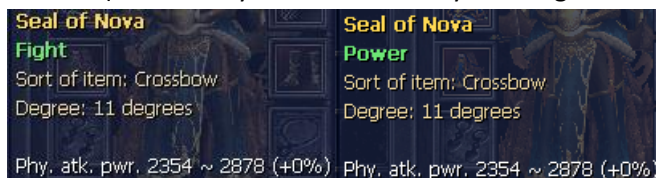


General Info

- Level cap 110 (new Characters start with level 110)
- Races: CH/EU
- EXP/SP rate 20x
- Item drop rate: custom
- Gold drop rate: 1x
- Closed Regions: Constantinople, Samarkand, Jangan Cave
- Inventory Items cannot be dropped on death anymore. However equipped items can still drop under PK status
- Infinite client zoom option enabled

Best Items in the game:

- Egypt grade A weapons and Nova Armor/Accessory are the best gear in the game
 - (There are no Egypt Armor/Accessory items in the game)
- Egypt B grade weapons got downgraded to Egypt A grade weapon strength
 - (It does only add visual variety on endgame weapons)



Start items

- 50x 100% speed potion
- D11 start equipment (Full Blue | 61%/80% white Status | +5) at Equipment NPC in Jangan



PvE

Quest System:

- Quests can be done in share parties to finish quests faster, with kills and item drops count for everyone in the party instead of just one person.

Monster Spawn:

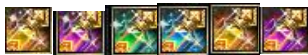
- Mobs respawn instantly after they die to prevent lack of mobs for hunting.
- PT Monsters start spawning with 4 or more party members instead of 2 members
- PT Monsters spawn chance increased from 50% to 75%
- Giant spawn rate is 4x increased

Alchemy

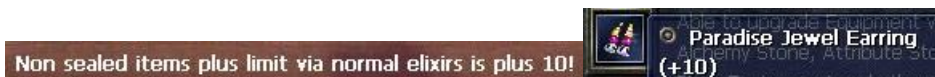
- There is no way to get Magic Stone of Luck. Alchemy is done without “luck stones”
- Magic Stones (for blue status) have a 100% success rate
- Magic/Attribute Stones and Elixirs drop from normal mobs with high drop rate
- Removed the rarity of magic/attribute stones (Every stone has the same drop chance)
- Socket Stones are on max Level at first try
 - (Socket Stones can be bought from Accessory NPC in Jangan)
 - (Some Socket Stones are added as regular skills at “Buff” Skilltab)



- Weapon/Shield/Armor/Accessory Advanced Elixirs (+2) D1-11 for sealed items & Weapon/Shield Advanced Elixirs (+2) D1-11 for normal items (Drops from: Forgotten World & Holy Water Temple)



- Normal Items non sealed have a maximum plus of +10 without advanced elixir (For Shield and Weapon +12 with advanced elixir is possible)



Teleports

- [new Reverse return point] Holy Water Temple



Item mall

Banned Items:

- There are no D11 Immortal stones buyable in the game
- There are no Magic Pop Cards in the item mall (only for Arena Coins at NPC)
- No (Reverse Return/Instant Return/Resurrection Scrolls/Global Chat) in the Item Mall, those items can be bought for Gold from the Jangan Accessory NPC. Note that you will have free daily scrolls from Premium effect, as you can see below.

Premium Gold Time (4 week):

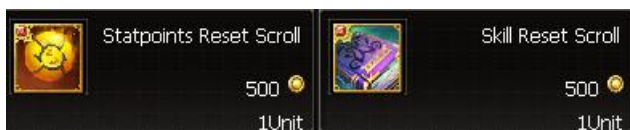
- Stall decoration removed for faster stall opening.
- 100% EXP/SP Ticket removed

Avatar Dress:

- All possible avatar dresses (dedicated NPC for Item Mall Avatars at Hotan, reason is that having too many of them in the Item Mall will lead to client crashes)



Stat reset: scroll (resets all STR and INT points) / Skill reset scroll (resets all skills and masteries)



Consignment



- 0 % fees for selling items to ensure free trading of items between players
- permanent 30 sell slots with better management via Tiger Tablet of sales



Uniques

- Apis respawn time: 1h-2h
(Apis does not give any EXP or drops, to prevent bots farming at the spawn point)
- Forgotten World Boss Unique: Ghost Sereness
(Drops: Nova Weapon/Set | Egypt Weapon | Gold)
- Job Temple Uniques: Haroeris/Seth/Isis/Anubis/Selket/Neith
(Drops: Nova Weapon/Set | Egypt Weapon | Gold)

Trading

- Trades are the biggest source of Gold income.
- Special Goods sell schedules every 4 hours starting from 0:00 UTC+1
Gold to buy goods for trading can be earned at:
 - o Forgotten World Boss Unique Sereness
 - o Job Temple Uniques Haroeris/Seth/Isis/Anubis/Selket/Neith
- Thiefs don't get any JobExp for robbing goods. Only the usual Gold reward is given.
(In order to level up your Job level you must do trades as trader and hunter)

Dungeons

Forgotten World

Envs from Dimension pillars have a 100% Dimension Hole drop rate
Dimension Holes are at Accessory NPC for Gold in addition to Envoy drops



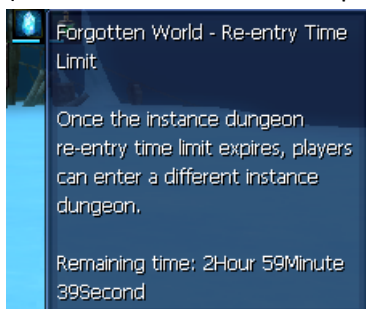
FGW required entry level lowered to (30-50/40-60/50-70/60-80/70-90/80-100/90-110)



