind 1 (book)  | 35    | 25k   | A-Mg | 30 (6+24)   | 4    | 6s    | Ups target's wind resistance 15; duration 20 minutes                  |
| Robe Mastery 7        | 35    | 12k   | Pass | —           | —    | —     | Ups P.Def 20.5 (+3.1) with magic robes                                |
| Robe Mastery 8        | 35    | 12k   | Pass | —           | —    | —     | Ups P.Def 22.7 (+2.2) with magic robes                                |
| Sleep 7               | 35    | 8,200 | A-Mg | 29 (6+23)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Sleep 8               | 35    | 8,200 | A-Mg | 30 (6+24)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Sleep 9               | 35    | 8,200 | A-Mg | 30 (6+24)   | 2.5  | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Undead Disruption 7   | 35    | 12k   | A-Mg | 29 (6+23)   | 2.5  | 4s    | Attacks with power 33 (+3)                                            |
| Undead Disruption 8   | 35    | 12k   | A-Mg | 30 (6+24)   | 2.5  | 4s    | Attacks with power 36 (+3)                                            |
| Weapon Mastery 8      | 35    | 12k   | Pass | —           | —    | —     | Ups P.Atk 11.6 (+2.1), M.Atk 14.6 (+2.7) with a weapon                |
| Weapon Mastery 9      | 35    | 12k   | Pass | —           | —    | —     | Ups P.Atk 13.3 (+1.7), M.Atk 16.6 (+2) with a weapon                  |

## SHILLIEN ELDER (◀ SHILLIEN ORACLE ◀ DARK MYSTIC)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                      |
|------------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------------|
| Boost Mana 3           | 40    | 39k    | Pass | —          | —    | —     | Ups max MP 70 (+20)                                                         |
| Death Whisper 1 (book) | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 6s    | Ups target's crit. dam. 30%; duration 20 minutes                            |
| Dryad Root 10          | 40    | 13k    | A-Mg | 34 (7+27)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 11          | 40    | 13k    | A-Mg | 34 (7+27)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 12          | 40    | 13k    | A-Mg | 35 (7+28)  | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Expertise Grade C      | 40    | (free) | Pass | —          | —    | —     | Allows you to use C grade items without penalty                             |
| Fast Cast 2            | 40    | 39k    | Pass | —          | —    | —     | Ups magic sp. 7%                                                            |
| Guidance 1 (book)      | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 6s    | Ups target's accuracy 2; duration 20 minutes                                |
| Light Armor Mastery 9  | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 19.8 (+2.9), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 10 | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 20.8 (+1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| Light Armor Mastery 11 | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 21.8 (+1), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA         |
| Magic Defense 13       | 40    | 13k    | Pass | —          | —    | —     | Ups M.Def 40 (+4)                                                           |
| Magic Defense 14       | 40    | 13k    | Pass | —          | —    | —     | Ups M.Def 42 (+2)                                                           |
| Magic Defense 15       | 40    | 13k    | Pass | —          | —    | —     | Ups M.Def 43 (+1)                                                           |
| Mental Shield 2        | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 6s    | Ups target's resistance against root, sleep, confusion 60; duration 20 mins |
| Might 3                | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 6s    | Ups target's P.Atk 15%; duration 20 minutes                                 |
| Recharge 5             | 40    | 19k    | A-Mg | 67 (14+53) | 6    | 12s   | Gives target 66 MP                                                          |
| Recharge 6             | 40    | 19k    | A-Mg | 70 (14+56) | 6    | 12s   | Gives target 70 MP                                                          |
| Resist Wind 2          | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 6s    | Ups target's wind resistance 23; duration 20 minutes                        |
| Robe Mastery 9         | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 26.3 (+3.6) with magic robes                                      |
| Robe Mastery 10        | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 27.6 (+1.3) with magic robes                                      |
| Robe Mastery 11        | 40    | 13k    | Pass | —          | —    | —     | Ups P.Def 28.8 (+1.2) with magic robes                                      |
| Weapon Mastery 10      | 40    | 13k    | Pass | —          | —    | —     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                          |
| Weapon Mastery 11      | 40    | 13k    | Pass | —          | —    | —     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                          |
| Weapon Mastery 12      | 40    | 13k    | Pass | —          | —    | —     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                      |
| Wind Shackle 3         | 40    | 39k    | A-Mg | 35 (7+28)  | 4    | 15s   | Debuffs foe's P.Atk speed 30%; duration 2 minutes <DEX>                     |



# LINEAGE II

## PRIMA Official Game Guide

|                             | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                      |
|-----------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------------|
| Dryad Root 13               | 44    | 17k    | A-Mg | 38 (8+30)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 14               | 44    | 17k    | A-Mg | 38 (8+30)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 15               | 44    | 17k    | A-Mg | 39 (8+31)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Empower 2                   | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's M.AtK 65%; duration 20 minutes                                 |
| Fast HP Recovery 2          | 44    | 50k    | Pass | —            | —    | —     | Ups HP regen 1.4 (+0.4)                                                     |
| Fast Mana Recovery 3        | 44    | 50k    | Pass | —            | —    | —     | Ups MP regen 1.8 (+0.4)                                                     |
| Focus 2                     | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's crit. rate 25%; duration 20 minutes                            |
| Greater Concentration 3     | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's magic speed 36; duration 20 minutes                            |
| Light Armor Mastery 12      | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 24 (+2.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA         |
| Light Armor Mastery 13      | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 25.1 (+1.1), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 14      | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 26.3 (+1.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Magic Defense 16            | 44    | 17k    | Pass | —            | —    | —     | Ups M.Def 46 (+3)                                                           |
| Magic Defense 17            | 44    | 17k    | Pass | —            | —    | —     | Ups M.Def 47 (+1)                                                           |
| Magic Defense 18            | 44    | 17k    | Pass | —            | —    | —     | Ups M.Def 49 (+2)                                                           |
| Purify 1 (book)             | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 15s   | Cures target's poison and bleeding (power 3); paralyze (power 1)            |
| Recharge 7                  | 44    | 25k    | A-Mg | 74 (15+59)   | 6    | 12s   | Gives target 73 MP                                                          |
| Recharge 8                  | 44    | 25k    | A-Mg | 78 (16+62)   | 6    | 12s   | Gives target 77 MP                                                          |
| Resist Wind 3               | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's wind resistance 30; duration 20 minutes                        |
| Robe Mastery 12             | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 31.5 (+2.7) with magic robes                                      |
| Robe Mastery 13             | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 32.9 (+1.4) with magic robes                                      |
| Robe Mastery 14             | 44    | 17k    | Pass | —            | —    | —     | Ups P.Def 34.2 (+1.3) with magic robes                                      |
| Shield 3                    | 44    | 50k    | A-Mg | 39 (8+31)    | 4    | 6s    | Ups target's P.Def 15%; duration 20 minutes                                 |
| Weapon Mastery 13           | 44    | 17k    | Pass | —            | —    | —     | Ups P.AtK 20.4 (+2.3), M.AtK 25.4 (+2.8) with a weapon                      |
| Weapon Mastery 14           | 44    | 17k    | Pass | —            | —    | —     | Ups P.AtK 21.6 (+1.2), M.AtK 26.9 (+1.5) with a weapon                      |
| Weapon Mastery 15           | 44    | 17k    | Pass | —            | —    | —     | Ups P.AtK 22.8 (+1.2), M.AtK 28.5 (+1.6) with a weapon                      |
| Boost Mana 4                | 48    | 85k    | Pass | —            | —    | —     | Ups max MP 100 (+30)                                                        |
| Death Whisper 2             | 48    | 85k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's crit. dam. 40%; duration 20 minutes                            |
| Dryad Root 16               | 48    | 29k    | A-Mg | 42 (9+33)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 17               | 48    | 29k    | A-Mg | 43 (9+34)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 18               | 48    | 29k    | A-Mg | 44 (9+35)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Greater Group Heal 1 (book) | 48    | 29k    | A-Mg | 115 (23+92)  | 7    | 25s   | Heals party members; power 270                                              |
| Greater Group Heal 2        | 48    | 29k    | A-Mg | 119 (24+95)  | 7    | 25s   | Heals party members; power 280 (+10)                                        |
| Greater Group Heal 3        | 48    | 29k    | A-Mg | 122 (25+97)  | 7    | 25s   | Heals party members; power 290 (+10)                                        |
| Greater Heal 1 (book)       | 48    | 29k    | A-Mg | 58 (12+46)   | 5    | 10s   | Heals target, power 337                                                     |
| Greater Heal 2              | 48    | 29k    | A-Mg | 60 (12+48)   | 5    | 10s   | Heals target, power 349 (+12)                                               |
| Greater Heal 3              | 48    | 29k    | A-Mg | 62 (13+49)   | 5    | 10s   | Heals target, power 362 (+13)                                               |
| Guidance 2                  | 48    | 85k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's accuracy 3 (+1); duration 20 minutes                           |
| Light Armor Mastery 15      | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 28.6 (+2.3), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 16      | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 29.8 (+1.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA       |
| Light Armor Mastery 17      | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 31 (+1.2), magic sp. 91%, P.AtK sp. 25%, MP regen 20% WLA         |
| Magic Defense 19            | 48    | 29k    | Pass | —            | —    | —     | Ups M.Def 52 (+3)                                                           |
| Magic Defense 20            | 48    | 29k    | Pass | —            | —    | —     | Ups M.Def 54 (+2)                                                           |
| Magic Defense 21            | 48    | 29k    | Pass | —            | —    | —     | Ups M.Def 56 (+2)                                                           |
| Mental Aegis 3              | 48    | 85k    | A-Mg | 44 (9+35)    | 4    | 6s    | Ups target's resistance against root, sleep, confusion 70; duration 20 mins |
| Recharge 9                  | 48    | 43k    | A-Mg | 82 (17+65)   | 6    | 12s   | Gives target 81 MP                                                          |
| Recharge 10                 | 48    | 43k    | A-Mg | 87 (18+69)   | 6    | 12s   | Gives target 86 MP                                                          |
| Robe Mastery 15             | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 37.1 (+2.9) with magic robes                                      |
| Robe Mastery 16             | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 38.6 (+1.5) with magic robes                                      |
| Robe Mastery 17             | 48    | 29k    | Pass | —            | —    | —     | Ups P.Def 40.1 (+1.5) with magic robes                                      |
| Quick Recovery 3            | 48    | 85k    | Pass | —            | —    | —     | Decreases the reuse time for any skill by 30% (+5%)                         |
| Weapon Mastery 16           | 48    | 29k    | Pass | —            | —    | —     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                      |
| Weapon Mastery 17           | 48    | 29k    | Pass | —            | —    | —     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                      |
| Weapon Mastery 18           | 48    | 29k    | Pass | —            | —    | —     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                      |
| Wind Shackle 4              | 48    | 85k    | A-Mg | 44 (9+35)    | 4    | 15s   | Debuffs foe's P.AtK speed 40%; duration 2 minutes <DEX>                     |
| Dryad Root 19               | 52    | 49k    | A-Mg | 45 (9+36)    | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 20               | 52    | 49k    | A-Mg | 47 (10+37)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Dryad Root 21               | 52    | 49k    | A-Mg | 48 (10+38)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                             |
| Expertise Grade B           | 52    | (free) | Pass | —            | —    | —     | Allows you to use B grade items without penalty                             |
| Fast HP Recovery 3          | 52    | 150k   | Pass | —            | —    | —     | Ups HP regen 1.7 (+0.3)                                                     |
| Fast Mana Recovery 4        | 52    | 150k   | Pass | —            | —    | —     | Ups MP regen 2.2 (+0.4)                                                     |
| Focus 3                     | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's crit. rate 30%; duration 20 minutes                            |
| Greater Concentration 4     | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's magic speed 42 (+6); duration 20 minutes                       |
| Greater Empower 3           | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's M.AtK 75%; duration 20 minutes                                 |
| Greater Group Heal 4        | 52    | 49k    | A-Mg | 127 (26+101) | 7    | 25s   | Heals party members; power 310 (+20)                                        |

|                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | ReUse | EFFECT                                                                         |
|------------------------|-------|--------|------|--------------|------|-------|--------------------------------------------------------------------------------|
| Greater Group Heal 5   | 52    | 49k    | A-Mg | 130 (26+104) | 7    | 25s   | Heals party members; power 321 (+11)                                           |
| Greater Group Heal 6   | 52    | 49k    | A-Mg | 134 (27+107) | 7    | 25s   | Heals party members; power 331 (+10)                                           |
| Greater Heal 4         | 52    | 49k    | A-Mg | 64 (13+51)   | 5    | 10s   | Heals target, power 388 (+26)                                                  |
| Greater Heal 5         | 52    | 49k    | A-Mg | 65 (13+52)   | 5    | 10s   | Heals target, power 401 (+13)                                                  |
| Greater Heal 6         | 52    | 49k    | A-Mg | 68 (14+54)   | 5    | 10s   | Heals target, power 414 (+13)                                                  |
| Kiss of Eva 2          | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 6s    | Ups target's underwater breath meter 600%; duration 20 minutes                 |
| Light Armor Mastery 18 | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 33.6 (+2.6), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Light Armor Mastery 19 | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 34.9 (+1.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Light Armor Mastery 20 | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 36.2 (+1.3), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Magic Defense 22       | 52    | 49k    | Pass | –            | –    | –     | Ups M.Def 59 (+3)                                                              |
| Magic Defense 23       | 52    | 49k    | Pass | –            | –    | –     | Ups M.Def 61 (+2)                                                              |
| Magic Defense 24       | 52    | 49k    | Pass | –            | –    | –     | Ups M.Def 63 (+2)                                                              |
| Purify 2               | 52    | 150k   | A-Mg | 48 (10+38)   | 4    | 15s   | Cures target's poison and bleeding (power 7); paralyze and fossilize (power 1) |
| Recharge 11            | 52    | 73k    | A-Mg | 90 (18+72)   | 6    | 12s   | Gives target 90 MP                                                             |
| Recharge 12            | 52    | 73k    | A-Mg | 94 (19+75)   | 6    | 12s   | Gives target 94 MP                                                             |
| Robe Mastery 18        | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 43.2 (+3.1) with magic robes                                         |
| Robe Mastery 19        | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 44.8 (+1.6) with magic robes                                         |
| Robe Mastery 20        | 52    | 49k    | Pass | –            | –    | –     | Ups P.Def 46.4 (+1.6) with magic robes                                         |
| Weapon Mastery 19      | 52    | 49k    | Pass | –            | –    | –     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                         |
| Weapon Mastery 20      | 52    | 49k    | Pass | –            | –    | –     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                             |
| Weapon Mastery 21      | 52    | 49k    | Pass | –            | –    | –     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                           |
| Boost Mana 5           | 56    | 270k   | Pass | –            | –    | –     | Ups max MP 140 (+40)                                                           |
| Death Whisper 3        | 56    | 270k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's crit. dam. 50%; duration 20 minutes                               |
| Dryad Root 22          | 56    | 88k    | A-Mg | 49 (10+39)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                                |
| Dryad Root 23          | 56    | 88k    | A-Mg | 50 (10+40)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                                |
| Dryad Root 24          | 56    | 88k    | A-Mg | 52 (11+41)   | 2.5  | 8s    | Roots foe into place; duration 30 seconds <DEX>                                |
| Fast Cast 3            | 56    | 270k   | Pass | –            | –    | –     | Ups magic sp. 10%                                                              |
| Greater Group Heal 7   | 56    | 88k    | A-Mg | 143 (29+114) | 7    | 25s   | Heals party members; power 352 (+21)                                           |
| Greater Group Heal 8   | 56    | 88k    | A-Mg | 148 (30+118) | 7    | 25s   | Heals party members; power 363 (+11)                                           |
| Greater Group Heal 9   | 56    | 88k    | A-Mg | 152 (31+121) | 7    | 25s   | Heals party members; power 374 (+11)                                           |
| Greater Heal 7         | 56    | 88k    | A-Mg | 72 (15+57)   | 5    | 10s   | Heals target, power 440 (+26)                                                  |
| Greater Heal 8         | 56    | 88k    | A-Mg | 74 (15+59)   | 5    | 10s   | Heals target, power 454 (+14)                                                  |
| Greater Heal 9         | 56    | 88k    | A-Mg | 77 (16+61)   | 5    | 10s   | Heals target, power 467 (+13)                                                  |
| Guidance 3             | 56    | 270k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's accuracy 4 (+1); duration 2 minutes                               |
| Light Armor Mastery 21 | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 38.9 (+2.7), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Light Armor Mastery 22 | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 40.3 (+1.4), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Light Armor Mastery 23 | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 41.7 (+1.4), magic sp. 91%, P.Atk sp. 25%, MP regen 20% WLA          |
| Magic Defense 25       | 56    | 88k    | Pass | –            | –    | –     | Ups M.Def 66 (+3)                                                              |
| Magic Defense 26       | 56    | 88k    | Pass | –            | –    | –     | Ups M.Def 68 (+2)                                                              |
| Magic Defense 27       | 56    | 88k    | Pass | –            | –    | –     | Ups M.Def 70 (+2)                                                              |
| Mental Aegis 4         | 56    | 270k   | A-Mg | 52 (11+41)   | 4    | 6s    | Ups target's resistance against root, sleep, confusion 80; duration 20 mins    |
| Recharge 13            | 56    | 130k   | A-Mg | 98 (20+78)   | 6    | 12s   | Gives target 98 MP                                                             |
| Recharge 14            | 56    | 130k   | A-Mg | 103 (21+82)  | 6    | 12s   | Gives target 102 MP                                                            |
| Robe Mastery 21        | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 49.8 (+3.4) with magic robes                                         |
| Robe Mastery 22        | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 51.5 (+1.7) with magic robes                                         |
| Robe Mastery 23        | 56    | 88k    | Pass | –            | –    | –     | Ups P.Def 53.2 (+1.7) with magic robes                                         |
| Weapon Mastery 22      | 56    | 88k    | Pass | –            | –    | –     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                           |
| Weapon Mastery 23      | 56    | 88k    | Pass | –            | –    | –     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                         |
| Weapon Mastery 24      | 56    | 88k    | Pass | –            | –    | –     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                         |
| Wind Shackle 5         | 56    | 270k   | A-Mg | 52 (11+41)   | 4    | 15s   | Debuffs foe's P.Atk speed 50%; duration 2 minutes <DEX>                        |
| Expertise Grade A      | 61    | (free) | Pass | –            | –    | –     | Allows you to use A grade items without penalty                                |
| Expertise Grade S      | 67    | (free) | Pass | –            | –    | –     | Allows you to use S grade items without penalty                                |



## ORC FIGHTER

| SKILL            | LEVEL | SP     | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                             |
|------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| Luck             | 1     | (free) | Pass | —         | —    | —     | Prevents equipment and experience loss from death before Level 5   |
| Toughness        | 1     | (free) | Pass | —         | —    | —     | Ups resistance to root, sleep, poison 20                           |
| Armor Mastery 1  | 5     | 190    | Pass | —         | —    | —     | Ups P.Def 9 when in armor                                          |
| Iron Punch 1     | 5     | 60     | A-Ph | 11        | 1.6  | 15s   | Dual fist attack, power 29; {over-hit}                             |
| Iron Punch 2     | 5     | 60     | A-Ph | 12        | 1.6  | 15s   | Dual fist attack, power 31 (+2); {over-hit}                        |
| Iron Punch 3     | 5     | 60     | A-Ph | 13        | 1.6  | 15s   | Dual fist attack, power 34 (+3); {over-hit}                        |
| Power Strike 1   | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 25; {over-hit}                           |
| Power Strike 2   | 5     | 60     | A-Ph | 10        | 1.1  | 13s   | Sword/blunt attack, power 27 (+2); {over-hit}                      |
| Power Strike 3   | 5     | 60     | A-Ph | 11        | 1.1  | 13s   | Sword/blunt attack, power 30 (+3); {over-hit}                      |
| Relax            | 5     | 190    | Cont | 1/3s      | —    | —     | Boosts your HP regen by 5 HP per tick; consumes 1 MP every 3 secs  |
| Weapon Mastery 1 | 5     | 190    | Pass | —         | —    | —     | Ups P.Atk 2 with a weapon                                          |
| Armor Mastery 2  | 10    | 700    | Pass | —         | —    | —     | Ups P.Def 11 (+2) when in armor                                    |
| Armor Mastery 3  | 10    | 700    | Pass | —         | —    | —     | Ups P.Def 12 (+1) when in armor                                    |
| Iron Punch 4     | 10    | 450    | A-Ph | 15        | 1.6  | 15s   | Dual fist attack, power 45 (+11); {over-hit}                       |
| Iron Punch 5     | 10    | 450    | A-Ph | 15        | 1.6  | 15s   | Dual fist attack, power 49 (+4); {over-hit}                        |
| Iron Punch 6     | 10    | 450    | A-Ph | 16        | 1.6  | 15s   | Dual fist attack, power 54 (+5); {over-hit}                        |
| Power Strike 4   | 10    | 450    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 39 (+9); {over-hit}                      |
| Power Strike 5   | 10    | 450    | A-Ph | 13        | 1.1  | 13s   | Sword/blunt attack, power 42 (+3); {over-hit}                      |
| Power Strike 6   | 10    | 450    | A-Ph | 14        | 1.1  | 13s   | Sword/blunt attack, power 46 (+4); {over-hit}                      |
| Weapon Mastery 2 | 10    | 1,400  | Pass | —         | —    | —     | Ups P.Atk 3 (+1) with a weapon                                     |
| Armor Mastery 4  | 15    | 2,500  | Pass | —         | —    | —     | Ups P.Def 13 (+1) when in armor; ups Evasion 3 when in light armor |
| Armor Mastery 5  | 15    | 2,500  | Pass | —         | —    | —     | Ups P.Def 14 (+1) when in armor                                    |
| Iron Punch 7     | 15    | 1,700  | A-Ph | 20        | 1.6  | 15s   | Dual fist attack, power 69 (+15); {over-hit}                       |
| Iron Punch 8     | 15    | 1,700  | A-Ph | 21        | 1.6  | 15s   | Dual fist attack, power 76 (+7); {over-hit}                        |
| Iron Punch 9     | 15    | 1,700  | A-Ph | 22        | 1.6  | 15s   | Dual fist attack, power 82 (+6); {over-hit}                        |
| Power Strike 7   | 15    | 1,700  | A-Ph | 17        | 1.1  | 13s   | Sword/blunt attack, power 60 (+14); {over-hit}                     |
| Power Strike 8   | 15    | 1,700  | A-Ph | 18        | 1.1  | 13s   | Sword/blunt attack, power 65 (+5); {over-hit}                      |
| Power Strike 9   | 15    | 1,700  | A-Ph | 19        | 1.1  | 13s   | Sword/blunt attack, power 70 (+5); {over-hit}                      |
| Weapon Mastery 3 | 15    | 5,000  | Pass | —         | —    | —     | Ups P.Atk 4 (+1) with a weapon                                     |

## ORC RAIDER (← ORC FIGHTER)

| SKILL                 | LEVEL | SP     | TYPE | COST (MP)  | TIME | ReUse | EFFECT                                                              |
|-----------------------|-------|--------|------|------------|------|-------|---------------------------------------------------------------------|
| Bandage 1             | 20    | 4,100  | A-Ph | 20 (4+16)  | 1.5  | 3s    | Cures self of bleeding (power 3)                                    |
| Boost HP 1            | 20    | 4,100  | Pass | —          | —    | —     | Ups max HP 60                                                       |
| Expertise Grade D     | 20    | (free) | Pass | —          | —    | —     | Allows you to use D grade items without penalty                     |
| Heavy Armor Mastery 1 | 20    | 2,100  | Pass | —          | —    | —     | Ups P.Def 1.9 with heavy armor                                      |
| Heavy Armor Mastery 2 | 20    | 2,100  | Pass | —          | —    | —     | Ups P.Def 3.3 (+1.4) with heavy armor                               |
| Light Armor Mastery 1 | 20    | 2,100  | Pass | —          | —    | —     | Ups P.Def 4.2, Evasion 3 with light armor                           |
| Light Armor Mastery 2 | 20    | 2,100  | Pass | —          | —    | —     | Ups P.Def 5.3 (+1.1), Evasion 3 with light armor                    |
| Polearm Mastery 1     | 20    | 4,100  | Pass | —          | —    | —     | Ups P.Atk 4.5 with a polearm                                        |
| Power Smash 1         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Sword/blunt attack, power 90; {over-hit}                            |
| Power Smash 2         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Sword/blunt attack, power 97 (+7); {over-hit}                       |
| Power Smash 3         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Sword/blunt attack, power 105 (+8); {over-hit}                      |
| Stun Attack 1         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 30; [9-second stun] <CON>                       |
| Stun Attack 2         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 33 (+3); [9-second stun] <CON>                  |
| Stun Attack 3         | 20    | 1,400  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 35 (+2); [9-second stun] <CON>                  |
| Sword Blunt Mastery 1 | 20    | 4,100  | Pass | —          | —    | —     | Ups P.Atk 4.5 with a sword/blunt                                    |
| Wild Sweep 1          | 20    | 1,400  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 90; {over-hit}                   |
| Wild Sweep 2          | 20    | 1,400  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 97 (+7); {over-hit}              |
| Wild Sweep 3          | 20    | 1,400  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 105 (+8); {over-hit}             |
| Accuracy              | 24    | 6,400  | Cont | (lvl/5)/5s | —    | —     | Boosts your accuracy by 10; consumes (your level/5) MP every 5 secs |
| Fast HP Recovery 1    | 24    | 6,400  | Pass | —          | —    | —     | Ups HP regen 1                                                      |
| Heavy Armor Mastery 3 | 24    | 3,200  | Pass | —          | —    | —     | Ups P.Def 4.8 (+1.5) with heavy armor                               |
| Heavy Armor Mastery 4 | 24    | 3,200  | Pass | —          | —    | —     | Ups P.Def 6.4 (+1.6) with heavy armor                               |
| Light Armor Mastery 3 | 24    | 3,200  | Pass | —          | —    | —     | Ups P.Def 6.5 (+1.2), Evasion 5 (+2) with light armor               |
| Light Armor Mastery 4 | 24    | 3,200  | Pass | —          | —    | —     | Ups P.Def 7.7 (+1.2), Evasion 5 with light armor                    |
| Polearm Mastery 2     | 24    | 6,400  | Pass | —          | —    | —     | Ups P.Atk 7.3 (+2.8) with a polearm                                 |
| Power Smash 4         | 24    | 2,100  | A-Ph | 23         | 1.1  | 13s   | Sword/blunt attack, power 123 (+18); {over-hit}                     |
| Power Smash 5         | 24    | 2,100  | A-Ph | 24         | 1.1  | 13s   | Sword/blunt attack, power 132 (+9); {over-hit}                      |



