

Terrifying Shadows – A New Era

~Event Guide~



Quick Overview

Level requirements	P1	P2	P3	P3	P5	P6	Total progress
20 – 54	1.500	3.000	-	-	-	-	4.500
55 – 84	2.500	5.500	7.000	-	-	-	15.000
85 – 99	3.500	5.500	7.500	8.500	-	-	25.000
100	3.500	5.500	7.500	8.350	10.000	-	34.850
100 + completed quest¹	3.500	5.500	7.500	8.500	10.000	15.000	50.000

Event summary

Bigger, meaner, and dead: Sargon is back! The Terrible returned and heroes are needed to stop his subordinates and foil his plans.

The Terrible is BACK!

Collect **Coffee Beans** from worthy opponents everywhere in Dracania.

Enter **Stillwater Bay at night** and collect **Shadow Portal Fragments** by destroying the Shadow Portals in the map to obtain **Shadow Portals**, leading you to **Sargon's Shadowfort**.

Collect **Light Essences** to step against Sargon and some of his minions.

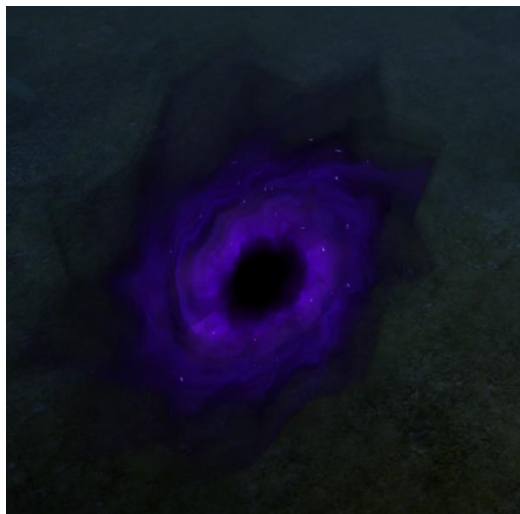
¹ *The Terrible is Back*



Stillwater Bay at night

Beach party? At night? Sounds like a lot of fun... or not!

This is the first event map, it requires 10 **Coffee Beans** to enter. Coffee Beans can drop from worthy monsters everywhere in Dracania. Monsters in Stillwater Bay at night can also drop Shadows, the event progress, and Light Essences. Search for Shadow Portals – they are the source of **Shadow Portal Fragments**. There are a total of 4 on the map.



The Shadow Portal Fragments are needed to complete the repeatable quest "**Sneak through the Portal 1/1**" provided by Jon Sunlair. This quest is granting you a Shadow Portal that will lead you to **Sargon's Shadowsfort**.



Sargon's Shadowfort

Some heroes already had the honor of meeting the King of the Shadows in his prime, the others meet him for the first time.

*Whatever the conditions, Sargon will treat everyone equally cruelly.
Don't worry!*

This is the main event map, leading to **Sargon's Throne Room**. Monsters in this map can drop Shadows, the event progress, as well as general monster loot.

Look for the **three Shadow Altars** on the map. Interact with all of them and defeat **Sargon's Gatekeepers**.



