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WHITE KNIGHT CHRONICLES

CAST OF CHARACTERS.....	4	QUESTS	122	GEORAMA	162
INCORRUPTUS.....	8	BALASTOR PLAIN.....	122	BESTIARY	166
GAMEPLAY	10	GREYDALL PLAIN.....	126	ARMORY	175
WALKTHROUGH	24	NORDIA TUNNELS	129	WEAPONS	175
CHAPTER 1	24	LAGNISH DESERT.....	131	ARMOR.....	202
CHAPTER 2	40	FLANDAR TRAIL.....	135	SHIELDS.....	255
CHAPTER 3	52	GREEDE'S UNDERBELLY ..	139	ACCESSORIES	260
CHAPTER 4	65	BUNKER LODGE CAVERNS ..	143	ITEM LISTS.....	262
CHAPTER 5	85	FRASS CHASM	148		
CHAPTER 6	92	VAN HAVEN WASTE.....	151		
CHAPTER 7	106	DOGMA RIFT	155		





WHITE KNIGHT CHRONICLES

Leonard, a young orphan and employee at Rapacci's Wines, finds himself thrust into the center of a globe-spanning conflict, one fraught with political intrigue, murder, betrayals, and rumors of war.

The Magi, an evil army bent on overthrowing the kingdom of Balandor and gaining access to tremendous power, are in search of the Knights, a long-forgotten and powerful weapon from the Dogma Age. With that power, the world would fall before their might, allowing them to achieve the nefarious goals that they have been working toward.

Princess Cisna, heir of the king of Balandor, hides within her a secret power, one capable of unlocking the Knights. Regrettably, after witnessing the murder of her mother by a stealthy assassin as a young child, Princess Cisna has not spoken a single word in years.

Eldore, a mysterious wizard and soldier, arrives in Balandor wearing a cloak and carrying only a sword. He's tired after having lived a long life, but bent on making it into the castle. His goals and personality remain a cipher, but his skill in battle and with magic suggest that his still waters run deep.





Caesar, the spoiled son of Count Drisdall of Greede, hides a gentle heart behind his playboy façade. In between flirting with girls and disappointing his father, Caesar shows kindness to all and malice to none. The secret of his dual nature remains to be discovered.

Kara, a gruff woman with a dancer's grace, embraces contradiction as if it were a life raft. She's breathtakingly beautiful, but emotionally cold. She surrounds herself with friendly people, but her demeanor suggests that she cannot be bothered to learn about them.

The Knights, ancient war machines from the Dogma Age, thrust into the modern world. They possess untold destructive power and are sure to herald the end of the world as Leonard knows it if they fall into the wrong hands.

White Knight Chronicles is the story of how these disparate parts intertwine and collide, turning Leonard into a true hero and changing the balance of power in the world.



CAST OF CHARACTERS

HEROES



Leonard could not have possibly known the adventure that awaited him when he woke up the morning of the Princess's ball. As a young man employed at Rappaci's wines in Balador, he had a fairly average, though happy, life. He has never been bothered by the fact that he is an orphan, particularly since Rappaci adopted him when he was young, and had his fair share of friends as a child. It was not the most exciting life to live, but it was his and he lived it to the fullest.

Leonard is easily described as the best kind of friend. His gentle nature and cordial attitude are rare among others his age, so those who come in contact with him cannot help but be drawn in and charmed. To some, he is seen as almost naïve, trusting too easily and opening his heart too often. But others cherish these traits, joining in his company and quickly becoming his closest friends and allies. For those comrades, Leonard would give his own life. He fights for them, supports them, helps them find their way when they are lost, and celebrates their victories.

At the center of Leonard's thoughts is the fair and lovely Princess Cisna. They first encountered one another in their youth and the royal child mesmerized Leonard. Their meeting was brief, and in reality it was nothing more than a whisper of a moment, but he held onto it tightly. They met again, this time as adults, during Princess Cisna's birthday celebration. Leonard could barely believe the beauty before him. Then, just like the first time they met, she was taken away.

In that moment, Leonard's life changed forever. He was thrust into the center of an ancient conflict that centered around the Princess and a forgotten technology of unknown power, the Knights. Her captors' plans are not clear, but undoubtedly not for the greater good. Leonard is courageous and undeterred. He is ready to release the force of the White Knight to rescue the Princess and stop the oncoming tide of darkness.





YULIE

Yulie is the life of the party and one of Leonard's oldest friends. She isn't afraid to live her life as she wishes and is always ready to crack a grin, her sly humor providing slick jokes at a moment's notice. Dark clouds just seem to lighten up when she's around. She looks for the good in all situations, and often proves that silver linings do exist, though they just might be hiding too well for others to notice them.

She has always paid close attention to those around her, reading moods, expressions, and body language to gauge reactions and feelings when words fail or simply are not honest. Leonard is an open book to Yulie, and she can read him better than anyone. She's ready to poke a little fun or offer comfort as the situation requires, all to make one of her closest friends smile.

Yulie is ready to spread her wings. Everything she does, including working with Rappaci's wines from her home in Parma, is done wholeheartedly. Even still, she knows that there's more out there than her commoner's life, and she is eager to explore the world. Leonard being thrust into the world of political conflict and ancient war machines may not exactly have been what she was looking for in terms of a change of pace, but she will take it and stand by her friend's side the entire way.

Eldore is a skilled combatant and an expert mage. He brings a much-needed level of experience to the inexperienced youth of Leonard's party. Eldore is apparently composed of a combination of swirling contradictions. He is both hard and soft, with sharp, mastered sword movements and quite humble speech. He is forthcoming and reserved, sharing battle plans and methods of contacting the Princess, but always keeping personal details locked away. He is stiff but spry, never fully relaxing around the party but always ready to leap into battle.

He arrived in Balandor shortly before the events that lead to Princess Cisna's capture. Although little is known about him, his devotion to the Princess is clear. Before her kidnapping he went so far as to use stealth and magic to enter the castle in an attempt to protect the beloved royal heir. After his failure, and after witnessing Leonard commanding the White Knight, Eldore decided to join the youth in his quest to rescue Princess Cisna.

It is no secret that Eldore is one of the most mysterious members of the group. His calm and collected manner hides a man who clearly has an agenda of his own. Yet, with all his quiet reserve, he has quickly become one of the most valued in the party. His loyalty to the Princess is trusted, and therefore his plans, suggestions, and guidance are welcomed with open arms.



ELDORE



PRINCESS CISNA

Kara hides her emotions behind her severe expression and sharp demeanor, both of which are used to keep nosy friends and possible enemies at a distance. It's a defense mechanism to save her from exposing any more of herself than necessary. If they don't know you, they can't get to you, after all.

But the Magi got to Kara. They captured her sister, Lena and used her as leverage to force Kara to do their bidding. She made a pact with a Gigas, a beast from the magical plane. This process is dangerous, as the Gigas bonds with a human's soul and eventually completely devours it.

Kara's first encounter with Leonard was anything but pleasant. The lethal dancer from Albania launched herself at the young traveler and his companions in an attempt to kill the boy under orders from the Magi. With the power of the Gigas working to consume her, Kara's battle against Leonard not only put him in danger, but Kara herself. The party quickly realized what was happening and worked to save them both.

After the incident, Kara saw the good in Leonard's heart, and discovered the thirst for revenge in her own. She joined his group, lending the team her athletic abilities and fluid movements. Despite this newfound alliance, she still keeps to herself, using that ever-sharp tongue to keep everyone at a safe distance.

There are some things in the world a child should never have to witness. The brutal murder of a parent is one of them. While still learning about the world she lived in, Princess Cisna saw just how cruel reality could be as she watched a single Farian assassin kill her mother, Queen Floraine. That horrific sight sealed the young girl's voice deep in her heart and she did not speak again for many years.

Although the killing that took place that night heightened the conflict between Balandor and Faria, the Princess did not allow the actions of a single Farian transform her into a vengeful child. Her silence was haunting, but she grew up into a kind and caring young woman. Her father dearly missed the Princess's voice and felt that the quiet divided them. He tried his best to heal her, but his brightest clerics and scholars could do nothing for an injury of the heart. It would be up to Princess Cisna herself to unlock the cure.

The first words spoken since her mother's death were a spell. On the night of her birthday celebration, when the world came crashing down around the Princess once again, she recited a magic spell as Leonard activated the Ark and transformed into the White Knight. It was her parting gift as she was swept away by the Magi, leaving a boy she remembered meeting long ago—long before she knew of all the sorrow in the world.



KARA

Caesar lives the good life and he loves it. At first glance, he is nothing more than the spoiled son of Count Drisdall of Greede, basking in his lack of responsibility, content in his lineage, and more than willing to take advantage of his privilege. His appearance is that of a lazy, pretty child, an airy young man who flirts with women and attends more than the respectable amount of parties for a person in his position. Caesar, however, does not care.

Caesar's good looks and happy demeanor help cement his easy-going nature. Many of the women in his city have indulged a passing interest, at the barest minimum, in him as a possible Mr. Right, as evidenced by the smiles, waves, and shy greetings that follow his steps.

This nonchalant behavior belies Caesar's clever mind and honest nature. He has impressive insight and does his best to read the emotions of others and do whatever it takes to please them. Why he actively encourages citizens to have low expectations of him, to put it delicately, is a mystery, but he embraces their interpretation wholeheartedly. His true nature is never far from the surface and he is more than ready to stand with his comrades and do what is necessary to achieve his goals.

This determination and spirit shone through when Caesar was confronted by the Dragon Matriarch, an enraged beast forged with the desire to eradicate Leonard and his friends. The image of the young lazy royal shattered to reveal a fierce comrade and man destined to hold the Ark that unleashes the Dragon Knight.



CAESAR

VILLAINS

No one knows who General Dragias truly is under his dark façade. His quiet lethality is punctuated by an experienced poise and vicious demands. Anything about the man, beyond his deeds, is a mystery, but his role among the Magi is well known. As the leader of the Magi, General Dragias is rightly feared and even foes are forced to acknowledge his incredible power.

General Dragias possesses the Black Knight, the result of a form of technology used in days so long ago that its method of creation has been lost. He launched the latest Magi offensive with this force under his control, sweeping down onto Balandor and murdering the King. General Dragias was not pleased by Leonard forming a pact with the White Knight, disrupting carefully laid plans, but the Magi still departed with Princess Cisna and her hidden power in their possession. General Dragias's plans are as yet unknown, but it is clear that Princess Cisna plays an important role in his scheme.



GENERAL DRAGIAS

Belcitane is General Dragias's malevolent assistant and number one man in the field. He tends to hide in the shadows, lurking around the outside of Magi operations, and only striking out when he has a chance to exercise his unnatural fetish for cruelty. His heinous cunning is an effective and powerful asset for the Magi.

Belcitane was one of the masterminds behind the infiltration of Balandor. Disguised as clowns, mimes, dancers, and performers ready to entertain the city during Princess Cisna's birthday celebration, Belcitane was able to stealthily infiltrate the walls of the castle with a veritable army of Magi warriors. They were in the perfect position for launching the attack. If not for Leonard and his White Knight, Belcitane's plan would have been perfect.

General Dragias granted Belcitane the task of exterminating Leonard and his party, an assignment he approaches with glee. Murder comes easily to him, and killing a Pactmaker will be a new experience.

BELCITANE

Shapur is a valuable member of the Magi, specializing in quiet assassinations and brutal betrayals, the type of tasks that require a certain brand of inhuman malice. His quiet nature is fairly unnerving as he executes his assignments with a silent and uncaring efficiency. His aloofness and dark demeanor causes those around him to grant him a wide berth.

However, Shapur's loyalty to the Magi is unquestionable. Few others are willing to perform such grim acts in the name of the organization. Beyond this dedication, little else is known of the man. His unique appearance makes him easy to recognize, but gathering information is difficult when tracking a man who never leaves a trace or a witness.



SHAPUR

- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST



INCORRUPTUS

WAR MACHINES

Ten thousand years ago, in the time now known as the Dogma Age, the Yshrenian and Athwani empires erupted into a vicious and brutal war. The two were the largest and most powerful kingdoms in the land, nearly equal in prestige and resources.

Their battles raged across the face of the world, turning verdant forests and peaceful hamlets into charred and burned charnel houses. The casualties quickly mounted on both sides, resulting in a situation where one side or the other had to gain an advantage, give in, or risk mutual destruction.

Yshrenian scholars and scientists introduced the Knights, giant machines created solely for the purpose of war. These beings, when bonded with a human soul, could utilize immense power on the battlefield, able to lay waste to an entire army singlehandedly.

The Athwani military soon began to fall under the overwhelming power of the Knights. Their forces became so much cannon fodder beneath the gigantic blades of these giants, causing a severe drop in morale, efficiency, and battles won.





The scholars of Athwan, desperate to turn the tide of battle, developed sealing magic intended to completely remove the Knights from the field of battle and leave both armies on an even plane. They cast their spell, and though many valuable lives were lost in the process, the Knights were forever sealed away.

The Yshrenian army, having become reliant on the power of the Knights, courageously rushed into battle against the Athwani army, but their spirit was broken. They lost their strongest advantage and had no real hope of victory.

The Athwani kingdom did not escape unscathed. Years spent in a costly and violent war, a war that ended with the death of their best and brightest, left the country in a state of discontent. Strife ripped through the land, eventually resulting in the death of the Queen.

The Knights remain sealed away to this day, long forgotten and unused.





GAMEPLAY

CREATING YOUR CHARACTER

You are at the heart of the story: join Leonard, Yulie, and the others on their journey as a personalized character. Starting off as a fellow employee at Rapacci's wines in Balandor, you play an integral role in the tale, fighting along side the party and even questing on your own. To begin forming your character, select New Game from the main menu.



CUSTOMIZE AVATAR

There are nine different stages to the creation process. This in-depth experience grants you the ability to form any character you desire.

Each selection in the menus at the Customize Avatar menu has one of three different alteration options. For Name, you may input directly using the keypad. For options that allow you to select a "type," press **X** to open a pull down menu. From there, you may investigate your available options and choose the one that works best for you by highlighting and pressing **X** again.

The third type of alteration alters size or orientation. These features have a gauge and corresponding number. Select one of these options with **X** to gain access to the gauge. Use **+** and **-** to adjust the size or orientation of the body feature. When you are satisfied, press **X** again to move on.

While experimenting with the vast array of customization tools, use the right stick to rotate the camera and view the changes to your character from various angles. You may also press **△** to toggle the clothing and **SELECT** to demo facial expressions.

NAME AND GENDER

Begin by entering the Name, Gender, and Base Template of the avatar. There are 18 different templates to choose from, which range from height to weight, age, and appearance. These templates can be used as final creations or simply an inspirational starting point. To finalize your character after this first section of the menu, select QUICK START. To continue crafting your avatar, select CUSTOMIZE.



BODY

The body is the foundation of your character. It determines the overall size and look of the avatar. Petite, athletic, slim, massive, it's all up to you. Use the 10 different features in this section to create your ideal body. Select NEXT to move to Face.



FACE

Fifteen features are at your disposal to create the perfect face for your character. This is possibly the most important area of customization as your avatar often receives close ups during key scenes in the game. It is also what sets your character apart from others on GeoNet. To more closely define the eyes and eyebrows, select NEXT.



EYES AND EYEBROWS

The eyes are the windows to the soul. These 17 options allow you to create a unique look at expression for your character.



COLOR

Finalize all the color options seen in the previous menus. There are eight features to adjust.



NOSE, MOUTH, AND EARS

Further adjust the features of the face by altering the nose, mouth, and ears of your character. It is the detail found in these 16 adjustment options that make your avatar stand out among the rest.



VOICE

Although your character mainly keeps to himself or herself, they cannot resist a battle cry. Select your avatar's voice type and press to hear a sample of your selection.



HAIR AND MOLES

Hair does wonders to the style and personality to your character. From classic to warrior to graceful and beyond, your hair says a lot about you. Use the six options to add a bit of flair.



REVIEW

This is the last section of the Customize Avatar menu. Review your character information and ensure it is everything you want. Select ACCEPT to continue and begin your adventure.





PREPARING FOR BATTLE

There is more to battles than running in with your weapon out. No matter how enthusiastic your party is, preparations must be made before combat. Proper equipment, skills, and slots must be set up if you wish to avoid utter defeat and humiliation.



EQUIPPING YOUR CHARACTERS

Before picking any fights, you should access Combat Setup from the main menu and ready the party's equipment and skills. Highlight a character you wish to prepare and view their information on the right. Their current stats are listed, and if Tactics or Equipment has been assigned, then those are listed as well.

Press **X** over the character's name to enter the setup menu. There are three basic options, which are Edit Commands, Equip, and Change Tactics. In addition, there is one advanced option, Equip Incorruptus.

If the attribute's total value in a combo is 10 or more, the character can deal an additional attack of that attribute type. These totals also factor in your equipped weapon's attributes, so be sure to experiment.

When creating a combo, keep in mind that each skill can only be used once per combo and that you cannot switch to a different skill family during a single combo (with the exception of Elemental Magic). Also, the combo cannot exceed the character's maximum AC total.



EDIT COMMANDS

There is more to fighting than hacking and slashing. Much more. All the skills the character has learned are listed under the icon of the corresponding weapon. To use those abilities, first select the skill, then choose a slot in the command line. Remember, skills can only be used with the matching weapon. For example, do not equip axe skills to the command line and attempt to use a staff; it just won't work.

EQUIP

Change the selected character's equipment, including armor, weaponry, and accessories. As items are added or removed, the character preview image changes as well as the character stats.



COMBOS

Combos are powerful attacks that can be strung together with well-timed presses of **X**. They typically consume a large amount of AC, but when used in the right situations, they can mean the difference between success and failure.

EQUIPMENT WEAR AND TEAR

Weapons and armor eventually wear down after excessive use. To check on the status of each item, look for the small vertical gauge next to the icon of the equipment. The emptier the gauge, the more damaged the item. If the gauge is totally empty, then the piece of equipment is broken and has lost its effectiveness.

Cycle through the available tabs using **L1** and **R1** to reach Combos. Select CREATE A COMBO to string together several skills in a powerful multi-hitting attack. All the skills that can be used for the combo have a flashing icon before their name.

Bring damaged items in to an armory for regular repairs to keep everything in tip-top shape.

- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST



CHANGE TACTICS

Select the combat strategies for the character to follow when acting as a companion. There are five different tactics to choose from: Auto, Go All Out, Conserve, Stay Safe, and Heal First.

Auto sets the companion to fight as he or she sees fit. Go All Out allows the character to fight without regard to AC and MP, while Conserve makes the character conserve AC and MP. Stay Safe encourages the companion to prioritize defense and evasion, and Heal First makes healing their top priority.



DIRECTIVES

When individual tactics are not enough, directives are the action of choice. Press **L3** during combat to change the directive for the entire group. There are five different directives to cycle through: Auto, Gang Up, Spread Out, Fall Back, and Hands Off.

Auto allows everyone to fight as they see fit. Gang Up summons everyone to attack the same enemy the player is targeting, while Spread Out instructs everyone to focus on opponents other than the player's. Fall Back is perfect for defense and instructs everyone to steer clear of all enemies. Hands Off tells the party to cease all combat actions and must be assigned by holding **○**.



CUE COMPANION

In addition to directives, you can also cue a companion by pressing **R2**. This causes the character to respond immediately by going on an all-out offensive, or healing a companion. Cues cannot be given repeatedly, but a well-timed one can save your characters in a pinch.



EQUIP INCORRUPTUS

Pactmakers have the ability to equip new items on their Incorruptus. Adding items to an Incorruptus is very similar to equipping characters. Objects and Incorruptus Souls can be added and the image of the Incorruptus, as well as their stats, change accordingly.





LEARNING AND UTILIZING SKILLS

Characters learn new skills by spending Skill Points, which are awarded each time they level up. To start applying the Skill Points, enter Learn Skills from the main menu and select a character.

To the right of the character's image is the number of Skill Points they currently have and below their image is a brief description of the highlighted skill type. There are eight different skill types, broken down into six weapon-based types and two magic-based types. Select a type to see the list of available skills. At first there are only a few you can learn.



CHARACTER SPECIALIZATION

When determining what skills to learn, keep in mind that Skill Points are not limitless. It is not possible for each character to learn every skill during your first play through. Instead of attempting to learn it all, decide what type of skills you want each individual to learn and create a party with specialized characters.

For instance, Leonard could focus on Sword Skills and Devine Magic Skills, creating a type of holy knight. Yulie could learn Bow Skills and Elemental Magic Skills, becoming more of a dark ranger. This specialization creates a more dynamic and varied team.



COMMAND LINES

There are a total of four command lines, which can be found on the bottom of the screen during combat. The three combat lines each contain eight skill slots. These are the slots you previously filled back when you assigned skills in the Edit Commands menu. The "S" command line contains special commands such as Items and Defend.

To move from one command line to the next, use \leftarrow and \rightarrow . To choose a command on a selected line, use \leftarrow and \rightarrow .



ACTION CHIPS

Action Chips (AC) are required for many of the skills each character learns. To find out how many AC are required for a skill, review its slot and look for the AC icon(s) in the bottom left. A skill with two AC icons requires the character to have at least two AC in their reserve to perform the action. The more difficult and damaging the skill, the more AC it requires.

To gain more AC for the character's reserve, perform any attack or take an attack from an enemy. Commands that already use AC first remove the amount required from the reserve before adding one back in. Actions that do not consume any AC only add to the reserve.



COMMAND RING

Even if the character has enough AC in their reserve, they cannot perform an action until their command ring is full. Located on the left, above the command line slots, this ring takes about seven seconds to fill. Once the ring is complete, perform the action by pressing \otimes .



TRANSFORMING

Pactmakers can transform into their Knight once they have seven AC stored. Transforming with 12 or 15 AC allows the Knight to gain and use more powerful skills. The transformation lasts until their Magic Points (MP) are completely depleted or until all enemies have been defeated.

Incorruptus skills consume MP rather than AC. Keep an eye on the amount of MP remaining and use items to replenish if necessary.



ENEMY INTEL

It is important gain information about surrounding foes. Charging into a fight blind can easily result in a dangerous battle against overwhelming odds if you aren't careful. Be sure to check the strength and weaknesses of any enemy the party comes across.

STRENGTH

To determine the strength of a foe, look to the icon above their head. Enemies with an up arrow icon are stronger than your party and those with a down arrow icon are weaker. An equal sign icon means that it's an even match and a slash icon indicates a very easy fight.



WEAKNESSES

There are seven different attributes skills and equipment may have. There are three physical attributes: Slash, Thrust, and Strike. And four elemental attributes: Fire, Water, Wind, and Earth. Use Inspectacles to reveal the weaknesses of the enemy and attack with the skills containing attributes that match those weaknesses. This is a highly effective and necessary tactic when fighting stronger enemies.



LARGE MONSTER BATTLES



Larger monsters have several target zones. These usually comprise of the head, belly, left leg, and right leg. Attacking the different zones can have different effects on the monster. For example, attacking the legs can cause the foe to become

off-balance and fall, thus preventing it from attacking temporarily and giving the party a chance to gain an advantage.

There are also sections of some monsters than can be removed, such as extra heads and limbs.



ENHANCING AND BINDING



Basic items can be purchased in the stores. If you want to create specialized weapons and armor, you must enhance and/or bind them.

In order to enhance equipment you need certain materials. For weapons, you must gather Chromium items.

For armor, you need Guardian items. For adding elemental bonuses, Elemental items are required. All enhancements take place at weapon shops.

For binding equipment and items, you must head to a Phibianacci Binding Post. These posts are scattered across the world. To start binding, simply select what type of object you'd like to create, then review the available recipes. Select a desired recipe and the process is complete.



Some binding recipes aren't available until you reach a certain Phibianacci Member's Rank. To level up your rank, earn points by donate items and equipment to a Phibianacci Binding Post.



REINCARNATION

After beating the game, a new "quest" appears in the Van Haven Waste. Rather than having to complete a quest, the Sinca Reincarnation Pilgrimage allows the avatar to reincarnate and gain new abilities.



Before reincarnating, the avatar must be level 50. Enter Sinca Village and speak to the Usher. If the avatar isn't level 50, he suggests returning once "the power within you has reached its limit." If the avatar is level 50, reincarnation is possible.

Choose the path of rebirth and return to level 35. All skills, commands, and equipment will be unequipped. In exchange for your levels, the Usher grants you an extra 40 Skill Points to spend as you wish.

By reincarnating several times, one character can master every Skill available to learn. Use this to increase your avatar's abilities and raise your efficiency in questing.



SKILLS

AXE SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Arm Fracture	1	Strike	—	4	A blow that targets a foe's weapon arm and lowers Attack.	Axe Master 2
Arm Shatter	2	Strike	—	8	A blow that targets a foe's weapon arm and greatly lowers Attack.	Arm Fracture
Armor Breaker	1	Strike	—	4	An armor-piercing strike that lowers a foe's Defense.	Axe Master 2
Armor Crusher	2	Strike	—	8	An armor-shattering strike that greatly lowers Defense.	Armor Breaker
Assault Charge	2	Strike	—	—	A swinging attack performed while on the run.	Earth Tackle
Axe Master	1	Ability Up	—	—	Needed for some axe Skills. Allows three-hit combos.	
Axe Master 2	1	Ability Up	—	—	Needed for some axe Skills. Allows four-hit combos.	Axe Master
Axe Master 3	2	Ability Up	—	—	Needed for some axe Skills. Allows five-hit combos.	Axe Master 2
Axe Master 4	3	Ability Up	—	—	Needed for some axe Skills. Allows six-hit combos.	Axe Master 3
Axe Master 5	4	Ability Up	—	—	Needed for some axe Skills. Allows seven-hit combos.	Axe Master 4
Brave Roar	2	Attack Up	—	13	A call that raises the Attack of allies within a given range.	Lion's Roar
Bull Toss	1	Strike	—	—	A punishing upward strike that lifts a foe when used in a combo.	Jawbreaker
Chop	1	Strike	—	—	A downward blow delivered with an unusual motion.	
Corkscrew	1	Strike	—	—	A vortex attack that lifts foes when used in a combo.	Bull Toss
Crush	1	Strike	—	—	An all-out blow that aims to crush the target.	
Dead Swing	1	Strike	—	—	A strike that forgoes accuracy for sheer power.	Axe Master 3
Dervish	2	Strike	—	—	A spinning attack that flattens opponents.	Axe Master 5
DEX Up	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	Axe Master 4
DEX Up	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	DEX Up
Earth Bomb	2	Strike	Earth / High	4	A crushing midair blow imbued with the powers of earth.	Spiral Bomb
Earth Tackle	1	Strike	Earth	2	A downward strike charged with the power of earth.	Smash
Fell Burst	3	Strike	—	8	A wave of fighting spirit converted into powerful area attack.	Gale Cut
Force Cannon	2	Slash	—	4	A long-range attack that rips into foes with a shockwave.	Axe Master 5
Full Swing	1	Strike	—	—	A sweeping strike that crashes into foes with great momentum.	Crush
Gale Cut	1	Slash	Wind	2	A horizontal swipe imbued with the power of gale-force winds.	Sky Swing
Headache	1	Strike	High	—	An overhead strike performed in midair.	Axe Master 4
Heavy Stomp	2	Strike	—	—	A ground strike that sends foes flying. Also lifts foes during combos.	Corkscrew
HP Up	2	Ability Up	—	—	Permanently adds +20 to Max HP.	Axe Master
HP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up
HP Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up (Lv. 2)
Jawbreaker	1	Thrust	—	—	A debilitating thrust that lifts a foe when used in a combo.	Axe Master 2
Lion's Roar	2	Attack Up / Defense Down	—	8	A cry that greatly raises Attack while lowering Defense.	Wrathful Roar
Meteor Burst	3	Strike	Earth	13	A powerful shockwave that harms all opponents in a given area.	Fell Burst
Meteor Stomp	2	Strike	Earth	4	An earth-splitting strike that lifts foes when used in a combo.	Heavy Stomp
Nightmare	4	Strike	—	20	A finishing blow with the full weight of the attacker behind it.	Meteor Burst
Power Tackle	1	Strike	—	—	A hefty strike from shoulder height.	Smash
Pulverize	2	Strike	—	—	A series of swings that hits a target with multiple blows.	
Shatter	—	Strike	—	—	A basic downward strike.	
Shell Shock	2	Strike	High	—	A smashing overhead strike performed in midair.	Earth Bomb
Sky Swing	1	Strike	High	—	A downward strike performed in midair.	Axe Master 3
Smash	1	Thrust	—	—	A basic thrust with decent power.	Axe Master
Spiral Bomb	1	Thrust	High	—	A downward thrust performed in midair.	Headache
STR Up	2	Ability Up	—	—	Permanently adds +2 to Strength	Axe Master
STR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Strength	STR Up
STR Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Strength	STR Up (Lv. 2)
STR Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +3 to Strength	STR Up (Lv. 3)
STR Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Strength	STR Up (Lv. 4)
Terra Firma	2	Attack Up (Next Skill)	—	6	Uses earth power to increase the strength of the next attack.	Axe Master
Wave of Dread	2	Support	—	13	A wave of fighting spirit that strikes fear in the hearts of enemies.	Axe Master 3
Wrathful Roar	1	Attack Up / Defense Down	—	4	A battle cry that raises Attack while lowering Defense.	Axe Master

BOW SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Achilles' Shot	2	Thrust	—	8	A magic arrow designed to greatly lower an opponent's evasion.	Bind Shot
AGI Up	2	Ability Up	—	—	Permanently adds +2 to Agility.	Bow Master
AGI UP (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Agility.	AGI Up
AGI Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Agility.	AGI Up (Lv. 2)
AGI Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +3 to Agility.	AGI Up (Lv. 3)
AGI Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Agility.	AGI Up (Lv. 4)
Aim	1	Accuracy Up	—	4	Raises accuracy for the user's next attack.	Bow Master
Angel's Wing	1	Strike	—	—	An explosive arrow that can lift a foe when used in a combo.	Bow Master 2
Bind Shot	1	Thrust	—	4	A magic arrow designed to lower an opponent's evasion.	Angel's Wing
Blast Salvo	2	Strike	—	5	A burst of three explosive arrows.	Blast Tip
Blast Tip	1	Strike	—	2	An explosive arrow shot.	Bow Master 3
Bow Master	1	Ability Up	—	—	Needed for some bow Skills. Allows three-hit combos.	—
Bow Master 2	1	Ability Up	—	—	Needed for some bow Skills. Allows four-hit combos.	Bow Master
Bow Master 3	2	Ability Up	—	—	Needed for some bow Skills. Allows five-hit combos.	Bow Master 2
Bow Master 4	3	Ability Up	—	—	Needed for some bow Skills. Allows six-hit combos.	Bow Master 3
Bow Master 5	4	Ability Up	—	—	Needed for some bow Skills. Allows seven-hit combos.	Bow Master 4
Bull's Eye	1	Thrust	—	—	A shot aimed to inflict maximum damage.	—
Camouflage	2	Support	—	13	A skill that helps the user avoid being noticed.	Bow Master 5
Conceal	2	Evasion Up	—	4	A skill that diminishes presence and raises evasion.	Hunter's Sense
Dark Shot	2	Thrust	—	8	A magic arrow that greatly lowers a foe's accuracy.	Smoke Shot
DEX Up	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	Bow Master
DEX Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	DEX Up
DEX Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Dexterity.	DEX Up (Lv. 2)
Double Nock	1	Thrust	—	—	Two arrows fired in quick succession.	Bull's Eye
Eagle Eye	2	Accuracy Up / Evasion Down	—	13	A skill that greatly raises accuracy while lowering evasion.	Hawk Eye
Flame Bolt	2	Strike	Fire	4	A burst of arrows that deliver an explosive attack.	Flame Tip
Flame Tip	1	Thrust	Fire	2	A magic arrowhead wreathed in flame.	Hawk Eye
Full Brace	2	Critical Rate Up	—	6	Raises the chances of a critical hit for the user's next attack.	Aim
Hawk Eye	1	Accuracy Up / Evasion Down	—	6	A skill that raises accuracy while lowering evasion.	Bow Master
+Hellfire Volley	3	Thrust	Fire	13	A hail of magic arrows imbued with the power of fire.	Rock Bolt
Hunter's Sense	1	Support	—	2	A hunter's eye that discerns enemy weaknesses.	Bow Master 3
Ice Bolt	2	Strike	Water	4	A burst of arrows that deliver a frozen blast.	Ice Tip
Ice Tip	1	Thrust	Water	2	A magic arrowhead covered in frost.	Hawk Eye
INT Up	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	Bow Master 4
INT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	INT Up
+Judgment	2	Thrust	—	—	A hail of magic arrows that rain down on all nearby foes.	Needle
Mute Tip	1	—	Silence	6	Applies a salve that can inflict Silence on the user's next shot.	Bow Master 2
Needle	1	Thrust	—	—	A mighty shot achieved by drawing the bowstring to the full extension.	Bow Master
Pierce	4	Thrust	—	20	A deadly piercing shot that can hit multiple foes.	+Hellfire Volley
Poison Tip	1	—	Poison	6	Applies poison to the arrowhead, making the next shot toxic.	Bow Master
Rock Bolt	2	Strike	Earth	4	A burst of arrows imbued with the power of earth.	Rock Tip
Rock Tip	1	Strike	Earth	2	A magic arrowhead hewn from ancient stone.	Hawk Eye
Sleep Tip	1	—	Sleep	6	Applies a salve that can inflict Sleep on the user's next shot.	Bow Master 4
Smoke Shot	1	Thrust	—	4	A magic arrow that lowers a foe's accuracy.	Aim
Sting	—	Thrust	—	—	A basic aimed shot.	—
Stun Tip	1	—	Paralysis	6	Applies an oil that can inflict Paralysis on the user's next shot.	Bow Master 3
+Tornado Volley	3	Thrust	Wind	13	A hail of magic arrows imbued with the power of wind.	Wind Bolt
Triple Nock	3	Thrust	—	—	Three arrows fired one after the other.	Double Nock
Wind Bolt	2	Strike	Wind	4	A burst of arrows that deliver a whirlwind strike.	Wind Tip
Wind Tip	1	Slash	Wind	2	A magic arrowhead blessed by the winds.	Hawk Eye

DIVINE MAGIC SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Angel's Favor	3	—	—	26	Nullifies a magical attack against one ally.	+Haste
Awaken	1	—	—	4	Cures Sleep for one ally.	Cure
+Awaken	1	—	—	13	Cures Sleep for all nearby allies.	+Cure
Cure	1	—	—	4	Cures Poison for one ally.	Heal
+Cure	1	—	—	13	Cures Poison for all nearby allies.	SPR Up (Lv. 2)
Divine Lore	5	Support	—	—	Decreases the amount of MP consumed by Divine magic.	Raise II
Fate's Favor	3	—	—	28	Nullifies a physical attack against one ally.	+Haste
Fatigue	1	—	—	12	Lowers one opponent's Attack.	Inspire
+Fatigue	2	—	—	36	Lowers the Attack of all nearby opponents.	Fatigue
Fortify	1	—	—	8	Raises the Defense of one ally.	VIT Up
+Fortify	2	—	—	24	Raises the Defense of all nearby allies.	Haste
Haste	1	—	—	16	Raises the speed of one ally.	VIT Up (Lv. 2)
+Haste	2	—	—	48	Raises the speed of all nearby allies.	+Haste
Heal	1	—	—	4	Grants a small amount of HP to one ally.	—
Heal II	2	—	—	8	Grants a decent amount of HP to one ally.	VIT Up (Lv. 2)
Heal III	2	—	—	16	Grants a massive amount of HP to one ally.	VIT Up (Lv. 3)
Heal All	2	—	—	12	Grants a small amount of HP to all nearby allies.	VIT Up (Lv. 2)
+Heal II	3	—	—	24	Grants a decent amount of HP to all nearby allies.	Raise
+Heal III	4	—	—	48	Grants a massive amount of HP to all nearby allies.	Heal III
Inspire	1	—	—	8	Raises the Attack of one ally.	VIT Up
+Inspire	2	—	—	24	Raises the Attack of all nearby allies.	Haste
Mollify	1	—	—	12	Lowers one opponent's Defense.	Fortify
+Mollify	2	—	—	36	Lowers the Defense of all nearby opponents.	Mollify
MP Up	2	Ability Up	—	—	Permanently adds +20 to Max MP.	SPR Up
MP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max MP.	+Silence
Raise	3	—	—	13	Resurrects one fallen ally.	Heal All
Raise II	4	—	—	50	Resurrects all allies near the user.	Heal III
Refresh	2	—	—	24	Cures one ally of any status ailments.	+Awaken
+Refresh	3	—	—	50	Cures all allies of any status ailments.	Refresh
Revive	1	—	—	4	Cures KO condition for one ally.	Heal
+Revive	1	—	—	13	Cures KO condition for all nearby allies.	SPR Up (Lv. 2)
Silence	1	—	Silence	12	Inflicts Silence on one opponent.	MP Up
+Silence	2	—	Silence	36	Inflicts Silence on all nearby opponents.	SPR Up (Lv. 3)
Slow	1	—	—	16	Lowers one opponent's speed.	Haste
+Slow	2	—	—	48	Lowers the speed of all nearby opponents.	Slow
SPR Up	2	Ability Up	—	—	Permanently adds +2 to Spirit.	Heal
SPR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Spirit.	SPR Up
SPR Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Spirit.	+Awaken
SPR Up (Lv. 4)	4	Ability Up	—	—	Permanently adds +3 to Spirit.	SPR Up (Lv. 3)
SPR Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Spirit.	+Heal II
Unbind	1	—	—	4	Cures Paralysis for one ally.	Revive
+Unbind	1	—	—	13	Cures Paralysis for all nearby allies.	+Revive
VIT Up	2	Ability Up	—	—	Permanently adds +2 to Defense.	—
VIT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Defense.	+Mollify
VIT Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Defense.	+Inspire

ELEMENTAL MAGIC SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
AGI Up	2	Ability Up	—	—	Permanently adds +2 to Agility.	—
AGI UP (Lv.2)	2	Ability Up	—	—	Permanently adds +2 to Agility.	AGI Up
Arctic Lance	1	—	Water	4	Deals a decent amount of water damage. Can be used in combos.	Icebolt
+Blizzard	1	—	Water	36	Deals a decent amount of water damage to all nearby enemies.	INT Up (Lv. 2)
+Bonfire	1	—	Fire	12	Deals a small amount of fire damage to all nearby enemies.	Flame Lance
+Comet	1	—	Earth	36	Deals a decent amount of earth damage to all nearby enemies.	INT Up (Lv. 2)
Crosswind	1	—	Wind	4	Deals a small amount of wind damage. Can be used in combos.	—
Dragonfire	2	—	Fire	28	Deals a massive amount of fire damage.	Flame Curse
Earth Shield	1	Earth Resistance	—	4	Grants one ally protection from earth damage.	Rockslide
+Earth Shield	1	Earth Resistance	—	13	Grants all nearby allies protection from earth damage.	MP Up (Lv. 3)
Earth Sigil	2	Support	—	—	Increases the effectiveness of earth magic.	INT Up (Lv. 5)
+Eruption	1	—	Fire	36	Deals a decent amount of fire damage to all nearby enemies.	INT Up (Lv. 2)
Fire Shield	1	Fire Resistance	—	4	Grants one ally protection from fire damage.	Flame Lance
+Fire Shield	1	Fire Resistance	—	13	Grants all nearby allies protection from fire damage.	MP Up (Lv. 3)
Fire Sigil	2	Support	—	—	Increases the effectiveness of fire magic.	INT UP (Lv. 5)
Fireball	1	—	Fire	4	Deals a small amount of fire damage. Can be used in combos.	—
Flame Lance	1	—	Fire	8	Deals a decent amount of fire damage. Can be used in combos.	Fireball
+Glacial Horn	1	—	Water	12	Deals a small amount of water damage to all nearby enemies.	Arctic Lance
+Hurricane	2	—	Wind	36	Deals a decent amount of wind damage to all nearby enemies.	INT Up (Lv. 2)
Icebolt	1	—	Water	4	Deals a small amount of water damage. Can be used in combos.	—
Icebreaker	2	—	Water	28	Deals a massive amount of water damage.	Siren's Tear
+Ifrit's Curse	2	—	Fire / Silence	24	Deals decent fire damage and can inflict Silence on all nearby enemies.	+Fire Shield
+Immolate	3	—	Fire	48	Deals a massive amount of fire damage to all nearby enemies.	Dragonfire
INT Up	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	MP Up
INT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	INT Up
INT Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Intelligence.	+Eruption
INT UP (Lv. 4)	3	Ability Up	—	—	Permanently adds +3 to Intelligence.	+Ifrit's Curse
INT UP (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Intelligence.	INT UP (Lv. 4)
Lightning Bolt	1	—	Wind	28	Deals a massive amount of wind damage.	+Vayu's Breath
+Meteor	3	—	Earth	48	Deals a massive amount of earth damage to all nearby enemies.	Rock Skewer
MP Up	2	Ability Up	—	—	Permanently adds +20 to Max MP.	Fireball
MP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max MP.	MP Up
MP Up (Lv. 3)	3	Ability UP	—	—	Permanently adds +20 to Max MP.	+Eruption
+Quake	1	—	Earth	12	Deals a small amount of earth damage to all nearby enemies.	Stone Spear
Rock Skewer	2	—	Earth	28	Deals a massive amount of earth damage.	+Serqet's Kiss
Rockslide	1	—	Earth	8	Deals a decent amount of earth damage. Can be used in combos.	Stone Spear
+Serqet's Kiss	2	—	Earth / Poison	24	Deals decent earth damage and can inflict Poison on all nearby enemies.	+Earth Shield
Sleep	1	—	Sleep	9	Inflicts Sleep on an opponent.	INT UP (Lv. 5)
Spirit Lore	5	Support	—	—	Decreases the amount of MP consumed by Elemental magic.	+Meteor
Stone Spear	1	—	Earth	4	Deals a small amount of earth damage. Can be used in combos.	—
+Tempest	3	—	Wind	48	Deals a massive amount of wind damage to all nearby enemies.	Lightning Bolt
+Thunderstorm	1	—	Wind	12	Deals a small amount of wind damage to all nearby enemies.	Windstorm
+Tidal Wave	3	—	Water	48	Deals a massive amount of water damage to all nearby enemies.	Icebreaker
+Vayu's Breath	2	—	Wind / Paralysis	24	Deals decent wind damage and can inflict Paralysis on all nearby enemies.	+Wind Shield
Water Shield	1	Water Resistance	—	4	Grants one ally protection from water damage.	Arctic Lance
+Water Shield	1	Water Resistance	—	13	Grants all nearby allies protection from water damage.	MP Up (Lv. 3)
Water Sigil	2	Support	—	—	Increases the effectiveness of water magic.	INT UP (Lv. 5)
Wind Shield	1	Wind Resistance	—	4	Grants one ally protection from wind damage.	Windstorm
+Wind Shield	1	Wind Resistance	—	13	Grants all nearby allies protection from wind damage.	MP Up (Lv. 3)
Wind Sigil	2	Support	—	—	Increases the effectiveness of wind magic.	INT Up (Lv. 5)
Windlash	1	—	Wind	4	Deals a decent amount of wind damage. Can be used in combos.	Crosswind

LONGSWORD SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Beast Claw	1	Strike	—	—	An uppercut that can lift a foe when used in a combo.	Swordsman 2
Chastise	1	Strike	High	—	An midair overhead strike with substantial power.	Swordsman 4
Cleave	1	Slash	—	—	A quick horizontal slash.	—
Crackdown	1	Strike	High	—	A strike that uses momentum to hammer foes in midair.	Chastise
Deadly Fang	4	Slash	—	20	A brutal combo that culminates with a devastating slash.	Placid Heart
Demon's Aura	2	Attack Up / Defense Down	—	8	A blast that massively raises Attack while lowering Defense.	Warrior's Aura
Dragon Claw	1	Strike	—	—	A move that uses centrifugal force to lift a foe when used in a combo.	Beast Claw
Dragonfall	2	Strike	—	—	A crippling midair blow of incredible power.	Crackdown
Dual Fang	2	Slash	—	—	A quick swipe that lands twice.	Grinder
Fang	1	Slash	—	—	A powerful downward slash.	—
Flame Fang	1	Thrust	Fire	2	A driving thrust made with a burning blade.	Wolf's Grin
Firewyrn Claw	1	Strike	Fire	2	A blazing, upward strike that lifts a foe when used in a combo.	Dragon Claw
Giant Claw	2	Thrust	—	—	A wrenching move that can lift a foe when used in a combo.	Dragon Claw
+Glacial Crash	3	Strike	Water	12	A devastating area attack that unleashes a frozen shockwave.	+Void Crash
Grinder	1	Strike	—	—	A staggering blow struck with the base of the blade.	Cleave
Hack	—	Slash	—	—	A basic diagonal slash.	—
HP Up	2	Ability Up	—	—	Permanently adds +20 to Max HP.	Swordsman
HP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up
HP Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up (Lv. 2)
HP Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up (Lv. 3)
HP Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up (Lv. 4)
Hunter's Aura	1	Accuracy Up / Evasion Down	—	4	A blast that raises accuracy while lowering evasion.	Swordsman
Icy Fang	1	Slash	Water	2	A horizontal slash with a frozen blade.	Fang
Last Resort	2	Slash / HP loss	—	—	A devastating slash that consumes HP to land a critical hit.	Swordsman 2
Magic Breaker	2	Strike	—	8	A sudden attack that greatly lowers an opponent's Magic.	Swordsman 5
Magic Ward	1	Slash	—	4	A sudden attack that lowers an opponent's Magic.	Swordsman 3
Placid Heart	3	AC Recover	—	20	A move that restores AC by quieting the mind.	Spirit Breaker
Run Through	1	Thrust	—	—	A basic thrust.	Swordsman
Serpent Fang	2	HP Siphon	—	4	A special attack that leeches HP from a foe.	Swordsman 4
Sky Fang	1	Slash	High	—	A midair downward slash.	Swordsman 3
Sky Grinder	1	Slash	High	—	A midair diagonal slash.	Sky Fang
Spinning Blaze	2	Strike	Fire / High	4	A midair strike that smothers the target in flames of retribution.	Dragonfall
Spirit Breaker	2	Strike	—	8	A mighty blow that greatly lowers an opponent's Spirit.	Swordsman 5
Spirit Ward	1	Slash	—	4	A sudden attack that lowers an opponent's Spirit.	Swordsman 3
STR Up	2	Ability Up	—	—	Permanently adds +2 to Strength.	Swordsman
STR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Strength.	STR Up
STR Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Strength.	STR Up (Lv. 2)
Swordsman	1	Ability Up	—	—	Needed for some longsword Skills. Allows three-hit combos.	—
Swordsman 2	1	Ability Up	—	—	Needed for some longsword Skills. Allows four-hit combos.	Swordsman
Swordsman 3	2	Ability Up	—	—	Needed for some longsword Skills. Allows five-hit combos.	Swordsman 2
Swordsman 4	3	Ability Up	—	—	Needed for some longsword Skills. Allows six-hit combos.	Swordsman 3
Swordsman 5	4	Ability Up	—	—	Needed for some longsword Skills. Allows seven-hit combos.	Swordsman 4
Triple Fang	2	Slash	—	—	A vicious onslaught of consecutive blows.	Dual Fang
VIT Up	2	Ability Up	—	—	Permanently adds +2 to Defense.	Swordsman 2
VIT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +3 to Defense.	VIT Up
+Void Crash	3	Strike	—	8	A wave of fighting spirit converted into a powerful area attack.	Void Storm
Void Storm	2	Slash	—	4	A pair of long-range vacuum attacks.	Void Strike
Void Strike	1	Slash	—	2	A long-range vacuum attack.	Swordsman 5
Warrior's Aura	1	Ability Up	—	4	A blast that raises Attack while lowering Defense.	Swordsman 2
Wolf's Grin	2	Thrust	—	—	A sudden lunge from the middle guard position.	Run Through

SPEAR SKILLS

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Air Lance	2	Thrust	High	—	A basic midair thrust.	Air Sweep
Air Sweep	1	Slash	High	—	A midair horizontal slash.	Spear Master 3
Anima	3	Restore AC	—	20	A skill that uses intense concentration to recover AC.	Spear Master 5
Ascension	2	Thrust	—	—	A spiralling attack that can lift a foe when used in a combo.	Unicorn Charge
+Body Shield	2	Support	—	13	Reduces physical damage for nearby allies. Requires an equipped shield.	Force Field
Carve	1	Slash	—	—	A mighty slash with enough momentum to cleave a foe in two.	Sweep
Chop	—	Slash	—	—	A basic downward slash.	—
Cross Lance	2	Slash	—	—	A crisscrossing double slash.	Carve
Cross Meteor	1	Slash	Earth	2	A criss-crossing double slash imbued with the power of earth.	Shooting Star
Dark Thrust	1	Thrust	—	4	A thrust designed to blind the target and lower their accuracy.	Spear Master 3
Dart	2	Thrust	—	—	A charging thrust that quickly closes distance on a target.	Skewer
Dispirit Field	1	Resistance Up / Magic Down	—	4	A stance that raises the user's Resistance while lowering Magic.	Spear Master 2
Force Field	2	Defense Up / Attack Down	—	8	A stance that greatly raises the user's Defense while lowering Attack.	Spear Master 4
+Full Shield	3	Support	—	22	Reduces all damage for nearby allies. Requires an equipped shield.	+Magic Shield
Hailstorm	1	Thrust	Water	8	A midair thrust imbued with a frozen spearpoint.	Storm
Hoist	1	Thrust	—	—	An upper-body thrust that can lift a foe when used in a combo.	Spear Master 2
HP Up	2	Ability Up	—	—	Permanently adds +20 to Max HP.	Spear Master 2
HP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max HP.	HP Up
Ice Javelin	3	Thrust	Water	13	A long-range blast of frozen light.	Sonic Javelin
Icemyrm Fang	1	Thrust	Water	2	A thrust capable of piercing the scales of the mighty ice dragon.	Skewer
Icy Pentaslam	2	Thrust	Water	8	A series of five thrusts with a frozen spearpoint.	Pentaslam
Impale	1	Thrust	—	—	A carefully aimed thrust.	—
Leg Slicer	1	Slash	—	4	A staggering slash that lowers a foe's evasion.	Spear Master
+Magic Shield	2	Support	—	13	Reduces magical damage for nearby allies. Requires an equipped shield.	Dispirit Field
Omega Strike	4	Thrust	—	20	A deadly finishing thrust that holds nothing back.	Cross Meteor
Paralyze Thrust	1	Thrust / Paralysis	—	4	A powerful thrust designed to shatter an opponent's reflexes.	Spear Master 3
Pentaslam	2	Thrust	—	—	A series of five powerful thrusts in rapid succession.	Dart
Secure Field	1	Defense Up / Attack Down	—	4	A stance that raises the user's Defense while lowering Attack.	Spear Master
Shield Bash	1	Strike	—	—	A charging strike that requires an equipped shield.	—
Shooting Star	1	Thrust	High	—	A midair downward thrust.	Spear Master 4
Skewer	1	Thrust	—	—	A powerful lunging thrust	Impale
Sonic Javelin	2	Thrust	—	4	A long-range attack sonic blast.	Spear Master 5
Spear Master	1	Ability Up	—	—	Needed for some spear Skills. Allows three-hit combos.	—
Spear Master 2	1	Ability Up	—	—	Needed for some spear Skills. Allows four-hit combos.	Spear Master
Spear Master 3	2	Ability Up	—	—	Needed for some spear Skills. Allows five-hit combos.	Spear Master 2
Spear Master 4	3	Ability Up	—	—	Needed for some spears Skills. Allows six-hit combos.	Spear Master 3
Spear Master 5	4	Ability Up	—	—	Needed for some spears Skills. Allows seven-hit combos.	Spear Master 4
SPR Up	2	Ability Up	—	—	Permanently adds +2 to Spirit.	Spear Master
SPR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Spirit.	SPR Up
SPR Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Spirit.	SPR Up (Lv. 2)
Storm	2	Thrust	High	—	A powerful midair downward thrust.	Shooting Star
+Support Field	2	Defense Up	—	13	A stance that raises the Defense of all nearby allies.	Spear Master 5
Sweep	1	Slash	—	—	A fierce horizontal slash.	Spear Master
Threaten	1	Support	—	6	A menacing taunt that draws the attention of nearby enemies.	Spear Master 2
Unicorn Charge	1	Thrust	—	—	A chest-piercing blow that can lift a foe when used in a combo.	Hoist
VIT Up	2	Ability Up	—	—	Permanently adds +2 to Defense.	Spear Master
VIT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Defense.	VIT Up
VIT Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Defense.	VIT Up (Lv. 2)
VIT Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +3 to Defense.	VIT Up (Lv. 3)
VIT Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Defense.	VIT Up (Lv. 4)



STAFF SKILLS

CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEOMET
BESTIARY
ARMORY
ITEM LIST

NAME	SP	TYPE	ELEMENT	MP COST	DESCRIPTION	PRE-REQ
Divine Hammer	4	Slash	—	15	A devastating blow that bludgeons the opponent.	Earth Spirit's Ire
Earth Seeker	3	—	Earth	—	A gift to the earth spirit that raises the user's elemental affinity.	Earth Spirit's Ire
Earth Spirit's Ire	2	Strike	Earth	10	A powerful attack fueled by the wrath of an ancient earth spirit.	Earthshock
Earth Staff	1	Strike	Earth	2	A strike imbued with the power of earth.	—
Earthshock	1	Strike	Earth	5	An attack imbued with the power of an ancient earth spirit.	Earth Staff
Fire Seeker	3	—	Fire	—	A gift to the fire spirit that raises the user's elemental affinity.	Fire Spirit's Ire
Fire Spirit's Ire	2	Strike	Fire	10	A powerful attack fueled by the wrath of an ancient fire spirit.	Flameshock
Flame Staff	1	Strike	Fire	2	A blunt strike from a weapon wreathed in flame.	—
Flameshock	1	Thrust	Fire	5	An attack imbued with the power of an ancient fire spirit.	Flame Staff
Ice Staff	1	Thrust	Water	2	A thrust charged with the power of frost.	—
Iceshock	1	Thrust	Water	5	An attack imbued with the power of an ancient water spirit.	Ice Staff
INT Up	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	Staff Master
INT Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Intelligence.	INT Up
INT Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Intelligence.	INT Up (Lv. 2)
Kibble Prod	1	Thrust	—	—	A quick thrust with the head of the staff.	Staff Master
Launch	1	Strike	—	—	A powerful upward blow that can lift a foe when used in a combo.	Propel
Magic Barrier	2	Resistance Up / Magic Down	—	8	A mystic art that greatly raises Resistance while lowering Magic.	Staff Master 4
Magic Boost	2	Magic Up / Resistance Down	—	8	A mystic art that greatly raises Magic, while lowering Resistance.	Staff Master 4
Mana Parasite	2	MP Siphon	—	—	A special technique that leeches MP from a foe.	Magic Barrier
MP Up	2	Ability Up	—	—	Permanently adds +20 to Max MP.	Staff Master
MP Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +20 to Max MP.	MP Up
MP Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +20 to Max MP.	MP Up (Lv. 2)
MP Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +20 to Max MP.	MP Up (Lv. 3)
MP Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +20 to Max MP.	MP Up (Lv. 4)
Nature Meld	1	Support	—	8	A skill that helps the user blend into their surroundings.	Staff Master
Pray	3	AC Restore	—	20	A prayer to the heavens that recovers AC.	Staff Master 5
Propel	1	Strike	—	—	A surging strike that can lift a foe when used in a combo.	Staff Master 2
Pummel	2	Strike	—	—	A follow-through strike that lands two hits.	Staff Smite
Sandman's Mark	1	Thrust	Sleep	4	A charmed thrust that can put a foe to sleep.	Staff Master
Spell Barrier	1	Resistance Up / Magic Down	—	4	A mystic art that raises Resistance while lowering Magic.	Staff Master 2
Spell Boost	1	Magic Up / Resistance Down	—	4	A mystic art that raises Magic while lowering Resistance.	Staff Master 2
SPR Up	2	Ability Up	—	—	Permanently adds +2 to Spirit.	Staff Master 2
SPR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Spirit.	SPR Up
Staff Master	1	Ability Up	—	—	Needed for some staff Skills. Allows three-hit combos.	—
Staff Master 2	1	Ability Up	—	—	Needed for some staff Skills. Allows four-hit combos.	Staff Master
Staff Master 3	2	Ability Up	—	—	Needed for some staff Skills. Allows five-hit combos.	Staff Master 2
Staff Master 4	3	Ability Up	—	—	Needed for some staff Skills. Allows six-hit combos.	Staff Master 3
Staff Master 5	4	Ability Up	—	—	Needed for some staff Skills. Allows seven-hit combos.	Staff Master 4
Staff Smite	1	Strike	—	—	A powerful overhead blow.	Staff Wallop
Staff Strike	—	Strike	—	—	A basic vertical strike.	—
Staff Wallop	1	Strike	—	—	A blunt horizontal strike.	—
Stealth Magic	1	Evasion Up	—	4	A long-lost art that obscures the user and raises their evasion.	Staff Master 3
Thieves' Magic	1	Support	—	13	A skill that attempts to steal from the target, and may also cause damage.	Staff Master 3
Troll Prod	1	Thrust	—	—	A strong thrust designed to stagger the target.	Kibble Prod
Water Seeker	3	—	Water	—	A gift to the water spirit that raises the user's elemental affinity.	Water Spirit's Ire
Water Spirit's Ire	2	Thrust	Water	10	A powerful attack fueled by the wrath of an ancient water spirit.	Iceshock
Wind Seeker	3	—	Wind	—	A gift to the wind spirit that raises the user's elemental affinity.	Wind Spirit's Ire
Wind Spirit's Ire	2	Slash	Wind	10	A powerful attack fueled by the wrath of an ancient wind spirit.	Windshock
Wind Staff	1	Slash	Wind	2	A swipe imbued with the power of gale-force winds.	—
Windshock	1	Slash	Wind	5	An attack imbued with the power of an ancient wind spirit.	Wind Staff



SWORD SKILLS

NAME	SP	TYPE	ELEMENT	MP	DESCRIPTION	PRE-REQ
AGI Up	2	Ability Up	—	—	Permanently adds +2 to Agility.	Sword Master
AGI Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Agility.	AGI Up
AGI Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Agility.	AGI Up (Lv. 2)
Air Raid	2	Slash	Wind / High	4	A midair slash that batters a foe with the force of a storm.	Raid
Arm Breaker	2	Strike	—	4	A move designed to damage a foe's weapon and lower their attack.	Daredevil Stance
Assault Thrust	2	Thrust	—	—	A mighty barrage of lightning-quick blows.	Gale Thrust
Back Slash	1	Slash	—	—	A sideways slash.	—
Crescent Moon	2	Slash	High	—	A midair slash that cuts in a semi-circle.	Sky Swat
Daredevil Stance	2	Attack Up/Defense Down	—	4	A stance that raises Attack and lowers Defense.	Sword Master 4
DEX Up	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	Sword Master
DEX Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Dexterity.	DEX Up
DEX Up (Lv. 3)	3	Ability Up	—	—	Permanently adds +3 to Dexterity.	DEX Up (Lv. 2)
DEX Up (Lv. 4)	3	Ability Up	—	—	Permanently adds +3 to Dexterity.	DEX Up (Lv. 3)
DEX Up (Lv. 5)	3	Ability Up	—	—	Permanently adds +4 to Dexterity.	DEX Up (Lv. 4)
Downcast	1	Strike	High	—	A midair strike that can knock down a foe.	Sword Master 4
Downfall	2	Strike	High	—	A punishing midair strike that can knock down a foe.	Downcast
Flame Slash	1	Slash	Fire	2	A slash with a blade bathed in flame.	Helm Buster
Furious Blade	4	Slash	—	20	A deadly slash that cuts an opponent to ribbons.	Mana Leech
Gale Thrust	1	Thrust	Wind	2	An attack that creates a mighty gust of wind.	Windup Thrust
Guardian Stance	1	Defense Up/Attack Down	—	4	A stance that raises Defense and lowers Attack.	Sword Master
Helm Buster	1	Strike	—	—	A powerful downward blow.	Back Slash
Lunging Slash	1	Slash	—	—	A quick advancing slash.	—
Mana Leech	2	MP Drain	—	—	A special move that leeches an opponent's MP.	Arm Breaker
Moon Slash	2	Slash	—	—	A circular attack that hits the target twice.	Flame Slash
Poison Thrust	1	Thrust	Poison	4	A move that stabs the target with a poisoned blade.	Sword Master 2
Provoke	1	Support	—	4	A move that provokes a foe, drawing their attention.	Sword Master 2
Raging Blade	2	Strike	—	—	A flourish of three blows that land in rapid succession.	Moon Slash
Raid	2	Slash	High	—	A midair slash that hits multiple times.	Crescent Moon
Rising Slash	1	Slash	—	—	An upward slash that can lift a foe when used in a combo.	Sword Master 2
Sentinel Stance	1	Resistance Up/Attack Down	—	4	A stance that raises Resistance and lowers Magic.	Sword Master 3
Shield Breaker	2	Strike	—	4	A move designed to expose a foe and lower their Defense.	Guardian Stance
Shield Slap	1	Strike	—	—	A move that pushes foes back. Requires an equipped shield.	Thrust
Silent Thrust	1	Thrust	Silence	4	A thrust that can also inflict Silence.	Sword Master 3
Sky Slash	1	Slash	High	—	A midair downward slash.	Sword Master 3
Sky Swat	1	Strike	High	—	A midair diagonal strike.	Sky Slash
Slash		Slash	—	—	A basic downward slash.	—
Sonic Edge	2	Slash	—	4	A long-range slash that hits enemies with a shockwave.	Sword Master 5
Sonic Shock	3	Slash	—	8	A long-range volley of three back-to-back shockwaves.	Sonic Edge
Sonic Storm	3	Slash	Wind	8	A long-range slash that dices foes with the power of the elements.	Sonic Shock
Steel Swirl	2	Strike	—	—	A spiraling strike that can lift a foe when used in a combo.	Rising Slash
STR Up	2	Ability Up	—	—	Permanently adds +2 to Strength.	Sword Master 4
STR Up (Lv. 2)	2	Ability Up	—	—	Permanently adds +2 to Strength.	STR Up
Sword Master	1	Ability Up	—	—	Needed for some sword Skills. Allows three-hit combos.	—
Sword Master 2	1	Ability Up	—	—	Needed for some sword Skills. Allows four-hit combos.	Sword Master
Sword Master 3	2	Ability Up	—	—	Needed for some sword Skills. Allows five-hit combos.	Sword Master 2
Sword Master 4	3	Ability Up	—	—	Needed for some sword Skills. Allows six-hit combos.	Sword Master 3
Sword Master 5	4	Ability Up	—	—	Needed for some sword Skills. Allows six-hit combos.	Sword Master 4
Thrust	1	Thrust	—	—	A well-aimed hit.	Sword Master
Whirlwind	2	Strike	Wind	2	A windy thrust that can lift a foe when used in a combo.	Steel Swirl
Windup Thrust	1	Thrust	—	—	A focused, powerful attack.	Shield Slap



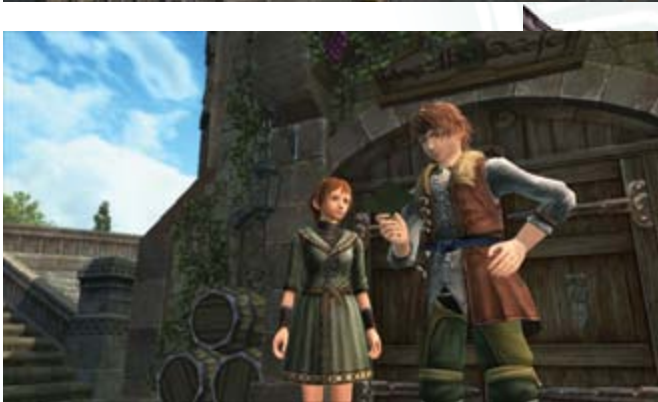
CHAPTER 1

THE KINGDOM ATTACKED

BALANDOR

SPECIAL DELIVERY

It's the night of Princess Cisna's ball, and the kingdom of Balandor is in an uproar. Citizens rush to and fro, chattering excitedly about the ball, and servants run from hall to hall, preparing the banquet for the night. At Rapacci's Wines, a new hire and Leonard are about to embark on the adventure of a lifetime...