|                               | LEVEL | SP    | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                                 |
|-------------------------------|-------|-------|------|-----------|------|-------|------------------------------------------------------------------------|
| <i>Power Smash 6</i>          | 24    | 2,100 | A-Ph | 25        | 1.1  | 13s   | Sword/blunt attack, power 143 (+11); {over-hit}                        |
| <i>Rage 1</i>                 | 24    | 6,400 | A-Ph | 12 (3+9)  | 1.5  | 3m    | Ups your P.AtK 45%; drops your P.Def 20% and Evasion 3; duration 1 min |
| <i>Stun Attack 4</i>          | 24    | 2,100 | A-Ph | 23        | 1.1  | 13s   | Blunt attack, power 41 (+6); [9-second stun] <CON>                     |
| <i>Stun Attack 5</i>          | 24    | 2,100 | A-Ph | 24        | 1.1  | 13s   | Blunt attack, power 44 (+3); [9-second stun] <CON>                     |
| <i>Stun Attack 6</i>          | 24    | 2,100 | A-Ph | 25        | 1.1  | 13s   | Blunt attack, power 48 (+4); [9-second stun] <CON>                     |
| <i>Sword Blunt Mastery 2</i>  | 24    | 6,400 | Pass | -         | -    | -     | Ups P.AtK 7.3 (+2.8) with a sword/blunt                                |
| <i>Vital Force 1</i>          | 24    | 6,400 | Pass | -         | -    | -     | Ups HP regen 1.9, MP regen 0.8 when sitting                            |
| <i>Wild Sweep 4</i>           | 24    | 2,100 | A-Ph | 23        | 1.1  | 17s   | Pole attack vs. foes in arc; power 123 (+18); {over-hit}               |
| <i>Wild Sweep 5</i>           | 24    | 2,100 | A-Ph | 24        | 1.1  | 17s   | Pole attack vs. foes in arc; power 132 (+9); {over-hit}                |
| <i>Wild Sweep 6</i>           | 24    | 2,100 | A-Ph | 25        | 1.1  | 17s   | Pole attack vs. foes in arc; power 143 (+11); {over-hit}               |
| <i>Battle Roar 1</i>          | 28    | 13k   | A-Ph | 13 (3+10) | 1.5  | 10m   | Boosts your max HP 10%; duration 10 minutes                            |
| <i>Boost HP 2</i>             | 28    | 13k   | Pass | -         | -    | -     | Ups max HP 100 (+40)                                                   |
| <i>Heavy Armor Mastery 5</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 8.1 (+1.7) with heavy armor                                  |
| <i>Heavy Armor Mastery 6</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 8.9 (+0.8) with heavy armor                                  |
| <i>Heavy Armor Mastery 7</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 9.8 (+0.9) with heavy armor                                  |
| <i>Light Armor Mastery 5</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 9 (+1.3), Evasion 6 (+1) with light armor                    |
| <i>Light Armor Mastery 6</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 9.9 (+0.9), Evasion 6 with light armor                       |
| <i>Light Armor Mastery 7</i>  | 28    | 4,500 | Pass | -         | -    | -     | Ups P.Def 10.8 (+0.9), Evasion 6 with light armor                      |
| <i>Polearm Mastery 3</i>      | 28    | 6,700 | Pass | -         | -    | -     | Ups P.AtK 8.9 (+1.6) with a polearm                                    |
| <i>Polearm Mastery 4</i>      | 28    | 6,700 | Pass | -         | -    | -     | Ups P.AtK 10.7 (+1.8) with a polearm                                   |
| <i>Power Smash 7</i>          | 28    | 4,500 | A-Ph | 27        | 1.1  | 13s   | Sword/blunt attack, power 165 (+22); {over-hit}                        |
| <i>Power Smash 8</i>          | 28    | 4,500 | A-Ph | 29        | 1.1  | 13s   | Sword/blunt attack, power 177 (+12); {over-hit}                        |
| <i>Power Smash 9</i>          | 28    | 4,500 | A-Ph | 30        | 1.1  | 13s   | Sword/blunt attack, power 191 (+14); {over-hit}                        |
| <i>Stun Attack 7</i>          | 28    | 4,500 | A-Ph | 27        | 1.1  | 13s   | Blunt attack, power 55 (+7); [9-second stun] <CON>                     |
| <i>Stun Attack 8</i>          | 28    | 4,500 | A-Ph | 29        | 1.1  | 13s   | Blunt attack, power 59 (+4); [9-second stun] <CON>                     |
| <i>Stun Attack 9</i>          | 28    | 4,500 | A-Ph | 30        | 1.1  | 13s   | Blunt attack, power 64 (+5); [9-second stun] <CON>                     |
| <i>Sword Blunt Mastery 3</i>  | 28    | 6,700 | Pass | -         | -    | -     | Ups P.AtK 8.9 (+1.6) with a sword/blunt                                |
| <i>Sword Blunt Mastery 4</i>  | 28    | 6,700 | Pass | -         | -    | -     | Ups P.AtK 10.7 (+1.8) with a sword/blunt                               |
| <i>Wild Sweep 7</i>           | 28    | 4,500 | A-Ph | 27        | 1.1  | 17s   | Pole attack vs. foes in arc; power 165 (+22); {over-hit}               |
| <i>Wild Sweep 8</i>           | 28    | 4,500 | A-Ph | 29        | 1.1  | 17s   | Pole attack vs. foes in arc; power 177 (+12); {over-hit}               |
| <i>Wild Sweep 9</i>           | 28    | 4,500 | A-Ph | 30        | 1.1  | 17s   | Pole attack vs. foes in arc; power 191 (+14); {over-hit}               |
| <i>Fast HP Recovery 2</i>     | 32    | 20k   | Pass | -         | -    | -     | Ups HP regen 1.4 (+0.4)                                                |
| <i>Frenzy 1</i>               | 32    | 20k   | A-Ph | 14 (3+11) | 1.5  | 10m   | Ups your P.AtK 100%; only works if under 20% HP; duration 30 seconds   |
| <i>Heavy Armor Mastery 8</i>  | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 11.7 (+1.9) with heavy armor                                 |
| <i>Heavy Armor Mastery 9</i>  | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 12.7 (+1) with heavy armor                                   |
| <i>Heavy Armor Mastery 10</i> | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 13.7 (+1) with heavy armor                                   |
| <i>Light Armor Mastery 8</i>  | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 12.7 (+1.9), Evasion 6 with light armor                      |
| <i>Light Armor Mastery 9</i>  | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 13.7 (+1), Evasion 6 with light armor                        |
| <i>Light Armor Mastery 10</i> | 32    | 6,700 | Pass | -         | -    | -     | Ups P.Def 14.8 (+1.1), Evasion 6 with light armor                      |
| <i>Polearm Mastery 5</i>      | 32    | 10k   | Pass | -         | -    | -     | Ups P.AtK 12.8 (+2.1) with a polearm                                   |
| <i>Polearm Mastery 6</i>      | 32    | 10k   | Pass | -         | -    | -     | Ups P.AtK 15.1 (+2.3) with a polearm                                   |
| <i>Power Smash 10</i>         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Sword/blunt attack, power 219 (+28); {over-hit}                        |
| <i>Power Smash 11</i>         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Sword/blunt attack, power 235 (+16); {over-hit}                        |
| <i>Power Smash 12</i>         | 32    | 6,700 | A-Ph | 33        | 1.1  | 13s   | Sword/blunt attack, power 251 (+16); {over-hit}                        |
| <i>Stun Attack 10</i>         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 73 (+9); [9-second stun] <CON>                     |
| <i>Stun Attack 11</i>         | 32    | 6,700 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 79 (+6); [9-second stun] <CON>                     |
| <i>Stun Attack 12</i>         | 32    | 6,700 | A-Ph | 33        | 1.1  | 13s   | Blunt attack, power 84 (+5); [9-second stun] <CON>                     |
| <i>Sword Blunt Mastery 5</i>  | 32    | 10k   | Pass | -         | -    | -     | Ups P.AtK 12.8 (+2.1) with a sword/blunt                               |
| <i>Sword Blunt Mastery 6</i>  | 32    | 10k   | Pass | -         | -    | -     | Ups P.AtK 15.1 (+2.3) with a sword/blunt                               |
| <i>Vital Force 2</i>          | 32    | 20k   | Pass | -         | -    | -     | Ups HP regen 2.6 (+0.7), MP regen 1 (+0.2) when sitting                |
| <i>Wild Sweep 10</i>          | 32    | 6,700 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 219 (+28); {over-hit}               |
| <i>Wild Sweep 11</i>          | 32    | 6,700 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 235 (+16); {over-hit}               |
| <i>Wild Sweep 12</i>          | 32    | 6,700 | A-Ph | 33        | 1.1  | 17s   | Pole attack vs. foes in arc; power 251 (+16); {over-hit}               |
| <i>Boost HP 3</i>             | 36    | 35k   | Pass | -         | -    | -     | Ups max HP 150 (+50)                                                   |
| <i>Guts 1</i>                 | 36    | 35k   | A-Ph | 17 (4+13) | 1.5  | 10m   | Ups your P.Def 100%; only works if under 20% HP; duration 30 seconds   |
| <i>Heavy Armor Mastery 11</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 15.8 (+2.1) with heavy armor                                 |
| <i>Heavy Armor Mastery 12</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 16.9 (+1.1) with heavy armor                                 |
| <i>Heavy Armor Mastery 13</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 18 (+1.1) with heavy armor                                   |
| <i>Light Armor Mastery 11</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 16.9 (+2.1), Evasion 6 with light armor                      |
| <i>Light Armor Mastery 12</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 18 (+1.1), Evasion 6 with light armor                        |
| <i>Light Armor Mastery 13</i> | 36    | 11k   | Pass | -         | -    | -     | Ups P.Def 19.1 (+1.1), Evasion 6 with light armor                      |
| <i>Polearm Mastery 7</i>      | 36    | 17k   | Pass | -         | -    | -     | Ups P.AtK 17.7 (+2.6) with a polearm                                   |
| <i>Polearm Mastery 8</i>      | 36    | 17k   | Pass | -         | -    | -     | Ups P.AtK 20.5 (+2.8) with a polearm                                   |
| <i>Power Smash 13</i>         | 36    | 11k   | A-Ph | 34        | 1.1  | 13s   | Sword/blunt attack, power 268 (+17); {over-hit}                        |



# LINEAGE II

## PRIMA Official Game Guide

|                       | LEVEL | SP  | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                   |
|-----------------------|-------|-----|------|-----------|------|-------|----------------------------------------------------------|
| Power Smash 14        | 36    | 11k | A-Ph | 35        | 1.1  | 13s   | Sword/blunt attack, power 287 (+19); {over-hit}          |
| Power Smash 15        | 36    | 11k | A-Ph | 36        | 1.1  | 13s   | Sword/blunt attack, power 306 (+19); {over-hit}          |
| Stun Attack 13        | 36    | 11k | A-Ph | 35        | 1.1  | 13s   | Blunt attack, power 96 (+12); [9-second stun] <CON>      |
| Stun Attack 14        | 36    | 11k | A-Ph | 36        | 1.1  | 13s   | Blunt attack, power 102 (+6); [9-second stun] <CON>      |
| Stun Attack 15        | 36    | 11k | A-Ph | 37        | 1.1  | 13s   | Blunt attack, power 109 (+7); [9-second stun] <CON>      |
| Sword Blunt Mastery 7 | 36    | 17k | Pass | –         | –    | –     | Ups P.AtK 17.7 (+2.6) with a sword/blunt                 |
| Sword Blunt Mastery 8 | 36    | 17k | Pass | –         | –    | –     | Ups P.AtK 20.5 (+2.8) with a sword/blunt                 |
| Wild Sweep 13         | 36    | 11k | A-Ph | 35        | 1.1  | 17s   | Pole attack vs. foes in arc; power 287 (+36); {over-hit} |
| Wild Sweep 14         | 36    | 11k | A-Ph | 36        | 1.1  | 17s   | Pole attack vs. foes in arc; power 306 (+19); {over-hit} |
| Wild Sweep 15         | 36    | 11k | A-Ph | 37        | 1.1  | 17s   | Pole attack vs. foes in arc; power 326 (+20); {over-hit} |

## DESTROYER (← ORC RAIDER ← ORC FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                               |
|------------------------|-------|--------|------|-----------|------|-------|----------------------------------------------------------------------|
| Battle Roar 2          | 40    | 40k    | A-Ph | 18 (4+14) | 1.5  | 10m   | Boosts your max HP 15%; duration 20 minutes                          |
| Expertise Grade C      | 40    | (free) | Pass | –         | –    | –     | Allows you to use C grade items without penalty                      |
| Fast HP Recovery 3     | 40    | 40k    | Pass | –         | –    | –     | Ups HP regen 1.7 (+0.3)                                              |
| Fatal Strike 1         | 40    | 13k    | A-Ph | 40        | 1.1  | 13s   | Sword/blunt attack, power 369; {over-hit}                            |
| Fatal Strike 2         | 40    | 13k    | A-Ph | 41        | 1.1  | 13s   | Sword/blunt attack, power 392 (+23); {over-hit}                      |
| Fatal Strike 3         | 40    | 13k    | A-Ph | 43        | 1.1  | 13s   | Sword/blunt attack, power 417 (+25); {over-hit}                      |
| Hammer Crush 1         | 40    | 13k    | A-Ph | 40        | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>           |
| Hammer Crush 2         | 40    | 13k    | A-Ph | 41        | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 3         | 40    | 13k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON>      |
| Heavy Armor Mastery 14 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 20.4 (+2.4) with heavy armor                               |
| Heavy Armor Mastery 15 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 21.6 (+1.2) with heavy armor                               |
| Heavy Armor Mastery 16 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 22.8 (+1.2) with heavy armor                               |
| Light Armor Mastery 14 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 21.5 (+2.4), Evasion 6 with light armor                    |
| Light Armor Mastery 15 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 22.7 (+1.2), Evasion 6 with light armor                    |
| Light Armor Mastery 16 | 40    | 13k    | Pass | –         | –    | –     | Ups P.Def 24 (+1.3), Evasion 6 with light armor                      |
| Polearm Mastery 9      | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 23.7 (+3.2) with a polearm                                 |
| Polearm Mastery 10     | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 25.4 (+1.7) with a polearm                                 |
| Polearm Mastery 11     | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 27.1 (+1.7) with a polearm                                 |
| Sword Blunt Mastery 9  | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 23.7 (+3.2) with a sword/blunt                             |
| Sword Blunt Mastery 10 | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 25.4 (+1.7) with a sword/blunt                             |
| Sword Blunt Mastery 11 | 40    | 13k    | Pass | –         | –    | –     | Ups P.AtK 27.1 (+1.7) with a sword/blunt                             |
| Vital Force 3          | 40    | 40k    | Pass | –         | –    | –     | Ups HP regen 3 (+0.4), MP regen 1.2 (+0.2) when sitting              |
| Whirlwind 1            | 40    | 13k    | A-Ph | 40        | 1.1  | 17s   | Pole attack vs. nearby foes; power 369; {over-hit}                   |
| Whirlwind 2            | 40    | 13k    | A-Ph | 41        | 1.1  | 17s   | Pole attack vs. nearby foes; power 392 (+23); {over-hit}             |
| Whirlwind 3            | 40    | 13k    | A-Ph | 43        | 1.1  | 17s   | Pole attack vs. nearby foes; power 417 (+25); {over-hit}             |
| Boost HP 4             | 43    | 46k    | Pass | –         | –    | –     | Ups max HP 200 (+50)                                                 |
| Fast HP Recovery 4     | 43    | 46k    | Pass | –         | –    | –     | Ups HP regen 2 (+0.3)                                                |
| Fatal Strike 4         | 43    | 15k    | A-Ph | 43        | 1.1  | 13s   | Sword/blunt attack, power 442 (+25); {over-hit}                      |
| Fatal Strike 5         | 43    | 15k    | A-Ph | 44        | 1.1  | 13s   | Sword/blunt attack, power 469 (+27); {over-hit}                      |
| Fatal Strike 6         | 43    | 15k    | A-Ph | 45        | 1.1  | 13s   | Sword/blunt attack, power 496 (+27); {over-hit}                      |
| Guts 2                 | 43    | 46k    | A-Ph | 22 (5+17) | 1.5  | 10m   | Ups your P.Def 150%; only works if under 20% HP; duration 30 seconds |
| Hammer Crush 4         | 43    | 15k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 5         | 43    | 15k    | A-Ph | 44        | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 6         | 43    | 15k    | A-Ph | 45        | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON>      |
| Heavy Armor Mastery 17 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 24.1 (+1.3) with heavy armor                               |
| Heavy Armor Mastery 18 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 25.4 (+1.3) with heavy armor                               |
| Heavy Armor Mastery 19 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 26.7 (+1.3) with heavy armor                               |
| Light Armor Mastery 17 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 25.3 (+1.3), Evasion 6 with light armor                    |
| Light Armor Mastery 18 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 26.6 (+1.3), Evasion 6 with light armor                    |
| Light Armor Mastery 19 | 43    | 15k    | Pass | –         | –    | –     | Ups P.Def 27.9 (+1.3), Evasion 6 with light armor                    |
| Polearm Mastery 12     | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 29 (+1.9) with a polearm                                   |
| Polearm Mastery 13     | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 30.9 (+1.9) with a polearm                                 |
| Polearm Mastery 14     | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 32.9 (+2) with a polearm                                   |
| Sword Blunt Mastery 12 | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 29 (+1.9) with a sword/blunt                               |
| Sword Blunt Mastery 13 | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 30.9 (+1.9) with a sword/blunt                             |
| Sword Blunt Mastery 14 | 43    | 15k    | Pass | –         | –    | –     | Ups P.AtK 32.9 (+2) with a sword/blunt                               |
| Whirlwind 4            | 43    | 15k    | A-Ph | 43        | 1.1  | 17s   | Pole attack vs. nearby foes; power 442 (+25); {over-hit}             |
| Whirlwind 5            | 43    | 15k    | A-Ph | 44        | 1.1  | 17s   | Pole attack vs. nearby foes; power 469 (+27); {over-hit}             |
| Whirlwind 6            | 43    | 15k    | A-Ph | 45        | 1.1  | 17s   | Pole attack vs. nearby foes; power 496 (+27); {over-hit}             |

# ORC FIGHTER: RAIDER, DESTROYER

|                               | LEVEL | SP     | TYPE | COST (MP) | TIME | ReUse | EFFECT                                                               |
|-------------------------------|-------|--------|------|-----------|------|-------|----------------------------------------------------------------------|
| <i>Bandage 2</i>              | 46    | 60k    | A-Ph | 35 (7+28) | 1.5  | 3s    | Cures self of bleeding (power 7)                                     |
| <i>Fatal Strike 7</i>         | 46    | 20k    | A-Ph | 47        | 1.1  | 13s   | Sword/blunt attack, power 525 (+29); {over-hit}                      |
| <i>Fatal Strike 8</i>         | 46    | 20k    | A-Ph | 48        | 1.1  | 13s   | Sword/blunt attack, power 555 (+30); {over-hit}                      |
| <i>Fatal Strike 9</i>         | 46    | 20k    | A-Ph | 49        | 1.1  | 13s   | Sword/blunt attack, power 586 (+31); {over-hit}                      |
| <i>Frenzy 2</i>               | 46    | 60k    | A-Ph | 19 (4+15) | 1.5  | 10m   | Ups your P.Atk 150%; only works if under 20% HP; duration 30 seconds |
| <i>Hammer Crush 7</i>         | 46    | 20k    | A-Ph | 47        | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 8</i>         | 46    | 20k    | A-Ph | 48        | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>     |
| <i>Hammer Crush 9</i>         | 46    | 20k    | A-Ph | 49        | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>     |
| <i>Heavy Armor Mastery 20</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 28 (+1.3) with heavy armor                                 |
| <i>Heavy Armor Mastery 21</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 29.4 (+1.4) with heavy armor                               |
| <i>Heavy Armor Mastery 22</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 30.8 (+1.4) with heavy armor                               |
| <i>Light Armor Mastery 20</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 29.3 (+1.4), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 21</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 30.7 (+1.4), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 22</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Def 32.1 (+1.4), Evasion 6 with light armor                    |
| <i>Polearm Mastery 15</i>     | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 35 (+2.1) with a polearm                                   |
| <i>Polearm Mastery 16</i>     | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 37.1 (+2.1) with a polearm                                 |
| <i>Polearm Mastery 17</i>     | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 39.4 (+2.3) with a polearm                                 |
| <i>Sword Blunt Mastery 15</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 35 (+2.1) with a sword/blunt                               |
| <i>Sword Blunt Mastery 16</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 37.1 (+2.1) with a sword/blunt                             |
| <i>Sword Blunt Mastery 17</i> | 46    | 20k    | Pass | -         | -    | -     | Ups P.Atk 39.4 (+2.3) with a sword/blunt                             |
| <i>Vital Force 4</i>          | 46    | 60k    | Pass | -         | -    | -     | Ups HP regen 3.5 (+0.5), MP regen 1.4 (+0.2) when sitting            |
| <i>Whirlwind 7</i>            | 46    | 20k    | A-Ph | 47        | 1.1  | 17s   | Pole attack vs. nearby foes; power 525 (+29); {over-hit}             |
| <i>Whirlwind 8</i>            | 46    | 20k    | A-Ph | 48        | 1.1  | 17s   | Pole attack vs. nearby foes; power 555 (+30); {over-hit}             |
| <i>Whirlwind 9</i>            | 46    | 20k    | A-Ph | 49        | 1.1  | 17s   | Pole attack vs. nearby foes; power 586 (+31); {over-hit}             |
| <i>Battle Roar 3</i>          | 49    | 120k   | A-Ph | 23 (5+18) | 1.5  | 10m   | Boosts your max HP 20%; duration 20 minutes                          |
| <i>Boost HP 5</i>             | 49    | 120k   | Pass | -         | -    | -     | Ups max HP 250 (+50)                                                 |
| <i>Fatal Strike 10</i>        | 49    | 37k    | A-Ph | 51        | 1.1  | 13s   | Sword/blunt attack, power 618 (+32); {over-hit}                      |
| <i>Fatal Strike 11</i>        | 49    | 37k    | A-Ph | 52        | 1.1  | 13s   | Sword/blunt attack, power 651 (+33); {over-hit}                      |
| <i>Fatal Strike 12</i>        | 49    | 37k    | A-Ph | 54        | 1.1  | 13s   | Sword/blunt attack, power 686 (+35); {over-hit}                      |
| <i>Hammer Crush 10</i>        | 49    | 37k    | A-Ph | 51        | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>     |
| <i>Hammer Crush 11</i>        | 49    | 37k    | A-Ph | 52        | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>     |
| <i>Hammer Crush 12</i>        | 49    | 37k    | A-Ph | 54        | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>     |
| <i>Heavy Armor Mastery 23</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 32.2 (+1.4) with heavy armor                               |
| <i>Heavy Armor Mastery 24</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 33.7 (+1.5) with heavy armor                               |
| <i>Heavy Armor Mastery 25</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 35.2 (+1.5) with heavy armor                               |
| <i>Light Armor Mastery 23</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 33.6 (+1.5), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 24</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 35 (+1.4), Evasion 6 with light armor                      |
| <i>Light Armor Mastery 25</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Def 36.5 (+1.5), Evasion 6 with light armor                    |
| <i>Polearm Mastery 18</i>     | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 41.7 (+2.3) with a polearm                                 |
| <i>Polearm Mastery 19</i>     | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 44.1 (+2.4) with a polearm                                 |
| <i>Polearm Mastery 20</i>     | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 46.6 (+2.5) with a polearm                                 |
| <i>Sword Blunt Mastery 18</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 41.7 (+2.3) with a sword/blunt                             |
| <i>Sword Blunt Mastery 19</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 44.1 (+2.4) with a sword/blunt                             |
| <i>Sword Blunt Mastery 20</i> | 49    | 37k    | Pass | -         | -    | -     | Ups P.Atk 46.6 (+2.5) with a sword/blunt                             |
| <i>Whirlwind 10</i>           | 49    | 37k    | A-Ph | 51        | 1.1  | 17s   | Pole attack vs. nearby foes; power 618 (+32); {over-hit}             |
| <i>Whirlwind 11</i>           | 49    | 37k    | A-Ph | 52        | 1.1  | 17s   | Pole attack vs. nearby foes; power 651 (+33); {over-hit}             |
| <i>Whirlwind 12</i>           | 49    | 37k    | A-Ph | 54        | 1.1  | 17s   | Pole attack vs. nearby foes; power 686 (+35); {over-hit}             |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | -         | -    | -     | Allows you to use B grade items without penalty                      |
| <i>Fast HP Recovery 5</i>     | 52    | 150k   | Pass | -         | -    | -     | Ups HP regen 2.3 (+0.3)                                              |
| <i>Fatal Strike 13</i>        | 52    | 50k    | A-Ph | 55        | 1.1  | 13s   | Sword/blunt attack, power 722 (+36); {over-hit}                      |
| <i>Fatal Strike 14</i>        | 52    | 50k    | A-Ph | 55        | 1.1  | 13s   | Sword/blunt attack, power 758 (+36); {over-hit}                      |
| <i>Fatal Strike 15</i>        | 52    | 50k    | A-Ph | 56        | 1.1  | 13s   | Sword/blunt attack, power 796 (+38); {over-hit}                      |
| <i>Guts 3</i>                 | 52    | 150k   | A-Ph | 28 (6+22) | 1.5  | 10m   | Ups your P.Def 200%; only works if under 20% HP; duration 30 seconds |
| <i>Hammer Crush 13</i>        | 52    | 50k    | A-Ph | 55        | 1.1  | 13s   | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>     |
| <i>Hammer Crush 14</i>        | 52    | 50k    | A-Ph | 55        | 1.1  | 13s   | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>     |
| <i>Hammer Crush 15</i>        | 52    | 50k    | A-Ph | 56        | 1.1  | 13s   | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>     |
| <i>Heavy Armor Mastery 26</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 36.7 (+1.5) with heavy armor                               |
| <i>Heavy Armor Mastery 27</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 38.2 (+1.5) with heavy armor                               |
| <i>Heavy Armor Mastery 28</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 39.8 (+1.6) with heavy armor                               |
| <i>Light Armor Mastery 26</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 38.1 (+1.6), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 27</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 39.6 (+1.5), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 28</i> | 52    | 50k    | Pass | -         | -    | -     | Ups P.Def 41.2 (+1.6), Evasion 6 with light armor                    |
| <i>Polearm Mastery 21</i>     | 52    | 50k    | Pass | -         | -    | -     | Ups P.Atk 49.2 (+2.6) with a polearm                                 |
| <i>Polearm Mastery 22</i>     | 52    | 50k    | Pass | -         | -    | -     | Ups P.Atk 51.9 (+2.7) with a polearm                                 |



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|                        | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                 |
|------------------------|-------|--------|------|-----------|------|-------|------------------------------------------------------------------------|
| Polearm Mastery 23     | 52    | 50k    | Pass | –         | –    | –     | Ups P.Atk 54.6 (+2.7) with a polearm                                   |
| Sword Blunt Mastery 21 | 52    | 50k    | Pass | –         | –    | –     | Ups P.Atk 49.2 (+2.6) with a sword/blunt                               |
| Sword Blunt Mastery 22 | 52    | 50k    | Pass | –         | –    | –     | Ups P.Atk 51.9 (+2.7) with a sword/blunt                               |
| Sword Blunt Mastery 23 | 52    | 50k    | Pass | –         | –    | –     | Ups P.Atk 54.6 (+2.7) with a sword/blunt                               |
| Vital Force 5          | 52    | 150k   | Pass | –         | –    | –     | Ups HP regen 4.1 (+0.6), MP regen 1.6 (+0.2) when sitting              |
| Whirlwind 13           | 52    | 50k    | A-Ph | 55        | 1.1  | 17s   | Pole attack vs. nearby foes; power 722 (+36); {over-hit}               |
| Whirlwind 14           | 52    | 50k    | A-Ph | 55        | 1.1  | 17s   | Pole attack vs. nearby foes; power 758 (+36); {over-hit}               |
| Whirlwind 15           | 52    | 50k    | A-Ph | 56        | 1.1  | 17s   | Pole attack vs. nearby foes; power 796 (+38); {over-hit}               |
| Boost HP 6             | 55    | 240k   | Pass | –         | –    | –     | Ups max HP 300 (+50)                                                   |
| Fatal Strike 16        | 55    | 80k    | A-Ph | 58        | 1.1  | 13s   | Sword/blunt attack, power 835 (+39); {over-hit}                        |
| Fatal Strike 17        | 55    | 80k    | A-Ph | 59        | 1.1  | 13s   | Sword/blunt attack, power 875 (+40); {over-hit}                        |
| Fatal Strike 18        | 55    | 80k    | A-Ph | 61        | 1.1  | 13s   | Sword/blunt attack, power 916 (+41); {over-hit}                        |
| Frenzy 3               | 55    | 240k   | A-Ph | 25 (5+20) | 1.5  | 10m   | Ups your P.Atk 200%; only works if under 20% HP; duration 30 seconds   |
| Hammer Crush 16        | 55    | 80k    | A-Ph | 58        | 1.1  | 13s   | Blunt attack, power 279 (+13); [9-second stun]; {over-hit} <CON>       |
| Hammer Crush 17        | 55    | 80k    | A-Ph | 59        | 1.1  | 13s   | Blunt attack, power 292 (+13); [9-second stun]; {over-hit} <CON>       |
| Hammer Crush 18        | 55    | 80k    | A-Ph | 61        | 1.1  | 13s   | Blunt attack, power 306 (+14); [9-second stun]; {over-hit} <CON>       |
| Heavy Armor Mastery 29 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 41.4 (+1.6) with heavy armor                                 |
| Heavy Armor Mastery 30 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 43 (+1.6) with heavy armor                                   |
| Heavy Armor Mastery 31 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 44.6 (+1.6) with heavy armor                                 |
| Light Armor Mastery 29 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 42.8 (+1.6), Evasion 6 with light armor                      |
| Light Armor Mastery 30 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 44.5 (+1.7), Evasion 6 with light armor                      |
| Light Armor Mastery 31 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Def 46.1 (+1.6), Evasion 6 with light armor                      |
| Polearm Mastery 24     | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 57.5 (+2.9) with a polearm                                   |
| Polearm Mastery 25     | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 60.4 (+2.9) with a polearm                                   |
| Polearm Mastery 26     | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 63.3 (+2.9) with a polearm                                   |
| Rage 2                 | 55    | 240k   | A-Ph | 25 (5+20) | 1.5  | 3m    | Ups your P.Atk 55%; drops your P.Def 20% and Evasion 3; duration 1 min |
| Sword Blunt Mastery 24 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 57.5 (+2.9) with a sword/blunt                               |
| Sword Blunt Mastery 25 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 60.4 (+2.9) with a sword/blunt                               |
| Sword Blunt Mastery 26 | 55    | 80k    | Pass | –         | –    | –     | Ups P.Atk 63.3 (+2.9) with a sword/blunt                               |
| Whirlwind 16           | 55    | 80k    | A-Ph | 58        | 1.1  | 17s   | Pole attack vs. nearby foes; power 835 (+39); {over-hit}               |
| Whirlwind 17           | 55    | 80k    | A-Ph | 59        | 1.1  | 17s   | Pole attack vs. nearby foes; power 875 (+40); {over-hit}               |
| Whirlwind 18           | 55    | 80k    | A-Ph | 61        | 1.1  | 17s   | Pole attack vs. nearby foes; power 916 (+41); {over-hit}               |
| Battle Roar 4          | 58    | 330k   | A-Ph | 28 (6+22) | 1.5  | 10m   | Boosts your max HP 25%; duration 20 minutes                            |
| Fast HP Recovery 6     | 58    | 330k   | Pass | –         | –    | –     | Ups HP regen 2.6 (+0.3)                                                |
| Fatal Strike 19        | 58    | 110k   | A-Ph | 62        | 1.1  | 13s   | Sword/blunt attack, power 959 (+43); {over-hit}                        |
| Fatal Strike 20        | 58    | 110k   | A-Ph | 63        | 1.1  | 13s   | Sword/blunt attack, power 1002 (+43); {over-hit}                       |
| Fatal Strike 21        | 58    | 110k   | A-Ph | 65        | 1.1  | 13s   | Sword/blunt attack, power 1046 (+44); {over-hit}                       |
| Hammer Crush 19        | 58    | 110k   | A-Ph | 62        | 1.1  | 13s   | Blunt attack, power 320 (+14); [9-second stun]; {over-hit} <CON>       |
| Hammer Crush 20        | 58    | 110k   | A-Ph | 63        | 1.1  | 13s   | Blunt attack, power 334 (+14); [9-second stun]; {over-hit} <CON>       |
| Hammer Crush 21        | 58    | 110k   | A-Ph | 65        | 1.1  | 13s   | Blunt attack, power 349 (+15); [9-second stun]; {over-hit} <CON>       |
| Heavy Armor Mastery 32 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 46.3 (+1.7) with heavy armor                                 |
| Heavy Armor Mastery 33 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 48 (+1.7) with heavy armor                                   |
| Heavy Armor Mastery 34 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 49.7 (+1.7) with heavy armor                                 |
| Light Armor Mastery 32 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 47.8 (+1.7), Evasion 6 with light armor                      |
| Light Armor Mastery 33 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 49.5 (+1.7), Evasion 6 with light armor                      |
| Light Armor Mastery 34 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Def 51.3 (+1.8), Evasion 6 with light armor                      |
| Polearm Mastery 27     | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 66.4 (+3.1) with a polearm                                   |
| Polearm Mastery 28     | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 69.5 (+3.1) with a polearm                                   |
| Polearm Mastery 29     | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 72.7 (+3.2) with a polearm                                   |
| Sword Blunt Mastery 27 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 66.4 (+3.1) with a sword/blunt                               |
| Sword Blunt Mastery 28 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 69.5 (+3.1) with a sword/blunt                               |
| Sword Blunt Mastery 29 | 58    | 110k   | Pass | –         | –    | –     | Ups P.Atk 72.7 (+3.2) with a sword/blunt                               |
| Vital Force 6          | 58    | 330k   | Pass | –         | –    | –     | Ups HP regen 4.6 (+0.5), MP regen 1.7 (+0.1) when sitting              |
| Whirlwind 19           | 58    | 110k   | A-Ph | 62        | 1.1  | 17s   | Pole attack vs. nearby foes; power 959 (+43); {over-hit}               |
| Whirlwind 20           | 58    | 110k   | A-Ph | 63        | 1.1  | 17s   | Pole attack vs. nearby foes; power 1002 (+43); {over-hit}              |
| Whirlwind 21           | 58    | 110k   | A-Ph | 65        | 1.1  | 17s   | Pole attack vs. nearby foes; power 1046 (+44); {over-hit}              |
| Expertise Grade A      | 61    | (free) | Pass | –         | –    | –     | Allows you to use A grade items without penalty                        |
| Expertise Grade S      | 67    | (free) | Pass | –         | –    | –     | Allows you to use S grade items without penalty                        |