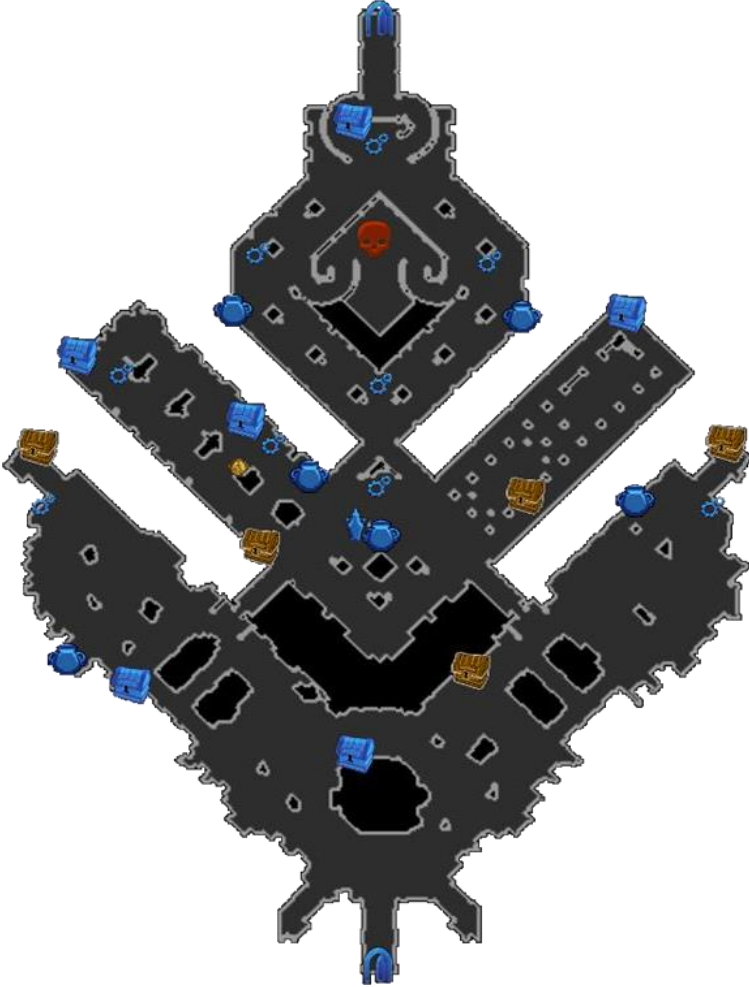
Face the **Soul Collector Sentinel** (requires Light Essences to fight against it, same as the other Soul Collector monsters), that stays between you and the path to the King of Shadows!

Defeating him will unlock the door on top of the map, leading to **Sargon's Throne Room**, where the real challenge awaits you!



Map objects

(Amphorae, Lockpick Chests, Shadow Altars, Map Sentinel and Sargon's Throne Room entry):



Sargon's Throne Room

What makes a good villain? Good persistence!

Even in death, Sargon never gives up on his dream of subjugating Dracania!

This is the Boss map of the event, where **Sargon the Terrible** is waiting for you. The Boss can drop Shadows, the **new Shadow Reign Set items**, and even the **new Sargon Costume**, to look as terrifying as Sargon himself! The Boss requires **Light Essences** to fight against him and his evil minions.



Shadows dropped per run on each difficulty:

Difficulty	Normal	Painful	Excruciating	Fatal	Infernal	Merciless	Bloodshed
Amount of Shadows	103	189	291	501	810	1360	2235