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1			[Castle Structure]					
3			[Castle Structure]					
4			[Castle Structure]					
5			[Castle Structure]					
6			[Castle Structure]					
7			[Castle Structure]		[Crown]			
8			[Castle Structure]		[Crown]	[Crown]	[Crown]	
9			[Castle Structure]				[Crown]	
10			[Castle Structure]		[Crown]			
11		[Crown]	[Castle Structure]					
12		[Crown]	[Castle Structure]					





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST



BALANDOR BEFORE THE BALL

Rapacci's angry that Leonard is being a little lazy on this most momentous of days. Leonard needs to go to the winery in Parma to fetch the wine for the night and use the beastwaine to bring it back to Rapacci. Luckily, the new member of Rapacci's Wines has joined and is ready to go, making Leonard's job just a little easier.

"GUESS WE'D BETTER GET MOVING!"

WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Shortsword	100	Eldertree Staff	210	Chainmail Gloves	60
Rapier	210	Cotton Kirtle	80	Chain Trousers	60
Knife	100	Cotton Cuffs	40	Chainmail Boots	60
Stone Cleaver	210	Cotton Trousers	40	Copper Plate	160
Bastard Sword	350	Cotton Boots	40	Copper Gauntlets	80
Battle-axe	350	Traveler's Robe	80	Copper Cuissees	80
Spear	210	Traveler's Sarong	40	Copper Sollerets	80
Hickory Bow	100	Traveler's Shoes	40	Buckler	70
Oaken Staff	100	Chainmail	120	Leather Shield	140

Leonard and the avatar begin just outside of Rapacci's Wines. The party has a total of 500g, and Leonard has five Heal Potions in his inventory. This is a good start. Before proceeding to the glowing star in **F10** on the map, walk past the Logic Stone, saving your progress, and turn to the west. A treasure chest containing a **Heal Potion** is inside this alcove.



LEONARD

Leonard is young, and maybe a bit lazy, but still dependable. He has a strong sense of duty, but isn't afraid to have fun sometimes, too. Rapacci raised him. Leonard is an orphan and now feels that he owes Rapacci a great deal.

Exit the alcove and continue northeast. Sebastian and Nathan are speaking about Sebastian's relationship problems near a tree. Travel south from that tree to find another treasure chest. This chest contains a **Mana Potion**.



The Great Door is to the northeast. Stroll through to visit Balandor's merchant district. Leonard is familiar with many of the merchants here and is more than happy to while away the time talking to them; however, there is business to be done. Go to the shop located in **H8** and speak to the woman inside.

Catherine sells a number of accessories for newbie adventurers. While the cloaks she carries are tempting and rather fashionable, the rings bring more bang for Leonard's buck at this point. Purchase three rings: Beast Rings or Power Rings. The Beast Ring grants its bearer ATK 1, while the Power Ring provides DEF 1 and STR+1. These are small boosts, but valuable ones at lower levels. Place the third ring in Equipment Storage for now.



The other shops in town are well-stocked, but not useful to Leonard at the moment. Go to the stairs to the east of Catherine's shop and walk down to the waterside. There is a treasure chest in a doorway. Examine it to obtain a **Heal Potion II**.



Walk to **K8** next and locate the treasure chest in the corner of another alcove. Scoop up the **Heal Potion** before leaving this area and go to the Central Plaza at **F7**, directly to the west.



Climb the westernmost stairs and follow the path to find the final treasure chest. Open it to send a Bag of Gold Dust to Item Storage.



ENHANCE THAT WEAPON!

Enhance the party's efficiency in battle by enhancing their weaponry! To enhance a weapon, visit a weapons shop and select Enhance. Enhancing costs a little money and a few specific materials, but the bonus given to a character's combat prowess is invaluable. Adding extra ATK or an elemental effect can turn a difficult battle into an easy victory. When given a chance to enhance a weapon, do so.



ITEM & EQUIPMENT STORAGE

Items and equipment found in the field generally go into the inventory of the currently controlled character. However, do not forget to use Item Storage and Equipment Storage. These have vastly larger storage capabilities than characters and can free up valuable personal inventory space when adventuring.



Certain items, such as materials, go directly into Item Storage rather than being placed into a character's personal inventory.

Leave the Central Plaza through the southern exit. Walk to the glowing star on your map in **F10** to trigger a cinema. Leonard and the avatar bump into a mysterious old man with a suspicious package. The old man throws a mean look Leonard's way before moving on. Shortly after, the Marcus Revelers arrive and give the citizens a preview of the celebrations and entertainment for the night. When they finish, the World Map appears and **Balastor Plain** is unlocked.



SAVING

Save whenever the World Map appears! There is no penalty for saving and an unlimited number of save slots, so save often!



Open the menu while on the World Map, before heading to Balastor Plain. Select Items. Leonard should have seven Heal Potions, a Mana Potion, and a Heal Potion II. Give three Heal Potions to the avatar and allow Leonard to keep the rest. This way, if the battles in the next area become tough, either character can heal any member of the party when necessary.

Take a moment to examine the skills of both characters, as well. Each has four Skill Points that can be spent on new attacks or maneuvers. It may be wise to purchase Back Slash, Lunging Slash, and Sword Master for Leonard from the Sword skills menu. Sword Master unlocks several new attacks, including Thrust. Purchase Thrust and add all of Leonard's new skills into spare command slots.



Upgrade the avatar as well. Instead of purchasing several Sword skills, procure Heal from Divine Magic. Use the remaining Skill Points on Fireball, Icebolt, Crosswind, and Stone Spear from Elemental Magic. This gives the avatar some much-needed flexibility in combat.

APPLIED KNOWLEDGE

Make sure that newly learned skills are installed in command slots! Learning skills is merely step one on the path to using them. The second step is placing the skills in command slots so that characters may use them during battle.



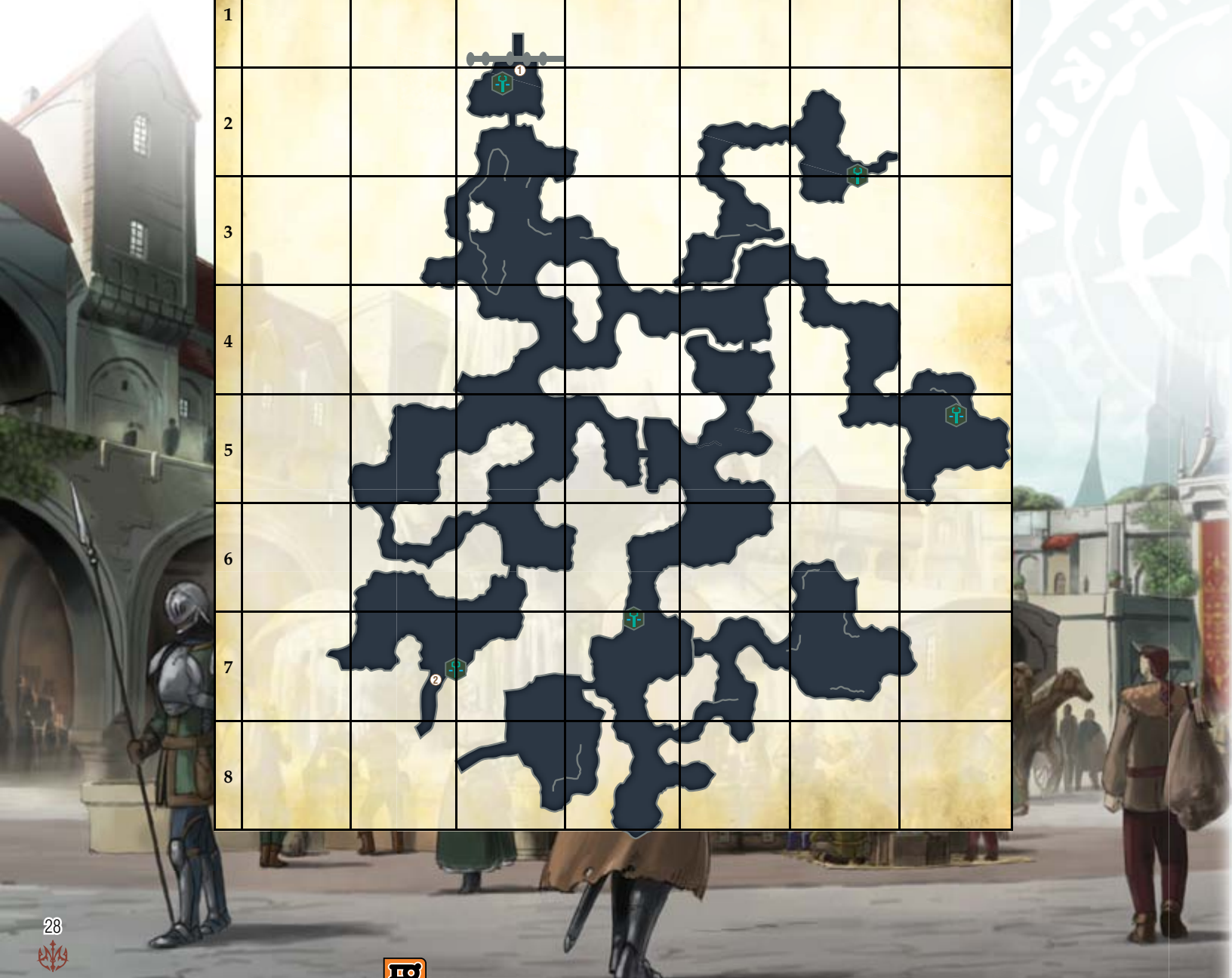
BALASTOR

ACROSS THE PLAIN

Leonard and the avatar set out to the village of Parma to pick up the wine for Princess Cisna's ball. They must cross Balastor Plain to do so. Hostile creatures have overrun the once peaceful plain, so Leonard and the avatar grip their swords tightly and proceed across the plain carefully.



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BALASTOR OVERRUN

Parma is due south of Balador, a short trek for experienced adventurers. The presence of monsters, however, makes it a trickier than simply walking to the next town. Leonard and the avatar must be careful not to fall prey to multiple enemies at one time.

“JUST KEEP A LOOK OUT FOR MONSTERS—
WE’RE IN THE WILD NOW.”



COMBAT

Combat in the field requires situational awareness, a sound plan, and a strong inventory. Before entering into battle, confirm that the party’s stats and weapons are sound, and do your best to uncover the enemy’s weaknesses prior to fighting. There is no such thing as fighting dirty, so if the situation requires using extravagant methods to defeat an enemy, do not be afraid to do so. Once the enemy is beaten, HP can be restored.



While some of Balastor Plain is blocked off for the moment, a large portion of it is available for adventuring. Take advantage of this to become acquainted with combat and how leveling up works. Balastor Plain is populated with Polkans, Kibbles, and Giant Vespids of approximately the same level as Leonard and should serve as good practice.



HEAL AT LOGIC STONES

Logic Stones save the party’s progress and completely heal their HP and MP. They cannot be accessed while in a battle state, but once a battle is complete, activate the Logic Stone to heal and save. There is no penalty for using them, either, so make it a point to save as often as possible.



Polkans and Kibbles are the easiest enemies to fight; they do not automatically attack (aggro) the party. Finding a solo Polkan or Kibble that is away from other monsters and attacking it is simple. With two characters in the party, it is possible to run through several of these single monsters.



POLKAN

Polkans are small woodland creatures. They are only hostile after being attacked, and are quick to join a battle in progress. Though they are physically weak, several Polkans can offer a challenge to even an experienced adventurer.

Before beginning combat, walk over the bridge directly to the south and bear right. There is a tree with a glowing sparkle surrounding its trunk. Approach the tree and examine it. Harvest plant-based materials from the tree until it’s empty and then move on to the nearest Polkan or Kibble.



HARVEST LUMBER FROM TREES

Harvesting is one of the ways that the party gains materials for item enhancement and binding. When a tree, rock face, or bed of flowers sparkles, or has a butterfly floating near it, investigate. If there are harvestable materials inside, those items are delivered to Item Storage. If not, a message that says “Nothing Found” appears. Always take the time to harvest items, as they often come in handy.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

At least two Polkans or Kibbles lurk just south of the tree on a raised embankment. This embankment also has a treasure chest. Opening the chest reveals a **Chromium Pearl Lv. 1**, which is automatically placed in the party's Item Storage.



Parma, Leonard's ultimate goal, is to the south. Fight in the area of **C3** until the party reaches level 2 before proceeding farther south. When he reaches level 2, Leonard should be ready for the challenges of Giant Vespids, which must be handled a bit differently than Kibbles and Polkans.

Giant Vespids are openly hostile to adventurers, regardless of whether or not they have been attacked. Once a character steps into range, Giant Vespids aggro and attack. The only choices are to defeat them or leave the area.



KIBBLE

Kibbles, like Polkans, are relatively peaceful. However, once angered, they attack with wild abandon from close and long range. Their lack of strength makes them little more than an occasional nuisance.

GIANT VESPID

Giant Vespids, like most wasps, are angry. Simply walking past a Giant Vespid is considered a hostile act and causes the bug to attack the nearest human. Sometimes, Giant Vespids can be found in swarms, which are doubly dangerous.

Survey the area once the party is ready for the upcoming series of battles. Polkans and Kibbles go down after a few slashes from Leonard and the avatar, and fall even faster if either party member manages to get a critical hit. If there are multiple enemies around, feel free to attack, but know that the new enemies, after noticing the party, are likely to join in the battle and make surviving more difficult.

The first wave of Giant Vespids is just south of the border between **C3** and **C4**. Whenever possible, fight them one at a time. They inflict a little more damage than Polkans or Kibbles, and their increased aggressiveness can quickly turn a simple battle into a massacre. Moving on to another Giant Vespid or monster immediately after defeating one, however, is a sound tactic and allows Leonard to attack safely. In addition, a properly executed 3-hit combo can obliterate a Giant Vespid.



PASSIVE HEALING

The party slowly heals when not in a combat situation. In the case of light HP damage, or when running low on MP or restorative items, take a moment to rest and allow passive healing to work its magic.



PICK CHARACTERS CAREFULLY

Players can control any of the three party members during combat and decide the tactics of the AI-controlled characters. If the party consists of two warriors and a healer, allow the AI to control the healer. This way, the AI can heal when necessary while the warriors focus on inflicting heavy damage.



After getting comfortable fighting Giant Vespids, the rest of Balastor Plain is a breeze. Push to the south, pausing to restore health when necessary, and eliminate any monsters that appear on the way.

Polkans and Kibbles cease being a threat once the party reaches level 2, and Giant Vespids become a great deal easier, as well. Take advantage of the fact that they are still a valuable source of EXP and take out as many as possible. Reaching level 3 can be done while walking directly to Parma, without detours to seek out fights, and is highly encouraged.



Inspect the flowers in **C6** and the rock face in **C3** and **A7** to harvest materials. While they may not have an immediate effect, they are valuable and necessary later in the game. There is a treasure chest in **B6** that contains a **Knight's Sword**. Replace Leonard's Basic Sword for an ATK increase of 3.

B7 holds the gate to Parma and a Logic Stone. Save at the Logic Stone and make any necessary inventory adjustments. Leonard and the avatar should have several Skill Points available, so invest in more skills. Leonard should continue learning Sword skills. Purchase Sword Master 2 to unlock a new tier of abilities. After that, acquire Rising Slash, Poison Thrust, and AGI Up. These skills become important very soon, so having them already mastered and placed into an effective combo is crucial. Spend the rest of the Skill Points as needed.



The avatar has a bit more freedom. Purchasing Elemental Magic's MP Up is a good idea, as it increases the avatar's Max MP by 20 points. Learning one or two second-tier elemental spells, such as Flame Lance or Arctic Lance, can increase the avatar's efficiency in future battles. Take advantage of this time to learn more Sword skills, too. After that's done, enter Parma to pick up the wine.

BE PREPARED!

Before using a Logic Stone to save, take a moment to adjust the party's inventory, learn new skills, or change equipment. New areas can be unexpectedly dangerous, so it pays to be prepared for any eventuality.



PARMA

DISASTER STRIKES

In addition to the winery that Rapacci's Wines uses regularly, Parma is home to Yulie, one of Leonard's oldest friends. They gather the wine, load it onto the beastwaine, roust the driver, and head back to the castle, just in time for trouble.



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PEACEFUL PARMA

Yulie is cheerful and ready to work, much to Leonard's chagrin. However, Raus, the beastswaine's driver, is hidden somewhere, probably sleeping off a hangover. Before they can go anywhere, Raus needs to be found. But, there's always time to goof off a little...

"How've you been there, Leonard?"



YULIE

Yulie is one of Leonard's oldest friends, and loves to tease him. She lives in Parma and helps Rapacci's Wines on occasion. She's an extremely devoted and loving friend. Her wry sense of humor is a source of both joy and consternation to Leonard.

Though Yulie encourages Leonard and the avatar to follow her to pick up the wine, take a brief moment to explore Parma. There is an accessory shop, general store, armory, and Adventurer's Guild post.

The Adventurer's Guild post is of no use right now, so visit the other shops instead. Trekking through Balastor Plain and defeating monsters should've netted the party around 1000g. Replenish the party's stock of Heal Potions at Liza's item shop. Colleen's accessory shop features the same stock as the shop in Balandor. Purchase another three rings for the party. Guard Rings are a reasonable option, as they provide DEF 2. A Willpower Ring can make the avatar's life easier when it comes to casting spells, since it adds DEF 1 and MP +5.



DON'T FALL INTO DISREPAIR

Though it isn't a danger this early in Leonard's quest, weapons and army can and do degrade and break. A small meter next to the weapon's icon in the inventory shows its status. When visiting weapons shops, check that nothing needs repairing before continuing on the quest.



Exit the general store and enter Ortegus's weapons shop. Before purchasing a new weapon, visit the Enhance menu. Select Leonard's Knight Sword and enhance its base strength. Doing so requires one Chromium Pearl Lv. 1 and 100g, but increases ATK by two.

Purchase a Knight's Sword for the avatar and sell the Shortsword that was previously equipped. It only brings 10g, but it's obsolete now. Exit Ortegus's shop and walk over to Yulie. She introduces the beastswaine to Leonard, swearing that he's just "a big ol' pussycat," and realizes that Raus is gone. Leonard gets the honor of going to find him.



Raus is near the stables in C2, passed out amongst a truly impressive pile of wine bottles for such a little fellow. Approach him and speak to activate a brief movie sequence. After Yulie finishes chewing out the poor Papitaur, he'll prep the beastswaine, allowing the party to finally be on its way.



RAUS

Raus likes to drink. Some people, such as Yulie, would say he likes to drink a little too much. Still, he's one of the few people who can get the beastswaine moving when it's time to make deliveries, so he's steadily employed.

The World Map appears after the cinema. Adjust the party's inventory, equipping Yulie with the two unused rings, and get ready for another trek across the wilds of Balastor Plain. Create combos for Leonard and the avatar and place them in the appropriate command slots. There are a number of major fights coming, and getting prepared now saves time later.

Yulie has a few Skill Points to spend. She already has Heal, so purchase Sword skills and support skills, such as Divine Magic's VIT Up, to bolster her stats. Fortify allows her to increase the DEF of one ally and Inspire increases the ATK of one ally. Fortify and Inspire unlock Mollify and Fatigue, respectively, which lower the ATK or DEF of enemies. These are extremely useful skills, so have Yulie learn them as soon as possible.



Save the game and re-enter Balastor Plain. Dusk fell while traveling to Parma and searching for Raus. There are more monsters lurking around, and the ball is undoubtedly getting started in Balandor itself. Things are getting down to the wire for the delivery, so it is time for the party to get a move on.





BALASTOR PLAIN

BACK TO BALASTOR PLAIN

Leonard's supply run is almost done. The only thing left to do is cross Balastor Plain once more, deliver the wine to the castle, avoid a lecture from Rapacci, and enjoy the ball. Leonard, Yulie, the avatar, Raus, and the beastswaine leave Parma with thoughts of celebration at the front of their minds.

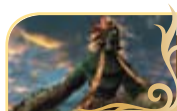


MANUAL LABOR

The trip across the plain is much simpler this time. Having three party members lets the group make mincemeat of formerly difficult enemies. Raus is a little slower than the party, however, so maintain a careful pace while traveling through the plain. If he falls too far behind, either double back and protect him or continue fighting enemies until he catches up.

"LET'S MOVE!"

Eliminate any enemies that lurk along the path leading back to Balandor. This has an added bonus, as the party eventually reaches level 4. This comes in handy almost immediately, as a Troll attacks the party near the border of **C3** and **C4**.



TROLL

Trolls are the first giant enemies the party meets, and remain a fixture throughout their quest. Trolls have one glaring weakness, however: attacking their legs knocks them off-balance, making them easier to hit.

USE COMBOS ON GIANT ENEMIES!

Combos are invaluable when facing giant enemies. The difference in attack power between a giant enemy and a normal-sized party is enormous, but combos allow characters to inflict massive damage in one shot. Multiple combos can make even the strongest giant monster fall in battle.



Though intimidating, the Troll is not unbeatable. The party is of sufficient level that they can inflict a large amount of damage in a short period of time. Open with strong combos on the Troll's legs. If Yulie is the controlled character, drop the Troll's DEF and raise the party's ATK. Yulie is weaker than the other characters, though, so keep her safe and depend on her for healing.

After your party inflicts a certain amount of damage, the Troll's knees buckle, he's knocked off-balance, and he slumps to the ground. This is the party's chance to attack the Troll's head and really pile on the extra damage, since his Evasion has also been lowered.



Use a combo on the Troll's head. The longer the combo the better, as there is only a brief period of time that the Troll will be this vulnerable. If it withstands the onslaught of combos, use Elemental Magic, such as Fireball, to attack its head.

With a little skill, the Troll goes down after one round of being off-balance. If not, begin the process again by attacking his knees. After the Troll has been defeated, walk north to the gates of Balandor, locate the nearby Logic Stone, heal, and save the game.



Before entering the city, check the party's experience level. If they are near the next level, spend a few minutes fighting enemies to boost them up. When the party is ready, proceed into Balandor.



CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST



BALANDOR

CASTLE CATASTROPHE

The group arrives at the castle just a little late due to the Troll attack, but is still intact. The Marcus Revelers are in full swing as they arrive, but Leonard, displaying his sense of duty, insists that they deliver the wine before watching the celebration. Though the hour is late, the wine is delivered. Leonard and friends sneak into the castle just in time for everything to go wrong...



AT THE CASTLE

The king has been assassinated, the Marcus Revelers have launched their attack, the Magi are storming the castle, and the once beautiful and elegant ball has been turned into a charnel house. Leonard manages to save Princess Cisna from Magi forces, but now is faced with the task of escaping from the lower level of the castle with their lives intact. Eldore, Yulie, and the castle guards are fighting, but is it enough to defeat the Pyredaemos that is rushing through the halls?

**“STAND YOUR GROUND!
YOUR KING AND CASTLE NEED YOU!”**



ELDORE

Eldore is a warrior of mysterious origin. He clearly has some level of military training, and appears to know more about the world than he lets on. He's brave and honorable, though, which makes him an ideal ally.



GENERAL DRAGIAS

General Dragias is the face of the Magi, and that face is one that is feared across the world. Though already legendary, killing the king of Balandor has undoubtedly made the dark general even more feared.



BELCITANE

This man's diminutive stature disguises his true nature. Belcitane is cold and cruel, and his eyes hide a cunning mind. He leaps at the chance to cause trouble or incite violence, and revels in the carnage. There's nothing he won't do in the name of the Magi.



PRINCESS CISNA

Princess Cisna is a kind and gentle soul, but the callous murder of her mother when she was younger left her mute. Now, years later, her father the king has decided to celebrate her birthday and the newfound peace treaty between Balandor and Faria with a ball dedicated to the princess.

Leonard and Princess Cisna arrive in the maze of passageways and rooms beneath Balandor intact, but not out of danger. Leonard's job now is to protect Princess Cisna and make it to safety. The presence of several Magi warriors in the underground complicates matters.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

There is a Logic Stone at the bottom of the stairs that Leonard and Princess Cisna. The problem is that a Magi Swordsman stands between them and the Logic Stone, and a Magi Archer patrols nearby.



MAGI SWORDSMAN

The Magi Swordsmen are the basic foot soldiers of the Magi army. They do not have any flashy or overwhelmingly skillful attacks, but they are dependable and willing to throw themselves into a fight to the death.

Wait for the Magi Archer to step away before moving in to attack the Magi Swordsman. This gives Leonard just enough time to take out the Magi Swordsman before gaining the Magi Archer's attention. Move quickly, as if Princess Cisna wanders too close to the Magi Archer, the archer attacks her, and may poison her. If necessary, quickly use a Heal Potion on the princess and continue fighting.

This first fight generally involves three enemies. The Magi Swordsman, the first archer, and a second archer who joins once Leonard attacks the first. At level 4 or higher, a couple of swift strikes can take out any Magi warrior, so surviving this first wave is simply a matter of quickly and efficiently defeating the Magi and keeping Princess Cisna's health at an acceptable level.



Once the first three Magi are defeated, use the Logic Stone to save and heal. Princess Cisna is a guest, so her inventory may not be edited and she does not take part in battles. Save any healing items or spells for use on Princess Cisna, rather than Leonard. Leonard is strong enough to take on several Magi, and the passive health restoration works fast enough that the battles should not be overly difficult.

MAGI ARCHER

Magi Archers prefer to strike from a distance, rather than up close. They tend to be a bit more skilled than Magi Swordsmen, and often fire arrows that have been tipped with poison.

Move south from the Logic Stone, and then to the west down the curving staircase. A Magi Archer is walking up and down the lower quarter of the stairs. Draw Leonard's sword before the Magi Archer notices him and move in when the archer is at the highest point of his patrol. Attacking the archer from this position will keep the Magi Archer patrolling on the platform from joining the battle.



After beating the first Magi Archer, use Elemental Magic, such as Fireball, to execute a free shot on the second Magi Archer. The Magi Swordsman near the archer reacts quickly and moves in to attack. Leonard has the advantage in this situation, as the Magi Swordsman has no ranged attacks. Eliminate the archer and take care of the Magi Swordsman. After all three Magi warriors are dead, take a moment to confirm that the party is still in good health before moving on.



A glowing platform is to the north and there's another platform and a tunnel above that. A lone Magi Archer guards the tunnel. Appearing with no backup is his mistake, however, so take care of him with no fear of reprisal. Inside the tunnel is a treasure chest with a **Heal Potion**. Refresh the party and get ready for one last strong push through to the end.



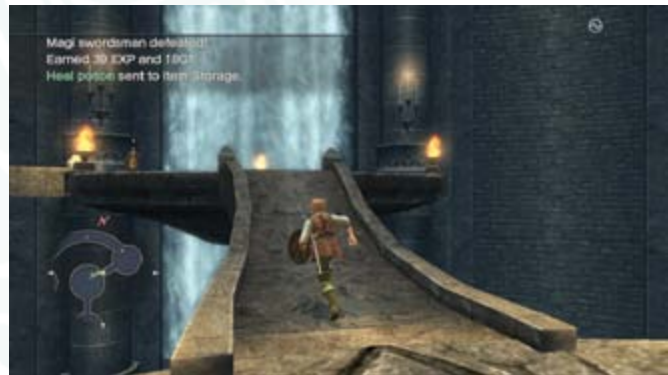
At the northern exit of the tunnel is another platform, this time with one Magi Archer and one Magi Swordsman. The swordsman is the closest to Leonard and Princess Cisna. Inch forward just close enough to the Magi Swordsman to attract his attention and retreat back into the tunnel to do battle. This way, the nearby Magi Archer stays put and out of the battle. The archer goes down in a couple of strong strikes.

Move onto the next platform, which is another one with a glowing blue gem set in the middle, and attack the Magi Swordsman. After he falls, open the treasure chest to get a **Heal Potion**.



A Magi Swordsman guards the next area, but he is easily dispatched. Proceed down the stairs, taking care of one Magi Archer on the way, and get ready to fight an archer and two swordsmen.

The archer is the most dangerous, as he can poison Leonard and make this battle more difficult than it should be. Take him out first with a solid combo and then use normal attacks to bring down the two Magi Swordsman. After this battle, Leonard's health may be running low. Do not use healing items, though, since there is a Logic Stone just around the corner to the west. If Leonard is poisoned, wait a moment for the poison to go away. While waiting, double-check Leonard's inventory. There is a series of boss battles that begin in the next area and it is important to be prepared. Save and proceed down the hallway.





A SECRET REVEALED

As they approach the large door to the treasure vault, Princess Cisna and Leonard find themselves confronted with an angry Pyredaemos. Luckily, it immobilizes itself, giving them a brief moment of respite. Leonard notices a chained Knight hanging from the wall and a metal gauntlet resting in front of it. After touching the gauntlet, he finds himself in a bizarre plane and facing down a mysterious enemy.

“THOU ART WORTHY OF A PACT,
MY MASTER...”



STATUS EFFECTS

Magi Archers are only one of many enemies that can inflict negative status effects on the party. Poison inflicts damage over time, while other status effects can lower defense, reaction speed, or other statistics. Eliminate status effects with a curative spell or item as soon as possible.



PYREDAEMOS

The Pyredaemos is a ferocious beast used by the Magi for combat operations that require a certain level of destruction and chaos. Its strength is second to none, and the turret on its back gives it even more firepower.



PHANTOM

Leonard must defeat Phantom before he can utilize the power of the Ark to summon the Incorrptus. Phantom is of comparable level to Leonard, but just a little stronger. Leonard, assuming that he has reached level 5 and is properly equipped, can do between 20 and 25 damage a turn. A three-hit combo can sap half of Phantom's health and put Leonard in a good position to finish him off. If Leonard has the Action Chips for it, use a strong combo until Phantom dies.

Phantom isn't hard, but may require some careful combat decisions if Leonard is unprepared. If Leonard is low on Action Chips or health, be quick with Heal Potions or the Heal spell. Heal before it becomes absolutely necessary. If Leonard drops below 50% health, and Phantom is causing more damage than Leonard can handle, go ahead and heal. It puts Leonard in a more comfortable position and ensures that he won't die if Phantom manages to land a surprise critical hit. Leonard should be healed once, at most, as Phantom does not have a lot of HP.



PYREDAEMOS

After beating Phantom, Leonard gains access to the White Knight and forms a pact with Phantom. Leonard reappears in the treasure room just in time for the Pyredaemos to begin its attack. Leonard's White Knight is formidable, however, and more than ready to do battle.

Fighting the Pyredaemos as a White Knight is different than normal combat. The Pyredaemos has seven body parts, each of which can be individually targeted. Which body part can be targeted depends on the position of the White Knight and the stance of the Pyredaemos.



Open the battle by using Crossfire on either of the Pyredaemos's forelegs. Crossfire is strong enough to knock the Pyredaemos off-balance, making it easier to attack. Once the Pyredaemos falls down, attack the other foreleg to knock it off-balance once more. Slam its Turret with another Crossfire to end the battle.

Leonard realizes that fighting the Pyredaemos while underground is jeopardizing the lives of Princess Cisna and Eldore. Thinking quickly, he grabs the monster and launches it directly upwards. The two titans land in the ballroom and quickly return to battling.

The same tactics that worked in the last battle can work here, but are slightly more dangerous now. The White Knight has a limited amount of MP, and once it's depleted, Leonard reverts to human once again. Rather than using Crossfire repeatedly, use it no more than twice. Focus the Crossfire shots on the Pyredaemos's head, and follow up with Slash and Thrust.



After half a dozen rounds, the Pyredaemos redoubles its attack, but a swift punch from the White Knight ejects it from the castle. This is the last phase of this extended boss fight, so be prepared to go all out. Using Crossfire several rounds in a row drastically depletes the White Knight's MP, but it also decimates the Pyredaemos's HP. Once the White Knight's MP drops below 7, use Slash and Thrust to put the Pyredaemos to bed.



After it slumps to the ground, Leonard reverts from the White Knight form just in time for Princess Cisna to be kidnapped by the Magi. Leonard watches, helpless, as his newfound enemies escape with the Princess.



CHAPTER 2

THE BLACK KNIGHT

BALANDOR

KINGDOM IN RECOVERY

The Magi attack left Balandor in ruins, the monarchy in flux, and a kingdom in mourning. Cyrus, the Captain of the Castleguard, watched his father figure die. Leonard, briefly elated with his new power, failed to protect Princess Cisna. Something must be done, and Leonard sets out on a quest to rescue the Princess and restore her to the throne.





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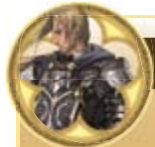
CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST



SAYING GOODBYE

Before he can set out to save the Princess and uncover the secrets of the Magi, Leonard must say goodbye to his foster father and prepare for the journey ahead. One last trip around the streets of Balandor and then the sky's the limit.

"IT'S GOING TO BE A LONG ONE."



CYRUS

Cyrus was once the captain of the Castleguard, but the death of the king has left this once-strong soldier something of a wreck. He continues on out of duty and grief, but it is clear he will never be the same.



SARVAIN

Before the assassination, Sarvain was the king's aide. Now, he's just a man attempting to maintain the sanctity of the royal court. Foremost in his mind is the retrieval of Princess Cisna. He wants to accomplish this by any means, even if he has to draft a civilian like Leonard into the cause.

Leonard and the party are given free time. Instead of proceeding directly to Rapacci's Wines, return to the merchant district. The first stop should be the Adventurer's Guild.



Purchase Brave Litton's Plight for 80g. This is the first quest available to the party and a simple one for newcomers. Keep it in mind after leaving Balandor for some easy experience points.



After the Adventurer's Guild, visit Marsha's weapons shop. She recently received a new shipment of weapons and armor. Now is the time to upgrade the party's

equipment with bigger and better weapons. Purchase two sets of Copper Plate. Equip one on Leonard and the other on Eldore. There is a chance that the avatar and Yulie may not meet the minimum level requirement for Copper Plate. If that is the case, give them Chainmail.

The Hickory Bow is a good fit for Yulie if she is going to be engaging in physical combat. If she is going to be in charge of healing and offensive magic, purchase the Eldertree Staff. It provides ATK 3 and MAG 7, which is slightly weaker in ATK than her Knife, but much stronger in MAG. If the materials are present in Item Storage, immediately upgrade the Eldertree Staff's Base Strength. That increases its stats to ATK 4 and MAG 8, a worthy upgrade from the Knife.

Stick with the Knight's Swords for Eldore, Leonard, and the avatar. Upgrading to a stronger Sword at the moment does not bring that much of a stat increase, and the only available Longsword, the Bastard Sword, is expensive. Instead, purchase Leather Shields for Leonard and the avatar. Enhance the already-equipped weapons, if possible, repair damaged items, and move on.

POLICING THE INVENTORY



After purchasing new equipment, sell off the old equipment for both extra inventory space and a small boost to the party's funds. In the case of items that cannot be sold, place them in Equipment Storage.



Now is the time to visit Rapacci in **G10**. He was worried about Leonard after all the drama at the castle, but is glad to see Leonard return. He gives Leonard the Crystal Camera, a device that Rapacci used when he used to travel during his younger days, because it may just come in handy. Once Rapacci gives his blessing, Leonard and company are free to leave Balastor. Save at the Logic Stone in front of Rapacci's Wines, or at the front gate of Balandor, and leave town.



GREYDALL PLAIN

PLAIN AND SIMPLE

Leaving Balandor introduces a whole new world to Leonard and his friends. Greydall Plain is merely the first stop on a quest that is sure to be fraught with danger, excitement, and heroism. With the power of the Knight backing him up, Leonard is optimistic for the future. What he lacks in skill, he more than makes up for in enthusiasm.



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A NEW BEGINNING

Greydall Plain is similar to Balastor Plain in terms of terrain, but new and exotic creatures infest its landscape. Trolls, Polkans, Kibbles and still about with the addition of Giant Vespids, Wild Boars, Treants, and Fatal Flowers.

“THE NORDIA TUNNELS LIE EASTWARD, BEYOND THIS PLAIN.”

QUESTS

Quests are an easy way for the avatar, and players, to gain experience. Completing quests builds Guild Rank, which in turn unlocks certain benefits down the line. When attempting to solo quests, ensure that the avatar is at least double the recommended level of the quest. Otherwise, the quest may be too difficult.



WORLD MAP

The World Map can be accessed from any Logic Stone, even in the midst of areas full of enemies. Use the World Map as a safe haven from combat. Glowing icons on the World Map indicate the party's next objective, while red and green dots are wild areas and cities, respectively.



GEORAMA INTERRUPTED

Attentive players will have noticed that something called Georama is available in Balandor. While it is tempting to go get it immediately, wait a few hours. It is not cost-effective to gain access to Georama right now. In fact, going after it now leaves the party too poor to actually populate it.



Getting through Greydall Plain is just a matter of walking from **A8** to the glowing star at **G1**. Between those two points, however, is a curling maze of fields, hills, and beasts.

The monsters in Greydall Plain are a little stronger than the ones in Balastor Plain. Turn this momentary setback into an advantage. The area around **B7** and **A7** holds a few Polkans, Kibbles, and Giant Vespids. Collect the **Chromium Pearl Lv. 1** from the chest in **A7**, harvest from the Flowers in **B7**, and work toward leveling the entire party to 5. Yulie needs the most help, as she's likely still level 3.



Polkans and Kibbles are the same easy targets that they've always been, but take a few more strikes to take down. Giant Vespids are potentially more dangerous now, but carefully timing the party's attacks can result in bringing them down without any danger. Exploit their relative weakness to quickly gain levels before moving on to the next area.

FATAL FLOWER

Fatal Flowers are, as their name implies, deadly. They can poison characters and attack from afar. Attack with strong attacks from the beginning to avoid being hit with a negative status effect.

Clear out each sector of the map while progressing toward **G1**. Being at a high level is going to be advantageous for an upcoming battle and the next area the party is going to explore, so use this time wisely. There isn't any pressing danger right now, so run around the countryside and take out as many monsters as possible. Yulie should be level 5 at a bare minimum, and level 6 or higher for the best results.



This isn't to say that Greydall Plain is absolutely safe. Trolls and Treants, walking tree creatures, also roam the plains and can turn an unwary party into pulp. Eliminate any nearby normal-sized enemies before taking on a giant enemy, since the giant's need the party's full focus.



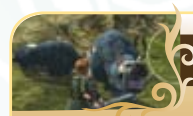
TREANT

The size of a Treant belies its gentle nature. These peaceful woodland creatures are enormous, but only retaliate once attacked. At that point, they use powerful swipes and earth magic to protect themselves.

Move to the north while wiping the area clean of monsters. While it may be tempting to stick to the road, do not be afraid to go overland and save some time. The party can avoid particularly difficult enemies or areas that are a little too dense with enemies by traveling in a straight line, rather than via the roads.



Turn toward **D5** and cross the bridge. Wild Boars lurk in this area, and they can be tougher than the enemies in the rest of the zone. Attack them when they are alone, rather than in a group. All it takes is a couple of Giant Vespids's giving two-thirds of the party the KO status to make life extremely difficult. The Wild Boars deliver a solid chunk of EXP, however, so defeat them wherever they can be found. Five to ten minutes taking Wild Boars out can net a large amount of EXP. Once the party's up to level 6, it's safe to push toward **G1** again.



WILD BOAR

Wild Boars do not like adventurers. When they spot one, they tend to lumber over and begin attacking with their innate, brute strength. Their dashing attacks hurt, but they can only damage one character at a time. Use the entire party to put these beasts down.

The treasure chest in **E5** holds a **Dagger**. It is too weak for the party to currently use, but can be sold for money later. Just north of the treasure chest is the party's first Treant. Unlike Trolls or Giant Vespids, Treants are peaceful creatures that retaliate only after they have been attacked. If the party is too weak or low in level to battle the Treants, simply walk past them.

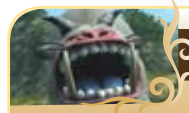
Treants can - and should - be fought in the same way as Trolls. Fire spells are particularly effective, particularly fire-based spells in Combos or +Bonfire. If the AI-controlled members of the party aren't utilizing them, switch to the appropriate character and activate the spells.





After the Treant falls, use the Logic Stone in **F4** to heal and save progress. The cape just north of the save point has **Chainmail** hidden inside a treasure chest. It won't do the party any good now, unless a character is equipped with armor that is weaker than DEF 4, so put the Chainmail away for safekeeping and move on.

There is another treasure chest in the dead-end in **H3**. Put the **Chain Trousers** found inside on Yulie, since she is still the weakest of the party, and move to the north again. There is a fight against a giant monster coming up, so replenish any lost Action Chips by fighting monsters.



AHWAHNEE

Ahwahnee is the lord of Greydall Plain and quite formidable. Its ice spells can damage multiple characters at once, and its size makes it more than a match for the White Knight.

AHWAHNEE

After entering **F3**, a cinema begins and introduces Ahwahnee, a wild beast and the lord of Greydall Plain. After Ahwahnee leaps down and roars, it is time for battle. When given a chance to edit the party, ensure that the characters that have been in use while adventuring around Greydall Plain are used. They have the highest level, stronger attacks, and better fleshed-out inventories. If the person who was held in reserve is of sufficient level, switch that person in. Otherwise, stick with what has worked thus far.

The first order of business is to transform into the White Knight. Ahwahnee can cause a massive amount of damage on weaker characters, so having the White Knight to draw fire is invaluable. Use Crossfire often to put a dent in Ahwahnee's HP, only using other attacks once the White Knight's MP gets low.

A couple of Crossfire shots to the head, and normal attacks from the rest of the party, can deplete Ahwahnee's health by a solid third. At a certain point, Ahwahnee becomes enraged. Beware Glacial Tooth, a powerful magic spell with an ice element. Glacial Tooth has an area of effect, so it can damage multiple party members in addition to its target. If the White Knight has Ahwahnee's attention, attempt to maneuver around so that the Knight is away from the party, but still able to attack Ahwahnee.

There is no reason to hold back in this fight. Ahwahnee is the only creature the party has to fight, and once he's down, Greydall Plain is complete. It takes between 7 to 9 uses of Crossfire to put Ahwahnee down. Rather than trying to knock Ahwahnee down or decrease its evasion, focus the White Knight's attack on Ahwahnee's head. Once Ahwahnee's HP is depleted, the white beast crumples to the ground.



Eldore idly wonders if the reappearance of the White Knight is what is causing the creatures of the world to become hostile, leaving Leonard to wonder about his destiny and effect on the land.

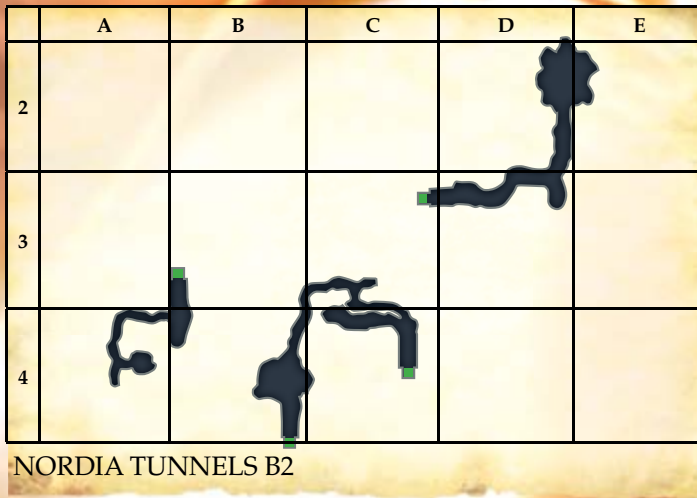
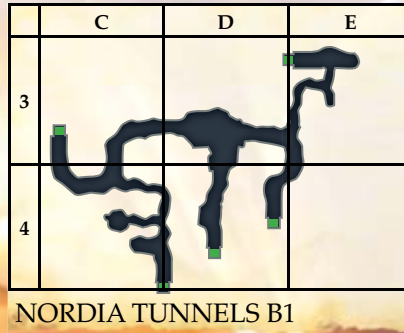
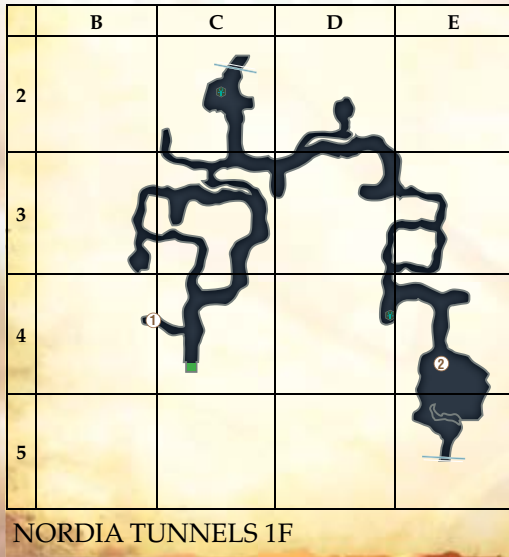
After the cinema, Eldore suggests setting up camp. It is good advice, and the party does so. Leonard and Princess Cisna have a brief rendezvous by way of the Bigelow birds, and then part as morning rises.



NORDIA TUNNELS

THE MANY DANGERS OF NORDIA TUNNELS

The Magi are taking Princess Cisna to some place in the desert. Eldore knows of ancient ruins located in the desert, and urges the party onward. If the Magi get there before the party, disaster awaits. First, though, is Nordia Tunnels.





CHARACTERS
 INCORRUPTUS
 GAMEPLAY
 WALKTHROUGH
 QUESTS
 GEONET
 BESTIARY
 ARMORY
 ITEM LIST



DARK AND DEEP

The Nordia Tunnels are dark, deep, and crawling with dangerous creatures. While the party is more than capable of handling these threats, some measure of care is required in battle. The monsters are numerous and the party numbers too few, a situation which can easily lead to being overrun.

“SOMETHING ABOUT THE STENCH COMING OFF THE WALLS MAKES THE BEASTS HERE MAD WITH ANGER.”



GEORAMA

Now that the party is flush with money, it is safe to gain access to Georama from Ramah in Balandor. Users can place buildings and shops in their Georama, giving them access to binding posts, armories, and item shops from any Logic Stone.



Before entering Nordia Tunnels, take a break from Leonard’s quest to take care of some unfinished business. After adventuring through Greydall Plain, the party should have several thousand guilders. Go back to Balandor to replenish restorative items and weaponry.

While there, stop by the southern gate. A Papitaur called Ramah waits near the gate with a backpack. Speak to him and he’ll offer to sell Leonard a Property Deed for 1,000 guilders. Though it normally costs 100,000 guilders, he’s running a special 99% discount. Purchase it to enable Georama. He also offers to sell various Georama pieces. Before purchasing any more, go to the merchant district.

Marsha’s weapons shop has the same stock as it did on the last visit, but with the excess of money that the party has right now, keeping everyone up to date is much more feasible. Purchase Copper Plate, Copper Gauntlets, and Copper Sollerets for the entire party. Sell off the leftover armor and place anything worth keeping, but not wearing, in Equipment Storage. Repair everyone’s equipment, which should cost no more than 200g, and enhance any weapons that underperformed in Nordia Tunnels. Do not upgrade Yulie’s Eldertree Staff +1, as a newer and better staff can be found in a chest in Nordia Tunnels. Try to save roughly 1,000g.



Return to Ramah with the leftover money. There are three Housing Parts currently available: Brick House, Brick Smithy, and Rustic House. However, as part of the Georama Property Deed sale, the party is given a free Brick House. Instead, spend money on Job Parts.

Purchasing Job Parts is like Enhancing weapons. The party needs certain items to create the Job Parts. If certain items are missing, simply purchase them after harvesting more materials from the field. Scenery Parts and Foundation Parts aren’t useful now, particularly if the party is low on cash, so exit Balandor and return to the World Map.

Select Edit Georama from the GeoNet menu on the World Map. Place the pieces, being careful to arrange them so that everything fits, and then return to Balandor. Characters with a yellow speech bubble above their heads can be recruited.



Only a few characters can be recruited at this time. Frances in **J8**, Linda in **K9**, Gregory in **I8**, Gaston in **F8**, Ellen in **F9**, and Daren in **G10** are available for recruiting. Since it costs nothing, seek them out and recruit them. Access Georama again and place the residents in housing. This provides a bonus to the likelihood of harvesting certain items and alters the items available at the General Store. Once these preparations are finished, move on to Nordia Tunnels.



Confirm the party's status before venturing into the tunnels. Make sure that they have all of their new commands placed into slots, no excess Skill Points, and healing items fully stocked. Once the party's ready, begin moving toward the glowing star at **E5**.

WATERSPIDER SPROGS

These baby waterspiders can be deadly if given half a chance. They can slow and impair a character's speed, allowing the Waterspider Sprogs to get in free hits. Attack them in groups, or a character may find itself completely immobilized in the Waterspider Sprog's webs.

Waterspider Sprogs are the most numerous enemies in the tunnels and the first that the party comes across. The first group should be just around the corner to the southeast of the entrance to Nordia Tunnels. They can poison and lower the speed of party members, which makes battles doubly dangerous. However, a party of three can easily take care of three to five Waterspider Sprogs with no breaks. Consider them significantly less dangerous than other, strong enemies.



There is a treasure chest in the dead-end on the border of **C3** and **D3**. The **Guardian Pearl Lv. 1** inside is sent directly to Item Storage. After Nordia Tunnels is complete, it can be used to upgrade armor.

D2 provides a different kind of challenge. There are Waterspider Sprogs on the ground level and still more on a ramp to the north. Clean out this area, moving quickly from Waterspider Sprog to Waterspider Sprog, by using attacks like Fireball or Flame Slash. These flame-based attacks can easily reduce the Waterspider Sprog's health by more than half. Once the area is clear, walk up the ramp into the room.



Three more Waterspider Sprogs guard a treasure chest and a rock face. Kill them and open the chest to find a **Bone Rod**. Immediately equip it on Yulie. Harvest the precious materials from the rock face and look for the soft soil just past the ramp. Gather the materials from the soft soil and continue to the east and south.

If the avatar or Yulie has a fire spell with an area of effect, such as +Bonfire, use it when the party comes across a group of tightly packed Waterspider Sprogs. The group in **D3** is a good test for this tactic.



The alcove in **D3** holds two harvestable areas: a rock face and a crate. Empty both of them of their materials and check the locked door. It cannot be opened without a key, so proceed back to the entrance of Nordia Tunnels and go to the west and through the door.

Go west at the first fork and fight through a few Waterspider Sprogs to find another rock face. Harvest the items and return to the fork. Go south.

BASILISK

Basilisks are hostile lizards that lurk in the darkness of Nordia Tunnels. They strike hard, but easily fall prey to an appropriately leveled party. Two party members can make short work of a single Basilisk in a few short, but sharp, strikes.

Waterspider Sprogs and Basilisks wait at the bottom of the ramp. Basilisks are a new threat and a little stronger than the Waterspider Sprogs. Approach them one at a time until the party can safely counter or avoid their attacks. Go to the west after beating these monsters and harvest materials from the alcove in **C3**.



Continue to the west and then south. A small room contains two Fire Elementals, another new enemy. Elementals only retaliate if they are attacked, so focus on snagging the **Bone Bow** from the chest and harvesting materials from the crate. To beat the Fire Elementals, use powerful Ice magic to soften them up. They drop Fire Shards, useful items for enhancing weapons or binding new ones.



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST

FIRE ELEMENTAL

Fire Elementals are above the petty concerns of most monsters and do not care about the party. Once attacked, however, they react violently with strong magic. Counter their onslaught with ice magic.

Move south to **C4**. Waterspider Sprogs and a few more Fire Elementals bar the way, but defeat them. Grab the **Nordia Tunnel Key** from the chest in **B4**. The rock face behind it yields valuable materials, as well. The crate in **C4** holds materials, as well.

The elevator isn't working currently, so return to the locked gate at **E3** and use the Nordia Tunnel Key. Most of the enemies have returned now, so take it slow and steady on the way there if the party is running low on health or items.



After the cinema finishes, the Magi's plans are further revealed and Sir Cyrus has proven that he may be too unreliable to depend on. There is nothing that can be done about that, so Leonard and his party must continue on their quest.

MAGI SPEARMAN

Magi Spearmen are a new foe, but should be familiar to the party. Attack them as if they were normal Magi soldiers, with bursts of magic and heavy physical attacks.

MAGI AXEMASTERS

Magi Axemasters are physically strong, but not strong enough for the party. Characters with shields or high DEF should lead the attack against Magi Axemasters.

The party is within spitting distance of a save point now, so if they are dangerously low, make one last push toward **E4** and safety. Magi Spearmen lurk in the tunnels now. Their greatest strength is in their numbers, but they are otherwise unremarkable, particularly if a few party members have attained level 10.

Turn west at the first fork to find another rock face. To the south and east of that are Magi Spearmen and a new foe: Magi Axemasters. They are not too different from the Magi Spearmen, however, so take care of them in the same manner. Heal and save at the Logic Stone before continuing. Take a moment to learn new skills and adjust the party's inventory, too. A boss fight is up next; being prepared is crucial to your success.



Four Magi soldiers guard a treasure chest in **E4**. Beat them and take the **Earth Shard** from the chest. As the party enters the large cave near **E5**, General Dragias appears and initiates a battle.



GENERAL DRAGIAS

Go all out on General Dragias. Use powerful magic, hard-hitting combos, and any means at the party's disposal to deplete his health. He has a few strong strikes and one area of effect attack, so he can damage the entire party at once.

Once his health drops to around 50%, General Dragias reveals his trump card. Unbeknownst to the party, General Dragias is in possession of Ebonwings, the Black Knight. This powerful titan is the equal of the White Knight, which makes Dragias a true threat.

Have Leonard immediately transform into the White Knight. This draws the Black Knight's attention and keeps him from obliterating Yulie and the third character. The Black Knight's area of effect spells are dangerous enough. If he is given the freedom to attack characters freely, he can easily take one out of the battle.

The White Knight should use Crossfire on the Black Knight's legs. Focus on one leg and hammer away at it. This gives the rest of the party a little more time to get in their own attacks, though those pale against the might of the White Knight.

Continue using Crossfire throughout the battle. The Black Knight sometimes uses Divinas Boon to restore a significant portion of health. Ebon Gale, another attack, damages the entire party. Change Mode raises the Black Knight's DEF but lowers his ATK. Avoiding these is impossible, but causing as much damage as possible is vital.

There is a good chance that Leonard will run out of MP and revert from his White Knight form before the end of the battle. If that happens, combos and more powerful attacks become inaccessible due to the lack of Action Chips. Use magic and whatever strong attacks are available. Switch to another character and employ a combo or stronger magic to bring down the colossal enemy. Flame Lance and +Bonfire are effective.

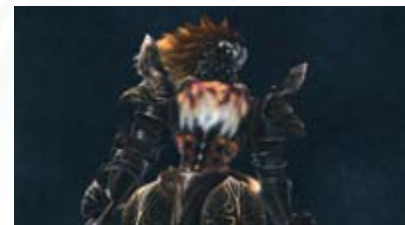
The most important thing is making sure that the party's HP stays above 60, at a bare minimum. The Black Knight can easily sap half of that in one shot and then a round must be spent on healing. By healing ahead of time, the party can last a little longer and focus its efforts on attacking.



Once the Black Knight falls, the day is saved and the party is allowed to continue on. The Black Knight realizes that all he's done is provide Leonard more experience in battle and retreats in defeat.

Leonard receives **Sainted Pride** after the battle, an accessory for the White Knight. Equip it to give party members an overall boost when the White Knight is summoned.

Before leaving, examine the broken rock on the western side of the cave. Once the broken rock has been depleted, exit Nordia Tunnels.





CHAPTER 3

INTRIGUE IN ALBANA

LAGNISH DESERT

LAGNISH DESERT, DRY AND BRUTAL

The Magi are taking Princess Cisna to some place in the desert. Eldore knows of ancient ruins located in the desert, and urges the party onward. If the Magi get there before the party, disaster awaits. First, though, are the Nordia Tunnels.



Quests
Unlocked





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THE LONE AND LEVEL SANDS STRETCH FAR AWAY

Lagnish Desert is hot, muggy, and crawling with monsters. Proceed carefully, as each area has new enemies. Fire Giants, Killer Vespids, Scorpions, Fire Elementals, Wild Boars, and giant beasts called Megalo Tigris stalk the land.

“THERE ARE MONSTERS IN THESE SANDS...”

Take a few moments to examine the party's inventory and status. If he does not already have it, have Leonard learn Sword Master 5. That unlocks seven-hit combos, which can quickly decimate a single giant enemy. Purchasing Sword Master 5 also unlocks STR Up (Lv. 2), which gives Leonard a permanent +2 to STR. If Leonard has excess Skill Points, spend them on STR Up (Lv. 2).

Yulie should learn the Divine Magic skills +Cure and +Fatigue or +Mollify. +Cure lets her cure the entire party of poison in one shot, while +Fatigue and +Mollify can drop the ATK or DEF of a group of enemies. Being able to inflict status effects makes the coming battles much easier, and Yulie should be the main delivery system for those attacks.



Other spells, such as Fire Shield and +Fire Shield, are particularly useful in Lagnish Desert. Many enemies that are either strong against fire element attacks or utilize the fire element in their own attacks lurk in the desert. Being proactive and keeping an elemental shield ready is definitely a good idea.

Visit the party's Georama before entering Lagnish Desert. Perform the usual maintenance on it. Develop the property and add new items as needed. Visit Balandor and Parma to recruit new residents.

After that, purchase the Bastard Sword from Marsha's shop and equip it on the avatar. The extra attack power should serve the party well in the desert. While in the shop, enhance Yulie's Bone Rod with the ice elemental. It's cheap, and the little bit of extra punch that it gives Yulie's Bone Rod is useful in an area full of fire beasts.

Rather than selling off the items the party can no longer use, give some thought to dismantling them. The sell price is always 10% of the original purchase price, while dismantling the item sends materials to the Item Storage. This can be very useful when trying to enhance equipment or build a strong inventory of materials.



Once finished, take advantage of the greater enemy levels in quests. Brave Litton's Plight, in Balastor Plain, is a good place to farm for EXP. Spend a few minutes running around and beating up enemies for some free experience. If it proves to be too tough, go to the Logic Stone and retreat.



HARVEST TIME

Keep an eye out for fossilized rock or cactuses that glow in Lagnish Desert. These hold various types of materials and are always worth harvesting.



When the party is ready to go to Lagnish Desert, select its icon on the World Map. The party's goal is the entrance to Albana, which is located in **F4**. There are numerous twists and turns on the path there, so for now, head southeast. Wild Boars, Fire Elementals, and Killer Vespids are all in the immediate area. Everything but Fire Elementals attacks on sight, so tread carefully. If confronted with multiple monsters, either use spells with an area of effect or focus the party's attacks on one beast at a time.



KILLER VESPID

Like their cousin, the Giant Vespid, Killer Vespids are extremely aggressive, strike quickly, and often inflict status effects on party members. To avoid being afflicted, take Killer Vespids out first.

There is a Logic Stone just south of the entrance to Lagnish Desert, should the party need to use it. Just south of that, slightly deeper into the desert, are two more enemy types: Scorpions and Fire Giants. Take care of the Scorpions and other small enemies before even approaching the Fire Giant.



SCORPION

Expect Scorpions to poison party members, attack in groups, and set up powerful barriers against physical attacks during battle. Use magic when the barrier is up and physical attacks when the barrier comes down to defeat them.

FIRE GIANT

These giant enemies use powerful attacks that knock down party members, making it difficult to land magic spells or attacks that require time to charge up. Strike quickly with combos using attacks that utilize the ice element.

Fire Giants are several orders of magnitude tougher than Trolls or Treants. While the usual tactic of attacking its legs and then striking while its balance is lowered is a viable strategy, a much easier way to defeat these monsters is available to a party with a full set of magic users. Send multiple Arctic Lances at the Fire Giant's head to inflict devastating damage. In a pinch, Icebolt does very well.



MEGALO TIGRIS

A giant, multiple-headed dog with strong magic and strong attack power. Avoid it unless absolutely necessary, and use the White Knight to defeat it. Be wary, as its large size often draws the attention of nearby enemies, causing a one-on-one battle to turn into a situation where the party is outnumbered.

Grab the **Targe** from the treasure chest in the southern portion of **C4**. Be careful here, as there is a Megalo Tigris standing guard in the distance, and may be out of the party's weight class right now. After equipping the Targe on Leonard, return north and head east across the bridge.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

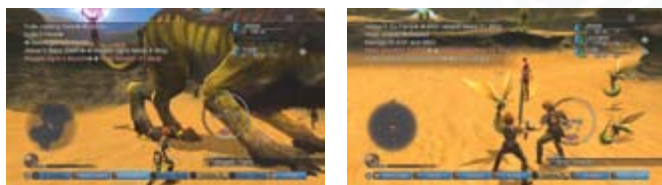
TOUGH GOING?

If the enemies in Lagnish Desert are too tough for the party, stick to the walls while walking. Most enemies swarm over the central areas. Pull enemies one at a time and draw them back toward the walls to control the flow of battle.



Stick to the southern edge of the path while heading east. Getting caught in a group of enemies or catching the attention of a Fire Giant can spell doom for an entire party at this point. Pick the party's battles carefully. Battling Fire Elementals is pretty risk-free, and only truly costs the party time and MP to cast Arctic Lance. A Fire Giant or a group of Wild Boars is much more dangerous.

At the same time, do battle creatures on the way there. This is a good area for leveling up, in that the monsters are difficult and drop solid amounts of EXP, but not so difficult that they can instantly annihilate the party. Attack Fire Giants when they are away from other enemies, get in sneak attacks on Wild Boars from afar with magic, and generally try to cause as much damage as possible before being attacked by the enemy. Employing combos in situations where they are not necessarily needed can turn a long battle into a short one, giving the party a chance to hop to a new enemy.



Be doubly careful of the Scorpions. They can raise a barrier and block physical attacks making them that much harder to kill, so take them out quickly.

Careful and powerful parties may want to try to get the chest from **C3**. Head north once the party reaches **E3**, turn west, and then south to walk up the path to the elevated part of the land. Harvest the materials from the fossilized rocks just to the north of the path before going up. Inside is a **Desert Tunic**, which has DEF 5 and RES 2. It is a little weaker than the Copper equipment the party is wearing, but can be dismantled into useful material later. Drop off the outcropping and get back on the path to Albana.



Bear south when given the chance at the eastern edge of **F3**. Albana is right around the corner.



ALBANA

ALBANA, JEWEL OF THE DESERT

Just as the party is ready to succumb to thirst, Albana pops into sight. Eldore has some harsh words for its hospitality, but sometimes, one has to accept any port in a storm. The party enters the city and works up a battle plan to find out who has seen a black monship.



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HOSTILE WELCOMES

Before he can set out to save the Princess and uncover the secrets of the Magi, Leonard must say goodbye to his foster father and prepare for the journey ahead. One last trip around the streets of Balandor and then the sky's the limit.

“WOW. THIS PLACE IS HOPPING.”

WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Estoc	420	Desert Tunic	280	Battle Armor	560
Battle Knife	420	Desert Gloves	140	Battle Gauntlets	280
Hand Cleaver	420	Desert Pants	140	Battle Breeches	280
Claymore	700	Desert Moccasins	140	Battle Sollerets	280
Warrior's Axe	700	Light Hauberk	400	Targe	280
Harpoon	420	Light Fingers	200	Bold Shield	500
Hunting Bow	420	Light Slops	200		
Bone Rod	420	Light Leggings	200		

Before continuing on the quest, do a little maintenance. Purchase Memorial Servant from Raimondo's Adventurer's Guild outpost. Recruit any available citizens for the Georama, and don't forget to place them in residences. Refresh any lost restorative items and go to the weapons shop in the northern area of **C3**. Purchase the Claymore for the avatar and Estoc for Leonard. Give Battle Armor and Battle Breaches, Battle Gauntlets, or Battle Sollerets to each party member. If the party has enough gold, equip everyone with a full set of this armor.



DON'T DISMANTLE THAT JUST YET!

Rather than dismantling any used armor or weapons, hang onto it. Place it into equipment storage and save it. After a series of in-game events, the party gains access to a new way to dispose of weaponry.



Go to the glowing star at **C3** when finished. The party's informant may be inside, so some investigating is needed. While the bar patrons seem pretty hostile to Leonard and the party, the truth is that they are just very excited to see Kara, the dancer, on-stage. After the dancer's performance finishes, Yulie teases Leonard about her. Leonard stands up to ask the patrons about the black monship.