## MONK (← ORC FIGHTER)

| SKILL                        | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                             |
|------------------------------|-------|--------|------|-----------|------|-------|--------------------------------------------------------------------|
| <i>Cripple 1</i>             | 20    | 6,200  | A-Ph | 20 (4+16) | 1.6  | 7s    | Dual fist attack; [decreasing foe's movement 15% for 2 mins] <DEX> |
| <i>Expertise Grade D</i>     | 20    | (free) | Pass | —         | —    | —     | Allows you to use D grade items without penalty                    |
| <i>Fist Mastery 1</i>        | 20    | 6,200  | Pass | —         | —    | —     | Ups P.AtK 4.5 with dual fists                                      |
| <i>Iron Punch 10</i>         | 20    | 2,000  | A-Ph | 25        | 1.6  | 15s   | Dual fist attack, power 105 (+23); {over-hit}                      |
| <i>Iron Punch 11</i>         | 20    | 2,000  | A-Ph | 26        | 1.6  | 15s   | Dual fist attack, power 113 (+8); {over-hit}                       |
| <i>Iron Punch 12</i>         | 20    | 2,000  | A-Ph | 26        | 1.6  | 15s   | Dual fist attack, power 123 (+10); {over-hit}                      |
| <i>Light Armor Mastery 1</i> | 20    | 3,100  | Pass | —         | —    | —     | Ups P.Def 1.3, Evasion 4 with light armor                          |
| <i>Light Armor Mastery 2</i> | 20    | 3,100  | Pass | —         | —    | —     | Ups P.Def 2.2 (+0.9), Evasion 4 with light armor                   |
| <i>Stunning Hit 1</i>        | 20    | 2,000  | A-Ph | 22        | 1.6  | 13s   | Dual fist attack, power 38; [9-second stun] <CON>                  |
| <i>Stunning Hit 2</i>        | 20    | 2,000  | A-Ph | 22        | 1.6  | 13s   | Dual fist attack, power 41 (+3); [9-second stun] <CON>             |
| <i>Stunning Hit 3</i>        | 20    | 2,000  | A-Ph | 22        | 1.6  | 13s   | Dual fist attack, power 44 (+3); [9-second stun] <CON>             |
| <i>Wolf Soul</i>             | 20    | 6,200  | A-Ph | 10 (2+8)  | 1.5  | 10m   | Ups your movement 15%; duration 5 minutes                          |
| <i>Fist Mastery 2</i>        | 24    | 12k    | Pass | —         | —    | —     | Ups P.AtK 7.3 (+2.8) with dual fists                               |
| <i>Focus Force 1</i>         | 24    | 12k    | A-Ph | 7         | 0.9  | 1s    | Focuses energy into a force charge; can hold 1 at a time           |
| <i>Force Blaster 1</i>       | 24    | 4,000  | A-Ph | 19        | 1.9  | 15s   | Long-range dual fist attack; power 143; req. 1 charge              |
| <i>Force Blaster 2</i>       | 24    | 4,000  | A-Ph | 20        | 1.9  | 15s   | Long-range dual fist attack; power 154 (+11); req. 1 charge        |
| <i>Force Blaster 3</i>       | 24    | 4,000  | A-Ph | 21        | 1.9  | 15s   | Long-range dual fist attack; power 166 (+12); req. 1 charge        |
| <i>Iron Punch 13</i>         | 24    | 4,000  | A-Ph | 27        | 1.6  | 15s   | Dual fist attack, power 143 (+20); {over-hit}                      |
| <i>Iron Punch 14</i>         | 24    | 4,000  | A-Ph | 28        | 1.6  | 15s   | Dual fist attack, power 154 (+11); {over-hit}                      |
| <i>Iron Punch 15</i>         | 24    | 4,000  | A-Ph | 29        | 1.6  | 15s   | Dual fist attack, power 166 (+12); {over-hit}                      |
| <i>Light Armor Mastery 3</i> | 24    | 6,000  | Pass | —         | —    | —     | Ups P.Def 3.2 (+1), Evasion 6 (+2) with light armor                |
| <i>Light Armor Mastery 4</i> | 24    | 6,000  | Pass | —         | —    | —     | Ups P.Def 4.2 (+1), Evasion 6 with light armor                     |
| <i>Stunning Hit 4</i>        | 24    | 4,000  | A-Ph | 23        | 1.6  | 13s   | Dual fist attack, power 51 (+7); [9-second stun] <CON>             |
| <i>Stunning Hit 5</i>        | 24    | 4,000  | A-Ph | 24        | 1.6  | 13s   | Dual fist attack, power 55 (+4); [9-second stun] <CON>             |
| <i>Stunning Hit 6</i>        | 24    | 4,000  | A-Ph | 25        | 1.6  | 13s   | Dual fist attack, power 60 (+5); [9-second stun] <CON>             |
| <i>Bear Soul</i>             | 28    | 20k    | A-Ph | 13 (3+10) | 1.5  | 10m   | Ups your P.AtK 20%, but lowers movement 30%; duration 5 mins       |
| <i>Fist Mastery 3</i>        | 28    | 10k    | Pass | —         | —    | —     | Ups P.AtK 8.9 (+1.6) with dual fists                               |
| <i>Fist Mastery 4</i>        | 28    | 10k    | Pass | —         | —    | —     | Ups P.AtK 10.7 (+1.8) with dual fists                              |
| <i>Force Blaster 4</i>       | 28    | 6,700  | A-Ph | 22        | 1.9  | 15s   | Long-range dual fist attack; power 193 (+27); req. 1 charge        |
| <i>Force Blaster 5</i>       | 28    | 6,700  | A-Ph | 23        | 1.9  | 15s   | Long-range dual fist attack; power 207 (+14); req. 1 charge        |
| <i>Force Blaster 6</i>       | 28    | 6,700  | A-Ph | 24        | 1.9  | 15s   | Long-range dual fist attack; power 222 (+15); req. 1 charge        |
| <i>Iron Punch 16</i>         | 28    | 6,700  | A-Ph | 32        | 1.6  | 15s   | Dual fist attack, power 193 (+27); {over-hit}                      |
| <i>Iron Punch 17</i>         | 28    | 6,700  | A-Ph | 33        | 1.6  | 15s   | Dual fist attack, power 207 (+14); {over-hit}                      |
| <i>Iron Punch 18</i>         | 28    | 6,700  | A-Ph | 34        | 1.6  | 15s   | Dual fist attack, power 222 (+15); {over-hit}                      |
| <i>Light Armor Mastery 5</i> | 28    | 10k    | Pass | —         | —    | —     | Ups P.Def 5.3 (+1.1), Evasion 7 (+1) with light armor              |
| <i>Light Armor Mastery 6</i> | 28    | 10k    | Pass | —         | —    | —     | Ups P.Def 6.8 (+1.5), Evasion 7 with light armor                   |
| <i>Stunning Hit 7</i>        | 28    | 6,700  | A-Ph | 27        | 1.6  | 13s   | Dual fist attack, power 69 (+9); [9-second stun] <CON>             |
| <i>Stunning Hit 8</i>        | 28    | 6,700  | A-Ph | 29        | 1.6  | 13s   | Dual fist attack, power 74 (+5); [9-second stun] <CON>             |
| <i>Stunning Hit 9</i>        | 28    | 6,700  | A-Ph | 30        | 1.6  | 13s   | Dual fist attack, power 80 (+6); [9-second stun] <CON>             |
| <i>Fist Mastery 5</i>        | 32    | 17k    | Pass | —         | —    | —     | Ups P.AtK 12.8 (+2.1) with dual fists                              |
| <i>Fist Mastery 6</i>        | 32    | 17k    | Pass | —         | —    | —     | Ups P.AtK 15.1 (+2.3) with dual fists                              |
| <i>Focus Force 2</i>         | 32    | 33k    | A-Ph | 7         | 0.9  | 1s    | Focuses energy into a force charge; can hold 2 at a time           |
| <i>Force Blaster 7</i>       | 32    | 11k    | A-Ph | 26        | 1.9  | 15s   | Long-range dual fist attack; power 256 (+34); req. 1 charge        |
| <i>Force Blaster 8</i>       | 32    | 11k    | A-Ph | 26        | 1.9  | 15s   | Long-range dual fist attack; power 274 (+18); req. 1 charge        |
| <i>Force Blaster 9</i>       | 32    | 11k    | A-Ph | 27        | 1.9  | 15s   | Long-range dual fist attack; power 293 (+19); req. 1 charge        |
| <i>Iron Punch 19</i>         | 32    | 11k    | A-Ph | 37        | 1.6  | 15s   | Dual fist attack, power 256 (+34); {over-hit}                      |
| <i>Iron Punch 20</i>         | 32    | 11k    | A-Ph | 37        | 1.6  | 15s   | Dual fist attack, power 274 (+18); {over-hit}                      |
| <i>Iron Punch 21</i>         | 32    | 11k    | A-Ph | 38        | 1.6  | 15s   | Dual fist attack, power 293 (+19); {over-hit}                      |
| <i>Light Armor Mastery 7</i> | 32    | 17k    | Pass | —         | —    | —     | Ups P.Def 8.4 (+1.6), Evasion 7 with light armor                   |
| <i>Light Armor Mastery 8</i> | 32    | 17k    | Pass | —         | —    | —     | Ups P.Def 10.1 (+1.7), Evasion 7 with light armor                  |
| <i>Stunning Hit 10</i>       | 32    | 11k    | A-Ph | 31        | 1.6  | 13s   | Dual fist attack, power 92 (+12); [9-second stun] <CON>            |
| <i>Stunning Hit 11</i>       | 32    | 11k    | A-Ph | 31        | 1.6  | 13s   | Dual fist attack, power 98 (+6); [9-second stun] <CON>             |
| <i>Stunning Hit 12</i>       | 32    | 11k    | A-Ph | 33        | 1.6  | 13s   | Dual fist attack, power 105 (+7); [9-second stun] <CON>            |
| <i>Fast Attack 1</i>         | 36    | 44k    | Pass | —         | —    | —     | Ups P.AtK sp. 5%                                                   |
| <i>Fist Mastery 7</i>        | 36    | 22k    | Pass | —         | —    | —     | Ups P.AtK 17.7 (+2.6) with dual fists                              |
| <i>Fist Mastery 8</i>        | 36    | 22k    | Pass | —         | —    | —     | Ups P.AtK 20.5 (+2.8) with dual fists                              |
| <i>Force Blaster 10</i>      | 36    | 15k    | A-Ph | 29        | 1.9  | 15s   | Long-range dual fist attack; power 334 (+41); req. 1 charge        |
| <i>Force Blaster 11</i>      | 36    | 15k    | A-Ph | 30        | 1.9  | 15s   | Long-range dual fist attack; power 357 (+23); req. 1 charge        |
| <i>Force Blaster 12</i>      | 36    | 15k    | A-Ph | 31        | 1.9  | 15s   | Long-range dual fist attack; power 380 (+23); req. 1 charge        |
| <i>Hurricane Assault 1</i>   | 36    | 15k    | A-Ph | 49        | 1.4  | 17s   | Dual fist attack, power 501 req. 2 charges                         |
| <i>Hurricane Assault 2</i>   | 36    | 15k    | A-Ph | 50        | 1.4  | 17s   | Dual fist attack, power 535 (+34) req. 2 charges                   |



|                        | LEVEL | SP  | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                   |
|------------------------|-------|-----|------|-----------|------|-------|----------------------------------------------------------|
| Hurricane Assault 3    | 36    | 15k | A-Ph | 52        | 1.4  | 17s   | Dual fist attack, power 570 (+35) req. 2 charges         |
| Iron Punch 22          | 36    | 15k | A-Ph | 41        | 1.6  | 15s   | Dual fist attack, power 334 (+41); {over-hit}            |
| Iron Punch 23          | 36    | 15k | A-Ph | 42        | 1.6  | 15s   | Dual fist attack, power 357 (+23); {over-hit}            |
| Iron Punch 24          | 36    | 15k | A-Ph | 44        | 1.6  | 15s   | Dual fist attack, power 380 (+23); {over-hit}            |
| Light Armor Mastery 9  | 36    | 22k | Pass | –         | –    | –     | Ups P.Def 11.9 (+1.8), Evasion 7 with light armor        |
| Light Armor Mastery 10 | 36    | 22k | Pass | –         | –    | –     | Ups P.Def 13.7 (+1.8), Evasion 7 with light armor        |
| Stunning Hit 13        | 36    | 15k | A-Ph | 35        | 1.6  | 13s   | Dual fist attack, power 120 (+15); [9-second stun] <CON> |
| Stunning Hit 14        | 36    | 15k | A-Ph | 36        | 1.6  | 13s   | Dual fist attack, power 128 (+8); [9-second stun] <CON>  |
| Stunning Hit 15        | 36    | 15k | A-Ph | 37        | 1.6  | 13s   | Dual fist attack, power 136 (+8); [9-second stun] <CON>  |

## TYRANT (← MONK ← ORC FIGHTER)

| SKILL                  | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                |
|------------------------|-------|--------|------|-----------|------|-------|-----------------------------------------------------------------------|
| Burning Fist 1         | 40    | 15k    | A-Ph | 47        | 1.9  | 15s   | Dual fist attack with the power of fire; power 431; {over-hit}        |
| Burning Fist 2         | 40    | 15k    | A-Ph | 48        | 1.9  | 15s   | Dual fist attack with the power of fire; power 458 (+27); {over-hit}  |
| Burning Fist 3         | 40    | 15k    | A-Ph | 50        | 1.9  | 15s   | Dual fist attack with the power of fire; power 486 (+28); {over-hit}  |
| Cripple 2              | 40    | 44k    | A-Ph | 35 (7+28) | 1.6  | 7s    | Dual fist attack; [decreasing foe's movement 30% for 2 mins] <DEX>    |
| Expertise Grade C      | 40    | (free) | Pass | –         | –    | –     | Allows you to use C grade items without penalty                       |
| Fist Mastery 9         | 40    | 15k    | Pass | –         | –    | –     | Ups P.AtK 23.7 (+3.2) with dual fists                                 |
| Fist Mastery 10        | 40    | 15k    | Pass | –         | –    | –     | Ups P.AtK 25.4 (+1.7) with dual fists                                 |
| Fist Mastery 11        | 40    | 15k    | Pass | –         | –    | –     | Ups P.AtK 27.1 (+1.7) with dual fists                                 |
| Focus Force 3          | 40    | 44k    | A-Ph | 7         | 0.9  | 1s    | Focuses energy into a force charge; can hold 3 at a time              |
| Force Blaster 13       | 40    | 15k    | A-Ph | 33        | 1.9  | 15s   | Long-range dual fist attack; power 431 (+51); req. 1 charge           |
| Force Blaster 14       | 40    | 15k    | A-Ph | 34        | 1.9  | 15s   | Long-range dual fist attack; power 458 (+27); req. 1 charge           |
| Force Blaster 15       | 40    | 15k    | A-Ph | 35        | 1.9  | 15s   | Long-range dual fist attack; power 486 (+28); req. 1 charge           |
| Hurricane Assault 4    | 40    | 15k    | A-Ph | 56        | 1.4  | 17s   | Dual fist attack, power 646 (+76) req. 2 charges                      |
| Hurricane Assault 5    | 40    | 15k    | A-Ph | 58        | 1.4  | 17s   | Dual fist attack, power 686 (+40) req. 2 charges                      |
| Hurricane Assault 6    | 40    | 15k    | A-Ph | 59        | 1.4  | 17s   | Dual fist attack, power 729 (+43) req. 2 charges                      |
| Light Armor Mastery 11 | 40    | 15k    | Pass | –         | –    | –     | Ups P.Def 15.7 (+2), Evasion 7 with light armor                       |
| Light Armor Mastery 12 | 40    | 15k    | Pass | –         | –    | –     | Ups P.Def 16.7 (+1), Evasion 7 with light armor                       |
| Light Armor Mastery 13 | 40    | 15k    | Pass | –         | –    | –     | Ups P.Def 17.8 (+1.1), Evasion 7 with light armor                     |
| Puma Soul              | 40    | 44k    | A-Ph | 18 (4+14) | 1.5  | 10m   | Ups your P.AtK speed 25%, Evasion 3; drops P.Def 20%; duration 5 mins |
| Soul Breaker 1         | 40    | 15k    | A-Ph | 40        | 1.4  | 13s   | Dual fist attack, power 144; [9-second stun]; {over-hit} <CON>        |
| Soul Breaker 2         | 40    | 15k    | A-Ph | 41        | 1.4  | 13s   | Dual fist attack, power 153 (+9); [9-second stun]; {over-hit} <CON>   |
| Soul Breaker 3         | 40    | 15k    | A-Ph | 43        | 1.4  | 13s   | Dual fist attack, power 162 (+9); [9-second stun]; {over-hit} <CON>   |
| Burning Fist 4         | 43    | 19k    | A-Ph | 50        | 1.9  | 15s   | Dual fist attack with the power of fire; power 516 (+30); {over-hit}  |
| Burning Fist 5         | 43    | 19k    | A-Ph | 51        | 1.9  | 15s   | Dual fist attack with the power of fire; power 547 (+31); {over-hit}  |
| Burning Fist 6         | 43    | 19k    | A-Ph | 53        | 1.9  | 15s   | Dual fist attack with the power of fire; power 579 (+32); {over-hit}  |
| Fist Mastery 12        | 43    | 19k    | Pass | –         | –    | –     | Ups P.AtK 29 (+1.9) with dual fists                                   |
| Fist Mastery 13        | 43    | 19k    | Pass | –         | –    | –     | Ups P.AtK 30.9 (+1.9) with dual fists                                 |
| Fist Mastery 14        | 43    | 19k    | Pass | –         | –    | –     | Ups P.AtK 32.9 (+2) with dual fists                                   |
| Fist of Rage           | 43    | 58k    | Cont | 13 HP/2s  | –    | –     | Boosts your P.AtK speed by 25%; consumes 13 HP every 2 seconds        |
| Force Blaster 16       | 43    | 19k    | A-Ph | 35        | 1.9  | 15s   | Long-range dual fist attack; power 516 (+30); req. 1 charge           |
| Force Blaster 17       | 43    | 19k    | A-Ph | 36        | 1.9  | 15s   | Long-range dual fist attack; power 547 (+31); req. 1 charge           |
| Force Blaster 18       | 43    | 19k    | A-Ph | 37        | 1.9  | 15s   | Long-range dual fist attack; power 579 (+32); req. 1 charge           |
| Force Buster 1         | 43    | 19k    | A-Ph | 59        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 129; req. 1 charge            |
| Force Buster 2         | 43    | 19k    | A-Ph | 61        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 137 (+8); req. 1 charge       |
| Force Buster 3         | 43    | 19k    | A-Ph | 63        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 145 (+8); req. 1 charge       |
| Hurricane Assault 7    | 43    | 19k    | A-Ph | 59        | 1.4  | 17s   | Dual fist attack, power 773 (+44) req. 2 charges                      |
| Hurricane Assault 8    | 43    | 19k    | A-Ph | 61        | 1.4  | 17s   | Dual fist attack, power 820 (+47) req. 2 charges                      |
| Hurricane Assault 9    | 43    | 19k    | A-Ph | 63        | 1.4  | 17s   | Dual fist attack, power 868 (+48) req. 2 charges                      |
| Light Armor Mastery 14 | 43    | 19k    | Pass | –         | –    | –     | Ups P.Def 18.8 (+1), Evasion 7 with light armor                       |
| Light Armor Mastery 15 | 43    | 19k    | Pass | –         | –    | –     | Ups P.Def 19.9 (+1.1), Evasion 7 with light armor                     |
| Light Armor Mastery 16 | 43    | 19k    | Pass | –         | –    | –     | Ups P.Def 21.1 (+1.2), Evasion 7 with light armor                     |
| Soul Breaker 4         | 43    | 19k    | A-Ph | 43        | 1.4  | 13s   | Dual fist attack, power 172 (+10); [9-second stun]; {over-hit} <CON>  |
| Soul Breaker 5         | 43    | 19k    | A-Ph | 44        | 1.4  | 13s   | Dual fist attack, power 183 (+11); [9-second stun]; {over-hit} <CON>  |
| Soul Breaker 6         | 43    | 19k    | A-Ph | 45        | 1.4  | 13s   | Dual fist attack, power 193 (+10); [9-second stun]; {over-hit} <CON>  |
| Burning Fist 7         | 46    | 22k    | A-Ph | 54        | 1.9  | 15s   | Dual fist attack with the power of fire; power 612 (+33); {over-hit}  |
| Burning Fist 8         | 46    | 22k    | A-Ph | 56        | 1.9  | 15s   | Dual fist attack with the power of fire; power 647 (+35); {over-hit}  |
| Burning Fist 9         | 46    | 22k    | A-Ph | 57        | 1.9  | 15s   | Dual fist attack with the power of fire; power 683 (+36); {over-hit}  |
| Fast Attack 2          | 46    | 67k    | Pass | –         | –    | –     | Ups P.AtK sp. 7%                                                      |
| Fist Mastery 15        | 46    | 22k    | Pass | –         | –    | –     | Ups P.AtK 35 (+2.1) with dual fists                                   |
| Fist Mastery 16        | 46    | 22k    | Pass | –         | –    | –     | Ups P.AtK 37.1 (+2.1) with dual fists                                 |