Shadow Reign Set

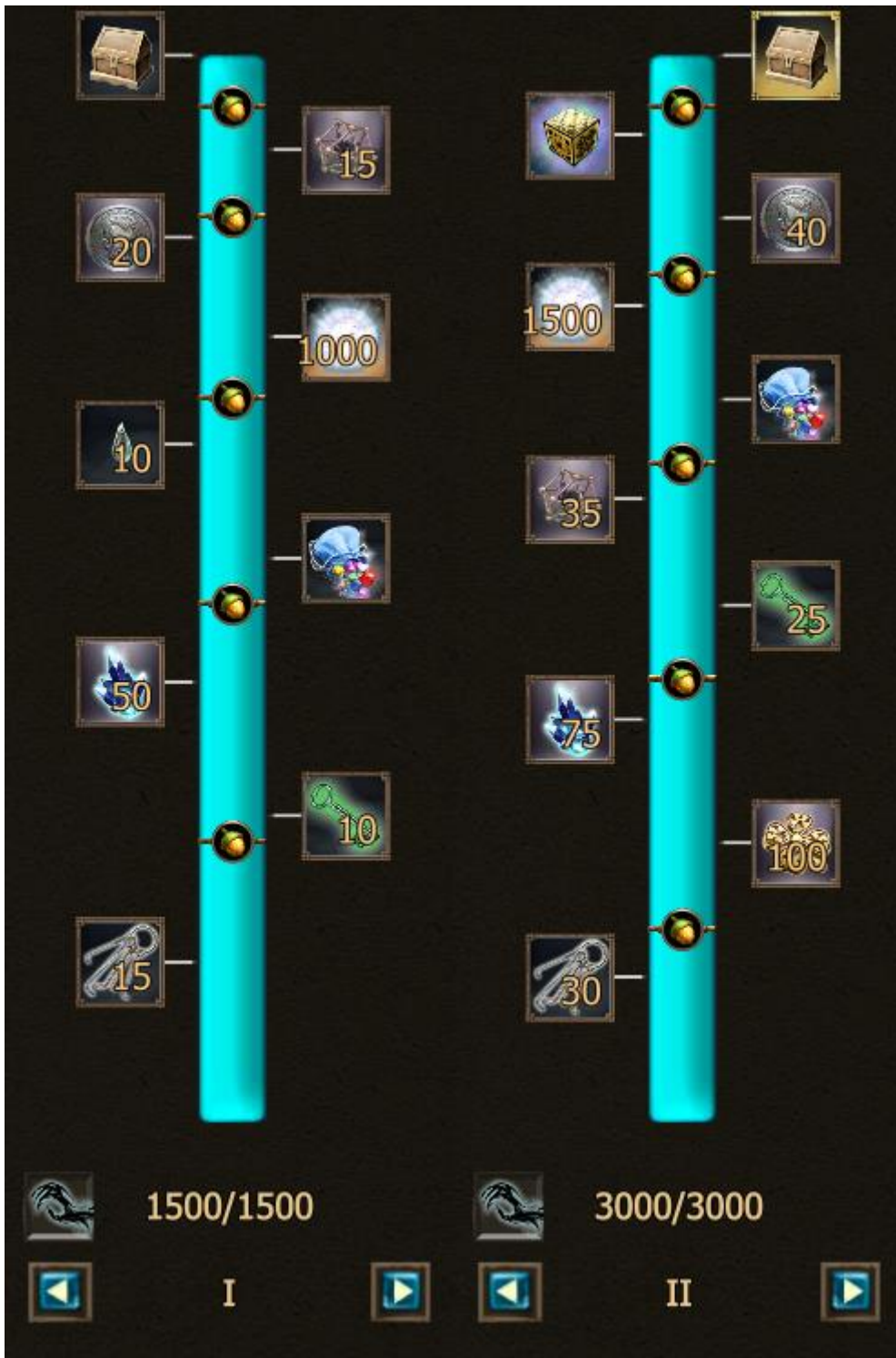


Class	Bonus for pieces of equipment belonging to the same set (on level 145)
Dragonknight	<p>Bonus for pieces of equipment belonging to the same set:</p> <ul style="list-style-type: none"> (2): + 33347 Health Points (level dependent) (3): + 2800 all resistance values (level dependent) (4): + 3305 Armor value (level dependent) (6): + 8329 damage (level dependent) (7): + 6497 critical value (level dependent) (8): Each usage of Rage Jump and Charge generates <i>Dark Hatred</i>. As soon as you stack <i>Dark Hatred</i> 16 times, a massive <i>Andermagic</i> explosion occurs, dealing 1200% of your base damage as <i>Andermagic</i> damage to foes around you. You get the <i>Dark Hatred Eruption</i> buff that frees you from any debuff, heals you completely and fills up your Rage and resets all your skill cooldowns, while granting the <i>Shield of Hatred</i> buff, which protects you from any debuffs for 10 seconds. Cooldown: 120 seconds.

<p style="text-align: center;">Ranger</p>	<p>Bonus for pieces of equipment belonging to the same set:</p> <p>(2): + 33347 Health Points (level dependent) (3): + 2800 all resistance values (level dependent) (4): + 3305 Armor value (level dependent) (6): + 8329 damage (level dependent) (7): + 6497 critical value (level dependent) (8): Each usage of Dive and Blade Dance generates <i>Dark Hatred</i>. As soon as you stack <i>Dark Hatred</i> 16 times, a massive <i>Andermagic</i> explosion occurs, dealing 1200% of your base damage as <i>Andermagic</i> damage to foes around you. You get the <i>Dark Hatred Eruption</i> buff that frees you from any debuff, heals you completely and fills up your <i>Concentration</i> and resets all your skill cooldowns, while granting the <i>Shield of Hatred</i> buff, which protects you from any debuffs for 10 seconds. Cooldown: 120 seconds.</p>
<p style="text-align: center;">Spellweaver</p>	<p>Bonus for pieces of equipment belonging to the same set:</p> <p>(2): + 33347 Health Points (level dependent) (3): + 2800 all resistance values (level dependent) (4): + 3305 Armor value (level dependent) (6): + 8329 damage (level dependent) (7): + 6497 critical value (level dependent) (8): Each usage of Teleport and Frost Charge generates <i>Dark Hatred</i>. As soon as you stack <i>Dark Hatred</i> 16 times, a massive <i>Andermagic</i> explosion occurs, dealing 1200% of your base damage as <i>Andermagic</i> damage to foes around you. You get the <i>Dark Hatred Eruption</i> buff that frees you from any debuff, heals you completely and fills up your <i>Mana</i> and resets all your skill cooldowns, while granting the <i>Shield of Hatred</i> buff, which protects you from any debuffs for 10 seconds. Cooldown: 120 seconds.</p>
<p style="text-align: center;">Steam Mechanicus</p>	<p>Bonus for pieces of equipment belonging to the same set:</p> <p>(2): + 33347 Health Points (level dependent) (3): + 2800 all resistance values (level dependent) (4): + 3305 Armor value (level dependent) (6): + 8329 damage (level dependent) (7): + 6497 critical value (level dependent) (8): Each usage of Rocket Pack and Steam Conductor generates <i>Dark Hatred</i>. As soon as you stack <i>Dark Hatred</i> 16 times, a massive <i>Andermagic</i> explosion occurs, dealing 1200% of your base damage as <i>Andermagic</i> damage to foes around you. You get the <i>Dark Hatred Eruption</i> buff that frees you from any debuff, heals you completely and fills up your <i>Steam</i> and resets all your skill cooldowns, while granting the <i>Shield of Hatred</i> buff, which protects you from any debuffs for 10 seconds. Cooldown: 120 seconds.</p>