Speak to everyone in the bar once and return to the party's table. Speak to Eldore and Leonard to trigger another cinema. Kara gets closer and closer to the table before pulling a knife and attacking Leonard. Quick reflexes and finely honed battle skills save his life, but not before he makes an enemy of everyone in the bar.

The party is quickly moved outside, where a Rogue Thief, Rogue Warrior, Rogue Champion, Rogue Hunter, and Rogue Spellcaster attack the party. These guys are pushovers for any member of the party. Three solid strikes from whichever weapon a character has equipped can take them down.



Kara, however, turns into an Alphamiden Gigas, a giant beast that is nearly the equal of the White Knight.



ALPHAMIDEN GIGAS

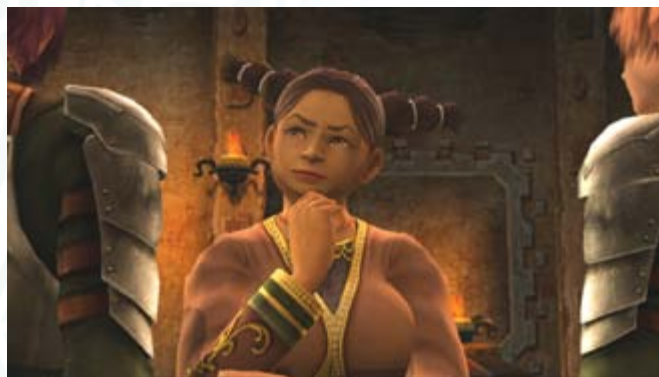
Leonard should immediately transform into the White Knight immediately upon beginning the battle. Once he's transformed, it is time to show the Alphamiden Gigas why it's *nearly* the equal, and not a genuine equal.

The White Knight has two abilities: Stonecutter and Bladestorm. Bladestorm can sap nearly half of the Alphamiden Gigas's health in one shot. Use it twice and then switch to Crossfire to polish the Alphamiden Gigas off for good. This is a simple battle when the White Knight is in play. Without it, the Alphamiden Gigas can inflict the poison status and cause serious damage to the party. There is no good reason to not use the White Knight, however, so transform and wipe the Alphamiden Gigas off the map.



Kara awakens later, confused about what happened. Eldore explains that the Gigas was eating her soul, bit by bit, and Kara reveals why she attacked the party. The Magi invaded the town, paying off the local protector, and ordered her to kill Leonard. They took her sister Lena hostage for insurance and bound her to a Gigas.

An old lady mentions that she saw the black monship descending toward the ruins to the south. The party makes plans to storm the area and rescue the Princess, and Kara demands to accompany them. Her sister is in danger and must be rescued.



Leonard reappears at the gates of Albana. Before exiting, return to the Logic Stone and save the game's progress. Return to the World Map by going through Albana's gate.

ALBANA

THE SOUTHERN GATE

Finally, the Magi are within Leonard's grasp. Princess Cisna's kidnappers are headed to the ruins just to the south of Albana, undoubtedly to try to unlock an ancient power. It is vital that the party makes it to the ruins before the Magi and stops their nefarious plan.



SINS PAST

Phibianacci is lovesick over a beauty that lives to the north. If Leonard and the gang can deliver the letter for the Don, maybe, just maybe, they can get a face-to-face appearance with him.

“MY NAME IS KARA. PLEASE, TAKE ME WITH YOU.”

Once control returns to the party, head to the southern gate at **B4**. Before the party can exit, Kara reveals that no one can pass through the southern gate without permission. They must visit the boss of the town, Don Phibianacci, to get that permission.

The don's building is at **B2**. Once the party approaches the building, a couple of toads let them know that the Don isn't seeing anyone due to illness. But, if the party is really desperate... maybe they can work something out.

Once the party receives Phibianacci's Letter, it is time to go. Exit Albana to the east and return to Lagnish Desert. The party goes back into the heat in the hopes that this quest will result in something worthwhile happening. The oasis is in **G3** and just barely visible from the cliff east of Albana. Due to the height of the cliff, the party has to hike its way to the oasis. Go north and head east into **G3**.

Wild Boars, Scorpions, and Fire Elementals litter the curve in **G3**. They hold no surprises for an experienced party, but the close quarters means that starting a fight in one area often means dealing with enemies aggroing throughout the curve. Be prepared for the ambush when it comes. If an enemy is close to being put down, feel free to switch targets to the ambusher and let the party members take care of the leftovers. Area of effect spells are extremely useful, particularly when there is a Fire Elemental in the group. +Blizzard can completely destroy a Fire Elemental.



Killer Vespids can cause serious trouble for a party with their Paralysis Barb. Be quick with anti-paralysis spells or items, since having one fewer person to fight with can make an easy fight into a long haul. Eliminate Killer Vespids first when it comes down to multiple battles.



ELEMENTAL ATTACKS

Pay attention to the type of enemies the party battles against. Use Inspectacles to figure out their weaknesses and then exploit them.

Fire Giants, and other enemies in Lagnish Desert, are weak against ice spells. Take advantage of that.



The party has to fight a Fire Giant in **13**. It is avoidable, but better to get it out of the way and reap the rewards. Take out the Killer Vespids, Scorpions, and Wild Boars that support the Fire Giant before even thinking of attacking it. Getting paralyzed or triple-teamed while the Fire Giant's sweeping blows damage the entire party can quickly lead to a Game Over.

Set up a combo for the controlled character that includes an ice-element attack, such as Icy Fang in Longswords, to cause massive damage. When the party gets in a pinch, use +Blizzard, an Elemental Magic spell that requires 36MP, on the Fire Giant's head.



Just past the Fire Giant is Verruca, the object of Don Phibianacci's desire. Leonard gives the enormous toad Don Phibianacci's love letter. After reading it, Verruca's sense of joy is plain, as she spins and flips back under the water. She soon returns with a letter of her own, which the party must deliver to Don Phibianacci. It's time to return to Albana and finish up this quest.

Getting back to Albana is considerably easier than getting to Verruca was. Most of the enemies should be defeated, though some respawn. Return to Albana and go to the Don's complex.

The two toads let the party know that the Don's better half has shown up and she's upset about the Don's infidelity. If the party can smooth things over with the missus, then Don Phibianacci will surely be grateful.

The toads think on their feet and pretend that the party is bringing a message from Verruca. They dramatically re-enact something that Verruca definitely did not write and smooth things over nicely. As expected, the Don is very pleased. He's somewhat less pleased by the actual contents of Verruca's letter, but recovers quickly. He thanks the party and gives them access to the south gate. As a bonus, he throws in access to Phibianacci's Binding Posts, stores that allow members to create new weapons by combining two old ones.



The party gets ready to pursue the Magi with their South Gate Pass, but Eldore suggests preparing for the battle ahead. It is sage advice. Enter Phibianacci's Binding Post and grab the treasure chest on the eastern side of the center stairs. Inside is a **Guardian Pearl Lv. 2**, an item needed to enhance armor. On the opposite side of the stairs is a **Chromium Pearl Lv. 2** inside another chest.

Take advantage of the Binding Post. If any weapons can be bound, do so and equip them. Donate the old weapons to the Binding Post to gain some points toward the next Rank in the Binding Post and unlock new recipes. Dismantling the weapons to gain more materials is also a great plan.



ALBANA

TO THE RUINS

After taking care of business, the party uses the southern gate to exit Albana and return to Lagnish Desert. This area of the desert is known as the Sand Maze, but there are few twists and turns to be found here. Instead, the swirling winds limit one's visibility while the vicious beasts put a stop to any weak travelers.



ATTEMPTED RESCUE

The ruins are south of Albana and the path there is fraught with danger. Beasts that did not roam the northern areas of Lagnish Desert roam freely, looking for people to devour. Fire Giants and Jackals are fearless, and a true danger to the party.

“ALL IN GOOD TIME.”

The party's goal is directly to the southeast, in **F8**. The expected menagerie of enemies lurks in this area: Fire Giants, Scorpions, Killer Vespids, and Wild Boars. There are a few new additions to the area, as well. Jackals, Golems, Magi Swordsmen, and Magi Archers are the new enemies. Jackals are similar to Wild Boars, though stronger, and the Magi warriors should be familiar to the party already.

A Fire Giant guards a chest in **E7**. With four players currently in the party, the Fire Giant is nearly a pushover. Use ice-based attacks and combos to kill it early. When finished, grab the **Guardian Pearl Lv. 2** from the chest.



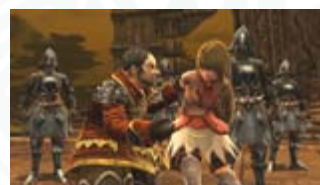
There is a fossilized rock in the southwestern corner of **D7**, just north of the area where Golems lurk. Golems bring a new danger to the area. The Golems often cast spells like Stone Spear or Rockslide, and can damage the party from long range.

The southern wall of **E8** has a treasure chest. Inside is a **Kris**, a shortsword with ATK 17, MAG 2, and Fire +1. While it would usually be quite useful, avoid equipping it on any party member for now. The Fire +1 makes it slightly less effective than it should be in this area. Instead, keep it in inventory and dismantle, donate, or sell it later.



Five Magi bar the party's way to the Logic Stone in **F8**. Eliminate them and use the Logic Stone. If the party has taken a beating, use the Logic Stone to heal. Enter the party's Georama to create new weapons and purchase restorative items. Go north when everything is ready.

Belcitane and the Magi are in the ruins, and they've brought Princess Cisna with them. The Princess is refusing to cooperate with the Magi by breaking the seals of the Athwani. Unlocking the seals gives the Magi access to amazing power, but Princess Cisna is strong.



GOLEMS

Golems use earth magic to wreak havoc. Try to attack them first and deplete their HP with a strong combo. In a pinch, use wind magic.

Belcitane decides to threaten Princess Cisna to get Leonard to give up the Ark. When Belcitane grabs the Ark, it glows blue, giving Kara a chance to rescue Princess Cisna. Exasperated and upset, Belcitane orders his Magi soldiers to summon their Gigas and do battle.



GIGAS TRIO

The warriors transform into the Alphaena Gigas, Alphapente Gigas, and Betaena Gigas. Only the White Knight can combat them, and Leonard immediately transforms. When given the option to select the party members, use the two characters with the highest level and strongest attacks.

While it does not matter which Gigas the party takes on first, focus the White Knight's attacks on one beast at a time. Open on each Gigas with one round of Bladestorm. This takes off a good chunk of their HP in one shot. Its MP cost is high, however, so use Crossfire to clean them up. When the White Knight's MP gets really low, use Slash and Thrust for a couple of rounds before using a Mana Potion on the White Knight. Use the newly refilled MP to keep the Crossfire barrage going.

These Gigas are not hard enough to be true threats. The party members are strong enough to do serious damage to the Gigas on their own, and the White Knight's overwhelming might can put an end to a Gigas in three short rounds. At the same time, control the pace of the battle. Going all out immediately can empty the White Knight's MP and make the battle that much tougher.

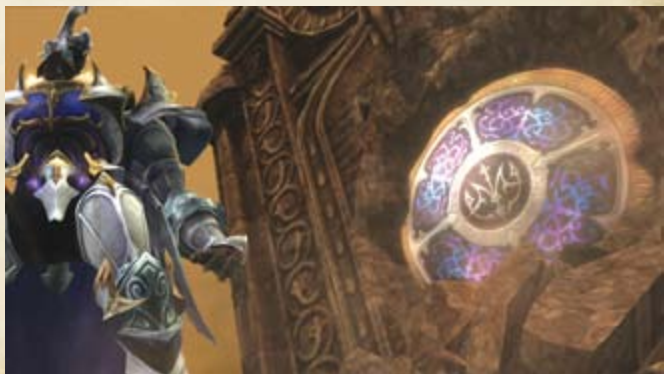
Once the Gigas go down, Belcitane sacrifices Kara's younger sister, fusing her into a pact with a Grand Gigas. Kara demands that Leonard kill the Grand Gigas in exchange for her sister's life. Leonard nods, and enters into battle.

The entire party's HP begins falling once the Grand Gigas starts fighting and doesn't stop until roughly a third of the way through the battle. Open with Bladestorm again to soften the Grand Gigas up, and continue with Crossfire until a cinema begins.

The Grand Gigas slams the White Knight against a wall, knocking Leonard unconscious. With the assistance of Princess Cisna, Leonard unseals a new level of power for the White Knight. The stony monolith behind the White Knight shatters, revealing the Argent Shield.

The Argent Shield greatly increases the White Knight's MP. Once the White Knight pulls it on, the battle begins again. Leonard must fight the Grand Gigas alone, but with the extra MP, this battle is much easier than it was before. Use Stonecutter on the head of the Grand Gigas to cause between 200 and 280 damage each round.

After six to eight rounds, depending on if the Grand Gigas drains any HP from the White Knight, the White Knight finishes off the monster.





CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST

Belcitane manages to kidnap the Princess and escape on the black monship once again, stealing victory from the jaws of defeat.

After witnessing the death of her sister, Kara realizes that she's lost the only family she had. To avenge her sister, she joins Leonard's cause.

Eldore's bigelow appears and tells him that the Magi are heading to the Bunker Lode Cavems. To get there, the party must pass through the Flandar Trail. The Magi are once again searching for ruins that hold ancient Athwani power. Leonard and the party must stop at nothing in their quest to end the Magi.



After the cinemas, the party reappears in Albana. Restore any depleted items, check on the party's status, and equip Kara with level-appropriate equipment.

Kara has 48 Skill Points to spend. Now is the time to decide what kind of role she is going to play in the party. Eldore, Leonard, and the avatar are most likely the party's front-line combatants. Kara can be a good long-range attacker if she's given a bow and arrow. The combination of distance attacks and status effects can make Kara into an invaluable party member. Purchase a Hunting Bow and enhance it to keep her competitive with the rest of the party.

Once the party is updated and preparations are complete, exit Albana to the south. Re-enter Lagnish Desert's Sand Maze and travel to the south. The exit is in **B8**, southwest of the ruins. Walk directly south from the exit to Albana and bear west to find the path.

Along this path in **D8** is a Megalo Tigris, a new and ferocious monster. This multi-headed beast has the same amount of HP as the three Gigas that the White Knight battled previously. Taking on the Megalo Tigris with the party can lead to a long battle, but using ice magic and combos that include ice-based attacks can wear it down quickly. An AI-controlled party member should handle the healing for the party automatically while the front liners use combos and attacks. To make the battle go a little quicker, have Leonard transform into the White Knight and hammer it with Stonecutter until it goes down.





CHAPTER 4

THE SCION OF GREEDE

FLANDAR TRAIL

WALKING THE FLANDAR TRAIL

The plan to rescue Princess Cisna fell apart due to misfortune. The will and the power to succeed were present in the Leonard and friends, but a combination of danger and distraction resulted in Princess Cisna being pulled into the enemy's clutches once again. With victory being snatched away so cruelly, the party must stop and adjust their tactics before resuming the chase.



Quests
Unlocked





	A	B	C	D
1				
2				
3				
4				
5				
6				
7				

FLANDAR TRAIL

	A	B	C	D
2				
3				
4				
5				
6				

FLANDAR TRAIL UNDERGROUND



TWISTS AND TURNS

The Magi did not complete their goals in the ruins outside of Albana, so it is very likely that they'll attempt to gain power at another site. There are a few leads, but the strongest lies to the south. The party enters Flandar Trail on their way to Greede.

“A NEST OF DRAGONS HAS DWELLED THERE FOR AGES.”



TAKE A BREAK

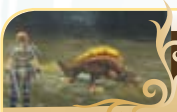
By this point in the game, the avatar should be strong enough to solo a few of the lower level quests. Brave Litton's Plight, in particular, is easy enough for a brave adventurer to take on alone. Boss battles may pose a challenge, but careful planning can reduce any serious danger.





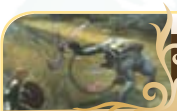
ICE LIZARD

Ice Lizards use Bite and Tail Crush to inflict damage and tend to appear in groups. Rather than splintering their efforts, the party should focus on one at a time.



FIRE LIZARD

These cousins to Ice Lizards are a little bit stronger, but still fall prey to elemental magic and group attacks.



JACKAL

Jackals are tough and eager for battle. Their quick speed and tendency to move around during battle can easily result in a single battle becoming a marathon, especially in the claustrophobic Flandars. Take them out quickly.

Flandar Trail is far to the south of Lagnish Desert. Before entering this new area, update the party's weaponry, check on the Georama, and handle party maintenance. When ready, enter the Trail.

Flandar Trail is the only route through the mountains on the way to the Bunker Lode Caverns. To get to the mines and ruins, the party has to follow the trail down into the caldera of the mountain. Eldore remarks that the Flandar Trail is a hard path, but Leonard remains optimistic. The party has faced difficulties before and triumphed. This is no different.

Ice Giants, Poison Vespids, Fire Lizards, Ice Lizards, Jackals, Wild Boars, and an Earth Dragon walk these lands, so tread carefully. Poison Vespids are quick to poison the party, hence their name. Keep Antidote Grass, Cure, or Refresh ready for when poison strikes.



The party needs to get to **A3** to advance to the next area. Between **D7**, where the party starts, and **A3** are dozens of winding paths and monsters. Begin by heading north, bearing west. The enemies here may be equal to the party's level, but the party's attack power outclasses most of the monsters here.

It is important to keep the caster out of the reach of the monsters. When healing or casting spells, beasts occasionally change targets to the caster. Since the caster is in charge of maintaining the party's health, use Provoke, a Sword skill, to keep the focus of the monsters on the front line combatants. They have the DEF and ATK to take down any beast in the area.



ICE GIANT

Like Trolls and Treants before them, Ice Giants are strong enemies with some fairly glaring weaknesses. Using Ice spells and combos on their legs knocks them off-balance, opening them up to even more damaging attacks.

An Ice Giant stomps around **B5**. Equip weapons with the fire element and create combos that involve flame attacks before going into battle. The Ice Giant has high DEF, and has a maneuver that can increase its ATK, so the battle takes a little longer than most battles with giant creatures. Use Flame Lance and +Bonfire to wear the giant down before opening up with a few combos to put him down for the count. Allow Yulie to take care of the healing. She can also use offensive magic if needed.

Take the eastern fork in **B5** after defeating the giant. There is an alcove in **B4** with a few Ice Lizards, a rock face, and a treasure chest. Beat the lizards using fire-based attacks and open the chest to receive Fencer's Armor. It has DEF 12, so equip it on whichever character has the least amount of DEF. Go directly west from the alcove to **C4**.



- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

Just south of **C4** is an Earth Dragon and another chest. The Earth Dragon is around the same difficulty as the Ice Giant, but is weak to wind spells and attacks. Use Windlash and Crosswind to bring it down. Focus several attacks on the tail, as well. Destroying the tail can net the party a couple of Dragon Eggs, valuable items that don't drop if the Earth Dragon dies with its tail intact.

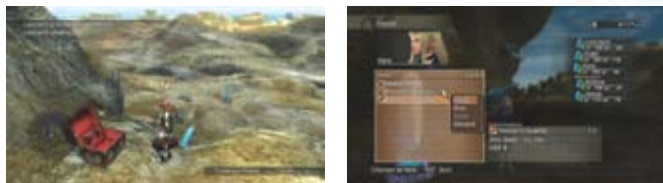


EARTH DRAGON

Earth Dragons are weak to wind and lurk in certain corners of Flandar Trail. Do not be caught unaware when rounding corners or sprinting through the zone.

Inside the treasure chest is a Mace, a cleaver with ATK 22. Equip it on Leonard if it is stronger than his current weapon. Travel to the north and turn west at the first fork. Another Ice Giant is in **C3**, along with a few Poison Vespids. Put them down and continue through to **B3**.

The treasure chest in **B3** has Fencer's Guards. Equip them as needed and save the game's progress. While at the Logic Stone, store any unneeded items in Item Storage and replenish lost items by visiting the shops in Georama.



Travel up the steps to the glowing star in **A3** to trigger a cinema. Eldore, Leonard, and Yulie observe the city of Greede, a massive city on the back of an enormous beast. It travels around the mountain and is the party's ultimate goal.

Go north from the cliff. A conflict with another dragon awaits outside of the cave. It attempts to dive bomb Kara before coming down to attack the entire party. The Ancient Dragon is clearly upset, and since it's stronger than the Earth Dragon, have Leonard transform into the White Knight.

Use Crossfire and Stonecutter on the Ancient Dragon's head and tail. Once the Ancient Dragon's life has been depleted by around a third, the Black Knight appears and intervenes in the battle. Rather than being an adversary, he helps out Leonard and the party. The Black Knight's power isn't enough to put a stop to the Ancient Dragon, however, so Leonard transforms into the White Knight once again and fights alongside his enemy.



Keep hammering at the Ancient Dragon's head and tail and the battle soon ends. Before Leonard can land a killing blow, Yulie urges him to leave it alone. In the confusion, the Black Knight destroys the Ancient Dragon and flies away. After the party leaves the area, a young man appears next to the corpse of the Ancient Dragon and offers up a silent prayer.

When control returns to the party, travel west to the Logic Stone and save the game. Go to the north and the party will board a gondola and travel to Greede.



GREEDE

EXPLORING THE FREE CITY

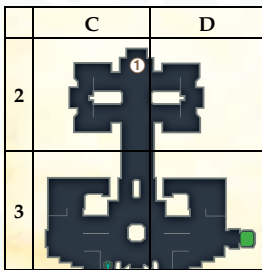
Greede is incredible. An entire city mounted on the back of the Demithor, a gargantuan beast that could just as easily destroy the entire city as support it. The party enters and plans to meet Count Drisdall to gain access to the mines.



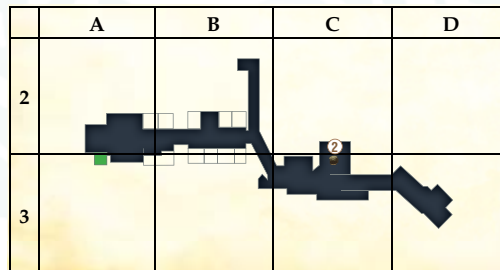
Quests Unlocked

GREEDE

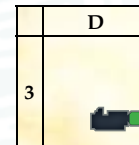
- Demithor in Peril
- Demithor in Peril II



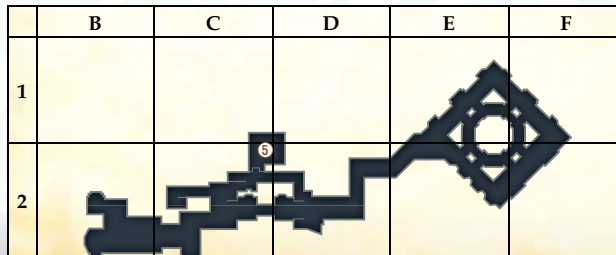
CENTRAL STATION



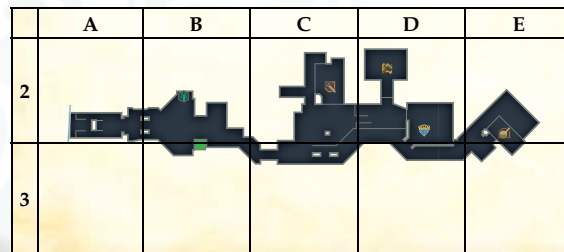
MERCHANT QUARTER 1F



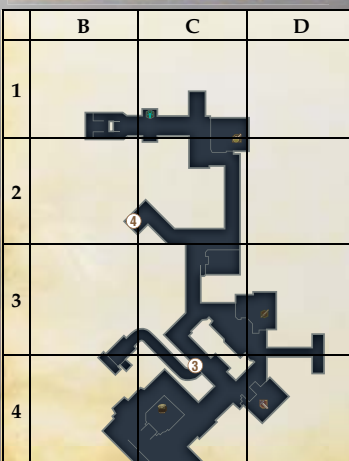
CENTRAL STATION 2F



MERCHANT QUARTER 3F



MERCHANT QUARTER 2F



DOWNTOWN





THE CITY THAT MOVES

Nothing is ever simple, is it? Simply walking up to Count Drisdall's gate and requesting an audience isn't going to work. The party needs to explore the city and figure out how to get his attention. Greede has several nooks and crannies that hold secrets, and even a downtown with plenty of bars and unsavory types.

"RIGHT, WELL, SHOULD WE START EXPLORING?"

WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Xiphos	980	Dragonbone Bow	980	Fencer's Slops	350
Gladius	980	Copper Crosier	700	Fencer's Boots	350
Mace	700	Leather Jacket	560	Spiked Armor	980
Steel Longsword	1,120	Leather Gloves	280	Spiked Gauntlets	490
Greatsword	1,680	Leather Slops	280	Spiked Faulds	490
Bardiche	1,680	Leather Gaiters	280	Spiked Sollerets	490
Preying Mantis	980	Fencer's Armor	700	Aspis	500
Composite Bow	700	Fencer's Guards	350	Greede Shield	700

After the gondola trip, the party appears in Greede's Central Station. Go directly to the desk in **C3** and acquire a Train Pass. Go to the elevator in **D3** and take it to 2F. Use the Central Station Turnstile to the west to access the Merchant Quarter.



Once the party reaches the Merchant Quarter, Kara explains how Greede works and what role the Demithor plays in mining the Bunker Lode Caverns. The group has to find someone with the authorization to raise the city. The most likely person is Count Drisdall, the ruler of the city. The party has to search around the city to find a way to get an audience with Count Drisdall.

Go to the nearby elevator and take it down to 1F. The pub in **D2** holds a surprise. Heti Sharko gives the party Baccean Honey, a rare honey that has a variety of uses. She has no interest in it, but someone else in town might.



Go to **E3** to open a treasure chest and receive a Mini Water Crystal. Return to the train station and go to Downtown. The pub in **C4** almost definitely has a clue, so enter it and look around. Shu, at the bar, is desperate to woo Zoey. However, he just can't manage to impress her. Luckily, since the party acquired Baccean Honey not five minutes ago, they can help him out. Give him the honey and he gives the party a Black Market Pass. He also gives the party a clue as to how to get in front of Count Drisdall. The count wants a certain statue and the bidding for it at the black market is going to be fierce.

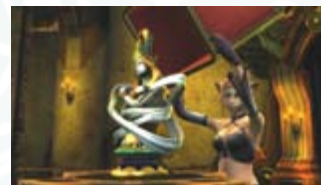


Before going to the black market, go down the stairs south of the pub and grab the Gold nugget out of the treasure chest.

The entrance to the black market is a recessed door in **C4**. Speak to Jones and he'll unlock the door for the party. The Black Cherry, as the auction house is known, is the most famous auction house in Greede. Enter and the party takes a look around for a table with a great vantage point.

The Goddess of Lépanne is a statue that the Count dearly wants, but the statue is missing the precious firestones that give her an otherworldly glow. There is a beast that lurks in Flandar Trail that has a cache of gems.

Leonard volunteers to go get the firestones, and the auctioneer offers to give the party the Goddess for free if they succeed. Leonard and the party are in for a fight, but they are more than capable of taking care of the Fire Lizard.



First, the party has to ask around the Merchant Quarter and look for leads on Fire Lizards. Go to **3F** and find Pierre. His house is in **C2**. Pierre gives Leonard Lizard Bait and

instructs him to leave the bait next to the "red crystal that's bigger than all the others."

The only thing left to do is prepare for battle. Visit the Armory on **2F** and purchase the Steel Longsword for the avatar. Don't buy the Copper Crosier for Yulie. There is one in a treasure chest in Flandar Trail. Store any unnecessary items in Equipment Storage and exit to the World Map.

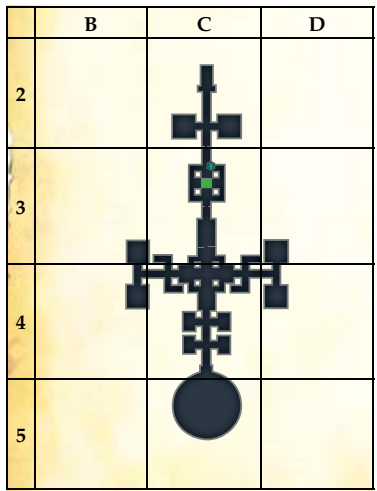




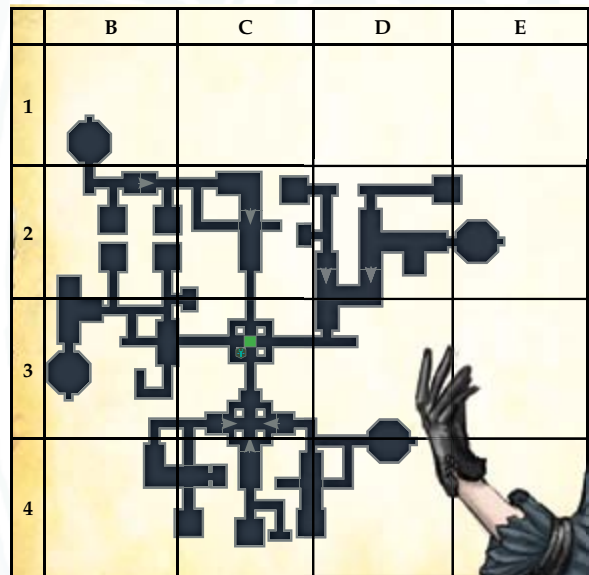
GREEDE'S UNDERBELLY

LABYRINTHS AND ELEVATORS

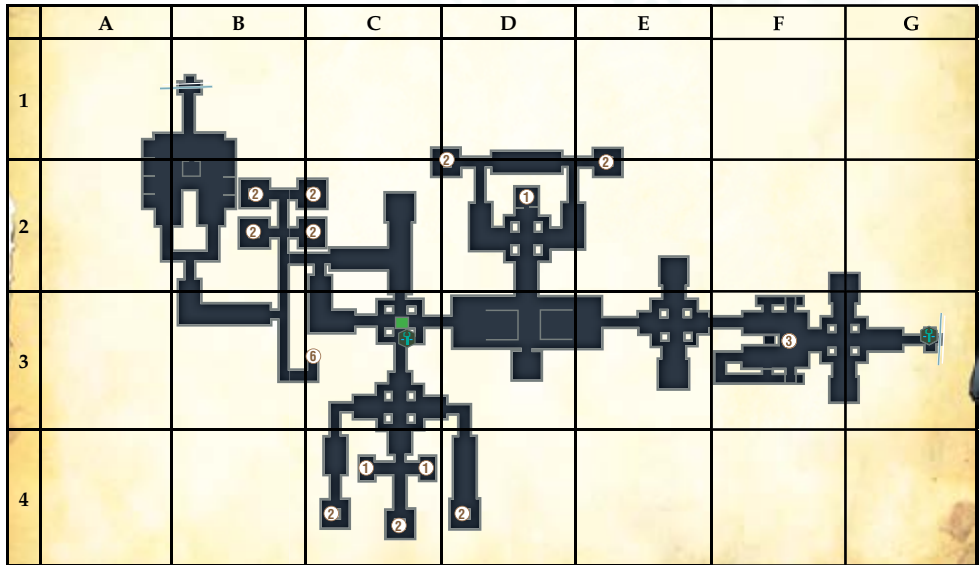
Deep beneath Greede is a dangerous and interlocking series of chambers. Each new room and each floor is teeming with vicious beasts, none of which care to let any intruder escape alive. Since access to the Demithor requires venturing into this labyrinth, however, Leonard has no choice but to enter into the mouth of danger.



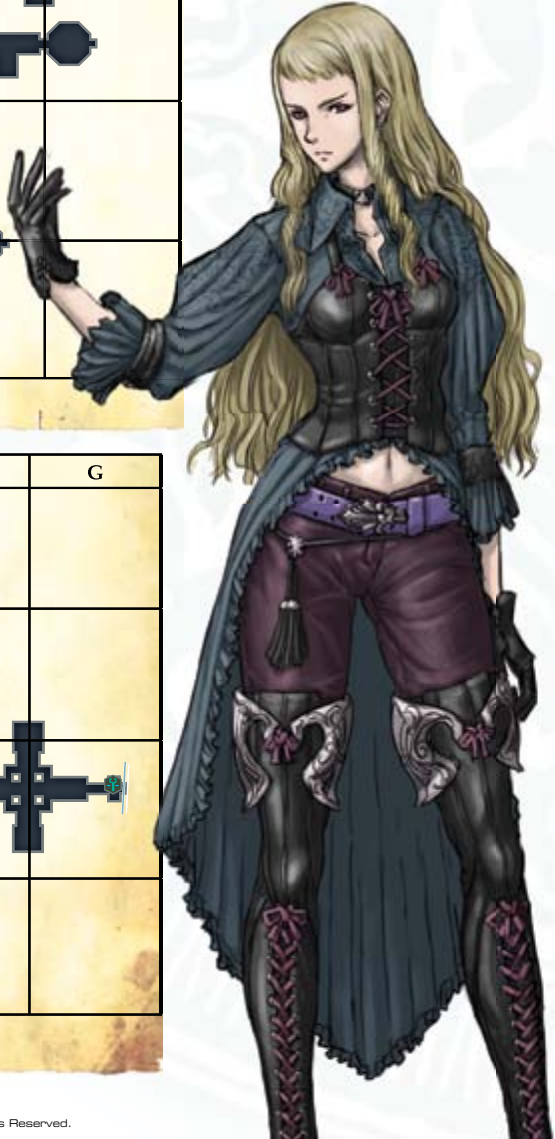
GREEDE'S UNDERBELLY LEVEL THREE



GREEDE'S UNDERBELLY TWO



GREEDE'S UNDERBELLY LEVEL ONE



- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST



GREEDE'S GUTS

Expect to meet several kinds of spider monsters in Greede's Underbelly, including Direspiders. Going into the Underbelly unprepared will result in your death, so come ready for action.

"OH, MY GODDESS!"



GAUNTLET

Greede's Underbelly is essentially a gauntlet of tough enemies. Before venturing down into the depths, make sure that each party member has both healing spells and offensive magic. In addition, place a few negative status-nullifying items in each character's inventory, just in case.



Go to the Black Cherry auction house in **B4** to drop off the Firestone. The auctioneer's macabre sense of humor backfires on him after the party delivers the Goddess, leading Kara to plant a boot very firmly in his stomach, but things turn out well in the end. The party gets the Goddess and leaves pleased.

Go back to Central Station and visit the Count's home to the north. Speak to the Mansion Guards to activate a cinema. After being offered the Goddess, the guards react poorly. They assume that the party is trying to put one over on the Count by peddling a fake Goddess. Caesar, the Count's son, arrives at the gates and lets them in. He wants a look at the statue that the party claims to have.

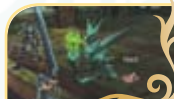
After examining it, Caesar admits that he made a fake statue and gave it to his father. Caesar may get in trouble for it, but he's ready to own up to his fraud.



The sick Count reacts poorly and threatens to disown Caesar. After Caesar leaves, the Count thanks the party for retrieving the real Goddess and acquiesces to their request to raise Greede. Before that can happen, however, they must find Amir, the handler of the Demithor. He's currently on vacation elsewhere in the city, but the Count gives the party Drisdall's Note, a letter that authorizes the city to be raised.

Caesar is waiting in the hall and mentions that he's been kicked out of the house. Eldore, being surprisingly open, offers to let Caesar accompany them on their quest. Caesar excitedly accepts.

Save at the Logic Stone to the south. Visit Downtown again and go to the pub in **C4**. Amir is sitting at the bar and, after he reads the Count's letter, is more than happy to raise the Demithor. There is a problem, however. There are monsters in the Greede's Underbelly during this time of year, and traversing those tunnels is dangerous. Amir needs an escort.



WIND ELEMENTAL

Wind Elementals, like their Fire and Earth siblings, are strong against physical attacks but very weak to its opposite element. Use Earth magic to disperse these magical beings.

Go to the entrance to the underbelly of Greede in **B2**. Approach the door and enter Greede's Underbelly. A series of devices control gates within the Underbelly, which makes getting through to the goal a real quest. The monsters infesting the underground also complicate the situation.

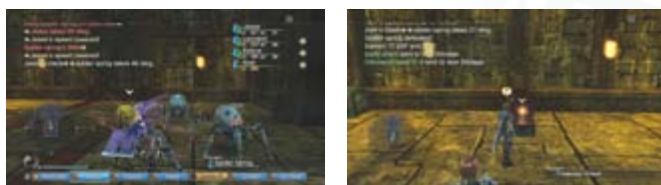
There are a few kinds of enemies down here. Golems, Stone Guardians, and Iron Golems are giants and tend to roam the halls alone. Wind Elementals, Ice Lizards, Waterspider Sprogs, and Spider Sprogs can be found in groups and are eager to hassle the party.





CHARACTERS
 INCORRUPTUS
 GAMEPLAY
 WALKTHROUGH
 QUESTS
 GEONET
 BESTIARY
 ARMORY
 ITEM LIST


A handful of Spider Sprogs and Waterspider Sprogs are in the first large room. Defeat them and enter the northern room to find a broken crate. The room to the south has two Spider Sprogs, two Waterspider Sprogs, a crate, and a treasure chest. Inside the chest is a Chromium Pearl Lv. 4.



Proceed to the west. Several more of both types of Sprogs are in this area, along with a Wind Elemental. Take care of all of the enemies. After that, use the Gate Controls to open the left gate.

Go down the newly opened path and follow it around to the north. Grab the Chromium Pearl Lv. 3 out of the chest and use both Reservoir Gate Switches. Return to the upper room and use the Gate Controls to open the rightmost gate.





ICE LIZARD

Ice Lizards are the inverse of Fire Lizards, weak to flame and strong against ice. They are formidable enemies. Beware their Tail Crush attack; it can cause serious damage without proper defense.



SPIDER SPROG

Spider Sprogs are similar to Waterspider Sprogs, though much stronger than any Sprog the party has encountered thus far. Expect to be slowed and swarmed by multiple Spider Sprogs at a time.

A motley crew wait past the right gate: a Golem, a Waterspider Sprog, and a Spider Sprog. Take the Sprog on the northern edge first, and do so without disturbing the Golem. The Spider Sprogs inside the northern room usually aggro if the battle gets too close, and should be handled next. After defeating them, enter the room and take the materials from the broken crate.

Move on the Golem next. It's weak against wind spells and attacks, so use Crossfire on its head and belly. The Spider Sprog or Waterspider Sprog that's left becomes aggravated while this battle is going on. If possible, allow the AI to handle it. Focus your attention on the Golem.



The southern room has another crate. Take its materials, then enter the Reservoir Area Gate. There are three sections in this area: the middle path under the overpass and two paths on either side. Go down the middle path first and battle the Stone Guardian at the end of it. Use combos, rather than spells, to take it down quickly. After that, clear out both sides and enter the room to the south. Inside the room are a broken crate and a treasure chest. Take the Guardian Pearl Lv. 3 and whatever materials are inside in the broken crate. The chest on the overpass holds a Mini Fire Crystal.

Do not enter the northern gate yet! Instead, go to the west and use the Logic Stone. Return to the previous room and enter the northern gate. Take the eastern path to the room in the northeast. Open the treasure chest to find a Mini Water Crystal.



Both drains are closed. The controls are located in the center of **D2** behind a gate. Open the left drain first and then drop down the hole to level 2. The room has a broken crate. Empty the crate and exit the room. Empty out the set of three materials-filled crates just outside the door.



There is a glowing star just south of the room the party fell into in **C2**. Enter it and activate the Reservoir Gate Control Release. Return to level 1 via the elevator to the south.

Open the right gate this time and drop down the appropriate hole. The party lands in a room with a crate full of materials and some rubble. Exit the room and follow the path.

A Golem is just inside the next room. Defeat it, the Ice Lizards, and Waterspider Sprogs. Note that the ornate door in **D2** is one-way, so do not exit just yet. Go east to the glowing star.



The plaque on the wall near the star has a message. "The reservoir gate is locked to prevent unauthorized entry." The first step to unlocking the reservoir gate was completed by opening the Reservoir Gate Control Release. Now, the levers must be moved into the proper position.

Move the leftmost lever to the right. Place the middle lever in the left position. Finally, place the right lever in the right position. Reservoir Gate No. 1 is unlocked once this is complete.



PRE-FIGHT!

There is a cluster of enemies both new and old in the next room. Refresh the party's inventory, make sure that their Action Chips are high, and install any new Skills into slots before entering Reservoir Gate No. 1.



Enter the octagonal room to the east. Inside are a handful of Spider Sprogs and a giant Direspider. Leonard should turn into the White Knight immediately and hammer the Direspider with strong attacks. The Spider Sprogs are no threat at all, so allow the AI party members to handle them.

Half a dozen rounds of Stonecutter to the Direspider's back puts it down for the count. Open the treasure chest in the northeastern corner to receive a Mini Wind Crystal.



CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST

Activate the Demithor Gate Controls and return to level 1. Go directly south from the elevator and enter the large room. Eliminate all the enemies inside and go south through the door. Enter both doors on either side of the hallway and turn both drain switches.



DIRESPIDER

After meeting a Direspider, the party finally understands what the Spider Sprogs eventually grow into. The multiple legs make it easy to knock Direspiders off-balance, but the sheer strength of these enormous arachnids means that they are a force to be reckoned with.

Return to the main room and go down the eastern hallway. Drop down the drain at the end of the hall and follow the path to Reservoir No. 2 Gate. Instead of a Direspider and a few Spider Sprog sidekicks, two Direspiders rule this area.

Use the White Knight to batter both of them into submission. If the White Knight isn't available, use five- and six-hit combos on the legs of the Direspiders. Knocking down the Direspiders makes them easier to hit, as well as keeping them from attacking. Focus the party's efforts on one Direspider at a time.



COMBOS AND ACTION CHIPS

It is very easy to deplete an entire stock of Action Chips while battling the Direspiders. If this happens, switch to another character and continue using combos. Let the AI take care of replenishing AC. In a pinch, use a Charge Drink to restore Action Chips, but recognize that this should be a last-ditch strategy.



Once the Direspiders are gone, activate the Demithor Gate Control. Return to the elevator and save the game. Head up to level 1 and go back to the room in **C3**. Take the middle path and drop down into the drain. Inside a chest in this area is a Preying Mantis, a strong Spear for Caesar.

Go back up to level 1 once more and repeat the process, this time with the western path. The treasure chest in this room has a Chromium Pearl Lv. 3. Drop into the drain and follow the path, fighting the Golem along the way, and enter the small room in **C4**.

The treasure chest inside has the Sword of Malice. This weapon is only for the White Knight, so give it to Leonard and have him equip it. It alters the available commands for the White Knight and unlocks new ones.



KNIGHTHOOD

Pay attention to which abilities each weapon grants the White Knight. Select the one that fits the situation or the party's combat style best, rather than simply going with what's shiny and new.



Return to the elevator and descend to level 3. Save at the Logic Stone and take a second to visit Georama. Repair and enhance any weapons, refill the party's inventory, and store any un-needed items.

Go to the north, past the Demithor gate, to the glowing star **C2**. The party comes across a tall staircase leading down the Demithor's shoulders. Caesar suggests that Amir get the Demithor's attention and tell it to redirect its path. The Demithor, after watching Amir's signals, does exactly that. It rises up so that it is directly connected to the Bunker Lode Caverns.



The party returns to Greede's downtown train station and prepares to move on to the Bunker Lode Caverns. Save at the Logic Stone. Go to the train station and travel to the Bunker Lode Caverns.



BUNKER LODGE CAVERNS

DEPLETED MINES, WOUNDED HEARTS

The party succeeded in raising Greede and escaped from Greede's Underbelly unscathed. Now that they've gained access to Bunker Lode Caverns, they have a chance of beating the Magi to the hidden power nestled within its dark corners. They return to Greede to prepare for a trip into the Caverns.



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BUNKER LODGE CAVERNS 1F

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BUNKER LODGE CAVERNS B1



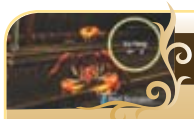


A FIERY DARKNESS

Monsters infest Bunker Lode Caverns during the off-season, making the party's mission a little harder than original thought. However, many of the enemies are strong against fire and weak against ice. This makes them easy to pick off with elemental magic.

"YOU HAVE DONE YOUR DUTY WELL. I'LL WATCH OVER THE ARK NOW."

There is a Logic Stone just inside the Bunker Lode Caverns. Past the Logic Stone are Red Scorpions and Fire Lizards, all of which are eager to attack the party.

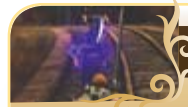


RED SCORPION

Red Scorpions are as physically tough as their normal kin, with the addition of greater strength. In numbers, their Twin Strike attack can quickly drain HP from a character.

When the party's ready, wade into these enemies. They are a little tougher than the foes in Greede's Underbelly.

After dispatching the monsters, investigate the broken crate and harvest some more materials. Proceed west to **D3** to find more Red Scorpions and Earth Elementals. Earth Elementals are weak to wind spells. Using area of effect ice and wind spells to soften up the beasts before approaching the area is a good idea. Be wary of moving too far to the southwest, however, as an Earth Elemental occasionally lurks near the one-way gate and may aggro while the party battles.



MAGI CAPTAIN

Magi Captains employ long spears in battle and have a higher ATK and DEF than their compatriots. When attacked by a group of Magi Wizards or Magi Archers, go after the Magi Captains first.



MAGI OFFICER

Similar to the Magi Captains, these minions are merely stronger versions of the tried and true members of the Magi army. In groups, they can be dangerous, but are no threat when up against a seasoned party.



MAGI SWORDMAGE

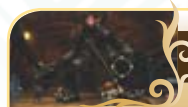
Expect a combination of hard-hitting magic and swift attacks from these new Magi warriors. When they attack in a group of other Magi, focus on them first, unless there is a Captain.

Deep in **D3** is a group of miscellaneous Magi warriors. After handling various types of elementals and dragons, these enemies should pose no challenge to the party. To the north are a crate and broken crate that are full of materials.

Go south to the path that leads to the southeast. Just beyond the one-way gate are Fire Lizards, Earth Elementals, and Red Scorpions. Defeat them and open the crate to get a **Guardian Pearl Lv. 3**.

Return to **D3** and go to the west. There are more Magi and a Magi Wizard near the elevator. Defeat them, open the chest and retrieve the **Gold Nugget**. Move past the elevator and deeper into the Bunker Lode Caverns.

In the center of **C3** are a Black Knave and several Magi soldiers. While it is tempting to try to take out the soldiers before moving on the Black Knave, the Black Knave is large enough that this is nigh impossible. The avatar, equipped with a Longsword and high ATK, should focus on slamming the Black Knave with 6 or 7 hit combos. The other party members can keep the normal Magi soldiers busy, and always manage to cast Heal in the nick of time.



BLACK KNAVE

Black Knaves are among the most powerful members of the Magi army. Their sweeping attacks and insane strength can lay waste to the best-laid plan. Instructing allies to go all out when fighting Black Knaves can make the battle go much quicker at the risk of expending the party's offensive resources.



MAGI CAPTAIN

Magi Commanders are a little tougher than the run-of-the-mill Magi soldiers, but not so tough that a single party member can't take them down fairly quickly.

Once the soldiers are down, focus the party's attacks on the Black Knave's legs and knock it down. If the party becomes overwhelmed with poison or paralysis, switch from the Black Knave to the Magi Archers and eliminate them. Otherwise, focus the party's strongest attacks and combos on the Black Knave.



Open the treasure chest to receive a **Chromium Pearl Lv. 3**. North of the treasure chest is a broken rock. Harvest the materials from it.

Continue through **C3** and open the gate to enter **C4**. Take the northern fork to find more Magi soldiers and an Elevator Activation lever. Turn the lever and take the southern fork past the gate.

There are a few more Fire Lizards, Red Scorpions, and Earth Elementals in this room. Once they have been taken care of, take the southern fork and enter the new gate. Kill the Magi soldiers and turn the second Elevator Activation lever.

Return to **C4** proper and head to the east. An Earth Dragon and a few smaller enemies bar the path. Take them out, but do not forget to harvest materials from the nearby broken rock.

At the end of this elevated pathway are several Magi soldiers and the last Elevator Activation lever. Kill the Magi before turning the lever, and grab the **Chromium Pearl Lv. 3** from the chest.



Walk down the stairs to return to the elevator. Take down the Magi soldiers who have respawned by this point and take the elevator down to **B1**.

Just outside the elevator are a Logic Stone and crate. Empty the crate and use the Logic Stone to save the game before continuing on.

There is a brand new enemy down here. The Fire Dragon is likely at a much higher level than the party, which makes it a very tough battle. At this point, however, it is an optional battle by virtue of the fact that the party's goal is in the opposite direction.

FIRE DRAGON

This beast isn't so different from an Earth Dragon, but when the party first encounters it, its high level poses a problem. Use ice magic and 7-hit combos to take it down, but expect a long battle.

Still, this is an amazing opportunity. There is a Logic Stone nearby, which lets the party heal for free, and the Fire Dragon is alone, so there are no distractions during battle. This battle can take several minutes, depending on what skills the party has equipped and what level the party is at. Make sure that the played character has +Blizzard and other high level ice spells, in addition to a full 7-hit combo.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

After beating the Fire Dragon, open the treasure chest to receive a **Mini Water Crystal**. Go down the path toward the second elevator to find another treasure chest. Grab the **Mini Earth Crystal** from that chest and move back to **C3** and push west past the Magi soldiers.

GEORAMA-ARAMA

If the party took a battering while fighting the Fire Dragon, retreat to the Logic Stone and visit Georama. Pick up more restorative items, repair the party's equipment, and take advantage of the free healing.



Take the northern fork through another gate to find a treasure chest and a rock face. Grab the **Greatsword** from the chest and take the materials from the rock face. Equip the Greatsword on the avatar.



Another Black Knave and a few Magi warriors are further to the west. There may be Magi Wizards or Archers with the Black Knave. While normally taking on the Black Knave first is the best tactic, these long-range Magi warriors can cause real problems for the party. Put them out of commission using the avatar while the other two party members focus on the Black Knave.

THREAT ASSESSMENT

Every battle is different, and sometimes enemies who are normally no threat can be a serious challenge. Take each enemy and new difficulty as it comes. If Magi Archers are constantly hampering the party in a way that cannot be ignored, switch targets and eliminate them.



To the north are more Magi, a treasure chest, and a Logic Stone. Inside the treasure chest is Heroic Barrier—an Inccorruptus-only accessory that nullifies one physical attack against all nearby party members. Equip it on the White Knight immediately, save at the Logic Stone, and move on.

The glowing star is in the ruins in the northwest corner of **B3**. Approach it to trigger a cinema. Belcitane further threatens Princess Cisna in front of Leonard, while Shapur, one of the other major figures in the Magi, is busy searching the ruins.



Belcitane's cruelty quickly escalates the situation, forcing the party into battle against the rotund villain himself, with the added menace of a few Magi warriors.



BELCITANE

Belcitane himself has around four times the HP of the Magi Swordsmen, an almost infinite supply of MP, and high attack power. This battle is going to be difficult, no matter how you look at it.

First, take out the Magi warriors. They are minor nuisances, but if they gang up on a character, they can cause serious trouble. Once they are down, focus the entire party's efforts on Belcitane.

Avoid having Leonard fight all out. He may use up all of his Action Chips, which makes summoning the White Knight impossible. If the battle proves too difficult, which it shouldn't, Leonard should transform into the White Knight and use his increased ATK to take Belcitane down with one sharp strike.

For the normal party members, this battle should be approached the same as any other. Use combos to begin the battle with a strong advantage. One strong 7-hit combo can deplete up to two-thirds of his health.

While the Action Chips from the combos recharge, use normal attacks and spells to weaken Belcitane. Spells that raise the party's DEF or ATK are a great idea, and can make the battle much shorter.



Once Belcitane has been defeated, he retreats and calls forward two Magi soldiers. They form pacts with two Gigas and disappear. The Betatria Gigas and the Betapente Gigas appear in their place.



- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

BETATRIA GIGAS & BETAPENTE GIGAS

At the beginning of the Gigas battle, the party has two options. If Leonard transforms into the White Knight, the battle can be ended quickly, but this strategy makes the next battle difficult. Without transforming, this battle is a little tough, but the next battle is somewhat easier.

If Leonard does transform into the White Knight, trust that the AI controlled party members can do their job. Make it easy on them by using Crossfire on the legs of each Gigas to knock them down and lower their evasion.

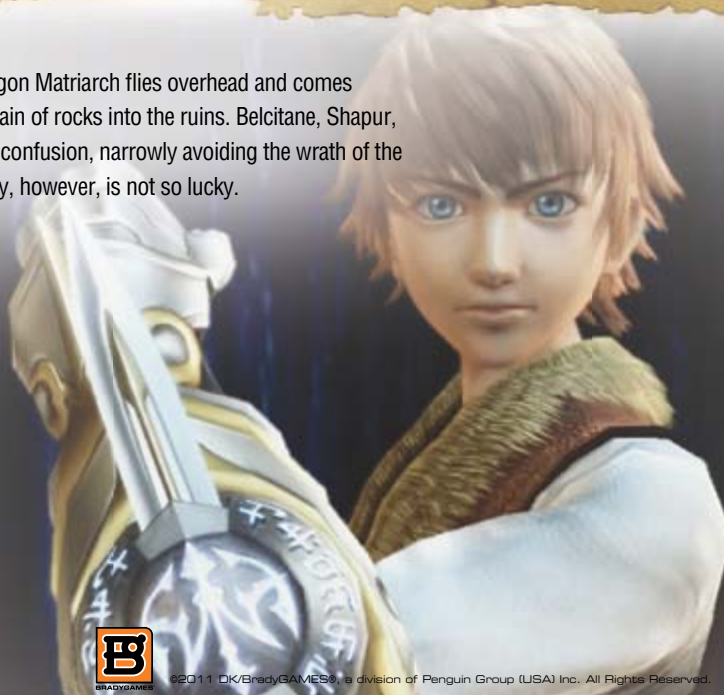
One Gigas goes down after three shots from Crossfire, but the party needs some help with the last. Continue using Crossfire on the Gigas's legs to lower its Evasion and cause tremendous damage.

If Leonard does not transform into the White Knight, the important thing to do is use high-level magic and combos, but within reason. Leonard needs to keep at least seven Action Chips in store for the next battle, but the other party members have no such restriction.

The two Gigas are harder, but fall prey to the same tactics that took down the Black Knives earlier. Focus strong attacks on their legs, then attack in concert when their evasion drops. Try to attack the same areas that the rest of the party is attacking to hasten the evasion drop.



After the Gigas fall, the Dragon Matriarch flies overhead and comes crashing down, sending a rain of rocks into the ruins. Belcitane, Shapur, and the Magi escape in the confusion, narrowly avoiding the wrath of the Dragon Matriarch. The party, however, is not so lucky.



DRAGON MATRIARCH

The Dragon Matriarch is tough. Since she has over 3000 HP, expect a long fight, particularly since the party is a little weak after the fight with the two Gigas. If Leonard is lacking in Action Chips after the last battle, switch to the avatar and let Leonard build up some Action Chips.

Once Leonard is ready, transform into the White Knight. The White Knight is limited to using Slash, Thrust, Crossfire, and Stonecutter, but that is plenty. Use Crossfire and Stonecutter exclusively, as they do the most damage of the White Knight's attacks at this point.

Keep a close eye on the other party members during this fight. The Dragon Matriarch is strong enough to take one out before a healing spell can be cast. If that happens, switch to the remaining party member and bring them back with the Divine Magic Raise. Keep the entire party alive throughout this battle, as every bit of damage helps.

The real focus of the battle should be on the White Knight. When the White Knight begins running out of MP, use a Mana Potion or Mana Potion II to refill it and continue the barrage of attacks.



After being beaten, the e Dragon Matriarch reveals that someone is due to control the Dragon's Ark.

Before the Dragon Matriarch can reveal who is to use the Dragon's Ark, Belcitane reappears and summons the Demon Tyrant Sargatanas. He tries to murder the Dragon Matriarch, but comes up short, simply managing to injure her. His attack forces her back onto a trap, mortally wounding her.

While wounded, she bestows the power upon Caesar. She's been waiting for centuries to return the power to him, and the time has finally come. She disappears in a burst of light, leaving Caesar with the Dragon's Ark.



Princess Cisna begins casting another spell, which strikes Caesar and sends Belcitane into a murderous rage. Caesar breaks from his normal easy-going nature and swears revenge. He summons Larvayne, the vermillion drake, and transforms into the Dragon Knight for the first time.

Belcitane, as Sargatanas, rushes Caesar, intent on murdering the Pactmaker and disrupting the pact. Caesar, comfortable in his new guise as the Dragon Knight, takes him head on.



SARGATANAS

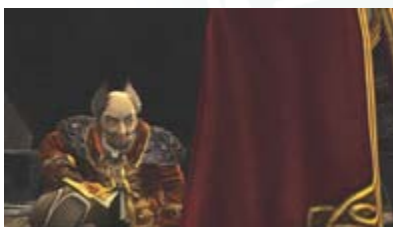
Sargatanas's stats are roughly equal to the Dragon Matriarch, but Caesar is fully rested and in a powerful Knight. He has a full complement of attacks, including Anima Spear, Rive Slash, and Sonic Spear.

Use Anima Spear on Sargatanas's Evil Eye as often as possible. The stronger attacks may be a little more powerful, but they consume considerably more MP than Anima Spear. Anima Spear strikes a nice balance between ATK and MP usage.

This battle can take a while, but the Dragon Knight is rarely ever in actual danger. It is rare that the Dragon Knight takes more than 50 HP in damage, but keep Heal Potions at the ready, just in case. When Sargatanas gathers power and boosts its ATK, get ready for a punishing blow.



After being defeated, Belcitane wonders how Caesar gained enough power to defeat Sargatanas. Before he can act again, however, Shapur stabs Belcitane in the back. Unbeknowst to Belcitane, Shapur was ordered to betray him. Before he dies, Belcitane cries out a new name, "Lord Grazel." Who this is and what his plans are a mystery, but one that shall soon be solved.



After the cinema, Caesar receives **Dragonlord's Pride**, an Incorruptus accessory. The party returns to Greede, just in time for tragedy to strike.





CHAPTER 5

THE ANCIENTS

BALANDOR

AFTER TRAGEDY COMES THE QUEST

Caesar's father has passed on, but Caesar has received the power of the Dragon Knight from the Dragon Matriarch. Even as one door closes, another opens. Despite his grief, Caesar has something of an idea of where to go to figure out the Magi's next move and their ultimate goal. It involves a trip back to where it all started in the Kingdom of Balandor.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

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BALANDOR ON THE BALAN-DOUBLE

The answers that Caesar wants are in Balandor, but you will need to find a man named Medius. He lives somewhere in Balandor, but Leonard has never heard of him, so no one is exactly sure just where he lives. The only clue the party has to go on is that he lives in a house with a blue roof.

“ARE YOU FOLKS FRIENDS OF MEDIUS?”

WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Shortsword	100	Cotton Kirtle	80	Chainmail Boots	60
Rapier	210	Cotton Cuffs	40	Copper Plate	160
Trusty Estoc	1,400	Cotton Trousers	40	Copper Gauntlets	80
Knife	100	Cotton Boots	40	Copper Cuisses	80
Stone Cleaver	210	Traveler's Robe	80	Copper Sollerets	80
Heavy Machete	1,400	Traveler's Sarong	40	Plate Armor	1,600
Bastard Sword	350	Traveler's Shoes	40	Plate Gauntlets	800
Battle-Axe	350	Chrome Robe	800	Plate Cuisses	800
Spear	210	Chrome Cuffs	400	Plate Sabatons	800
Hickory Bow	100	Chrome Braccae	400	Buckler	70
Gilded Bow	1,400	Chrome Shoes	400	Leather Shield	140
Oaken Staff	100	Chainmail	120	Tough Shield	700
Eldertree Staff	210	Chainmail Gloves	60	Shell Shield	900
Silver Crosier	1,400	Chain Trousers	60		

Stop by the merchant district before heading to main street. Check out Marsha's shop, as she has received some new stock from Shamara, one of the finest smiths in the land. While her weapons may be a little out of date for a party that's been kept on the bleeding edge of equipment, the Plate Armor is good for characters that are weak in DEF. It requires Level 20 or higher and bestows DEF 19 onto its wearer.



The party arrives in Balandor by way of the southeastern gate, but isn't sure where to go. In a remarkable coincidence, Juroga and Simon are nearby and talking about Medius himself. Speak to them and they remember his name and what his house looked like. He lives on main street in a "stylish house." It's not much, but it is enough to go exploring.

Visit the Adventurer's Guild and purchase any new quests, as well. Catherine's accessory shop is still in business, though she remarks that she has "kids to feed," so it seems like the economy has taken a downturn after the death of the king.

Once these preparations are taken care of, proceed to main street. The stylish house is at **E10**. Approaching the door causes an older woman to call out to the party.

When Leonard asks her about Medius, she remarks that the plague killed him last year.





BALASTOR PLAIN

WHERE'S SETTI?

All is not lost. Medius' son, Setti, is still around. He's been going to a cave in Balastor Plain to pick up rocks. It is not much to go on, but it is definitely worth a look. The party exits Balandor and goes to Balastor Plain.



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Quests Unlocked



BACK TO THE PLAIN

Just like before, Leonard must travel to Balastor Plain. This time, however, Leonard is searching for someone, rather than traveling to Parma. This should be a short trek to the cave in Balastor Plain, and maybe even a short trip down memory lane.



“YOU’RE TALKING NONSENSE, MY BOY.”

The cave Setti has been traveling to is at **G3**. Considering that the party enters Balastor Plain via **C2**, they have quite a hike ahead of them. While this would seem to be no big deal, it is considering that since the party’s last visit to Balastor Plain the Polkans, Kibbles, Trolls, Treants, Troll Kings, and Giant Vespids have been given a boost and now match the party’s levels. A reckless party can easily fall prey to multiple Giant Vespids.



SURPRISE!

Things have changed since Leonard’s last trip through Balastor Plain. Enemies that were once low-level pushovers are now nearly comparable in level and might to the party itself. Do not get overwhelmed by the formerly weak enemies by attempting to take on several at once.



There are no giant enemies between **C2** and **G3**, so the party is safe in that respect. This is a perfect time to do some quick leveling, since the enemies are stronger than before, but still weak enough to go down in one or two rounds. If the party is still weak, put in some time killing Giant Vespids and Kibbles on the way to Setti.

Entering **G3** triggers a brief cinema. Caesar knows that something is off-kilter about Eldore, but not exactly what. Eldore is gruff and secretive in response, and continues on with the party toward the cave’s entrance.



Save at the Logic Stone before entering, just in case. The Waterfall Cave is empty of enemies, but it never hurts to maintain a record of the game’s progress.

Follow the twists of the cave to the glowing star. Setti is inside and being chased by several Trolls. Before Leonard and Caesar can intervene, the Black Knight takes the trolls out and glares at the party.

In a rage, Leonard transforms and rushes the Black Knight. Yulie quickly explains the situation and asks Caesar to transform into the Dragon Knight to help Leonard against the Black Knight.





BLACK KNIGHT

With the Dragon Knight and the White Knight allied against the Black Knight, this battle is a piece of cake. Repeatedly attack the Black Knight's legs with Crossfire, Slash, or Thrust. When the Black Knight drops to a knee, his evasion is lowered, giving the Dragon Knight free reign to attack with no fear of the attack being blocked or missing.

After a couple rounds of battle, the Black Knight falters and falls to its knees. Though it seems to have weakened, that isn't the case. In reality, the power of the Knights is resonating.

The battle quickly resumes. The White Knight's strikes do more damage now, as do the Dragon Knight's. Keep using Crossfire on the Black Knight's legs while the Dragon Knight uses whatever attacks are at his beck and call.

Sometimes, the Black Knight uses Dinivas Boon. This restores several hundred HP to the Black Knight, which serves to make this battle even longer.

After the Black Knight uses Dinivas Boon, switch to striking its head. The party loses a chance to take advantage of the Black Knight's lowered evasion, which in turn makes the Black Knight more dangerous to fight. On the other hand, the party can negate the Dinivas Boon in just a few rounds, rather than the six or seven that it would usually take.