|                               | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                                                |
|-------------------------------|-------|--------|------|-----------|------|-------|-------------------------------------------------------------------------------------------------------|
| <i>Fist Mastery 17</i>        | 46    | 22k    | Pass | –         | –    | –     | Ups P.Atk 39.4 (+2.3) with dual fists                                                                 |
| <i>Force Blaster 19</i>       | 46    | 22k    | A-Ph | 38        | 1.9  | 15s   | Long-range dual fist attack; power 612 (+33); req. 1 charge                                           |
| <i>Force Blaster 20</i>       | 46    | 22k    | A-Ph | 39        | 1.9  | 15s   | Long-range dual fist attack; power 647 (+35); req. 1 charge                                           |
| <i>Force Blaster 21</i>       | 46    | 22k    | A-Ph | 40        | 1.9  | 15s   | Long-range dual fist attack; power 683 (+36); req. 1 charge                                           |
| <i>Force Buster 4</i>         | 46    | 22k    | A-Ph | 65        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 153 (+8); req. 1 charge                                       |
| <i>Force Buster 5</i>         | 46    | 22k    | A-Ph | 67        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 162 (+9); req. 1 charge                                       |
| <i>Force Buster 6</i>         | 46    | 22k    | A-Ph | 69        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 171 (+9); req. 1 charge                                       |
| <i>Hurricane Assault 10</i>   | 46    | 22k    | A-Ph | 65        | 1.4  | 17s   | Dual fist attack, power 918 (+50) req. 2 charges                                                      |
| <i>Hurricane Assault 11</i>   | 46    | 22k    | A-Ph | 67        | 1.4  | 17s   | Dual fist attack, power 971 (+53) req. 2 charges                                                      |
| <i>Hurricane Assault 12</i>   | 46    | 22k    | A-Ph | 69        | 1.4  | 17s   | Dual fist attack, power 1025 (+54) req. 2 charges                                                     |
| <i>Light Armor Mastery 17</i> | 46    | 22k    | Pass | –         | –    | –     | Ups P.Def 22.2 (+1.1), Evasion 7 with light armor                                                     |
| <i>Light Armor Mastery 18</i> | 46    | 22k    | Pass | –         | –    | –     | Ups P.Def 23.4 (+1.2), Evasion 7 with light armor                                                     |
| <i>Light Armor Mastery 19</i> | 46    | 22k    | Pass | –         | –    | –     | Ups P.Def 24.5 (+1.1), Evasion 7 with light armor                                                     |
| <i>Soul Breaker 7</i>         | 46    | 22k    | A-Ph | 47        | 1.4  | 13s   | Dual fist attack, power 204 (+11); [9-second stun]; {over-hit} <CON>                                  |
| <i>Soul Breaker 8</i>         | 46    | 22k    | A-Ph | 48        | 1.4  | 13s   | Dual fist attack, power 216 (+12); [9-second stun]; {over-hit} <CON>                                  |
| <i>Soul Breaker 9</i>         | 46    | 22k    | A-Ph | 49        | 1.4  | 13s   | Dual fist attack, power 228 (+12); [9-second stun]; {over-hit} <CON>                                  |
| <i>Spirit of Ogre</i>         | 46    | 67k    | A-Ph | 22 (5+17) | 1.5  | 10m   | Ups your P.Atk 7%, P.Def 15%, Accuracy 3, max HP 20%; drops movement 30%, Evasion 10; duration 5 mins |
| <i>Burning Fist 10</i>        | 49    | 37k    | A-Ph | 59        | 1.9  | 15s   | Dual fist attack with the power of fire; power 721 (+38); {over-hit}                                  |
| <i>Burning Fist 11</i>        | 49    | 37k    | A-Ph | 61        | 1.9  | 15s   | Dual fist attack with the power of fire; power 760 (+39); {over-hit}                                  |
| <i>Burning Fist 12</i>        | 49    | 37k    | A-Ph | 62        | 1.9  | 15s   | Dual fist attack with the power of fire; power 800 (+40); {over-hit}                                  |
| <i>Cripple 3</i>              | 49    | 110k   | A-Ph | 44 (9+35) | 1.6  | 7s    | Dual fist attack; [decreasing foe's movement 50% for 2 mins] <DEX>                                    |
| <i>Fist Mastery 18</i>        | 49    | 37k    | Pass | –         | –    | –     | Ups P.Atk 41.7 (+2.3) with dual fists                                                                 |
| <i>Fist Mastery 19</i>        | 49    | 37k    | Pass | –         | –    | –     | Ups P.Atk 44.1 (+2.4) with dual fists                                                                 |
| <i>Fist Mastery 20</i>        | 49    | 37k    | Pass | –         | –    | –     | Ups P.Atk 46.6 (+2.5) with dual fists                                                                 |
| <i>Force Blaster 22</i>       | 49    | 37k    | A-Ph | 42        | 1.9  | 15s   | Long-range dual fist attack; power 721 (+38); req. 1 charge                                           |
| <i>Force Blaster 23</i>       | 49    | 37k    | A-Ph | 43        | 1.9  | 15s   | Long-range dual fist attack; power 760 (+39); req. 1 charge                                           |
| <i>Force Blaster 24</i>       | 49    | 37k    | A-Ph | 44        | 1.9  | 15s   | Long-range dual fist attack; power 800 (+40); req. 1 charge                                           |
| <i>Force Buster 7</i>         | 49    | 37k    | A-Ph | 71        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 181 (+10); req. 1 charge                                      |
| <i>Force Buster 8</i>         | 49    | 37k    | A-Ph | 73        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 190 (+9); req. 1 charge                                       |
| <i>Force Buster 9</i>         | 49    | 37k    | A-Ph | 75        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 200 (+10); req. 1 charge                                      |
| <i>Force Storm 1</i>          | 49    | 37k    | A-Ph | 71        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 181; req. 1 charge                                 |
| <i>Force Storm 2</i>          | 49    | 37k    | A-Ph | 73        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 190 (+9); req. 1 charge                            |
| <i>Force Storm 3</i>          | 49    | 37k    | A-Ph | 75        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 200 (+10); req. 1 charge                           |
| <i>Hurricane Assault 13</i>   | 49    | 37k    | A-Ph | 71        | 1.4  | 17s   | Dual fist attack, power 1081 (+56) req. 2 charges                                                     |
| <i>Hurricane Assault 14</i>   | 49    | 37k    | A-Ph | 73        | 1.4  | 17s   | Dual fist attack, power 1140 (+59) req. 2 charges                                                     |
| <i>Hurricane Assault 15</i>   | 49    | 37k    | A-Ph | 75        | 1.4  | 17s   | Dual fist attack, power 1200 (+60) req. 2 charges                                                     |
| <i>Light Armor Mastery 20</i> | 49    | 37k    | Pass | –         | –    | –     | Ups P.Def 25.8 (+1.3), Evasion 7 with light armor                                                     |
| <i>Light Armor Mastery 21</i> | 49    | 37k    | Pass | –         | –    | –     | Ups P.Def 27 (+1.2), Evasion 7 with light armor                                                       |
| <i>Light Armor Mastery 22</i> | 49    | 37k    | Pass | –         | –    | –     | Ups P.Def 28.2 (+1.2), Evasion 7 with light armor                                                     |
| <i>Soul Breaker 10</i>        | 49    | 37k    | A-Ph | 51        | 1.4  | 13s   | Dual fist attack, power 241 (+13); [9-second stun]; {over-hit} <CON>                                  |
| <i>Soul Breaker 11</i>        | 49    | 37k    | A-Ph | 52        | 1.4  | 13s   | Dual fist attack, power 254 (+13); [9-second stun]; {over-hit} <CON>                                  |
| <i>Soul Breaker 12</i>        | 49    | 37k    | A-Ph | 54        | 1.4  | 13s   | Dual fist attack, power 267 (+13); [9-second stun]; {over-hit} <CON>                                  |
| <i>Burning Fist 13</i>        | 52    | 56k    | A-Ph | 64        | 1.9  | 15s   | Dual fist attack with the power of fire; power 842 (+42); {over-hit}                                  |
| <i>Burning Fist 14</i>        | 52    | 56k    | A-Ph | 64        | 1.9  | 15s   | Dual fist attack with the power of fire; power 885 (+43); {over-hit}                                  |
| <i>Burning Fist 15</i>        | 52    | 56k    | A-Ph | 66        | 1.9  | 15s   | Dual fist attack with the power of fire; power 929 (+44); {over-hit}                                  |
| <i>Expertise Grade B</i>      | 52    | (free) | Pass | –         | –    | –     | Allows you to use B grade items without penalty                                                       |
| <i>Fist Mastery 21</i>        | 52    | 56k    | Pass | –         | –    | –     | Ups P.Atk 49.2 (+2.6) with dual fists                                                                 |
| <i>Fist Mastery 22</i>        | 52    | 56k    | Pass | –         | –    | –     | Ups P.Atk 51.9 (+2.7) with dual fists                                                                 |
| <i>Fist Mastery 23</i>        | 52    | 56k    | Pass | –         | –    | –     | Ups P.Atk 54.6 (+2.7) with dual fists                                                                 |
| <i>Focus Force 4</i>          | 52    | 170k   | A-Ph | 7         | 0.9  | 1s    | Focuses energy into a force charge; can hold 4 at a time                                              |
| <i>Force Blaster 25</i>       | 52    | 56k    | A-Ph | 45        | 1.9  | 15s   | Long-range dual fist attack; power 842 (+42); req. 1 charge                                           |
| <i>Force Blaster 26</i>       | 52    | 56k    | A-Ph | 45        | 1.9  | 15s   | Long-range dual fist attack; power 885 (+43); req. 1 charge                                           |
| <i>Force Blaster 27</i>       | 52    | 56k    | A-Ph | 46        | 1.9  | 15s   | Long-range dual fist attack; power 929 (+44); req. 1 charge                                           |
| <i>Force Buster 10</i>        | 52    | 56k    | A-Ph | 77        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 211 (+11); req. 1 charge                                      |
| <i>Force Buster 11</i>        | 52    | 56k    | A-Ph | 77        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 222 (+11); req. 1 charge                                      |
| <i>Force Buster 12</i>        | 52    | 56k    | A-Ph | 79        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 233 (+11); req. 1 charge                                      |
| <i>Force Storm 4</i>          | 52    | 56k    | A-Ph | 77        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 211 (+11); req. 1 charge                           |
| <i>Force Storm 5</i>          | 52    | 56k    | A-Ph | 77        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 222 (+11); req. 1 charge                           |
| <i>Force Storm 6</i>          | 52    | 56k    | A-Ph | 79        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 233 (+11); req. 1 charge                           |
| <i>Hurricane Assault 16</i>   | 52    | 56k    | A-Ph | 77        | 1.4  | 17s   | Dual fist attack, power 1262 (+62) req. 2 charges                                                     |
| <i>Hurricane Assault 17</i>   | 52    | 56k    | A-Ph | 77        | 1.4  | 17s   | Dual fist attack, power 1327 (+65) req. 2 charges                                                     |
| <i>Hurricane Assault 18</i>   | 52    | 56k    | A-Ph | 79        | 1.4  | 17s   | Dual fist attack, power 1393 (+66) req. 2 charges                                                     |
| <i>Light Armor Mastery 23</i> | 52    | 56k    | Pass | –         | –    | –     | Ups P.Def 29.5 (+1.3), Evasion 7 with light armor                                                     |



# LINEAGE II

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|                               | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                                      |
|-------------------------------|-------|--------|------|-----------|------|-------|-----------------------------------------------------------------------------|
| <i>Light Armor Mastery 24</i> | 52    | 56k    | Pass | –         | –    | –     | Ups P.Def 30.8 (+1.3), Evasion 7 with light armor                           |
| <i>Light Armor Mastery 25</i> | 52    | 56k    | Pass | –         | –    | –     | Ups P.Def 32.1 (+1.3), Evasion 7 with light armor                           |
| <i>Soul Breaker 13</i>        | 52    | 56k    | A-Ph | 55        | 1.4  | 13s   | Dual fist attack, power 281 (+14); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 14</i>        | 52    | 56k    | A-Ph | 55        | 1.4  | 13s   | Dual fist attack, power 295 (+14); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 15</i>        | 52    | 56k    | A-Ph | 56        | 1.4  | 13s   | Dual fist attack, power 310 (+15); [9-second stun]; {over-hit} <CON>        |
| <i>Burning Fist 16</i>        | 55    | 89k    | A-Ph | 67        | 1.9  | 15s   | Dual fist attack with the power of fire; power 974 (+45); {over-hit}        |
| <i>Burning Fist 17</i>        | 55    | 89k    | A-Ph | 69        | 1.9  | 15s   | Dual fist attack with the power of fire; power 1021 (+47); {over-hit}       |
| <i>Burning Fist 18</i>        | 55    | 89k    | A-Ph | 71        | 1.9  | 15s   | Dual fist attack with the power of fire; power 1069 (+48); {over-hit}       |
| <i>Deadly Blow</i>            | 55    | 270k   | A-Ph | 399 HP    | 1.4  | 2m    | Dual fist attack, power 3664; [9-sec stun]; {over-hit}; takes 399 HP <CON>  |
| <i>Fist Mastery 24</i>        | 55    | 89k    | Pass | –         | –    | –     | Ups P.Atk 57.5 (+2.9) with dual fists                                       |
| <i>Fist Mastery 25</i>        | 55    | 89k    | Pass | –         | –    | –     | Ups P.Atk 60.4 (+2.9) with dual fists                                       |
| <i>Fist Mastery 26</i>        | 55    | 89k    | Pass | –         | –    | –     | Ups P.Atk 63.3 (+2.9) with dual fists                                       |
| <i>Force Blaster 28</i>       | 55    | 89k    | A-Ph | 47        | 1.9  | 15s   | Long-range dual fist attack; power 974 (+45); req. 1 charge                 |
| <i>Force Blaster 29</i>       | 55    | 89k    | A-Ph | 48        | 1.9  | 15s   | Long-range dual fist attack; power 1021 (+47); req. 1 charge                |
| <i>Force Blaster 30</i>       | 55    | 89k    | A-Ph | 50        | 1.9  | 15s   | Long-range dual fist attack; power 1069 (+48); req. 1 charge                |
| <i>Force Buster 13</i>        | 55    | 89k    | A-Ph | 81        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 244 (+11); req. 1 charge            |
| <i>Force Buster 14</i>        | 55    | 89k    | A-Ph | 83        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 256 (+12); req. 1 charge            |
| <i>Force Buster 15</i>        | 55    | 89k    | A-Ph | 85        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 268 (+12); req. 1 charge            |
| <i>Force Storm 7</i>          | 55    | 89k    | A-Ph | 81        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 244 (+11); req. 1 charge |
| <i>Force Storm 8</i>          | 55    | 89k    | A-Ph | 83        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 256 (+12); req. 1 charge |
| <i>Force Storm 9</i>          | 55    | 89k    | A-Ph | 85        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 268 (+12); req. 1 charge |
| <i>Hurricane Assault 19</i>   | 55    | 89k    | A-Ph | 81        | 1.4  | 17s   | Dual fist attack, power 1461 (+68) req. 2 charges                           |
| <i>Hurricane Assault 20</i>   | 55    | 89k    | A-Ph | 83        | 1.4  | 17s   | Dual fist attack, power 1531 (+70) req. 2 charges                           |
| <i>Hurricane Assault 21</i>   | 55    | 89k    | A-Ph | 85        | 1.4  | 17s   | Dual fist attack, power 1603 (+72) req. 2 charges                           |
| <i>Light Armor Mastery 26</i> | 55    | 89k    | Pass | –         | –    | –     | Ups P.Def 33.5 (+1.4), Evasion 7 with light armor                           |
| <i>Light Armor Mastery 27</i> | 55    | 89k    | Pass | –         | –    | –     | Ups P.Def 34.8 (+1.3), Evasion 7 with light armor                           |
| <i>Light Armor Mastery 28</i> | 55    | 89k    | Pass | –         | –    | –     | Ups P.Def 36.2 (+1.4), Evasion 7 with light armor                           |
| <i>Soul Breaker 16</i>        | 55    | 89k    | A-Ph | 58        | 1.4  | 13s   | Dual fist attack, power 325 (+15); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 17</i>        | 55    | 89k    | A-Ph | 59        | 1.4  | 13s   | Dual fist attack, power 341 (+16); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 18</i>        | 55    | 89k    | A-Ph | 61        | 1.4  | 13s   | Dual fist attack, power 357 (+16); [9-second stun]; {over-hit} <CON>        |
| <i>Burning Fist 19</i>        | 58    | 120k   | A-Ph | 72        | 1.9  | 15s   | Dual fist attack with the power of fire; power 1118 (+49); {over-hit}       |
| <i>Burning Fist 20</i>        | 58    | 120k   | A-Ph | 74        | 1.9  | 15s   | Dual fist attack with the power of fire; power 1169 (+51); {over-hit}       |
| <i>Burning Fist 21</i>        | 58    | 120k   | A-Ph | 76        | 1.9  | 15s   | Dual fist attack with the power of fire; power 1220 (+51); {over-hit}       |
| <i>Fast Attack 3</i>          | 58    | 370k   | Pass | –         | –    | –     | Ups P.Atk sp. 10%                                                           |
| <i>Fist Mastery 27</i>        | 58    | 120k   | Pass | –         | –    | –     | Ups P.Atk 66.4 (+3.1) with dual fists                                       |
| <i>Fist Mastery 28</i>        | 58    | 120k   | Pass | –         | –    | –     | Ups P.Atk 69.5 (+3.1) with dual fists                                       |
| <i>Fist Mastery 29</i>        | 58    | 120k   | Pass | –         | –    | –     | Ups P.Atk 72.7 (+3.2) with dual fists                                       |
| <i>Force Blaster 31</i>       | 58    | 120k   | A-Ph | 51        | 1.9  | 15s   | Long-range dual fist attack; power 1118 (+49); req. 1 charge                |
| <i>Force Blaster 32</i>       | 58    | 120k   | A-Ph | 52        | 1.9  | 15s   | Long-range dual fist attack; power 1169 (+51); req. 1 charge                |
| <i>Force Blaster 33</i>       | 58    | 120k   | A-Ph | 53        | 1.9  | 15s   | Long-range dual fist attack; power 1220 (+51); req. 1 charge                |
| <i>Force Buster 16</i>        | 58    | 120k   | A-Ph | 87        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 280 (+12); req. 1 charge            |
| <i>Force Buster 17</i>        | 58    | 120k   | A-Ph | 89        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 293 (+13); req. 1 charge            |
| <i>Force Buster 18</i>        | 58    | 120k   | A-Ph | 91        | 0.8  | 10s   | Dual fist attack vs. foes in arc; power 305 (+12); req. 1 charge            |
| <i>Force Storm 10</i>         | 58    | 120k   | A-Ph | 87        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 280 (+12); req. 1 charge |
| <i>Force Storm 11</i>         | 58    | 120k   | A-Ph | 89        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 293 (+13); req. 1 charge |
| <i>Force Storm 12</i>         | 58    | 120k   | A-Ph | 91        | 2    | 20s   | Dual fist attack vs. target and nearby foes; power 305 (+12); req. 1 charge |
| <i>Hurricane Assault 22</i>   | 58    | 120k   | A-Ph | 87        | 1.4  | 17s   | Dual fist attack, power 1677 (+74) req. 2 charges                           |
| <i>Hurricane Assault 23</i>   | 58    | 120k   | A-Ph | 89        | 1.4  | 17s   | Dual fist attack, power 1753 (+76) req. 2 charges                           |
| <i>Hurricane Assault 24</i>   | 58    | 120k   | A-Ph | 91        | 1.4  | 17s   | Dual fist attack, power 1830 (+77) req. 2 charges                           |
| <i>Light Armor Mastery 29</i> | 58    | 120k   | Pass | –         | –    | –     | Ups P.Def 37.6 (+1.4), Evasion 7 with light armor                           |
| <i>Light Armor Mastery 30</i> | 58    | 120k   | Pass | –         | –    | –     | Ups P.Def 39.1 (+1.5), Evasion 7 with light armor                           |
| <i>Light Armor Mastery 31</i> | 58    | 120k   | Pass | –         | –    | –     | Ups P.Def 40.5 (+1.4), Evasion 7 with light armor                           |
| <i>Soul Breaker 19</i>        | 58    | 120k   | A-Ph | 62        | 1.4  | 13s   | Dual fist attack, power 373 (+16); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 20</i>        | 58    | 120k   | A-Ph | 63        | 1.4  | 13s   | Dual fist attack, power 390 (+17); [9-second stun]; {over-hit} <CON>        |
| <i>Soul Breaker 21</i>        | 58    | 120k   | A-Ph | 65        | 1.4  | 13s   | Dual fist attack, power 407 (+17); [9-second stun]; {over-hit} <CON>        |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | –         | –    | –     | Allows you to use A grade items without penalty                             |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | –         | –    | –     | Allows you to use S grade items without penalty                             |





# ORC MYSTIC

| SKILL                 | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|-----------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------|
| Luck                  | 1     | (free) | Pass | -          | -    | -     | Prevents equipment and experience loss from death before Level 5      |
| Mana Recovery         | 1     | (free) | Pass | -          | -    | -     | Ups MP regen 20% with magic robes                                     |
| Mystic Movement       | 1     | (free) | Pass | -          | -    | -     | Ups attack sp. 20% with magic robes                                   |
| Soul Cry 1            | 1     | (free) | Cont | 1/5s       | -    | -     | Boosts your P.Atk by 4.5; consumes 1 MP every 5 seconds               |
| Spellcraft            | 1     | (free) | Pass | -          | -    | -     | Ups magic sp. 50% with magic robes                                    |
| Toughness             | 1     | (free) | Pass | -          | -    | -     | Ups resistance to root, sleep, poison 20                              |
| Icy Flame 1 (book)    | 7     | 520    | A-Mg | 15 (3+12)  | 4    | 6s    | Target takes 20 fire damage every second for 15 seconds <WIT>         |
| Life Drain 1 (book)   | 7     | 520    | A-Mg | 20 (4+16)  | 4    | 6s    | Attacks with power 15; steals 80% of foe's HP                         |
| Light Armor Mastery 1 | 7     | 260    | Pass | -          | -    | -     | Ups P.Def 12.6, magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA        |
| Light Armor Mastery 2 | 7     | 260    | Pass | -          | -    | -     | Ups P.Def 14.5 (+1.9), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 1       | 7     | 260    | Pass | -          | -    | -     | Ups M.Def 10                                                          |
| Magic Defense 2       | 7     | 260    | Pass | -          | -    | -     | Ups M.Def 12 (+2)                                                     |
| Robe Mastery 1        | 7     | 260    | Pass | -          | -    | -     | Ups P.Def 11.6 with magic robes                                       |
| Robe Mastery 2        | 7     | 260    | Pass | -          | -    | -     | Ups P.Def 13.4 (+1.8) with magic robes                                |
| Soul Shield 1 (book)  | 7     | 520    | A-Mg | 10 (2+8)   | 2.5  | 5s    | Ups target's P.Def 8%; duration 20 minutes                            |
| Spirit Dream 1 (book) | 7     | 520    | A-Mg | 10 (2+8)   | 4    | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| Venom 1 (book)        | 7     | 520    | A-Mg | 10 (2+8)   | 4    | 12s   | Foe takes 8 poison dam/5 secs for 30 seconds (power 1) <MEN>          |
| Weapon Mastery 1      | 7     | 520    | Pass | -          | -    | -     | Ups P.Atk 1.5, M.Atk 1.9 with a weapon                                |
| Battle Chant 1 (book) | 14    | 1,900  | A-Mg | 60 (12+48) | 2.5  | 20s   | Ups party's P.Atk 8%; duration 20 minutes                             |
| Fear 1 (book)         | 14    | 1,900  | A-Mg | 15 (3+12)  | 4    | 2m    | Confuses foes into running away                                       |
| Heavy Armor Mastery 1 | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 11.6, magic sp. 71%, P.Atk sp. 25% with heavy armor         |
| Heavy Armor Mastery 2 | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 13.3 (+1.7), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Icy Flame 2           | 14    | 1,900  | A-Mg | 23 (5+18)  | 4    | 6s    | Target takes 30 (+10) fire damage every second for 15 seconds <WIT>   |
| Life Drain 2          | 14    | 1,900  | A-Mg | 30 (6+24)  | 4    | 6s    | Attacks with power 21 (+6); steals 80% of foe's HP                    |
| Light Armor Mastery 3 | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 17.5 (+3), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA   |
| Light Armor Mastery 4 | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 19.3 (+1.8), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 3       | 14    | 950    | Pass | -          | -    | -     | Ups M.Def 14 (+2)                                                     |
| Magic Defense 4       | 14    | 950    | Pass | -          | -    | -     | Ups M.Def 16 (+2)                                                     |
| Robe Mastery 3        | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 16.1 (+2.7) with magic robes                                |
| Robe Mastery 4        | 14    | 950    | Pass | -          | -    | -     | Ups P.Def 18.4 (+2.3) with magic robes                                |
| Soul Cry 2            | 14    | 1,900  | Cont | 2/5s       | -    | -     | Boosts your P.Atk by 14 (+9.5); consumes 2 MP every 5 seconds         |
| Venom 2               | 14    | 1,900  | A-Mg | 15 (3+12)  | 4    | 12s   | Foe takes 12 (+4) poison dam/5 secs for 30 seconds (power 2) <MEN>    |
| Weapon Mastery 2      | 14    | 1,900  | Pass | -          | -    | -     | Ups P.Atk 2.8 (+1.3), M.Atk 3.5 (+1.6) with a weapon                  |

# ORC SHAMAN (← ORC MYSTIC)

| SKILL                   | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                |
|-------------------------|-------|--------|------|------------|------|-------|-----------------------------------------------------------------------|
| Boost Mana 1            | 20    | 3,300  | Pass | -          | -    | -     | Ups max MP 30                                                         |
| Chant of Life 1 (book)  | 20    | 3,300  | A-Mg | 59 (12+47) | 7    | 20s   | Party heals 12 HP every 1 seconds (s) for 15 seconds                  |
| Expertise Grade D       | 20    | (free) | Pass | -          | -    | -     | Allows you to use D grade items without penalty                       |
| Fire Chant 1 (book)     | 20    | 3,300  | A-Mg | 77 (16+61) | 2.5  | 20s   | Ups party's M.Def 15%; duration 20 minutes                            |
| Frost Flame 1 (book)    | 20    | 3,300  | A-Mg | 29 (6+23)  | 4    | 6s    | Target takes 44 fire damage every second for 15 seconds <WIT>         |
| Heavy Armor Mastery 3   | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 15.2 (+1.9), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Heavy Armor Mastery 4   | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 17.2 (+2), magic sp. 71%, P.Atk sp. 25% with heavy armor    |
| Life Drain 3            | 20    | 3,300  | A-Mg | 39 (8+31)  | 4    | 6s    | Attacks with power 26 (+5); steals 80% of foe's HP                    |
| Light Armor Mastery 5   | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 21.2 (+1.9), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 6   | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 23.2 (+2), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA   |
| Madness 1 (book)        | 20    | 3,300  | A-Mg | 20 (4+16)  | 4    | 2m    | Confuses nearby foes into switching targets.                          |
| Magic Defense 5         | 20    | 1,600  | Pass | -          | -    | -     | Ups M.Def 18 (+2)                                                     |
| Magic Defense 6         | 20    | 1,600  | Pass | -          | -    | -     | Ups M.Def 20 (+2)                                                     |
| Robe Mastery 5          | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 20.9 (+2.5) with magic robes                                |
| Robe Mastery 6          | 20    | 1,600  | Pass | -          | -    | -     | Ups P.Def 23.8 (+2.9) with magic robes                                |
| Seal of Poison 1 (book) | 20    | 3,300  | A-Mg | 29 (6+23)  | 4    | 15s   | Nearby foes take 18 poison dam/5 secs for 30 seconds (power 3) <MEN>  |
| Shield Chant 1 (book)   | 20    | 3,300  | A-Mg | 77 (16+61) | 2.5  | 20s   | Ups party's P.Def 8%; duration 20 minutes                             |
| Quick Recovery 1        | 20    | 3,300  | Pass | -          | -    | -     | Decreases the reuse time for any skill by 20%                         |
| Stun Attack 1           | 20    | 1,100  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 30; [9-second stun] <CON>                         |
| Stun Attack 2           | 20    | 1,100  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 33 (+3); [9-second stun] <CON>                    |
| Stun Attack 3           | 20    | 1,100  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 35 (+2); [9-second stun] <CON>                    |
| Venom 3                 | 20    | 3,300  | A-Mg | 20 (4+16)  | 4    | 12s   | Foe takes 18 (+6) poison dam/5 secs for 30 seconds (power 3) <MEN>    |
| Weapon Mastery 3        | 20    | 3,300  | Pass | -          | -    | -     | Ups P.Atk 4.5 (+1.7), M.Atk 5.7 (+2.2) with a weapon                  |
| Aura Sink 1 (book)      | 25    | 6,900  | A-Mg | 23 (5+18)  | 4    | 12s   | Target loses 4 MP every 5 seconds for 30 seconds <MEN>                |



# LINEAGE II

## PRIMA Official Game Guide

|                              | LEVEL | SP    | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                 |
|------------------------------|-------|-------|------|--------------|------|-------|------------------------------------------------------------------------|
| Battle Chant 2               | 25    | 6,900 | A-Mg | 88 (18+70)   | 2.5  | 20s   | Ups party's P.AtK 12%; duration 20 minutes                             |
| Blaze Quake 1 (book)         | 25    | 6,900 | A-Mg | 50 (10+40)   | 4    | 15s   | Nearby foes take 44 fire damage every second for 15 seconds <WIT>      |
| Chant of Life 2              | 25    | 6,900 | A-Mg | 72 (15+57)   | 7    | 20s   | Party heals 15 (+3) HP every 1 seconds (s) for 15 seconds              |
| Fast Cast 1                  | 25    | 6,900 | Pass | —            | —    | —     | Ups magic sp. 5%                                                       |
| Fast Mana Recovery 1         | 25    | 6,900 | Pass | —            | —    | —     | Ups MP regen 1.1                                                       |
| Heavy Armor Mastery 5        | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 19.5 (+2.3), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 6        | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 21.1 (+1.6), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Light Armor Mastery 7        | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 25.5 (+2.3), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 8        | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 27 (+1.5), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA    |
| Magic Defense 7              | 25    | 3,400 | Pass | —            | —    | —     | Ups M.Def 23 (+3)                                                      |
| Magic Defense 8              | 25    | 3,400 | Pass | —            | —    | —     | Ups M.Def 25 (+2)                                                      |
| Robe Mastery 7               | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 26.9 (+3.1) with magic robes                                 |
| Robe Mastery 8               | 25    | 3,400 | Pass | —            | —    | —     | Ups P.Def 29.1 (+2.2) with magic robes                                 |
| Seal of Binding 1 (book)     | 25    | 6,900 | A-Mg | 34 (7+27)    | 4    | 20s   | Roots nearby foes into place; duration 30 seconds <DEX>                |
| Soul Cry 3                   | 25    | 6,900 | Cont | 3/5s         | —    | —     | Boosts your P.AtK by 33.5 (+19.5); consumes 3 MP every 5 seconds       |
| Soul Shield 2                | 25    | 6,900 | A-Mg | 23 (5+18)    | 2.5  | 5s    | Ups target's P.Def 12%; duration 20 minutes                            |
| Spirit Dream 2               | 25    | 6,900 | A-Mg | 23 (5+18)    | 4    | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                           |
| Stun Attack 4                | 25    | 2,300 | A-Ph | 23           | 1.1  | 13s   | Blunt attack, power 41 (+6); [9-second stun] <CON>                     |
| Stun Attack 5                | 25    | 2,300 | A-Ph | 24           | 1.1  | 13s   | Blunt attack, power 44 (+3); [9-second stun] <CON>                     |
| Stun Attack 6                | 25    | 2,300 | A-Ph | 25           | 1.1  | 13s   | Blunt attack, power 48 (+4); [9-second stun] <CON>                     |
| Weapon Mastery 4             | 25    | 3,400 | Pass | —            | —    | —     | Ups P.AtK 5.7 (+1.2), M.AtK 7.2 (+1.5) with a weapon                   |
| Weapon Mastery 5             | 25    | 3,400 | Pass | —            | —    | —     | Ups P.AtK 6.7 (+1), M.AtK 8.3 (+1.1) with a weapon                     |
| Boost Mana 2                 | 30    | 13k   | Pass | —            | —    | —     | Ups max MP 50 (+20)                                                    |
| Chant of Life 3              | 30    | 13k   | A-Mg | 88 (18+70)   | 7    | 20s   | Party heals 18 (+3) HP every 1 seconds (s) for 15 seconds              |
| Fear 2                       | 30    | 13k   | A-Mg | 27 (6+21)    | 4    | 2m    | Confuses foes into running away                                        |
| Flame Chant 1 (book)         | 30    | 13k   | A-Mg | 105 (21+84)  | 2.5  | 20s   | Ups party's magic speed 15%; duration 20 minutes                       |
| Frost Flame 2                | 30    | 13k   | A-Mg | 40 (8+32)    | 4    | 6s    | Target takes 60 (+16) fire damage every second for 15 seconds <WIT>    |
| Heavy Armor Mastery 7        | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 23.7 (+2.6), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 8        | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 25.6 (+1.9), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Light Armor Mastery 9        | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 30.1 (+3.1), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 10       | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 32.5 (+2.4), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Magic Defense 9              | 30    | 6,600 | Pass | —            | —    | —     | Ups M.Def 28 (+3)                                                      |
| Magic Defense 10             | 30    | 6,600 | Pass | —            | —    | —     | Ups M.Def 30 (+2)                                                      |
| Power of Paagrio 1 (book)    | 30    | 13k   | A-Mg | 157 (32+125) | 2.5  | 20s   | Ups clan's P.AtK 8%; duration 20 minutes                               |
| Robe Mastery 9               | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 32.8 (+3.7) with magic robes                                 |
| Robe Mastery 10              | 30    | 6,600 | Pass | —            | —    | —     | Ups P.Def 35.4 (+2.6) with magic robes                                 |
| Seal of Chaos 1 (book)       | 30    | 13k   | A-Mg | 40 (8+32)    | 4    | 20s   | Debuffs nearby foes' accuracy 4; duration 2 minutes <DEX>              |
| Seal of Poison 2             | 30    | 13k   | A-Mg | 40 (8+32)    | 4    | 15s   | Nearby foes take 24 (+6) poison dam/5 secs for 15 secs (power 4) <MEN> |
| Shield Chant 2               | 30    | 13k   | A-Mg | 105 (21+84)  | 2.5  | 20s   | Ups party's P.Def 12%; duration 20 minutes                             |
| Quick Recovery 2             | 30    | 13k   | Pass | —            | —    | —     | Decreases the reuse time for any skill by 25% (+5%)                    |
| Stun Attack 7                | 30    | 4,400 | A-Ph | 27           | 1.1  | 13s   | Blunt attack, power 55 (+7); [9-second stun] <CON>                     |
| Stun Attack 8                | 30    | 4,400 | A-Ph | 29           | 1.1  | 13s   | Blunt attack, power 59 (+4); [9-second stun] <CON>                     |
| Stun Attack 9                | 30    | 4,400 | A-Ph | 30           | 1.1  | 13s   | Blunt attack, power 64 (+5); [9-second stun] <CON>                     |
| Weapon Mastery 6             | 30    | 6,600 | Pass | —            | —    | —     | Ups P.AtK 8.3 (+1.6), M.AtK 10.3 (+2) with a weapon                    |
| Weapon Mastery 7             | 30    | 6,600 | Pass | —            | —    | —     | Ups P.AtK 9.5 (+1.2), M.AtK 11.9 (+1.6) with a weapon                  |
| Aura Sink 2                  | 35    | 22k   | A-Mg | 30 (6+24)    | 4    | 12s   | Target loses 5 (+1) MP every 5 seconds for 30 seconds <MEN>            |
| Blaze Quake 2                | 35    | 22k   | A-Mg | 68 (14+54)   | 4    | 15s   | Nearby foes take 60 (+16) fire damage every second for 15 secs <WIT>   |
| Blessing of Paagrio 1 (book) | 35    | 22k   | A-Mg | 180 (36+144) | 2.5  | 20s   | Ups clan's P.Def 8%; duration 20 minutes                               |
| Chant of Life 4              | 35    | 22k   | A-Mg | 103 (21+82)  | 7    | 20s   | Party heals 23 (+5) HP every 1 seconds (s) for 15 seconds              |
| Fast HP Recovery 1           | 35    | 22k   | Pass | —            | —    | —     | Ups HP regen 1                                                         |
| Fast Mana Recovery 2         | 35    | 22k   | Pass | —            | —    | —     | Ups MP regen 1.4 (+0.4)                                                |
| Heavy Armor Mastery 9        | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 28.7 (+3.1), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 10       | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 30.8 (+2.1), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Impede Seal 1 (book)         | 35    | 22k   | A-Mg | 45 (9+36)    | 4    | 20s   | Debuffs nearby foes' movement 15%; duration 2 minutes <DEX>            |
| Light Armor Mastery 11       | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 36.3 (+3.8), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 12       | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 39.1 (+2.8), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Madness 2                    | 35    | 22k   | A-Mg | 30 (6+24)    | 4    | 2m    | Confuses nearby foes into switching targets.                           |
| Magic Defense 11             | 35    | 11k   | Pass | —            | —    | —     | Ups M.Def 34 (+4)                                                      |
| Magic Defense 12             | 35    | 11k   | Pass | —            | —    | —     | Ups M.Def 36 (+2)                                                      |
| Robe Mastery 11              | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 39.6 (+4.2) with magic robes                                 |
| Robe Mastery 12              | 35    | 11k   | Pass | —            | —    | —     | Ups P.Def 42.6 (+3) with magic robes                                   |
| Seal of Binding 2            | 35    | 22k   | A-Mg | 45 (9+36)    | 4    | 20s   | Roots nearby foes into place; duration 30 seconds <DEX>                |
| Soul Cry 4                   | 35    | 22k   | Cont | 4/5s         | —    | —     | Boosts your P.AtK by 66.5 (+33); consumes 4 MP every 5 seconds         |
| Soul Shield 3                | 35    | 22k   | A-Mg | 30 (6+24)    | 2.5  | 5s    | Ups target's P.Def 15%; duration 20 minutes                            |

