

Big Game Hunt

~~ event guide ~~

1. **Overview** – duration of the event will be 10 days.

Level requirements	Progress bar 1	Progress bar 2	Progress bar 3	Total progress
20 – 45	1.500	10.000	18.500	30.000
46 – 75	2.000	10.500	25.500	38.000
76 – 99	2.500	25.000	48.500	76.000
100	5.000	50.000	100.000	155.000

2. **Bosses** – progress can be dropped only from draconian bosses (**sentinels and PW bosses are excluded**) and some special (stronger) versions of them:

- Heredur
- Sargon
- Herald
- Nefertari
- Balor
- Mortis

Heroes can fight with mentioned bosses in a special arena – **Blazing Inferno**. Players can enter it using **Travel Ration to Blazing Inferno**:



There are two types of the hellish arena – with a single boss and with all of them, spawning one after another. The travel rations to the arena with a single boss can be obtained only from progress bars (only 76 – 99 and 100 level versions), and the travel ration to the all-in-one challenge will be available from the progress bar only for heroes on level 100.

Players will be able to craft the Travel Ration to Blazing Inferno (version with all bosses), using the ingredients:

- 100x Dragon bones
- Blessing of Discipline
- Elixir of the Eternal Life

Only heroes at level 100 will be able to craft it, the recipe will be unlocked automatically (consumable items -> keys). Players have the chance to find the Blessing of Discipline as a drop from all bosses on PW Bloodshed difficulty (including Blazing Inferno map), and the Elixir of the Eternal Life – in the shop for 15.000 andermant.

The map is a **solo one** and the player can enter there only on **PW difficulties** (PW Infernal, PW Merciless, PW Bloodshed). All the bosses are immune to armor and elemental resistance reduction and stuns. They have also more health points.

NOTE: As soon as the player enters the Blazing Inferno with a single boss, the enemy will start attacking the hero right away. The version with all bosses as a trigger in the middle of the map, which needs to be destroyed to unleash the first boss:



3. Buff: Hunter's Fortune

The buff will be reduced from **10%** to **2%**. The effect can stack up to 50 times, so the maximum bonus is 100%. The duration still will be 15 minutes IGT¹. The player will not lose the buff after death.

4. Attire

- The bonus for stack size will be reduced from **200%** to **50%**.
- The bonus for the duration of Hunter's Fortune will be still 50%.
- **NEW BONUS:** Bosses in Blazing Inferno maps can now drop Dragon Bones.

5. Progress

The bosses can drop three different stacks of progress, the middle one being the most common:

Difficulty	Per stack	100% Hunter's Fortune buff)	Per stack + attire	Max bonus + attire
Painful	24/27/30	48/54/60	36/41/45	60/68/75
Excruciating	32/36/40	64/72/80	48/54/60	80/90/100
Fatal	40/45/50	80/90/100	60/68/75	100/113/125
Infernal	48/54/60	96/108/120	72/81/90	120/135/150
Merciless	72/81/90	144/162/180	108/122/135	180/203/225
Bloodshed	88/99/110	176/198/220	132/149/165	220/248/275

¹ IGT – in-game time, so if the player log off, the time is stopped.

All bosses from the Blazing Inferno maps will drop more progress than normal, draconian bosses:

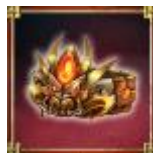
Difficulty	Per stack	100% Hunter's Fortune buff	Per stack + attire	Max bonus + attire
PW Infernal	224/252/280	448/504/560	336/378/420	560/630/700
PW Merciless	320/360/400	640/720/800	480/540/600	800/900/1000
PW Bloodshed	384/432/480	768/864/960	576/648/720	960/1080/1200

6. New equipment

The new mythic cloak – Old Glory – will be droppable from all bosses on the Blazing Inferno map (with all bosses):



The new mythic ring – Ring of Old Glory – will be droppable from the special Blood Chest:



Both of the items are parts of the new **Forgotten Glory** set. It will not only have unique values but also set bonus:

- **Spellweaver:** When executing Ice Missile, it shoots 3 projectiles, instead of 1.
- **Ranger:** When Thicket of Thorns hits an enemy, your Concentration cost is decreased to 0 and Explosive Arrow does not have a cooldown for 3 seconds.

- **Dragonknight:** When executing Banner of War, your damage is increased by 100% and your critical value is increased by 15% for 5 seconds.
- **Steam Mechanikus:** Critical hits with Quick Shot cause your currently active Mechanical Turrets to fire an additional bullet with each shot. This effect can stack up to 2 times.

The special Blood Chest can be found only in the arena with all 6 bosses. It will appear after defeating the last boss.



7. New effect aura – Sparkling Flames

Obtainable from the progress bar (only 76 – 99 and 100 level versions). The effect can be used with mount.