Once the Black Knight goes down, he falls back, sprouts wings and escapes into the air. After a quick discussion, the party turns to Setti and begins asking questions. He reveals that he knows quite a bit about the knights...but, in the middle of a plain filled with hostile creatures is no place to discuss the Knights. He suggests that they return to Balandor.



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



BALANDOR



SECRETS REVEALED

Once Setti has been rescued, the party returns to Balandor and Setti's house to learn the secret history of the world. Setti has several surprise revelations for the party, so sit back and listen.

"SO THEY TURNED BABIES INTO KILLING MACHINES?"

Setti knows the hidden history of the world and is more than willing to share it with the party. His tale is succinct and without any semblance of flair. He tells them of how the Athwani and Yshrenians brought the Dogma Age to a bitter and bloody end.

The only guidance Setti has is that the party should visit Sinca Village. More answers await them there.

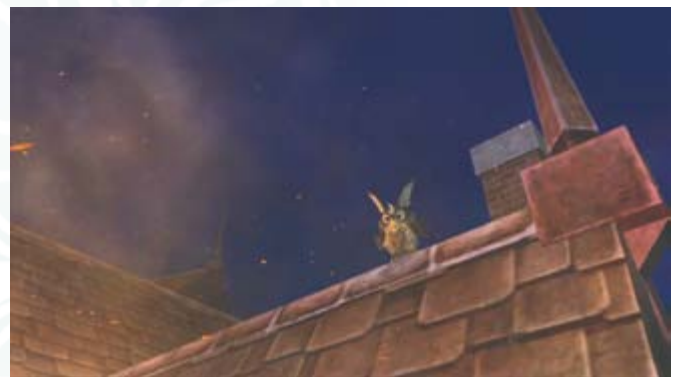
Head toward the southeastern gate of Balandor. There is a glowing star between **J9** and **K9**. Walk toward it to activate a cinema.



The party is waiting for Setti at the gate, but he's late. A man runs up and says that there has been an explosion at the south gate and that a man was killed in the blast. By the time the party gets there, Setti's house has gone up in flames.

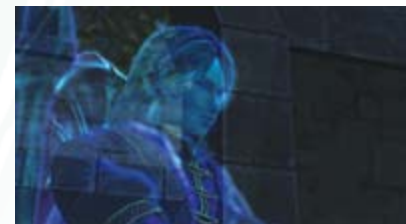


Yulie spots a Bigelow observing the house and the party gives chase as it takes off. They catch up with it, and it delivers a message from Grazel, the true leader of the Magi.



He introduces himself and makes an offer to Leonard. The Magi wants the Knights who are willing to exchange Princess Cisna for the Arks that Leonard and Caesar bear. Grazel and the Magi will be waiting by Thaumus Rock in Frass Chasm tomorrow morning. The party must decide by then.

Caesar suggests taking the gondola from Greede to Frass Chasm. Leonard agrees, and the party sets off once again. Go to Greede and ride the gondola to Frass Chasm.





CHAPTER 6 FRASS CHASM



TWO FOR ONE

Grazel gave the party two options: deliver the Arks to him and surrender, or never see Princess Cisna again. The party has no other course of action, so they set out toward Thaumus Rock to meet Grazel. They do not intend to go down quietly, despite his threats, but figuring out how to thwart Grazel and rescue the Princess is proving difficult.

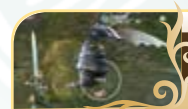


AN ETHEREAL AREA WITH VERY REAL DANGER

To get to Sinca Village, the party has to pass through Frass Chasm. Frass Chasm more than lives up to its name; it is crawling with exciting new types of bugs and enormous flowers. Of course, every new area brings with it new danger, so the party proceeds with both haste and caution in equal amounts.

"I'M GUESSING YOU DON'T KNOW
WHAT THE WORD 'FRASS' MEANS."

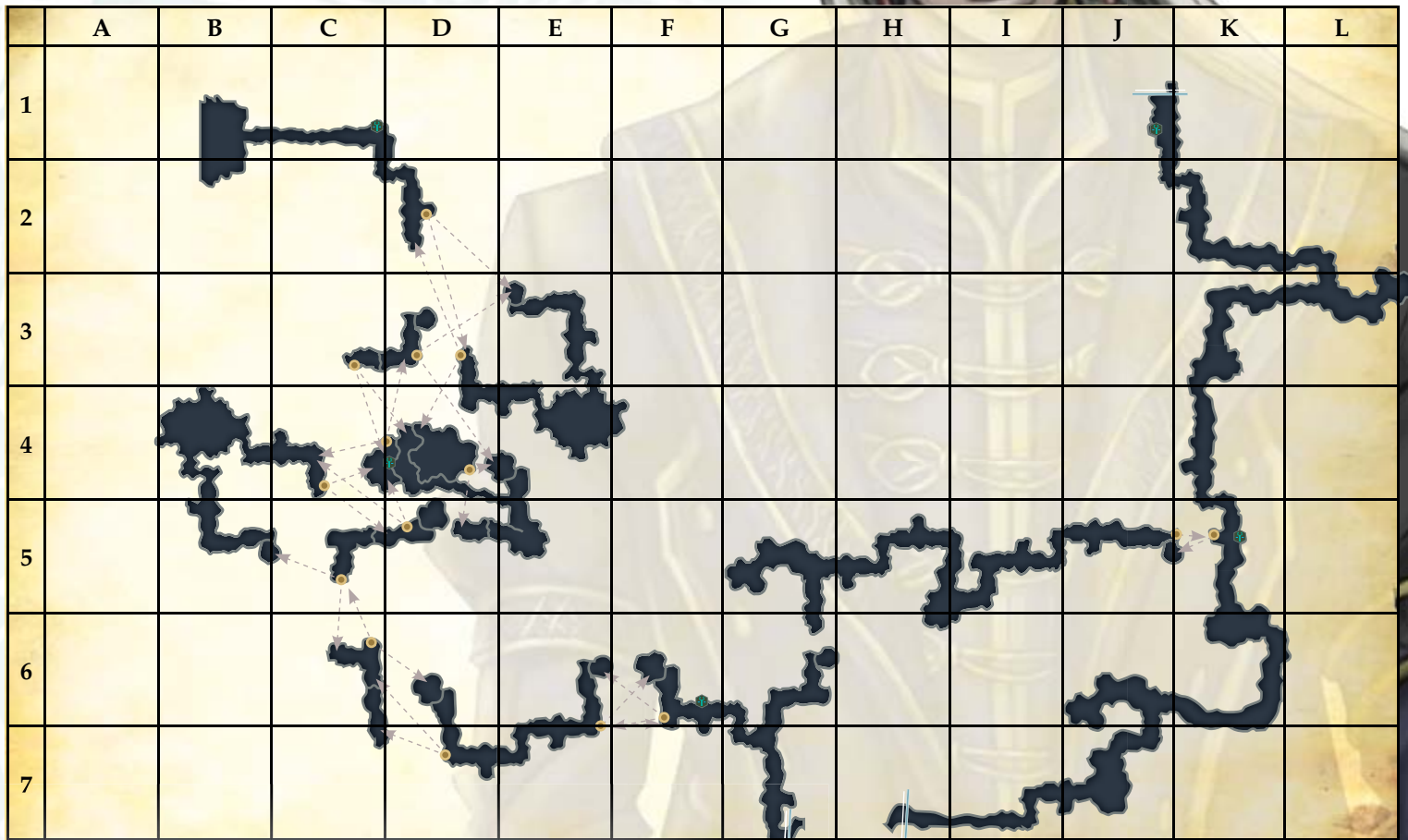
Frass Chasm has a number of giant creatures, such as Troll Kings, Treants, and Pygmy Greavers, in addition to Poison Vespids, Killer Vespids, and Scorpions. The glowing star is in **H7**, and the monsters are bent on making the trek as difficult as possible on the party.



POISON VESPID

Poison Vespids, as their name implies, are extremely poisonous cousins to Killer Vespids and Giant Vespids. Keep Antidote Grass or anti-poison armor equipped when battling Poison Vespids.





South of the party's entrance into Frass Chasm is a winding cave. The cave is devoid of enemies, so continue on to **K2** and the first wave of enemies. Waterspider Sprogs are familiar to the party, but Umbral Flowers are new.



DON'T GET TOO FAR AHEAD

There are several Giant Dandelions scattered around Frass Chasm. While they serve a purpose later in Leonard's quest, they cannot be utilized right now. For now, these are simply part of the scenery. Ignore them and move on.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

UMBRA L FLOWER

Umbral Flowers are even more malicious and dangerous than Fatal Flowers, their lesser cousins. Expect paralyzing attacks and long-range damage when encountering Umbral Flowers.

Umbral Flowers are a more vicious version of the Fatal Flower from Greydall Plain. They can use paralyzing gas to paralyze party members, but only one at a time. Waterspider Sprogs are simple to handle, in comparison. A party full of hard-hitting characters can put one down in one round or three strikes, so aim for the Umbral Flowers first.

There are several Umbral Flowers and Waterspider Sprogs in this area. Attacking one means that the party must take almost all of them on, as the movements of the party and the enemies draws the attention of other monsters as the battles go on. Keep a cool head and focus on one beast at a time to prevail.

East of the Waterspider Sprog and Umbral Flower infestation is a Treant. Lure it to the party with a long-range wind skill, such as Crosswind or Windlash. Just past the Treant are more Umbral Flowers and Waterspider Sprogs and having them aggro while battling the Treant could be disastrous for the party.



After taking down the Treant, follow the path to the east. Another tightly packed group of Umbral Flowers and Waterspider Sprogs are nearby. This mix of enemies can slow, shackle, and paralyze the group, so be wary when fighting more than one creature at a time.

Open the chest near these creatures and take the **Chromium Pearl Lv. 3** that is inside. South of the chest is a fork in the road. Bear to the east at the fork to find more Spider Sprogs, a Treant, and a Troll King. Take on the Treant first.



Once the Treant's down, move on the Troll King. The Spider Sprogs and Waterspider Sprogs in this area can make life very difficult, but trust the other party members to handle them. Focus attacks and short combos on the Troll King to bring it down. There are harvestable flowers and a treasure chest containing a **Scale Shield** inside. Go to the west.



KILLER SCORPION

Killer Scorpions, though tough, are weak to earth elemental-based attacks. Avoid using wind magic, since the Killer Scorpions are strong against it.

Fight through the Waterspider Sprogs, Spider Sprogs, and Umbral Flowers to find a new enemy: Killer Scorpions. Killer Scorpions have high DEF, and take a few rounds to beat if the party uses only physical attacks. Throw in combos and magic to take them down. After getting rid of all the enemies, examine the flowers on the southern wall to find materials.

After this encounter is over a wild wind whips through the chasm, signaling the arrival of a Greaver, an enormous monster with spines on its back. Windwalkers, a tribe of Papitours who live in Frass Chasm, are attacking it with their gliders and harvesting gas from its glands.



Eldore informs everyone that the Greaver gas is going to prevent the party from continuing on for now, so they decide to make camp for the night. They build a campfire, cook dinner, and get ready for rest. Caesar recognizes that Kara is the Black Knight, something that she has managed to keep hidden all this time.

Rather than killing Caesar, Kara shows mercy and they have a conversation. Caesar doesn't believe that she's the Black Knight, but Kara is adamant that she is General Dragias. When the party breaks camp, Kara is still with them. Caesar has chose to keep her secret to himself, for now.

The party regroups in the southern area of **K3**. There are flowers to harvest to the northeast of the doused campfire. Once the materials have been taken, go to the south. There are more Spider Sprogs and Waterspider Sprogs laying in wait for the party, with a Killer Vespid lurking in the distance.



Waterspider Sprogs, Umbral Flowers, and another Troll King are in the cave to the south. Use area of effect spells on the normal-sized enemies, as they tend to bunch up in groups when attacking the party, and strong combos on the Troll King. Save at the Logic Stone to the south.

To the west of the Logic Stone is treasure chest with a **Lump of Gold** inside. Examine the giant dandelion nearby: the winds are too calm to cross the gorge. Continue moving to the south.





In **K6** is a major encounter. A Direspider drops out of the sky and lands directly in front of the party. Though Caesar thinks that this is a huge spider, Kara quickly informs him that it is a small one. Frass Chasm is a place of real danger.

The Direspider is unavoidable and has at least 2,000 HP. Though the Direspider battles were a challenge in Greede, the party is much stronger now. The Direspider's legs and head are weak to slashing attacks, which makes this battle simple for the party.



A group of Umbral Flowers and Waterspider Sprogs are nestled into the bridge. Defeat them and harvest the materials from the broken rock at the end of the bridge.

The bridge exits onto a group of Killer Scorpions and a Troll King. Wait for the Troll King to walk to the west before trying to attack the first Killer Scorpion. Hit it with high-powered magic rather than trying to kill it with physical attacks. Once the first Killer Scorpion is down, turn the party's attention to the Troll King and the remaining enemies.



TRAINING IS EVERYTHING

Make sure to keep the party's skills up to date! Whenever someone levels up, take a breather and have them learn whatever new skills they can. This gives the party greater flexibility in battle and allows the party to take care of passive healing.



Any Longsword users should use Last Resort, a skill that sacrifices some HP for a guaranteed critical hit. Do not use it more than two or three times, but each use drains around one hundred HP from the Direspider. Focus attacks on the Direspider's legs. This knocks it off-balance and forces it to collapse, lowering its evasion. The more often it is off-balance, the less damage the party takes.

After the battle, Kara gets injured, prompting Caesar to help her. He demonstrates his trust in Kara and walks away, leaving her confused.

To the south is a land bridge. Before crossing it, grab the **Light Shell Armor** from the treasure chest and equip it on the avatar. DEF 20 is a good asset to have on the battlefield, particularly if the avatar is a Longsword user.



DIRE WATERSPIDER

The Waterspider Sprogs, when fully grown, turn into these sleek beasts. They have similar abilities as the Waterspider Sprogs, and can slow a character down easily. They are weak to fire, just like their brethren, so use strong fire magic against them.

The cave to the west holds a new threat: Dire Waterspiders. There are two in the cave, along with a handful of Poison Vespids. Dire Waterspiders have slightly less health than the Direspider the party just fought, but are just as tough. The fact that there are two Dire Waterspiders here means that the party is going to have to take a few lumps before the battle is over.

KNOW YOUR ENEMY

Use Inspectacles or consult the Bestiary in this strategy guide to discover weaknesses for enemies. Knowing an enemy's weakness can quickly turn the tide of battle in the party's favor or avoid wasting time attacking a body part that is strong.



Take care of the Waterspider Sprogs and Umbral Flowers first. Being slowed or shackled makes this long battle even tougher than it should be. Once the normal enemies are taken out, focus on one Dire Waterspider at a time. Hit their legs to bring them down, just like the Direspider, and use fire spells or combos on their head.

After the Dire Waterspiders go down, open the treasure chest and retrieve the **Guardian Pearl Lv. 3**. Exit the cave.



Walk down the winding southward path. Soon, the party spots a Windwalker struggling with a broken glider. Yulie suggests helping him fix the glider, Leonard agrees. As they approach, however, a Pygmy Greaver appears and threatens the Papitaur. Leonard and Caesar leap into action, transforming into their respective Knights.



PYGMY GREAYER

These are tiny versions of the giant Greavers that roam the floor of Frass Chasm. They are weak to wind magic and strong against earth, but their heads are vulnerable to physical attacks.

Pygmy Greavers are tough, but not when put up against two powerful Knights. Use Slash on the Pygmy Greaver's head while the Dragon Knight uses its special attacks.

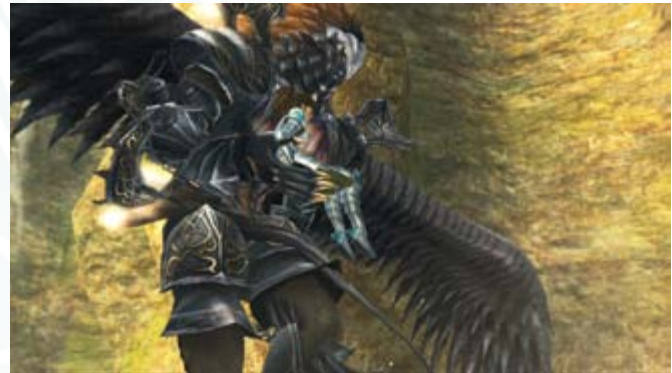
Since there are no party members to worry about, there is not much use in attacking the Pygmy Greaver's legs. Using Slash is as effective as Crossfire, but there's no reason not to use +Wildfire or another powerful attack to finish off the Pygmy Greaver with a bit of flair.



The Pygmy Greaver slips off the cliff, but manages to pull Caesar down with it. Kara slips out of sight, transforms into the Black Knight, and rescues him.

The Papitaur the party rescued is named Rocco. Rocco has a habit of narrowly avoiding death and is very grateful for the party's help. He swears to repay them and glides away.

The glowing star is in **H7**, directly to the west. Other than a few Spider Sprogs and Waterspider Sprogs, the rest of the trek is uneventful. Cross the land bridge and exit.

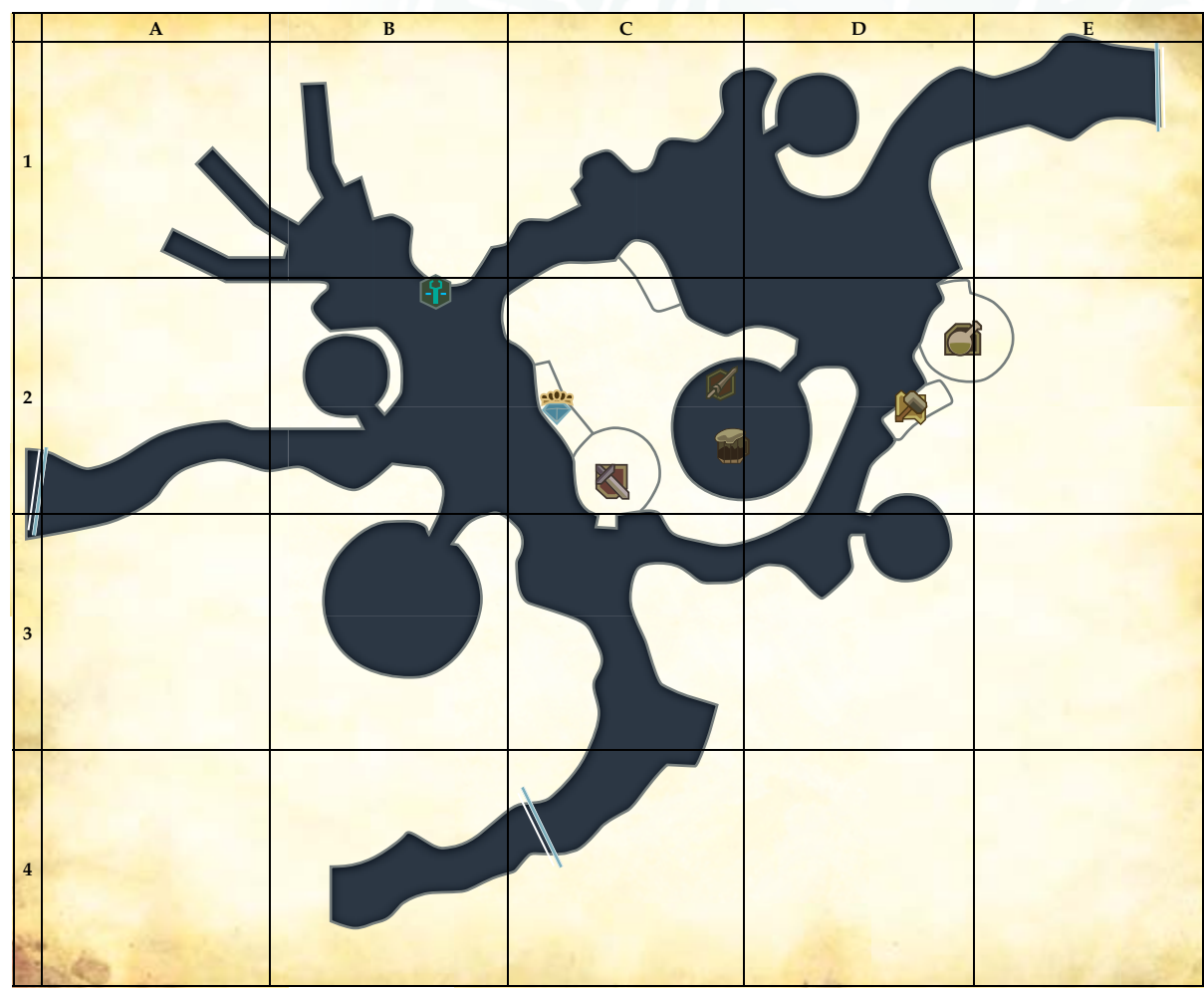




BACCEA

BURNED?

The party comes across a village in the middle of Frass Chasm. Eldore becomes worried, suggesting that the party go around the village, but it is too late. The Windwalkers have spotted the party and are ready to kill the "nincompoops" who dared trespass upon their village.



- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

Quests Unlocked



UH OH, WE'RE IN TROUBLE

The Windwalkers want to put the party to death by exploding a spiked bomb in their midst. The party struggles with all their might, but gain no ground. Luckily, Rocco lives in this village and has a chance to repay his debt to the party. He spares their life and Osmund, the chief of the village offers the party help.

“FOR NINCOMPOOPS, THE SENTENCE IS... DEATH!”

TAKE ADVANTAGE OF FREE TIME

The party is nearing the end of their quest and things are getting more difficult. Take this time to do some questing and make sure that the party's levels are high enough to survive the coming battles. Work on the Georama, as well, to allow for easy item creation while spending time in an area.



WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Heavy machete	1,400	Papitaur Braccae	560	Shell Braccae	770
Gilded Bow	1,400	Papitaur Boots	560	Shell Boots	770
Papitaur Coat	1,000	Light Shell Armor	1,500	Scale Shield	900
Papitaur Gloves	560	Shell Vambraces	770	Heater Shield	1,400

After being freed, the party is released into Baccea. Go to the northeastern edge of **C2**. Open the treasure chest and take the **Guardian Pearl Lv. 3**. Visit the shops around town to upgrade and repair the party's equipment. Drop by Rudiger's Binding Post to donate outdated weaponry and items to gain rank in binding.

Near the accessory shop in **C3**, a young Papitaur named Mearle is drawing a picture of Sir Thaumus. Thaumus was a friend to the Windwalkers and is well remembered even to this day.

There is a treasure chest with a **Chromium Pearl Lv. 3** on the docks in **B2**. Collect it and look for citizens to recruit for Georama. Once the party's preparations are complete, exit the village via the glowing star in **A3**.

The party returns to Frass Chasm to find Thaumus Rock.





FRASS CHASM



THE LEGEND OF THAUMUS

While passing through Frass Chasm, Caesar fills the party in on the legend of Thaumus, a troll who fought against the Knights in the distant past. The Knights were much scarier and more powerful in the past than they are now, and simply putting his life on the line for the canyon made Thaumus into a well-remembered hero.

“THE KNIGHTS KILLED HIM IN THE END.”

The party reappears in **G7**. Turn west at the fork and save at the nearby Logic Stone. Approach the Giant Dandelion to be introduced to a new gameplay element.

The Giant Dandelions allow the party to cross the wide chasm safely. The Giant Dandelions must float in the same direction that the wind is blowing, so pay attention to the direction that the smaller flowers are floating toward. Using the map and correctly judging the wind allows the party to go exactly where they wish to go. The wind changes direction once every 90 seconds, so if the party misses its chance, simply wait a few moments for the wind to change again.

Wait for the wind to blow to the north before grasping a Giant Dandelion. The party rides the dandelion to a raised outcropping with a harvestable flowerbed. Move south to the next Giant Dandelion.



Wait for the wind to blow to the north once more and cross the chasm to the northeast. Open the chest on this platform to retrieve a **Chromium Pearl Lv. 4**. Head south and use the Giant Dandelion to cross the gorge again.

To the west are a Troll King and several smaller enemies. Inside the caves are a Treant and a small number of Spider Sprogs. These should be no challenge at all by this point, so continue to push westward.

Use the Giant Dandelion in **D7** to cross the gorge to the south. As soon as the party lands, they are thrown into a fight with the nearby Spider Sprogs and Poison Vespids. Defeat them and the Treant, then take the **Guardian Pearl Lv. 4** from the treasure chest. Take the next Giant Dandelion to the north.



The party is faced with a choice in **C5**. Going north pits the group against a Pygmy Greaver and a small number of normal enemies. The problem is that the party cannot pass this area due to a low wall. If the Pygmy Greaver is too daunting, skip it and take the Giant Dandelion north. If not, beat it and do the same.

B5 holds Umbral Flowers, Killer Scorpions, Waterspider Sprogs, and Spider Sprogs. A little north, however, may be the party's worst nightmare: two Pygmy Greavers and a fistful of insectoid enemies. It is essentially impossible to sneak through this area without fighting one of them, and fighting one tends to attract the other, so get ready for a rough battle. Use +Slow on the Pygmy Greavers and +Haste on the party to gain an instant advantage.

North of the Pygmy Greavers is a treasure chest. Grab the **Dragonlord's Barrier** from it and equip it on Caesar. It increases the fire resistance of nearby party members when Caesar transforms into the Dragon Knight.

Take down both Pygmy Greavers before leaving this area. It may be a couple of tough battles, but the experience gained by completing the battles is worth it. When finished, proceed east through the narrow passage.



CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST



Take the Giant Dandelion in **C4** to the south. There is a **Heater Shield** in the treasure chest right by the landing point. Equip the Heater Shield on Leonard and take the Giant Dandelion in **D5** north. Beat the Umbral Flowers or Killer Scorpions waiting for the party and save at the Logic Stone.

Use the Giant Dandelion in **D4** to travel north. Go west to find a treasure chest with a **Sai** inside. Go north on the next Giant Dandelion again to land on an outcropping over the Logic Stone. Drop down to the Logic Stone and take the Giant Dandelion north once more.

The party lands near another Giant Dandelion. Once again, ride it to the north. Go east from the landing point and follow the path around to the south. A Troll King and half a dozen Killer Scorpions are laying in wait for the party.

Steamroll the Killer Scorpions and Troll King. Take a moment to rest, because there is a rough battle ahead in **E4**. Two more Pygmy Greavers and around ten small enemies are ready and raring for battle. Try to pick off as many normal-sized enemies as possible before going after the Pygmy Greavers. Crack open the treasure chest in **F4** to find an **Ento Tachi**, a Katana that's a perfect replacement for the avatar's Greatsword.



Go to the Giant Dandelion in **D3** and go south. Wipe out the Pygmy Greaver and open the chest on the northeastern corner to find **Shell Boots**. Take the next Giant Dandelion south, too. On this platform is a treasure chest with a **Mini Wind Crystal** inside.

Return to the Giant Dandelion in **D3** and go north this time. The party is within spitting distance of Thaumus Rock now. Travel north and save at the Logic Stone. Walk to the east to approach Thaumus Rock.



The party finally comes face to face with Grael, the true leader of the Magi. He has control of Princess Cisna and will only relent if Leonard and Caesar give up control of the Arks.

Leonard's demands for the Princess's release fall on deaf ears, so he and Caesar remove their Arks and place them at Grael's feet. True to his word, Grael releases Princess Cisna. Princess Cisna seemingly betrays the group and attempts to stab Leonard, who quickly pushes her away. Kara reveals her true allegiances and holds Caesar at sword point, surprising everyone.

The true Princess Cisna, still on the monoship, uses her power to open Thaumus Rock and save the party. Kara quickly transforms into the



Black Knight and the false Cisna turns into the Lamia Comitis, a fearsome Gigas. Leonard and Caesar activate their Knights and rush into battle.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

Order Caesar to focus his attacks on the Black Knight by pressing **L3** while Leonard does the same. Use Crossfire on the Black Knight's head two or three times in a row. Caesar's attacks heavily damage the Black Knight as well. The Lamia Comitis is, for now, a non-entity. Focus on the Black Knight for the best results.

After a few short rounds of this, the Black Knight and Dragon Knight rush Thaumus Rock to take the powerful weapon hidden within it, but both are repelled, unable to hold the power.



Princess Cisna speaks directly to Leonard, showing off one of her new powers, and tells Leonard that he must get the sword in the stone. Only one who is true to Thaumus's spirit can lay hands on the sword, ensuring that a true hero is the only one who can wield the power.

Leonard dashes forward as the White Knight, realization dawning in his mind, and slams a fist into the rock's eye. He draws forth the sword Talion from the eye and unlocks the protection of the ancients.

Leonard's new power disturbs Grazel, and he orders the Kara to stand down. She does as ordered and the Lamia Comitis stalks forward.



LAMIA COMITIS

Leonard now has Talion, one of the greatest weapons in the history of the world. The Lamia Comitis doesn't stand a chance against the newly upgraded White Knight and the Dragon Knight.

Use Slash or Bladestorm against the Lamia Comitis's head to soften it up as soon as the battle begins. Use +Talion twice to shave off nearly 3/4 of the Lamia Comitis's health.

Caesar should be using Dragon Dance and other powerful attacks, drastically increasing the damage the party causes. Follow that up with Bladestorm to put the nail in the Lamia Comitis's coffin.



When the Lamia Comitis falls, Grazel and the Magi retreat. The wildlife in Frass Chasm has been disturbed and something enormous is coming. While Kara is torn between following Grazel and staying with Caesar, she decides that she cannot stay with the party any longer. She walks into the black monoship as it escapes into the sky.



The sounds of battle awakened the horrors of Frass Chasm... the Greavers. In a stroke of luck, however, the Windwalkers appear and fly the party to safety, far out of the range of the Greavers, or so they hope.



The Greavers are enormous creatures with sickening speed that create rough turbulence all around them. The party gets caught in the Greaver's spines and fall onto its back, a verdant and dangerous area.



Eldore suggests moving to the front of the Greaver and attacking its antennae to slow it down. Caesar thinks that that idea is insane... but it might work. Osmund, ashamed of his failure while flying, joins the party for the time being.



Save at the Logic Stone and fight the Waterspider Sprogs and Umbral Flowers in the area. Proceed south to the fork and continue moving south toward the glowing star in **B2**.



Greaver gas douses the party while they move forward, quickly followed by one of the Greaver's antennae erupting from the ground. The party grips its weapons and prepares to attack.





GREAVER ANTENNA

The Greaver Antenna is accompanied by 12 Antennae, thin, wiry protrusions that can put party members to sleep or cause light damage. However, they have low HP so before attacking the Greaver Antenna, order the party to attack the main player's target and focus on the smaller Antennae.

The party should work its way around the Antennae in a counterclockwise motion. Osmund and the AI characters can handle healing duties; simply focus on them using Hack or Slash. Do not use any attacks that involve MP or AC, as that should be saved for the Greaver Antenna itself. The problem, of course, is that the Antennae respawn after a certain amount of time. Take out only ones near the party to decrease the chances of being KO'd or falling asleep while fighting the big Greaver Antenna.

Once the nearby Antennae are down, the party is free to take care of the Greaver Antenna itself. Open up with a large combo, five hits at minimum, and keep hammering it with heavy attacks.

The Greaver Antenna can increase its ATK, so keep debuffing spells at the ready. Casting +Haste on the whole party is a great way to stay ahead of the Greaver Antenna, as is dropping the Greaver Antenna's DEF. The Antennae come back during the course of the battle and can put the entire party to sleep or poison them, so watch out.

Use Cues during combat to get in last minute saves. When the party is low on HP, using a Cue causes a party member to focus on healing the group. When the party is safe, a Cue tells a party member to use a lengthy combo. Stay on top of healing and buffing to keep the party alive. This battle is difficult without any positive status effects, so make sure that the party is buffed at all times.



Once the Greaver Antenna goes down, the Greaver rears back and collapses, giving the Windwalkers a chance to swoop down and rescue the party.



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



BACCEA

FAILURE AGAIN?!

Once again, the Magi slip away in the confusion, taking Princess Cisna with them. The quest is not a total failure, Leonard and Caesar still have their Arks, but the obstructions are beginning to wear the party down. The betrayal and departure of Kara is just another reminder of their failure.



Quests Unlocked



THIS CAN'T BE RIGHT

Though they have once again failed to achieve their goal, and were even betrayed by a friend, the party has grown over the past ordeal. Leonard has gained access to Talion, a fearsome blade, and the party's bonds stayed true after the cruel betrayal of Kara.

"YOU HAVE A VISITOR."

The party reconvenes in Baccea just in time for a visitor to arrive. Just when all is lost comes a ray of hope. Save at the Logic Stone, taking a moment to adjust the party's inventory and disposing of unneeded items, and then proceed to the headman's hut in **B4**.

Inside the hut is Setti, mysteriously back from the dead. He explains that he went into hiding and that the man who was killed was a townsman from Balandor. Setti felt compelled to visit Baccea to catch up with the party because he could sense that the conflict was escalating.

When asked, Setti suggests that the party go to Sinca Village. Eldore recognizes the name, remarking that Sinca Village is "where it all began." There is a great rift west of Baccea known as the Dogma Rift. Setti joins the party as control returns to the player.

Exit Osmund's tent and walk to the glowing star in **C4**. The party waves their goodbyes to the Windwalkers and Rocco and sets out on the way to Van Haven Waste.





CHAPTER 7

AN ANCIENT HEART BEATS AGAIN

VAN HAVEN WASTE

ESCALATION

Grazel has been stymied multiple times now. His first failure was with the White Knight, then in the desert, and again when the Magi tried to acquire the Dragon Knight. Despite all of that, he still has Princess Cisna in his clutches and the openly traitorous Kara on his side. For now, he still holds all of the cards.



Quests Unlocked to

LAGNISH DESERT

A Grave Matter

NORDIA TUNNELS

The Lost Children



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THE LOST WASTELAND

The Van Haven wastes are adjacent to Dogma Rift, the place where the land was torn asunder years ago. This is very close to where this entire saga began and ended thousands of years ago, a fitting end for this phase of the quest.

“KARA IS THE PACTMAKER OF THE BLACK KNIGHT.”

Caesar reveals that Kara could not possibly have been the same General Dragias as the one who assassinated the king of Balandor. Instead, she was probably planted in the party to assassinate Leonard. Caesar insists that Kara isn't a killer, despite what she's been ordered to do.

Leonard realizes that Grazel is behind the entire charade, while General Dragias the Black Knight is simply the public face of his reign of terror. Caesar isn't sure who actually killed the king, but he believes in Kara. What's important now is getting to Sinca Village and getting some hard answers.



The party needs to get to the glowing star in **B2** to reach Sinca Village, but between here and there are enormous beasts, including a free-roaming Pyredamos, several vicious enemies, and eerily lit caverns swarming with Waterspider Sprogs.

Proceed to the west to be introduced to the enemies of this area. Jackals and high DEF Scorpions freely stalk the wasteland, eager to cause trouble for the party. Farther to the west, in **H2**, is a Cerberus, who has Jackals and Scorpions backing it up. Pick off as many small enemies as possible before going after the Cerberus. It only has a couple thousand HP, but it is still a powerful enemy.

In the southern tip of this area is a treasure chest. Open it to find a **Chromium Pearl Lv. 4**. Go north to the hole in the ground. Drop down to find the first underground area in Van Haven Waste. Each underground area is connected to at least two aboveground sections, making the underground the only way to pass between areas and reach **B2**.

There are small clusters of Waterspider Sprogs in this area. Their level may be slightly higher than the party's, but they are no threat. Counteract their Web attack with +Haste and use light attacks to bring them down. Grab the treasure chest from **F2** and a **Mini Water Stone** is sent to Item Storage. Continue south to the fork and turn east.



At the next fork, continue south. Past the Great Door in **G3** is a room with several Waterspider Sprogs and an Ice Dragon. Battling them is entirely optional. Snag the **Papitaur Boots** from the treasure chest and exit the room if the party is too weak for the battle right now.

Go north and take the eastern turn at the fork just past the Great Stone Door. A Wind Dragon and several Jackals own this part of the waste. Take them down and move on. The treasure chest in **J4** has a **Chromium Pearl Lv. 5** hidden inside. Take it, then enter the raised path in **I3** to access the lower part of this area. Follow the path, fighting Scorpions, Basilisks, and a Cerberus along the way to the cave entrance in **H4**.

This cave is largely free of enemies. Expect a small number of Waterspider Sprogs and Basilisks. Do not miss the treasure chest in **G5**: inside is a **Mini Fire Stone**.



Turn west at the fork in **G4**. Follow this path to the south, dodging the Ice Elementals. Save at the Logic Stone and go outside. There is a Pyredaemos in **F5**, within sight of the party, but it is on a different level and far enough away that the party is safe.



Regardless, go east and north to find the next obstacle. Two Wind Dragons are in charge of these plains. Try to battle one Wind Dragon at a time, else the party risks being overrun and completely wiped out. Using the White Knight or Dragon Knight is a sound move and can quickly end both battles.

The northern tip of **F4** has a treasure chest, which in turn has a **Sorcerer's Wand**. Continue east to find another Wind Dragon and a **Guardian Pearl Lv. 4** in the southern end of its local area. Re-enter the underground.

This section of the caves has one or two Ice Giants in its dark corners. Proceed to the fork at **F6** and go south. The cave exit leads to another Wind Dragon and a chest with a **Sai** inside. If the party already has a Sai, it is fine to skip this and continue west to the Great Stone Door in **E5**.

Past this Great Stone Door are an Ice Giant and two Basilisks. Defeat them and retrieve the **Grandsword** from the treasure chest. Immediately equip it on Leonard, as it has fairly high attack power.

Take the western ramp down to the next Great Stone Door. Take the southern route at the fork in **E4** to find the area with the previously spotted Pyredaemos. Defeating it, and its normal-sized companions, gives the party access to a **Papitaur Coat** in a treasure chest. The Papitaur Coat has lower DEF than the equipment the party should have, so feel free to bypass it.



Go east at the fork to find a Great Stone Door with a glowing gem. Open it and pass through into a lightly grassy area. Save at the much-needed Logic Stone. Before entering the Great Stone Door on the western wall, go northwest and turn east, dropping down near the waterfall, to find a **Fiendslayer** in a treasure chest. Give it to Caesar and equip it on the Dragon Knight.

Return to the western Great Stone Door and enter it. Proceed forward and head south when the path comes to an abrupt end. Ignore the treasure chest on the ledge for now.



Going south brings the party back into daylight. Proceed south, sneaking past or battling the twin Cerberus on the way, until the party comes to **D5** or **E5**. This area has a Wind Dragon and several Basilisks and Scorpions. Take all of them out on the way down into the cave once more. Follow the underground path south and around to find **Papitaur Gloves** in a treasure chest. The party should fight its way back to the split on the border of **D3** and **D4**. Go north this time.

Pass through the Great Stone Door to find a room with Basilisks, Waterspider Sprogs, and an Ice Dragon. The chest in the northeastern corner holds a **Guardian Pearl Lv. 5**. Exit this room by way of the eastern door.



- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

Go straight at the fork to find another outside area, this time with a Wind Dragon and Basilisks. Take them out and look in the northern area to find a **Heavy Axe** in a treasure chest. Return to the fork and go north.



This part of the Van Haven Waste seems pretty peaceful at first, with just Basilisks and Jackals running around, but the area directly to the west holds two terrible creatures: a Pyredaemos and a Wind Dragon.

Take on the Pyredaemos first, being careful to avoid drifting to the south toward the Wind Dragon. Take the **Chromium Pearl Lv. 4** from the chest at the northernmost tip of the zone. Proceed south and take care of the Wind Dragon. Duck underground in **D3** when finished.

The party comes to a fork very quickly. Rather than turning south, go west and outside again. Fight the Cerberus, Scorpions, and Jackals. Go all the way north to find **Papitaur Braccae** in a treasure chest. Return to the fork and go south.



While traveling south down the fork, turn east at the earliest opportunity. Down this path lies the elevated treasure chest from before, along with a few Ice Elementals and Waterspider Sprogs. Open the chest to gain a **Guardian Pearl Lv. 4**. Return to the southern-oriented path and save at the Logic Stone before going through the Great Stone Door.



Through the door are an Ice Dragon and several small Basilisks. Defeat them and proceed through the western door.

The last stretch is tunnel is strangely peaceful, though that quickly changes once the party arrives outside. A Pyredaemos is blocking the path north in **B3**; the party has to take it on. By this point, however, the party has smashed several Pyredaemosi, leaving this one a simple matter to take down. +Slow the Pyredaemos before casting +Inspire, +Fortify, and +Haste on the party. Once it drops, simply walk past its body and out of the Van Haven Waste.



SINCA VILLAGE

WHERE ARE WE?

They made it through Van Haven Waste intact, and now it is time for Setti to spill the beans about the Magi's goals and divulge further details about the secret history of the world.



Quests Unlocked





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

	B	C	D
2			
3			
4			

SINCA VILLAGE



ANOTHER TRAITOR?

Now that they have finally found a peaceful area, the party can take a rest. The party makes camp for the night, resting from a long day's battle, and sits down as a group to gather information.

“BUT, THAT’S STRANGE. IT FEELS FAMILIAR.”

After Setti reveals the greatest secret of the Knights and exactly what happened seventeen years ago in the Dogma Rift, the party turns on Eldore, attempting to figure out how he cheated time and traveled to this age. Caesar wonders if Eldore killed the king of Balador. Eldore claims that he did not, but when confronted by Leonard, he teleports away.

The party, shaken by this latest betrayal, decides to go to the Dogma Rift and attempt to stop the Magi from gaining access to Adolmea, the Sun King. Grazel is the chosen Pactmaker of the Sun King, and if he gets his hands on the power of that Knight, the world will become a much more dangerous place.

Open the treasure chest to the west and take the **Knightlord's Wrath** from inside. This Incorruptus Soul slowly raises the HP of nearby allies when equipped, so put it on the White Knight. Save at the Logic Stone. Speak to Johann and purchase a complete set of Silver armor for everyone. Repair any damaged weapons and move on to the World Map.



DOGMA RIFT

SINS OF THE PAST

The Dogma Rift tore a hole in the very ground over seventeen years ago and unleashed a cursed power upon the world. Ten thousand years ago, the Dogma Rift was used as the resting place of the Sun King, an incredibly powerful Knight. Now, it shall be the place where the future of the world, and the Knights, is decided.



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DOGMA RIFT 1

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DOGMA RIFT 2





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

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6				
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8				
9				

DOGMA RIFT 3A

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7								
8	1							1
9								
10								
11								

DOGMA RIFT 3B

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5			1		1	
6						
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DOGMA RIFT 3C



FIGHT TO THE FINISH

The party is close to their goal after a long trip across the continent. What began in Balandor is going to end in Dogma Rift, one way or another. Grazel must be stopped, the Magi must be kept from getting any more Knights, and Princess Cisna must be rescued. Leonard intends to accomplish all of this or die trying.



“LOOKS LIKE WE’RE GETTIN’ CLOSE TO THE END.”

Jackals and Killer Scorpions greet the party when they come to Dogma Rift. They do not pose a true threat to the party, due to their lower levels, so simply move forward and sweep them aside when the party encounters them.

Go west at the first fork to enter a small cave with Ice Lizards and a treasure chest. Inside the chest is a **Chromium Pearl Lv. 5**. Return to the fork and go north. From this point on, Ice Lizards join the Jackals and Killer Scorpions in attacking the party on its way to Dogma Rift.

The open area in **B8** holds three Cerberuses, and several Killer Scorpions and Jackals. Travel along the western edge of the area to go north, picking off Killer Scorpions and Jackals along the way. Fight the northernmost Cerberus first, but try to pull it without alerting the others. Once it falls, pull the next, then the final one. Take the northern exit.



Use the Logic Stone in **B7** to refill the party’s HP and MP. Save, and continue north to activate a cinema. The party has finally arrived at the Dogma Rift, and Setti explains the game plan for the rest of the quest. Yulie suggests setting camp, but Setti denies her request. It is better to get into the Rift first, rather than waiting.

The treasure chest in **B6** holds a **Guardian Pearl Lv. 5**. Grab it and keep pushing northward until the party reaches the clearing that spans **A5** and **B5**. Treants lurk in this area. They are peaceful and easy to avoid, but the Jackals and Killer Scorpions who wander around near them are not. Eliminate everything and grab the **Scout’s Leggings** from the treasure chest.

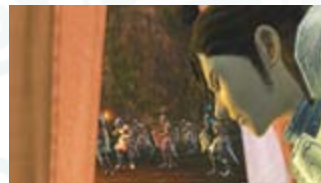


Just past the eastern exit to the clearing is a group of Magi warriors. Expect to encounter Magi Archers, Magi Swordsmen, and Magi Officers in two separate groups. In the treasure chest is another **Guardian Pearl Lv. 5**.

The bending tunnel in **C4** holds another small cadre of Magi troopers, but the Logic Stone just past it allows the party to instantly heal its wounds. After that, it is just a short walk away from Dogma Rift.

Walking forward triggers a cutscene. Setti suggests setting camp just outside the Dogma Rift, as there are too many monsters to safely sleep inside. In the middle of the night, Leonard and Caesar spot a Magi incursion.

Setti betrayed the party and summoned the Magi. The party was more than ready for Setti, however, as Eldore teleports back in. They knew hours ago that Setti was going to betray the party and planned accordingly. Caesar reveals that he’s known who Setti was ever since Baccea and calls him by his true name: Grazel.



Setti laughs deeply, his ruse having been found out, and transforms into Grazel. Determined to win in the end, Grazel reveals the reason why he led the party to this exact point. The ground disintegrates under their feet and they fall dozens of feet into the ground below Dogma Rift.

When they recover from their fall, they have a brief conversation about Grazel’s dueling natures. Setti and Grazel exist in the same mind and they often wrest control of their body from each other.



Before the party can come to a consensus, an enormous beast comes stomping into view. This is the “Conjured Beast of Ruin,” Pyredaemos Rex.





PYREDAEMOS REX

Pyredaemos Rex is much tougher than its brother from Balandor, but the party has the benefit of having two Knights on its side this time, rather than just one.

Leonard should immediately transform into the White Knight and put the newly acquired power of Talion to great use. The Incorruptus Souls equipped on the White Knight should grant the party several boosts, such as rising HP and physical attack nullification. These buffs serve the party well in this battle.

Pyredaemos Rex has just over 5,000 HP and is strong against every element. It is a tough beast, but Leonard is tougher. Use Stonecutter on its head. Pyredaemos Rex's head is weak to striking damage, so Stonecutter should cause massive damage. When Pyredaemos Rex is knocked off-balance and falls onto its side, use Stonecutter or +Talion to cause even more damage.

Occasionally, Pyredaemos Rex readies an attack called "Spectershell." Do not bother defending it. Simply continue using Stonecutter. When Pyredaemos Rex turret charges, it is about to use Magicannon.

Only use Leonard's Knight for the first portion of this battle. Once Pyredaemos Rex's HP is reduced to roughly a third or a quarter of its maximum, the White Knight is going to be in pretty bad shape. Switch to Caesar and summon the Dragon Knight to polish it off.



When Pyredaemos Rex collapses, the party runs up its corpse and reappears just in front of Dogma Rift once again. They drop down onto the ground and walk into the ruins.

Dogma Rift is largely populated by Magi soldiers of various sorts. Magi Archers can poison the party, and encountering a group of them means that the entire party can be poisoned at once. Take them out first, then focus on the short-range Magi Spearman and Magi Axemasters.

Dogma Rift is cracked and broken, and the giant monsters roaming the halls cannot be good for the architecture. The Magi have rolled out new technology in the service of their army. These Iron Golems are stronger and buffer versions of Golems, but weak against fire. Use high-level fire spells to take them down. They have around 2,500 HP, so be careful that a prolonged battle does not attract more enemies.



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



IRON GOLEM

Iron Golems are weak to fire and striking attacks. Have the party gang up on one limb at a time to bring it to its knees and then destroy it with fire elemental magic.

The party is faced with a choice in **C4**. It can go north, east, or west. Go east first and take care of the two Fire Elementals in the otherwise empty room. After that, proceed west.

The large room in **B5** holds an Iron Golem and a squad of Magi warriors. Try to take on the Magi warriors first, and then take on the Iron Golem. Go south from this room to find another small room with Fire Elementals. Open the treasure chest to acquire a **Silver Plate**.

Go north and into the next wide room in **B4**. The hallways just have Fire Elementals and Wind Elementals, so take advantage of their low levels to harvest some free Action Chips and items.



To the south is a room with three exits and several Magi soldiers. Another new enemy makes its presence known here: the Primeval Guardian. This golden golem is slightly stronger than the Iron Golem. However, it is strong against every element. Cast +Haste on the party to give the party an advantage and use striking attacks on its body.

The alcove on the western wall holds a treasure chest with a **Warrior's Shield** inside. Leonard's Knight Shield is stronger than the Warrior's Shield, however, so do not equip it.



To the south is the first wide-open room that the party came from earlier. A sharp drop prevents the party from re-entering their current position without traveling all the way around once more, so exit this area to the east.

Fire Elementals and Wind Elementals again dot this corridor. Take them out and proceed to the Logic Stone. Magi warriors are guarding it, so defeat them, as well. Use the Logic Stone to heal.

Directly to the north is another room with Iron Golems and Magi soldiers. Punch through it and take the western exit. Halfway through this winding hallway is a room on the northern wall. Inside are Magi soldiers, a crate, and a treasure chest with a **Greaver Jacket**. The room to the east has a crate.



Fire and Wind Elementals infest this room, but they are easy-pickings, just as before. Take them out and go into the room to the west for a treasure chest. Open it to get a **Chromium Pearl Lv. 5**.

Exit this room to the east and turn north. After killing the Magi soldiers in the hallway, grab the **Guardian Pearl Lv. 5** from the chest and walk forward. Turn north into the hallway and enter the room. Kill the Wind Elementals and take **Dragonlord's Wrath** from the chest. Give it to Caesar and equip it for a large DEF boost for party members when Caesar is transformed.



PRIMEVAL GUARDIAN

The Primeval Guardian is very similar to the Golems and Iron Golems that the party has encountered until now, with one important difference. The Primeval Guardian is strong against every element and is only weak against striking attacks.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

Return to the open room in **C2**. Exit to the east and enter another hallway stuffed with docile elementals. Tear through them and proceed to the glowing star in **D1**.

The party strolls forward and finally reaches the palace grounds. Eldore explains that all the answers the party seeks are just ahead, but Caesar is more interested in Eldore's true nature.

After some urging, Eldore finally spills the beans on his history. He was a soldier in the Dogma War, centuries upon centuries ago, serving to protect the Queen's safety. After the Dogma War ended and the Knights were sealed away, discontent rocked the land. The best and brightest of the scholars were gone and resources were maxed out. Eventually, things built to a head and the Queen died in the skirmish.

Eldore was left rudderless and leaderless. He had no home, no master, and no hope. He heard of a prophecy that the Queen would be reborn 10,000 years later and once again found purpose. He made a deal with the God of Death and propelled himself forward to the present day. Princess Cisna is the reborn Queen and Eldore must protect her.



Proceed north to enter a new area. There are two warp platforms past the western and eastern exits of this room. Traveling to the north is currently blocked and the eastern warp platform is currently jammed, so take the western warp platform.

The party is teleported to an entirely new area. The first enemy encounter here is in the large room in **C2**. A Primeval Guardian, several Magi soldiers, and a Black Knave have control of this area. The Black Knave is weak to striking attacks, so once the Primeval Guardian and most of the Magi soldiers are down, take it on with heavy Strike attacks. Take the **Chromium Pearl Lv. 5** from the treasure chest in the northeastern corner of the room.



Go to the room in **B2** next and empty it of enemies. Another Black Knave patrols here, along with the usual company of miscellaneous Magi soldiers. After beating them, another warp platform activates. Go to the northeast into **C2** and defeat the Black Knave and Magi in this room, as well. Finally, go to the warp platform in **C1** and use it.

The party appears on a new map with one large room and four warp platforms. Travel from the easternmost platform to the room in **C2**, making sure to grab the **Lump of Gold** from the treasure chest along the way.

The large room has a Black Knave and more Magi. Defeating them activates another warp platform. Take the northern exit and use the warp platform. When the party rematerializes in the new map, save and heal at the Logic Stone.

The large hallway in **C2** holds a single Iron Golem. Kill it to activate a warp platform. Go to **D2** to get a **Guardian Pearl Lv. 5** from a treasure chest.



WARP PLATFORMS

Do not worry if the party enters the wrong warp platform. They are all interconnected and service the same three maps. If the party ends up in the wrong area, simply try another warp platform.



Return to the main hall and go to the warp platform to the south. The party reappears on the level with the first two warp platforms. Kill the Magi soldiers and Primeval Guardian in **C2** to activate the warp platform to the southeast.

Save at this new Logic Stone and move into the big room in the center of the map. Two Primeval Guardians and half a dozen Magi soldiers are idly walking around. Rush in and take out the Magi soldiers first. Take on the Primeval Guardians one by one.

Go to the warp platform in **C2**, but do not use it. Instead, walk around it and grab the **Chromium Pearl Lv. 5** from the treasure chest. Exit this room and leave **C2** via the eastern exit. Go outside and north to find the final warp platform. Activate it and teleport away.



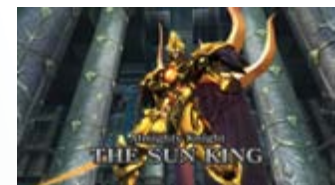
The party runs forward and finds itself in the presence of the black monoship of the Magi. Leonard leads the charge into Dogma Rift, arriving just in time to see Shapur kneeling as Grazel carries Princess Cisna's limp body out of the ruins.

The party, though worried that she's hurt, takes an aggressive stance. Grazel boasts of having acquired the Knight's Ark. He claims that he forced Princess Cisna to sing her spell, and that she injured herself while she was resisting him.

Grazel places Princess Cisna's body on the ground and activates Adolmea, the Sun King. The Sun King rises up in all its glory, stunning Shapur. Its dual blade appears in mid-air, just in time for Adolmea to snatch it out of the sky.



Caesar, as fearless as ever, proclaims, "What goes up, must come down!" The party agrees with his sentiment and leaps into battle.



SUN KING

The Sun King has around 1,300 HP, which would seem to make him into an easy target. He is immune to elemental attacks, but his legs are weak to slashing attacks.

Do not transform into the White Knight yet. Instead, stick to normal characters and use regular attacks on Sun King's legs. Sun King doesn't do enough damage to wipe out the party, so fight without using MP or AC for six to eight rounds to find easy success.





Once his health is depleted, Grazel collapses, transforming back into himself. Princess Ciska has somehow counteracted his Sun King and forced him to return to humanity. He rushes forward and stabs Princess Ciska. Enraged, Leonard attempts to return the favor by impaling Grazel, but Kara, clad in the armor of General Dragias, blocks his blow. Grazel escapes, leaving Kara to take care of the party.

Kara turns to the party and summons Ebonwings, the Black Knight. Leonard takes advantage of the transformation time to grab hold of Princess Ciska and remove her to safety. Eldore attempts to heal her with his magic while Leonard prepares to stop Kara.



BLACK KNIGHT

The Black Knight has roughly 5,000 HP, making it a true challenge. Caesar's Dragon Knight is more than enough to handle it, however.

Use cues carefully. If the AI characters drop too low in HP, a well-timed cue can result in a necessary healing. Cueing too early, however, makes the character use a long combo, which isn't necessary for this fight.

Caesar should cause the bulk of the damage in this fight. Use Dragon Dance on the Black Knight's belly to cause around 500 damage a shot. It takes a lot of MP, relatively, but is well worth the expense.

When Caesar gets low on MP, use a Mana Potion III to refill his lost MP. Switch to using Anima Spear and Double Thrust to cause reduced damage with a reduced cost. Anima Spear, in particular, is a good compromise between damage and cost.



When the Black Knight falls, Kara collapses in front of the party. Caesar reveals that once, long ago, he and Kara were brother and sister. He remembers Setti, their brother, as well. He tells Kara that Setti is blinded by the power of the Knights and must be stopped.

Kara is distraught and torn between her friends and her brother, but she relents. She turns her back on the Magi and instantly pays the price. Shapur, who had been lurking in the darkness, stabs her in the back. He grips Kara's Ark and summons the Black Knight, piggybacking on her power.



BLACK USURPER

“Begetter of Chaos,” Black Usurper is a twisted and devilish incarnation of the Black Knight. Easily double the size of a Knight, Black Usurper has an enormous body. Where its head should be is the Black Knight itself, this time with horns and a fearsome blade.

This is the last battle, so bring out both Knights. The Black Usurper’s Core is weak against every type of attack, including slashing, thrusting, and striking. Attack its Strength Regulator repeatedly to knock it off balance. Once it falls, use Stonecutter and Bladestorm on its Core.

When the Black Usurper’s power is depleted, it collapses forward, placing the Black Knight on its neck in the battle. The new Black Usurper has over 8,000 HP and all of the attacks needed to make this battle a long one.

Attack the Black Usurper’s Main Body with slashing attacks. Bladestorm does nearly 500 damage when blocked, and 600 when hit cleanly, so use that often. When Leonard’s MP drops to around half his usual amount, switch to using Slash or Stonecutter.

When the Black Usurper draws power to its arm, prepare for Crackdown. It is an area of effect attack that can do over 100 damage to each character in the battle, which makes it a true danger to the Knights. Defend when the Black Usurper prepares this attack.



After the Black Usurper falls in battle, Kara collapses. Shapur runs away with the Knight’s Ark as Caesar checks on Kara in her weakened state. Kara regrets her actions deeply, and takes responsibility for her wrongdoings as Caesar holds her wounded body.



Dogma Rift begins to quake. The stresses of battle were clearly too much for the ancient ruins and they are in full-on collapse. Before they can make it out of harm’s way, Princess Cisna casts another spell and raises the ancient airship Shahgna from the depth. This winged and bestial craft is self-propelled, like the Magi’s monoship, but a hopeful white rather than a menacing black.

Before he can board the ship, Leonard falls to his knees. He’s used too much of his power battling Shapur and Grazel and needs help getting onto Shahgna.

As Dogma Rift collapses behind them, Shahgna falls into the ravine, just barely hitting the accelerator as the past crumbles into nothing. The party escapes, left to wonder about this magical and cursed power that has been bestowed upon them.





QUESTS

BALASTOR PLAIN

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BALASTOR PLAIN-CAVE





BALASTOR

BRAVE LITTON'S PLIGHT

Self-proclaimed "adventurers" Litton and Grasp managed to make off with a Trollish treasure horde. But they were ambushed on the return journey, and Grasp has been wounded.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	1	8+	1:00	1,000	300	Give Fine Maka Flower	400
I	7	36+	1:00	8,000	1,800	Give Fine Maka Flower	3,000
I	10	50+	1:00	15,000	12,000	Give Fine Maka Flower	7,500



CLEAR CONDITIONS

Deliver the client's desired items.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Brave Litton's pal Grasper needs some help, and you're the perfect person to come to their assistance. Approach Litton after the quest begins to get the details on exactly what you need to do.



The best way to approach the quest is taking care of the moss first. Travel north to the mines, **Point 1** on the map, and enter them. Proceed deep into the mines, bearing east. Battle your way past the Spider Sprogs and Basilisks until you come to a glowing spark in a broken rock wall.

Examine the spark to find the moss. This is half of your objective. After leaving the mines, the next step is locating a Maka Flower.

Litton needs a Fine Maka Flower to fully complete his quest. Travel to Pimm Forest, **Point 2** on the map, to find the appropriate area, and search the glowing bush to find the Fine Maka Flower.

Be prepared for a short battle against up to six Kibbles. After beating them, examine the glowing spot to acquire the flower, and then head back to Litton's position. Give him the materials and get ready for a boss fight, as two Trolls are coming your way.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Giant Bone (30%)	Sturdy Chain (50%)	Giant Shank (30%)	Guardian Pearl Lv. 1 (10%)	Chromium Pearl Lv. 1 (10%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Troll Helm (20%)	Troll Claw (15%)	Troll Cudgel (5%)	Troll Mask (1%)	
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Troll Armor Suit (17%)	Troll Claw+ (12%)	Troll Cudgel+ (1%)	Silver Troll Mask (<1%)	

In **Brave Litton's Plight I**, it is possible to fight two Trolls, assuming you are of sufficient level. However, in **Brave Litton's Plight II** and **III**, it is essentially impossible.

The party should focus its attacks on one Troll at a time, and on one body part at a time. When the Trolls take a knee, attack their heads while their defense is lowered.

Use attacks and spells that decrease their ATK or DEF. If your party is powerful enough to take them out quickly, lower their DEF and go all out. If your party is a little under-prepared, decrease their ATK so that you can withstand their attacks while you wear them down.





WALKTHROUGH

There are a number of elements to this quest, including the five subquests that can be accomplished. Luckily, completing all of them can be done fairly easily.



There are glowing treasure spots on the ground all over the plain. When investigated, these spots reveal a treasure fragment. The quest giver is going to want three complete treasures, and ten fragments make up a treasure, so collect as many as possible while progressing through the level. There are occasionally Troll traps near the fragments, as well. Be wary and prepared for the three high-level Poison Vespids that appear when the Troll traps are activated.

The first step is adding Graspera to the party. Travel to the caves to find him. There are two Trolls on the path heading north, so be prepared for them. Pick up any treasure fragments on the way to the cave. Enter the cave to find Graspera a short distance from the entrance.

The problem is that Graspera is terrified of spiders, and the mother of all horrible spiders, a direspider, is lurking around the next corner. The direspider needs to be defeated before Graspera joins the party.

Rounding the corner near Graspera makes the Direspider quickly come rushing in your direction, forcing you into battle with it and its four Spider Sprog assistants. The Direspider is only slightly tougher than the Trolls and Troll Kings that patrol the Plain, and a prepared party is one that can obliterate it with ease. Handle it as usual, acquire Graspera, and leave the cave.

The next order of business is proceeding eastward, bearing south. Litton, of **Brave Litton's Plight**, is looking for treasure in the easternmost area of the map. While heading there, the party is going to come across several Trolls. Handle them as normal, with a combination of normal attacks and combos, and push forward, collecting treasure fragments on the way. Don't stray too far off the path that leads directly there, but slight detours for fragments are fine. Luckily, defeated Trolls drop treasure fragments.

Simply speak to Litton and invite him to join the party. Having both Graspera and Litton in the party significantly increases the chances of finding treasure fragments.

At this point, the quest is almost over. The barest minimum that needs to be accomplished is gathering ten fragments, which is easily accomplished just by walking around and fighting Trolls. However, to gather all of the subquest points, you must deliver a total of 30 fragments to Camion, the quest giver. He wants them in installments of ten, so it is easy to keep track of your progress. Rather than running back and forth between the field and Camion, collect as many fragments as possible before returning to him.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4
Troll	L	Troll Helm (20%)	Troll Claw (15%)	Troll Cudgel (5%)	Troll Mask (1%)
Troll King	L	Troll-King Helm (20%)	Troll-King Claw (15%)	Troll-King Mace (10%)	Troll-King Mace (5%)

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4
Troll	L	Troll Armor Suit (17%)	Troll Claw+ (12%)	Troll Cudgel+ (1%)	Silver Troll Mask (<1%)
Troll King	L	Troll-King Greave (17%)	Keen Troll-King Claw (12%)	Silver Troll Maul (7%)	Troll-King Crown (2%)

After telling Camion that you're finished with the quest, the ground shakes and a Troll and Troll King appear. Graspera and Litton both fight in this battle if they're in the party, which provide some small assistance, but the real effort must come from you. This is the last battle of the quest, so go all out with your combos.

Unless the party is struggling, don't bother with buffs or debuffs. Trolls and Troll Kings should be familiar enemies now, and easily fall prey to most tactics.





GREYDALL PLAIN

- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

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Point 1: MONUMENT TO THE FALLEN - SEA
 Point 2: MONUMENT TO THE FALLEN - LAND
 Point 3: MONUMENT TO THE FALLEN - SKY
 Point 4: WAR MEMORIAL
 Point 5: RAUS
 Point 6: MR. FUZZYFACE
 Point 7: SOLDIER
 Point 8: POISONED SOLDIERS



MEMORIAL SERVANT

We received a request for someone to visit the various memorials on Greydall Plain in order to place offerings. The nearby beasts will provide the required flowers.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	1	10+	1:00	1,600	300	—	—
II	7	36+	1:00	9,100	1,800	—	—
III	10	50+	1:00	23,800	12,000	—	—

CLEAR CONDITIONS

Solve the riddle of the monuments.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

This quest is pretty simple and a great way to gain levels early in the game. The party needs to gather carnations of a certain type and leave them at three monuments scattered around Greydall Plain.