|                  | LEVEL | SP    | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                 |
|------------------|-------|-------|------|-----------|------|-------|--------------------------------------------------------|
| Stun Attack 10   | 35    | 7,200 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 73 (+9); [9-second stun] <CON>     |
| Stun Attack 11   | 35    | 7,200 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 79 (+6); [9-second stun] <CON>     |
| Stun Attack 12   | 35    | 7,200 | A-Ph | 33        | 1.1  | 13s   | Blunt attack, power 84 (+5); [9-second stun] <CON>     |
| Weapon Mastery 8 | 35    | 11k   | Pass | -         | -    | -     | Ups P.AtK 11.6 (+2.1), M.AtK 14.6 (+2.7) with a weapon |
| Weapon Mastery 9 | 35    | 11k   | Pass | -         | -    | -     | Ups P.AtK 13.3 (+1.7), M.AtK 16.6 (+2) with a weapon   |

OVERLORD (← ORC SHAMAN ← ORC MYSTIC)

| SKILL                      | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                 |
|----------------------------|-------|--------|------|--------------|------|-------|------------------------------------------------------------------------|
| Boost HP 1                 | 40    | 28k    | Pass | -            | -    | -     | Ups max HP 60                                                          |
| Boost Mana 3               | 40    | 28k    | Pass | -            | -    | -     | Ups max MP 70 (+20)                                                    |
| Expertise Grade C          | 40    | (free) | Pass | -            | -    | -     | Allows you to use C grade items without penalty                        |
| Fast Cast 2                | 40    | 28k    | Pass | -            | -    | -     | Ups magic sp. 7%                                                       |
| Glory of Paagrio 1 (book)  | 40    | 28k    | A-Mg | 209 (42+167) | 2.5  | 20s   | Ups clan's M.Def 15%; duration 20 minutes                              |
| Hammer Crush 1             | 40    | 9,500  | A-Ph | 40           | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>             |
| Hammer Crush 2             | 40    | 9,500  | A-Ph | 41           | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 3             | 40    | 9,500  | A-Ph | 43           | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 11     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 34.3 (+3.5), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 12     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 35.5 (+1.2), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 13     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 36.7 (+1.2), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Light Armor Mastery 13     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 43.5 (+4.4), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 14     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 45 (+1.5), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA    |
| Light Armor Mastery 15     | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 46.6 (+1.6), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Magic Defense 13           | 40    | 9,500  | Pass | -            | -    | -     | Ups M.Def 40 (+4)                                                      |
| Magic Defense 14           | 40    | 9,500  | Pass | -            | -    | -     | Ups M.Def 42 (+2)                                                      |
| Magic Defense 15           | 40    | 9,500  | Pass | -            | -    | -     | Ups M.Def 43 (+1)                                                      |
| Power of Paagrio 2         | 40    | 28k    | A-Mg | 209 (42+167) | 2.5  | 20s   | Ups clan's P.AtK 12%; duration 20 minutes                              |
| Robe Mastery 13            | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 47.3 (+4.7) with magic robes                                 |
| Robe Mastery 14            | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 49 (+1.7) with magic robes                                   |
| Robe Mastery 15            | 40    | 9,500  | Pass | -            | -    | -     | Ups P.Def 50.7 (+1.7) with magic robes                                 |
| Seal of Chaos 2            | 40    | 28k    | A-Mg | 53 (11+42)   | 4    | 20s   | Debuffs nearby foes' accuracy 6; duration 2 minutes <DEX>              |
| Seal of Poison 3           | 40    | 28k    | A-Mg | 53 (11+42)   | 4    | 15s   | Nearby foes take 31 (+7) poison dam/5 secs for 15 secs (power 5) <MEN> |
| Seal of Scourge 1 (book)   | 40    | 28k    | A-Mg | 53 (11+42)   | 4    | 20s   | Stops nearby foes from regening HP; duration 2 minutes                 |
| Seal of Winter 1 (book)    | 40    | 28k    | A-Mg | 53 (11+42)   | 4    | 20s   | Debuffs nearby foes' P.AtK speed 10%; duration 2 minutes <DEX>         |
| Shield of Paagrio 1 (book) | 40    | 28k    | A-Mg | 209 (42+167) | 2.5  | 20s   | Ups clan's shield block rate to 30%; duration 20 minutes               |
| Soul Cry 5                 | 40    | 28k    | Cont | 5/5s         | -    | -     | Boosts your P.AtK by 90.5 (+24); consumes 5 MP every 5 seconds         |
| Steal Essence 1 (book)     | 40    | 28k    | A-Mg | 70 (14+56)   | 4    | 6s    | Attacks with power 52; steals 80% of foe's HP                          |
| Weapon Mastery 10          | 40    | 9,500  | Pass | -            | -    | -     | Ups P.AtK 16 (+2.7), M.AtK 20 (+3.4) with a weapon                     |
| Weapon Mastery 11          | 40    | 9,500  | Pass | -            | -    | -     | Ups P.AtK 17 (+1), M.AtK 21.3 (+1.3) with a weapon                     |
| Weapon Mastery 12          | 40    | 9,500  | Pass | -            | -    | -     | Ups P.AtK 18.1 (+1.1), M.AtK 22.6 (+1.3) with a weapon                 |
| Wisdom of Paagrio 1 (book) | 40    | 28k    | A-Mg | 209 (42+167) | 2.5  | 20s   | Ups clan's magic speed 15%; duration 20 minutes                        |
| Blessing of Paagrio 2      | 44    | 37k    | A-Mg | 232 (47+185) | 2.5  | 20s   | Ups clan's P.Def 12%; duration 20 minutes                              |
| Boost HP 2                 | 44    | 37k    | Pass | -            | -    | -     | Ups max HP 100 (+40)                                                   |
| Fast HP Recovery 2         | 44    | 37k    | Pass | -            | -    | -     | Ups HP regen 1.4 (+0.4)                                                |
| Fast Mana Recovery 3       | 44    | 37k    | Pass | -            | -    | -     | Ups MP regen 1.8 (+0.4)                                                |
| Hammer Crush 4             | 44    | 12k    | A-Ph | 43           | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 5             | 44    | 12k    | A-Ph | 44           | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 6             | 44    | 12k    | A-Ph | 45           | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON>        |
| Heart of Paagrio 1 (book)  | 44    | 37k    | A-Mg | 202 (41+161) | 2.5  | 20s   | Clan heals 31 HP every second for 15 seconds                           |
| Heavy Armor Mastery 14     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 39.3 (+2.6), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 15     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 40.6 (+1.3), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Heavy Armor Mastery 16     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 41.9 (+1.3), magic sp. 71%, P.AtK sp. 25% with heavy armor   |
| Impede Seal 2              | 44    | 37k    | A-Mg | 59 (12+47)   | 4    | 20s   | Debuffs nearby foes' movement 30%; duration 2 minutes <DEX>            |
| Light Armor Mastery 16     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 49.8 (+3.2), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 17     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 51.5 (+1.7), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Light Armor Mastery 18     | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 53.2 (+1.7), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA  |
| Magic Defense 16           | 44    | 12k    | Pass | -            | -    | -     | Ups M.Def 46 (+3)                                                      |
| Magic Defense 17           | 44    | 12k    | Pass | -            | -    | -     | Ups M.Def 47 (+1)                                                      |
| Magic Defense 18           | 44    | 12k    | Pass | -            | -    | -     | Ups M.Def 49 (+2)                                                      |
| Robe Mastery 16            | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 54.2 (+3.5) with magic robes                                 |
| Robe Mastery 17            | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 56.1 (+1.9) with magic robes                                 |
| Robe Mastery 18            | 44    | 12k    | Pass | -            | -    | -     | Ups P.Def 57.9 (+1.8) with magic robes                                 |
| Seal of Binding 3          | 44    | 37k    | A-Mg | 59 (12+47)   | 4    | 20s   | Roots nearby foes into place; duration 30 seconds <DEX>                |
| Seal of Gloom 1 (book)     | 44    | 37k    | A-Mg | 55 (11+44)   | 4    | 20s   | Nearby foes lose 7 MP every 5 seconds for 30 seconds <MEN>             |



# LINEAGE II

## PRIMA Official Game Guide

|                                    | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                |
|------------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------|
| <i>Seal of Mirage 1 (book)</i>     | 44    | 37k    | A-Mg | 59 (12+47)   | 4    | 20s   | Confuses nearby foes into switching targets.                          |
| <i>Seal of Scourge 2</i>           | 44    | 37k    | A-Mg | 59 (12+47)   | 4    | 20s   | Stops nearby foes from regening HP; duration 2 minutes                |
| <i>Seal of Winter 2</i>            | 44    | 37k    | A-Mg | 59 (12+47)   | 4    | 20s   | Debuffs nearby foes' P.AtK speed 20%; duration 2 minutes <DEX>        |
| <i>Sight of Paagrio 1 (book)</i>   | 44    | 37k    | A-Mg | 232 (47+185) | 2.5  | 20s   | Ups clan's accuracy 2                                                 |
| <i>Steal Essence 2</i>             | 44    | 37k    | A-Mg | 78 (16+62)   | 4    | 6s    | Attacks with power 58 (+6); steals 80% of foe's HP                    |
| <i>Weapon Mastery 13</i>           | 44    | 12k    | Pass | –            | –    | –     | Ups P.AtK 20.4 (+2.3), M.AtK 25.4 (+2.8) with a weapon                |
| <i>Weapon Mastery 14</i>           | 44    | 12k    | Pass | –            | –    | –     | Ups P.AtK 21.6 (+1.2), M.AtK 26.9 (+1.5) with a weapon                |
| <i>Weapon Mastery 15</i>           | 44    | 12k    | Pass | –            | –    | –     | Ups P.AtK 22.8 (+1.2), M.AtK 28.5 (+1.6) with a weapon                |
| <i>Boost HP 3</i>                  | 48    | 60k    | Pass | –            | –    | –     | Ups max HP 150 (+50)                                                  |
| <i>Boost Mana 4</i>                | 48    | 60k    | Pass | –            | –    | –     | Ups max MP 100 (+30)                                                  |
| <i>Glory of Paagrio 2</i>          | 48    | 60k    | A-Mg | 257 (52+205) | 2.5  | 20s   | Ups clan's M.Def 23%; duration 20 minutes                             |
| <i>Hammer Crush 7</i>              | 48    | 20k    | A-Ph | 47           | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 8</i>              | 48    | 20k    | A-Ph | 48           | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 9</i>              | 48    | 20k    | A-Ph | 49           | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>      |
| <i>Heart of Paagrio 2</i>          | 48    | 60k    | A-Mg | 224 (42+182) | 2.5  | 20s   | Clan heals 35 (+4) HP every second for 15 seconds                     |
| <i>Heavy Armor Mastery 17</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 44.7 (+2.8), magic sp. 71%, P.AtK sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 18</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 46.1 (+1.4), magic sp. 71%, P.AtK sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 19</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 47.6 (+1.5), magic sp. 71%, P.AtK sp. 25% with heavy armor  |
| <i>Light Armor Mastery 19</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 56.7 (+3.5), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 20</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 58.5 (+1.8), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 21</i>      | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 60.4 (+1.9), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Magic Defense 19</i>            | 48    | 20k    | Pass | –            | –    | –     | Ups M.Def 52 (+3)                                                     |
| <i>Magic Defense 20</i>            | 48    | 20k    | Pass | –            | –    | –     | Ups M.Def 54 (+2)                                                     |
| <i>Magic Defense 21</i>            | 48    | 20k    | Pass | –            | –    | –     | Ups M.Def 56 (+2)                                                     |
| <i>Power of Paagrio 3</i>          | 48    | 60k    | A-Mg | 257 (52+205) | 2.5  | 20s   | Ups clan's P.AtK 15%; duration 20 minutes                             |
| <i>Robe Mastery 19</i>             | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 61.8 (+3.9) with magic robes                                |
| <i>Robe Mastery 20</i>             | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 63.7 (+1.9) with magic robes                                |
| <i>Robe Mastery 21</i>             | 48    | 20k    | Pass | –            | –    | –     | Ups P.Def 65.7 (+2) with magic robes                                  |
| <i>Seal of Flame 1 (book)</i>      | 48    | 60k    | A-Mg | 97 (20+77)   | 4    | 20s   | Nearby foes take 77 fire damage every second for 15 seconds <WIT>     |
| <i>Seal of Silence 1 (book)</i>    | 48    | 60k    | A-Mg | 65 (13+52)   | 4    | 20s   | Stops nearby foes from casting magic; duration 2 minutes <WIT>        |
| <i>Seal of Suspension 1 (book)</i> | 48    | 60k    | A-Mg | 65 (13+52)   | 4    | 20s   | Lengthens reuse delay of foes' skills 150%; duration 2 mins           |
| <i>Seal of Winter 3</i>            | 48    | 60k    | A-Mg | 65 (13+52)   | 4    | 20s   | Debuffs nearby foes' P.AtK speed 30%; duration 2 minutes <DEX>        |
| <i>Quick Recovery 3</i>            | 48    | 60k    | Pass | –            | –    | –     | Decreases the reuse time for any skill by 30% (+5%)                   |
| <i>Shield of Paagrio 2</i>         | 48    | 60k    | A-Mg | 257 (52+205) | 2.5  | 20s   | Ups clan's shield block rate to 40%; duration 20 minutes              |
| <i>Soul Cry 6</i>                  | 48    | 60k    | Cont | 6/5s         | –    | –     | Boosts your P.AtK by 141.5 (+51); consumes 6 MP every 5 seconds       |
| <i>Steal Essence 3</i>             | 48    | 60k    | A-Mg | 87 (18+69)   | 4    | 6s    | Attacks with power 65 (+7); steals 80% of foe's HP                    |
| <i>Weapon Mastery 16</i>           | 48    | 20k    | Pass | –            | –    | –     | Ups P.AtK 25.5 (+2.7), M.AtK 31.8 (+3.3) with a weapon                |
| <i>Weapon Mastery 17</i>           | 48    | 20k    | Pass | –            | –    | –     | Ups P.AtK 26.9 (+1.4), M.AtK 33.6 (+1.8) with a weapon                |
| <i>Weapon Mastery 18</i>           | 48    | 20k    | Pass | –            | –    | –     | Ups P.AtK 28.3 (+1.4), M.AtK 35.4 (+1.8) with a weapon                |
| <i>Wisdom of Paagrio 2</i>         | 48    | 60k    | A-Mg | 257 (52+205) | 2.5  | 20s   | Ups clan's magic speed 23%; duration 20 minutes                       |
| <i>Blessing of Paagrio 3</i>       | 52    | 110k   | A-Mg | 280 (56+224) | 2.5  | 20s   | Ups clan's P.Def 15%; duration 20 minutes                             |
| <i>Boost HP 4</i>                  | 52    | 110k   | Pass | –            | –    | –     | Ups max HP 200 (+50)                                                  |
| <i>Expertise Grade B</i>           | 52    | (free) | Pass | –            | –    | –     | Allows you to use B grade items without penalty                       |
| <i>Fast HP Recovery 3</i>          | 52    | 110k   | Pass | –            | –    | –     | Ups HP regen 1.7 (+0.3)                                               |
| <i>Fast Mana Recovery 4</i>        | 52    | 110k   | Pass | –            | –    | –     | Ups MP regen 2.2 (+0.4)                                               |
| <i>Hammer Crush 10</i>             | 52    | 37k    | A-Ph | 51           | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 11</i>             | 52    | 37k    | A-Ph | 52           | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 12</i>             | 52    | 37k    | A-Ph | 54           | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>      |
| <i>Heart of Paagrio 3</i>          | 52    | 110k   | A-Mg | 239 (43+196) | 2.5  | 20s   | Clan heals 39 (+4) HP every second for 15 seconds                     |
| <i>Heavy Armor Mastery 20</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 50.6 (+3), magic sp. 71%, P.AtK sp. 25% with heavy armor    |
| <i>Heavy Armor Mastery 21</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 52.1 (+1.5), magic sp. 71%, P.AtK sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 22</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 53.7 (+1.6), magic sp. 71%, P.AtK sp. 25% with heavy armor  |
| <i>Impede Seal 3</i>               | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 20s   | Debuffs nearby foes' movement 50%; duration 2 minutes <DEX>           |
| <i>Light Armor Mastery 22</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 64.2 (+3.8), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 23</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 66.1 (+1.9), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 24</i>      | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 68.1 (+2), magic sp. 90%, P.AtK sp. 25%, MP regen 20% WLA   |
| <i>Magic Defense 22</i>            | 52    | 37k    | Pass | –            | –    | –     | Ups M.Def 59 (+3)                                                     |
| <i>Magic Defense 23</i>            | 52    | 37k    | Pass | –            | –    | –     | Ups M.Def 61 (+2)                                                     |
| <i>Magic Defense 24</i>            | 52    | 37k    | Pass | –            | –    | –     | Ups M.Def 63 (+2)                                                     |
| <i>Robe Mastery 22</i>             | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 69.9 (+4.2) with magic robes                                |
| <i>Robe Mastery 23</i>             | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 72 (+2.1) with magic robes                                  |
| <i>Robe Mastery 24</i>             | 52    | 37k    | Pass | –            | –    | –     | Ups P.Def 74.2 (+2.2) with magic robes                                |
| <i>Seal of Binding 4</i>           | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 20s   | Roots nearby foes into place; duration 30 seconds <DEX>               |
| <i>Seal of Chaos 3</i>             | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 20s   | Debuffs nearby foes' accuracy 8; duration 2 minutes <DEX>             |

|                               | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                 |
|-------------------------------|-------|--------|------|--------------|------|-------|------------------------------------------------------------------------|
| <i>Seal of Gloom 2</i>        | 52    | 110k   | A-Mg | 57 (12+45)   | 4    | 20s   | Nearby foes lose 8 (+1) MP every 5 seconds for 30 seconds <MEN>        |
| <i>Seal of Mirage 2</i>       | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 20s   | Confuses nearby foes into switching targets.                           |
| <i>Seal of Poison 4</i>       | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 15s   | Nearby foes take 38 (+7) poison dam/5 secs for 15 secs (power 6) <MEN> |
| <i>Seal of Winter 4</i>       | 52    | 110k   | A-Mg | 70 (14+56)   | 4    | 20s   | Debuffs nearby foes' P.Atk speed 40%; duration 2 minutes <DEX>         |
| <i>Sight of Paagrio 2</i>     | 52    | 110k   | A-Mg | 280 (56+224) | 2.5  | 20s   | Ups clan's accuracy 3                                                  |
| <i>Steal Essence 4</i>        | 52    | 110k   | A-Mg | 94 (19+75)   | 4    | 6s    | Attacks with power 72 (+7); steals 80% of foe's HP                     |
| <i>Weapon Mastery 19</i>      | 52    | 37k    | Pass | -            | -    | -     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                 |
| <i>Weapon Mastery 20</i>      | 52    | 37k    | Pass | -            | -    | -     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                     |
| <i>Weapon Mastery 21</i>      | 52    | 37k    | Pass | -            | -    | -     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                   |
| <i>Boost HP 5</i>             | 56    | 180k   | Pass | -            | -    | -     | Ups max HP 250 (+50)                                                   |
| <i>Boost Mana 5</i>           | 56    | 180k   | Pass | -            | -    | -     | Ups max MP 140 (+40)                                                   |
| <i>Fast Cast 3</i>            | 56    | 180k   | Pass | -            | -    | -     | Ups magic sp. 10%                                                      |
| <i>Glory of Paagrio 3</i>     | 56    | 180k   | A-Mg | 305 (61+244) | 2.5  | 20s   | Ups clan's M.Def 30%; duration 20 minutes                              |
| <i>Hammer Crush 13</i>        | 56    | 62k    | A-Ph | 55           | 1.1  | 13s   | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 14</i>        | 56    | 62k    | A-Ph | 55           | 1.1  | 13s   | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 15</i>        | 56    | 62k    | A-Ph | 56           | 1.1  | 13s   | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>       |
| <i>Heart of Paagrio 4</i>     | 56    | 180k   | A-Mg | 260 (44+216) | 2.5  | 20s   | Clan heals 43 (+4) HP every second for 15 seconds                      |
| <i>Heavy Armor Mastery 23</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 56.9 (+3.2), magic sp. 71%, P.Atk sp. 25% with heavy armor   |
| <i>Heavy Armor Mastery 24</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 58.6 (+1.7), magic sp. 71%, P.Atk sp. 25% with heavy armor   |
| <i>Heavy Armor Mastery 25</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 60.2 (+1.6), magic sp. 71%, P.Atk sp. 25% with heavy armor   |
| <i>Light Armor Mastery 25</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 72.2 (+4.1), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA  |
| <i>Light Armor Mastery 26</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 74.2 (+2), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA    |
| <i>Light Armor Mastery 27</i> | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 76.3 (+2.1), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA  |
| <i>Magic Defense 25</i>       | 56    | 62k    | Pass | -            | -    | -     | Ups M.Def 66 (+3)                                                      |
| <i>Magic Defense 26</i>       | 56    | 62k    | Pass | -            | -    | -     | Ups M.Def 68 (+2)                                                      |
| <i>Magic Defense 27</i>       | 56    | 62k    | Pass | -            | -    | -     | Ups M.Def 70 (+2)                                                      |
| <i>Robe Mastery 25</i>        | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 78.6 (+4.4) with magic robes                                 |
| <i>Robe Mastery 26</i>        | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 80.9 (+2.3) with magic robes                                 |
| <i>Robe Mastery 27</i>        | 56    | 62k    | Pass | -            | -    | -     | Ups P.Def 83.2 (+2.3) with magic robes                                 |
| <i>Seal of Flame 2</i>        | 56    | 180k   | A-Mg | 115 (23+92)  | 4    | 20s   | Nearby foes take 94 (+17) fire damage every second for 20 secs <WIT>   |
| <i>Seal of Silence 2</i>      | 56    | 180k   | A-Mg | 77 (16+61)   | 4    | 20s   | Stops nearby foes from casting magic; duration 2 minutes <WIT>         |
| <i>Seal of Suspension 2</i>   | 56    | 180k   | A-Mg | 77 (16+61)   | 4    | 20s   | Lengthens reuse delay of foes' skills 200% (+50%); duration 2 mins     |
| <i>Seal of Winter 5</i>       | 56    | 180k   | A-Mg | 77 (16+61)   | 4    | 20s   | Debuffs nearby foes' P.Atk speed 50%; duration 2 minutes <DEX>         |
| <i>Shield of Paagrio 3</i>    | 56    | 180k   | A-Mg | 305 (61+244) | 2.5  | 20s   | Ups clan's shield block rate to 50%; duration 20 minutes               |
| <i>Sight of Paagrio 3</i>     | 56    | 180k   | A-Mg | 305 (61+244) | 2.5  | 20s   | Ups clan's accuracy 4                                                  |
| <i>Soul Cry 7</i>             | 56    | 180k   | Cont | 7/5s         | -    | -     | Boosts your P.Atk by 208.5 (+67); consumes 7 MP every 5 seconds        |
| <i>Steal Essence 5</i>        | 56    | 180k   | A-Mg | 103 (21+82)  | 4    | 6s    | Attacks with power 78 (+6); steals 80% of foe's HP                     |
| <i>Weapon Mastery 22</i>      | 56    | 62k    | Pass | -            | -    | -     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                   |
| <i>Weapon Mastery 23</i>      | 56    | 62k    | Pass | -            | -    | -     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                 |
| <i>Weapon Mastery 24</i>      | 56    | 62k    | Pass | -            | -    | -     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                 |
| <i>Wisdom of Paagrio 3</i>    | 56    | 180k   | A-Mg | 305 (61+244) | 2.5  | 20s   | Ups clan's magic speed 30%; duration 20 minutes                        |
| <i>Expertise Grade A</i>      | 61    | (free) | Pass | -            | -    | -     | Allows you to use A grade items without penalty                        |
| <i>Expertise Grade S</i>      | 67    | (free) | Pass | -            | -    | -     | Allows you to use S grade items without penalty                        |