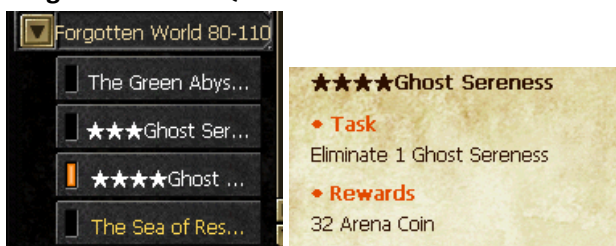
FGW re-entry time changed to 3h

(time limit to complete the run before the instance is closing changed to 2h 30min)

(time before the dimension pillar disappears when nobody is inside changed to 30min)



Forgotten World Quests with Arena Coin reward



- level range (90-110) Forgotten World instance
 - talisman drop rate chance 100%

Holy Water Temple

Entry limit of 2 entries each day has been removed! You can go as often as you want now.

Quest changes:

- **Europe characters use the same quest NPC as Chinese, because EU map is closed!**
- Beginner temple unique quests can all be accepted simultaneously after “Apis” quest has been done
- Intermediate Temple mob item collect quest requirement changed from 100 to 50
- Intermediate Temple mob item collect quests can all be accepted simultaneously
- Intermediate Temple unique item collect quest requirement changed from 50 to 5 items (Reward is a D11 Nova Accessory of choice [account bound])
- Advanced Temple mob item collect quest requirement changed from 100 to 50 items
- Advanced Temple mob item collect quests can all be accepted simultaneously
- Advanced Temple unique item collect quest requirement changed from 50 to 5 items



Transports



- lv 60 ride Iron Horse will change its HP depending on the users level (like silk ride pets)
- lv 60 trade Iron Horse will change its HP depending on the users level (like silk trade pets)
- lv 60 trade Fire Bull will change its HP depending on the users level (like silk trade pets)
- lv 75 trade Behemoth will change its HP depending on the users level (like silk trade pets)
- lv 75 trade Lizard will change its HP depending on the users level (like silk trade pets)

Job System

- No restriction of Job use anymore. You can do trading/hunting/thief without penalties
- You can use the Job Scrolls from accessory NPC to change your job anytime
 - (Job EXP/Job Level/Job Alias will be saved when changing your Job (it will not be lost),
 - when you change back, your Job Alias will be the same as before)
 - It means you can change your Job anytime without anything to worry about.
- Trading gives JobExp and Gold
- Robbing trades gives no JobExp but the usual Gold reward



Job Cave

Selket/Neith and Anubis/Isis rooms can be entered by every thief and hunter

War against the Gods Quests reward: Arena coins and AP points for the used Job

AP Points are needed to decide which job is allowed to enter Haroeris/Seth room

(However everyone can enter Haroeris/Seth because the player Job can be changed anytime)

War against the Gods Quests:




Spawn times (according to server time):

- | | | |
|-------------------------|--------------------|---------------------------|
| ○ Selket/Neith : | Monday & Wednesday | 13:00-15:00 & 20:00-22:00 |
| ○ Anubis/Isis : | Tuesday & Thursday | 13:00-15:00 & 20:00-22:00 |
| ○ Haroeris/Seth: | Saturday | 15:00-17:00 |

PvP







Battle Arena

- Battle Arena Flag and Score are alternating every hour
- Battle Arena Flag Match takes place on the advanced map with 3 flags
- Available BA modes: Party and Random are alternating every 30 minutes
- Party Arena registration possible with at least 2 party members (it is a 4vs4 battle)
- Daily Arena Coin limit which is obtainable from Battle Arena: 50 Arena Coins
 - (Daily Arena Coin limit resets at 0:00 server time)
 - Win = 16 Arena Coins (are used to buy Magic Pop cards)
 - Loose = 2 Arena Coins (are used to buy Magic Pop cards)

	Arena type	WIN	LOSE	DRAW
	Random-match Arena	16 coins	2 coins	2 coins
	Party-match Arena	16 coins	2 coins	2 coins

Battle Arena Reward NPC



Icon	Item Name	Arena Coins
	Magic Pop Card	10
	500 HP Increase Scroll	2
	500 MP Increase Scroll	1
	Trigger Scroll	4
	Strength Scroll	2
	Intelligence Scroll	2

Fortress War

- Takes place every Sunday, 15:30 – 17:00 server time
- Jangan/Bandit/Hotan Fortresses available

Magic Pop

Available Items and winning chances per Magic Pop Card:

Icon	Rewards	Winning chance
	Chinese 11th degree Seal of Nova weapons	20%
	Chinese 11th degree Seal of Nova Egypt A weapons	5%
	Chinese 11th degree Seal of Nova Shield	20%
	Chinese 11th degree Seal of Nova Egypt A Shield	5%
	Chinese 11th degree Seal of Nova armor	30%
	Chinese 11th degree Seal of Nova accessory	20%

	EU 11th degree Seal of Nova weapons	20%
	EU 11th degree Seal of Nova Egypt A weapons	5%
	EU 11th degree Seal of Nova Shield	20%
	EU 11th degree Seal of Nova Egypt A Shield	5%
	EU 11th degree Seal of Nova armor	30%
	EU 11th degree Seal of Nova accessory	20%
	Gold Dragon Flag	5%

Loosing rewards:

Fireworks!!! ☺

Coin System

Gold/Silver/Copper coins are only used to give players a gold reward!
 (There is no other use for them other then sell them at any NPC for gold)

	Gold Coin = 1000000 Gold
	Silver Coin = 500000 Gold
	Copper Coin = 250000 Gold