This relatively simple quest has a small puzzle at the heart of it. The placement of the flowers decides which boss the party faces at the end of the quest. If the flowers are placed in the wrong order, the party fights Ahwahnee or a small squad of Farian soldiers. When placed in the correct order, the party must battle a Wind Dragon.

Carnations are found by battling enemies. Each enemy drops White, Yellow, Red, or Scarlet Carnations. Trolls and Treants are the best bet for finding Scarlet Carnations, while the other three colors are pretty evenly spread amongst Polkans, Kibbles, Giant Vespids, Fatal Flowers, and Wild Boars.

After activating the quest at the nearby War Memorial, three glowing stars appear on the map. By working its way counter-clockwise, the party can quickly and efficiently harvest Carnations and activate monuments.

To figure out which flower goes where, examine the Carnation in your inventory. White Carnations are known as “Living Love,” Yellow Carnations as “Scorn,” Red Carnations as “Mother’s Heart,” and Scarlet Carnations as “Sad Soul.”

The first monument is **Point 1**. It is called “Monument to the Fallen - Sea,” and tells the tale of a lost husband. Leave the Scarlet Carnation there in honor of the “Sad Soul.”

Point 2 is Monument to the Fallen - Land. This monument is dedicated to someone’s lover who has been lost. Place the White Carnation as a show of respect to their “Living Love.”

The final monument, Monument to the Fallen - Sky, is **Point 3**. This monument details the love of a mother for her lost son. Leave the Red Carnation there as a representation of her “Mother’s Heart.”

After activating the last monument, return to the War Memorial at **Point 4** and offer a prayer. A cinema appears and the Wind Dragon drops out of the sky.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Wind Dragon	L	Dragon Fang (40%)	Wind-Dragon Claw (25%)	Dragon Bone (50%)	Wind-Dragon Flake (25%)	Hard Dragon Egg (10%)	Wind-Dragon Beard (4%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Wind Dragon	L	Wind-Dragon Scale (20%)	Wind-Dragon Tail (15%)	Wind-Dragon Wing (10%)	Wind-Dragon Horn (6%)	Wind-Dragon Heart (5%)	Wind-Dragon Skull (2%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Wind Dragon	L	Wind-Dragon Scale+ (17%)	Wind-Dragon Tail+ (12%)	Wind-Dragon Wing+ (7%)	Wind-Dragon Horn+ (4%)	Wind-Dragon heart+ (1%)	Wind-Dragon Skull+ (<1%)

The Wind Dragon is a tough boss. Using earth magic and strong combos is a must for even a high level party.



The usual tactics versus large enemies should be employed here. Attack the legs with medium strength combos until the Wind Dragon goes off-balance, then follow up with a longer combo. Use debuffs to decrease his ATK and DEF. Use +Comet and +Meteor to do significant magic damage.

Despite its high level, the Wind Dragon holds no surprises for experienced players. Keep the party's HP high, regularly buff the ATK of the party, and keep using powerful magic.



THE LOST CHILDREN

Three siblings went to play in the Nordia Tunnels and never returned. It's currently the breeding season for spiders, so the situation is urgent. Please locate the children and bring them back safely.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	2	15+	1:00	3,000	500	—	—
II	7	36+	1:00	10,000	1,800	—	—
III	10	50+	1:00	25,000	12,000	—	—

CLEAR CONDITIONS

Save the lost children.

GROUND FOR FAILURE

Guest character is killed. Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

This quest is simple on paper, but requires a certain amount of exploring and backtracking before it can be successfully completed. The Nordia Tunnels are still packed to overflowing with Waterspider Sprogs, Fire Elementals, and Basilisks, but now the occasional Troll roams the tunnels, as well.



Begin by heading east at the first fork. Speaking to Tony makes no difference as to when the quest truly begins, so bypass him for now.

To the east and up the ramp is an alcove with Waterspider Sprogs, Fire Elementals, and a **Rusty Key** in a treasure chest. Take out the beasts and acquire the key. Exit the alcove and continue to the east and south. Use the Rusty Key on the gate.

The target destination is **Point 1**, where the party finds Civello, a young boy who can't seem to find his younger sister. Speak to him to add him to the party as a guest. Once that happens, however, nine Waterspider Sprogs immediately swarm the area and approach with menace clear on their small and malevolent faces.

Nine Waterspider Sprogs is a tall order, even for an experienced party. With this many beasts, the party's chance of having their speed reduced is essentially 100%. Counteract this with powerful magic that has an area of effect to damage as many Waterspider Sprogs as possible. In **Lost Children I** and **Lost Children II**, the party can safely pair off and attack two spiders at the same time. In **Lost Children III**, this is an ill-advised tactic, as their level is considerably higher than what the party can muster.

Take this battle slowly and safely. Keep the party, and Civello, fully buffed. Cast +Slow on a thick group of Waterspider Sprogs, if at all possible, and +Fatigue to shave off some of their ATK.

Once they're mopped up, a door opens somewhere. Return to the entrance of the tunnels and open the weathered gate to the west.

Be wary of Trolls, as they tend to lurk around ramp areas, and go to the elevator in the south. Take it down to floor B1.

Watch for a Troll in the open area just outside of the elevator and proceed northwest to the elevator. Ride that elevator down to floor B2. A short hike to the south from the elevator brings the party to a small room. The **Battered Key** is locked in a chest and guarded by a few enemies. Kill the enemies and take the key. Take the elevator back up to floor B1.

Proceed to the south and enter the next elevator. Take it down to floor B2. Go north and east to the elevator. Ride it up to floor B1. Once the elevator stops, travel to the north, opening the Battered Gate with the Battered Key, and enter the newly open elevator to go down to floor B2 once again.

Teanna is in the center of a large room, **Point 2** on the map. Like Civello, she's lost and needs help. Speak to her to cause eight Waterspider Sprogs to spawn. This is a slightly easier encounter than the one with Civello, due to their number being reduced by one, but still taxing on the party's resources. +Slow the Waterspider Sprogs, +Haste the party, and bring out the area of effect magic.

Once the Waterspider Sprogs are defeated, there is just one step left to complete. Go up one floor and use the one-way gate to get to the elevator that goes up to floor F1. Return to F1 and speak to Tony to end the quest and reunite the children.



LAGNISH DESERT

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POINT 1: SELVUS'S GRAVE
 POINT 2: GARUDA TREE
 POINT 3: MEGALO TIGRIS TRACKS
 POINT 4: RUINS

LAGNISH DESERT





CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST

A GRAVE MATTER

Legends say that presenting the grave of Selvus with a treasured item will let you hear the thoughts of a loved one. A pilgrim to the grave has lost his item to a monster, and wants it back.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	2	15+	1:00	2,000	500	—	—
II	7	36+	1:00	6,000	1,800	—	—
III	10	50+	1:00	19,000	12,000	—	—

CLEAR CONDITIONS

Deliver the client's desired item.

GROUND'S FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.

WALKTHROUGH

Speak to Nacelle when the quest begins. A beast made off with his Crimstone Pendant. Not just any beast, however—a Megalo Tigris took the pendant. The big brute is prowling near Selvus's Grave and Nacelle wants you to go get it.



Walk to the glowing star on the map, **Point 1**, to find Selvus's Grave. The party can see the Megalo Tigris stomping away in the distance. Enter the area to battle the Megalo Tigris. It is weak against earth magic and its head is weak against physical attacks and earth magic.

Once the Megalo Tigris falls, the beast rears up and dashes off over the nearby cliff faces. The party is left aimless, as their target just disappeared. Return to Nacelle to report your findings.

Nacelle is undaunted. He remembers that Megalo Tigres love the fruit of the Garuda Tree. Go to the Garuda Tree on the southern edge of the oasis. This is **Point 2**.

There are three Golems around the Garuda Tree, and each of them drops a Long Wooden Stick. Kill all three and investigate the Garuda Tree with the three Long Wooden Sticks to acquire a Ripe Fruit and two Blue Fruits.

Return to Selvus's Grave. Placing a Blue Fruit on the grave causes eight Wild Boars to ambush the party. While this is good for experience points, it unnecessarily weakens the party before the last fight of the area.

Skip the Blue Fruit and place the Ripe Fruit on the grave. The Megalo Tigris smells its aroma and rushes the party. This fight goes just like the previous one. The Megalo Tigris uses a lot of magical and physical attacks to damage the party, but the party should lower its ATK, DEF, and MAG as soon as possible.



This time, the Megalo Tigris goes down for good. Grab the Crimstone Pendant sitting on the grave and return to Nacelle. He thanks you and the quest ends.

BEST SERVED COLD

A man's parents were slain by a fire giant known to many as "Big Red." After years of searching, this man has finally tracked down the brute. See that his parents are avenged.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	3	20+	1:00	2,500	700	Used Cactus Steak Surprise Used Carne De Los Muertos Used Coconut Mudslide	200 200 200
II	8	41+	1:00	10,000	3,000	Used Cactus Steak Surprise Used Carne De Los Muertos Used Coconut Mudslide	1,500 1,500 1,500
III	11	50+	1:00	24,500	15,000	Used Cactus Steak Surprise Used Carne De Los Muertos Used Coconut Mudslide	3,000 3,000 3,000

CLEAR CONDITIONS

Defeat Big Red.

GROUNDS FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Tald's parents were killed by Big Red when he was a child, and he has finally figured out a way to get revenge. He wants you to help him poison Big Red and then kill him. Big Red is powerful enough that attempting to battle him without poisoning him is, at best, a fatal mistake. After ingesting a little bit of poison, though, Big Red becomes weakened and, most importantly, beatable.



Tald needs ingredients to make the poisonous dishes for Big Red. He has three dishes that he can make while out in the desert. Cactus Steak Surprise requires twenty doses of Scorpion Venom and ten Lagnish Cacti. Carne de los Muertos needs twenty doses of Scorpion Venom and ten hunks of Monster Meat. Coconut Mudslide has to have twenty doses of Scorpion Venom, ten clumps of Vespida Honey, and five Albana Coconuts to be effective.

The first order of business is gathering ingredients. Albana Coconuts can be found at the base of palm trees, such as those near the oasis. Scorpion Venom can be found anywhere Scorpions reside. Lagnish Cactus can be found in the tall green cacti in Lagnish Desert. Finally, Monster Meat is dropped by Wild Boars after they have been killed.

Kill as many creatures as possible. No item drops 100% of the time, so rack up a huge body count and an even larger stock of items. When finished, return them to Tald and get one of each item. To get a perfect S rank, the party needs to bring all three dishes to Big Red.

When ready, go to the ruins, **Point 4**, and place each plate, one by one. Big Red comes out three times, eats the food, and becomes ill. After the third plate, choose to battle him.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Fire Giant	L	Fire-Giant Anklet (40%)	Fire-Giant Mask (20%)	Giant Skull (40%)	Dirty Beast Skin (20%)	Old Silver Coin (20%)	Chromium Pearl Lv. 2 (50%)	Guardian Pearl Lv. 2 (50%)	Mini Fire Crystal (80%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Fire Giant	L	Tanned Beast Skin (20%)	Fire-Giant Whisker (15%)	Fire-Giant Skull Bit (10%)	Fire-Giant Heart Bit (5%)	Fire-Giant Eye (1%)	—	—	—
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Fire Giant	L	Dull Beast Skin (17%)	Fire-Giant Beard (12%)	Fire-Giant Skull (7%)	Fire-Giant Heart (1%)	Fire-Giant Spirit (<1%)	—	—	—

Big Red is a Fire Giant, no more, no less. Ice magic and seven-hit combos quickly deplete his HP. Since he has no backup, this battle can go by very quickly on lower levels.





When it comes to **Best Served Cold III**, the Fire Giant poses a problem. Begin with the usual method of taking part in boss battles—Mollify and Fatigue to lower its ATK and DEF, and then any other negative status effects the party can inflict. Buff the entire party.

Water spells, and combos that involve water-based attacks, are the best way to approach this. The Fire Giant is weak to water, so continuously press the attack.

Only one person should be in the process of casting a spell at a time. The others should be focusing on physical attacks and trying to keep the Fire Giant's attention. This maximizes the chance of the spell successfully being cast, keeping the party from wasting valuable time re-casting spells after being knocked down.



FLANDAR TRAIL

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FLANDAR TRAIL

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- POINT 1: MONUMENT OF EARTH
- POINT 2: MONUMENT OF HEAVEN
- POINT 3: MONUMENT OF TRUTH
- POINT 4: RED CRYSTAL CAVE
- POINT 5: SHACK
- POINT 6: LOOKOUT POINT
- POINT 7: BLUE CRYSTAL MASS

FLANDAR TRAIL UNDERGROUND



MONUMENTAL TREASURES

A client needs someone to research three monuments in the Flandar Mountains. The work involves solving the riddle of the monuments, then retrieving whatever treasures you may hold.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	3	20+	1:00	2,300	700	—	—
II	8	41+	1:00	10,000	3,000	—	—
III	11	50+	1:00	25,000	15,000	—	—

CLEAR CONDITIONS

Solve the riddle of the monument.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Greet Paplio the Papitaur on the front lawn of the house. He gives the party a quick overview of the mission. He marks the location of the three stone monuments of the Flandar Mountains on the map. Your objective is to solve the riddles of the monuments, acquire the Gem of Reason, and return the object to Paplio.



The three monuments are the Monument of Earth at **Point 1**, the Monument of Heaven at **Point 2**, and the Monument of Truth at **Point 3**. The riddles should not present too much of a challenge to an adventurer such as yourself, but the foes you must face are not simple creatures.

Start by heading south. When given the option, turn 180 degrees north and take the northeastern path at the fork. Follow the path north, then east, and then north again. Turn west and then turn south at the next fork before turning west halfway down the path.

Carefully drop down two ledges to the south to reach the Monument of Earth, the glowing star on the map. On the monument, the riddle reads, “Those who seek the power of earth must defeat the dragon who would know of it.”

Time to find an Earth Dragon! Take the route back to **Point 1**, but continue west on the upper trail rather than north, moving along the path to eventually reach a clearing to the north.

Get prepared for combat! In the open area is the Earth Dragon that needs to be defeated to gain “the power of earth.” Defeat it with wind magic and physical attacks to gain the Gem of Earth.

Go north, turning east when it becomes necessary, and travel into the caves down the southern path just before the Logic Stone. To the east are the glowing star marking the party’s objective, a single stream of sunlight, and the Monument of Heaven. This monument’s riddle reads, “Those who seek the power of heaven must bring light to the earth.” Approach the stream of light and raise the Gem of Earth to gain the Gem of Heaven.

Exit the caves through the south and continue moving along that path as it slowly curves to the west. At the split in the road, move south and turn west at the next fork, dipping south briefly, before heading toward the final destination at **Point 3**. This slight detour brings the party face-to-face with a Fire Giant. Defeating this foe earns you an extra 200 points at the end of the quest.

After finally reaching the Monument of Truth, raise the Gem of Heaven to gain the Gem of Truth. With this rare item in your grasp, drop into the cavern in front of the monument and walk out to the open space.





A great trial is set before you, and if you are truly prepared, raise the Gem of Truth to face an Ice Giant. Use fire spells and long combos to finish him off. He is the last major enemy in the area, so go all out.

After he falls, you obtain the Gem of Reason. Return to Paplio. He is more than pleased to receive such a beautiful item and thanks you for your efforts.

RING LEADER

A client wants to make a special ring, but the materials for it can only be found along Flandar Trail. Please speak directly with the client for further details.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	5	30+	1:00	5,000	1,200	—	—
II	9	46+	1:00	20,000	6,000	—	—
III	12	50+	1:00	38,000	20,000	—	—

CLEAR CONDITIONS

Deliver a ring to the client.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Allen's girlfriend is the woman of his dreams and he needs the perfect present for her birthday. What would be better than an extra-special ring? To create such a beautiful gift he needs you to find Blue Crystals and Red Crystals. Once found, they must be delivered to Derrek the metalsmith.

Head north, following the path around to the east, and turn to the south at the fork. Go into the caves that hold **Point 7** to find a blue crystal mass guarded by a few Poison Vespids. Clear out the insects and then retrieve a Blue Crystal from the glowing spark.

Exit the cave to the south and turn south at the fork. Go to **Point 3**. Drop through the hole to enter an area that contains a red crystal mass, **Point 4** on the map. Do not let the Ice Lizards and Poison Vespids take you by surprise, as they stalk not only your landing ground, but the room with the red crystals, as well.

After taking out the monsters, walk into the open space and move up the elevated path to reach the large cluster of crystals. Retrieve a Red Crystal and prepare to move on.



Exit to the south and continue west before turning north. Take the northwest path to find Derrek the metal smith at the shack at **Point 5**. He's more than willing to craft the ring for you, but only if you clear out ten Basilisks. They've been nothing but trouble for him lately.

The Basilisks can be found to the south. They appear regularly and should not be much trouble to defeat. If you run out of Basilisks to kill, make a circuit of the area again and give them a chance to return. Keep in mind that they are weak against Thrust and fire. Use skills with those attributes to make the battles end quickly.

Far to the south is a traveler named Edgar. He's impressed with your crystals and would love to know where you got them. In exchange for the location of the crystals, he gives you a rare fruit only found in the Lagnish Desert, the Ripe Fruit.





Once 10 Basilisks have been defeated, return to Derrek for the ring. Before leaving, Derrek warns you the crystals in the ring tend to attract monsters.

With the prize in hand, run to Allen and present the Crystal Ring. He doesn't seem to believe the rumors about the crystals attracting monsters...at least not until one suddenly appears.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Cerberus	L	Beast Bone (10%)	Pyrestone Shard (15%)	Beast Pelt (30%)	Lustrous Pelt (10%)	Magical Seal (30%)	Beast Biledrop (10%)	Chromium Pearl Lv. 4 (5%)	Guardian Pearl Lv. 4 (5%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Cerberus	L	Fire-Beast Fang (20%)	Fire-Beast Pelt (15%)	Fire-Beast Claw (10%)	Fire-Beast Tail (5%)	Pyrestone (1%)	—	—	—
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Cerberus	L	Fire-Beast Fang+ (17%)	Fire-Beast Pelt+ (12%)	Fire-Beast Claw+ (7%)	Fire-Beast Tail+ (1%)	Coronastone (<1%)	—	—	—

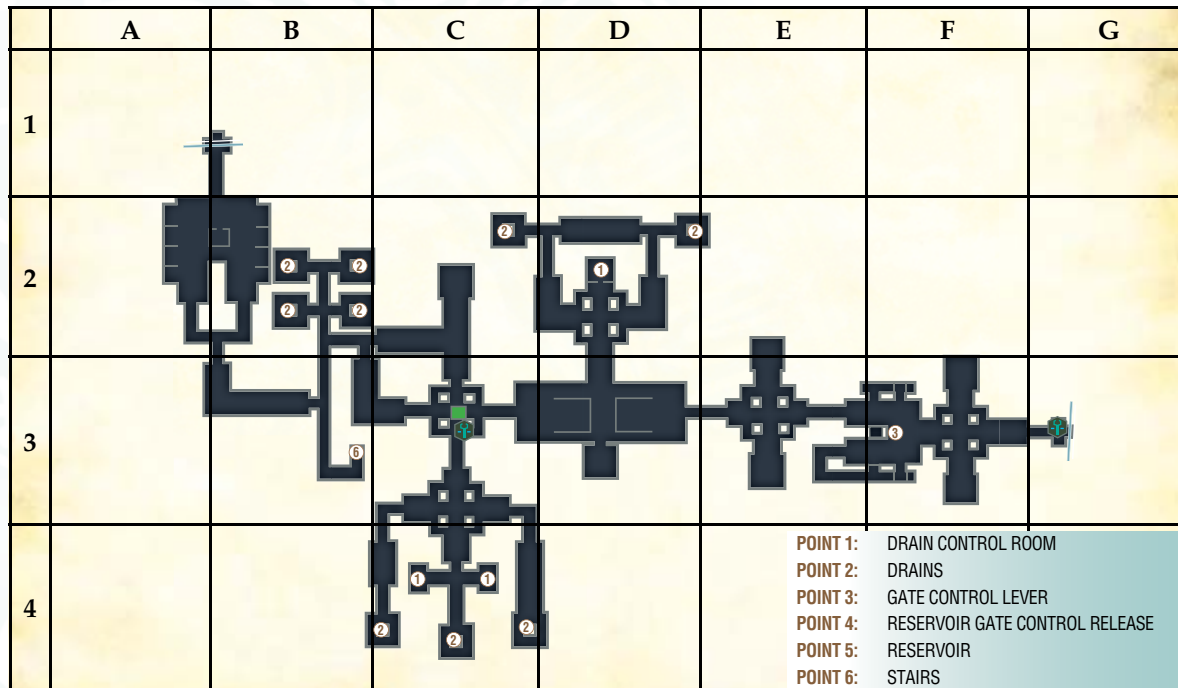
The Cerberus leaps down onto the party as Allen makes his escape. This is a fearsome creature and can only be called “easy” when playing **Ring Master**. On **Ring Master II** or **Ring Master III**, the Cerberus lives up to its namesake's reputation.



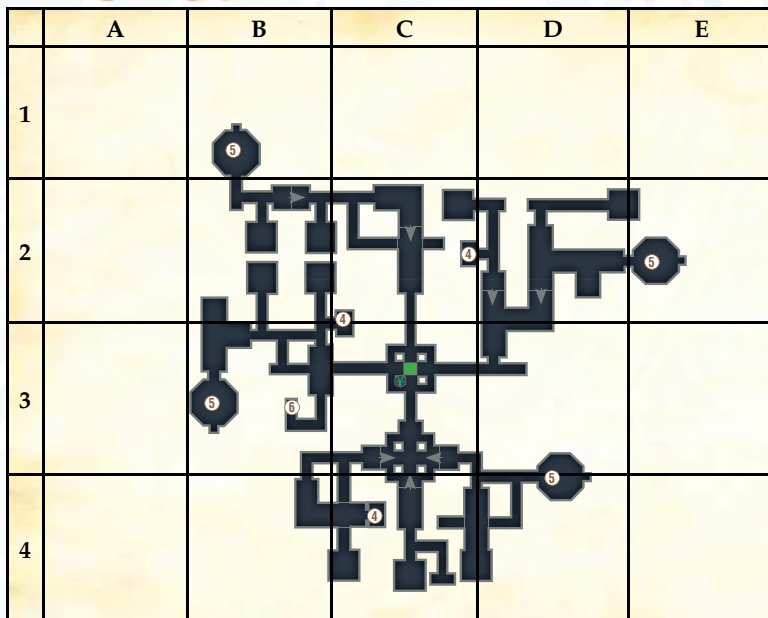
The beast is weak against water and strong against fire, with an additional weakness to physical attacks in its legs and head. Work the legs with short combos to bring its body down and knock it off-balance. When it tips over, use long combos on its head. Moves like Flame Slash are particularly efficient when fighting the Cerberus.



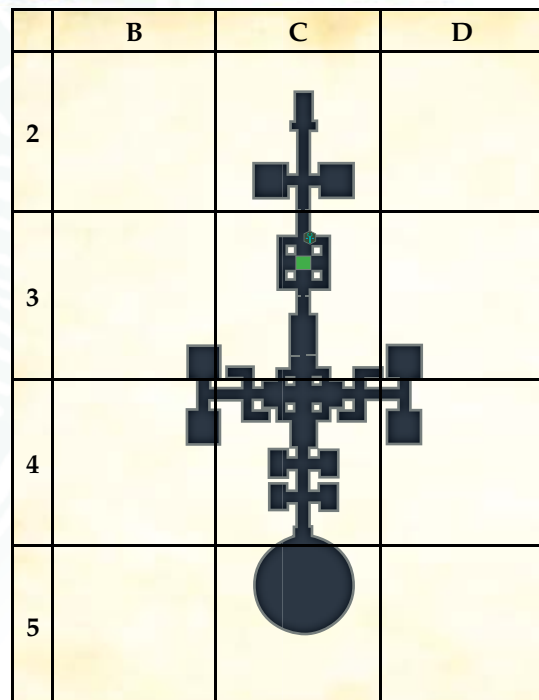
GREEDE'S UNDERBELLY



GREEDE'S UNDERBELLY LEVEL ONE



GREEDE'S UNDERBELLY LEVEL TWO



GREEDE'S UNDERBELLY LEVEL THREE



THE EXTERMINATOR

Spiders have infested Greede's maze-like Underbelly, and the workers there are desperate for assistance. Pay them a visit and help rid the Underbelly of its unwelcome visitors.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	4	25+	1:00	3,500	900	—	—
II	7	36+	1:00	6,000	1,800	—	—
III	10	50+	1:00	20,000	12,000	—	—

CLEAR CONDITIONS

Kill the spiders.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Speak to Osarrick to begin the quest. He explains that he and his men have been taking on the spiders in Greede's Underbelly, but those on Level 2 are too much to handle. That's where the party comes in.



There are three gates on Level 2: Gate One, Gate Two, and Gate Three. Before the party can go open the gates, though, it needs to head south on Level 1. There are three glowing stars in three different rooms. To skip learning about the switches and save some time, place lever 1-A to the right, 1-B to the right, 1-C to the left, and 1-D to the right on Level 3.

To follow the quest as intended, the party needs to travel between Level 1 and Level 2 via drains. Before any of the drains can be used, they must be unlocked. Enter the drain control rooms in the center section, **Point 1** on the map. There are two rooms, both facing each other. Turn both switches to open the drains.

Once that's finished, enter the southwestern room first, fighting your way past several Wind Elementals and Waterspider Sprogs. Drop down the drain to find Rutger, one of Osarrick's men. Rutger tells the party to **move lever 1-A to the left** to open Gate One.

Return to Level 1. Go to the southeastern drain this time. Kill the Ice Lizards that are inside and drop down to Level 2. Speak to Misch to get another tip for Gate One. He says to move **lever 1-C to the left** and **lever 1-D to the right**.

Go back to the elevator and return to Level 1 once again. Go to the southern drain in the middle to find Leah. She says to move **lever 1-B to the right**.

Take one last trip to the elevator and go down to Level 3. Make sure to fight Ice Lizards and Spider Sprogs on the way back to the elevator. Ice Lizards drop Lizard Grease and Spider Sprogs drop Iron Rods, which are both necessary for the next segment of the quest.

Go south and turn west into the first set of side rooms. Lever 1-A and 1-B are on this side. Turn 1-A to the right and 1-B to the right.

Cross the large room and go to the opposite hallway. Turn 1-C to the left and 1-D to the right to make a lock click open somewhere. Take the hallway leading east from 1-C and 1-D. To the north and south are 2-C and 2-D, respectively.

Turn both 2-C and 2-D to the right. Use the Lizard Grease on 2-D to loosen it up so that it can be used. Cross the hallway and turn 2-B to the right and 2-A to the left. This unlocks Gate Two, which is to the south of the large room.

There are four more switches just past Gate Two. Turn 3-C to the right and 3-D to the left. Use the Iron Rod on 3-B to repair the switch and move it to the right. Enter the room with 3-A and turn that to the right as well.

Gate Three unlocks once this is complete. Enter Gate Three to the south. Confirm that you're ready to face the spiders and begin the boss fight with a Direspider and four Spider Sprogs.



BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Direspider	L	Spider Claw+ (25%)	Direspider Jaw (10%)	Spider Corpse (25%)	Direspider Shell (10%)	Spider Thread (25%)	Big Thread Ball (10%)	Chromium Pearl Lv. 2 (10%)	Guardian Pearl Lv. 2 (10%)

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Direspider	L	Direspider Leg (25%)	Direspider Claw (20%)	Direspider Fang (15%)	Direspider Body (5%)	Direspider Egg (1%)	—	—	—

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Direspider	L	Direspider Leg+ (22%)	Direspider Claw+ (17%)	Direspider Fang+ (12%)	Direspider Body+ (1%)	Direspider Egg+ (<1%)	—	—	—

The Spider Sprogs exist entirely to slow the party down and poison them. Focus the party's efforts on taking out the Spider Sprogs before beginning the assault on the Direspider.



Once the Spider Sprogs are out, immediately begin buffing the party and debuffing the Direspider. Use +Haste and +Slow immediately, then dig in with long combos. Dedicate one full party member to buffing the party and doling out elemental magic. The other three party members should go all out when fighting. When facing strong fire magic and seven hit combos, the Direspider goes down in no time at all.

ONLY GAME IN TOWN

An unidentified client is recruiting players for a special "game" of some sort, held in Greede's Underbelly. Please speak directly with the client for further details.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	4	25+	0:40	4,600	900	—	—
II	8	41+	0:40	14,500	3,000	—	—
III	11	50+	0:40	32,000	15,000	—	—

CLEAR CONDITIONS

Defeat the monster.

GROUND FOR FAILURE

Clear conditions not met in time.



WALKTHROUGH

Once this quest begins, ignore the elevator and go through the door on the northern wall. There is a path to the west and then bearing south that fades into black. This is **Point 6** on the map. Travel north through the door, enter the western door in that room, and then turn south down the long path. Follow this path around to reach Level 2.





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

The party enters a rectangular room upon reaching Level 2. Go north and take the first chance to turn east into a smaller rectangular room to activate the Reservoir Gate Control Release.

There are three reservoir gate switches in the room to the west. From left to right when facing the Reservoir Gate Controls, turn them to the right, the left, and the right. The No. 3 gate by the switches opens after this is complete. That gate is just to the south of the Reservoir Gate Controls. Enter Reservoir No. 3 and battle the Golem inside.

Return to Level 1 and enter the eastern room from the elevator. Enter the drain control room and turn the lever to open the westernmost drain. Drop down the drain and go to the room directly to the south of where the party lands. Turn the Reservoir Gate Control Release.

Go back to the drain control room on Level 1 and open the eastern drain this time. Drop down and visit the next set of Reservoir Gate Controls. Turn them so that they go right to unlock Reservoir Gate No. 1. Enter the gate and take down the next Golem.

There are two Golems left, both of which are in the remaining reservoirs. Take the one in the northwestern reservoir next. Go back to Level 1 and enter the western door. Go north and look for the group of four rooms with drains. Drop down the northwestern room to land just outside of Reservoir Gate No. 4. Enter it and defeat the Golem.

That just leaves the Golem in the remaining reservoir. Return to Level 1 once more and take the southern door. Go to the south and open the eastern drain control, and then go to the drain and drop down. Enter Reservoir No. 2 and battle the Golem. Return to Level 1 and speak to the quest giver to end the quest.



BUNKER LODGE CAVERNS

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POINT 1: RUINS
POINT 2: LOCKED GATE
POINT 3: ONE-WAY GATE

BUNKER LODGE CAVERNS 1F





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

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BUNKER LODE CAVERNS B1

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BUNKER LODE CAVERNS B1B

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BUNKER LODE CAVERNS B2



DRAGON'S HEAT

A client investigating the Bunker Lode ruins needs someone to eliminate a dragon terrorizing his researchers. It's dragon mating season, however, so the wyrm is certain to be extremely cranky.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	33+	1:00	8,000	1,400	Get the Fire-Dragon Charm Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key	950 50 50 50 50
II	9	46+	1:00	18,000	6,000	Get the Fire-Dragon Charm Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key	4,500 50 50 50 50
III	12	50+	1:00	32,000	20,000	Get the Fire-Dragon Charm Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key Use the Mysterious Key	5,000 60 60 60 60

CLEAR CONDITIONS

Defeat the dragon.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Alfred tells the party about the dragon that is attacking his researchers. Since they are scientists, rather than fighters, he needs some help getting rid of the beast. He's unlocked the gate to the ruins and wishes the party the best of luck.



The Fire Dragon that is troubling the scientists is just past **Point 1**, in the ruins, which makes completing this quest simple, or so it would seem. Battle the Fire Dragon, going all out with strong ice magic and combos. Once it is defeated, it turns tail and runs away. Speak to Alfred in once more and he requests your further assistance. He turns on the elevators for you.

Use the elevator to go down to B2. Make it a point to kill Fire Lizards and Red Scorpions on the way down here, as they hold Mysterious Keys, which are needed for unlocking gates.

Go north to find a locked gate. Open it with a Mysterious Key and kill the Earth Dragon inside. Use the Mysterious Key on the northern gate to the Cenotaph and gather the Lovely Ring from the glowing spark on the ground.

Go back to B1 via the elevator. Go to the locked gate and open it with another Mysterious Key. Deep inside this dead end is Dogga, a Warg miner. Give him the Lovely Ring and he gives you the Fire-Dragon Charm in exchange.

Use the elevator to return to B2 once more. Go to the central elevator and call it down. Go up to B1. Walk forward and the party senses the dragon lurking up ahead. Choose to proceed to enter a battle against the Fire Dragon. After beating it once again, it disappears into the darkness.

Take the elevator back down to B1. Take the elevator farthest to the west up to B1 to find the Fire Dragon's final hiding place. It is visibly wounded and tired, but its sheer fury gives it a second wind. It roars and rushes into battle.



BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Fire Dragon	L	Dragon Fang (40%)	Fire-Dragon Claw (25%)	Dragon Bone (50%)	Fire-Dragon Flake (25%)	Hard Dragon Egg (10%)	Fire-Dragon Beard (4%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Fire Dragon	L	Fire-Dragon Scale (20%)	Fire-Dragon Tail (15%)	Fire-Dragon Wing (10%)	Fire-Dragon Horn (6%)	Fire-Dragon heart (5%)	Fire-Dragon Skull (2%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6
Fire Dragon	L	Fire-Dragon Scale+ (17%)	Fire-Dragon Tail+ (12%)	Fire-Dragon Wing+ (7%)	Fire-Dragon Horn+ (4%)	Fire-Dragon heart+ (1%)	Fire-Dragon Skull+ (<1%)



The Fire Dragon is weak to water-based attacks and any physical attack on its head. This is the final battle so pull out all the stops. Use normal attacks and water magic on its legs until the Fire Dragon falls over, and then use seven hit combos on its vulnerable head.

The Fire Dragon isn't so tough to an experienced party. It's somewhat stronger than the Earth Dragon that lurks the Bunker Lode Caverns normally. Stay focused and keep the party healed and this battle is a cakewalk.

When playing **Dragon's Heat III**, the battle plan must change. The Fire Dragon is extremely high level, over 40 levels past the party, so his advantage must be neutralized before anything can happen. Use Mollify and Fatigue to knock down his ATK and DEF, and use every possible buff on the party. When every member of the party is focused and doing exactly what they need to do, the battle isn't easy, but it isn't impossible, either.

TAKE YOUR LUMPS

We have a request for work in the Bunker Lode Caverns that involves transporting cargo of some kind. Speak with the client on-site for further information.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	5	30+	1:00	3,500	1,200	Defeated Stone Guardian Defeated Iron Golem Defeated Primeval Guardian	250 500 1,000
II	8	41+	1:00	11,000	3,000	Defeated Stone Guardian Defeated Iron Golem Defeated Primeval Guardian	1,000 2,250 4,500
III	11	50+	1:00	25,000	15,000	Defeated Stone Guardian Defeated Iron Golem Defeated Primeval Guardian	2,000 4,500 9,000

CLEAR CONDITIONS

Deliver the client's desired items.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.





WALKTHROUGH

Go to the glowing star to find the quest giver. Speak to Gotti the Junkman to discover that he dug something weird out of the ground. He thinks someone will pay a good amount of guildler for it, and he wants to know what else around here is any good. He gives you a Battered Pickaxe and sends you to Bill. Bill activates the eastern elevator and goes back to leaning against the wall. Go down to B2.



Earth Elementals lurk down here, as well as Fire Lizards, Red Scorpions, and, incredibly, an Earth Dragon and a Golem. Be wary when moving through B2 and keep an eye open for glowing sparks.

There is a spark near the Cenotaph at the northern edge of the area. Use the Battered Pickaxe on the strange rock to receive an Old Lump of Iron. To get a better item, go up to B1 from the western elevator in B2 to find a strange rock with an Old Lump of Gold. When the pickaxe breaks, visit Gotti the Junkman again to get another.

There are three possible bosses for this quest, and they are chosen depending on what the party delivers to Gotti. Giving Gotti ten Old Lumps of Stone summons a Stone Guardian. If the party gives Gotti ten Old Lumps of Iron, an Iron Golem awakens when the party tries to leave. Finally, the Primeval Guardian appears if the party manages to harvest ten Old Lumps of Gold.

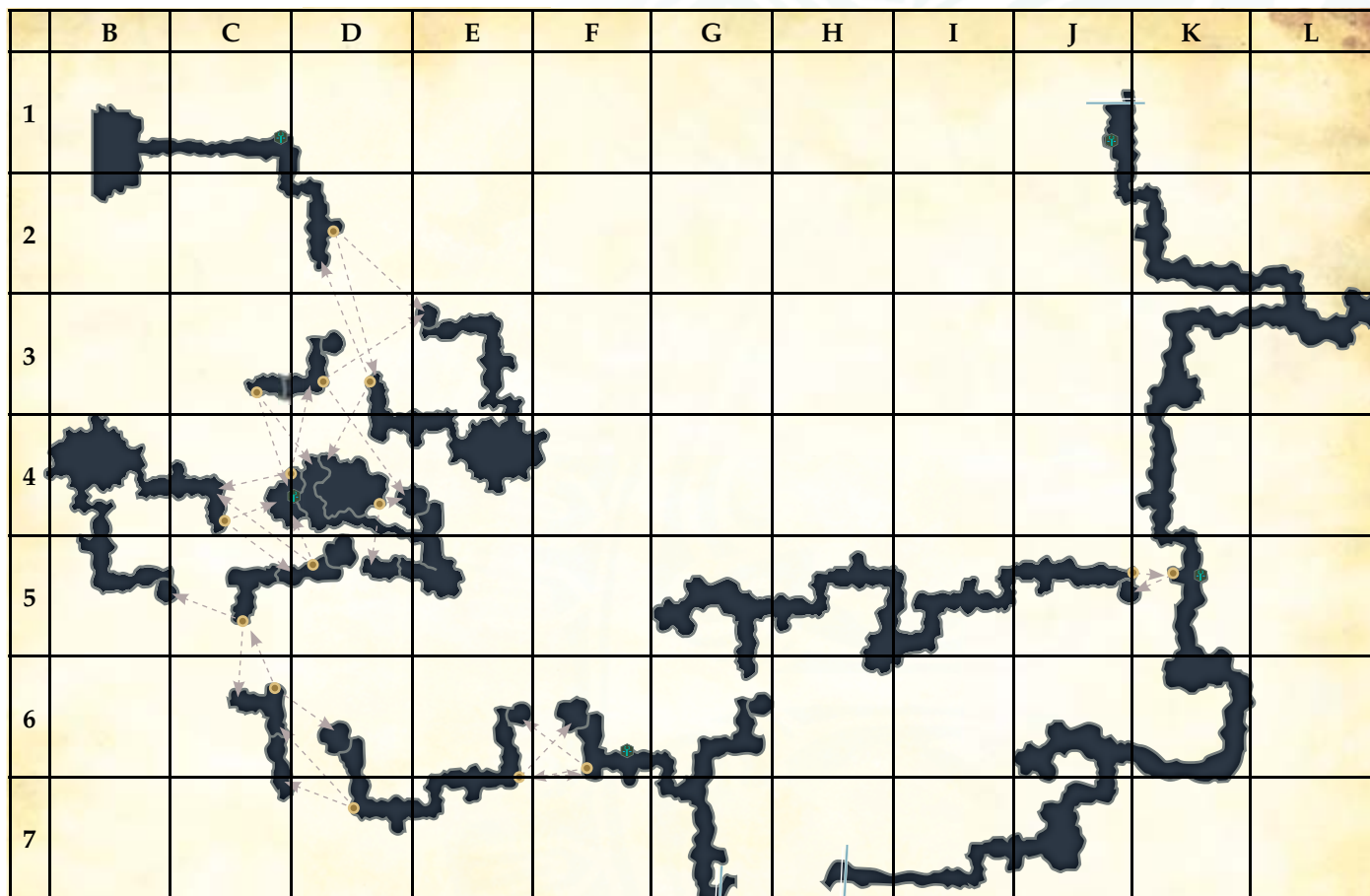


Try to deliver ten Old Lumps of Gold to Gotti for the best results. The Primeval Guardian is tougher, but has the best rewards at the end of the quest.





FRASS CHASM



CARAVAN ESCORT

A small caravan requires an escort through Frass Chasm to Baccea. Note that monsters in the area are currently spawning, and are likely more dangerous than usual.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	5	30+	1:00	5,000	1,200	—	—
II	8	41+	1:00	12,000	3,000	—	—
III	11	50+	1:00	27,000	15,000	—	—

CLEAR CONDITIONS

Escort the caravan to Baccea.

GROUND FOR FAILURE

Guest character is killed. Clear conditions not met in time. Party killed during boss battle.





WALKTHROUGH

Talk to Captain Marco about the escort mission. He explains you have to take all six of the Papitaur across to Baccea to his friend Kyle, but only two can be escorted at a time. You may choose the pairs in any combination or order, but be sure to leave the Warriors for last.



The party begins in **J1**. Travel south and east to **L3**, where the party comes across a fork. To the left are a Troll King and a dead end containing a “crack in the ground.” When Warrior Adde is with you, he removes the rock from the crack in the ground to expose spring water which bubbles out of the crack.

Move on down this path. **K3** holds an unavoidable encounter with a Troll King. After beating it, move south to the Giant Dandelion.

Use the Giant Dandelion to move south. To the west are some “amber colored mushrooms.” When Chef Frio is with you, he tells you what kind of mushrooms they are.

Farther down the path is a glowing spark. Investigating it reveals that some “valuable-looking ore is sticking out of the ground.” In addition, the end of the path has a few “Dragon scales scattered on the ground.”

Cross back over to the main strip via the Giant Dandelion once again. Resume heading south, but be careful. A short distance away is another Troll King waiting for a battle.

South of the Troll King are “fresh monster tracks.” When Warrior Leon is with you, he discovers the tracks are from a Jackal, which suddenly attacks the party.



Cross the bridge and enter the dead end trail. The party reaches some “strangly beautiful branches littering the ground.” Exit the dead end and speak to Kyle at the end of the path to drop off the Windwalkers. Return to the beginning of the quest and repeat the trek twice more. Heal at the Logic Stone if need be.

After bringing all the bunnies to Kyle a Dire Waterspider appears and attacks the group. One last enemy and this quest is done...

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Dire Waterspider	L	Spider Claw+ (25%)	Waterspider Jaw (10%)	Spider Corpse (25%)	Waterspider Shell (15%)	Spider Thread (25%)	Icy Thread Ball (15%)	Chromium Pearl Lv. 2 (10%)	Guardian Pearl Lv. 2 (10%)

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Dire Waterspider	L	Waterspider Legs (25%)	Waterspider Claws (20%)	Waterspider Fang (15%)	Waterspider Body (5%)	Waterspider Egg (1%)	—	—	—

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5	DROP 6	DROP 7	DROP 8
Dire Waterspider	L	Waterspider Leg+ (22%)	Waterspider Claw+ (17%)	Waterspider Fang+ (12%)	Waterspider Body (1%)	Waterspider Egg (<1%)	—	—	—

The party has to defeat just one Dire Waterspider. It can use Dire Influence to boost its speed, so cast Slow on it and +Haste on the party to even things out. It can also put multiple characters to sleep, so keep anti-sleep items or spells at the ready.

The Dire Waterspider is weak against flame and physical attacks against its head. Attack its legs to bring it down and use +Bonfire on its head from afar to cause damage safely. Keep its ATK debuffed for as long as possible to prevent it from killing any guest character.

Having the two Warrior Papitaur along for the ride makes this battle slightly easier. They attack along with the party, though according to their own will. The extra damage is always welcome in a difficult battle, so make sure to escort the Warriors last.



RESEARCH ASSISTANT

An individual is researching the greavers of Frass Chasm, and needs someone to provide protection. For further information, speak directly with the client.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	33+	1:00	6,000	1,400	—	—
II	9	46+	1:00	14,000	6,000	—	—
III	12	50+	1:00	27,000	20,000	—	—

CLEAR CONDITIONS

Assist the client's research.

GROUND FOR FAILURE

Guest character killed. Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Speak to Maurice P. Canbucket when the quest begins. He is doing research on Greavers and is a little... excitable. Eventually, he says that Greavers eat spider eggs for sustenance, and that there should be Spider Eggshells in a cave to the northwest.



Maurice accompanies the party on this quest. The quest Go north and bear west. Use the Giant Dandelion to cross the gorge. Go to the next Giant Dandelion and cross over to the next area of Frass Chasm. A Direspider lurks just north of the landing point for the Giant Dandelion. Defeat it to acquire a Spider Egg.

Move north and use the Giant Dandelion when the wind is blowing north. Once again, after landing, the party comes across another Direspider. This one can be avoided, however, by simply riding the Giant Dandelion again, making sure to cross to the north. Instead of escaping, beat the Direspider and then fly away on the Giant Dandelion.

Approach the glowing star on the map. Investigate the glowing spark on the ground to find "spider eggshells littering the ground." Place a Spider Egg from one of the Direspiders into the nest to begin a fight.

A Pygmy Greaver appears, eager to devour the Spider Egg. The Pygmy Greaver is weak to wind and physical attacks on its head, so hack away at it until it falls down.

After defeating the Pygmy Greaver, speak to Maurice to move on to the next part of the quest. He wishes to go to a cave to the east that is warm and quiet, where he believes Pygmy Greavers like to nest. Maurice rejoins the party after you accept his request.

Use the dandelion in **D4** to glide to the area to the east. Next use the Giant Dandelion north of the landing point. Float to the north. Ride the Giant Dandelion directly to the east when the wind is blowing north to go to the next area.

Move south from the landing point to reach the target area. There are giant enemies lurking outside of the cave, so be wary.

Inside the open cave, investigate the glowing spark in the center of the room and choose to wait for a Pygmy Greaver to appear. When it arrives, defeat it just like you did its relative in the other cave.

Speak to Maurice after the fight to move on to the last part of the mission: confirming what odors the Greavers find pleasing. Maurice thinks that they like Lily Blossoms due to their nutritional and medicinal value. After acquiring the plant, it must be taken to a windy place to disperse its scent. Of course, true to form, Maurice isn't quite sure where to find the Lily Blossoms. He just knows that it is probably near the statue of "someone called Thamusus."

Go north to find another Giant Dandelion. Ride this Giant Dandelion to the north. The glowing star marks the position of the Lily Blossom. Gather them and return to the Giant Dandelion.

Take the Giant Dandelion to the south. Quickly grab the Giant Dandelion next to the landing point to arrive in the area where Maurice can scatter the Lily Blossom.

Approach the glowing star and select the glowing spark and disperse the Lily Blossom. This attracts a riled up Pygmy Greaver. Defeat it to complete the quest.



VAN HAVEN WASTE

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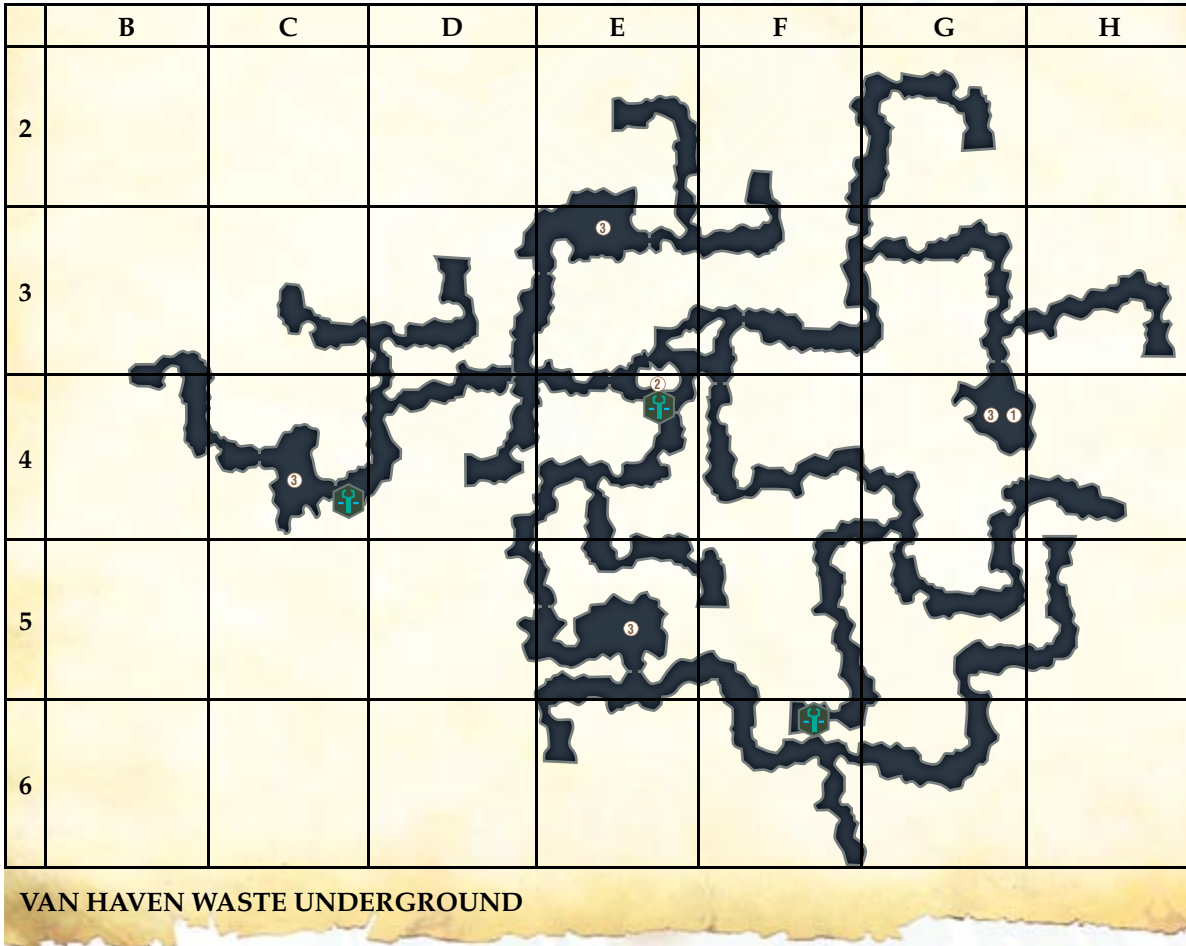
POINT 1: DRAGON'S LAIR
 POINT 2: GREEN ROOM
 POINT 3: DIRE WATERSPIDERS
 POINT 4: WIND DRAGON LOCATIONS

VAN HAVEN WASTE





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST



VAN HAVEN WASTE UNDERGROUND

THE AZURE DRAGON

Rumor has it that an ice dragon lurks in the caves beneath Van Haven Waste, and that the creature's hide will yield a valuable ore. The client wants someone to slay the dragon and confirm the rumor.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	33+	1:00	7,600	1,400	—	—
II	9	46+	1:00	20,000	6,000	—	—
III	12	50+	1:00	38,000	20,000	—	—

CLEAR CONDITIONS

Defeat the dragon.

GROUND FOR FAILURE

Guest character is killed. Clear conditions not met in time. Party killed during boss battle.





WALKTHROUGH

Speak to Therese. She agrees to help you lure and fight the Azure Dragon, but only if you prove worthy. She asks you to defeat the giant spiders located within the caves. She marks where the giant spiders are located on your map and sends you on your way.



There are four nests of Dire Waterspiders in Van Haven Waste. The one to the north holds a Dire Waterspider and three small enemies of various types. The one to the west holds two Dire Waterspiders. The southernmost chamber holds a single Dire Waterspider and two small enemies, as does the one to the east.

Defeat all five Dire Waterspiders and return to Therese. Depending on the number of Dire Waterspiders that were killed, Therese will do one of two things. If you killed three to four Dire Waterspiders, she joins the party as a guest to help defeat the dragon. If all five Dire Waterspiders were defeated, she simply gives you the Dragon Horn, which is used to call the dragon out of hiding.



Return to any spot in which you previously fought Dire Waterspiders. These places are marked by glowing stars on the map, even after the spiders have been defeated. Examine the spot on the ground to initiate a boss battle. If Therese is with the party, only one Ice Dragon comes out. If the party does not have Therese, two appear. Defeat the Ice Dragons to complete the quest.





STRIKE LIKE THE WIND

We need a brave soul to eliminate a monster that has been rampaging across the Van Haven Waste. The creature is a particularly violent breed of dragon, so approach with extreme caution.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	33+	1:00	9,000	1,400	—	—
II	8	41+	1:00	18,000	3,000	—	—
III	11	50+	1:00	38,000	15,000	—	—

CLEAR CONDITIONS

Defeat the Dragon.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

After the quest begins, talk to Stewart. He says the dragon you must defeat only appears where fierce winds gather. He'll mark the areas on your map that contain these winds. Before leaving this room, speak to Olie, as well. He briefly complains of having lost his black bigelow.



While searching for the dragon, be on the lookout for Olie's black bigelow, which appears randomly in the northern areas aboveground. Interact with it when you find it and report back to Olie. In exchange for doing him that favor, he rewards the party by volunteering to help locate the dragon's lair.

The five stars are marked on the map as **Point 4** and on the in-game map as glowing stars. Investigate any of them to trigger a battle against the Wind Dragon.

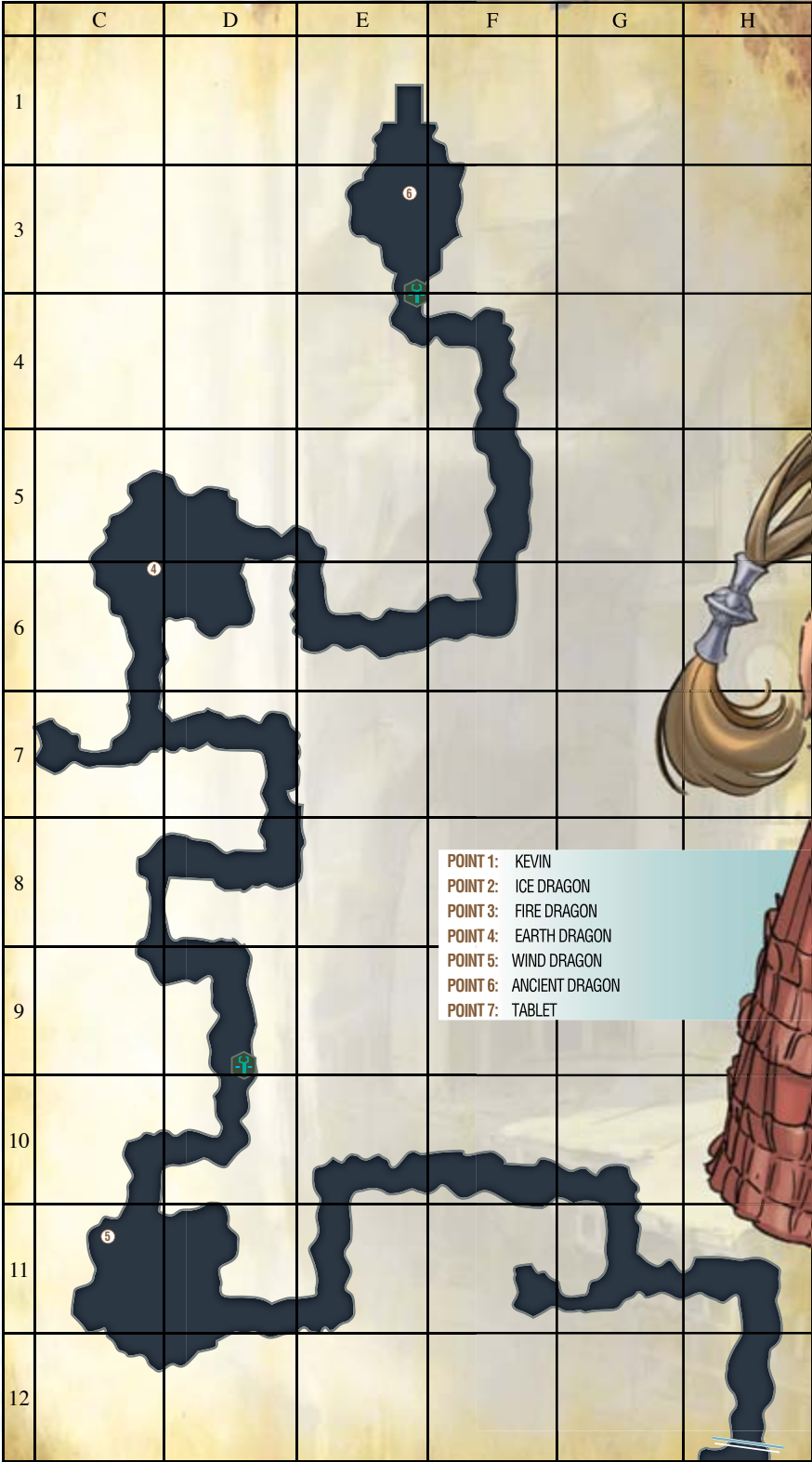
Fight the dragon at all of the stars on your map. After you defeat the dragon at the last star, the dragon will return to its lair. Seek out the dragon's lair where you will find it in a wounded state. Defeat the dragon one last time to finish up the quest.



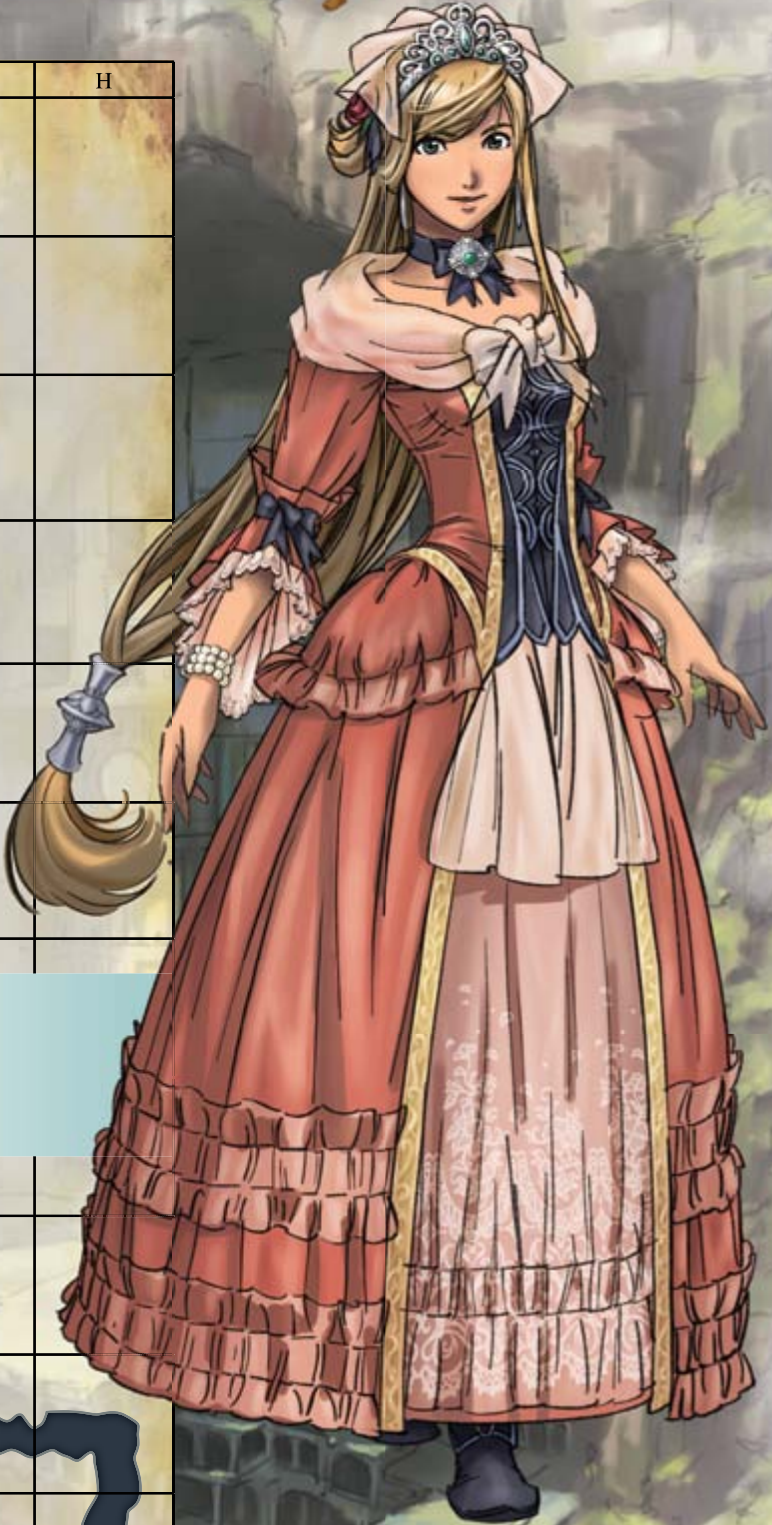
If you did not help Olie find the black bigelow, instead of finding the dragon in its lair, the dragon will spawn at another whirlwind point. If you defeat it then, you will chase it away and the quest finishes normally.



DOGMA RIFT



- POINT 1: KEVIN
- POINT 2: ICE DRAGON
- POINT 3: FIRE DRAGON
- POINT 4: EARTH DRAGON
- POINT 5: WIND DRAGON
- POINT 6: ANCIENT DRAGON
- POINT 7: TABLET





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

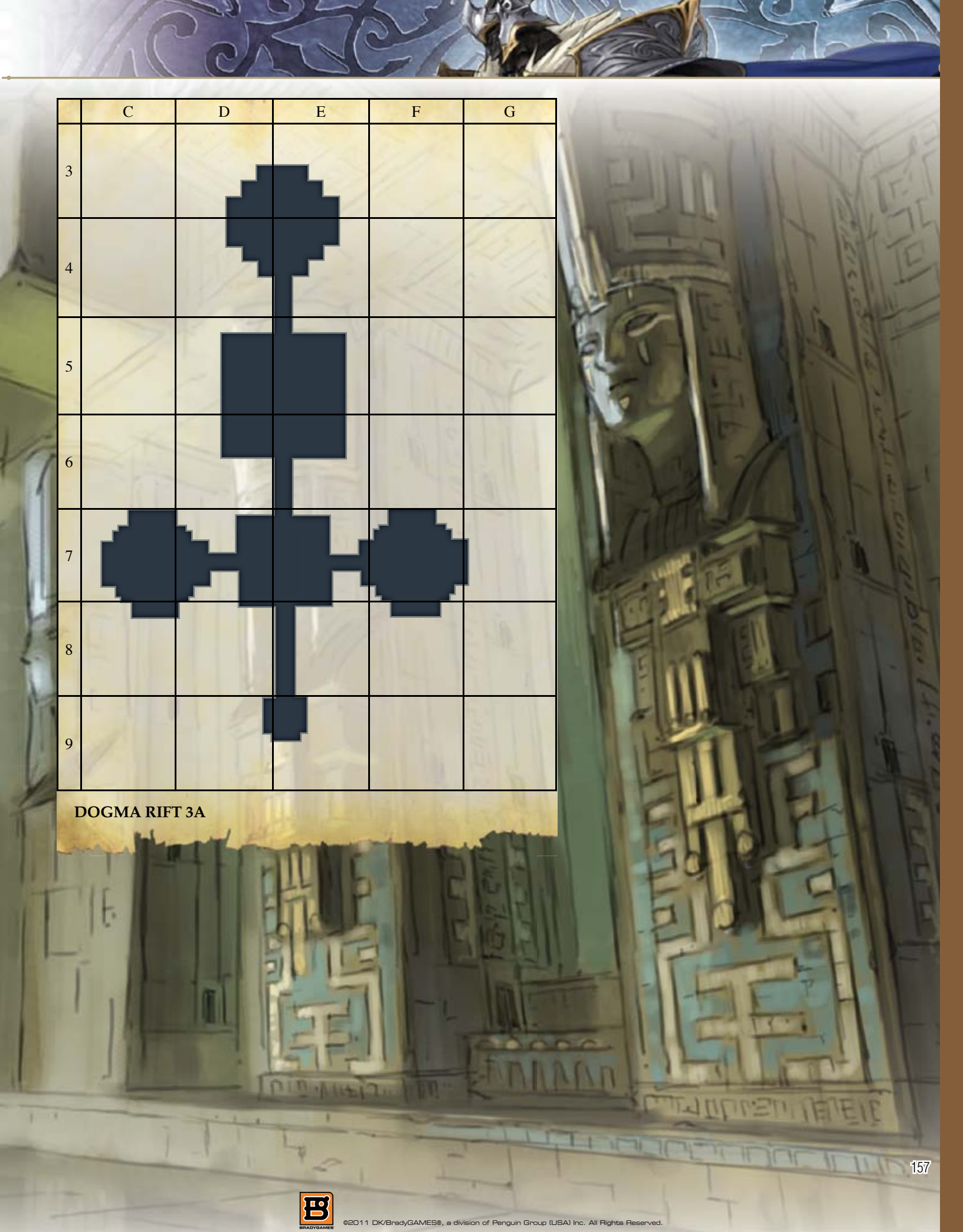
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DOGMA RIFT 2



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DOGMA RIFT 3A





- CHARACTERS
- INCORRUPTUS
- GAMEPLAY
- WALKTHROUGH
- QUESTS
- GEONET
- BESTIARY
- ARMORY
- ITEM LIST

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DOGMA RIFT 3B

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DOGMA RIFT 3C



HOME OF THE KNAVE

Magi interference has halted a study of the Dogma Ruins, and the researchers are growing desperate. We need someone to destroy the Magi war machine and drive out the interlopers.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	35+	1:00	8,000	1,400	Activated Warp Platform	400
II	9	46+	1:00	17,000	6,000	Activated Warp Platform	1,000
III	12	50+	1:00	31,000	20,000	Activated Warp Platform	3,000

CLEAR CONDITIONS

Defeat the Magi war machine.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

The team can't do any research with the Magi running around. The guards are leaving it up to you to make for the deepest part of the ruins and destroy the Magi's powerful War Machine. Head north into the dungeon to embark on the quest.