## WARCRYER (← ORC SHAMAN ← ORC MYSTIC)

| SKILL                            | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                |
|----------------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------|
| <i>Boost HP 1</i>                | 40    | 31k    | Pass | -            | -    | -     | Ups max HP 60                                                         |
| <i>Boost Mana 3</i>              | 40    | 31k    | Pass | -            | -    | -     | Ups max MP 70 (+20)                                                   |
| <i>Chant of Evasion 1 (book)</i> | 40    | 31k    | A-Mg | 139 (28+111) | 2.5  | 20s   | Ups party's Evasion 4; duration 20 minutes                            |
| <i>Chant of Life 5</i>           | 40    | 31k    | A-Mg | 122 (25+97)  | 7    | 20s   | Party heals 27 (+4) HP every 1 seconds (s) for 15 seconds             |
| <i>Expertise Grade C</i>         | 40    | (free) | Pass | -            | -    | -     | Allows you to use C grade items without penalty                       |
| <i>Fast Cast 2</i>               | 40    | 31k    | Pass | -            | -    | -     | Ups magic sp. 7%                                                      |
| <i>Fire Chant 2</i>              | 40    | 31k    | A-Mg | 139 (28+111) | 2.5  | 20s   | Ups party's M.Def 23%; duration 20 minutes                            |
| <i>Freezing Flame 1 (book)</i>   | 40    | 31k    | A-Mg | 53 (11+42)   | 4    | 6s    | Foe takes 77 fire damage every second for 15 seconds <WIT>            |
| <i>Hammer Crush 1</i>            | 40    | 11k    | A-Ph | 40           | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>            |
| <i>Hammer Crush 2</i>            | 40    | 11k    | A-Ph | 41           | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 3</i>            | 40    | 11k    | A-Ph | 43           | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON>       |
| <i>Heavy Armor Mastery 11</i>    | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 34.3 (+3.5), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 12</i>    | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 35.5 (+1.2), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 13</i>    | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 36.7 (+1.2), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Light Armor Mastery 13</i>    | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 43.5 (+4.4), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 14</i>    | 40    | 11k    | Pass | -            | -    | -     | Ups P.Def 45 (+1.5), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA   |



# LINEAGE II

## PRIMA Official Game Guide

|                               | LEVEL | SP  | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                |
|-------------------------------|-------|-----|------|--------------|------|-------|-----------------------------------------------------------------------|
| <i>Light Armor Mastery 15</i> | 40    | 11k | Pass | –            | –    | –     | Ups P.Def 46.6 (+1.6), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Magic Defense 13</i>       | 40    | 11k | Pass | –            | –    | –     | Ups M.Def 40 (+4)                                                     |
| <i>Magic Defense 14</i>       | 40    | 11k | Pass | –            | –    | –     | Ups M.Def 42 (+2)                                                     |
| <i>Magic Defense 15</i>       | 40    | 11k | Pass | –            | –    | –     | Ups M.Def 43 (+1)                                                     |
| <i>Robe Mastery 13</i>        | 40    | 11k | Pass | –            | –    | –     | Ups P.Def 47.3 (+4.7) with magic robes                                |
| <i>Robe Mastery 14</i>        | 40    | 11k | Pass | –            | –    | –     | Ups P.Def 49 (+1.7) with magic robes                                  |
| <i>Robe Mastery 15</i>        | 40    | 11k | Pass | –            | –    | –     | Ups P.Def 50.7 (+1.7) with magic robes                                |
| <i>Shield Chant 3</i>         | 40    | 31k | A-Mg | 139 (28+111) | 2.5  | 20s   | Ups party's P.Def 15%; duration 20 minutes                            |
| <i>Soul Cry 5</i>             | 40    | 31k | Cont | 5/5s         | –    | –     | Boosts your P.Atk by 90.5 (+24); consumes 5 MP every 5 seconds        |
| <i>Steal Essence 1 (book)</i> | 40    | 31k | A-Mg | 70 (14+56)   | 4    | 6s    | Attacks with power 52; steals 80% of foe's HP                         |
| <i>Venom 4</i>                | 40    | 31k | A-Mg | 35 (7+28)    | 4    | 12s   | Foe takes 31 (+13) poison dam/5 secs for 30 secs (power 5) <MEN>      |
| <i>Weapon Mastery 10</i>      | 40    | 11k | Pass | –            | –    | –     | Ups P.Atk 16 (+2.7), M.Atk 20 (+3.4) with a weapon                    |
| <i>Weapon Mastery 11</i>      | 40    | 11k | Pass | –            | –    | –     | Ups P.Atk 17 (+1), M.Atk 21.3 (+1.3) with a weapon                    |
| <i>Weapon Mastery 12</i>      | 40    | 11k | Pass | –            | –    | –     | Ups P.Atk 18.1 (+1.1), M.Atk 22.6 (+1.3) with a weapon                |
| <i>Aura Sink 3</i>            | 44    | 43k | A-Mg | 39 (8+31)    | 4    | 12s   | Target loses 7 (+2) MP every 5 seconds for 30 seconds <MEN>           |
| <i>Battle Chant 3</i>         | 44    | 43k | A-Mg | 154 (31+123) | 2.5  | 20s   | Ups party's P.Atk 15%; duration 20 minutes                            |
| <i>Boost HP 2</i>             | 44    | 43k | Pass | –            | –    | –     | Ups max HP 100 (+40)                                                  |
| <i>Chant of Life 6</i>        | 44    | 43k | A-Mg | 134 (27+107) | 7    | 20s   | Party heals 31 (+4) HP every 1 seconds (s) for 15 seconds             |
| <i>Chant of Rage 1 (book)</i> | 44    | 43k | A-Mg | 154 (31+123) | 2.5  | 20s   | Ups party's crit. dam. 30%; duration 20 minutes                       |
| <i>Fast HP Recovery 2</i>     | 44    | 43k | Pass | –            | –    | –     | Ups HP regen 1.4 (+0.4)                                               |
| <i>Fast Mana Recovery 3</i>   | 44    | 43k | Pass | –            | –    | –     | Ups MP regen 1.8 (+0.4)                                               |
| <i>Flame Chant 2</i>          | 44    | 43k | A-Mg | 154 (31+123) | 2.5  | 20s   | Ups party's magic speed 23%; duration 20 minutes                      |
| <i>Hammer Crush 4</i>         | 44    | 15k | A-Ph | 43           | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 5</i>         | 44    | 15k | A-Ph | 44           | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 6</i>         | 44    | 15k | A-Ph | 45           | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON>       |
| <i>Heavy Armor Mastery 14</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 39.3 (+2.6), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 15</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 40.6 (+1.3), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 16</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 41.9 (+1.3), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Light Armor Mastery 16</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 49.8 (+3.2), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 17</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 51.5 (+1.7), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 18</i> | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 53.2 (+1.7), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Magic Defense 16</i>       | 44    | 15k | Pass | –            | –    | –     | Ups M.Def 46 (+3)                                                     |
| <i>Magic Defense 17</i>       | 44    | 15k | Pass | –            | –    | –     | Ups M.Def 47 (+1)                                                     |
| <i>Magic Defense 18</i>       | 44    | 15k | Pass | –            | –    | –     | Ups M.Def 49 (+2)                                                     |
| <i>Robe Mastery 16</i>        | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 54.2 (+3.5) with magic robes                                |
| <i>Robe Mastery 17</i>        | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 56.1 (+1.9) with magic robes                                |
| <i>Robe Mastery 18</i>        | 44    | 15k | Pass | –            | –    | –     | Ups P.Def 57.9 (+1.8) with magic robes                                |
| <i>Spirit Dream 3</i>         | 44    | 43k | A-Mg | 39 (8+31)    | 4    | 6s    | Puts foe to sleep; duration 30 seconds <WIT>                          |
| <i>Steal Essence 2</i>        | 44    | 43k | A-Mg | 78 (16+62)   | 4    | 6s    | Attacks with power 58 (+6); steals 80% of foe's HP                    |
| <i>Weapon Mastery 13</i>      | 44    | 15k | Pass | –            | –    | –     | Ups P.Atk 20.4 (+2.3), M.Atk 25.4 (+2.8) with a weapon                |
| <i>Weapon Mastery 14</i>      | 44    | 15k | Pass | –            | –    | –     | Ups P.Atk 21.6 (+1.2), M.Atk 26.9 (+1.5) with a weapon                |
| <i>Weapon Mastery 15</i>      | 44    | 15k | Pass | –            | –    | –     | Ups P.Atk 22.8 (+1.2), M.Atk 28.5 (+1.6) with a weapon                |
| <i>Boost HP 3</i>             | 48    | 75k | Pass | –            | –    | –     | Ups max HP 150 (+50)                                                  |
| <i>Boost Mana 4</i>           | 48    | 75k | Pass | –            | –    | –     | Ups max MP 100 (+30)                                                  |
| <i>Chant of Evasion 2</i>     | 48    | 75k | A-Mg | 172 (35+137) | 2.5  | 20s   | Ups party's Evasion 6; duration 20 minutes                            |
| <i>Chant of Fury 1 (book)</i> | 48    | 75k | A-Mg | 172 (35+137) | 2.5  | 20s   | Ups party's P.Atk speed 15%; duration 20 minutes                      |
| <i>Chant of Life 7</i>        | 48    | 75k | A-Mg | 152 (31+121) | 7    | 20s   | Party heals 35 (+4) HP every 1 seconds (s) for 15 seconds             |
| <i>Fear 3</i>                 | 48    | 75k | A-Mg | 44 (9+35)    | 4    | 2m    | Confuses foes into running away                                       |
| <i>Hammer Crush 7</i>         | 48    | 25k | A-Ph | 47           | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>       |
| <i>Hammer Crush 8</i>         | 48    | 25k | A-Ph | 48           | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 9</i>         | 48    | 25k | A-Ph | 49           | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>      |
| <i>Heavy Armor Mastery 17</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 44.7 (+2.8), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 18</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 46.1 (+1.4), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Heavy Armor Mastery 19</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 47.6 (+1.5), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| <i>Light Armor Mastery 19</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 56.7 (+3.5), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 20</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 58.5 (+1.8), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Light Armor Mastery 21</i> | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 60.4 (+1.9), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| <i>Madness 3</i>              | 48    | 75k | A-Mg | 44 (9+35)    | 4    | 2m    | Confuses nearby foes into switching targets.                          |
| <i>Magic Defense 19</i>       | 48    | 25k | Pass | –            | –    | –     | Ups M.Def 52 (+3)                                                     |
| <i>Magic Defense 20</i>       | 48    | 25k | Pass | –            | –    | –     | Ups M.Def 54 (+2)                                                     |
| <i>Magic Defense 21</i>       | 48    | 25k | Pass | –            | –    | –     | Ups M.Def 56 (+2)                                                     |
| <i>Robe Mastery 19</i>        | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 61.8 (+3.9) with magic robes                                |
| <i>Robe Mastery 20</i>        | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 63.7 (+1.9) with magic robes                                |
| <i>Robe Mastery 21</i>        | 48    | 25k | Pass | –            | –    | –     | Ups P.Def 65.7 (+2) with magic robes                                  |

|                        | LEVEL | SP     | TYPE | COST (MP)    | TIME | REUSE | EFFECT                                                                |
|------------------------|-------|--------|------|--------------|------|-------|-----------------------------------------------------------------------|
| Quick Recovery 3       | 48    | 75k    | Pass | -            | -    | -     | Decreases the reuse time for any skill by 30% (+5%)                   |
| Soul Cry 6             | 48    | 75k    | Cont | 6/5s         | -    | -     | Boosts your P.Atk by 141.5 (+51); consumes 6 MP every 5 seconds       |
| Steal Essence 3        | 48    | 75k    | A-Mg | 87 (18+69)   | 4    | 6s    | Attacks with power 65 (+7); steals 80% of foe's HP                    |
| Weapon Mastery 16      | 48    | 25k    | Pass | -            | -    | -     | Ups P.Atk 25.5 (+2.7), M.Atk 31.8 (+3.3) with a weapon                |
| Weapon Mastery 17      | 48    | 25k    | Pass | -            | -    | -     | Ups P.Atk 26.9 (+1.4), M.Atk 33.6 (+1.8) with a weapon                |
| Weapon Mastery 18      | 48    | 25k    | Pass | -            | -    | -     | Ups P.Atk 28.3 (+1.4), M.Atk 35.4 (+1.8) with a weapon                |
| Aura Sink 4            | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 12s   | Target loses 8 (+1) MP every 5 seconds for 30 seconds <MEN>           |
| Boost HP 4             | 52    | 130k   | Pass | -            | -    | -     | Ups max HP 200 (+50)                                                  |
| Chant of Life 8        | 52    | 130k   | A-Mg | 164 (33+131) | 7    | 20s   | Party heals 39 (+4) HP every 1 seconds (s) for 15 seconds             |
| Chant of Rage 2        | 52    | 130k   | A-Mg | 188 (38+150) | 2.5  | 20s   | Ups party's crit. dam. 40%; duration 20 minutes                       |
| Expertise Grade B      | 52    | (free) | Pass | -            | -    | -     | Allows you to use B grade items without penalty                       |
| Fast HP Recovery 3     | 52    | 130k   | Pass | -            | -    | -     | Ups HP regen 1.7 (+0.3)                                               |
| Fast Mana Recovery 4   | 52    | 130k   | Pass | -            | -    | -     | Ups MP regen 2.2 (+0.4)                                               |
| Fire Chant 3           | 52    | 130k   | A-Mg | 188 (38+150) | 2.5  | 20s   | Ups party's M.Def 30%; duration 20 minutes                            |
| Freezing Flame 2       | 52    | 130k   | A-Mg | 70 (14+56)   | 4    | 6s    | Foe takes 94 (+17) fire damage every second for 15 seconds <WIT>      |
| Hammer Crush 10        | 52    | 46k    | A-Ph | 51           | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 11        | 52    | 46k    | A-Ph | 52           | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 12        | 52    | 46k    | A-Ph | 54           | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>      |
| Heavy Armor Mastery 20 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 50.6 (+3), magic sp. 71%, P.Atk sp. 25% with heavy armor    |
| Heavy Armor Mastery 21 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 52.1 (+1.5), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Heavy Armor Mastery 22 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 53.7 (+1.6), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Light Armor Mastery 22 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 64.2 (+3.8), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 23 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 66.1 (+1.9), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 24 | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 68.1 (+2), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA   |
| Magic Defense 22       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 59 (+3)                                                     |
| Magic Defense 23       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 61 (+2)                                                     |
| Magic Defense 24       | 52    | 46k    | Pass | -            | -    | -     | Ups M.Def 63 (+2)                                                     |
| Robe Mastery 22        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 69.9 (+4.2) with magic robes                                |
| Robe Mastery 23        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 72 (+2.1) with magic robes                                  |
| Robe Mastery 24        | 52    | 46k    | Pass | -            | -    | -     | Ups P.Def 74.2 (+2.2) with magic robes                                |
| Steal Essence 4        | 52    | 130k   | A-Mg | 94 (19+75)   | 4    | 6s    | Attacks with power 72 (+7); steals 80% of foe's HP                    |
| Venom 5                | 52    | 130k   | A-Mg | 48 (10+38)   | 4    | 12s   | Foe takes 38 (+7) poison dam/5 secs for 30 secs (power 6) <MEN>       |
| Weapon Mastery 19      | 52    | 46k    | Pass | -            | -    | -     | Ups P.Atk 31.4 (+3.1), M.Atk 39.2 (+3.8) with a weapon                |
| Weapon Mastery 20      | 52    | 46k    | Pass | -            | -    | -     | Ups P.Atk 33 (+1.6), M.Atk 41.2 (+2) with a weapon                    |
| Weapon Mastery 21      | 52    | 46k    | Pass | -            | -    | -     | Ups P.Atk 34.6 (+1.6), M.Atk 43.2 (+2) with a weapon                  |
| Boost HP 5             | 56    | 240k   | Pass | -            | -    | -     | Ups max HP 250 (+50)                                                  |
| Boost Mana 5           | 56    | 240k   | Pass | -            | -    | -     | Ups max MP 140 (+40)                                                  |
| Chant of Evasion 3     | 56    | 240k   | A-Mg | 204 (41+163) | 2.5  | 20s   | Ups party's Evasion 8; duration 20 minutes                            |
| Chant of Fury 2        | 56    | 240k   | A-Mg | 204 (41+163) | 2.5  | 20s   | Ups party's P.Atk speed 33%; duration 20 minutes                      |
| Chant of Life 9        | 56    | 240k   | A-Mg | 180 (36+144) | 7    | 20s   | Party heals 43 (+4) HP every 1 seconds (s) for 15 seconds             |
| Chant of Rage 3        | 56    | 240k   | A-Mg | 204 (41+163) | 2.5  | 20s   | Ups party's crit. dam. 50%; duration 20 minutes                       |
| Fast Cast 3            | 56    | 240k   | Pass | -            | -    | -     | Ups magic sp. 10%                                                     |
| Flame Chant 3          | 56    | 240k   | A-Mg | 204 (41+163) | 2.5  | 20s   | Ups party's magic speed 30%; duration 20 minutes                      |
| Hammer Crush 13        | 56    | 77k    | A-Ph | 55           | 1.1  | 13s   | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 14        | 56    | 77k    | A-Ph | 55           | 1.1  | 13s   | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 15        | 56    | 77k    | A-Ph | 56           | 1.1  | 13s   | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>      |
| Heavy Armor Mastery 23 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 56.9 (+3.2), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Heavy Armor Mastery 24 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 58.6 (+1.7), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Heavy Armor Mastery 25 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 60.2 (+1.6), magic sp. 71%, P.Atk sp. 25% with heavy armor  |
| Light Armor Mastery 25 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 72.2 (+4.1), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Light Armor Mastery 26 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 74.2 (+2), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA   |
| Light Armor Mastery 27 | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 76.3 (+2.1), magic sp. 90%, P.Atk sp. 25%, MP regen 20% WLA |
| Magic Defense 25       | 56    | 77k    | Pass | -            | -    | -     | Ups M.Def 66 (+3)                                                     |
| Magic Defense 26       | 56    | 77k    | Pass | -            | -    | -     | Ups M.Def 68 (+2)                                                     |
| Magic Defense 27       | 56    | 77k    | Pass | -            | -    | -     | Ups M.Def 70 (+2)                                                     |
| Robe Mastery 25        | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 78.6 (+4.4) with magic robes                                |
| Robe Mastery 26        | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 80.9 (+2.3) with magic robes                                |
| Robe Mastery 27        | 56    | 77k    | Pass | -            | -    | -     | Ups P.Def 83.2 (+2.3) with magic robes                                |
| Soul Cry 7             | 56    | 240k   | Cont | 7/5s         | -    | -     | Boosts your P.Atk by 208.5 (+67); consumes 7 MP every 5 seconds       |
| Steal Essence 5        | 56    | 240k   | A-Mg | 103 (21+82)  | 4    | 6s    | Attacks with power 78 (+6); steals 80% of foe's HP                    |
| Weapon Mastery 22      | 56    | 77k    | Pass | -            | -    | -     | Ups P.Atk 38 (+3.4), M.Atk 47.5 (+4.3) with a weapon                  |
| Weapon Mastery 23      | 56    | 77k    | Pass | -            | -    | -     | Ups P.Atk 39.8 (+1.8), M.Atk 49.8 (+2.3) with a weapon                |
| Weapon Mastery 24      | 56    | 77k    | Pass | -            | -    | -     | Ups P.Atk 41.7 (+1.9), M.Atk 52.1 (+2.3) with a weapon                |
| Expertise Grade A      | 61    | (free) | Pass | -            | -    | -     | Allows you to use A grade items without penalty                       |
| Expertise Grade S      | 67    | (free) | Pass | -            | -    | -     | Allows you to use S grade items without penalty                       |



## DWARVEN FIGHTER

| SKILL                   | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|-------------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------|
| <i>Luck</i>             | 1     | (free) | Pass | –         | –    | –     | Prevents equipment and experience loss from death before Level 5    |
| <i>Armor Mastery 1</i>  | 5     | 320    | Pass | –         | –    | –     | Ups P.Def 9 when in armor                                           |
| <i>Create Item 1</i>    | 5     | 320    | Pass | –         | –    | –     | Allows you to craft level 1 items                                   |
| <i>Weapon Mastery 1</i> | 5     | 320    | Pass | –         | –    | –     | Ups P.Atk 2 with a weapon                                           |
| <i>Armor Mastery 2</i>  | 10    | 550    | Pass | –         | –    | –     | Ups P.Def 11 (+2) when in armor                                     |
| <i>Armor Mastery 3</i>  | 10    | 550    | Pass | –         | –    | –     | Ups P.Def 12 (+1) when in armor                                     |
| <i>Search</i>           | 10    | 1,100  | A-Ph | 3         | 0.5  | 10s   | Collects special drops from spoiled foes                            |
| <i>Spoil 1</i>          | 10    | 1,100  | A-Ph | 13 (3+10) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| <i>Weapon Mastery 2</i> | 10    | 1,100  | Pass | –         | –    | –     | Ups P.Atk 3 (+1) with a weapon                                      |
| <i>Weight Limit 1</i>   | 10    | 1,100  | Pass | –         | –    | –     | Ups weight limit 100%                                               |
| <i>Armor Mastery 4</i>  | 15    | 2,000  | Pass | –         | –    | –     | Ups P.Def 13 (+1) when in armor; ups Evasion 3 when in light armor  |
| <i>Armor Mastery 5</i>  | 15    | 2,000  | Pass | –         | –    | –     | Ups P.Def 14 (+1) when in armor                                     |
| <i>Weapon Mastery 3</i> | 15    | 4,000  | Pass | –         | –    | –     | Ups P.Atk 4 (+1) with a weapon                                      |

## SCAVENGER (← DWARVEN FIGHTER)

| SKILL                         | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|-------------------------------|-------|--------|------|-----------|------|-------|---------------------------------------------------------------------|
| <i>Bandage 1</i>              | 20    | 4,100  | A-Ph | 20 (4+16) | 1.5  | 3s    | Cures self of bleeding (power 3)                                    |
| <i>Blunt Weapon Mastery 1</i> | 20    | 4,100  | Pass | –         | –    | –     | Ups P.Atk 4.5 with a blunt                                          |
| <i>Boost HP 1</i>             | 20    | 4,100  | Pass | –         | –    | –     | Ups max HP 60                                                       |
| <i>Expertise Grade D</i>      | 20    | (free) | Pass | –         | –    | –     | Allows you to use D grade items without penalty                     |
| <i>Heavy Armor Mastery 1</i>  | 20    | 2,100  | Pass | –         | –    | –     | Ups P.Def 1.9 with heavy armor                                      |
| <i>Heavy Armor Mastery 2</i>  | 20    | 2,100  | Pass | –         | –    | –     | Ups P.Def 3.3 (+1.4) with heavy armor                               |
| <i>Light Armor Mastery 1</i>  | 20    | 2,100  | Pass | –         | –    | –     | Ups P.Def 4.2, Evasion 3 with light armor                           |
| <i>Light Armor Mastery 2</i>  | 20    | 2,100  | Pass | –         | –    | –     | Ups P.Def 5.3 (+1.1), Evasion 3 with light armor                    |
| <i>Polearm Mastery 1</i>      | 20    | 4,100  | Pass | –         | –    | –     | Ups P.Atk 4.5 with a polearm                                        |
| <i>Spoil 2</i>                | 20    | 4,100  | A-Ph | 20 (4+16) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| <i>Stun Attack 1</i>          | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 30; [9-second stun] <CON>                       |
| <i>Stun Attack 2</i>          | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 33 (+3); [9-second stun] <CON>                  |
| <i>Stun Attack 3</i>          | 20    | 1,400  | A-Ph | 22        | 1.1  | 13s   | Blunt attack, power 35 (+2); [9-second stun] <CON>                  |
| <i>Wild Sweep 1</i>           | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 90; {over-hit}                   |
| <i>Wild Sweep 2</i>           | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 97 (+7); {over-hit}              |
| <i>Wild Sweep 3</i>           | 20    | 1,400  | A-Ph | 22        | 1.1  | 17s   | Pole attack vs. foes in arc; power 105 (+8); {over-hit}             |
| <i>Blunt Weapon Mastery 2</i> | 24    | 7,700  | Pass | –         | –    | –     | Ups P.Atk 7.3 (+2.8) with a blunt                                   |
| <i>Fast HP Recovery 1</i>     | 24    | 7,700  | Pass | –         | –    | –     | Ups HP regen 1                                                      |
| <i>Heavy Armor Mastery 3</i>  | 24    | 3,900  | Pass | –         | –    | –     | Ups P.Def 4.8 (+1.5) with heavy armor                               |
| <i>Heavy Armor Mastery 4</i>  | 24    | 3,900  | Pass | –         | –    | –     | Ups P.Def 6.4 (+1.6) with heavy armor                               |
| <i>Light Armor Mastery 3</i>  | 24    | 3,900  | Pass | –         | –    | –     | Ups P.Def 6.5 (+1.2), Evasion 5 (+2) with light armor               |
| <i>Light Armor Mastery 4</i>  | 24    | 3,900  | Pass | –         | –    | –     | Ups P.Def 7.7 (+1.2), Evasion 5 with light armor                    |
| <i>Polearm Mastery 2</i>      | 24    | 7,700  | Pass | –         | –    | –     | Ups P.Atk 7.3 (+2.8) with a polearm                                 |
| <i>Stun Attack 4</i>          | 24    | 2,600  | A-Ph | 23        | 1.1  | 13s   | Blunt attack, power 41 (+6); [9-second stun] <CON>                  |
| <i>Stun Attack 5</i>          | 24    | 2,600  | A-Ph | 24        | 1.1  | 13s   | Blunt attack, power 44 (+3); [9-second stun] <CON>                  |
| <i>Stun Attack 6</i>          | 24    | 2,600  | A-Ph | 25        | 1.1  | 13s   | Blunt attack, power 48 (+4); [9-second stun] <CON>                  |
| <i>Vital Force 1</i>          | 24    | 7,700  | Pass | –         | –    | –     | Ups HP regen 1.9, MP regen 0.8 when sitting                         |
| <i>Weight Limit 2</i>         | 24    | 7,700  | Pass | –         | –    | –     | Ups weight limit 200%                                               |
| <i>Wild Sweep 4</i>           | 24    | 2,600  | A-Ph | 23        | 1.1  | 17s   | Pole attack vs. foes in arc; power 123 (+18); {over-hit}            |
| <i>Wild Sweep 5</i>           | 24    | 2,600  | A-Ph | 24        | 1.1  | 17s   | Pole attack vs. foes in arc; power 132 (+9); {over-hit}             |
| <i>Wild Sweep 6</i>           | 24    | 2,600  | A-Ph | 25        | 1.1  | 17s   | Pole attack vs. foes in arc; power 143 (+11); {over-hit}            |
| <i>Blunt Weapon Mastery 3</i> | 28    | 7,500  | Pass | –         | –    | –     | Ups P.Atk 8.9 (+1.6) with a blunt                                   |
| <i>Blunt Weapon Mastery 4</i> | 28    | 7,500  | Pass | –         | –    | –     | Ups P.Atk 10.7 (+1.8) with a blunt                                  |
| <i>Boost HP 2</i>             | 28    | 15k    | Pass | –         | –    | –     | Ups max HP 100 (+40)                                                |
| <i>Heavy Armor Mastery 5</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 8.1 (+1.7) with heavy armor                               |
| <i>Heavy Armor Mastery 6</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 8.9 (+0.8) with heavy armor                               |
| <i>Heavy Armor Mastery 7</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 9.8 (+0.9) with heavy armor                               |
| <i>Light Armor Mastery 5</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 9 (+1.3), Evasion 6 (+1) with light armor                 |
| <i>Light Armor Mastery 6</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 9.9 (+0.9), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 7</i>  | 28    | 5,000  | Pass | –         | –    | –     | Ups P.Def 10.8 (+0.9), Evasion 6 with light armor                   |
| <i>Polearm Mastery 3</i>      | 28    | 7,500  | Pass | –         | –    | –     | Ups P.Atk 8.9 (+1.6) with a polearm                                 |
| <i>Polearm Mastery 4</i>      | 28    | 7,500  | Pass | –         | –    | –     | Ups P.Atk 10.7 (+1.8) with a polearm                                |
| <i>Spoil 3</i>                | 28    | 15k    | A-Ph | 25 (5+20) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| <i>Stun Attack 7</i>          | 28    | 5,000  | A-Ph | 27        | 1.1  | 13s   | Blunt attack, power 55 (+7); [9-second stun] <CON>                  |
| <i>Stun Attack 8</i>          | 28    | 5,000  | A-Ph | 29        | 1.1  | 13s   | Blunt attack, power 59 (+4); [9-second stun] <CON>                  |