Progress Bars

Level 20 – 54, I-II



Level 55 – 84, I-III

The image displays three vertical quest tracks, labeled I, II, and III, each consisting of five quest steps. Each step is represented by a blue circular icon on a vertical teal bar, with a corresponding reward icon and numerical value to its right. Track I has a total of 2500/2500, Track II has 5500/5500, and Track III has 7000/7000. Navigation arrows are located at the bottom of each track.

Track	Step	Icon	Reward
I	1	Key 10	Key 10
	2	Light 10	Light 10
	3	Light 2000	Light 2000
	4	Light 15	Light 15
	5	Light 20	Light 20
II	1	Key 15	Key 15
	2	Light 35	Light 35
	3	Light 10	Light 10
	4	Light 1000	Light 1000
	5	Key 30	Key 30
III	1	Key 30	Key 30
	2	Light 75	Light 75
	3	Light 50	Light 50
	4	Light 1500	Light 1500
	5	Key 20	Key 20

Level 85 – 99, I-IV

The image displays four vertical progress bars, labeled I, II, III, and IV, each with five nodes. The nodes contain various icons and numbers, representing different items or currencies. Below each bar is a status indicator consisting of a hand icon, a progress ratio, and navigation arrows.

Bar	Node 1	Node 2	Node 3	Node 4	Node 5	Status
I	10	500	15	5	15	3500/3500
II	1000	10	10	10	20	5500/5500
III	20	1500	25	35	20	7500/7500
IV	20	2000	50	30	100	8500/8500

Navigation arrows are located below the status indicators for each bar. Bar I has left and right arrows. Bar II has left and right arrows. Bar III has left and right arrows. Bar IV has left and right arrows.

Level 100, I-V

The image displays five vertical progress bars, labeled I through V, each with 6 nodes. The items on the nodes are as follows:

- Bar I:** Node 1: Chest; Node 2: 10; Node 3: 1000; Node 4: 10; Node 5: 10; Node 6: 15.
- Bar II:** Node 1: Chest; Node 2: 20; Node 3: 2000; Node 4: 10; Node 5: 35; Node 6: 20.
- Bar III:** Node 1: Chest; Node 2: 20; Node 3: 3000; Node 4: 50; Node 5: 50; Node 6: 20.
- Bar IV:** Node 1: Chest; Node 2: 20; Node 3: 3000; Node 4: 75; Node 5: 35; Node 6: 15.
- Bar V:** Node 1: 15; Node 2: 3; Node 3: 2; Node 4: 2; Node 5: 2; Node 6: 2.

At the bottom of the interface, there are resource counters and navigation buttons:

- Resource 1:** 3500/3500 (I), 5500/5500 (II), 7500/7500 (III), 8350/8350 (IV), 10000/10000 (V).
- Resource 2:** Indicated by a small globe icon next to the numbers.
- Navigation:** A set of left and right arrow buttons for each bar.