The chambers to the east and west in the first area hold warp platforms. The one on the east side is temporarily inoperable. The one to the west, however, works. Step on the platform in the west chamber to be transported to another section of the dungeon, which holds five warp platforms in total.



Battle through the Magi forces in this portion of the dungeon. Expect to meet normal Magi soldiers and Iron Golems. Push toward the warp platforms in the northeast. In the easternmost chamber is a wounded man by the name of Kevin. He is located in **Point 1**. Speak with him and he will begin to offer a tip, but is forced to stop short as a group of Magi swordsmen appear in the next room.

Go to the room to the west and take out the Magi. Return to Kevin to find out about their weapon. They have deployed a Black Knave, giant robots that are powered by warlocks. The key to destroying the weapon is to eliminate all the Magi Warlocks first, which should weaken the Black Knave. Before that can happen, however, the party has to hunt down all the Magi Warlocks first.

The northernmost chamber holds an inactive warp platform, but you should have a Warp Crystal in your possession to bring it back online from defeating Iron Golems. When you arrive in the next area, you are immediately besieged by a group of Magi Wizards. Defeat them and continue on. Use the warp platform in the north chamber to be transported to a new section of the dungeon.



The section of the dungeon is teeming with Magi enemies. Primeval Guardians and Magi Spearmen guard the long hallway to the south. Clear this entire floor of enemies. Defeating them send the Black Knave into a berserker rage somewhere deep in the dungeon.

Find your way to the south warp platform chamber to be transported to this final section of the dungeon. Proceed to the east to hear the sound of the Magi War Machine starting up.

The Black Knave powers up and attacks the party. Its legs and head are weak against striking attacks. Batter its legs with strong combos to bring it to its knees and then use magic and combos on its head to cause extra damage. With a full powered party, this battle takes mere minutes.



KING OF DRAGONS

A dragon king of old has awakened. We need a brave adventurer to dispose of the foul beast before he rains damnation on all humanity. Meet with a guard just outside the Dogma Ruins for further details.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	6	35+	1:30	7,600	1,400	—	—
II	9	46+	1:30	17,000	6,000	—	—
III	12	50+	1:30	30,000	20,000	—	—

CLEAR CONDITIONS

Defeat the ancient dragon.

GROUND FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.

WALKTHROUGH

Speak with Ehrok, who asks if the party has come to defeat the ancient dragon. The aged beast was once sealed away and forced into a deep slumber, but has recently awakened and threatens the populace. Ehrok offers some free advice—to draw out the Dragon Lord you must first eliminate the four lesser dragons that serve him.

Embark on the quest by entering the corridors beyond Ehrok. After a battle against a pack of Ice Elementals, you encounter the first of four lesser dragons, an Ice Dragon, at **Point 2**. The Ice Dragon is weak against physical attacks and fire, while strong against water. Defeat the Ice Dragon and take the corridor to the west to continue.

Continue the quest by battling through the hordes of Fire Elementals and Red Scorpions that infest these hallways while following the twists and turns of the corridors and chambers.

Inside the large chamber to the northwest are a few crates to be found. One can be found on the upper level in the southeast corner. The other is on the base level and to the southeast.

Once the party gets to **Point 3**, the encounter with the second lesser dragon, the Fire Dragon, begins. The Fire Dragon is weak against physical attacks and water, and strong against fire. Defeat the Fire Dragon and, instead of delving deeper into the area, return south and back the way you came. Return to Ehrok and re-enter the open field where the quest began.

Once the party is back outside, pass Ehrok and continue south. Along the way you encounter a deep set of gashes in the earth, which have been caused by the Ancient Dragon's claws.

The southern path leads to a pack of Earth Elementals, which herald the inevitable appearance of the next lesser dragon.



The Earth Dragon resides in an open field at **Point 4**. It is weak against physical attacks and wind, but strong against earth-based attacks. Defeat the Earth Dragon and continue down the southern path to continue.

The path leads to an intersection, as well as some Killer Scorpions and Wind Elementals. To the west is a small alcove with a crack in the rock face.

Take the east path and continue to battle through the Wind Elementals and Killer Scorpions. When the path opens to a clearing at **Point 5**, the fourth lesser dragon, the Wind Dragon, makes its appearance. The Wind Dragon is weak against physical attacks and earth, while strong against wind. Exploit these weaknesses to your benefit.

Once the Wind Dragon has been defeated, you can opt to continue along the southeast path to reach an intersection, which leads to an alcove to the west where there are some flowers to harvest. Beyond that, there is no reason to continue along this path, as it abruptly results in a dead end. Instead, return to the north and battle your way back to the clearing where you began.

In the clearing, examine the gash in its center once again. This time, you are asked if you want to raise your dragon blood-stained weapon into the air, possibly attracting the ancient one if you do so. Choose "Yes" and prepare to battle the Ancient Dragon.



The Ancient Dragon is weak against physical attacks, but is strong against all elemental attacks and magic. Use combos that incorporate strong physical attacks to defeat it.



GEORAMA



INTRODUCTION

The Georama system gives you the ability to build a custom HomeTown of your very own design. Craft parts at the Papitaur Workshop you can place as you please and then populate your HomeTown with residents recruited from towns. When you're satisfied with your unique HomeTown, upload it to GeoNet and share it with the world. Visit other HomeTowns and see how yours stacks up!

PAPITAUER WORKSHOP

The Papitaur Workshop is your first step to breaking ground on your HomeTown. From here, selecting Create Parts gives you access to the four fundamental types of parts you will use in your Georama. The most basic of these are Housing Parts. They consist of all the buildings that your recruited residents dwell in.

Job Parts improve your Georama's stats and even boost the abilities of matching residents. Be careful; placing more than one of any given Job Part can cause their stats to drop!

By placing two to five copies of a certain Job Part, any stats +2 and higher will drop to +1, while +1 stats stay the same. After the 6th part, all the stats will drop to +0, making any further item placement virtually useless. Make sure this doesn't happen to you by diversifying your Job Parts and working toward a healthy balance.

Scenery Parts may only contribute cosmetically, but don't write them off too quickly. The key to making your Georama unique is by embellishing it with thoughtfully arranged décor. Finally, Foundation Parts determine the characteristics of the terrain on which you build your Georama.

In addition to creating your parts, you also have access to an Online Workshop. This is the place to purchase unique Georama parts you cannot otherwise create in exchange for in-game currency. Check often to see what's new!

LAYOUT

Once you've acquired the parts you want to work with, it's time to venture forth into Layout where the real work happens. The three basic commands in Layout are: Place, Adjust and Remove. You can cycle between them using **L2** and **R2**. View your Georama's stats by pressing **○** and exit by pressing **●**.

When placing parts, use the left analog stick to move them and the D-pad to fine tune moving them around. To switch between different parts' tabs, use **L1** and **R1**. Adjust the camera using the right analog stick to get a better view of things. When you're pleased with your objects' orientation, place it by pressing **⊗**.

To adjust a part that you've already placed, cycle through to Adjust and select the part you want to adjust by pressing **⊗**. From here, the controls are identical to when you first placed the part.

If you decide you'd rather not have a particular part in place, you can remove it by cycling through to Remove then selecting the part to be removed by pressing **⊗**. Or, if you want to start from scratch, press **●** to remove all. Be careful! Once you've removed a part, you'll have to place it in the HomeTown again manually. There is no undo!

RESIDENTS

As you progress through the single-player portion of the game, you can recruit various Residents for your Georama. You can recruit a maximum of 20 people to live in your town. You can tell if someone can be recruited if his or her name is colored yellow, rather than white.

Every Resident has a name, gender, job, and stats. Each job has three corresponding Georama stats. Select a particular Resident by pressing **⊗** and a menu will appear with three different options: Assign To Housing, Assign To Foreman, and Dismiss.

Assign To Housing lets you place that Resident in a particular house in your Georama. The first Resident placed in a given house will automatically be that house's Foreman. The items available in the Georama's general store will vary and depend upon the stats of each Foreman you have. If your HomeTown is strong in plant-related statistics, the general store will have many types of materials available for purchase. Try maxing out a stat to get the best possible items!



Foremen oversee one or two Workers based upon the type of housing. The Job and stats of a Worker will boost the stats of his or her Foreman. If the Worker and Foreman have the same Job, the Foreman's stats increase by +1 and the Worker's stats are added to the Foreman's. If they have different Jobs, the Foreman's stats will still increase by +1 but the Worker's stats will not be added.

Each subsequent Resident in a given house will be a Worker under that Foreman. Assign to Foreman lets you assign your Residents to matching Foremen rather than to a particular house. Dismiss will cause the Resident to depart your town and make room for someone else.

DEVELOP PROPERTY

Your HomeTown requires land! There are three types of land available to new players. Plains, Desert, and Wilds provide various types of scenery for your friends and residents to walk around in.

When the time comes to expand your land holdings, the property must be developed. Developing costs money and has certain other requirements before it can be completed, depending on the level of development. Each HomeTown has ten possible levels of development. The better developed the HomeTown, the more space you have to place new buildings and parts.

LEVEL	COST	POLYN	REQUIREMENTS
1	—	1,200	—
2	2,000	1,400	—
3	6,000	1,600	Armory Placed
4	18,000	1,800	3+ Residents Assigned, 500+ Polyn Used
5	54,000	2,000	5+ Residents Assigned, Guild Rank 7+
6	135,000	2,200	6+ Residents Assigned, 800+ Polyn Used
7	165,000	2,400	8+ Residents Assigned, 1200+ Polyn Used
8	470,000	2,600	10+ Residents Assigned, Guild Rank 13+
9	620,000	2,800	12+ Residents Assigned, Guild Rank 14+
10	730,000	3,000	14+ Residents Assigned, Guild Rank 15+

RECRUIT ALMANAC

Visit these locations to find recruits for your HomeTown! Make sure that you meet their requirements before inviting them to visit, though!

ALBANA

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Adelia	C3	Female	Human	Warrior	Bugs +2, Trolls +2, Dragons +2	Georama Level 8, Give Wind-dragon Skull
Beketov	C3	Male	Warg	Warrior	Bugs +0, Trolls +0, Dragons +3	Georama Level 1
Cyril	C3	Female	Human	Chef	Greavers +3, Beasts +0, Lizards +2	Georama Level 2
Dirk	D3	Male	Warg	Warrior	Bugs +3, Trolls +2, Dragons +0	Georama Level 2
Janna	C2	Female	Papitaur	Mage	Automata +0, Plants +3, Giants +2	Georama Level 2
Mimi	C4	Female	Papitaur	Chef	Greavers +2, Beasts +3, Lizards +0	Georama Level 2
Octavia	E2	Female	Human	Mage	Automata +2, Plants +2, Giants +2	Georama Level 8, Give Ice-giant Eye
Sarasa	D2	Female	Human	Mage	Automata +3, Plants +3, Giants +0	Georama Level 7
Tansy	D2	Female	Human	Chef	Greavers +0, Beasts +3, Lizards +2	Georama Level 4
Timothy	D2	Male	Human	Mage	Automata +3, Plants +0, Giants +0	Georama Level 1
Vincent	C2	Male	Human	Warrior	Bugs +2, Trolls +3, Dragons +3	Georama Level 10, Give Blue Knight Coin

BACCEA

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Hector	C3	Male	Papitaur	Mage	Automata +0, Plants +3, Giants +5	Georama Level 10
Lane	B3	Female	Papitaur	Chef	Greavers +3, Beasts +0, Lizards +3	Georama Level 7
Lina	D3	Female	Papitaur	Chef	Greavers +3, Beasts +3, Lizards +2	Georama Level 10, Give Red Gratos Coin
Lucas	D3	Male	Papitaur	Warrior	Bugs +2, Trolls +0, Dragons +3	Georama Level 4
Mycopra	D2	Female	Papitaur	Chef	Greavers +5, Beasts +0, Lizards +3	Georama Level 10
Rick	D3	Female	Papitaur	Mage	Automata +3, Plants +0, Giants +3	Georama Level 7
Rook	D3	Female	Papitaur	Warrior	Bugs +3, Trolls +3, Dragons +0	Georama Level 7



BALANDOR

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Alain	F7	Male	Human	Farmer	Flowers +3, Cotton +0, Mushrooms +2	Georama Level 2
Beatrice	F11	Female	Human	Miner	Ore +0, Fossils +5, Crystals +3	Georama Level 10
Colin	G3	Male	Human	Mage	Automata +3, Plants +3, Giants +2	Georama Level 10, Give Blue Arcane Coin
Dalvina	F7	Female	Warg	Farmer	Flowers +0, Cotton +3, Mushrooms +0	Georama Level 1
Dareen	G10	Male	Human	Miner	Ore +3, Fossils +0, Crystals +0	Georama Level 1
Dionor	I9	Female	Warg	Warrior	Bugs +3, Trolls +3, Dragons +2	Georama Level 10, Give Red Knight Coin
Egmont	G3	Male	Warg	Lumberjack	Timber +3, Lumber +3, Insects +2	Georama Level 10, Give Red Ethereal Coin
Eileen	E11	Female	Human	Chef	Greavers +0, Beasts +3, Lizards +0	Georama Level 1
Eli	G10	Male	Human	Miner	Ore +0, Fossils +3, Crystals +2	Georama Level 2
Ellen	J9	Female	Human	Farmer	Flowers +0, Cotton +5, Mushrooms +3	Georama Level 10
Frances	J9	Female	Human	Mage	Automata +0, Plants +3, Giants +0	Georama Level 1
Gaston	F8	Male	Human	Warrior	Bugs +0, Trolls +3, Dragon +0	Georama Level 1
Giuseppe	F5	Male	Human	Lumberjack	Timber +2, Lumber +0, Insects +3	Georama Level 2
Gordon	F10	Male	Human	Miner	Ore +5, Fossils +3, Crystals +0	Georama Level 10
Gregory	I8	Male	Human	Lumberjack	Timber +0, Lumber +3, Insects +0	Georama Level 1
Hazel	F3	Female	Human	Lumberjack	Timber +2, Lumber +2, Insects +2	Georama Level 8, Give Troll-king Mask
Irina	F9	Female	Human	Miner	Ore +3, Fossils +3, Crystals +2	Georama Level 10, Give Red War-hero Coin
Jerome	G8	Male	Human	Mage	Automata +5, Plants +0, Giants +3	Georama Level 10
Juliana	F4	Female	Human	Chef	Greavers +2, Beasts +3, Lizards +3	Georama Level 10, Give Blue Gratos Coin
Leo	G10	Male	Human	Miner	Ore +0, Fossils +3, Crystals +0	Georama Level 1
Levin	G7	Male	Human	Miner	Ore +2, Fossils +0, Crystals +3	Georama Level 2
Lila	F10	Female	Human	Chef	Greavers +0, Beasts +3, Lizards +3	Georama Level 7
Linda	K9	Female	Human	Chef	Greavers +3, Beasts +0, Lizards +0	Georama Level 1
Matthew	J9	Male	Human	Lumberjack	Timber +5, Lumber +0, Insects +3	Georama Level 10
Nicholas	F8	Male	Warg	Lumberjack	Timber +3, Lumber +3, Insects +0	Georama Level 7
Noelia	H8	Female	Human	Mage	Automata +3, Plants +5, Giants +0	Georama Level 10
Palt	I8	Male	Papitaur	Warrior	Bugs +3, Trolls +2, Dragons +3	Georama Level 10, Give Green Knight Coin
Randall	F8	Male	Human	Lumberjack	Timber +3, Lumber +5, Insects +0	Georama Level 10
Ron	F10	Male	Human	Farmer	Flowers +3, Cotton +0, Mushrooms +0	Georama Level 1
Samson	F10	Male	Human	Farmer	Flowers +3, Cotton +2, Mushrooms +0	Georama Level 2
Sergius	I8	Male	Warg	Warrior	Bugs +3, Trolls +0, Dragons +3	Georama Level 7
Tommy	F8	Male	Human	Farmer	Flowers +2, Cotton +3, Mushrooms +0	Georama Level 4
Uta	F8	Female	Warg	Chef	Greavers +0, Beasts +2, Lizards +3	Georama Level 2

GREEDE CENTRAL STATION

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Barbarosse	C3	Male	Papitaur	Farmer	Flowers +5, Cotton +3, Mushrooms +0	Georama Level 10
Berenice	D3	Female	Human	Farmer	Flowers +2, Cotton +0, Mushrooms +3	Georama Level 4
Eilene	C3	Female	Papitaur	Farmer	Flowers +2, Cotton +2, Mushrooms +2	Georama Level 8, Give Dew Drop
Ida Rozze	C3	Female	Warg	Mage	Automata +3, Plants +2, Giants +0	Georama Level 4
Paris	C3	Female	Human	Farmer	Flowers +3, Cotton +3, Mushrooms +0	Georama Level 7
Zeldan	C3	Male	Warg	Chef	Greavers +3, Beasts +2, Lizards +3	Georama Level 10, Give Green Gratos Coin

GREEDE DOWNTOWN

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Acyl	B4	Male	Human	Lumberjack	Timber +2, Lumber +3, Insects +0	Georama Level 4
Carrera	C2	Female	Human	Miner	Ore +3, Fossils +0, Crystals +2	Georama Level 4
Clark	B4	Male	Human	Miner	Ore +3, Fossils +0, Crystals +5	Georama Level 10
Cruise	C4	Male	Human	Farmer	Flowers +2, Cotton +2, Mushrooms +2	Georama Level 8, Give Earth-dragon Skull
Georg	C3	Male	Warg	Lumberjack	Timber +0, Lumber +2, Insects +3	Georama Level 4
Holland	B4	Male	Human	Miner	Ore +0, Fossils +3, Crystals +3	Georama Level 7
Julius	C3	Female	Human	Chef	Greavers +2, Beasts +2, Lizards +2	Georama Level 8, Give Gallstone
Leopold	C2	Male	Warg	Miner	Ore +3, Fossils +2, Crystals +0	Georama Level 4
Lynn	C2	Female	Human	Mage	Automata +0, Plants +2, Giants +3	Georama Level 4
Rattray	C1	Male	Human	Miner	Ore +2, Fossils +2, Crystals +2	Georama Level 8, Give Dull Gold Lump
Rena Litt	C3	Female	Warg	Lumberjack	Timber +3, Lumber +2, Insects +3	Georama Level 10, Give Green Ethereal Coin
Sagan	C1	Male	Papitaur	Farmer	Flowers +0, Cotton +2, Mushrooms +3	Georama Level 4
Tobias	D3	Male	Human	Warrior	Bugs +0, Trolls +2, Dragons +3	Georama Level 4
Xander	C3	Male	Warg	Miner	Ore +3, Fossils +2, Crystals +3	Georama Level 10, Give Green War-hero Coin
Ziegler	C1	Male	Warg	Chef	Greavers +0, Beasts +3, Lizards +5	Georama Level 10



GREEDE MERCHANT QUARTER

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Agsell	C2 (1F)	Male	Human	Chef	Greavers +3, Beasts +2, Lizards +0	Georama Level 4
Angelica	D3 (1F)	Female	Human	Chef	Greavers +3, Beasts +3, Lizards +0	Georama Level 7
Barbara	E3 (1F)	Female	Human	Lumberjack	Timber +3, Lumber +0, Insects +2	Georama Level 4
Belvard	B2 (2F)	Male	Warg	Miner	Ore +3, Fossils +0, Crystals +3	Georama Level 7
Cammy	C2 (1F)	Female	Human	Chef	Greavers +2, Beasts +0, Lizards +3	Georama Level 4
Carlos	C2 (1F)	Male	Human	Miner	Ore +0, Fossils +2, Crystals +3	Georama Level 4
Caspar	B2 (2F)	Male	Human	Warrior	Bugs +0, Trolls +3, Dragons +3	Georama Level 7
Charlecone	F2 (3F)	Female	Farian	Mage	Automata +3, Plants +2, Giants +3	Georama Level 10, Give Green Arcane Coin
Dianus	D2 (2F)	Male	Farian	Mage	Automata +2, Plants +3, Giants +3	Georama Level 10, Give Red Arcane Coin
Drig	C2 (2F)	Male	Human	Mage	Automata +2, Plants +3, Giants +0	Georama Level 4
Eunos	C2 (1F)	Male	Papitaur	Miner	Ore +2, Fossils +3, Crystals +0	Georama Level 2
Excelia	D3 (1F)	Male	Papitaur	Warrior	Bugs +5, Trolls +3, Dragons +0	Georama Level 10
Hecatene	D3 (2F)	Female	Papitaur	Miner	Ore +2, Fossils +2, Crystals +2	Georama Level 8, Give Dull Iron Lump
Lau Varie	C2 (2F)	Female	Warg	Miner	Ore +2, Fossils +3, Crystals +3	Georama Level 10, Give Blue War-hero Coin
Lia Bouffle	C2 (2F)	Female	Warg	Farmer	Flowers +3, Cotton +2, Mushrooms +3	Georama Level 10, Give Green Emperor Coin
Lubert	D3 (1F)	Male	Papitaur	Lumberjack	Timber +3, Lumber +0, Insects +3	Georama Level 7
Miranda	D2 (2F)	Female	Human	Chef	Greavers +2, Beasts +2, Lizards +2	Georama Level 8, Give Pyrestone
Moritz	C3 (2F)	Male	Human	Mage	Automata +3, Plants +0, Giants +2	Georama Level 2
Nicolaus	C3 (2F)	Male	Human	Farmer	Flowers +3, Cotton +0, Mushrooms +3	Georama Level 7
Othina	C2 (2F)	Female	Human	Mage	Automata +2, Plants +0, Giants +3	Georama Level 2
Rafiana	D3 (1F)	Female	Farian	Warrior	Bugs +0, Trolls +3, Dragons +2	Georama Level 4
Reno Alle	D2 (2F)	Female	Warg	Lumberjack	Timber +2, Lumber +2, Insects +2	Georama Level 8, Give Waterspider Egg
Taltenos	D2 (2F)	Male	Farian	Warrior	Bugs +3, Trolls +0, Dragons +5	Georama Level 10
Tiros	D3 (2F)	Male	Papitaur	Farmer	Flowers +2, Cotton +3, Mushrooms +3	Georama Level 10, Give Blue Emperor Coin
Toby	C2 (1F)	Male	Human	Miner	Ore +3, Fossils +3, Crystals +0	Georama Level 7
Veldam	D3 (1F)	Male	Warg	Warrior	Bugs +3, Trolls +0, Dragons +2	Georama Level 2
Ven Lien	D3 (1F)	Female	Warg	Warrior	Bugs +0, Trolls +5, Dragons +3	Georama Level 10
Vilgtus	C2 (3F)	Male	Warg	Lumberjack	Timber +0, Lumber +3, Insects +5	Georama Level 10

PARMA

NAME	LOCATION	GENDER	RACE	JOB	STATS	REQUIREMENTS
Bianga	B3	Female	Warg	Lumberjack	Timber +2, Lumber +3, Insects +3	Georama Level 10, Give Blue Ethereal Coin
Delvadoth	C2	Male	Warg	Farmer	Flowers +3, Cotton +3, Mushrooms +2	Georama Level 10, Give Red Emperor Coin
Dreadel	C3	Male	Warg	Lumberjack	Timber +3, Lumber +0, Insects +0	Georama Level 1
Fabiola	B3	Female	Warg	Warrior	Bugs +3, Trolls +0, Dragons +0	Georama Level 1
Fedelia	B2	Female	Warg	Chef	Greavers +0, Beasts +0, Lizards +3	Georama Level 1
Frederick	C2	Male	Human	Farmer	Flowers +0, Cotton +3, Mushrooms +3	Georama Level 1
Graham	B2	Male	Human	Lumberjack	Timber +0, Lumber +3, Insects +2	Georama Level 2
Gudrun	C4	Male	Warg	Warrior	Bugs +2, Trolls +3, Dragons +0	Georama Level 2
Horace	C3	Male	Human	Lumberjack	Timber +3, Lumber +2, Insects +0	Georama Level 2
Linus	C2	Male	Human	Farmer	Flowers +0, Cotton +3, Mushrooms +2	Georama Level 2
Lloyd	B3	Male	Human	Lumberjack	Timber +0, Lumber +3, Insects +3	Georama Level 7
Manumarin	C3	Male	Papitaur	Lumberjack	Timber +0, Lumber +0, Insects +3	Georama Level 1
Mira	C3	Female	Human	Chef	Greavers +3, Beasts +5, Lizards +0	Georama Level 10
Peggy	C3	Female	Human	Mage	Automata +0, Plants +0, Giants +3	Georama Level 1
Stagous	B2	Male	Warg	Farmer	Flowers +0, Cotton +3, Mushrooms +3	Georama Level 7
Valdere	B2	Male	Warg	Farmer	Flowers +3, Cotton +0, Mushrooms +5	Georama Level 10



BESTIARY

LARGE-SIZED ENEMIES

AHWAHNEE



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↓	—	—	↑
Right Foreleg	↓	—	—	↓	—	—	↑
Left Foreleg	↓	—	—	↓	—	—	↑
Right Hind Leg	↓	—	—	↓	—	—	↑
Left Hind Leg	↓	—	—	↓	—	—	↑
Belly	↓	↓	↓	↓	—	—	↑
Back	↓	—	—	↓	—	—	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
White Beast Horn (10%)	Massive Incisor (20%)	Massive Molar (17%)
Massive Tooth (25%)	White Pelt (15%)	Pure White Pelt (12%)
Beautiful Pelt (25%)	Massive Hoof (10%)	Hard Massive Hoof (7%)
Beast Shank (30%)	Massive Jaw (5%)	Hard Massive Jaw (2%)
Chromium Pearl Lv. 1 (80%)	White Heart (1%)	Pure Heart (<1%)
Guardian Pearl Lv. 1 (50%)	—	—
Water Shard (10%)	—	—

ALPHAPENTE GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHAENA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHATRIA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 2 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 2 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHAMIDEN GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Aged Dragon Scale (20%)	Aged Dragon Scale+ (17%)
Aged Dragon Claw (25%)	Aged Dragon Tail (15%)	Aged Dragon Tail+ (12%)
Dragon Bone (50%)	Aged Dragon Wing (10%)	Aged Dragon Wing+ (7%)
Aged Dragon Flake (25%)	Aged Dragon Horn (6%)	Aged Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Aged Dragon Heart (5%)	Aged Dragon Heart+ (1%)
Aged Dragon Beard (4%)	Aged Dragon Skull (2%)	Aged Dragon Skull+ (<1%)

ANCIENT DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	↑	↑	↑
Right Foreleg	—	—	—	↑	↑	↑	↑
Left Foreleg	—	—	—	↑	↑	↑	↑
Right Hind Leg	—	—	—	↑	↑	↑	↑
Left Hind Leg	—	—	—	↑	↑	↑	↑
Belly	—	—	—	↑	↑	↑	↑
Back	↓	↓	↓	↑	↑	↑	↑
Tail	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Aged Dragon Scale (20%)	Aged Dragon Scale+ (17%)
Aged Dragon Claw (25%)	Aged Dragon Tail (15%)	Aged Dragon Tail+ (12%)
Dragon Bone (50%)	Aged Dragon Wing (10%)	Aged Dragon Wing+ (7%)
Aged Dragon Flake (25%)	Aged Dragon Horn (6%)	Aged Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Aged Dragon Heart (5%)	Aged Dragon Heart+ (1%)
Aged Dragon Beard (4%)	Aged Dragon Skull (2%)	Aged Dragon Skull+ (<1%)

BETAENA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

BETAPENTE GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↑	↑	↑	↑
Belly	—	—	↓	↑	↑	↑	↑
Right Leg	↓	—	—	↑	↑	↑	↑
Left Leg	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 2 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 2 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

BETATRIA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↑	↑	↑	↑
Belly	—	—	↓	↑	↑	↑	↑
Right Leg	↓	—	—	↑	↑	↑	↑
Left Leg	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 2 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 2 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

BLACK KNAVE



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	↓	—	—	—	—	—
Right Leg	—	↓	—	—	—	—	—
Left Leg	—	↓	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Knave Part (40%)	Knave Bangle (20%)	Knave Arm (17%)
Damaged Knave Face (15%)	Knave Face (15%)	Knave Face+ (12%)
Knave Lump (15%)	Knave Panel (10%)	Metal Panel+ (7%)
Magecrystal Bit (30%)	Oil-stained Cloth (10%)	Bloody Cloth (7%)
Magecrystal Lump (15%)	Magic Core (6%)	Magic Core+ (2%)
Chromium Pearl Lv. 5 (5%)	Dull Metal Lump (2%)	Shiny Metal Lump (<1%)
Guardian Pearl Lv. 5 (5%)	—	—
Chromium Pearl Lv. 4 (95%)	—	—

BLACK KNIGHT



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↑	↑	↑	↑
Belly	—	—	↓	↑	↑	↑	↑
Right Leg	↓	—	—	↑	↑	↑	↑
Left Leg	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	—	—

BLACK USURPER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Core	↓	↓	↓	↓	↓	↓	↓
Strength Regulator	—	—	—	—	—	—	—
Magic Regulator	—	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	—	—

BLACK USURPER (FINAL FORM)



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Main Body	↓	↓	↓	↑	↑	↑	↑
Torso	—	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	—	—

CERBERUS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	—	—	—
Right Foreleg	↓	—	—	↑	—	—	↓
Left Foreleg	↓	—	—	↑	—	—	↓
Right Hind Leg	↓	—	—	↑	—	—	↓
Left Hind Leg	—	—	—	↑	—	—	↓
Belly	↓	↓	↓	↑	—	—	↓
Right Head	↓	—	—	↑	—	—	↓
Left Head	↓	—	—	↑	—	—	↓

Guild Rank 1	Guild Rank 7	Guild Rank 10
Beast Bone (10%)	Fire-Beast Fang (20%)	Fire-Beast Fang+ (17%)
Pyrestone Shard (15%)	Fire-Beast Pelt (15%)	Fire-Beast Pelt+ (12%)
Beast Pelt (30%)	Fire-Beast Claw (10%)	Fire-Beast Claw+ (7%)
Lustrous Pelt (10%)	Fire-Beast Tail (5%)	Fire-Beast Tail+ (1%)
Magical Seal (30%)	Pyrestone (1%)	Coronastone (<1%)
Beast Biledrop (10%)	—	—
Chromium Pearl Lv. 4 (5%)	—	—
Guardian Pearl Lv. 4 (5%)	—	—

DIRE WATERSPIDER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↓	—	—	↑
Right Foreleg	↓	—	—	↓	—	—	↑
Left Foreleg	↓	—	—	↓	—	—	↑
Right Hind Leg	↓	—	—	↓	—	—	↑
Left Hind Leg	↓	—	—	↓	—	—	↑
Belly	↓	—	—	↓	—	—	↑
Back	↓	↓	↓	↓	—	—	↑

Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↓	—	—	↑
Right Foreleg	↓	—	—	↓	—	—	↑
Left Foreleg	↓	—	—	↓	—	—	↑
Right Hind Leg	↓	—	—	↓	—	—	↑
Left Hind Leg	↓	—	—	↓	—	—	↑
Belly	↓	—	—	↓	—	—	↑
Back	↓	↓	↓	↓	—	—	↑

DIRESPIDER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↑	—	—
Right Foreleg	↓	—	—	—	↑	↓	—
Left Foreleg	↓	—	—	—	↑	↓	—
Right Hind Leg	↓	—	—	—	↑	↓	—
Left Hind Leg	↓	—	—	—	↑	↓	—
Belly	↓	—	—	—	↑	↓	—
Back	↓	↓	↓	—	↑	↓	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Spider Claw+ (25%)	Direspider Leg (25%)	Direspider Leg+ (22%)
Direspider Jaw (10%)	Direspider Claw (20%)	Direspider Claw+ (17%)
Spider Corpse (25%)	Direspider Fang (15%)	Direspider Fang+ (12%)
Direspider Shell (10%)	Direspider Body (5%)	Direspider Body+ (1%)
Spider Thread (25%)	Direspider Egg (1%)	Direspider Egg+ (<1%)
Big Thread Ball (10%)	—	—
Chromium Pearl Lv. 2 (10%)	—	—
Guardian Pearl Lv. 2 (10%)	—	—

FIRE GIANT



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	—	—	↓
Belly	↓	↓	↓	↑	—	—	↓
Right Leg	—	—	↓	↑	—	—	↓
Left Leg	—	—	↓	↑	—	—	↓

Guild Rank 1	Guild Rank 7	Guild Rank 10
Fire-Giant Ankle (40%)	Tanned Beast Skin (20%)	Dull Beast Skin (17%)
Fire-Giant Mask (20%)	Fire-Giant Whisker (15%)	Fire-Giant Beard (12%)
Giant Skull (40%)	Fire-Giant Skull Bit (10%)	Fire-Giant Skull (7%)
Dirty Brute Skin (20%)	Fire-Giant Heart BR (5%)	Fire-Giant Heart (1%)
Guardian Pearl Lv. 1 (50%)	Fire-Giant Eye (1%)	Fire-Giant Spirit (<1%)
Chromium Pearl Lv. 1 (50%)	—	—
Chromium Pearl Lv. 2 (20%)	—	—
Mini Fire Pebble (80%)	—	—

DRAGON Matriarch



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	↑	↑	↑
Right Foreleg	—	—	—	↑	↑	↑	↑
Left Foreleg	—	—	—	↑	↑	↑	↑
Right Hind Leg	—	—	—	↑	↑	↑	↑
Left Hind Leg	—	—	—	↑	↑	↑	↑
Belly	—	—	—	↑	↑	↑	↑
Back	↓	↓	↓	↑	↑	↑	↑
Tail	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 3 (65%)	—	—
Guardian Pearl Lv. 3 (65%)	—	—

GOLEM



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	↑	↓	—
Belly	—	↓	—	—	↑	↓	—
Right Leg	—	↓	—	—	↑	↓	—
Left Leg	—	↓	—	—	↑	↓	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Clay Puppet Part (40%)	Clay Puppet Bangle (20%)	Clay Puppet Arm (17%)
Puppet Core (30%)	Clay Face (15%)	Clay Face+ (12%)
Cursed Plaque (15%)	Blue Ore (10%)	Blue Ore+ (7%)
Chromium Pearl Lv. 1 (10%)	Green Ore (10%)	Green Ore+ (7%)
Guardian Pearl Lv. 1 (95%)	Clay Heart (5%)	Fierce Clay Heart (1%)
Guardian Pearl Lv. 2 (15%)	Dull Clay Lump (1%)	Shiny Clay Lump (<1%)

EARTH DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↑	—	—
Right Foreleg	—	—	—	—	↑	↓	—
Left Foreleg	—	—	—	—	↑	↓	—
Right Hind Leg	—	—	—	—	↑	↓	—
Left Hind Leg	—	—	—	—	↑	↓	—
Belly	↓	↓	↓	—	↑	↓	—
Back	—	—	—	—	↑	↓	—
Tail	↓	—	—	—	↑	↓	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Earth-Dragon Scale (20%)	Earth-Dragon Scale+ (17%)
Earth-Dragon Claw (25%)	Earth-Dragon Tail (15%)	Earth-Dragon Tail+ (12%)
Dragon Bone (50%)	Earth-Dragon Wing (10%)	Earth-Dragon Wing+ (7%)
Earth-Dragon Flake (25%)	Earth-Dragon Horn (6%)	Earth-Dragon Horn+ (4%)
Dragon Egg (10%)	Earth-Dragon Heart (5%)	Earth-Dragon Heart+ (1%)
Earth-Dragon Beard (4%)	Earth-Dragon Skull (2%)	Earth-Dragon Skull+ (<1%)

GRAND GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	—	—	—
Right Foreleg	↓	—	—	—	—	—	—
Left Foreleg	↓	—	—	—	—	—	—
Right Hind Leg	↓	—	—	—	—	—	—
Left Hind Leg	↓	—	—	—	—	—	—
Belly	↓	↓	↓	—	—	—	—
Right Head	↓	—	—	—	—	—	—
Left Head	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Devil Claw (20%)	Devil Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Devil Eye (4%)	Devil Evil Eye (2%)
Chromium Pearl Lv. 2 (35%)	Devil Crest (10%)	Devil Hex (7%)
Guardian Pearl Lv. 2 (35%)	Devil Head (6%)	Devil Head+ (4%)
—	Devil Tail (5%)	Pointy Devil Tail (3%)
—	Devil Eye+ (1%)	Devil Evil Eye+ (1%)

FIRE DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	—	—	↓
Right Foreleg	—	—	—	↑	—	—	↓
Left Foreleg	—	—	—	↑	—	—	↓
Right Hind Leg	—	—	—	↑	—	—	↓
Left Hind Leg	—	—	—	↑	—	—	↓
Belly	↓	↓	↓	↑	—	—	↓
Back	—	—	—	↑	—	—	↓
Tail	↓	—	—	↑	—	—	↓

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Fire-Dragon Scale (20%)	Fire-Dragon Scale+ (17%)
Fire-Dragon Claw (25%)	Fire-Dragon Tail (15%)	Fire-Dragon Tail+ (12%)
Dragon Bone (50%)	Fire-Dragon Wing (10%)	Fire-Dragon Wing+ (7%)
Fire-Dragon Flake (25%)	Fire-Dragon Horn (6%)	Fire-Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Fire-Dragon Heart (5%)	Fire-Dragon Heart+ (1%)
Fire-Dragon Beard (4%)	Fire-Dragon Skull (2%)	Fire-Dragon Skull+ (<1%)

ICE DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	—	—	↑
Right Foreleg	—	—	—	↓	—	—	↑
Left Foreleg	—	—	—	↓	—	—	↑
Right Hind Leg	—	—	—	↓	—	—	↑
Left Hind Leg	—	—	—	↓	—	—	↑
Belly	↓	↓	↓	—	—	—	↑
Back	—	—	—	↓	—	—	↑
Tail	↓	—	—	↓	—	—	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Ice-Dragon Scale (20%)	Ice-Dragon Scale+ (17%)
Ice-Dragon Claw (25%)	Ice-Dragon Tail (15%)	Ice-Dragon Tail+ (12%)
Dragon Bone (50%)	Ice-Dragon Wing (10%)	Ice-Dragon Wing+ (7%)
Ice-Dragon Flake (25%)	Ice-Dragon Horn (6%)	Ice-Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Ice-Dragon Heart (5%)	Ice-Dragon Heart+ (1%)
Ice-Dragon Beard (4%)	Ice-Dragon Skull (2%)	Ice-Dragon Skull+ (<1%)

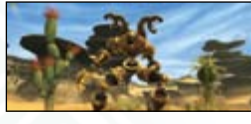
IRON GOLEM



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↓	↑	—	—
Belly	—	↓	—	↓	↑	—	—
Right Leg	—	↓	—	↓	↑	—	—
Left Leg	—	↓	—	↓	↑	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Iron Puppet Part (40%)	Iron Puppet Bangle (20%)	Iron Puppet Arm (17%)
Disfigured Iron Face (15%)	Iron Face (15%)	Iron Face+ (12%)
Iron Puppet Lump (15%)	Rusted Panel (10%)	Blue Ore+ (7%)
Magecrystal Bit (30%)	Black Ore (10%)	Green Ore+ (7%)
Magecrystal (15%)	Iron Heart (6%)	Fierce Iron Heart (1%)
Chromium Pearl Lv. 4 (95%)	Dull Iron Lump (2%)	Shiny Iron Lump (<1%)
Guardian Pearl Lv.4 (10%)	—	—

PRIMEVAL GUARDIAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↑	↑	↑	↑
Belly	—	↓	—	↑	↑	↑	↑
Right Leg	—	↓	—	↑	↑	↑	↑
Left Leg	—	↓	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Gold Puppet Bangle (20%)	Gold Puppet Bangle (20%)	Gold Puppet Arm (17%)
Gold Face (15%)	Gold Face (15%)	Gold Face+ (12%)
Gold Panel (10%)	Gold Panel (10%)	Gold Panel+ (7%)
Grey Ore (10%)	Grey Ore (10%)	Grey Ore+ (7%)
Gold Heart (6%)	Gold Heart (6%)	Fierce Gold Heart (2%)
Dull Gold Lump (2%)	Dull Gold Lump (2%)	Shiny Gold Lump (<1%)

LAMIA COMITIS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	↑	↑	↑
Right Foreleg	—	—	—	↑	↑	↑	↑
Left Foreleg	—	—	—	↑	↑	↑	↑
Right Hind Leg	—	—	—	↑	↑	↑	↑
Left Hind Leg	—	—	—	↑	↑	↑	↑
Belly	↓	↓	↓	↑	↑	↑	↑
Back	—	—	—	↑	↑	↑	↑
Tail	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 3 (65%)	Fiend Claw (20%)	Fiend Claw+ (17%)
Guardian Pearl Lv. 3 (65%)	Fiend Eye (4%)	Fiend Evil Eye+ (2%)
Chromium Pearl Lv. 4 (35%)	Fiend Crest (10%)	Fiend Hex (7%)
Guardian Pearl Lv. 4 (35%)	Fiend Patagium (6%)	Thin Fiend Patagium (4%)
—	Fiend Tail (5%)	Pointy Fiend Tail (3%)
—	Fiend Mark (1%)	Fiend Mark+ (1%)

PYGMY GREAYER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↑	↓	—
Right Foreleg	—	—	—	—	↑	—	—
Left Foreleg	—	—	—	—	↑	↓	—
Right Hind Leg	—	—	—	—	↑	↓	—
Left Hind Leg	—	—	—	—	↑	↓	—
Torso	↓	↓	↓	—	↑	—	—
Tail	↑	↑	↑	—	↑	↓	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Greaver Spine (25%)	Greaver Fang (20%)	Greaver Fang+ (17%)
Knotty Pelt (40%)	Greaver Pelt (15%)	Greaver Pelt+ (12%)
Gas Sac (20%)	Greaver Horn (10%)	Greaver Horn+ (7%)
Green Fluid (50%)	Sopor Sac (6%)	Corna Sac (1%)
Insect Liver (5%)	Gallstone (1%)	Gallstone+ (<1%)
Chromium Pearl Lv. 3 (80%)	—	—
Guardian Pearl Lv. 3 (5%)	—	—

MEGALO TIGRIS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↓	↑	—
Right Foreleg	↓	—	—	—	↓	↑	—
Left Foreleg	↓	—	—	—	↓	↑	—
Right Hind Leg	↓	—	—	—	↓	↑	—
Left Hind Leg	↓	—	—	—	↓	↑	—
Belly	↓	—	—	—	↓	↑	—
Back	—	—	—	—	↓	↑	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Levinstone Shard (25%)	Earth-Beast Fang (20%)	Earth-Beast Fang+ (17%)
Bristly Pelt (50%)	Earth-Beast Pelt (15%)	Earth-Beast Pelt+ (12%)
Earth-Beast Mane (30%)	Earth-Beast Claw (10%)	Earth-Beast Claw+ (7%)
Beast Shank (10%)	Earth-Beast Tail (5%)	Earth-Beast Tail+ (1%)
Chromium Pearl Lv. 3 (5%)	Levinstone (1%)	Fulgurstone (<1%)
Chromium Pearl Lv. 2 (50%)	—	—
Guardian Pearl Lv. 3 (5%)	—	—
Guardian Pearl Lv. 2 (8%)	—	—

PYREDAEMOS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Turret	↑	↑	↑	↑	—	—	↓
Head	—	↓	—	↑	—	—	↓
Right Foreleg	—	—	—	↑	—	—	↓
Right Hind Leg	—	—	—	↑	—	—	↓
Left Hind Leg	—	—	—	↑	—	—	↓
Left Hind Leg	—	—	—	↑	—	—	↓
Belly	↓	↓	↓	↑	—	—	↓

Guild Rank 1	Guild Rank 7	Guild Rank 10
Destroyer Bone (10%)	Old Turret (1%)	Dull Turret (1%)
Rusted Shell (15%)	Destroyer Fang (15%)	Destroyer Fang+ (12%)
Rusted Shard (25%)	Destroyer Claw (10%)	Destroyer Claw+ (7%)
Chromium Pearl Lv. 3 (10%)	Destroyer Mask (6%)	Destroyer Mask+ (4%)
Chromium Pearl Lv. 2 (50%)	Destroyer Eye (5%)	Destroyer Eye (3%)
Guardian Pearl Lv. 1 (10%)	Destroyer Outfit (1%)	Destroyer Outfit (1%)
Guardian Pearl Lv. 2 (100%)	—	—

POISON GREAYER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↓	—	—	↑
Right Foreleg	—	—	—	↓	—	—	↑
Left Foreleg	—	—	—	↓	—	—	↑
Right Hind Leg	—	—	—	↓	—	—	↑
Left Hind Leg	—	—	—	↓	—	—	↑
Torso	↓	↓	↓	—	—	—	↑
Tail	↑	↑	↑	↓	—	—	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	Toxic Greaver Fang (20%)	Lethal Greaver Fang+ (17%)
—	Toxic Greaver Pelt (15%)	Lethal Greaver Pelt (12%)
—	Toxic Greaver Horn (10%)	Lethal Greaver Horn (7%)
—	Toxin Sac (6%)	Pestilence Sac (1%)
—	Toxic Gallstone (1%)	Lethal Gallstone (<1%)

PYREDAEMOS REX



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Turret	↑	↑	↑	↑	↑	↑	↑
Head	—	↓	—	↑	↑	↑	↑
Right Foreleg	—	—	—	↑	↑	↑	↑
Left Foreleg	—	—	—	↑	↑	↑	↑
Right Hind Leg	—	—	—	↑	↑	↑	↑
Left Hind Leg	—	—	—	↑	↑	↑	↑
Belly	↓	↓	↓	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 4 (55%)	Old Magic Turret (1%)	Magestone Turret (1%)
Guardian Pearl Lv. 4 (55%)	Magestock Shell (15%)	Magestock Shell+ (12%)
—	Magestock Anklet (10%)	Magestock Bangle (7%)
—	Magestock Mask (6%)	Magestock Mask+ (4%)
—	Magestock Heart (5%)	Magestock Heart+ (3%)
—	Magestock Helm (4%)	Magestock Helm+ (2%)



SARGATANAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Main Body	—	↓	—	—	—	—	—
Evil Eye	—	—	↓	—	—	—	—
Right Foreleg	↓	—	—	—	—	—	—
Left Foreleg	↓	—	—	—	—	—	—
Right Hind Leg	↓	—	—	—	—	—	—
Left Hind Leg	↓	—	—	—	—	—	—
Head	—	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	—	—

TROLL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↑	↓	—
Belly	↓	↓	↓	—	↑	↓	—
Right Leg	—	—	↓	—	↑	↓	—
Left Leg	—	—	↓	—	↑	↓	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Giant Bone (30%)	Troll Helm (20%)	Troll Armor Suit (17%)
Sturdy Chain (50%)	Troll Claw (15%)	Troll Claw+ (12%)
Giant Shank (30%)	Troll Cudgel (5%)	Troll Cudgel+ (1%)
Guardian Pearl Lv. 1 (10%)	Troll Mask (1%)	Silver Troll Mask (<1%)
Chromium Pearl Lv. 1 (10%)	—	—

STONE GUARDIAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↓	↑	—	—
Belly	—	↓	—	↓	↑	—	—
Right Leg	—	↓	—	↓	↑	—	—
Left Leg	—	↓	—	↓	↑	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Stone Puppet Part (40%)	Stone Puppet Bangle (20%)	Stone Puppet Arm (17%)
Broken Mossy Face (15%)	Mossy Face (15%)	Mossy Face+ (12%)
Stone Puppet Bit (15%)	Red Ore (10%)	Red Ore+ (7%)
Magecrystal bit (30%)	Purple Ore (10%)	Purple Ore+ (7%)
Magecrystal (15%)	Stone Heart (6%)	Fierce Stone Heart (2%)
Chromium Pearl Lv. 3 (10%)	Dull Rock Lump (2%)	Shiny Rock Lump (<1%)
Guardian Pearl Lv. 3 (95%)	—	—

TROLL KING



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↓	↑	—
Belly	—	↓	↓	—	↓	↑	—
Right Leg	—	—	↓	—	↓	↑	—
Left Leg	—	—	↓	—	↓	↑	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Troll-King Bangle (30%)	Troll-King Helm (20%)	Troll-King Greave (17%)
Cracked Armor Piece (30%)	Troll-King Claw (15%)	Keen Troll-King Claw (12%)
Old Argent Coin (20%)	Troll-King Mace (10%)	Silver Troll Maul (7%)
Giant Blooddrop (20%)	Troll-King Mask (5%)	Troll-King Crown (2%)
Guardian Pearl Lv. 3 (70%)	—	—
Chromium Pearl Lv. 3 (65%)	—	—
Mini Wind Stone (80%)	—	—

SUN KING



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↑	↑	↑	↑
Belly	—	—	↓	↑	↑	↑	↑
Right Leg	↓	—	—	↑	↑	↑	↑
Left Leg	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
—	—	—

WIND DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	—	↓	↑	—
Right Foreleg	—	—	—	—	↓	↑	—
Left Foreleg	—	—	—	—	↓	↑	—
Right Hind Leg	—	—	—	—	↓	↑	—
Left Hind Leg	—	—	—	—	↓	↑	—
Belly	↓	↓	↓	—	↓	↑	—
Back	—	—	—	—	↓	↑	—
Tail	↓	—	—	—	↓	↑	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Wind-Dragon Scale (20%)	Wind-Dragon Scale+ (17%)
Wind-Dragon Claw (25%)	Wind-Dragon Tail (15%)	Wind-Dragon Tail+ (12%)
Dragon Bone (50%)	Wind-Dragon Wing (10%)	Wind-Dragon Wing+ (7%)
Wind-Dragon Flake (25%)	Wind-Dragon Horn (6%)	Wind-Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Wind-Dragon Heart (5%)	Wind-Dragon Heart+ (1%)
Wind-Dragon Beard (4%)	Wind-Dragon Skull (2%)	Wind-Dragon Skull+ (<1%)

TREANT



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	↓	—	↑	—
Belly	—	↓	—	↓	—	↑	—
Right Leg	—	↓	—	↓	—	↑	—
Left Leg	—	↓	—	↓	—	↑	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Treant Branch (25%)	Treant Face (30%)	Mist Crystal (25%)
Treant Mistletoe (50%)	Slick Sap Ball (20%)	Dew Drop (17%)
Chromium Pearl Lv. 2 (15%)	Mist Crystal (15%)	Mist Crystal+ (12%)
Guardian Pearl Lv. 2 (15%)	Dew Drop (5%)	Dew Drop+ (3%)
Wind Shard (3%)	—	—



NORMAL-SIZED ENEMIES

BASILISK



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	↓	↓	↑	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Plume (30%)	—	Basilisk Claw (20%)	—	Basilisk Claw+ (17%)	—		
Earth Shard (10%)	—	Basilisk Plume (15%)	—	Fire Basilisk Plume (12%)	—		
Antidote Grass (5%)	—	Thick Basilisk Pelt (10%)	—	Fire Basilisk Pelt (7%)	—		
Basilisk Pelt (25%)	—	Basilisk Head (5%)	—	Evil Basilisk Head (2%)	—		
Basilisk Tail (20%)	—	—	—	—	—		
Stone Claw (20%)	—	—	—	—	—		

FARIAN SWORDMAGE



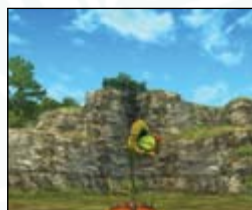
Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Mana Potion (10%)	—	Mana Potion III (2%)	—	Mana Potion III (8%)	—		
—	—	Chromium Pearl Lv. 4 (5%)	—	Chromium Pearl Lv. 7 (5%)	—		
—	—	Chromium Pearl Lv. 5 (3%)	—	Chromium Pearl Lv. 8 (3%)	—		

EARTH ELEMENTAL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	↓	—	—	↑	↓	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Earth Shard (40%)	—	Cracked Bust (2%)	—	Stone Bust (2%)	—		
Mini Earth Pebble (10%)	—	Mini Earth Crystal (5%)	—	Earth Pebble (5%)	—		
—	—	Mini Earth Stone (40%)	—	Earth Crystal (40%)	—		
—	—	Mini Earth Orb (10%)	—	Earth Stone (10%)	—		

FATAL FLOWER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	—	↑	↓	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Digestive Juice (25%)	—	Big Seed (15%)	—	Spiky Seed (12%)	—		
Fatal Flower Bud (15%)	—	Fatal Flower Petal (5%)	—	Possessed Petal (3%)	—		
Earth Shard (10%)	—	—	—	—	—		
Antidote Grass (10%)	—	—	—	—	—		

FARIAN ARCHER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Inspectacles (10%)	—	Ward Chime (2%)	—	Ward Chime (8%)	—		
—	—	Guardian Pearl Lv. 4 (5%)	—	Guardian Pearl Lv. 7 (5%)	—		
—	—	Guardian Pearl Lv. 5 (3%)	—	Guardian Pearl Lv. 8 (3%)	—		

FIRE ELEMENTAL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	↓	—	↑	—	—	↓
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Fire Shard (40%)	—	Cracked Bust (2%)	—	Stone Bust (2%)	—		
Mini Fire Pebble (10%)	—	Mini Fire Crystal (5%)	—	Fire Pebble (5%)	—		
—	—	Mini Fire Stone (40%)	—	Fire Crystal (40%)	—		
—	—	Mini Fire Orb (10%)	—	Fire Stone (10%)	—		

FARIAN SORCERER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Mana Potion (10%)	—	Mana Potion III (2%)	—	Mana Potion III (8%)	—		
—	—	Guardian Pearl Lv. 4 (5%)	—	Guardian Pearl Lv. 7 (5%)	—		
—	—	Guardian Pearl Lv. 5 (3%)	—	Guardian Pearl Lv. 8 (3%)	—		

FIRE LIZARD



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	↓	↑	—	—	↓
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Lizard Fang (30%)	—	Lizard Talon (20%)	—	Lizard Fang+ (17%)	—		
Lizard Scale (20%)	—	Fancy Lizard Scale (15%)	—	Opulent Lizard Scale (12%)	—		
Lizard Skin (15%)	—	Rigid Lizard Skin (10%)	—	Quality Lizard Skin (7%)	—		
Lizard Tail (10%)	—	Rigid Lizard Tail (5%)	—	Lizard Tail+ (2%)	—		
Mini Fire Pebble (10%)	—	—	—	—	—		

FARIAN SPEARMAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Heal Drop (10%)	—	Heal Drop III (2%)	—	Heal Drop III (8%)	—		
—	—	Chromium Pearl Lv. 4 (5%)	—	Chromium Pearl Lv. 7 (5%)	—		
—	—	Chromium Pearl Lv. 5 (3%)	—	Chromium Pearl Lv. 8 (3%)	—		

GIANT VESPID



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	↓	—	↑	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Yellow Pollen (25%)	—	Honeycomb (20%)	—	White Pollen Grain (17%)	—		
Wind Shard (10%)	—	Soldier Exoskeleton (15%)	—	Hard Exoskeleton (12%)	—		
—	—	Soldier Stinger (10%)	—	Paralyzing Stinger (7%)	—		
—	—	Soldier Jaw (5%)	—	Hard Soldier Jaw (2%)	—		



CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST

ICE ELEMENTAL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	↓	—	↓	—	—	↑
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Ice Shard (40%)		Cracked Bust (2%)		Stone Bust (2%)			
Mini Ice Pebble (10%)		Mini Water Crystal (5%)		Water Pebble (5%)			
—		Mini Water Stone (40%)		Water Crystal (40%)			
—		Mini Water Orb (10%)		Water Stone (10%)			

KILLER VESPID



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	—	—	↑	↓
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Vespids Exoskeleton (30%)		Vespids Exoskeleton (30%)		Honeycomb (5%)			
Vespids Stinger (25%)		Vespids Stinger (25%)		Soldier Exoskeleton (20%)			
Vespids Jaw (20%)		Vespids Jaw (20%)		Soldier Stinger (10%)			
Antilegia Root (5%)		Antilegia Root (5%)		Soldier Jaw (5%)			
Mini Wind Crystal (10%)		Mini Wind Crystal (10%)		—			

ICE LIZARD



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	↓	↓	—	—	↑
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Lizard Fang (30%)		Lizard Talon (20%)		Lizard Fang+ (17%)			
Lizard Scale (20%)		Fancy Lizard Scale (15%)		Opulent Lizard Scale (12%)			
Lizard Skin (15%)		Rigid Lizard Skin (10%)		Quality Lizard Skin (7%)			
Lizard Tail (10%)		Rigid Lizard Tail (5%)		Lizard Tail+ (2%)			
Mini Water Pebble (10%)		—		—			

MAGI ARCHER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Inspectacles (10%)		Ward Chime (4%)		Ward Chime (10%)			
Ward Chime (3%)		Guardian Pearl Lv. 5 (2%)		Guardian Pearl Lv. 8 (2%)			
—		Guardian Pearl Lv. 6 (1%)		Guardian Pearl Lv. 9 (1%)			

JACKAL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	↓	—	↓	↑	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Shimmering Pelt (25%)		Jagged Fang (20%)		Jagged Fang+ (17%)			
Beast Bloodrop (10%)		Shaggy Pelt (15%)		Tough Shaggy Pelt (12%)			
Mini Wind Pebble (10%)		Beast Heart (10%)		Beast Heart+ (7%)			
Mini Wind Stone (10%)		Old Pelt (5%)		Tough Old Pelt (2%)			

MAGI AXEMAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Heal Potion II (5%)		Heal Potion III (4%)		Heal Potion III (10%)			
Heal Drop III (3%)		Chromium Pearl Lv. 5 (2%)		Chromium Pearl Lv. 8 (2%)			
—		Chromium Pearl Lv. 6 (1%)		Chromium Pearl Lv. 9 (1%)			

KIBBLE



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	↓	—	↑	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Broken Mask (25%)		Old Mask (15%)		Faerie Mask (15%)			
Earth Shard (10%)		—		—			
Reveille Herb (10%)		—		—			

MAGI AXEMASTER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Charge Drink II (5%)		Charge Drink III (4%)		Charge Drink III (10%)			
Charge Drink III (3%)		Chromium Pearl Lv. 5 (2%)		Chromium Pearl Lv. 8 (2%)			
—		Chromium Pearl Lv. 6 (1%)		Chromium Pearl Lv. 9 (1%)			

KILLER SCORPION



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	↓	—	—	↓	↑	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Mini Scorpion Claw (30%)		Scorpion Claw (20%)		Scorpion Claw+ (17%)			
Mini Scorpion Shell (25%)		Scorpion Shell (15%)		Scorpion Shell+ (12%)			
Mini Scorpion Tail (10%)		Scorpion Tail (10%)		Scorpion Tail+ (7%)			
Mini Scorpion Head (6%)		Scorpion Head (5%)		Hard Scorpion Head (2%)			
Mini Wind Stone (10%)		—		—			

MAGI CAPTAIN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1		Guild Rank 7		Guild Rank 10			
Goddess Tear (5%)		Heal Potion III (4%)		Heal Potion III (10%)			
Heal Potion III (10%)		Chromium Pearl Lv. 5 (2%)		Chromium Pearl Lv. 8 (2%)			
—		Chromium Pearl Lv. 6 (1%)		Chromium Pearl Lv. 9 (1%)			



MAGI COMMANDER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Reveille Herb (10%)	Elixir (6%)	Elixir (10%)					
Elixir (2%)	Guardian Pearl Lv. 6 (2%)	Guardian Pearl Lv. 8 (2%)					
—	Guardian Pearl Lv. 7 (1%)	Guardian Pearl Lv. 9 (1%)					

MAGI WIZARD



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Mana Potion II (5%)	Mana Potion III (4%)	Mana Potion III (10%)					
Mana Potion III (3%)	Guardian Pearl Lv. 5 (2%)	Guardian Pearl Lv. 8 (2%)					
—	Guardian Pearl Lv. 6 (1%)	Guardian Pearl Lv. 9 (1%)					

MAGI OFFICER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Goddess Tear (5%)	Goddess Tear II (4%)	Goddess Tear II (10%)					
Goddess Tear II (3%)	Guardian Pearl Lv. 5 (2%)	Guardian Pearl Lv. 8 (2%)					
—	Guardian Pearl Lv. 6 (1%)	Guardian Pearl Lv. 9 (1%)					

PHANTOM



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Chromium Pearl Lv. 1 (65%)	—	—					
Guardian Pearl Lv. 1 (65%)	—	—					

MAGI SPEARMAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Heal Drop (5%)	Heal Drop III (4%)	Heal Drop III (10%)					
Heal Drop III (3%)	Chromium Pearl Lv. 5 (2%)	Chromium Pearl Lv. 8 (2%)					
—	Chromium Pearl Lv. 6 (1%)	Chromium Pearl Lv. 9 (1%)					

POISON VESPID



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	—	—	↓	↓
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Vespid Stinger (35%)	Honey Comb (5%)	White Pollen Grain (17%)					
Vespid Exoskeleton (30%)	Soldier Exoskeleton (20%)	Hard Exoskeleton (12%)					
Antidote Grass (5%)	Soldier Stinger (15%)	Paralyzing Stinger (7%)					
Mini Wind Crystal (10%)	Soldier Jaw (5%)	Hard Soldier Jaw (2%)					

MAGI SWORDMAGE



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Mana Potion II (5%)	Mana Potion III (4%)	Mana Potion III (10%)					
Mana Potion III (3%)	Guardian Pearl Lv. 5 (2%)	Guardian Pearl Lv. 8 (2%)					
—	Guardian Pearl Lv. 6 (1%)	Guardian Pearl Lv. 9 (1%)					

POLKAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	↓	—	—	↓	—	↑	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Ghost Walnut (25%)	Volatile Walnut (15%)	Explosive Walnut (15%)					
Wind Shard (10%)	—	—					
Heal Potion (10%)	—	—					

MAGI SWORDSMAN



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	—	—	—	—	—	—
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Charge Drink II (5%)	Charge Drink III (4%)	Charge Drink III (10%)					
Charge Drink III (3%)	Chromium Pearl Lv. 5 (2%)	Chromium Pearl Lv. 8 (2%)					
—	Chromium Pearl Lv. 6 (1%)	Chromium Pearl Lv. 9 (1%)					

RED SCORPION



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Body	—	↓	—	↑	—	—	↓
Guild Rank 1	Guild Rank 7	Guild Rank 10					
Mini Scorpion Claw (30%)	Scorpion Claw (20%)	Scorpion Claw+ (17%)					
Mini Scorpion Shell (15%)	Scorpion Shell (15%)	Scorpion Shell+ (12%)					
Mini Fire Stone (10%)	Scorpion Tail (10%)	Scorpion Tail+ (7%)					
—	Scorpion Head (5%)	Hard Scorpion Head (2%)					