## DWARVEN FIGHTER: SCAVENGER, BOUNTY HUNTER

|                        | LEVEL | SP    | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|------------------------|-------|-------|------|-----------|------|-------|---------------------------------------------------------------------|
| Stun Attack 9          | 28    | 5,000 | A-Ph | 30        | 1.1  | 13s   | Blunt attack, power 64 (+5); [9-second stun] <CON>                  |
| Wild Sweep 7           | 28    | 5,000 | A-Ph | 27        | 1.1  | 17s   | Pole attack vs. foes in arc; power 165 (+22); {over-hit}            |
| Wild Sweep 8           | 28    | 5,000 | A-Ph | 29        | 1.1  | 17s   | Pole attack vs. foes in arc; power 177 (+12); {over-hit}            |
| Wild Sweep 9           | 28    | 5,000 | A-Ph | 30        | 1.1  | 17s   | Pole attack vs. foes in arc; power 191 (+14); {over-hit}            |
| Blunt Weapon Mastery 5 | 32    | 13k   | Pass | —         | —    | —     | Ups P.Atk 12.8 (+2.1) with a blunt                                  |
| Blunt Weapon Mastery 6 | 32    | 13k   | Pass | —         | —    | —     | Ups P.Atk 15.1 (+2.3) with a blunt                                  |
| Fast HP Recovery 2     | 32    | 25k   | Pass | —         | —    | —     | Ups HP regen 1.4 (+0.4)                                             |
| Heavy Armor Mastery 8  | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 11.7 (+1.9) with heavy armor                              |
| Heavy Armor Mastery 9  | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 12.7 (+1) with heavy armor                                |
| Heavy Armor Mastery 10 | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 13.7 (+1) with heavy armor                                |
| Light Armor Mastery 8  | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 12.7 (+1.9), Evasion 6 with light armor                   |
| Light Armor Mastery 9  | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 13.7 (+1), Evasion 6 with light armor                     |
| Light Armor Mastery 10 | 32    | 8,300 | Pass | —         | —    | —     | Ups P.Def 14.8 (+1.1), Evasion 6 with light armor                   |
| Polearm Mastery 5      | 32    | 13k   | Pass | —         | —    | —     | Ups P.Atk 12.8 (+2.1) with a polearm                                |
| Polearm Mastery 6      | 32    | 13k   | Pass | —         | —    | —     | Ups P.Atk 15.1 (+2.3) with a polearm                                |
| Stun Attack 10         | 32    | 8,300 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 73 (+9); [9-second stun] <CON>                  |
| Stun Attack 11         | 32    | 8,300 | A-Ph | 31        | 1.1  | 13s   | Blunt attack, power 79 (+6); [9-second stun] <CON>                  |
| Stun Attack 12         | 32    | 8,300 | A-Ph | 33        | 1.1  | 13s   | Blunt attack, power 84 (+5); [9-second stun] <CON>                  |
| Vital Force 2          | 32    | 25k   | Pass | —         | —    | —     | Ups HP regen 2.6 (+0.7), MP regen 1 (+0.2) when sitting             |
| Wild Sweep 10          | 32    | 8,300 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 219 (+28); {over-hit}            |
| Wild Sweep 11          | 32    | 8,300 | A-Ph | 31        | 1.1  | 17s   | Pole attack vs. foes in arc; power 235 (+16); {over-hit}            |
| Wild Sweep 12          | 32    | 8,300 | A-Ph | 33        | 1.1  | 17s   | Pole attack vs. foes in arc; power 251 (+16); {over-hit}            |
| Blunt Weapon Mastery 7 | 36    | 19k   | Pass | —         | —    | —     | Ups P.Atk 17.7 (+2.6) with a blunt                                  |
| Blunt Weapon Mastery 8 | 36    | 19k   | Pass | —         | —    | —     | Ups P.Atk 20.5 (+2.8) with a blunt                                  |
| Boost HP 3             | 36    | 39k   | Pass | —         | —    | —     | Ups max HP 150 (+50)                                                |
| Heavy Armor Mastery 11 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 15.8 (+2.1) with heavy armor                              |
| Heavy Armor Mastery 12 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 16.9 (+1.1) with heavy armor                              |
| Heavy Armor Mastery 13 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 18 (+1.1) with heavy armor                                |
| Light Armor Mastery 11 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 16.9 (+2.1), Evasion 6 with light armor                   |
| Light Armor Mastery 12 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 18 (+1.1), Evasion 6 with light armor                     |
| Light Armor Mastery 13 | 36    | 13k   | Pass | —         | —    | —     | Ups P.Def 19.1 (+1.1), Evasion 6 with light armor                   |
| Polearm Mastery 7      | 36    | 19k   | Pass | —         | —    | —     | Ups P.Atk 17.7 (+2.6) with a polearm                                |
| Polearm Mastery 8      | 36    | 19k   | Pass | —         | —    | —     | Ups P.Atk 20.5 (+2.8) with a polearm                                |
| Spoil 4                | 36    | 39k   | A-Ph | 32 (7+25) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| Stun Attack 13         | 36    | 13k   | A-Ph | 35        | 1.1  | 13s   | Blunt attack, power 96 (+12); [9-second stun] <CON>                 |
| Stun Attack 14         | 36    | 13k   | A-Ph | 36        | 1.1  | 13s   | Blunt attack, power 102 (+6); [9-second stun] <CON>                 |
| Stun Attack 15         | 36    | 13k   | A-Ph | 37        | 1.1  | 13s   | Blunt attack, power 109 (+7); [9-second stun] <CON>                 |
| Wild Sweep 13          | 36    | 13k   | A-Ph | 35        | 1.1  | 17s   | Pole attack vs. foes in arc; power 287 (+36); {over-hit}            |
| Wild Sweep 14          | 36    | 13k   | A-Ph | 36        | 1.1  | 17s   | Pole attack vs. foes in arc; power 306 (+19); {over-hit}            |
| Wild Sweep 15          | 36    | 13k   | A-Ph | 37        | 1.1  | 17s   | Pole attack vs. foes in arc; power 326 (+20); {over-hit}            |

## BOUNTY HUNTER (← SCAVENGER ← DWARVEN FIGHTER)

| SKILL                   | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                          |
|-------------------------|-------|--------|------|-------------|------|-------|-----------------------------------------------------------------|
| Blunt Weapon Mastery 9  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 23.7 (+3.2) with a blunt                              |
| Blunt Weapon Mastery 10 | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 25.4 (+1.7) with a blunt                              |
| Blunt Weapon Mastery 11 | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 27.1 (+1.7) with a blunt                              |
| Expertise Grade C       | 40    | (free) | Pass | —           | —    | —     | Allows you to use C grade items without penalty                 |
| Fast HP Recovery 3      | 40    | 44k    | Pass | —           | —    | —     | Ups HP regen 1.7 (+0.3)                                         |
| Hammer Crush 1          | 40    | 15k    | A-Ph | 40          | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>      |
| Hammer Crush 2          | 40    | 15k    | A-Ph | 41          | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON> |
| Hammer Crush 3          | 40    | 15k    | A-Ph | 43          | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON> |
| Heavy Armor Mastery 14  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 20.4 (+2.4) with heavy armor                          |
| Heavy Armor Mastery 15  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 21.6 (+1.2) with heavy armor                          |
| Heavy Armor Mastery 16  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 22.8 (+1.2) with heavy armor                          |
| Light Armor Mastery 14  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 21.5 (+2.4), Evasion 6 with light armor               |
| Light Armor Mastery 15  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 22.7 (+1.2), Evasion 6 with light armor               |
| Light Armor Mastery 16  | 40    | 15k    | Pass | —           | —    | —     | Ups P.Def 24 (+1.3), Evasion 6 with light armor                 |
| Play Dead               | 40    | 44k    | Cont | 200 + 10/5s | —    | —     | You fall down as if dead; costs 200, plus 10 MP every 5 seconds |
| Polearm Mastery 9       | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 23.7 (+3.2) with a polearm                            |
| Polearm Mastery 10      | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 25.4 (+1.7) with a polearm                            |
| Polearm Mastery 11      | 40    | 15k    | Pass | —           | —    | —     | Ups P.Atk 27.1 (+1.7) with a polearm                            |
| Vital Force 3           | 40    | 44k    | Pass | —           | —    | —     | Ups HP regen 3 (+0.4), MP regen 1.2 (+0.2) when sitting         |
| Whirlwind 1             | 40    | 15k    | A-Ph | 40          | 1.1  | 17s   | Pole attack vs. nearby foes; power 369; {over-hit}              |



# LINEAGE II

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|                         | LEVEL | SP   | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                              |
|-------------------------|-------|------|------|-----------|------|-------|---------------------------------------------------------------------|
| Whirlwind 2             | 40    | 15k  | A-Ph | 41        | 1.1  | 17s   | Pole attack vs. nearby foes; power 392 (+23); {over-hit}            |
| Whirlwind 3             | 40    | 15k  | A-Ph | 43        | 1.1  | 17s   | Pole attack vs. nearby foes; power 417 (+25); {over-hit}            |
| Blunt Weapon Mastery 12 | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 29 (+1.9) with a blunt                                    |
| Blunt Weapon Mastery 13 | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 30.9 (+1.9) with a blunt                                  |
| Blunt Weapon Mastery 14 | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 32.9 (+2) with a blunt                                    |
| Boost HP 4              | 43    | 52k  | Pass | –         | –    | –     | Ups max HP 200 (+50)                                                |
| Fast HP Recovery 4      | 43    | 52k  | Pass | –         | –    | –     | Ups HP regen 2 (+0.3)                                               |
| Hammer Crush 4          | 43    | 17k  | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON>     |
| Hammer Crush 5          | 43    | 17k  | A-Ph | 44        | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON>     |
| Hammer Crush 6          | 43    | 17k  | A-Ph | 45        | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON>     |
| Heavy Armor Mastery 17  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 24.1 (+1.3) with heavy armor                              |
| Heavy Armor Mastery 18  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 25.4 (+1.3) with heavy armor                              |
| Heavy Armor Mastery 19  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 26.7 (+1.3) with heavy armor                              |
| Light Armor Mastery 17  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 25.3 (+1.3), Evasion 6 with light armor                   |
| Light Armor Mastery 18  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 26.6 (+1.3), Evasion 6 with light armor                   |
| Light Armor Mastery 19  | 43    | 17k  | Pass | –         | –    | –     | Ups P.Def 27.9 (+1.3), Evasion 6 with light armor                   |
| Polearm Mastery 12      | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 29 (+1.9) with a polearm                                  |
| Polearm Mastery 13      | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 30.9 (+1.9) with a polearm                                |
| Polearm Mastery 14      | 43    | 17k  | Pass | –         | –    | –     | Ups P.AtK 32.9 (+2) with a polearm                                  |
| Spoil 5                 | 43    | 52k  | A-Ph | 38 (8+30) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| Whirlwind 4             | 43    | 17k  | A-Ph | 43        | 1.1  | 17s   | Pole attack vs. nearby foes; power 442 (+25); {over-hit}            |
| Whirlwind 5             | 43    | 17k  | A-Ph | 44        | 1.1  | 17s   | Pole attack vs. nearby foes; power 469 (+27); {over-hit}            |
| Whirlwind 6             | 43    | 17k  | A-Ph | 45        | 1.1  | 17s   | Pole attack vs. nearby foes; power 496 (+27); {over-hit}            |
| Bandage 2               | 46    | 67k  | A-Ph | 35 (7+28) | 1.5  | 3s    | Cures self of bleeding (power 7)                                    |
| Blunt Weapon Mastery 15 | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 35 (+2.1) with a blunt                                    |
| Blunt Weapon Mastery 16 | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 37.1 (+2.1) with a blunt                                  |
| Blunt Weapon Mastery 17 | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 39.4 (+2.3) with a blunt                                  |
| Hammer Crush 7          | 46    | 22k  | A-Ph | 47        | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>     |
| Hammer Crush 8          | 46    | 22k  | A-Ph | 48        | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 9          | 46    | 22k  | A-Ph | 49        | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>    |
| Heavy Armor Mastery 20  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 28 (+1.3) with heavy armor                                |
| Heavy Armor Mastery 21  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 29.4 (+1.4) with heavy armor                              |
| Heavy Armor Mastery 22  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 30.8 (+1.4) with heavy armor                              |
| Light Armor Mastery 20  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 29.3 (+1.4), Evasion 6 with light armor                   |
| Light Armor Mastery 21  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 30.7 (+1.4), Evasion 6 with light armor                   |
| Light Armor Mastery 22  | 46    | 22k  | Pass | –         | –    | –     | Ups P.Def 32.1 (+1.4), Evasion 6 with light armor                   |
| Polearm Mastery 15      | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 35 (+2.1) with a polearm                                  |
| Polearm Mastery 16      | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 37.1 (+2.1) with a polearm                                |
| Polearm Mastery 17      | 46    | 22k  | Pass | –         | –    | –     | Ups P.AtK 39.4 (+2.3) with a polearm                                |
| Vital Force 4           | 46    | 67k  | Pass | –         | –    | –     | Ups HP regen 3.5 (+0.5), MP regen 1.4 (+0.2) when sitting           |
| Weight Limit 3          | 46    | 67k  | Pass | –         | –    | –     | Ups weight limit 300%                                               |
| Whirlwind 7             | 46    | 22k  | A-Ph | 47        | 1.1  | 17s   | Pole attack vs. nearby foes; power 525 (+29); {over-hit}            |
| Whirlwind 8             | 46    | 22k  | A-Ph | 48        | 1.1  | 17s   | Pole attack vs. nearby foes; power 555 (+30); {over-hit}            |
| Whirlwind 9             | 46    | 22k  | A-Ph | 49        | 1.1  | 17s   | Pole attack vs. nearby foes; power 586 (+31); {over-hit}            |
| Blunt Weapon Mastery 18 | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 41.7 (+2.3) with a blunt                                  |
| Blunt Weapon Mastery 19 | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 44.1 (+2.4) with a blunt                                  |
| Blunt Weapon Mastery 20 | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 46.6 (+2.5) with a blunt                                  |
| Boost HP 5              | 49    | 120k | Pass | –         | –    | –     | Ups max HP 250 (+50)                                                |
| Hammer Crush 10         | 49    | 42k  | A-Ph | 51        | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 11         | 49    | 42k  | A-Ph | 52        | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 12         | 49    | 42k  | A-Ph | 54        | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>    |
| Heavy Armor Mastery 23  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 32.2 (+1.4) with heavy armor                              |
| Heavy Armor Mastery 24  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 33.7 (+1.5) with heavy armor                              |
| Heavy Armor Mastery 25  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 35.2 (+1.5) with heavy armor                              |
| Light Armor Mastery 23  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 33.6 (+1.5), Evasion 6 with light armor                   |
| Light Armor Mastery 24  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 35 (+1.4), Evasion 6 with light armor                     |
| Light Armor Mastery 25  | 49    | 42k  | Pass | –         | –    | –     | Ups P.Def 36.5 (+1.5), Evasion 6 with light armor                   |
| Polearm Mastery 18      | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 41.7 (+2.3) with a polearm                                |
| Polearm Mastery 19      | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 44.1 (+2.4) with a polearm                                |
| Polearm Mastery 20      | 49    | 42k  | Pass | –         | –    | –     | Ups P.AtK 46.6 (+2.5) with a polearm                                |
| Spoil 6                 | 49    | 120k | A-Ph | 44 (9+35) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| Whirlwind 10            | 49    | 42k  | A-Ph | 51        | 1.1  | 17s   | Pole attack vs. nearby foes; power 618 (+32); {over-hit}            |
| Whirlwind 11            | 49    | 42k  | A-Ph | 52        | 1.1  | 17s   | Pole attack vs. nearby foes; power 651 (+33); {over-hit}            |
| Whirlwind 12            | 49    | 42k  | A-Ph | 54        | 1.1  | 17s   | Pole attack vs. nearby foes; power 686 (+35); {over-hit}            |

|                         | LEVEL | SP     | TYPE | COST (MP)  | TIME | ReUse | EFFECT                                                              |
|-------------------------|-------|--------|------|------------|------|-------|---------------------------------------------------------------------|
| Blunt Weapon Mastery 21 | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 49.2 (+2.6) with a blunt                                  |
| Blunt Weapon Mastery 22 | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 51.9 (+2.7) with a blunt                                  |
| Blunt Weapon Mastery 23 | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 54.6 (+2.7) with a blunt                                  |
| Expertise Grade B       | 52    | (free) | Pass | -          | -    | -     | Allows you to use B grade items without penalty                     |
| Fast HP Recovery 5      | 52    | 190k   | Pass | -          | -    | -     | Ups HP regen 2.3 (+0.3)                                             |
| Hammer Crush 13         | 52    | 62k    | A-Ph | 55         | 1.1  | 13s   | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 14         | 52    | 62k    | A-Ph | 55         | 1.1  | 13s   | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 15         | 52    | 62k    | A-Ph | 56         | 1.1  | 13s   | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>    |
| Heavy Armor Mastery 26  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 36.7 (+1.5) with heavy armor                              |
| Heavy Armor Mastery 27  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 38.2 (+1.5) with heavy armor                              |
| Heavy Armor Mastery 28  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 39.8 (+1.6) with heavy armor                              |
| Light Armor Mastery 26  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 38.1 (+1.6), Evasion 6 with light armor                   |
| Light Armor Mastery 27  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 39.6 (+1.5), Evasion 6 with light armor                   |
| Light Armor Mastery 28  | 52    | 62k    | Pass | -          | -    | -     | Ups P.Def 41.2 (+1.6), Evasion 6 with light armor                   |
| Polearm Mastery 21      | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 49.2 (+2.6) with a polearm                                |
| Polearm Mastery 22      | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 51.9 (+2.7) with a polearm                                |
| Polearm Mastery 23      | 52    | 62k    | Pass | -          | -    | -     | Ups P.AtK 54.6 (+2.7) with a polearm                                |
| Vital Force 5           | 52    | 190k   | Pass | -          | -    | -     | Ups HP regen 4.1 (+0.6), MP regen 1.6 (+0.2) when sitting           |
| Whirlwind 13            | 52    | 62k    | A-Ph | 55         | 1.1  | 17s   | Pole attack vs. nearby foes; power 722 (+36); {over-hit}            |
| Whirlwind 14            | 52    | 62k    | A-Ph | 55         | 1.1  | 17s   | Pole attack vs. nearby foes; power 758 (+36); {over-hit}            |
| Whirlwind 15            | 52    | 62k    | A-Ph | 56         | 1.1  | 17s   | Pole attack vs. nearby foes; power 796 (+38); {over-hit}            |
| Blunt Weapon Mastery 24 | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 57.5 (+2.9) with a blunt                                  |
| Blunt Weapon Mastery 25 | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 60.4 (+2.9) with a blunt                                  |
| Blunt Weapon Mastery 26 | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 63.3 (+2.9) with a blunt                                  |
| Boost HP 6              | 55    | 300k   | Pass | -          | -    | -     | Ups max HP 300 (+50)                                                |
| Hammer Crush 16         | 55    | 100k   | A-Ph | 58         | 1.1  | 13s   | Blunt attack, power 279 (+13); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 17         | 55    | 100k   | A-Ph | 59         | 1.1  | 13s   | Blunt attack, power 292 (+13); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 18         | 55    | 100k   | A-Ph | 61         | 1.1  | 13s   | Blunt attack, power 306 (+14); [9-second stun]; {over-hit} <CON>    |
| Heavy Armor Mastery 29  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 41.4 (+1.6) with heavy armor                              |
| Heavy Armor Mastery 30  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 43 (+1.6) with heavy armor                                |
| Heavy Armor Mastery 31  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 44.6 (+1.6) with heavy armor                              |
| Light Armor Mastery 29  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 42.8 (+1.6), Evasion 6 with light armor                   |
| Light Armor Mastery 30  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 44.5 (+1.7), Evasion 6 with light armor                   |
| Light Armor Mastery 31  | 55    | 100k   | Pass | -          | -    | -     | Ups P.Def 46.1 (+1.6), Evasion 6 with light armor                   |
| Polearm Mastery 24      | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 57.5 (+2.9) with a polearm                                |
| Polearm Mastery 25      | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 60.4 (+2.9) with a polearm                                |
| Polearm Mastery 26      | 55    | 100k   | Pass | -          | -    | -     | Ups P.AtK 63.3 (+2.9) with a polearm                                |
| Spoil 7                 | 55    | 300k   | A-Ph | 50 (10+40) | 1.8  | 10s   | Spoil a monster to get extra drops; collect them with Sweeper skill |
| Whirlwind 16            | 55    | 100k   | A-Ph | 58         | 1.1  | 17s   | Pole attack vs. nearby foes; power 835 (+39); {over-hit}            |
| Whirlwind 17            | 55    | 100k   | A-Ph | 59         | 1.1  | 17s   | Pole attack vs. nearby foes; power 875 (+40); {over-hit}            |
| Whirlwind 18            | 55    | 100k   | A-Ph | 61         | 1.1  | 17s   | Pole attack vs. nearby foes; power 916 (+41); {over-hit}            |
| Blunt Weapon Mastery 27 | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 66.4 (+3.1) with a blunt                                  |
| Blunt Weapon Mastery 28 | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 69.5 (+3.1) with a blunt                                  |
| Blunt Weapon Mastery 29 | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 72.7 (+3.2) with a blunt                                  |
| Fast HP Recovery 6      | 58    | 410k   | Pass | -          | -    | -     | Ups HP regen 2.6 (+0.3)                                             |
| Hammer Crush 19         | 58    | 140k   | A-Ph | 62         | 1.1  | 13s   | Blunt attack, power 320 (+14); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 20         | 58    | 140k   | A-Ph | 63         | 1.1  | 13s   | Blunt attack, power 334 (+14); [9-second stun]; {over-hit} <CON>    |
| Hammer Crush 21         | 58    | 140k   | A-Ph | 65         | 1.1  | 13s   | Blunt attack, power 349 (+15); [9-second stun]; {over-hit} <CON>    |
| Heavy Armor Mastery 32  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 46.3 (+1.7) with heavy armor                              |
| Heavy Armor Mastery 33  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 48 (+1.7) with heavy armor                                |
| Heavy Armor Mastery 34  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 49.7 (+1.7) with heavy armor                              |
| Light Armor Mastery 32  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 47.8 (+1.7), Evasion 6 with light armor                   |
| Light Armor Mastery 33  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 49.5 (+1.7), Evasion 6 with light armor                   |
| Light Armor Mastery 34  | 58    | 140k   | Pass | -          | -    | -     | Ups P.Def 51.3 (+1.8), Evasion 6 with light armor                   |
| Polearm Mastery 27      | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 66.4 (+3.1) with a polearm                                |
| Polearm Mastery 28      | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 69.5 (+3.1) with a polearm                                |
| Polearm Mastery 29      | 58    | 140k   | Pass | -          | -    | -     | Ups P.AtK 72.7 (+3.2) with a polearm                                |
| Vital Force 6           | 58    | 410k   | Pass | -          | -    | -     | Ups HP regen 4.6 (+0.5), MP regen 1.7 (+0.1) when sitting           |
| Whirlwind 19            | 58    | 140k   | A-Ph | 62         | 1.1  | 17s   | Pole attack vs. nearby foes; power 959 (+43); {over-hit}            |
| Whirlwind 20            | 58    | 140k   | A-Ph | 63         | 1.1  | 17s   | Pole attack vs. nearby foes; power 1002 (+43); {over-hit}           |
| Whirlwind 21            | 58    | 140k   | A-Ph | 65         | 1.1  | 17s   | Pole attack vs. nearby foes; power 1046 (+44); {over-hit}           |
| Expertise Grade A       | 61    | (free) | Pass | -          | -    | -     | Allows you to use A grade items without penalty                     |
| Expertise Grade S       | 67    | (free) | Pass | -          | -    | -     | Allows you to use S grade items without penalty                     |



## ARTISAN (← DWARVEN FIGHTER)

| SKILL                                 | LEVEL | SP     | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                               |
|---------------------------------------|-------|--------|------|------------|------|-------|----------------------------------------------------------------------|
| <i>Bandage 1</i>                      | 20    | 3,700  | A-Ph | 20 (4+16)  | 1.5  | 3s    | Cures self of bleeding (power 3)                                     |
| <i>Blunt Weapon Mastery 1</i>         | 20    | 3,700  | Pass | —          | —    | —     | Ups P.Atk 4.5 with a blunt                                           |
| <i>Boost HP 1</i>                     | 20    | 3,700  | Pass | —          | —    | —     | Ups max HP 60                                                        |
| <i>Create Item 2</i>                  | 20    | 3,700  | Pass | —          | —    | —     | Allows you to craft level 2 items                                    |
| <i>Crystallize 1</i>                  | 20    | 3,700  | Pass | —          | —    | —     | Allows you to crystalize D grade items                               |
| <i>Expertise Grade D</i>              | 20    | (free) | Pass | —          | —    | —     | Allows you to use D grade items without penalty                      |
| <i>Heavy Armor Mastery 1</i>          | 20    | 1,900  | Pass | —          | —    | —     | Ups P.Def 1.9 with heavy armor                                       |
| <i>Heavy Armor Mastery 2</i>          | 20    | 1,900  | Pass | —          | —    | —     | Ups P.Def 3.3 (+1.4) with heavy armor                                |
| <i>Light Armor Mastery 1</i>          | 20    | 1,900  | Pass | —          | —    | —     | Ups P.Def 4.2, Evasion 3 with light armor                            |
| <i>Light Armor Mastery 2</i>          | 20    | 1,900  | Pass | —          | —    | —     | Ups P.Def 5.3 (+1.1), Evasion 3 with light armor                     |
| <i>Polearm Mastery 1</i>              | 20    | 3,700  | Pass | —          | —    | —     | Ups P.Atk 4.5 with a polearm                                         |
| <i>Stun Attack 1</i>                  | 20    | 1,200  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 30; [9-second stun] <CON>                        |
| <i>Stun Attack 2</i>                  | 20    | 1,200  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 33 (+3); [9-second stun] <CON>                   |
| <i>Stun Attack 3</i>                  | 20    | 1,200  | A-Ph | 22         | 1.1  | 13s   | Blunt attack, power 35 (+2); [9-second stun] <CON>                   |
| <i>Wild Sweep 1</i>                   | 20    | 1,200  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 90; {over-hit}                    |
| <i>Wild Sweep 2</i>                   | 20    | 1,200  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 97 (+7); {over-hit}               |
| <i>Wild Sweep 3</i>                   | 20    | 1,200  | A-Ph | 22         | 1.1  | 17s   | Pole attack vs. foes in arc; power 105 (+8); {over-hit}              |
| <i>Blunt Weapon Mastery 2</i>         | 24    | 7,000  | Pass | —          | —    | —     | Ups P.Atk 7.3 (+2.8) with a blunt                                    |
| <i>Fast HP Recovery 1</i>             | 24    | 7,000  | Pass | —          | —    | —     | Ups HP regen 1                                                       |
| <i>Heavy Armor Mastery 3</i>          | 24    | 3,500  | Pass | —          | —    | —     | Ups P.Def 4.8 (+1.5) with heavy armor                                |
| <i>Heavy Armor Mastery 4</i>          | 24    | 3,500  | Pass | —          | —    | —     | Ups P.Def 6.4 (+1.6) with heavy armor                                |
| <i>Light Armor Mastery 3</i>          | 24    | 3,500  | Pass | —          | —    | —     | Ups P.Def 6.5 (+1.2), Evasion 5 (+2) with light armor                |
| <i>Light Armor Mastery 4</i>          | 24    | 3,500  | Pass | —          | —    | —     | Ups P.Def 7.7 (+1.2), Evasion 5 with light armor                     |
| <i>Polearm Mastery 2</i>              | 24    | 7,000  | Pass | —          | —    | —     | Ups P.Atk 7.3 (+2.8) with a polearm                                  |
| <i>Stun Attack 4</i>                  | 24    | 2,300  | A-Ph | 23         | 1.1  | 13s   | Blunt attack, power 41 (+6); [9-second stun] <CON>                   |
| <i>Stun Attack 5</i>                  | 24    | 2,300  | A-Ph | 24         | 1.1  | 13s   | Blunt attack, power 44 (+3); [9-second stun] <CON>                   |
| <i>Stun Attack 6</i>                  | 24    | 2,300  | A-Ph | 25         | 1.1  | 13s   | Blunt attack, power 48 (+4); [9-second stun] <CON>                   |
| <i>Vital Force 1</i>                  | 24    | 7,000  | Pass | —          | —    | —     | Ups HP regen 1.9, MP regen 0.8 when sitting                          |
| <i>Weight Limit 2</i>                 | 24    | 7,000  | Pass | —          | —    | —     | Ups weight limit 200%                                                |
| <i>Wild Sweep 4</i>                   | 24    | 2,300  | A-Ph | 23         | 1.1  | 17s   | Pole attack vs. foes in arc; power 123 (+18); {over-hit}             |
| <i>Wild Sweep 5</i>                   | 24    | 2,300  | A-Ph | 24         | 1.1  | 17s   | Pole attack vs. foes in arc; power 132 (+9); {over-hit}              |
| <i>Wild Sweep 6</i>                   | 24    | 2,300  | A-Ph | 25         | 1.1  | 17s   | Pole attack vs. foes in arc; power 143 (+11); {over-hit}             |
| <i>Blunt Weapon Mastery 3</i>         | 28    | 6,700  | Pass | —          | —    | —     | Ups P.Atk 8.9 (+1.6) with a blunt                                    |
| <i>Blunt Weapon Mastery 4</i>         | 28    | 6,700  | Pass | —          | —    | —     | Ups P.Atk 10.7 (+1.8) with a blunt                                   |
| <i>Boost HP 2</i>                     | 28    | 13k    | Pass | —          | —    | —     | Ups max HP 100 (+40)                                                 |
| <i>Create Item 3</i>                  | 28    | 13k    | Pass | —          | —    | —     | Allows you to craft level 3 items                                    |
| <i>Heavy Armor Mastery 5</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 8.1 (+1.7) with heavy armor                                |
| <i>Heavy Armor Mastery 6</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 8.9 (+0.8) with heavy armor                                |
| <i>Heavy Armor Mastery 7</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 9.8 (+0.9) with heavy armor                                |
| <i>Light Armor Mastery 5</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 9 (+1.3), Evasion 6 (+1) with light armor                  |
| <i>Light Armor Mastery 6</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 9.9 (+0.9), Evasion 6 with light armor                     |
| <i>Light Armor Mastery 7</i>          | 28    | 4,400  | Pass | —          | —    | —     | Ups P.Def 10.8 (+0.9), Evasion 6 with light armor                    |
| <i>Polearm Mastery 3</i>              | 28    | 6,700  | Pass | —          | —    | —     | Ups P.Atk 8.9 (+1.6) with a polearm                                  |
| <i>Polearm Mastery 4</i>              | 28    | 6,700  | Pass | —          | —    | —     | Ups P.Atk 10.7 (+1.8) with a polearm                                 |
| <i>Stun Attack 7</i>                  | 28    | 4,400  | A-Ph | 27         | 1.1  | 13s   | Blunt attack, power 55 (+7); [9-second stun] <CON>                   |
| <i>Stun Attack 8</i>                  | 28    | 4,400  | A-Ph | 29         | 1.1  | 13s   | Blunt attack, power 59 (+4); [9-second stun] <CON>                   |
| <i>Stun Attack 9</i>                  | 28    | 4,400  | A-Ph | 30         | 1.1  | 13s   | Blunt attack, power 64 (+5); [9-second stun] <CON>                   |
| <i>Summon Mechanic Golem 1 (book)</i> | 28    | 13k    | A-Mg | 49 (10+39) | 6    | 20s   | Summons Lvl. 30 Mech. Golem; costs 6 Crystal D; you only get 70% EXP |
| <i>Wild Sweep 7</i>                   | 28    | 4,400  | A-Ph | 27         | 1.1  | 17s   | Pole attack vs. foes in arc; power 165 (+22); {over-hit}             |
| <i>Wild Sweep 8</i>                   | 28    | 4,400  | A-Ph | 29         | 1.1  | 17s   | Pole attack vs. foes in arc; power 177 (+12); {over-hit}             |
| <i>Wild Sweep 9</i>                   | 28    | 4,400  | A-Ph | 30         | 1.1  | 17s   | Pole attack vs. foes in arc; power 191 (+14); {over-hit}             |
| <i>Blunt Weapon Mastery 5</i>         | 32    | 13k    | Pass | —          | —    | —     | Ups P.Atk 12.8 (+2.1) with a blunt                                   |
| <i>Blunt Weapon Mastery 6</i>         | 32    | 13k    | Pass | —          | —    | —     | Ups P.Atk 15.1 (+2.3) with a blunt                                   |
| <i>Fast HP Recovery 2</i>             | 32    | 25k    | Pass | —          | —    | —     | Ups HP regen 1.4 (+0.4)                                              |
| <i>Heavy Armor Mastery 8</i>          | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 11.7 (+1.9) with heavy armor                               |
| <i>Heavy Armor Mastery 9</i>          | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 12.7 (+1) with heavy armor                                 |
| <i>Heavy Armor Mastery 10</i>         | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 13.7 (+1) with heavy armor                                 |
| <i>Light Armor Mastery 8</i>          | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 12.7 (+1.9), Evasion 6 with light armor                    |
| <i>Light Armor Mastery 9</i>          | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 13.7 (+1), Evasion 6 with light armor                      |
| <i>Light Armor Mastery 10</i>         | 32    | 8,300  | Pass | —          | —    | —     | Ups P.Def 14.8 (+1.1), Evasion 6 with light armor                    |
| <i>Polearm Mastery 5</i>              | 32    | 13k    | Pass | —          | —    | —     | Ups P.Atk 12.8 (+2.1) with a polearm                                 |
| <i>Polearm Mastery 6</i>              | 32    | 13k    | Pass | —          | —    | —     | Ups P.Atk 15.1 (+2.3) with a polearm                                 |