Level 100 with finished quest "The Terrible is Back", I-VI

The image displays six vertical quest progress bars, labeled I through VI, each with five gold-colored circular markers. The items and rewards are as follows:

- Bar I:** 15 (quest icon), 10 (coin), 1000 (gold), 5 (key), 15 (key).
- Bar II:** 15 (quest icon), 20 (coin), 2000 (gold), 10 (key), 20 (key).
- Bar III:** 15 (quest icon), 20 (coin), 15 (key), 50 (key), 25 (key).
- Bar IV:** 15 (quest icon), 20 (coin), 4000 (gold), 70 (key), 50 (key), 30 (key), 100 (key).
- Bar V:** 15 (quest icon), 20 (coin), 5000 (gold), 100 (gold), 50 (key), 25 (key).
- Bar VI:** 25 (quest icon), 5 (gold), 4 (gold), 3 (gold), 3 (gold), 2 (gold), 2 (gold).

At the bottom, a navigation bar includes icons for each quest and a status bar with the following completion counts:

- I: 3500/3500
- II: 5500/5500
- III: 7500/7500
- IV: 8500/8500
- V: 10000/10000
- VI: 15000/15000



The **Mark of Mortis** is one of the most significant event rewards. It is used for entering **Mortis' Exile**, the Boss room of **Mortis, God of Death**, which is accessible if you finished the "**The Last Trial 1/2**" quest in Elysium. Altogether you can obtain:

- 4 Marks of Mortis from progress bars for levels 85 – 99,
- 20 Marks of Mortis from progress bars for level 100,
- 32 Marks of Mortis from the progress bars for level 100 with finished quest "The Terrible is Back".

With the **Event Attire** active, you can obtain additional 5 Marks as a drop from Sargon.

Event Offers

Shop offer

 Shadow Portal 6000 Buy	 5x Shadow Portal 30000 Buy
 10x Shadow Portal 57000 Buy	 20x Shadow Portal 110000 Buy
 100x Shadows 1500 Buy	 250x Shadows 3800 Buy
 500x Shadows 7500 Buy	 1000x Shadows 15000 Buy

 299x Light Essence 56 Buy	 999x Light Essence 190 Buy
 299x Light Essence 110 Buy	 999x Light Essence 370 Buy
 299x Light Essence 220 Buy	 999x Light Essence 750 Buy
 299x Light Essence 450 Buy	 999x Light Essence 1500 Buy
 299x Light Essence 900 Buy	 999x Light Essence 3000 Buy

Grima offer

You can buy those items multiple times:

- Light Essence (every rarity) – 5 times,
- Shadow Portal – 5 times,
- Sargon's Immortal Chest – 2 times,
- Shadow Minion Chest – 2 times.

 50 125	50x Sargon's Horn	 50 250	50x Sargon's Horn
 50 375	50x Sargon's Horn	 50 500	50x Sargon's Horn
 50 625	50x Sargon's Horn	 999 30	999x Light Essence
 999 50	999x Light Essence	 999 100	999x Light Essence
 999 150	999x Light Essence	 999 250	999x Light Essence
 400	Shadow Portal	 300	Sargon's Immortal Chest
 250	Shadow Minion Chest		

Event Attire

	<p>Bonus while active:</p> <ul style="list-style-type: none">• Increased Coffee Bean drop Chance,• 50% increased Shadow drop stack size (minimum +1),• Shadow Portals in Stillwater Bay at night have a chance to drop an additional Shadow Portal Fragment,• Enemies in Sargon's Shadowfort can drop Light Essences,• Sargon has a chance to drop a Mark of Mortis (limited to 5 times per event). <p>Duration: 7 days</p>
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Requirements and useful tips

! You need to be Level 55 or above to unlock and accept the event quests provided by Jon Sunlair and Sir Hardy in Kingshill.

! To fight against Sargon's new reincarnation, you need to have finished the **"The Terrible is Back"** quest! In case you are in a group with another player/s and you have not finished the quest, but your friend/s have, you will arrive in **another instance** than for example your group members that completed the quests.

! The initial amount of Event Progress Bars is between 2 and 6 (depending on your character level). Version with 6 bars is available for heroes with level 100 and finished **"The Terrible is Back"** quest. In case you finish the quest during the ongoing duration of the event, you will remain with 5 bars version and will be able to unlock the 6 bars version on the next event unless you farmed 0 progress from the current event's progress bars.