ROGUE CHAMPION



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	—	—	—	—	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Charge Drink (10%)	Charge Drink III (2%)	Charge Drink III (10%)						
—	Chromium Pearl Lv. 4 (2%)	Chromium Pearl Lv. 8 (2%)						
—	Chromium Pearl Lv. 5 (1%)	Chromium Pearl Lv. 9 (1%)						

SPIDER SPROG



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	↓	—	↑	↓	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Poison Spider Fang (25%)	Toxic Spider Fang (20%)	Pestilent Spider Fang (17%)						
Thread Ball (10%)	Steel Thread Ball (15%)	Tough Thread Ball (12%)						
Mini Earth Crystal (10%)	Spider Web Fluid (10%)	Sticky Web Fluid (7%)						
—	Steel Thread (5%)	Tough Thread (2%)						

ROGUE HUNTER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	—	—	—	—	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Inspectacles (10%)	Ward Chime (2%)	Ward Chime (10%)						
—	Guardian Pearl Lv. 4 (2%)	Guardian Pearl Lv. 8 (2%)						
—	Guardian Pearl Lv. 5 (1%)	Guardian Pearl Lv. 9 (1%)						

UMBRAL FLOWER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	↓	—	—	—	↑	↓	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Digestive Juice (25%)	Digestive Juice (25%)	Digestive Juice (25%)						
Fatal Flower Bud (20%)	Fatal Flower Bud (20%)	Fatal Flower Bud (20%)						
Mini Earth Crystal (10%)	Mini Earth Crystal (10%)	Mini Earth Crystal (10%)						
Pick-me-up (5%)	Pick-me-up (5%)	Pick-me-up (5%)						

ROGUE SPELLCASTER



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	—	—	—	—	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Mana Potion (10%)	Mana Potion III (2%)	Mana Potion III (10%)						
—	Guardian Pearl Lv. 4 (2%)	Guardian Pearl Lv. 8 (2%)						
—	Guardian Pearl Lv. 5 (1%)	Guardian Pearl Lv. 9 (1%)						

WATERSPIDER SPROG



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	↓	↓	—	—	↑	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Thread Ball (30%)	Toxic Spider Fang (20%)	Pestilent Spider Fang (17%)						
Poison Spider Fang (25%)	Steel Thread Ball (15%)	Tough Thread Ball (12%)						
Mini Earth Crystal (10%)	Spider Web Fluid (10%)	Sticky Web Fluid (7%)						
—	Steel Thread (5%)	Tough Thread (2%)						

ROGUE THIEF



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	—	—	—	—	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Heal Potion (10%)	Heal Potion III (2%)	Heal Potion III (10%)						
—	Chromium Pearl Lv. 4 (2%)	Chromium Pearl Lv. 8 (2%)						
—	Chromium Pearl Lv. 5 (1%)	Chromium Pearl Lv. 9 (1%)						

WILD BOAR



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	↓	—	↑	↓	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Sharp Fang (25%)	Jagged Fang (20%)	Jagged Fang+ (17%)						
Heavy Pelt (25%)	Shaggy Pelt (15%)	Tough Shaggy Pelt (12%)						
Earth Shard (10%)	Beast Heart (10%)	Beast Heart+ (7%)						
Mini Earth Pebble (5%)	Old Pelt (5%)	Tough Old Pelt (2%)						

ROGUE WARRIOR



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	—	—	—	—	—	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Heal Potion (10%)	Heal Potion III (2%)	Heal Potion III (10%)						
—	Chromium Pearl Lv. 4 (2%)	Chromium Pearl Lv. 8 (2%)						
—	Chromium Pearl Lv. 5 (1%)	Chromium Pearl Lv. 9 (1%)						

WIND ELEMENTAL



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	↓	—	—	↓	↑	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Wind Shard (40%)	Cracked Bust (2%)	Stone Bust (2%)						
Mini Wind Pebble (10%)	Mini Wind Crystal (5%)	Wind Pebble (5%)						
—	Mini Wind Stone (40%)	Wind Crystal (40%)						
—	Mini Wind Orb (10%)	Wind Stone (10%)						

SCORPION



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water	
Body	—	↓	—	—	↑	↓	—	
Guild Rank 1	Guild Rank 7	Guild Rank 10						
Mini Scorpion Claw (30%)	Scorpion Claw (20%)	Scorpion Claw+ (17%)						
Mini Scorpion Shell (25%)	Scorpion Shell (15%)	Scorpion Shell+ (12%)						
Mini Scorpion Tail (10%)	Scorpion Tail (10%)	Scorpion Tail+ (7%)						
Mini Scorpion Head (6%)	Scorpion Head (5%)	Hard Scorpion Head (2%)						
Mini Earth Stone (10%)	—	—						



AXES

ARCHDEMON AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Axe	50+	12+	182	—	-35	Earth +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Demon Axe+10 Fiend Mark+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Evil Demon Heart (2)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Evil Demon Heart (3)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Demon Evil Eye (2)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Demon Evil Eye (3)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Fiend Evil Eye+ (2)	5,100	ATK +3, HP +72, VIT -55, AGI +5
+6	Chromium Gem Lv. 1 (1) + Evil Demon Heart (4) + Demon Evil Eye (3)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Evil Demon Heart (4) + Demon Evil Eye (4)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Evil Demon Evil Eye (4) + Fiend Evil Eye (3)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Fiend Evil Eye+ (3) + Magebeast Helm+ (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Fiend Evil Eye+ (4) + Magebeast Helm+ (3)	10,850	ATK +3, HP +144, VIT -75, AGI +11

BULLOVA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	540	Axe	30+	—	75	—	-5	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Giant Thresher+1 + Steel Ore (15)	Heavy Axe+3 + Hero's Axe+3	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (3)	160	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (4)	352	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (3)	544	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (4)	736	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Amethyst Shard (3)	928	ATK +3, HP +7, VIT -10
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (6) + Gold Ore (4)	1,120	ATK +3
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (5)	1,312	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Gold Ore (6) + Amethyst Shard (4)	1,504	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Amethyst Shard (4)	1,696	ATK +3
+10	Chromium Pearl Lv. 6 (1) + Amethyst Shard (5) + Troll Cudgel	1,888	ATK +3

BARDICHE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
1680	168	Axe	15+	—	43	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Warrior's Axe+3 + Broadaxe+2	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Iron Ore (5)	120	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (10)	264	ATK +3
+3	Chromium Pearl Lv. 3 (1) + Iron Ore (10) + Silver Ore (8)	408	ATK +3
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (12) + Silver Ore (8)	552	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Silver Ore (10) + Steel Ore (8)	696	ATK +3

CASTLEGUARD AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Axe	44+	8+	108	—	-15	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Forest Keeper+5 + Wind-Dragon Heart (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3)	200	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4)	520	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Morion Shard (3)	840	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Morion Shard (4)	1,160	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Earth-Dragon Wing (3)	1,480	ATK +3, HP +17, STR +2, VIT -25
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (6) + Morion Shard (4)	1,800	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Morion Shard (5)	2,120	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Morion Shard (6) + Earth-Dragon Wing (4)	2,440	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Morion Shard (7) + Earth-Dragon Wing (4)	2,760	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Earth-Dragon Wing (5) + Troll-King Mace (2)	3,080	ATK +3, HP +34, STR +4, VIT -35

BATTLE-AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
350	35	Axe	5+	—	17	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Copper Ore (5)	100	ATK +3
+2	Chromium Pearl Lv. 1 (1) + Copper Ore (10)	220	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (10) + Saltpeter Shard (8)	340	ATK +3
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (12) + Iron Ore (8)	460	ATK +3
+5	Chromium Pearl Lv. 2 (1) + Saltpeter Shard (10) + Silver Ore (8)	580	ATK +3

DARK STALKER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Axe	50+	11+	160	—	-25	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Giant's Greataxe+9 + Silver Troll Maul (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	400	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3)	1,320	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Platinum Ore (2)	2,240	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Platinum Ore (3)	3,160	ATK +3
+5	Chromium Pearl Lv. 9 (1) + Wind-Dragon Wing+ (2)	4,080	ATK +3, HP +48, STR +7, VIT -45
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Platinum Ore (3)	5,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Platinum Ore (4)	5,920	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Wing-Dragon Wing+ (3)	6,840	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Wing-Dragon Wing+ (3) + Silver Troll Maul (2)	7,760	ATK +3
+10	Chromium Gem Lv. 1 (1) + Wing-Dragon Wing+ (4) + Silver Troll Maul (3)	8,680	ATK +3, HP +96, STR +14, VIT -65

BROADAXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	112	Axe	10+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Warrior's Axe+2 + White Beast Skin (5)	Battle-Axe+3 + Warrior's Axe+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Iron Ore (5)	120	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (10)	264	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (10) + Obsidian Shard (8)	408	ATK +3
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (12) + Silver Ore (8)	552	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Obsidian Shard (10) + Silver Ore (8)	696	ATK +3



DEMON AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Axe	49+	9+	129	—	-18	Earth +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Djinn's Greataxe+5 + Fiend Mark	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Demon Claw (3)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Demon Claw (4)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Devil Eye (2)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Devil Eye (3)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Demon Tail (2)	1,776	ATK +3, HP +24, VIT -32, SPR +3
+6	Chromium Pearl Lv. 8 (1) + Demon Claw (5) + Devil Eye (3)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Demon Claw (6) + Devil Eye (4)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Devil Eye (4) + Demon Tail (3)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Demon Tail (4) + Magebeast Helm (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Demon Tail (5) + Magebeast Helm (3)	3,696	ATK +3, HP +48, VIT -46, SPR +6

GIANT'S GREAT AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	6,500	Axe	50+	10+	142	—	-20	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Ice Carver+9 + Troll Cudgel+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3)	300	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4)	990	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Bloodsteel Ore (2)	1,680	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Bloodsteel Ore (3)	2,370	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Adderpalm Plank (2)	3,060	ATK +3, HP +28, STR +4, VIT -36
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (5) + Bloodsteel Ore (3)	3,750	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (4)	4,440	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (4) + Adderpalm Plank (3)	5,130	ATK +3
+9	Chromium Pearl Lv. 9 (1) + Adderpalm Plank (4) + Troll Cudgel+ (2)	5,820	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Adderpalm Plank (5) + Troll Cudgel+ (3)	6,510	ATK +3, HP +59, STR +8, VIT -52

DJINN'S GREAT AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Axe	43+	8+	106	—	-14	Fire +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Hero's Axe+5 + Troll-King Mace (2)	Bulldo+5 + Iron Face (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3)	200	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4)	520	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Morion Shard (3)	840	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Morion Shard (4)	1,160	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Wind-Dragon Wing (3)	1,480	ATK +3, HP +10, MP +7, VIT -24
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (6) + Morion Shard (4)	1,800	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Morion Shard (5)	2,120	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Morion Shard (6) + Wind-Dragon Wing (4)	2,440	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Morion Shard (7) + Wind-Dragon Wing (4)	2,760	ATK +3
+10	Chromium Pearl Lv. 7 (1) + Wind-Dragon Wing (5) + Troll-King Mace (2)	3,080	ATK +3, HP +20, MP +14, VIT -34

GORGON AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Axe	50+	12+	178	—	-29	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Guardian Axe+9 + Fire Dragon Horn+ (4)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Mithril Ore (2)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Mithril Ore (3)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	5,100	ATK +3, HP +72, VIT -49, SPR +6
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Mithril Ore (3)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Mithril Ore (4)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (4) + Rough Diamond (3)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Magic Core+ (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Rough Diamond (4) + Magic Core+ (3)	10,850	ATK +3, HP +144, VIT -69, SPR +14

FOREST KEEPER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,080	Axe	39+	7+	88	—	-19	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Zanbato+5 + Direspider Body (2)	Massive Jaw (3) + Healthy Sapling (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (3)	180	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (4)	468	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Amethyst Shard (3)	756	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Amethyst Shard (4)	1,044	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Healthy Sapling (3)	1,332	ATK +3, HP +11, VIT -17
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (6) + Amethyst Shard (4)	1,620	ATK +3
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Amethyst Shard (5)	1,908	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Amethyst Shard (7) + Healthy Sapling (4)	2,196	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Amethyst Shard (6) + Healthy Sapling (4)	2,484	ATK +3
+10	Chromium Pearl Lv. 7 (1) + Healthy Sapling (5) + Direspider Body (2)	2,772	ATK +3, HP +23, VIT -25

GREAT AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	224	Axe	20+	—	152	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	200	Broadaxe+2 + Direspider Shell (5)	Silver Ore (10) + Direspider Shell (15)	Broadaxe+3 + Bardiche+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Iron Ore (5)	120	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Iron Ore (10)	264	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Iron Ore (10) + Silver Ore (8)	408	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Iron Ore (12) + Silver Ore (8)	552	ATK +3
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (10) + Steel Ore (8)	696	ATK +3

GUARDIAN AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Axe	50+	11+	163	—	-26	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Sacred Axe+9 + Earth Dragon Skull+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	400	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3)	1,320	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Platinum Ore (2)	2,240	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Platinum Ore (3)	3,160	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Earth-Dragon Wing+ (2)	4,080	ATK +3, HP +48, STR +6, VIT -46
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Platinum Ore (3)	5,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Platinum Ore (4)	5,920	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Earth-Dragon Wing+ (3)	6,840	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Earth-Dragon Wing+ (3) + Silver Troll Maul (2)	7,760	ATK +3
+10	Chromium Gem Lv. 1 (1) + Earth-Dragon Wing+ (4) + Silver Troll Maul (3)	8,680	ATK +3, HP +96, STR +14, VIT -66

GAIA'S MAUL

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Axe	49+	9+	126	—	-18	Earth +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Castleguard Axe+5 + Greaver Horn (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Aged Dragon Scale (2)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Aged Dragon Scale (3)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Luminous (2)	1,776	ATK +3, HP +24, VIT -32, SPR +3
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + Aged Dragon Scale (3)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (6) + Aged Dragon Scale (4)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Aged Dragon Scale (4) + Luminous Stone (3)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Luminous Stone (4) + Aged Dragon Wing (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Luminous Stone (5) + Aged Dragon Wing (3)	3,696	ATK +3, HP +48, VIT -46, SPR +6



HARPY'S AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Axe	50+	12+	182	—	-35	Wind +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Guardian Axe+9 + Ice-Dragon Horn+ (4)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Mithril Ore (2)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Mithril Ore (3)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	5,100	ATK +3, HP +72, VIT -55, AGI +5
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Mithril Ore (3)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Mithril Ore (4)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (4) + Rough Diamond (3)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Aged Dragon Heart+ (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Rough Diamond (4) + Aged Dragon Heart+ (3)	10,850	ATK +3, HP +144, VIT -75, AGI +11

HEAVY AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	350	Axe	25+	—	61	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Bardiche+2 + Magical Seal (5)	Bardiche+3 + Greataxe+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Iron Ore (5)	140	ATK +3
+2	Chromium Pearl Lv. 4 (1) + Iron Ore (10)	380	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Iron Ore (10) + Silver Ore (8)	476	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Iron Ore (12) + Silver Ore (8)	644	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Silver Ore (10) + Steel Ore (8)	812	ATK +3

HERO'S AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	540	Axe	30+	—	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Greataxe+3 + Earth-Beast Mane (3)	Greataxe+3 + Heavy Axe+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Iron Ore (6)	140	ATK +3
+2	Chromium Pearl Lv. 4 (1) + Iron Ore (10)	308	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Iron Ore (12) + Silver Ore (12)	476	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Iron Ore (15) + Silver Ore (10)	644	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Silver Ore (15) + Steel Ore (10)	812	ATK +3

ICE CARVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Axe	47+	9+	124	—	-17	Ice +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Djinn's Greataxe+5 + Ice-Dragon Skull (1)	Lionheart+5 + Ice-Dragon Scale (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Ice-Dragon Scale (2)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Ice-Dragon Scale (3)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Luminous Stone (2)	1,776	ATK +3, HP +21, MP +3, VIT -31
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (5) + Ice-Dragon Scale (3)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (6) + Ice-Dragon Scale (4)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Ice-Dragon Scale (4) + Luminous Stone (3)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Luminous Stone (4) + Ice-Dragon Wing (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Luminous Stone (5) + Ice-Dragon Wing (3)	3,696	ATK +3, HP +42, MP +6, VIT -45

SACRED AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	6,500	Axe	50+	10+	145	15	-23	—	Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Gaia's Maul+9 + Bloodsteel Ore (25)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3)	300	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4)	990	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Bloodsteel Ore (2)	1,680	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Bloodsteel Ore (3)	2,370	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Scorpion Shell+ (2)	3,060	ATK +3, HP +17, MP +21, VIT -39
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Bloodsteel Ore (3)	3,750	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (4)	4,440	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (4) + Scorpion Shell+ (3)	5,130	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Scorpion Shell+ (4) + Tough Thread (2)	5,820	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Scorpion Shell+ (5) + Tough Thread (3)	6,510	ATK +3, HP +38, MP +38, VIT -55

SATAN'S BULLOVA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Axe	50+	12+	181	—	-33	Fire +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Dark Stalker+9 + Fire-Beast Claw+ (6)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Mithril Ore (2)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Mithril Ore (3)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	5,100	ATK +3, STR +7, VIT -53, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Mithril Ore (3)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Mithril Ore (4)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (4) + Rough Diamond (3)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Coronastone (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Rough Diamond (4) + Coronastone (3)	10,850	ATK +3, STR +14, VIT -73, DEX +11

WARRIOR'S AXE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
700	70	Axe	10+	—	25	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Copper Ore (5)	100	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Copper Ore (10)	220	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (10) + Iron Ore (8)	340	ATK +3
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (12) + Iron Ore (8)	460	ATK +3
+5	Chromium Pearl Lv. 2 (1) + Iron Ore (10) + Silver Ore (8)	580	ATK +3



BOWS

APOLLO'S BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
117,600	11,760	Bow	50+	12+	88	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Coronastone (2) + Deviltail (50)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Deviltail (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Deviltail (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Aged Dragon Wing+ (1)	5,100	ATK +1, HP +48, STR +7, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Deviltail (2)	6,250	ATK +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Deviltail (2)	7,400	ATK +1
+8	Chromium Gem Lv. 1 (1) + Deviltail (3) + Aged Dragon Wing+ (2)	8,550	ATK +1
+9	Chromium Gem Lv. 1 (1) + Aged Dragon Wing+ (2) + Fire-Dragon Heart+ (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Aged Dragon Wing+ (3) + Fire-Dragon Heart+ (2)	10,850	ATK +1, HP +96, STR +14, DEX +11

ARCHDEMON BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
117,600	11,760	Bow	50+	12+	80	—	—	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Demon Bow+10 + Devil Evil Eye+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Demon Claw+ (1)	500	ATK +1
+2	Chromium Pearl Lv. 10 (1) + Demon Claw+ (2)	1,650	ATK +1
+3	Chromium Pearl Lv. 10 (1) + Demon Claw+ (2) + Devil Evil Eye (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 10 (1) + Demon Claw+ (2) + Devil Evil Eye (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Demon Claw+ (3) + Destroyer's Fang+ (1)	5,100	ATK +1, MP +40, VIT +6, INT +8
+6	Chromium Gem Lv. 1 (1) + Demon Claw+ (3) + Devil Evil Eye (2)	6,250	ATK +1
+7	Chromium Gem Lv. 1 (1) + Demon Claw+ (3) + Devil Evil Eye (2)	7,400	ATK +1
+8	Chromium Gem Lv. 1 (1) + Devil Evil Eye (3) + Destroyer's Fang+ (2)	8,550	ATK +1
+9	Chromium Gem Lv. 1 (1) + Destroyer's Fang+ (2) + Pointy Devil Tail (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Destroyer's Fang+ (3) + Pointy Devil Tail (2)	10,850	ATK +1, MP +80, VIT +14, INT +14

ARTEMIS'S BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
117,600	11,760	Bow	50+	12+	85	30	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Aged Dragon Wing+ (6) + Mithril Ore (50)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Deviltail (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Deviltail (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Aged Dragon Wing+ (1)	5,100	ATK +1, MP +40, VIT +6, INT +38
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Deviltail (2)	6,250	ATK +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Deviltail (2)	7,400	ATK +1
+8	Chromium Gem Lv. 1 (1) + Deviltail (3) + Aged Dragon Wing+ (2)	8,550	ATK +1
+9	Chromium Gem Lv. 1 (1) + Aged Dragon Wing+ (2) + Ice-Dragon Heart+ (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Aged Dragon Wing+ (3) + Ice-Dragon Heart+ (2)	10,850	ATK +1, MP +80, VIT +14, INT +44

BONE BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
210	21	Bow	5+	—	8	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Sharp Fang (5) + Sturdy Branch (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Bone Fragment (1)	100	ATK +1
+2	Chromium Pearl Lv. 1 (1) + Bone Fragment (3) + Giant Bone (2)	220	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Bone Fragment (3) + Thread Ball (2)	340	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Bone Fragment (5) + Giant Bone (3)	460	ATK +1
+5	Chromium Pearl Lv. 2 (1) + Bone Fragment (7) + Thread Ball (3)	580	ATK +1

COMPOSITE BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
700	70	Bow	15+	—	24	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Iron Ore (10) + Oak Plank (10)	Hunting Bow+3 + Wooden Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Iron Ore (1)	120	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (3) + Oak Branch (2)	264	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (3) + Iron Thread (2)	408	ATK +1
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (5) + Oak Branch (3)	552	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (7) + Iron Thread (3)	696	ATK +1

DARK MARKSMAN

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
6,400	640	Bow	38+	7+	44	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Elegant Bow+5 + Basilisk Head (10)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (1)	200	ATK +1
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	520	ATK +1
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2) + Ancient-Fish Fossil (1)	840	ATK +1
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (4) + Ancient-Fish Fossil (2)	1,160	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (4) + Toxic Spider Fang (1)	1,480	ATK +1, STR +1, AGI +1, DEX +1
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Ancient-Fish Fossil (2)	1,800	ATK +1
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Ancient-Fish Fossil (3)	2,120	ATK +1
+8	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (4) + Toxic Spider Fang (2)	2,440	ATK +1
+9	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (5) + Toxic Spider Fang (2)	2,760	ATK +1
+10	Chromium Pearl Lv. 7 (1) + Toxic Spider Fang (3) + Direspider Fang (1)	3,080	ATK +1, STR +3, AGI +3, DEX +3

DEMON BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
16,800	1,680	Bow	49+	9+	55	—	—	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Silver Bow+5 + Devil Eye+ (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Destroyer's Bone (1)	240	ATK +1
+2	Chromium Pearl Lv. 7 (1) + Destroyer's Bone (2)	624	ATK +1
+3	Chromium Pearl Lv. 7 (1) + Destroyer's Bone (2) + Devil Eye (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 7 (1) + Destroyer's Bone (2) + Devil Eye (1)	1,392	ATK +1
+5	Chromium Pearl Lv. 7 (1) + Destroyer's Bone (3) + Fiend Eye (1)	1,776	ATK +1, MP +10, VIT +3, SPR +3
+6	Chromium Pearl Lv. 8 (1) + Destroyer's Bone (4) + Devil Eye (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 8 (1) + Destroyer's Bone (5) + Devil Eye (2)	2,544	ATK +1
+8	Chromium Pearl Lv. 8 (1) + Devil Eye (3) + Fiend Eye (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 8 (1) + Fiend Eye (2) + Devil Tail (1)	3,312	ATK +1
+10	Chromium Pearl Lv. 9 (1) + Fiend Eye (3) + Devil Tail (2)	3,696	ATK +1, MP +20, VIT +6, SPR +6

DOMINION BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
58,250	5,825	Bow	50+	11+	81	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Fierce Gold Heart (2) + Wind-Dragon Horn+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	500	ATK +1
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,650	ATK +1
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra Branch (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra Branch (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Ice-Giant Beard (1)	5,100	ATK +1, STR +7, AGI +5, DEX +6
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra Branch (2)	6,250	ATK +1
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra Branch (2)	7,400	ATK +1
+8	Chromium Pearl Lv. 10 (1) + Yggdra Branch (3) + Ice-Giant Beard (2)	8,550	ATK +1
+9	Chromium Pearl Lv. 10 (1) + Ice-Giant Beard (2) + Fierce Clay Heart (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Ice-Giant Beard (3) + Fierce Clay Heart (2)	10,850	ATK +1, STR +14, AGI +11, DEX +11



DRAGONBONE BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
980	98	Bow	20+	—	27	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Composite Bow+2 + Dragon Bone (10)	Wooden Bow+3 + Composite Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Dragon Bone (1)	140	ATK +1
+2	Chromium Pearl Lv. 3 (1) + Dragon Bone (3) + Cedar Plank (2)	308	ATK +1
+3	Chromium Pearl Lv. 3 (1) + Dragon Bone (3) + Iron Thread (2)	476	ATK +1
+4	Chromium Pearl Lv. 3 (1) + Dragon Bone (5) + Cedar Plank (3)	644	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Dragon Bone (7) + Iron Thread (3)	812	ATK +1

GILDED BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
1,400	140	Bow	20+	—	30	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Silver Ore (10) + Palmwood Plank (10)	Composite Bow+3 + Dragonbone Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Silver Ore (1)	140	ATK +1
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (3) + Palmwood Plank (2)	308	ATK +1
+3	Chromium Pearl Lv. 4 (1) + Silver Ore (3) + Iron Thread (2)	476	ATK +1
+4	Chromium Pearl Lv. 4 (1) + Silver Ore (5) + Palmwood Plank (3)	644	ATK +1
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (7) + Iron Thread (3)	812	ATK +1

ELEGANT BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
3,200	320	Bow	30+	—	38	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Wind-Dragon Beard (10) + Treant Face (5)	Gilded Bow+3 + Silver Bow+3	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (1)	180	ATK +1
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (2)	396	ATK +1
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (2) + Palmwood Plank (1)	612	ATK +1
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (4) + Palmwood Plank (2)	828	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (4) + Garuda Plank (1)	1,044	ATK +1
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Palmwood Plank (2)	1,260	ATK +1
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Palmwood Plank (3)	1,476	ATK +1
+8	Chromium Pearl Lv. 6 (1) + Palmwood Plank (4) + Garuda Plank (2)	1,692	ATK +1
+9	Chromium Pearl Lv. 6 (1) + Palmwood Plank (5) + Garuda Plank (2)	1,908	ATK +1
+10	Chromium Pearl Lv. 6 (1) + Garuda Plank (3) + Soldier Jaw (1)	2,124	ATK +1

GREEDESTEEL BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
49,000	4,900	Bow	50+	10+	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Tough Thread Ball (5) + Adderpalm Plank (30)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Centenary Branch (1)	1,680	ATK +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Centenary Branch (1)	2,370	ATK +1
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Tough Thread Ball (1)	3,060	ATK +1, HP +17, VIT +4, DEX +3
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4) + Centenary Branch (2)	3,750	ATK +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Centenary Branch (2)	4,440	ATK +1
+8	Chromium Pearl Lv. 9 (1) + Centenary Branch (3) + Tough Thread Ball (2)	5,130	ATK +1
+9	Chromium Pearl Lv. 9 (1) + Tough Thread Ball (2) + Direspider Body+ (1)	5,820	ATK +1
+10	Chromium Pearl Lv. 10 (1) + Tough Thread Ball (3) + Direspider Body+ (2)	6,510	ATK +1, HP +34, VIT +8, DEX +6

ETERNITY BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
16,800	1,680	Bow	49+	9+	64	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Aged Dragon Tail (2) + Greaver Fang (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +1
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +1
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + White-Oak Branch (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + White-Oak Branch (1)	1,392	ATK +1
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Ice-Dragon Tail (1)	1,776	ATK +1, MP +10, VIT +3, SPR +3
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + White-Oak Branch (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + White-Oak Branch (2)	2,544	ATK +1
+8	Chromium Pearl Lv. 8 (1) + White-Oak Branch (3) + Ice-Dragon Tail (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 8 (1) + Ice-Dragon Tail (2) + Sopor Sac (1)	3,312	ATK +1
+10	Chromium Pearl Lv. 9 (1) + Ice-Dragon Tail (3) + Sopor Sac (2)	3,696	ATK +1, MP +20, VIT +6, SPR +6

HEAVY BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
12,000	1,200	Bow	44+	8+	53	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Waterspider Leg (8) + Iron Heart (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	240	ATK +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	624	ATK +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Ice-Giant Whisker (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Ice-Giant Whisker (2)	1,392	ATK +1
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Waterspider Fang (1)	1,776	ATK +1, STR +2, VIT +2
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Ice-Giant Whisker (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Ice-Giant Whisker (3)	2,544	ATK +1
+8	Chromium Pearl Lv. 7 (1) + Ice-Giant Whisker (4) + Waterspider Fang (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 7 (1) + Ice-Giant Whisker (5) + Waterspider Fang (2)	3,312	ATK +1
+10	Chromium Pearl Lv. 8 (1) + Waterspider Fang (3) + Earth-Dragon Horn (3)	3,696	ATK +1, STR +4, VIT +4, DEX +1

FAERIE BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
49,000	4,900	Bow	50+	10+	72	10	—	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Snow-cotton Boll (50) + Faerie Mask (30)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Fire-Eater (1)	1,680	ATK +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Fire-Eater (1)	2,370	ATK +1
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Faerie Mask (1)	3,060	ATK +1, MP +17, INT +14, DEX +3
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Fire-Eater (2)	3,750	ATK +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Fire-Eater (2)	4,440	ATK +1
+8	Chromium Pearl Lv. 9 (1) + Fire-Eater (3) + Faerie Mask (2)	5,130	ATK +1
+9	Chromium Pearl Lv. 9 (1) + Faerie Mask (2) + Direspider Body+ (1)	5,820	ATK +1
+10	Chromium Pearl Lv. 10 (1) + Faerie Mask (3) + Direspider Body+ (2)	6,510	ATK +1, MP +38, INT +18, DEX +6

HICKORY BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
100	10	Bow	1+	—	5	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Sturdy Branch (1)	100	ATK +1
+2	Chromium Pearl Lv. 1 (1) + Sturdy Branch (3) + Shriveled Vine (2)	220	ATK +1
+3	Chromium Pearl Lv. 1 (1) + Sturdy Branch (3) + Thread Ball (2)	340	ATK +1
+4	Chromium Pearl Lv. 1 (1) + Sturdy Branch (5) + Shriveled Vine (3)	460	ATK +1
+5	Chromium Pearl Lv. 2 (1) + Sturdy Branch (7) + Thread Ball (3)	580	ATK +1





HUNTING BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
420	42	Bow	10+	—	14	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Thread Ball (3) + Treant Mistletoe (2)	Hickory Bow+3 + Bone Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Mini Scorpion Claw (1)	120	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (3) + Tiny Sapling (2)	264	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (3) + Thread Ball (2)	408	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (5) + Tiny Sapling (3)	552	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Mini Scorpion Claw (7) + Thread Ball (3)	696	ATK +1

SILVER BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
2,100	210	Bow	25+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Gilded Bow+3 + Steel Ore (10)	Dragonbone Bow+3 + Gilded Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Silver Ore (2) + Cedar Branch (1)	160	ATK +1
+2	Chromium Pearl Lv. 4 (1) + Silver Ore (3) + Cedar Branch (2)	352	ATK +1
+3	Chromium Pearl Lv. 4 (1) + Cedar Branch (2) + Iron Thread (1)	544	ATK +1
+4	Chromium Pearl Lv. 4 (1) + Silver Ore (7) + Cedar Branch (4)	736	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Cedar Branch (5) + Iron Thread (3)	928	ATK +1

SACRED BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
58,250	5,825	Bow	50+	11+	80	15	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Shiny Clay Lump (2) + Waterspider Leg+ (30)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +1
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +1
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra Branch (1)	2,240	ATK +1
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra Branch (1)	3,160	ATK +1
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Ice-Giant Beard (1)	4,080	ATK +1, MP +32, INT +22, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra Branch (2)	5,000	ATK +1
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra Branch (2)	5,920	ATK +1
+8	Chromium Pearl Lv. 10 (1) + Yggdra Branch (3) + Ice-Giant Beard (2)	6,840	ATK +1
+9	Chromium Pearl Lv. 10 (1) + Ice-Dragon Beard (2) + Fierce Clay Heart (1)	7,760	ATK +1
+10	Chromium Gem Lv. 1 (1) + Ice-Giant Beard (3) + Fierce Clay Heart (2)	8,680	ATK +1, MP +64, INT +29, DEX +11

SYLVIANSTRONG BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
12,000	1,200	Bow	43+	8+	52	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Wind-Dragon Tail (4) + Balmwood Plank (15)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	240	ATK +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	624	ATK +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Fire-Giant Whisker (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Fire-Giant Whisker (2)	1,392	ATK +1
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Waterspider Fang (1)	1,776	ATK +1, MP +7, INT +2
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Fire-Giant Whisker (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Fire-Giant Whisker (3)	2,544	ATK +1
+8	Chromium Pearl Lv. 7 (1) + Fire-Giant Whisker (4) + Waterspider Fang (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 7 (1) + Fire-Giant Whisker (5) + Waterspider Fang (2)	3,312	ATK +1
+10	Chromium Pearl Lv. 8 (1) + Waterspider Fang (3) + Wind-Dragon Horn (1)	3,696	ATK +1, MP +14, INT +4, DEX +1

SHIGETO BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
16,800	1,680	Bow	47+	9+	62	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Fire-Dragon Wing (4) + Toxic Greaver Fang (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +1
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +1
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + White-Oak Branch (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + White-Oak Branch (1)	1,392	ATK +1
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Ice-Dragon Tail (1)	1,776	ATK +1, STR +3, AGI +3, DEX +3
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4) + White-Oak Branch (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + White-Oak Branch (2)	2,544	ATK +1
+8	Chromium Pearl Lv. 8 (1) + White-Oak Branch (3) + Ice-Dragon Tail (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 8 (1) + Ice-Dragon Tail (2) + Sopor Sac (1)	3,312	ATK +1
+10	Chromium Pearl Lv. 9 (1) + Ice-Dragon Tail (3) + Sopor Sac (2)	3,696	ATK +1, STR +6, AGI +6, DEX +6

WOODEN BOW

Cost	Sell	Type	LV	Guild Rank	ATK	INT	VIT	Element	Added Effect
560	56	Bow	10+	—	18	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Hunting Bow+2 + Fire-Giant Ankle	Bone Bow+3 + Hunting Bow+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Treant Mistletoe (1)	120	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (3) + Oak Plank (2)	264	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (3) + Thread Ball (2)	408	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (5) + Oak Plank (3)	552	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Treant Mistletoe (7) + Thread Ball (3)	696	ATK +1



LONGSWORDS

AGITO

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	6,500	Longsword	50+	10+	142	—	-14	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Swallowtail+9 + Hard Scorpion Head (10)	Devilbringer+9 + Direspider Claw+ (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3)	600	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4)	1,980	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Fuelstone Lump (2)	3,360	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Fuelstone Lump (3)	4,740	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Massive Molar (3)	6,120	ATK +3, HP +28, STR +4, VIT -29
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (5) + Fuelstone Lump (3)	7,500	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Fuelstone Lump (4)	8,880	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Fuelstone Lump (4) + Massive Molar (3)	10,260	ATK +3
+9	Chromium Pearl Lv. 9 (1) + Massive Molar (4) + Hard Massive Jaw (2)	11,640	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Massive Molar (5) + Hard Massive Jaw (3)	13,020	ATK +3, HP +56, STR +8, VIT -44

ARCHDEMON BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Longsword	50+	12+	182	—	-22	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Demon Blade+10 + Magestone Turret (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Demon Hex (1)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Demon Hex (2)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Demon Hex (2) + Fiend Claw+ (1)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Demon Hex (3) + Fiend Claw+ (1)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Demon Hex (4) + Devil Hex (1)	5,100	ATK +3, STR +7, VIT -44, INT +7
+6	Chromium Gem Lv. 1 (1) + Demon Hex (4) + Fiend Claw+ (2)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Fiend Claw+ (2) + Devil Hex (2)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Fiend Claw+ (3) + Devil Hex (2)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Devil Hex (3) + Destroyer's Eye+ (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Devil Hex (4) + Destroyer's Eye+ (3)	10,850	ATK +3, STR +14, VIT -66, INT +14



ARONDITE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Longsword	49+	9+	127	—	-12	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Sainted Claymore+5 + Ice-Dragon Horn (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (1)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4) + Magebeast Shell (1)	1,776	ATK +3, HP +11, VIT -24, INT +4
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (2)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Demon Fossil (3) + Magebeast Shell (2)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Demon Fossil (3) + Magebeast Shell (2)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Magebeast Shell (3) + Ice-Dragon Horn (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Magebeast Shell (4) + Ice-Dragon Horn (3)	3,696	ATK +3, HP +23, VIT -35, INT +8

BLUE WOLF

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Longsword	43+	8+	106	—	-7	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Little Raven+5 + Ice-Giant Heart Bit (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4)	400	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5)	1,040	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Iron Face (2)	1,680	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Iron Face (3)	2,320	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Blue Ore (2)	2,960	ATK +3, HP +14, STR +2, VIT -16
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Iron Face (3)	3,600	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Iron Face (3)	4,240	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Iron Face (4) + Blue Ore (3)	4,880	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Iron Face (5) + Blue Ore (3)	5,520	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Blue Ore (4) + Ice-Giant Heart Bit (2)	6,160	ATK +3, HP +28, STR +5, BIT -25

BARBAROI BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	126	Longsword	15+	—	43	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Claymore+2 + Puppet Core (5)	Claymore+3 Steel Longsword+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Silver Ore (4)	120	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Silver Ore (6)	264	ATK +3
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (8) + Iron Puppet Part (5)	408	ATK +3
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (10) + Iron Puppet Part (8)	552	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Silver Ore (12) + Earth-Dragon Flake (5)	696	ATK +3

BASTARD SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
350	35	Longsword	5+	—	17	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Copper Ore (4)	100	ATK +3
+2	Chromium Pearl Lv. 1 (1) + Copper Ore (6)	220	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (8) + Sturdy Chain (5)	340	ATK +3
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (10) + Sturdy Chain (8)	460	ATK +3
+5	Chromium Pearl Lv. 2 (1) + Copper Ore (12) + Thread Ball (5)	580	ATK +3

BLACK FANG

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	6,500	Longsword	50+	10+	145	—	-15	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Red Wolf+9 + Dew Drop+ (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3)	600	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4)	1,980	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Fuelstone Lump (2)	3,360	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Fuelstone Lump (3)	4,740	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Earth-Beast Claw+ (3)	6,120	ATK +3, HP +25, STR +4, VIT -30
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Fuelstone Lump (3)	7,500	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Fuelstone Lump (4)	8,880	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Fuelstone Lump (4) + Earth-Beast Claw+ (3)	10,260	ATK +3
+9	Chromium Pearl Lv. 9 (1) + Earth-Beast Claw+ (4) + Hard Massive Hoof (2)	11,640	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Earth-Beast Claw+ (5) + Hard Massive Hoof (3)	13,020	ATK +3, HP +51, STR +8, BIT -45

CLAIMH SOLAIS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Longsword	50+	12+	178	—	-21	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Sacred Thresher+9 + Aged Dragon Heart+ (1)	Gram+9 + Ice-Dragon Heart+ (3)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Rough Diamond (1)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Aged Dragon Horn+ (1)	5,100	ATK +3, HP +72, STR +7, VIT -43
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Rough Diamond (2)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Rough Diamond (2) + Aged Dragon Horn+ (2)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Aged Dragon Horn+ (2)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Aged Dragon Horn+ (3) + Aged Dragon Skull+ (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Aged Dragon Horn+ (4) + Aged Dragon Skull+ (3)	10,850	ATK +3, HP +144, STR +14, VIT -65

CLAYMORE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
700	70	Longsword	10+	—	25	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Saltpeter Shard (4)	100	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Saltpeter Shard (6)	220	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Saltpeter Shard (8) + Lizard Fang (5)	340	ATK +3
+4	Chromium Pearl Lv. 2 (1) + Saltpeter Shard (10) + Lizard Fang (8)	460	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Saltpeter Shard (12) + Dragon Fang (5)	580	ATK +3

DARK CLOUD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Longsword	50+	12+	182	—	-22	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Sacred Thresher+9 + Lethal Greaver Horn (4)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (1)	3,950	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Aged Dragon Horn+ (1)	5,100	ATK +3, STR +7, VIT -44, INT +7
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Mithril Ore (2)	6,250	ATK +3
+7	Chromium Gem Lv. 1 (1) + Mithril Ore (2) + Aged Dragon Horn+ (2)	7,400	ATK +3
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Aged Dragon Horn+ (2)	8,550	ATK +3
+9	Chromium Gem Lv. 1 (1) + Aged Dragon Horn+ (3) + Shiny Metal Lump (2)	9,700	ATK +3
+10	Chromium Gem Lv. 1 (1) + Aged Dragon Horn+ (4) + Shiny Metal Lump (3)	10,850	ATK +3, STR +14, VIT -66, INT +14



DEATH'S GAZE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Longsword	50+	11+	160	—	-16	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Agito+9 + Fire-Giant Spirit (2)	Dragonslayer+9 + Ice-Giant Spirit (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	800	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3)	2,640	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Petrified-Wood Bit (2)	4,480	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Petrified-Wood Bit (3)	6,320	ATK +3
+5	Chromium Pearl Lv. 9 (1) + Keen Troll-King Claw (2)	8,160	ATK +3, STR +7, VIT -34, AGI +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Petrified-Wood Bit (3)	10,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Petrified-Wood Bit (4)	11,840	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Petrified-Wood Bit (4) + Keen Troll-King Claw (3)	13,680	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Keen Troll-King Claw (3) + Fierce Stone Heart (2)	15,520	ATK +3
+10	Chromium Gem Lv. 1 (1) + Keen Troll-King Claw (4) + Fierce Stone Heart (3)	17,360	ATK +3, STR +14, VIT -53, AGI +11

DEMON BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Longsword	49+	9+	127	—	-12	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Ornate Greatsword+9 + Old Magic Turret (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Demon Crest (2)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Demon Crest (2)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Demon Crest (3) + Fiend Claw (1)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Demon Crest (3) + Fiend Claw (2)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Demon Crest (4) + Devil Crest (1)	1,776	ATK +3, HP +11, VIT -24, INT +4
+6	Chromium Pearl Lv. 8 (1) + Demon Crest (5) + Fiend Claw (2)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Fiend Claw (3) + Devil Crest (2)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Fiend Claw (3) + Devil Crest (2)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Devil Crest (3) + Destroyer's Eye (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Devil Crest (4) + Destroyer's Eye (3)	3,696	ATK +3, HP +23, VIT -35, INT +8

DEVILBRINGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	7,800	Longsword	50+	10+	142	—	-14	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Lionheart+9 + Earth-Beast Tail+ (1)	Agito+9 + Hard Soldier Jaw (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	300	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Jagged Fang+ (1)	1,680	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Jagged Fang+ (2)	2,370	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4) + Wyvern Fossil (1)	3,060	ATK +3, HP +28, VIT -29, SPR +4
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (5) + Jagged Fang+ (2)	3,750	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Jagged Fang+ (3) + Wyvern Fossil (2)	4,440	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Jagged Fang+ (3) + Wyvern Fossil (2)	5,130	ATK +3
+9	Chromium Pearl Lv. 9 (1) + Wyvern Fossil (3) + Direspider Fang+ (2)	5,820	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Wyvern Fossil (4) + Direspider Fang+ (3)	6,510	ATK +3, HP +56, VIT -44, SPR +8

DRAGONSLAYER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	6,500	Longsword	50+	10+	145	—	-15	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Arondile+9 + Aged Dragon Skull (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	300	ATK +3
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +3
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Jagged Fang+ (1)	1,680	ATK +3
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Jagged Fang+ (2)	2,370	ATK +3
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4) + Bloodsteel Ore (1)	3,060	ATK +3, HP +28, STR +4, VIT -30
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (5) + Jagged Fang+ (2)	3,750	ATK +3
+7	Chromium Pearl Lv. 9 (1) + Jagged Fang+ (3) + Bloodsteel Ore (2)	4,440	ATK +3
+8	Chromium Pearl Lv. 9 (1) + Jagged Fang+ (3) + Bloodsteel Ore (2)	5,130	ATK +3
+9	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Direspider Fang+ (2)	5,820	ATK +3
+10	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Direspider Fang+ (3)	6,510	ATK +3, HP +56, STR +8, VIT -45

ENTO TACHI

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	224	Longsword	20+	—	56	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Wadao+2 + Crystal (10)	Greatsword+2 + Crystal (10)	Uchigatana+3 + Wadao+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Treant Face (8)	280	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Cracked Armor Piece (6)	616	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Treant Face (12)	952	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Cracked Armor Piece (10)	1,288	ATK +3
+5	Chromium Pearl Lv. 4 (1) + Giant Knuckle (6)	1,624	ATK +3

ETHEREAL BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Longsword	50+	12+	181	10	-21	—	Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Kingslayer+9 + Aged Dragon Horn+ (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,000	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	3,300	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Lethal Greaver Fang (2)	5,600	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Lethal Greaver Fang (3)	7,900	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Fire-Beast Claw+ (2)	10,200	ATK +3, MP +48, VIT -43
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Lethal Greaver Fang (3)	12,500	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Lethal Greaver Fang (4)	14,800	ATK +3
+8	Chromium Gem Lv. 1 (1) + Lethal Greaver Fang (4) + Fire-Beast Claw+ (3)	17,100	ATK +3
+9	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Ice-Dragon Heart+ (2)	19,400	ATK +3
+10	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (4) + Ice-Dragon Heart+ (3)	21,700	ATK +3, MP +104, VIT -65

EVIL'S BANE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Longsword	41+	8+	106	10	-7	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Ornate Greatsword+5 + Dull Iron Lump (1)	Wind Dragon Horn (4) + Earth Dragon Horn (4)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	200	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3)	520	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Amber Bit (2)	840	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Amber Bit (3)	1,160	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (6) + Gold Face (1)	1,480	ATK +3, HP +17, STR +12, VIT -16
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (8) + Amber Bit (4)	1,800	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Amber Bit (4) + Gold Face (2)	2,120	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Amber Bit (5) + Gold Face (2)	2,440	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Amber Bit (7) + Gold Face (3)	2,760	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Gold Face (4) + Wind-Dragon Heart (2)	3,080	ATK +3, HP +34, STR +4, VIT -25

GARRISON BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Longsword	50+	11+	166	—	-18	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Black Fang+9 + Black Ore+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	800	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3)	2,640	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Gold Puppet Arm (2)	4,480	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Gold Puppet Arm (3)	6,320	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Keen Troll-King Claw (2)	8,160	ATK +3, STR +7, VIT -36, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Gold Puppet Arm (3)	10,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Gold Puppet Arm (4)	11,840	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Gold Puppet Arm (4) + Keen Troll-King Claw (3)	13,680	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Keen Troll-King Claw (3) + Fierce Gold Heart (2)	15,520	ATK +3
+10	Chromium Gem Lv. 1 (1) + Keen Troll-King Claw (4) + Fierce Gold Heart (3)	17,360	ATK +3, STR +14, VIT -55, DEX +11



GIANT THRESHER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	540	Longsword	30+	—	73	—	-2	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Zweihander+3 + Puppet Rock Bit (5)	Puppet Rock Bit (10 + Broken Mossy Face)	Zweihander+3 + Seiryuto+3

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (4)	140	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (6)	308	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (8) + Stone Puppet Bit (6)	476	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (12) + Stone Puppet Bit (8)	644	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (15) + Magecrystal Lump (6)	812	ATK +3

GRAM

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Longsword	50+	11+	163	—	-18	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Dragonslayer+9 + Ice-Giant Spirit (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	2,240	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Rough Emerald (1)	3,160	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Rusted Panel+ (1)	4,080	ATK +3, HP +48, STR +7, VIT -37
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Rough Emerald (2)	5,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Rough Emerald (2) + Rusted Panel+ (2)	5,920	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Rough Emerald (3) + Rusted Panel+ (2)	6,840	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Rusted Panel+ (3) + Grey Ore+ (2)	7,760	ATK +3
+10	Chromium Gem Lv. 1 (1) + Rusted Panel+ (4) + Grey Ore+ (3)	8,680	ATK +3, HP +96, STR +14, VIT -56

GREATSWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
1,680	168	Longsword	20+	—	52	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Steel Longsword+2 + Earth-Dragon Flake (5)	Silver Ore (15 + Earth-Dragon Flake (20))	Steel Longsword+3 + Barbaroi Blade+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Silver Ore (4)	120	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (6)	264	ATK +3
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (8) + Magecrystal Bit (5)	408	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Silver Ore (10) + Magecrystal Bit (8)	552	ATK +3
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (12) + Fire-Dragon Flake (5)	696	ATK +3

IRON TIGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	350	Longsword	25+	—	61	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Seiryuto+1 + Steel Ore (10)	Wodao+3 + Ento Tachi+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Wind-Dragon Flake (8)	280	ATK +3
+2	Chromium Pearl Lv. 4 (1) + Ice-Dragon Flake (6)	616	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Wind-Dragon Flake (12)	952	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Ice-Dragon Flake (10)	1,288	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Magecrystal (6)	1,624	ATK +3

KATANA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Longsword	10+	—	30	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Bastard Sword+2 + Copper Ore (10)	Bastard Sword+3 + Claymore+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Levinstone Shard (8)	200	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Giant Skull (6)	440	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Levinstone Shard (12)	680	ATK +3
+4	Chromium Pearl Lv. 2 (1) + Giant Skull (10)	920	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Dragon Fang (6)	1,160	ATK +3

KINGSLAYER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15,120	Longsword	50+	12+	178	—	-20	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Garrison Bade+9 + Fire-Dragon Skull+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,000	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	3,300	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Greaver Fang+ (2)	5,600	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Greaver Fang+ (3)	7,900	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Fire-Beast Claw+ (2)	10,200	ATK +3, STR +7, VIT -42, AGI +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (4) + Greaver Fang+ (3)	12,500	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Greaver Fang+ (4)	14,800	ATK +3
+8	Chromium Gem Lv. 1 (1) + Greaver Fang+ (4) + Fire-Beast Claw+ (3)	17,100	ATK +3
+9	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Fire-Dragon Heart+ (2)	19,400	ATK +3
+10	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (4) + Fire-Dragon Heart+ (3)	21,700	ATK +3, STR +14, VIT -64, AGI +11

LION HEART

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Longsword	46+	9+	124	—	-11	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Evil's Bane+5 + Fire Dragon Skull (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	240	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (1)	1,008	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	1,392	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4) + Destroyer's Fang (1)	1,776	ATK +3, HP +24, STR +4, VIT -23
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (5) + Demon Fossil (2)	2,160	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Demon Fossil (3) + Destroyer's Fang (2)	2,544	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Demon Fossil (3) + Destroyer's Fang (2)	2,928	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Destroyer's Fang (3) + Fire-Dragon Horn (2)	3,312	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Destroyer's Fang (4) + Fire-Dragon Horn (3)	3,696	ATK +3, HP +48, STR +8, VIT -34

LITTLE RAVEN

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	540	Longsword	30+	—	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Ento Tachi+3 + Fuelstone (10)	Ento Tachi+3 + Iron Tiger+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Disfigured Iron Face (8)	280	ATK +3
+2	Chromium Pearl Lv. 4 (1) + Disfigured Gold Face (8)	616	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Disfigured Iron Face (12)	952	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Disfigured Gold Face (12)	1,288	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Damaged Knife Face (8)	1,624	ATK +3

ORNATE GREATSWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,080	Longsword	36+	7+	88	—	-4	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Seiryuto+5 + Levinstone (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (2)	160	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (3)	352	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (4) + Crystal (2)	544	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (4) + Crystal (3)	736	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (6) + Amethyst Shard (1)	928	ATK +3, HP +11, STR +2, VIT -7
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (8) + Crystal (4)	1,120	ATK +3
+7	Chromium Pearl Lv. 5 (1) + Crystal (4) + Amethyst Shard (2)	1,312	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Crystal (5) + Amethyst Shard (2)	1,504	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Crystal (7) + Amethyst Shard (3)	1,696	ATK +3
+10	Chromium Pearl Lv. 6 (1) + Amethyst Shard (4) + Massive Hoof (2)	1,888	ATK +3, HP +23, STR +4, VIT -10





RED WOLF

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Longsword	49+	9+	127	—	-12	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Wraith's Blade+5 + Fire-Dragon Tail (2)	Lionheart+5 + Fire-Dragon Heart	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3)	480	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4)	1,248	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Knave Bangle (2)	2,016	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Knave Bangle (3)	2,784	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Toxic Greaver Pelt (3)	3,552	ATK +3, STR +3, VIT -24, AGI +2
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + Knave Bangle (3)	4,320	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + Knave Bangle (4)	5,088	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Knave Bangle (4) + Toxic Greaver Pelt (3)	5,856	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Toxic Greaver Pelt (4) + Fire-Beast Tail (2)	6,624	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Toxic Greaver Pelt (5) + Fire-Beast Tail (3)	7,392	ATK +3, STR +6, VIT -36, AGI +4

ROSE'S THORN

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,080	Longsword	38+	7+	88	—	-4	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Zanbato+5 + Dew Drop (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (4)	360	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (5)	936	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Amethyst Shard (2)	1,512	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Amethyst Shard (3)	2,088	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Direspider Claw (2)	2,664	ATK +3, HP +11, STR +2, VIT -9
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Amethyst Shard (3)	3,240	ATK +3
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Amethyst Shard (3)	3,816	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Amethyst Shard (4) + Direspider Claw (3)	4,392	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Amethyst Shard (5) + Direspider Claw (3)	4,968	ATK +3
+10	Chromium Pearl Lv. 7 (1) + Direspider Claw (4) + Steel Thread (2)	5,544	ATK +3, HP +23, STR +4, VIT +14

SACRED THRESHER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Longsword	50+	11+	160	10	-17	—	Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Devilbringer+9 + Troll King Crown (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	2,240	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Rough Emerald (1)	3,160	ATK +3
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (4) + Rusted Panel+ (1)	4,080	ATK +3, HP +32, STR +7, VIT -36
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Rough Emerald (2)	5,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Rough Emerald (2) + Rusted Panel+ (2)	5,920	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Rough Emerald (3) + Rusted Panel+ (2)	6,840	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Rusted Panel+ (3) + Black Ore+ (2)	7,760	ATK +3
+10	Chromium Gem Lv. 1 (1) + Rusted Panel+ (4) + Black Ore+ (3)	8,680	ATK +3, HP +64, STR +14, VIT -55

SAINTED CLAYMORE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Longsword	44+	8+	109	—	-8	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Spectral Blade+5 + Dull Gold Lump (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	200	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3)	520	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Amber Bit (2)	840	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Amber Bit (3)	1,160	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (6) + Gold Face (1)	1,480	ATK +3, HP +10, STR +2, VIT -17
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (8) + Amber Bit (4)	1,800	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Amber Bit (4) + Gold Face (2)	2,120	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Amber Bit (5) + Gold Face (2)	2,440	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Amber Bit (7) + Gold Face (3)	2,760	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Gold Face (4) + Wind-Dragon Heart (2)	3,080	ATK +3, HP +20, STR +5, VIT -26

SCARLET SKY

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	8,150	Longsword	50+	11+	163	—	-17	Fire +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Agito+9 + Red Ore+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	800	ATK +3
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3)	2,640	ATK +3
+3	Chromium Pearl Lv. 9 (1) + Dull Brute Skin (2)	4,480	ATK +3
+4	Chromium Pearl Lv. 9 (1) + Dull Brute Skin (3)	6,320	ATK +3
+5	Chromium Pearl Lv. 9 (1) + Fire-Giant Beard (2)	8,160	ATK +3, HP +44, VIT -35
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Dull Brute Skin (3)	10,000	ATK +3
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (4) + Dull Brute Skin (4)	11,840	ATK +3
+8	Chromium Pearl Lv. 10 (1) + Dull Brute Skin (4) + Fire-Giant Beard (3)	13,680	ATK +3
+9	Chromium Pearl Lv. 10 (1) + Fire-Giant Beard (3) + Fierce Iron Heart (2)	15,520	ATK +3
+10	Chromium Gem Lv. 1 (1) + Fire-Giant Beard (4) + Fierce Iron Heart (3)	17,360	ATK +3, HP +88, VIT -54

SEIRYUTO

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	350	Longsword	25+	—	61	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Greatsword+2 + Magical Seal (2)	Ento Tachi+2 + Magical Seal (2)	Greatsword+3 + Zweihander+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (4)	140	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (6)	308	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (8) + Ice-Giant Mask (5)	476	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (10) + Ice-Giant Mask (8)	644	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (12) + Wind-Dragon Beard (5)	812	ATK +3

SPECTRAL BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,080	Longsword	39+	7+	91	—	-5	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Giant Thresher+5 + Earth Brute Tail (2)	Zanbato+5 + Garuda Plank (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	180	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (3)	468	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (4) + Ancient-Fish Fossil (2)	756	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (4) + Ancient-Fish Fossil (3)	1,044	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (6) + Direspider Claw (1)	1,332	ATK +3, HP +11, VIT -8
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (8) + Ancient-Fish Fossil (4)	1,620	ATK +3
+7	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (4) + Direspider Claw (2)	1,908	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (5) + Direspider Claw (2)	2,196	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (7) + Direspider Claw (3)	2,484	ATK +3
+10	Chromium Pearl Lv. 7 (1) + Direspider (4) + Basilisk Head (2)	2,772	ATK +3, HP +23, STR +1, VIT -11

STEEL LONGSWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
1,120	112	Longsword	15+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Bastard Sword+2 + Dragon Bone (5)	Bastard Sword+3 + Claymore+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Iron Ore (4)	120	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (6)	264	ATK +3
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (8) + Fire-Giant Mask (5)	408	ATK +3
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (10) + Fire-Giant Mask (8)	552	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (12) + Steel Ore (5)	696	ATK +3



SWALLOWTAIL

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,100	Longsword	47+	9+	124	—	-11	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Blue Wolf+5 + Ice-Dragon Heart (1)	Black Iron Ore (30) + Ice-Dragon Tail (4)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3)	480	ATK +3
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4)	1,248	ATK +3
+3	Chromium Pearl Lv. 7 (1) + Knave Bangle (2)	2,016	ATK +3
+4	Chromium Pearl Lv. 7 (1) + Knave Bangle (3)	2,784	ATK +3
+5	Chromium Pearl Lv. 7 (1) + Greaver Pelt (3)	3,552	ATK +3, HP +24, STR +3, VIT -23
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (5) + Knave Bangle (3)	4,320	ATK +3
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (5) + Knave Bangle (4)	5,088	ATK +3
+8	Chromium Pearl Lv. 8 (1) + Knave Bangle (4) + Greaver Pelt (3)	5,856	ATK +3
+9	Chromium Pearl Lv. 8 (1) + Greaver Pelt (4) + Aged Dragon Horn (2)	6,624	ATK +3
+10	Chromium Pearl Lv. 9 (1) + Greaver Pelt (5) + Aged Dragon Horn (3)	7,392	ATK +3, HP +48, STR +6, VIT -35

UCHIGATANA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	112	Longsword	15+	—	43	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Katana+2 + Fluorite Shard (10)	Claymore+3 + Katana+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Ice-Giant Anklet (8)	240	ATK +3
+2	Chromium Pearl Lv. 2 (1) + Dragon Egg (6)	528	ATK +3
+3	Chromium Pearl Lv. 3 (1) + Ice-Giant Anklet (12)	816	ATK +3
+4	Chromium Pearl Lv. 3 (1) + Dragon Egg (10)	1,104	ATK +3
+5	Chromium Pearl Lv. 3 (1) + Direspider Shell (6)	1,392	ATK +3

WITCHBLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	15120	Longsword	50+	12+	182	10	-22	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Scarlet Sky+9 + Bloody Cloth (4)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,000	ATK +3
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (3)	3,300	ATK +3
+3	Chromium Pearl Lv. 10 (1) + Lethal Greaver Fang (2)	5,600	ATK +3
+4	Chromium Pearl Lv. 10 (1) + Lethal Greaver Fang (3)	7,900	ATK +3
+5	Chromium Pearl Lv. 10 (1) + Fire-Beast Claw+ (2)	10,200	ATK +3, HP +72, STR +7, VIT -44
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Lethal Greaver Fang (3)	12,500	ATK +3
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (4) + Lethal Greaver Fang (4)	14,800	ATK +3
+8	Chromium Gem Lv. 1 (1) + Lethal Greaver Fang (4) + Fire-Beast Claw+ (3)	17,100	ATK +3
+9	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Aged Dragon Heart+ (2)	19,400	ATK +3
+10	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (4) + Aged Dragon Heart+ (3)	21,700	ATK +3, HP +144, STR +14, VIT -66

WODAO

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	168	Longsword	20+	—	52	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Uchigatana+2 + Beetle Fossil (10)	Silver Ore (10) + Beetle Fossil (20)	Katana+3 + Uchigatana+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Greaver Spine (8)	240	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Waterspider Jaw (6)	528	ATK +3
+3	Chromium Pearl Lv. 3 (1) + Greaver Spine (12)	816	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Waterspider Jaw (10)	1,104	ATK +3
+5	Chromium Pearl Lv. 4 (1) + Magical Seal (6)	1,392	ATK +3

WRAITH'S BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,650	Longsword	44+	8+	109	—	-8	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Rose's Thorn+5 + Troll King Claw (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4)	400	ATK +3
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5)	1,040	ATK +3
+3	Chromium Pearl Lv. 6 (1) + Iron Face (2)	1,680	ATK +3
+4	Chromium Pearl Lv. 6 (1) + Iron Face (3)	2,320	ATK +3
+5	Chromium Pearl Lv. 6 (1) + Green Ore (2)	2,960	ATK +3, HP +14, VIT -17, DEX +1
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Iron Face (3)	3,600	ATK +3
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Iron Face (3)	4,240	ATK +3
+8	Chromium Pearl Lv. 7 (1) + Iron Face (4) + Green Ore (3)	4,880	ATK +3
+9	Chromium Pearl Lv. 7 (1) + Iron Face (5) + Green Ore (3)	5,520	ATK +3
+10	Chromium Pearl Lv. 8 (1) + Green Ore (4) + Fire-Giant Heart Bit (2)	6,160	ATK +3, HP +28, VIT -26, DEX +3

ZANBATO

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	540	Longsword	30+	—	75	—	-3	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Iron Tiger+1 + Crystal (10)	Steel Ore (10 + Crystal (10))	Iron Tiger+3 + Little Raven+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (4)	320	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (5)	704	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	1,088	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3)	1,472	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Earth-Beast Fang (2)	1,856	ATK +3, STR +1, VIT -5
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (3)	2,240	ATK +3
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (3)	2,624	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Beast Fang	3,008	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Gold Ore (5) + Earth-Beast Fang	3,392	ATK +3
+10	Chromium Pearl Lv. 6 (1) + Earth-Beast Fang (4) + Massive Jaw (2)	3,776	ATK +3

ZWEIHANDER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	224	Longsword	20+	—	56	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Barbaroi Blade+2 + Fire-Dragon Claw (3)	Wodao+2 + Steel Ore (5)	Barbaroi Blade+3 + Greatsword+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (4)	140	ATK +3
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (6)	308	ATK +3
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (8) + Knotty Pelt (5)	476	ATK +3
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (10) + Knotty Pelt (8)	644	ATK +3
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (12) + Feather Ornament (5)	812	ATK +3





SPEARS

ARCHDEMON LANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Spear	50+	12+	123	—	—	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Demon Lance+10 + Devil Evil Eye+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Demon Claw+ (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Demon Claw+ (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Demon Claw+ (2) + Devil Head+ (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Demon Claw+ (3) + Devil Head+ (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Demon Claw+ (3) + Fiend Hex (1)	5,100	ATK +2, HP +56, STR +7, VIT +1
+6	Chromium Gem Lv. 1 (1) + Devil Head+ (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Devil Head+ (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Devil Head+ (3) + Fiend Hex (1)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Fiend Hex (2) + Destroyer's Eye+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Fiend Hex (3) + Destroyer's Eye+ (2)	10,850	ATK +2, HP +120, STR +14, VIT +3