|                                | LEVEL | SP    | TYPE | COST (MP)  | TIME | REUSE | EFFECT                                                                  |
|--------------------------------|-------|-------|------|------------|------|-------|-------------------------------------------------------------------------|
| <i>Stun Attack 10</i>          | 32    | 8,300 | A-Ph | 31         | 1.1  | 13s   | Blunt attack, power 73 (+9); [9-second stun] <CON>                      |
| <i>Stun Attack 11</i>          | 32    | 8,300 | A-Ph | 31         | 1.1  | 13s   | Blunt attack, power 79 (+6); [9-second stun] <CON>                      |
| <i>Stun Attack 12</i>          | 32    | 8,300 | A-Ph | 33         | 1.1  | 13s   | Blunt attack, power 84 (+5); [9-second stun] <CON>                      |
| <i>Vital Force 2</i>           | 32    | 25k   | Pass | —          | —    | —     | Ups HP regen 2.6 (+0.7), MP regen 1 (+0.2) when sitting                 |
| <i>Wild Sweep 10</i>           | 32    | 8,300 | A-Ph | 31         | 1.1  | 17s   | Pole attack vs. foes in arc; power 219 (+28); {over-hit}                |
| <i>Wild Sweep 11</i>           | 32    | 8,300 | A-Ph | 31         | 1.1  | 17s   | Pole attack vs. foes in arc; power 235 (+16); {over-hit}                |
| <i>Wild Sweep 12</i>           | 32    | 8,300 | A-Ph | 33         | 1.1  | 17s   | Pole attack vs. foes in arc; power 251 (+16); {over-hit}                |
| <i>Blunt Weapon Mastery 7</i>  | 36    | 15k   | Pass | —          | —    | —     | Ups P.Atk 17.7 (+2.6) with a blunt                                      |
| <i>Blunt Weapon Mastery 8</i>  | 36    | 15k   | Pass | —          | —    | —     | Ups P.Atk 20.5 (+2.8) with a blunt                                      |
| <i>Boost HP 3</i>              | 36    | 31k   | Pass | —          | —    | —     | Ups max HP 150 (+50)                                                    |
| <i>Create Item 4</i>           | 36    | 31k   | Pass | —          | —    | —     | Allows you to craft level 4 items                                       |
| <i>Heavy Armor Mastery 11</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 15.8 (+2.1) with heavy armor                                  |
| <i>Heavy Armor Mastery 12</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 16.9 (+1.1) with heavy armor                                  |
| <i>Heavy Armor Mastery 13</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 18 (+1.1) with heavy armor                                    |
| <i>Light Armor Mastery 11</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 16.9 (+2.1), Evasion 6 with light armor                       |
| <i>Light Armor Mastery 12</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 18 (+1.1), Evasion 6 with light armor                         |
| <i>Light Armor Mastery 13</i>  | 36    | 10k   | Pass | —          | —    | —     | Ups P.Def 19.1 (+1.1), Evasion 6 with light armor                       |
| <i>Polearm Mastery 7</i>       | 36    | 15k   | Pass | —          | —    | —     | Ups P.Atk 17.7 (+2.6) with a polearm                                    |
| <i>Polearm Mastery 8</i>       | 36    | 15k   | Pass | —          | —    | —     | Ups P.Atk 20.5 (+2.8) with a polearm                                    |
| <i>Stun Attack 13</i>          | 36    | 10k   | A-Ph | 35         | 1.1  | 13s   | Blunt attack, power 96 (+12); [9-second stun] <CON>                     |
| <i>Stun Attack 14</i>          | 36    | 10k   | A-Ph | 36         | 1.1  | 13s   | Blunt attack, power 102 (+6); [9-second stun] <CON>                     |
| <i>Stun Attack 15</i>          | 36    | 10k   | A-Ph | 37         | 1.1  | 13s   | Blunt attack, power 109 (+7); [9-second stun] <CON>                     |
| <i>Summon Mechanic Golem 2</i> | 36    | 31k   | A-Mg | 63 (13+50) | 6    | 20s   | Summons Lvl. 38 (+8) Mech. G.; costs 10 Crystal D; you only get 70% EXP |
| <i>Wild Sweep 13</i>           | 36    | 10k   | A-Ph | 35         | 1.1  | 17s   | Pole attack vs. foes in arc; power 287 (+36); {over-hit}                |
| <i>Wild Sweep 14</i>           | 36    | 10k   | A-Ph | 36         | 1.1  | 17s   | Pole attack vs. foes in arc; power 306 (+19); {over-hit}                |
| <i>Wild Sweep 15</i>           | 36    | 10k   | A-Ph | 37         | 1.1  | 17s   | Pole attack vs. foes in arc; power 326 (+20); {over-hit}                |

## WARSMITH (← ARTISAN ← DWARVEN FIGHTER)

| SKILL                          | LEVEL | SP     | TYPE | COST (MP) | TIME | REUSE | EFFECT                                                          |
|--------------------------------|-------|--------|------|-----------|------|-------|-----------------------------------------------------------------|
| <i>Blunt Weapon Mastery 9</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 23.7 (+3.2) with a blunt                              |
| <i>Blunt Weapon Mastery 10</i> | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 25.4 (+1.7) with a blunt                              |
| <i>Blunt Weapon Mastery 11</i> | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 27.1 (+1.7) with a blunt                              |
| <i>Crystallize 2</i>           | 40    | 44k    | Pass | —         | —    | —     | Allows you to crystallize C grade items                         |
| <i>Expertise Grade C</i>       | 40    | (free) | Pass | —         | —    | —     | Allows you to use C grade items without penalty                 |
| <i>Fast HP Recovery 3</i>      | 40    | 44k    | Pass | —         | —    | —     | Ups HP regen 1.7 (+0.3)                                         |
| <i>Hammer Crush 1</i>          | 40    | 15k    | A-Ph | 40        | 1.1  | 13s   | Blunt attack, power 123; [9-second stun]; {over-hit} <CON>      |
| <i>Hammer Crush 2</i>          | 40    | 15k    | A-Ph | 41        | 1.1  | 13s   | Blunt attack, power 131 (+8); [9-second stun]; {over-hit} <CON> |
| <i>Hammer Crush 3</i>          | 40    | 15k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 139 (+8); [9-second stun]; {over-hit} <CON> |
| <i>Heavy Armor Mastery 14</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 20.4 (+2.4) with heavy armor                          |
| <i>Heavy Armor Mastery 15</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 21.6 (+1.2) with heavy armor                          |
| <i>Heavy Armor Mastery 16</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 22.8 (+1.2) with heavy armor                          |
| <i>Light Armor Mastery 14</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 21.5 (+2.4), Evasion 6 with light armor               |
| <i>Light Armor Mastery 15</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 22.7 (+1.2), Evasion 6 with light armor               |
| <i>Light Armor Mastery 16</i>  | 40    | 15k    | Pass | —         | —    | —     | Ups P.Def 24 (+1.3), Evasion 6 with light armor                 |
| <i>Polearm Mastery 9</i>       | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 23.7 (+3.2) with a polearm                            |
| <i>Polearm Mastery 10</i>      | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 25.4 (+1.7) with a polearm                            |
| <i>Polearm Mastery 11</i>      | 40    | 15k    | Pass | —         | —    | —     | Ups P.Atk 27.1 (+1.7) with a polearm                            |
| <i>Vital Force 3</i>           | 40    | 44k    | Pass | —         | —    | —     | Ups HP regen 3 (+0.4), MP regen 1.2 (+0.2) when sitting         |
| <i>Whirlwind 1</i>             | 40    | 15k    | A-Ph | 40        | 1.1  | 17s   | Pole attack vs. nearby foes; power 369; {over-hit}              |
| <i>Whirlwind 2</i>             | 40    | 15k    | A-Ph | 41        | 1.1  | 17s   | Pole attack vs. nearby foes; power 392 (+23); {over-hit}        |
| <i>Whirlwind 3</i>             | 40    | 15k    | A-Ph | 43        | 1.1  | 17s   | Pole attack vs. nearby foes; power 417 (+25); {over-hit}        |
| <i>Blunt Weapon Mastery 12</i> | 43    | 14k    | Pass | —         | —    | —     | Ups P.Atk 29 (+1.9) with a blunt                                |
| <i>Blunt Weapon Mastery 13</i> | 43    | 14k    | Pass | —         | —    | —     | Ups P.Atk 30.9 (+1.9) with a blunt                              |
| <i>Blunt Weapon Mastery 14</i> | 43    | 14k    | Pass | —         | —    | —     | Ups P.Atk 32.9 (+2) with a blunt                                |
| <i>Boost HP 4</i>              | 43    | 41k    | Pass | —         | —    | —     | Ups max HP 200 (+50)                                            |
| <i>Create Item 5</i>           | 43    | 41k    | Pass | —         | —    | —     | Allows you to craft level 5 items                               |
| <i>Fast HP Recovery 4</i>      | 43    | 41k    | Pass | —         | —    | —     | Ups HP regen 2 (+0.3)                                           |
| <i>Hammer Crush 4</i>          | 43    | 14k    | A-Ph | 43        | 1.1  | 13s   | Blunt attack, power 148 (+9); [9-second stun]; {over-hit} <CON> |
| <i>Hammer Crush 5</i>          | 43    | 14k    | A-Ph | 44        | 1.1  | 13s   | Blunt attack, power 157 (+9); [9-second stun]; {over-hit} <CON> |
| <i>Hammer Crush 6</i>          | 43    | 14k    | A-Ph | 45        | 1.1  | 13s   | Blunt attack, power 166 (+9); [9-second stun]; {over-hit} <CON> |
| <i>Heavy Armor Mastery 17</i>  | 43    | 14k    | Pass | —         | —    | —     | Ups P.Def 24.1 (+1.3) with heavy armor                          |
| <i>Heavy Armor Mastery 18</i>  | 43    | 14k    | Pass | —         | —    | —     | Ups P.Def 25.4 (+1.3) with heavy armor                          |



# LINEAGE II

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|                             | LEVEL | SP     | TYPE | COST (MP)   | TIME | REUSE | EFFECT                                                                  |
|-----------------------------|-------|--------|------|-------------|------|-------|-------------------------------------------------------------------------|
| Heavy Armor Mastery 19      | 43    | 14k    | Pass | –           | –    | –     | Ups P.Def 26.7 (+1.3) with heavy armor                                  |
| Light Armor Mastery 17      | 43    | 14k    | Pass | –           | –    | –     | Ups P.Def 25.3 (+1.3), Evasion 6 with light armor                       |
| Light Armor Mastery 18      | 43    | 14k    | Pass | –           | –    | –     | Ups P.Def 26.6 (+1.3), Evasion 6 with light armor                       |
| Light Armor Mastery 19      | 43    | 14k    | Pass | –           | –    | –     | Ups P.Def 27.9 (+1.3), Evasion 6 with light armor                       |
| Polearm Mastery 12          | 43    | 14k    | Pass | –           | –    | –     | Ups P.Atk 29 (+1.9) with a polearm                                      |
| Polearm Mastery 13          | 43    | 14k    | Pass | –           | –    | –     | Ups P.Atk 30.9 (+1.9) with a polearm                                    |
| Polearm Mastery 14          | 43    | 14k    | Pass | –           | –    | –     | Ups P.Atk 32.9 (+2) with a polearm                                      |
| Summon Mechanic Golem 3     | 43    | 41k    | A-Mg | 75 (15+60)  | 6    | 20s   | Summons Lvl. 45 (+7) Mech. G.; costs 14 Crystal D; you only get 70% exp |
| Whirlwind 4                 | 43    | 14k    | A-Ph | 43          | 1.1  | 17s   | Pole attack vs. nearby foes; power 442 (+25); {over-hit}                |
| Whirlwind 5                 | 43    | 14k    | A-Ph | 44          | 1.1  | 17s   | Pole attack vs. nearby foes; power 469 (+27); {over-hit}                |
| Whirlwind 6                 | 43    | 14k    | A-Ph | 45          | 1.1  | 17s   | Pole attack vs. nearby foes; power 496 (+27); {over-hit}                |
| Bandage 2                   | 46    | 67k    | A-Ph | 35 (7+28)   | 1.5  | 3s    | Cures self of bleeding (power 7)                                        |
| Blunt Weapon Mastery 15     | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 35 (+2.1) with a blunt                                        |
| Blunt Weapon Mastery 16     | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 37.1 (+2.1) with a blunt                                      |
| Blunt Weapon Mastery 17     | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 39.4 (+2.3) with a blunt                                      |
| Hammer Crush 7              | 46    | 22k    | A-Ph | 47          | 1.1  | 13s   | Blunt attack, power 175 (+9); [9-second stun]; {over-hit} <CON>         |
| Hammer Crush 8              | 46    | 22k    | A-Ph | 48          | 1.1  | 13s   | Blunt attack, power 185 (+10); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 9              | 46    | 22k    | A-Ph | 49          | 1.1  | 13s   | Blunt attack, power 196 (+11); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 20      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 28 (+1.3) with heavy armor                                    |
| Heavy Armor Mastery 21      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 29.4 (+1.4) with heavy armor                                  |
| Heavy Armor Mastery 22      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 30.8 (+1.4) with heavy armor                                  |
| Light Armor Mastery 20      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 29.3 (+1.4), Evasion 6 with light armor                       |
| Light Armor Mastery 21      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 30.7 (+1.4), Evasion 6 with light armor                       |
| Light Armor Mastery 22      | 46    | 22k    | Pass | –           | –    | –     | Ups P.Def 32.1 (+1.4), Evasion 6 with light armor                       |
| Polearm Mastery 15          | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 35 (+2.1) with a polearm                                      |
| Polearm Mastery 16          | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 37.1 (+2.1) with a polearm                                    |
| Polearm Mastery 17          | 46    | 22k    | Pass | –           | –    | –     | Ups P.Atk 39.4 (+2.3) with a polearm                                    |
| Vital Force 4               | 46    | 67k    | Pass | –           | –    | –     | Ups HP regen 3.5 (+0.5), MP regen 1.4 (+0.2) when sitting               |
| Weight Limit 3              | 46    | 67k    | Pass | –           | –    | –     | Ups weight limit 300%                                                   |
| Whirlwind 7                 | 46    | 22k    | A-Ph | 47          | 1.1  | 17s   | Pole attack vs. nearby foes; power 525 (+29); {over-hit}                |
| Whirlwind 8                 | 46    | 22k    | A-Ph | 48          | 1.1  | 17s   | Pole attack vs. nearby foes; power 555 (+30); {over-hit}                |
| Whirlwind 9                 | 46    | 22k    | A-Ph | 49          | 1.1  | 17s   | Pole attack vs. nearby foes; power 586 (+31); {over-hit}                |
| Blunt Weapon Mastery 18     | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 41.7 (+2.3) with a blunt                                      |
| Blunt Weapon Mastery 19     | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 44.1 (+2.4) with a blunt                                      |
| Blunt Weapon Mastery 20     | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 46.6 (+2.5) with a blunt                                      |
| Boost HP 5                  | 49    | 100k   | Pass | –           | –    | –     | Ups max HP 250 (+50)                                                    |
| Create Item 6               | 49    | 100k   | Pass | –           | –    | –     | Allows you to craft level 6 items                                       |
| Create Siege Machine (book) | 49    | 700k   | A-Ph | 530 (530+0) | 300  | 20s   | Summons a Siege Golem of immense power; costs 300 Crystal C             |
| Hammer Crush 10             | 49    | 33k    | A-Ph | 51          | 1.1  | 13s   | Blunt attack, power 206 (+10); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 11             | 49    | 33k    | A-Ph | 52          | 1.1  | 13s   | Blunt attack, power 217 (+11); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 12             | 49    | 33k    | A-Ph | 54          | 1.1  | 13s   | Blunt attack, power 229 (+12); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 23      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 32.2 (+1.4) with heavy armor                                  |
| Heavy Armor Mastery 24      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 33.7 (+1.5) with heavy armor                                  |
| Heavy Armor Mastery 25      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 35.2 (+1.5) with heavy armor                                  |
| Light Armor Mastery 23      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 33.6 (+1.5), Evasion 6 with light armor                       |
| Light Armor Mastery 24      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 35 (+1.4), Evasion 6 with light armor                         |
| Light Armor Mastery 25      | 49    | 33k    | Pass | –           | –    | –     | Ups P.Def 36.5 (+1.5), Evasion 6 with light armor                       |
| Polearm Mastery 18          | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 41.7 (+2.3) with a polearm                                    |
| Polearm Mastery 19          | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 44.1 (+2.4) with a polearm                                    |
| Polearm Mastery 20          | 49    | 33k    | Pass | –           | –    | –     | Ups P.Atk 46.6 (+2.5) with a polearm                                    |
| Summon Mechanic Golem 4     | 49    | 100k   | A-Mg | 88 (18+70)  | 6    | 20s   | Summons Lvl. 51 (+6) Mech. G.; costs 19 Crystal D; you only get 70% exp |
| Whirlwind 10                | 49    | 33k    | A-Ph | 51          | 1.1  | 17s   | Pole attack vs. nearby foes; power 618 (+32); {over-hit}                |
| Whirlwind 11                | 49    | 33k    | A-Ph | 52          | 1.1  | 17s   | Pole attack vs. nearby foes; power 651 (+33); {over-hit}                |
| Whirlwind 12                | 49    | 33k    | A-Ph | 54          | 1.1  | 17s   | Pole attack vs. nearby foes; power 686 (+35); {over-hit}                |
| Blunt Weapon Mastery 21     | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 49.2 (+2.6) with a blunt                                      |
| Blunt Weapon Mastery 22     | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 51.9 (+2.7) with a blunt                                      |
| Blunt Weapon Mastery 23     | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 54.6 (+2.7) with a blunt                                      |
| Crystallize 3               | 52    | 160k   | Pass | –           | –    | –     | Allows you to crystallize B grade items                                 |
| Expertise Grade B           | 52    | (free) | Pass | –           | –    | –     | Allows you to use B grade items without penalty                         |
| Fast HP Recovery 5          | 52    | 160k   | Pass | –           | –    | –     | Ups HP regen 2.3 (+0.3)                                                 |
| Hammer Crush 13             | 52    | 56k    | A-Ph | 55          | 1.1  | 13s   | Blunt attack, power 241 (+12); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 14             | 52    | 56k    | A-Ph | 55          | 1.1  | 13s   | Blunt attack, power 253 (+12); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 15             | 52    | 56k    | A-Ph | 56          | 1.1  | 13s   | Blunt attack, power 266 (+13); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 26      | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 36.7 (+1.5) with heavy armor                                  |

|                         | LEVEL | SP     | TYPE | COST (MP)   | TIME | ReUse | EFFECT                                                                  |
|-------------------------|-------|--------|------|-------------|------|-------|-------------------------------------------------------------------------|
| Heavy Armor Mastery 27  | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 38.2 (+1.5) with heavy armor                                  |
| Heavy Armor Mastery 28  | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 39.8 (+1.6) with heavy armor                                  |
| Light Armor Mastery 26  | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 38.1 (+1.6), Evasion 6 with light armor                       |
| Light Armor Mastery 27  | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 39.6 (+1.5), Evasion 6 with light armor                       |
| Light Armor Mastery 28  | 52    | 56k    | Pass | –           | –    | –     | Ups P.Def 41.2 (+1.6), Evasion 6 with light armor                       |
| Polearm Mastery 21      | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 49.2 (+2.6) with a polearm                                    |
| Polearm Mastery 22      | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 51.9 (+2.7) with a polearm                                    |
| Polearm Mastery 23      | 52    | 56k    | Pass | –           | –    | –     | Ups P.Atk 54.6 (+2.7) with a polearm                                    |
| Vital Force 5           | 52    | 160k   | Pass | –           | –    | –     | Ups HP regen 4.1 (+0.6), MP regen 1.6 (+0.2) when sitting               |
| Whirlwind 13            | 52    | 56k    | A-Ph | 55          | 1.1  | 17s   | Pole attack vs. nearby foes; power 722 (+36); {over-hit}                |
| Whirlwind 14            | 52    | 56k    | A-Ph | 55          | 1.1  | 17s   | Pole attack vs. nearby foes; power 758 (+36); {over-hit}                |
| Whirlwind 15            | 52    | 56k    | A-Ph | 56          | 1.1  | 17s   | Pole attack vs. nearby foes; power 796 (+38); {over-hit}                |
| Blunt Weapon Mastery 24 | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 57.5 (+2.9) with a blunt                                      |
| Blunt Weapon Mastery 25 | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 60.4 (+2.9) with a blunt                                      |
| Blunt Weapon Mastery 26 | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 63.3 (+2.9) with a blunt                                      |
| Boost HP 6              | 55    | 260k   | Pass | –           | –    | –     | Ups max HP 300 (+50)                                                    |
| Create Item 7           | 55    | 260k   | Pass | –           | –    | –     | Allows you to craft level 7 items                                       |
| Hammer Crush 16         | 55    | 89k    | A-Ph | 58          | 1.1  | 13s   | Blunt attack, power 279 (+13); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 17         | 55    | 89k    | A-Ph | 59          | 1.1  | 13s   | Blunt attack, power 292 (+13); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 18         | 55    | 89k    | A-Ph | 61          | 1.1  | 13s   | Blunt attack, power 306 (+14); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 29  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 41.4 (+1.6) with heavy armor                                  |
| Heavy Armor Mastery 30  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 43 (+1.6) with heavy armor                                    |
| Heavy Armor Mastery 31  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 44.6 (+1.6) with heavy armor                                  |
| Light Armor Mastery 29  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 42.8 (+1.6), Evasion 6 with light armor                       |
| Light Armor Mastery 30  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 44.5 (+1.7), Evasion 6 with light armor                       |
| Light Armor Mastery 31  | 55    | 89k    | Pass | –           | –    | –     | Ups P.Def 46.1 (+1.6), Evasion 6 with light armor                       |
| Polearm Mastery 24      | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 57.5 (+2.9) with a polearm                                    |
| Polearm Mastery 25      | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 60.4 (+2.9) with a polearm                                    |
| Polearm Mastery 26      | 55    | 89k    | Pass | –           | –    | –     | Ups P.Atk 63.3 (+2.9) with a polearm                                    |
| Summon Mechanic Golem 5 | 55    | 260k   | A-Mg | 100 (20+80) | 6    | 20s   | Summons Lvl. 57 (+6) Mech. G.; costs 23 Crystal D; you only get 70% EXP |
| Whirlwind 16            | 55    | 89k    | A-Ph | 58          | 1.1  | 17s   | Pole attack vs. nearby foes; power 835 (+39); {over-hit}                |
| Whirlwind 17            | 55    | 89k    | A-Ph | 59          | 1.1  | 17s   | Pole attack vs. nearby foes; power 875 (+40); {over-hit}                |
| Whirlwind 18            | 55    | 89k    | A-Ph | 61          | 1.1  | 17s   | Pole attack vs. nearby foes; power 916 (+41); {over-hit}                |
| Blunt Weapon Mastery 27 | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 66.4 (+3.1) with a blunt                                      |
| Blunt Weapon Mastery 28 | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 69.5 (+3.1) with a blunt                                      |
| Blunt Weapon Mastery 29 | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 72.7 (+3.2) with a blunt                                      |
| Fast HP Recovery 6      | 58    | 410k   | Pass | –           | –    | –     | Ups HP regen 2.6 (+0.3)                                                 |
| Hammer Crush 19         | 58    | 140k   | A-Ph | 62          | 1.1  | 13s   | Blunt attack, power 320 (+14); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 20         | 58    | 140k   | A-Ph | 63          | 1.1  | 13s   | Blunt attack, power 334 (+14); [9-second stun]; {over-hit} <CON>        |
| Hammer Crush 21         | 58    | 140k   | A-Ph | 65          | 1.1  | 13s   | Blunt attack, power 349 (+15); [9-second stun]; {over-hit} <CON>        |
| Heavy Armor Mastery 32  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 46.3 (+1.7) with heavy armor                                  |
| Heavy Armor Mastery 33  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 48 (+1.7) with heavy armor                                    |
| Heavy Armor Mastery 34  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 49.7 (+1.7) with heavy armor                                  |
| Light Armor Mastery 32  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 47.8 (+1.7), Evasion 6 with light armor                       |
| Light Armor Mastery 33  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 49.5 (+1.7), Evasion 6 with light armor                       |
| Light Armor Mastery 34  | 58    | 140k   | Pass | –           | –    | –     | Ups P.Def 51.3 (+1.8), Evasion 6 with light armor                       |
| Polearm Mastery 27      | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 66.4 (+3.1) with a polearm                                    |
| Polearm Mastery 28      | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 69.5 (+3.1) with a polearm                                    |
| Polearm Mastery 29      | 58    | 140k   | Pass | –           | –    | –     | Ups P.Atk 72.7 (+3.2) with a polearm                                    |
| Vital Force 6           | 58    | 410k   | Pass | –           | –    | –     | Ups HP regen 4.6 (+0.5), MP regen 1.7 (+0.1) when sitting               |
| Whirlwind 19            | 58    | 140k   | A-Ph | 62          | 1.1  | 17s   | Pole attack vs. nearby foes; power 959 (+43); {over-hit}                |
| Whirlwind 20            | 58    | 140k   | A-Ph | 63          | 1.1  | 17s   | Pole attack vs. nearby foes; power 1002 (+43); {over-hit}               |
| Whirlwind 21            | 58    | 140k   | A-Ph | 65          | 1.1  | 17s   | Pole attack vs. nearby foes; power 1046 (+44); {over-hit}               |
| Expertise Grade A       | 61    | (free) | Pass | –           | –    | –     | Allows you to use A grade items without penalty                         |
| Expertise Grade S       | 67    | (free) | Pass | –           | –    | –     | Allows you to use S grade items without penalty                         |