DRAGONFLY

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Spear	38+	7+	58	—	—	Wind +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Partisan+5 + Soldier Jaw (20)	Silver Rapier+5 + Scorpion Head (20)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Ancient-Fish Fossil (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Ancient-Fish Fossil (1)	1,044	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Troll Claw (2)	1,332	ATK +2, HP +7, VIT +1, SPR +2
+6	Chromium Pearl Lv. 5 (1) + Ancient-Fish Fossil (3)	1,620	ATK +2
+7	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (3)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (4) + Troll Claw (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Ancient-Fish Fossil (6) + Troll Claw (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 7 (1) + Troll Claw (3) + Massive Jaw (1)	2,772	ATK +2, HP +14, VIT +3, SPR +3

CASTLEGUARD SPEAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Spear	30+	—	46	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Halberd+1 + Steel Ore (10)	Preying Mantis+1 + Steel Ore (20)	Halberd+3 + Partisan+3

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (1)	160	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (2)	352	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Cedar Branch (1)	544	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Cedar Branch (1)	736	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (2)	928	ATK +2
+6	Chromium Pearl Lv. 5 (1) + Cedar Branch (3)	1,120	ATK +2
+7	Chromium Pearl Lv. 5 (1) + Cedar Branch (3)	1,312	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Cedar Branch (4) + Gold Ore (2)	1,504	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Cedar Branch (6) + Gold Ore (3)	1,696	ATK +2
+10	Chromium Pearl Lv. 6 (1) + Gold Ore (3) + Earth-Beast Tail (1)	1,888	ATK +2

EMERALD SPEAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Spear	50+	10+	94	—	—	Wind +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Silver Lance+9 + Rough Sapphire	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Century-Tree Plank (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (4) + Century-Tree Plank (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (5) + Rough Sapphire (1)	3,060	ATK +2, HP +24, VIT +4, DEX +3
+6	Chromium Pearl Lv. 9 (1) + Century-Tree Plank (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Century-Tree Plank (3)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Century-Tree Plank (4) + Rough Sapphire (1)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Rough Sapphire (2) + Evil Basilisk Head (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Rough Sapphire (3) + Evil Basilisk Head (2)	6,510	ATK +2, HP +48, VIT +8, DEX +6

DEMON LANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Spear	49+	9+	83	—	—	—	Added Effect: Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Dragonfly+5 + Devil Eye+	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Demon Claw (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Demon Claw (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Demon Claw (3) + Devil Head (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Demon Claw (4) + Devil Head (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Demon Claw (5) + Fiend Crest (1)	1,776	ATK +2, HP +21, STR +3, DEX +3
+6	Chromium Pearl Lv. 8 (1) + Devil Head (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Devil Head (3)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Devil Head (4) + Fiend Crest (1)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Fiend Crest (2) + Destroyer's Eye (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Fiend Crest (3) + Destroyer's Eye (2)	3,696	ATK +2, HP +42, STR +6, DEX +6

FLAME SPEAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Spear	50+	11+	106	—	—	Fire +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Geist Pike+9 + Purple Ore (2)	Iron Ji+9 Fire Orb (5)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra-Bark Scrap (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Yggdra-Bark Scrap (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Petrified-Wood Bit (1)	4,080	ATK +2, HP +40, STR +5, AGI +5
+6	Chromium Pearl Lv. 9 (1) + Yggdra-Bark Scrap (2)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Yggdra-Bark Scrap (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Yggdra-Bark Scrap (3) + Petrified-Wood Bit (1)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Fire-Giant Heart (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Fire-Giant Heart (2)	8,680	ATK +2, HP +80, STR +11, AGI +11



GEIST PIKE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Spear	48+	9+	82	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Dragonfly+5 + Fire-Dragon Horn	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Beast Fang (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4) + Fire-Beast Fang (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (5) + Greaver Horn (1)	1,776	ATK +2, HP +8, MP +8, VIT +4
+6	Chromium Pearl Lv. 7 (1) + Fire-Beast Fang (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Fire-Beast Fang (3)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Fire-Beast Fang (4) + Greaver Horn (1)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Greaver Horn (2) + Oil-Stained Cloth (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Greaver Horn (3) + Oil-Stained Cloth (2)	3,696	ATK +2, HP +17, MP +17, VIT +8

GLAIVE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Spear	15+	—	26	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Harpoon+2 + Ammonite Fossil (10)	Harpoon+3 + Pike+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Silver Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Poison Spider Fang (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (5) + Poison Spider Fang (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Silver Ore (7) + Steel Ore (2)	696	ATK +2

GUARDIAN SPEAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Spear	50+	11+	108	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Iron Ji+9 + Fierce Iron Heart (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Mossy Face+ (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Mossy Face+ (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Wind-Dragon Horn+ (1)	4,080	ATK +2, HP +48, VIT +5, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Mossy Face+ (2)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Mossy Face+ (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Mossy Face+ (3) + Wind-Dragon Horn+ (1)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Wind-Dragon Horn+ (2) + Green Ore+ (1)	7,760	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Wind-Dragon Horn+ (3) + Green Ore+ (2)	8,680	ATK +2, HP +96, VIT +11, DEX +11

HALBERD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	140	Spear	25+	—	38	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Tomahawk+2 + Mini Scorpion Tail (5)	Glaive+3 + Manlis+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Mini Scorpion Tail (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Mini Scorpion Tail (3)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (7) + Greaver Spine (2)	812	ATK +2

HARPOON

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
420	42	Spear	8+	—	16	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Copper Ore (10) + Sturdy Chain (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Mini Scorpion Claw (2)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Iron Ore (5) + Mini Scorpion Claw (3)	460	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (7) + Oak Branch (2)	580	ATK +2

HELLION GLAIVE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Spear	50+	12+	121	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Guardian Spear+9 + Greaver Horn+ (6)	Ox Tongue+9 + Fire-Beast Tail+ (4)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Beast Claw+ (1)	5,100	ATK +2, STR +7, INT +5, DEX +5
+6	Chromium Gem Lv. 1 (1) + Mithril Ore (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Mithril Ore (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Fire-Beast Claw+ (1)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (2) + Magic Core+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Magic Core+ (2)	10,850	ATK +2, STR +14, INT +11, DEX +11

HERO'S LANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Spear	50+	12+	120	—	—	Earth +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Guardian Spear+9 + Gallstone+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Rough Diamond (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Hexwood Plank (1)	5,100	ATK +2, HP +40, VIT +7, AGI +1
+6	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Rough Diamond (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Hexwood Plank (1)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Hexwood Plank (2) + Fire-Dragon Horn+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Hexwood Plank (3) + Fire-Dragon Horn+ (2)	10,850	ATK +2, HP +88, VIT +14, AGI +3

ICE-DRAGON LANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Spear	50+	12+	118	—	—	Water +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Flame Spear+9 + Ice-Dragon Skull+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Rough Diamond (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Hexwood Plank (1)	5,100	ATK +2, HP +56, VIT +5
+6	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	6,250	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Rough Diamond (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Hexwood Plank (1)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Hexwood Plank (2) + Ice-Dragon Horn+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Hexwood Plank (3) + Ice-Dragon Horn+ (2)	10,850	ATK +2, HP +112, VIT +11





IRON JI

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Spear	49+	9+	83	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Dragonfly+5 + Dull Metal Lump	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Beast Fang (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (4) + Fire-Beast Fang (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (5) + Greaver Horn (1)	1,776	ATK +1, HP +21, STR +3, DEX +3
+6	Chromium Pearl Lv. 8 (1) + Fire-Beast Fang (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Fire-Beast Fang (3)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Fire-Beast Fang (4) + Greaver Horn (1)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Greaver Horn (2) + Oil-Stained Cloth (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Greaver Horn (3) + Oil-Stained Cloth (2)	3,696	ATK +1, HP +42, STR +6, DEX +6

OX TONGUE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Spear	50+	11+	106	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Geist Pike+9 + Blue Ore+ (2)	Emerald Spear+9 + Green Ore+ (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Earth-Dragon Scale+ (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Earth-Dragon Scale+ (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Earth-Dragon Horn+ (1)	4,080	ATK +2, HP +44, VIT +5, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Earth-Dragon Scale+ (2)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Earth-Dragon Scale+ (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Earth-Dragon Scale+ (3) + Earth-Dragon Horn+ (1)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Earth-Dragon Horn+ (2) + Purple Ore+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Earth-Dragon Horn+ (3) + Purple Ore+ (2)	8,680	ATK +2, HP +88, VIT +11, DEX +11

PARTISAN

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Spear	25+	—	40	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Heavy Machete+1 + Fuelstone (10)	Steel Ore (15) + Fuelstone (20)	Preying Mantis+3 + Halberd+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Steel Ore (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Mini Scorpion Head (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (6) + Mini Scorpion Head (3)	644	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Mini Scorpion Head (3) + Basilisk Tail (2)	812	ATK +2

PIKE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	56	Spear	10+	—	18	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Spear+2 + Mini Scorpion Claw (3)	Spear+3 + Harpoon+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Vespil Stinger (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (5) + Vespil Stinger (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (7) + Cedar Plank (2)	696	ATK +2

PREYING MANTIS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
980	98	Spear	20+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Pike+2 + Vespil Stinger (5)	Silver Ore (10) + Vespil Stinger (5)	Pike+3 + Glaive+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Lizard Tail (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (5) + Lizard Tail (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Silver Ore (7) + Big-Jawed Preying Mantis (2)	696	ATK +2

SILVER LANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Spear	43+	8+	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Castleguard Spear+5 + Waterspider Claw (8)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Garuda Branch (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Garuda Branch (1)	1,160	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Troll-King Claw (2)	1,480	ATK +2, HP +10, VIT +2, DEX +1
+6	Chromium Pearl Lv. 7 (1) + Garuda Branch (3)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Garuda Branch (3)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Garuda Branch (4) + Troll-King Claw (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Garuda Branch (6) + Troll-King Claw (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Troll-King Claw (3) + Wind-Dragon Horn (1)	3,080	ATK +2, HP +20, VIT +4, DEX +3

SPEAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
210	21	Spear	5+	—	10	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Copper Ore (5) + Sharp Fang (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Copper Ore (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (4) + Sturdy Branch (2)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (5) + Sturdy Branch (3)	460	ATK +2
+5	Chromium Pearl Lv. 2 (1) + Copper Ore (7) + Oak Branch (2)	580	ATK +2

TSUKUYOMI

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Spear	50+	12+	123	—	—	—	Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Ox Tongue+9 + Aged Dragon Skull+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Beast Claw+ (1)	5,100	ATK +2, HP +56, STR +7, VIT +1
+6	Chromium Gem Lv. 1 (1) + Mithril Ore (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Mithril Ore (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Fire-Beast Claw+ (1)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (2) + Magic Core+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Magic Core+ (2)	10,850	ATK +2, HP +120, STR +14, VIT +3



STAFFS

ARCHDEMON STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	11,760	Staff	50+	12+	ATK 57, MAG 126	—	—

Rank	Cost	Recipe A	Recipe B
12	1,200	Demon Staff+10 + Demon Evil Eye (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Demon Hex (1)	500	ATK +1, MAG +1
+2	Chromium Pearl Lv. 10 (1) + Demon Hex (1) + Devil Evil Eye (1)	1,650	ATK +1, MAG +1
+3	Chromium Pearl Lv. 10 (1) + Demon Hex (2) + Devil Evil Eye (1)	2,800	ATK +1, MAG +1
+4	Chromium Pearl Lv. 10 (1) + Demon Hex (2) + Devil Evil Eye (2)	3,950	ATK +1, MAG +1
+5	Chromium Pearl Lv. 10 (1) + Devil Evil Eye (2) + Magebeast Shell+ (1)	5,100	ATK +1, MAG +1, HP +32, MP +48, STR +7
+6	Chromium Gem Lv. 1 (1) + Demon Hex (3) + Devil Evil Eye (2)	6,250	ATK +1, MAG +1
+7	Chromium Gem Lv. 1 (1) + Demon Hex (3) + Devil Evil Eye (3)	7,400	ATK +1, MAG +1
+8	Chromium Gem Lv. 1 (1) + Devil Evil Eye (3) + Magebeast Shell+ (1)	8,550	ATK +1, MAG +1
+9	Chromium Gem Lv. 1 (1) + Magebeast Shell+ (2) + Thin Fiend Patagium (1)	9,700	ATK +1, MAG +1
+10	Chromium Gem Lv. 1 (1) + Magebeast Shell+ (3) + Thin Fiend Patagium (2)	10,850	ATK +1, MAG +1, HP +64, MP +100, STR +14

COPPER CROSIER

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
700	70	Staff	15+	—	ATK 12, MAG 13	—	—

Rank	Cost	Recipe A	Recipe B
3	150	Copper Ore (12) + Oak Plank (5)	Bone Rod+3 + Maul+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +1, MAG +1
+2	Chromium Pearl Lv. 2 (1) + Copper Ore (2)	264	ATK +1, MAG +1
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (4) + Oak Plank (2)	408	ATK +1, MAG +1
+4	Chromium Pearl Lv. 3 (1) + Copper Ore (5) + Oak Plank (3)	552	ATK +1, MAG +1
+5	Chromium Pearl Lv. 3 (1) + Copper Ore (7) + Obsidian Shard (3)	696	ATK +1, MAG +1

BONE ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
420	42	Staff	5+	—	ATK 6, MAG 10	—	—

Rank	Cost	Recipe A	Recipe B
1	50	Ghost Walnut (5) + Bone Fragment (5)	Oaken Staff+3 + Eldertree Staff+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	120	ATK +1, MAG +1
+2	Chromium Pearl Lv. 2 (1) + Giant Bone (2)	264	ATK +1, MAG +1
+3	Chromium Pearl Lv. 2 (1) + Giant Bone (4) + Giant Skull (2)	408	ATK +1, MAG +1
+4	Chromium Pearl Lv. 2 (1) + Giant Bone (5) + Giant Skull (3)	552	ATK +1, MAG +1
+5	Chromium Pearl Lv. 3 (1) + Giant Bone (7) + Treant Face (3)	696	ATK +1, MAG +1

CRYSTAL ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	640	Staff	39+	7+	ATK 27, MAG 62	—	—

Rank	Cost	Recipe A	Recipe B
7	700	Levinstone + Crystal (20)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (1)	200	ATK +1, MAG +1
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Crystal (1)	520	ATK +1, MAG +1
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Crystal (2)	840	ATK +1, MAG +1
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Crystal (2)	1,160	ATK +1, MAG +1
+5	Chromium Pearl Lv. 5 (1) + Crystal (3) + Amethyst Shard (1)	1,480	ATK +1, MAG +1, MP +11, INT +1, SPR +2
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Crystal (4)	1,800	ATK +1, MAG +1
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Crystal (4)	2,120	ATK +1, MAG +1
+8	Chromium Pearl Lv. 6 (1) + Crystal (4) + Amethyst Shard (2)	2,440	ATK +1, MAG +1
+9	Chromium Pearl Lv. 6 (1) + Crystal (5) + Amethyst Shard (3)	2,760	ATK +1, MAG +1
+10	Chromium Pearl Lv. 7 (1) + Amethyst Shard (3) + Levinstone (1)	3,080	ATK +1, MAG +1, MP +23, INT +3, SPR +3

BUSTER MAUL

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	320	Staff	30+	—	ATK 23, MAG 30	—	—

Rank	Cost	Recipe A	Recipe B
6	300	Sorcerer's Wand+3 + Gold Puppet Part (5)	Silver Crosier+3 + Sorcerer Wand+3

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (1)	180	ATK +1, MAG +1
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	396	ATK +1, MAG +1
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (2)	612	ATK +1, MAG +1
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	828	ATK +1, MAG +1
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Fatal Flower Petal (1)	1,044	ATK +1, MAG +1
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (4)	1,260	ATK +1, MAG +1
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (4)	1,476	ATK +1, MAG +1
+8	Chromium Pearl Lv. 6 (1) + Gold Ore (4) + Fatal Flower Petal (2)	1,692	ATK +1, MAG +1
+9	Chromium Pearl Lv. 6 (1) + Gold Ore (5) + Fatal Flower Petal (3)	1,908	ATK +1, MAG +1
+10	Chromium Pearl Lv. 6 (1) + Fatal Flower Petal (3) + Scorpion Head (1)	2,124	ATK +1, MAG +1

DEMON STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	1,680	Staff	49+	9+	ATK 39, MAG 86	—	Silence

Rank	Cost	Recipe A	Recipe B
9	900	Crystal Rod+9 + Demon Eye	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Demon Crest (1)	240	ATK +1, MAG +1
+2	Chromium Pearl Lv. 7 (1) + Demon Crest (2) + Devil Eye (1)	624	ATK +1, MAG +1
+3	Chromium Pearl Lv. 7 (1) + Demon Crest (3) + Devil Eye (1)	1,008	ATK +1, MAG +1
+4	Chromium Pearl Lv. 7 (1) + Demon Crest (3) + Devil Eye (2)	1,392	ATK +1, MAG +1
+5	Chromium Pearl Lv. 7 (1) + Devil Eye (2) + Fiend Patagium (1)	1,776	ATK +1, MAG +1, MP +24, INT +4, SPR +3
+6	Chromium Pearl Lv. 7 (1) + Demon Crest (3) + Devil Eye (2)	2,160	ATK +1, MAG +1
+7	Chromium Pearl Lv. 8 (1) + Demon Crest (4) + Devil Eye (3)	2,544	ATK +1, MAG +1
+8	Chromium Pearl Lv. 8 (1) + Devil Eye (4) + Fiend Patagium (2)	2,928	ATK +1, MAG +1
+9	Chromium Pearl Lv. 8 (1) + Fiend Patagium (2) + Magebeast Heart (1)	3,312	ATK +1, MAG +1
+10	Chromium Pearl Lv. 9 (1) + Fiend Patagium (3) + Magebeast Heart (2)	3,696	ATK +1, MAG +1, MP +48, INT +8, SPR +6

CONJURER'S STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	98	Staff	20+	—	ATK 15, MAG 16	—	—

Rank	Cost	Recipe A	Recipe B
4	200	Copper Crosier+2 + Cedar Plank (5)	Maul+3 + Copper Crosier+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	140	ATK +1, MAG +1
+2	Chromium Pearl Lv. 3 (1) + Treant Face (2)	308	ATK +1, MAG +1
+3	Chromium Pearl Lv. 3 (1) + Treant Face (4) + Cedar Plank (2)	476	ATK +1, MAG +1
+4	Chromium Pearl Lv. 3 (1) + Treant Face (5) + Cedar Plank (3)	644	ATK +1, MAG +1
+5	Chromium Pearl Lv. 3 (1) + Treant Face (7) + Silver Ore (3)	812	ATK +1, MAG +1

DEVIL ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	4,900	Staff	50+	10+	ATK 45, MAG 100	—	—

Rank	Cost	Recipe A	Recipe B
10	1,000	Evil Basilisk Head (10) + Direspider Egg+	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1, MAG +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Wyvern Fossil (1)	990	ATK +1, MAG +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Wyvern Fossil (1)	1,680	ATK +1, MAG +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Wyvern Fossil (2)	2,370	ATK +1, MAG +1
+5	Chromium Pearl Lv. 8 (1) + Wyvern Fossil (2) + Mystery Sapling (1)	3,060	ATK +1, MAG +1, HP +10, MP +24, INT +4
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (3) + Wyvern Fossil (2)	3,750	ATK +1, MAG +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Wyvern Fossil (3)	4,440	ATK +1, MAG +1
+8	Chromium Pearl Lv. 9 (1) + Wyvern Fossil (4) + Mystery Sapling (2)	5,130	ATK +1, MAG +1
+9	Chromium Pearl Lv. 9 (1) + Mystery Sapling (2) + Dew Drop+ (1)	5,820	ATK +1, MAG +1
+10	Chromium Pearl Lv. 10 (1) + Mystery Sapling (3) + Dew Drop+ (2)	6,510	ATK +1, MAG +1, HP +20, MP +48, INT +8



EARTH STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	1,200	Staff	43+	8+	ATK 33, MAG 74	Earth +2	—

Rank	Cost	Recipe A	Recipe B
8	800	Dull Clay Lump + Amber Bit (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	240	ATK +1, MAG +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Amber Bit (1)	624	ATK +1, MAG +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Amber Bit (2)	1,008	ATK +1, MAG +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Amber Bit (2)	1,392	ATK +1, MAG +1
+5	Chromium Pearl Lv. 6 (1) + Amber Bit (3) + Red Ore (1)	1,776	ATK +1, MAG +1, HP +7, MP +17, VIT +2
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Amber Bit (4)	2,160	ATK +1, MAG +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Amber Bit (4)	2,544	ATK +1, MAG +1
+8	Chromium Pearl Lv. 7 (1) + Amber Bit (4) + Red Ore (2)	2,928	ATK +1, MAG +1
+9	Chromium Pearl Lv. 7 (1) + Amber Bit (5) + Red Ore (3)	3,312	ATK +1, MAG +1
+10	Chromium Pearl Lv. 7 (1) + Red Ore (3) + Black Ore (1)	3,696	ATK +1, MAG +1, HP +14, MP +34, VIT +4

ELDERTREE STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
210	21	Staff	3+	—	ATK 3, MAG 7	—	—

Rank	Cost	Recipe A	Recipe B
—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +1, MAG +1
+2	Chromium Pearl Lv. 1 (1) + Treant Mistletoe (2)	220	ATK +1, MAG +1
+3	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (4) + Treant Branch (2)	340	ATK +1, MAG +1
+4	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (5) + Treant Branch (3)	460	ATK +1, MAG +1
+5	Chromium Pearl Lv. 2 (1) + Treant Mistletoe (7) + Fatal Flower Bud (3)	580	ATK +1, MAG +1

FLAME WAND

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	4,900	Staff	50+	10+	ATK 45, MAG 98	Fire +3	—

Rank	Cost	Recipe A	Recipe B
10	1,000	Mystery Sapling (35) + Fire-Eater (35)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1, MAG +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Wyvern Fossil (1)	990	ATK +1, MAG +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Wyvern Fossil (1)	1,680	ATK +1, MAG +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Wyvern Fossil (2)	2,370	ATK +1, MAG +1
+5	Chromium Pearl Lv. 8 (1) + Wyvern Fossil (2) + Mystery Sapling (1)	3,060	ATK +1, MAG +1, MP +24, INT +4, SPR +4
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Wyvern Fossil (2)	3,750	ATK +1, MAG +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Wyvern Fossil (3)	4,440	ATK +1, MAG +1
+8	Chromium Pearl Lv. 9 (1) + Wyvern Fossil (4) + Mystery Sapling (2)	5,130	ATK +1, MAG +1
+9	Chromium Pearl Lv. 9 (1) + Mystery Sapling (2) + Dew Drop+ (1)	5,820	ATK +1, MAG +1
+10	Chromium Pearl Lv. 10 (1) + Mystery Sapling (3) + Dew Drop+ (2)	6,510	ATK +1, MAG +1, MP +48, INT +8, SPR +8

ICE ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	1,680	Staff	49+	9+	ATK 39, MAG 86	Water +2	—

Rank	Cost	Recipe A	Recipe B
9	900	Ice-Dragon Skull + White Oak Plank (20)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +1, MAG +1
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	ATK +1, MAG +1
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (1)	1,008	ATK +1, MAG +1
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	1,392	ATK +1, MAG +1
+5	Chromium Pearl Lv. 7 (1) + Demon Fossil (2) + Rafflesia (1)	1,776	ATK +1, MAG +1, MP +24, INT +4, SPR +3
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	2,160	ATK +1, MAG +1
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Demon Fossil (3)	2,544	ATK +1, MAG +1
+8	Chromium Pearl Lv. 8 (1) + Demon Fossil (4) + Rafflesia (2)	2,928	ATK +1, MAG +1
+9	Chromium Pearl Lv. 8 (1) + Rafflesia (2) + Ice-Dragon Heart (1)	3,312	ATK +1, MAG +1
+10	Chromium Pearl Lv. 9 (1) + Rafflesia (3) + Ice-Dragon Heart (2)	3,696	ATK +1, MAG +1, MP +48, INT +8, SPR +6

MAUL

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	56	Staff	10+	—	ATK 9, MAG 11	—	—

Rank	Cost	Recipe A	Recipe B
2	100	Bone Rod+3 + Copper Ore (10)	Eldertree+3 + Bone Rod+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	120	ATK +1, MAG +1
+2	Chromium Pearl Lv. 2 (1) + Copper Ore (2)	264	ATK +1, MAG +1
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (4) + Ammonite Fossil (2)	408	ATK +1, MAG +1
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (5) + Ammonite Fossil (3)	552	ATK +1, MAG +1
+5	Chromium Pearl Lv. 3 (1) + Copper Ore (7) + Beetle Fossil (3)	696	ATK +1, MAG +1

OAKEN STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
100	10	Staff	1+	—	ATK 1, MAG 4	—	—

Rank	Cost	Recipe A	Recipe B
—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +1, MAG +1
+2	Chromium Pearl Lv. 1 (1) + Sturdy Branch (2)	220	ATK +1, MAG +1
+3	Chromium Pearl Lv. 1 (1) + Sturdy Branch (4) + Saltpeter Shard (2)	340	ATK +1, MAG +1
+4	Chromium Pearl Lv. 1 (1) + Sturdy Branch (5) + Saltpeter Shard (3)	460	ATK +1, MAG +1
+5	Chromium Pearl Lv. 2 (1) + Sturdy Branch (7) + Earth-Beast Mane (3)	580	ATK +1, MAG +1

SAGE ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	1,200	Staff	44+	8+	ATK 33, MAG 76	—	Sleep

Rank	Cost	Recipe A	Recipe B
8	800	Fire-Giant Heart Bit (2) + Garuda Branch (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	240	ATK +1, MAG +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Rainbow Butterfly (1)	624	ATK +1, MAG +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Rainbow Butterfly (2)	1,008	ATK +1, MAG +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Rainbow Butterfly (2)	1,392	ATK +1, MAG +1
+5	Chromium Pearl Lv. 6 (1) + Rainbow Butterfly (3) + Blue Ore (1)	1,776	ATK +1, MAG +1, MP +17, INT +2, SPR +1
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Rainbow Butterfly (4)	2,160	ATK +1, MAG +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Rainbow Butterfly (4)	2,544	ATK +1, MAG +1
+8	Chromium Pearl Lv. 7 (1) + Rainbow Butterfly (4) + Blue Ore (2)	2,928	ATK +1, MAG +1
+9	Chromium Pearl Lv. 7 (1) + Rainbow Butterfly (5) + Blue Ore (3)	3,312	ATK +1, MAG +1
+10	Chromium Pearl Lv. 8 (1) + Blue Ore (3) + Black Ore (1)	3,696	ATK +1, MAG +1, MP +34, INT +5, SPR +3

SILVER CROSIER

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
1,400	140	Staff	20+	—	ATK 15, MAG 19	—	—

Rank	Cost	Recipe A	Recipe B
5	250	Copper Crosier+2 + Silver Ore (10)	Copper Crosier+3 + Conjuror's Staff+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +1, MAG +1
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (2)	308	ATK +1, MAG +1
+3	Chromium Pearl Lv. 4 (1) + Silver Ore (4) + Obsidian Shard (2)	476	ATK +1, MAG +1
+4	Chromium Pearl Lv. 4 (1) + Silver Ore (5) + Obsidian Shard (3)	644	ATK +1, MAG +1
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (7) + Old Silver Coin (3)	812	ATK +1, MAG +1



SORCERER'S WAND

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	210	Staff	25+	—	ATK 18, MAG 22	—	—

Rank	Cost	Recipe A	Recipe B
5	250	Silver Ore (12) + Crystal (15)	Conjurer's Staff+3 + Silver Crosier+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Silver Ore (2)	160	ATK +1, MAG +1
+2	Chromium Pearl Lv. 4 (1) + Silver Ore (3)	352	ATK +1, MAG +1
+3	Chromium Pearl Lv. 4 (1) + Silver Ore (5) + Crystal (2)	544	ATK +1, MAG +1
+4	Chromium Pearl Lv. 4 (1) + Silver Ore (7) + Crystal (3)	736	ATK +1, MAG +1
+5	Chromium Pearl Lv. 5 (1) + Silver Ore (9) + Steel Ore (3)	928	ATK +1, MAG +1

STAFF OF CAMAXTLI

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	11,760	Staff	50+	12+	ATK 57, MAG 124	—	Paralysis

Rank	Cost	Recipe A	Recipe B
12	1,200	Monster Fossil (50) + Aged Dragon Tail+ (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1, MAG +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1) + Hexwood Plank (1)	1,650	ATK +1, MAG +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Hexwood Plank (1)	2,800	ATK +1, MAG +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Hexwood Plank (2)	3,950	ATK +1, MAG +1
+5	Chromium Pearl Lv. 10 (1) + Hexwood Plank (2) + Desert Rose (1)	5,100	ATK +1, MAG +1, MP +52, INT +7, SPR +7
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Hexwood Plank (2)	6,250	ATK +1, MAG +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Hexwood Plank (3)	7,400	ATK +1, MAG +1
+8	Chromium Gem Lv. 1 (1) + Hexwood Plank (3) + Desert Rose (1)	8,550	ATK +1, MAG +1
+9	Chromium Gem Lv. 1 (1) + Desert Rose (2) + Bloody Cloth (1)	9,700	ATK +1, MAG +1
+10	Chromium Gem Lv. 1 (1) + Desert Rose (3) + Bloody Cloth (2)	10,850	ATK +1, MAG +1, MP +104, INT +14, SPR +14

STAFF OF KUKULKAN

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	1,200	Staff	45+	8+	ATK 33, MAG 78	—	Paralysis

Rank	Cost	Recipe A	Recipe B
8	800	Grey Ore (2) + Rainbow Butterfly (10)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Cracked Bust (1)	240	ATK +1, MAG +1
+2	Chromium Pearl Lv. 6 (1) + Cracked Bust (3) + Balmwood Plank (1)	624	ATK +1, MAG +1
+3	Chromium Pearl Lv. 6 (1) + Cracked Bust (3) + Balmwood Plank (2)	1,008	ATK +1, MAG +1
+4	Chromium Pearl Lv. 6 (1) + Cracked Bust (5) + Balmwood Plank (2)	1,392	ATK +1, MAG +1
+5	Chromium Pearl Lv. 7 (1) + Balmwood Plank (3) + Rusted Panel (1)	1,776	ATK +1, MAG +1, MP +17, INT +2, AGI +1
+6	Chromium Pearl Lv. 7 (1) + Cracked Bust (7) + Balmwood Plank (4)	2,160	ATK +1, MAG +1
+7	Chromium Pearl Lv. 7 (1) + Cracked Bust (7) + Balmwood Plank (4)	2,544	ATK +1, MAG +1
+8	Chromium Pearl Lv. 7 (1) + Balmwood Plank (4) + Rusted Panel (2)	2,928	ATK +1, MAG +1
+9	Chromium Pearl Lv. 7 (1) + Balmwood Plank (5) + Rusted Panel (3)	3,312	ATK +1, MAG +1
+10	Chromium Pearl Lv. 8 (1) + Rusted Panel (3) + Grey Ore (1)	3,696	ATK +1, MAG +1, MP +38, INT +4, AGI +3

STAFF OF RA

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	11,760	Staff	50+	12+	ATK 57, MAG 122	—	Silence

Rank	Cost	Recipe A	Recipe B
12	1,200	Hexwood Plank (50) + Metal Panel+ (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1, MAG +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1) + Hexwood Plank (1)	1,650	ATK +1, MAG +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Hexwood Plank (1)	2,800	ATK +1, MAG +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Hexwood Plank (2)	3,950	ATK +1, MAG +1
+5	Chromium Pearl Lv. 10 (1) + Hexwood Plank (2) + Desert Rose (1)	5,100	ATK +1, MAG +1, MP +48, INT +6, SPR +7
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Hexwood Plank (2)	6,250	ATK +1, MAG +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Hexwood Plank (3)	7,400	ATK +1, MAG +1
+8	Chromium Gem Lv. 1 (1) + Hexwood Plank (3) + Desert Rose (1)	8,550	ATK +1, MAG +1
+9	Chromium Gem Lv. 1 (1) + Desert Rose (2) + Bloody Cloth (1)	9,700	ATK +1, MAG +1
+10	Chromium Gem Lv. 1 (1) + Desert Rose (3) + Bloody Cloth (2)	10,850	ATK +1, MAG +1, MP +100, INT +14, SPR +14

STORM ROD

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	5,825	Staff	50+	11+	ATK 51, MAG 110	Wind +3	—

Rank	Cost	Recipe A	Recipe B
11	1,100	Wind-Dragon Skull+ (2) + Yggdra-bark Scrap (50)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +1, MAG +1
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1) + Yggdra-Bark Scrap (1)	1,320	ATK +1, MAG +1
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra-Bark Scrap (1)	2,240	ATK +1, MAG +1
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Yggdra-Bark Scrap (2)	3,160	ATK +1, MAG +1
+5	Chromium Pearl Lv. 10 (1) + Yggdra-Bark Scrap (2) + Green Ore+ (1)	4,080	ATK +1, MAG +1, MP +40, INT +7, SPR +6
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra-Bark Scrap (2)	5,000	ATK +1, MAG +1
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Yggdra-Bark Scrap (3)	5,920	ATK +1, MAG +1
+8	Chromium Pearl Lv. 10 (1) + Yggdra-Bark Scrap (3) + Green Ore+ (1)	6,840	ATK +1, MAG +1
+9	Chromium Pearl Lv. 10 (1) + Green Ore+ (2) + Wind-Dragon Heart+ (1)	7,760	ATK +1, MAG +1
+10	Chromium Gem Lv. 1 (1) + Green Ore+ (3) + Wind-Dragon Heart+ (2)	8,680	ATK +1, MAG +1, MP +80, INT +14, SPR +14

WIND-DRAGON STAFF

Cost	Sell	Type	LV	Guild Rank	Attributes	Element	Added Effect
—	11,760	Staff	50+	12+	ATK 57, MAG 126	Wind +4	—

Rank	Cost	Recipe A	Recipe B
12	1,200	Wind-Dragon Skull+ (4) + Ice-Dragon Tail+ (8)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1, MAG +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1) + Wind-Dragon Scale+ (1)	1,650	ATK +1, MAG +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Wind-Dragon Scale+ (1)	2,800	ATK +1, MAG +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Wind-Dragon Scale+ (2)	3,950	ATK +1, MAG +1
+5	Chromium Pearl Lv. 10 (1) + Wind-Dragon Scale+ (2) + Monster Fossil (1)	5,100	ATK +1, MAG +1, HP +32, MP +48, STR +7
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Wind-Dragon Scale+ (2)	6,250	ATK +1, MAG +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Wind-Dragon Scale+ (3)	7,400	ATK +1, MAG +1
+8	Chromium Gem Lv. 1 (1) + Wind-Dragon Scale+ (3) + Monster Fossil (1)	8,550	ATK +1, MAG +1
+9	Chromium Gem Lv. 1 (1) + Monster Fossil (2) + Aged Dragon Heart+ (1)	9,700	ATK +1, MAG +1
+10	Chromium Gem Lv. 1 (1) + Monster Fossil (3) + Aged Dragon Heart+ (2)	10,850	ATK +1, MAG +1, HP +64, MP +100, STR +14



SWORDS

ANCIENT CLAW

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Shortsword	45+	8+	52	12	—	—	Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Silver Dagger+5 + Ice-Giant Eye (1)	Spirit Sword+5 + Fire-Giant Eye	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1)	200	ATK +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Waterspider Leg (1)	840	ATK +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Waterspider Leg (2)	1,160	ATK +1
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Troll-King Helm (1)	1,480	ATK +1, HP +4, MP +4, SPR +2
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Waterspider Leg (2)	1,800	ATK +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Waterspider Leg (2)	2,120	ATK +1
+8	Chromium Pearl Lv. 7 (1) + Waterspider Leg (3) + Troll-King Helm (2)	2,440	ATK +1
+9	Chromium Pearl Lv. 7 (1) + Waterspider Leg (4) + Troll-King Helm (3)	2,760	ATK +1
+10	Chromium Pearl Lv. 8 (1) + Troll-King Helm (4) + Rigid Lizard Tail (1)	3,080	ATK +1, HP +9, MP +9, SPR +4

BASELARD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Shortsword	30+	—	37	8	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Sai+3 + Gold Puppet Lump (3)	Bandit's Knife+3 + Sai+3	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1)	160	ATK +1
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (2)	352	ATK +1
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (2) + Crystal (1)	544	ATK +1
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Crystal (2)	736	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Soldier Exoskeleton (1)	928	ATK +1
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Crystal (2)	1,120	ATK +1
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Crystal (2)	1,312	ATK +1
+8	Chromium Pearl Lv. 6 (1) + Crystal (3) + Soldier Exoskeleton (2)	1,504	ATK +1
+9	Chromium Pearl Lv. 6 (1) + Crystal (4) + Soldier Exoskeleton (3)	1,696	ATK +1
+10	Chromium Pearl Lv. 6 (1) + Soldier Exoskeleton (4) + Beast Claw (1)	1,888	ATK +1

ANCIENT TABARIZIN

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Cleaver	50+	12+	120	8	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Scorpion Mace+9 + Lethal Gallstone (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Rough Diamond (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Ice-Dragon Wing+ (1)	5,100	ATK +2, HP +44, MP +32, INT +5
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Rough Diamond (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Rough Diamond (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Ice-Dragon Wing+ (20)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Ice-Dragon Wing+ (2) + Lethal Gallstone (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Ice-Dragon Wing+ (3) + Lethal Gallstone (2)	10,850	ATK +2, HP +88, MP +64, INT +11

BATTLE KNIFE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
420	42	Shortsword	8+	—	13	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Dagger+2 + Mini Scorpion Claw (5)	Knife+3 + Dagger+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Copper Ore (2)	220	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (2) + Mini Scorpion Claw (2)	340	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (4) + Mini Scorpion Claw (3)	460	ATK +1
+5	Chromium Pearl Lv. 2 (1) + Copper Ore (6) + Fire-Giant Mask (3)	580	ATK +1

ARCHDEMON SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Sword	50+	12+	121	15	—	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Demon Sword+10 + Demon Evil Eye (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Devil Claw+ (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Devil Claw+ (1)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Devil Claw+ (2) + Magebeast Bangle (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Devil Claw+ (2) + Magebeast Bangle (1)	3,950	ATK +2
+5	Chromium Gem Lv. 1 (1) + Devil Claw+ (2) + Destroyer's Claw+ (1)	5,100	ATK +2, HP +56, MP +32, INT +5
+6	Chromium Gem Lv. 1 (1) + Devil Claw+ (3) + Magebeast Bangle (1)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Devil Claw+ (3) + Magebeast Bangle (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Magebeast Bangle (3) + Destroyer's Claw+ (2)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Destroyer's Claw+ (2) + Pointy Fiend Tail (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Destroyer's Claw+ (3) + Pointy Fiend Tail (2)	10,850	ATK +2, HP +112, MP +64, INT +11

BLOOD SABER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Sword	49+	9+	85	—	—	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Serpent's Kiss+5 + Toxic Greaver Horn (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Aged Dragon Scale (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Aged Dragon Scale (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Black Iron Ore (3) + Luminous Stone (1)	1,776	ATK +2, HP +17, MP +3, VIT +3
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (3) + Aged Dragon Scale (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Aged Dragon Scale (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Aged Dragon Scale (3) + Luminous Stone (2)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Luminous Stone (2) + Toxin Sac (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Luminous Stone (4) + Toxin Sac (2)	3,696	ATK +2, HP +34, MP +6, VIT +6

BANDIT'S KNIFE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	140	Shortsword	20+	—	29	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Ripper+3 + Vespid Stinger (5)	Gladius+3 + Vespid Stinger (3)	Ripper+3 + Gladius+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +1
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	308	ATK +1
+3	Chromium Pearl Lv. 3 (1) + Steel Ore (2) + Vespid Jaw (2)	476	ATK +1
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Vespid Jaw (3)	644	ATK +1
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (6) + Iron Thread (3)	812	ATK +1

BRILLIANT CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Cleaver	50+	10+	96	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Hell's Cleaver+9 + Fulgurstone (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Scorpion Claw+ (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Claw+ (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Hard Exoskeleton (1)	3,060	ATK +2, HP +24, STR +4, SPR +3
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (2) + Scorpion Claw+ (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Scorpion Claw+ (2)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Scorpion Claw+ (3) + Hard Exoskeleton (1)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Hard Exoskeleton (2) + Hard Soldier Jaw (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Hard Exoskeleton (3) + Hard Soldier Jaw (2)	6,510	ATK +2, HP +48, STR +8, SPR +6



BROADSWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	42	Sword	5+	—	16	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Shortsword+2 + Copper Ore (5)	Shortsword+3 + Knight's Sword+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 + Copper Ore (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Copper Ore (2) + Fire-Giant Anklet (2)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Copper Ore (4) + Fire-Giant Anklet (3)	460	ATK +2
+5	Chromium Pearl Lv. 2 (1) + Copper Ore (6) + Iron Ore (3)	580	ATK +2

CASTLEGUARD BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	98	Sword	20+	—	36	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Nordian Blade+3 + Silver Ore (10)	Xiphos+3 + Scramasax+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Obsidian Shard (2)	308	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Obsidian Shard (2) + Iron Puppet Part (2)	476	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Obsidian Shard (4) + Iron Puppet Part (3)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Obsidian Shard (6) + Knave Part (3)	812	ATK +2

CRIMSON BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Sword	38+	7+	59	—	—	Fire +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Silver Sabretooth+5 + Levinstone (1)	Mini Fire Orb (5 + Steel Thread (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2) + Fuelstone (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Fuelstone (2)	1,044	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Mist Crystal (1)	1,332	ATK +2, HP +3, MP +3, VIT +1
+6	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Fuelstone (2)	1,620	ATK +2
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Fuelstone (2)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Fuelstone (3) + Mist Crystal (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Fuelstone (4) + Mist Crystal (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 7 (1) + Mist Crystal (4) + Scorpion Tail (1)	2,772	ATK +2, HP +6, MP +6, VIT +3

CRUCIBLE SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	140	Sword	25+	—	41	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Heavy Machete+2 + Fuelstone (5)	Steel Ore (5 + Fuelstone (10)	Trusty Estoc+3 + Sabretooth+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (2) + Troll-King Bangle (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Troll-King Bangle (3)	644	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (6) + Ice-Dragon Claw (3)	812	ATK +2

CRYSTAL EDGE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Shortsword	47+	9+	61	14	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Silver Dagger+5 + Luminous Stone (20)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +1
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	624	ATK +1
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Greaver Fang (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Greaver Fang (1)	1,392	ATK +1
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + White-Oak Plank (1)	1,776	ATK +1, HP +3, MP +14, INT +3
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Greaver Fang (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (6) + Greaver Fang (2)	2,544	ATK +1
+8	Chromium Pearl Lv. 8 (1) + Greaver Fang (3) + White-Oak Plank (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 8 (1) + White-Oak Plank (2) + Fire-Beast Claw (1)	3,312	ATK +1
+10	Chromium Pearl Lv. 9 (1) + White-Oak Plank (4) + Fire-Beast Claw (2)	3,696	ATK +1, HP +6, MP +28, INT +6

CUTLASS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Sword	15+	—	23	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Ripper+2 + Lizard Fang (5)	Estoc+3 + Katzbalger+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Lizard Fang (2)	264	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Lizard Fang (2) + Ice-Giant Anklet (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Lizard Fang (4) + Ice-Giant Anklet (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Lizard Fang (6) + Stone Puppet Part (3)	696	ATK +2

DAGGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	21	Shortsword	5+	—	7	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Copper Ore (5 + Sharp Fang (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +1
+2	Chromium Pearl Lv. 1 (1) + Bone Fragment (2)	220	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Bone Fragment (2) + Sharp Fang (2)	340	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Bone Fragment (4) + Sharp Fang (3)	460	ATK +1
+5	Chromium Pearl Lv. 2 (1) + Bone Fragment (6) + Treant Branch (3)	580	ATK +1

DARK BARON

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Sword	48+	9+	83	—	—	—	Added Effect: Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Lightning Sword+5 + Knave Panel (8)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Ice-Dragon Scale (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Ice-Dragon Scale (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Luminous Stone (1)	1,776	ATK +2, HP +17, STR +3, VIT +3
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (3) + Ice-Dragon Scale (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Ice-Dragon Scale (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Ice-Dragon Scale (3) + Luminous Stone (2)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Luminous Stone (2) + Destroyer's Mask (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Luminous Stone (4) + Destroyer's Mask (2)	3,696	ATK +2, HP +34, STR +6, VIT +7





DARKBLAZE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Sword	50+	12+	119	15	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Holy Saber+9 + Shiny Metal Lump (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Lethal Greaver Horn (1)	5,100	ATK +2, HP +44, STR +5, AGI +5
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Mithril Ore (1)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Mithril Ore (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Lethal Greaver Horn (2)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Lethal Greaver Horn (2) + Ice Dragon Heart+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Lethal Greaver Horn (3) + Ice Dragon Heart+ (2)	10,850	ATK +2, HP +88, STR +11, AGI +11

ESTOC

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
420	42	Sword	8+	—	17	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Broadsword+1 + Poison Spider Fang (3)	Shortsword+3 + Rapier+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (2) + Clay Puppet Part (2)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (4) + Clay Puppet Part (3)	460	ATK +2
+5	Chromium Pearl Lv. 2 (1) + Mini Scorpion Claw (6) + Levinstone Shard (3)	580	ATK +2

DEMON SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Sword	49+	9+	85	—	—	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Crimson Blade+5 + Demon Eye (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Devil Claw (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Devil Claw (1)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Devil Claw (2) + Magebeast Anklet (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Devil Claw (2) + Magebeast Anklet (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Devil Claw (3) + Destroyer's Claw (1)	1,776	ATK +2, HP +17, MP +3, VIT +3
+6	Chromium Pearl Lv. 8 (1) + Devil Claw (3) + Magebeast Anklet (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Devil Claw (4) + Magebeast Anklet (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Magebeast Anklet (3) + Destroyer's Claw (2)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Destroyer's Claw (2) + Fiend Tail (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Destroyer's Claw (4) + Fiend Tail (2)	3,696	ATK +2, HP +34, MP +6, VIT +6

FLAME SABER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Sword	50+	10+	96	—	—	Fire +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Crystal Edge+9 + Fire Stone (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Featherlight Ore (3) + Rough Sapphire (1)	3,060	ATK +2, HP +17, MP +7, STR +4
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (3) + Bloodsteel Ore (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Bloodsteel Ore (2)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Rough Sapphire (2)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Rough Sapphire (2) + Fulgurstone (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Rough Sapphire (4) + Fulgurstone (2)	6,510	ATK +2, HP +34, MP +14, STR +8

FRANCISCA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Cleaver	25+	—	40	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Heavy Machele+2 + Mini Scorpion Tail (4)	Tomahawk+3 + Heavy Machele+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	140	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Steel Ore (3) + Crystal (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Crystal (3)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Crown Jewelbug (2)	644	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Crown Jewelbug (3)	812	ATK +2

DRAGON CLAW

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Shortsword	50+	12+	87	17	—	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Scarblade+9 + Fire Dragon Heart+ (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	1,650	ATK +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Fire-Dragon Scale+ (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Fire-Dragon Scale+ (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Monster Fossil (1)	5,100	ATK +1, HP +32, MP +32, STR +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Dragon Scale+ (1)	6,250	ATK +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Fire-Dragon Scale+ (2)	7,400	ATK +1
+8	Chromium Gem Lv. 1 (1) + Fire-Dragon Scale+ (3) + Monster Fossil (2)	8,550	ATK +1
+9	Chromium Gem Lv. 1 (1) + Monster Fossil (2) + Aged Dragon Heart+ (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Monster Fossil (3) + Aged Dragon Heart+ (2)	10,850	ATK +1, HP +64, MP +64, STR +11

FROST SABER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Sword	50+	10+	95	—	—	Water +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Crystal Edge+9 + Water Stone (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Rough Sapphire (1)	3,060	ATK +2, HP +17, MP +7, STR +4
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (3) + Bloodsteel Ore (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Bloodsteel Ore (2)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Rough Sapphire (2)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Rough Sapphire (2) + Dew Drop+ (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Rough Sapphire (4) + Dew Drop+ (2)	6,510	ATK +2, HP +34, MP +17, STR +8

ENHANCED SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	7	Sword	1+	—	—	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
—	—	—	—



GLADIUS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
980	98	Shortsword	15+	—	26	5	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Cutlass+2 + Silver Ore (5)	Kris+3 + Ripper+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +1
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (2)	264	ATK +1
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (2) + Beetle Fossil (2)	408	ATK +1
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Beetle Fossil (3)	552	ATK +1
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (6) + Earth-Dragon Flake (3)	696	ATK +1

GRACE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Sword	50+	12+	118	16	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Frost Saber+9 + Flame Saber+9	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	5,100	ATK +2, HP +56, VIT +5, SPR +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (1)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Mithril Ore (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Rough Diamond (2)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Rough Diamond (2) + Fire-Dragon Heart+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Rough Diamond (3) + Fire-Dragon Heart+ (2)	10,850	ATK +2, HP +112, VIT +11, SPR +11

GRAND SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Sword	30+	—	45	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Crucible Sword+2 + Crystal (10)	Talwar+2 + Crystal (10)	Crucible Sword+3 + Talwar+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Fuelstone (1)	160	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Fuelstone (3)	352	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Fuelstone (5) + Earth-Dragon Beard (2)	544	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Fuelstone (5) + Earth-Dragon Beard (3)	736	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Fuelstone (7) + Disfigured Gold Face (2)	928	ATK +2

HAND CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
420	42	Cleaver	10+	—	18	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Iron Ore (2)	100	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2) + Oak Plank (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Oak Plank (3)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Oak Branch (2)	460	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (5) + Oak Branch (3)	580	ATK +2

HEAVY MACHETE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
1,400	140	Cleaver	20+	—	35	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Mace+2 + Crystal (10)	Mace+3 + Tomahawk+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2) + Palmwood Plank (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Palmwood Plank (3)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Stink Bug (2)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Stink Bug (3)	812	ATK +2

HELL'S CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Cleaver	47+	9+	82	—	—	Fire +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Skullsplitter+5 + Pyrestone (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Luminous Stone (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Luminous Stone (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Tail (1)	1,776	ATK +2, HP +21, STR +2, VIT +3
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Luminous Stone (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Luminous Stone (3) + Fire-Dragon Tail (1)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Fire-Dragon Tail (2) + Pyrestone (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Fire-Dragon Tail (3) + Pyrestone (2)	3,696	ATK +2, HP +42, STR +5, VIT +6

HELLION BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Sword	50+	11+	106	13	—	—	Added Effect: Silence

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Blood Saber+9 + Ice-Giant Heart (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Lizard Fang+ (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Lizard Fang+ (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Stone Bust (1)	4,080	ATK +2, HP +40, STR +5, VIT +5
+6	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Lizard Fang+ (1)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Lizard Fang+ (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Lizard Fang+ (3) + Stone Bust (2)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Stone Bust (2) + Earth-Dragon Heart+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Stone Bust (3) + Earth-Dragon Heart+ (2)	8,680	ATK +2, HP +80, STR +11, VIT +11

HOLY SABER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Sword	50+	11+	107	13	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Dark Baron+9 + Shiny Iron Lump (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Blue Ore+ (1)	4,080	ATK +2, HP 36, MP +20, VIT +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Rough Emerald (1)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Rough Emerald (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Rough Emerald (3) + Blue Ore+ (2)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Blue Ore+ (2) + Wind-Dragon Heart+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Blue Ore+ (3) + Wind-Dragon Heart+ (2)	8,680	ATK +2, HP 72, MP +40, VIT +11

HOLY TABARIZIN

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Cleaver	44+	8+	73	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Silver Cleaver+5 + Gold Heart (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Amber Bit (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Amber Bit (2)	1,160	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Waterspider Claw (1)	1,480	ATK +2, STR +1, VIT +2
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (5) + Amber Bit (3)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Amber Bit (3)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Amber Bit (4) + Waterspider Claw (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Amber Bit (5) + Waterspider Claw (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Waterspider Claw (4) + Purple Ore (1)	3,080	ATK +2, HP +20, STR +3, VIT +4





KATZBALGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Sword	10+	—	21	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Iron Ore (5) + Copper Ore (10)	Broadsword+3 + Estoc+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (2) + Fluorite Shard (2)	408	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Fluorite Shard (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (6) + Spider Claw+ (3)	696	ATK +2

KNIFE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
140	10	Shortsword	1+	—	4	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +1
+2	Chromium Pearl Lv. 1 (1) + Saltpeter Shard (2)	220	ATK +1
+3	Chromium Pearl Lv. 1 (1) + Saltpeter Shard (2) + Ghost Walnut (2)	340	ATK +1
+4	Chromium Pearl Lv. 1 (1) + Saltpeter Shard (4) + Ghost Walnut (3)	460	ATK +1
+5	Chromium Pearl Lv. 2 (1) + Saltpeter Shard (6) + Sharp Fang (3)	580	ATK +1

KNIGHT'S SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
210	21	Sword	1+	—	10	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Copper Ore (2)	220	ATK +2
+3	Chromium Pearl Lv. 1 (1) + Copper Ore (2) + Sharp Fang (2)	340	ATK +2
+4	Chromium Pearl Lv. 1 (1) + Copper Ore (4) + Sharp Fang (3)	460	ATK +2
+5	Chromium Pearl Lv. 1 (1) + Copper Ore (6) + Giant Bone (3)	580	ATK +2

KNIGHTLORD SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Sword	50+	10+	94	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Paladin Sword+9 + Pure Heart (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Rough Sapphire (1)	3,060	ATK +2, HP +24, VIT +4, SPR +4
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Bloodsteel Ore (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Bloodsteel Ore (2)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Rough Sapphire (2)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Rough Sapphire (2) + Pure Heart (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Rough Sapphire (4) + Pure Heart (2)	6,510	ATK +2, HP +48, VIT +8, SPR +8

KRIS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	56	Shortsword	10+	—	17	2	—	Fire +1	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Estoc+1 + Saltpeter Shard (5)	Dagger+3 + Battle Knife+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Giant Bone (2)	264	ATK +1
+3	Chromium Pearl Lv. 2 (1) + Giant Bone (2) + Iron Ore (2)	408	ATK +1
+4	Chromium Pearl Lv. 2 (1) + Giant Bone (4) + Iron Ore (3)	552	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Giant Bone (6) + Thread Ball (3)	696	ATK +1

LEOREGIA

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Sword	50+	11+	109	5	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Knightlord Sword+9 + Shiny Gold Lump (2)	Sylphid Edge+9 + Waterspider Egg (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lvl 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lvl 9 (1) + Bloodsteel Ore (1)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Rough Emerald (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (2) + Red Ore+ (1)	4,080	ATK +2, HP +40, STR +5, SPR +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Rough Emerald (1)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Rough Emerald (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Rough Emerald (3) + Red Ore+ (2)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Red Ore+ (2) + Wind-Dragon Heart+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Red Ore+ (3) + Wind-Dragon Heart+ (2)	8,680	ATK +2, HP +80, STR +11, SPR +11

LIGHTNING SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Sword	46+	9+	82	—	—	Wind +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Ancient Claw+5 + Wind Crystal (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Fire-Dragon Scale (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Fire-Dragon Scale (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Luminous Stone (1)	1,776	ATK +2, HP +17, STR +3, AGI +3
+6	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Scale (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Fire-Dragon Scale (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Fire-Dragon Scale (3) + Luminous Stone (2)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Luminous Stone (2) + Magebeast Mask (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Luminous Stone (4) + Magebeast Mask (2)	3,696	ATK +2, HP +34, STR +6, AGI +7

MACE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
700	70	Cleaver	15+	—	22	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Machete+2 + Mini Scorpion Clawx (10)	Iron Ore (10 + Copper Ore (15))	Hand Cleaver+3 + Machete+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Silver Ore (2)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Silver Ore (2) + Obsidian Shard (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Obsidian Shard (3)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Steel Ore (2)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Silver Ore (5) + Steel Ore (3)	696	ATK +2



MACHETE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	42	Cleaver	10+	—	18	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
2	100	Stone Cleaver+2 + Treant Branch (1)	Stone Cleaver+3 + Hand Cleaver+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Iron Ore (2)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2) + Oak Plank (2)	264	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Iron Ore (4) + Oak Plank (3)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (4) + Cedar Plank (2)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (5) + Cedar Plank (3)	696	ATK +2

MANEATER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Shortsword	50+	9+	63	15	—	—	Added Effect: Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Crystal Edge+5 + Fire Brute Fang (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +1
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	624	ATK +1
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Toxic Greaver Fang (1)	1,008	ATK +1
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Toxic Greaver Fang (1)	1,392	ATK +1
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + White-Oak Plank (1)	1,776	ATK +1, HP +8, MP +8, DEX +3
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (3) + Toxic Greaver Fang (2)	2,160	ATK +1
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Toxic Greaver Fang (2)	2,544	ATK +1
+8	Chromium Pearl Lv. 8 (1) + Toxic Greaver Fang (3) + White-Oak Plank (2)	2,928	ATK +1
+9	Chromium Pearl Lv. 8 (1) + White-Oak Plank (2) + Fire-Beast Claw (1)	3,312	ATK +1
+10	Chromium Pearl Lv. 9 (1) + White-Oak Plank (4) + Fire-Beast Claw (2)	3,696	ATK +1, HP +17, MP +17, DEX +6

MANTICORE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Cleaver	50+	11+	106	—	—	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Master Mace+9 + Fierce Stone Heart (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Clay Puppet Arm (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Clay Puppet Arm (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Earth-Dragon Tail (1)	4,080	ATK +2, HP +40, STR +5, VIT +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Clay Puppet Arm (2)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Clay Puppet Arm (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Clay Puppet Arm (3) + Earth-Dragon Tail+ (2)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Earth-Dragon Tail+ (2) + Gold Panel+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Earth-Dragon Tail+ (3) + Gold Panel+ (2)	8,680	ATK +2, HP +80, STR +11, VIT +11

MASTER BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Sword	30+	—	51	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Crucible Sword+3 + Gold Puppet Part (5)	Silver Rapier+3 + Puppet Gold Lump (3)	Silver Sabretooth+3 + Silver Rapier+3

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (2) + Soldier Stinger (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Soldier Stinger (2)	1,044	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Steel Thread Ball (1)	1,332	ATK +2
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Soldier Stinger (2)	1,620	ATK +2
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Soldier Stinger (2)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Soldier Stinger (3) + Steel Thread Ball (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Soldier Stinger (4) + Steel Thread Ball (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 6 (1) + Steel Thread Ball (4) + Direspider Fang (1)	2,772	ATK +2

MASTER MACE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,680	Cleaver	49+	9+	85	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
9	900	Holy Tabarizin+5 + Aged Dragon Heart (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 7 (1) + Black Iron Ore (1)	240	ATK +2
+2	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2)	624	ATK +2
+3	Chromium Pearl Lv. 7 (1) + Black Iron Ore (2) + Luminous Stone (1)	1,008	ATK +2
+4	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Luminous Stone (1)	1,392	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Black Iron Ore (3) + Aged Dragon Tail (1)	1,776	ATK +2, HP +17, STR +3, VIT +4
+6	Chromium Pearl Lv. 8 (1) + Black Iron Ore (3) + Luminous Stone (2)	2,160	ATK +2
+7	Chromium Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	2,544	ATK +2
+8	Chromium Pearl Lv. 8 (1) + Luminous Stone (3) + Aged Dragon Tail (1)	2,928	ATK +2
+9	Chromium Pearl Lv. 8 (1) + Aged Dragon Tail (2) + Magic Core (1)	3,312	ATK +2
+10	Chromium Pearl Lv. 9 (1) + Aged Dragon Tail (3) + Magic Core (2)	3,696	ATK +2, HP +34, STR +6, VIT +8

MISERICORDE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Shortsword	50+	10+	69	15	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Master Mace+9 + Tough Thread (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	990	ATK +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Earth-Beast Fang+ (1)	1,680	ATK +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Earth-Beast Fang+ (1)	2,370	ATK +1
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Paralyzing Stinger (1)	3,060	ATK +1, HP +7, MP +17, DEX +3
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Earth-Beast Fang+ (2)	3,750	ATK +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Earth-Beast Fang+ (2)	4,440	ATK +1
+8	Chromium Pearl Lv. 9 (1) + Earth-Beast Fang+ (3) + Paralyzing Stinger (2)	5,130	ATK +1
+9	Chromium Pearl Lv. 9 (1) + Paralyzing Stinger (2) + Pure Beast Claw (1)	5,820	ATK +1
+10	Chromium Pearl Lv. 10 (1) + Paralyzing Stinger (4) + Pure Beast Claw (2)	6,510	ATK +1, HP +14, MP +34, DEX +6

NEREID'S CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4900	Cleaver	50+	10+	94	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Holy Tabarizin+9 + Troll Cudgel+ (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +2
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2)	990	ATK +2
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Pestilent Spider Fang (1)	1,680	ATK +2
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Pestilent Spider Fang (1)	2,370	ATK +2
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Hard Exoskeleton (1)	3,060	ATK 2, HP +24, VIT 4, AGI +3
+6	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Pestilent Spider Fang (2)	3,750	ATK +2
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Pestilent Spider Fang (2)	4,440	ATK +2
+8	Chromium Pearl Lv. 9 (1) + Pestilent Spider Fang (3) + Hard Exoskeleton (1)	5,130	ATK +2
+9	Chromium Pearl Lv. 9 (1) + Hard Exoskeleton (2) + Earth-Beast Tail+ (1)	5,820	ATK +2
+10	Chromium Pearl Lv. 10 (1) + Hard Exoskeleton (3) + Earth-Beast Tail+ (2)	6,510	ATK +2, HP +48, VIT +8, AGI +6

NORDIAN BLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Sword	15+	—	22	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Katzbalger+2 + Fluorite Shard (5)	Cursed Plaque (5) + Fluorite Shard (25)	Katzbalger+3 + Cutlass+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 2 (1) + Iron Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Iron Ore (2) + Dragon Fang (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (4) + Dragon Fang (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (6) + Silver Ore (3)	696	ATK +2





ORICALCUM DAGGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Shortsword	50+	12+	89	20	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Soulseater+9 + Magic Core (3)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +1
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	1,650	ATK +1
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Ice-Dragon Scale+ (1)	2,800	ATK +1
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Ice-Dragon Scale+ (1)	3,950	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Monster Fossil (1)	5,100	ATK +1, STR +6, AGI +5, DEX +5
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Ice-Dragon Scale+ (1)	6,250	ATK +1
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Ice-Dragon Scale+ (2)	7,400	ATK +1
+8	Chromium Gem Lv. 1 (1) + Ice-Dragon Scale+ (3) + Monster Fossil (2)	8,550	ATK +1
+9	Chromium Gem Lv. 1 (1) + Monster Fossil (2) + Magic Core+ (1)	9,700	ATK +1
+10	Chromium Gem Lv. 1 (1) + Monster Fossil (3) + Magic Core+ (2)	10,850	ATK +1, STR +13, AGI +11, DEX +11

PALADIN SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Sword	41+	8+	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Master Blade+5 + Purple Ore (2)	Rogue's Shamshir+5 + Black Ore (2)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Earth-Dragon Scale (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Earth-Dragon Scale (2)	1,160	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Fire-Giant Skull Bit (1)	1,480	ATK +2, HP +10, VIT +2, SPR +1
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Fire-Giant Skull Bit (2)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Earth-Dragon Scale (2)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Earth-Dragon Scale (3) + Fire-Giant Skull Bit (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Earth-Dragon Scale (4) + Fire-Giant Skull Bit (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Fire-Giant Skull Bit (4) + Stone Heart (1)	3,080	ATK +2, HP +20, VIT +4, SPR +3

RADIANCE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Sword	50+	12+	121	15	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Hellion Blade+9 + Coronastone (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Fire-Beast Fang+ (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Fire-Beast Fang+ (1)	3,950	ATK +2
+5	Chromium Gem Lv. 1 (1) + Platinum Ore (2) + Greaver Horn+ (1)	5,100	ATK +2, HP +56, MP +32, INT +5
+6	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Fire-Beast Fang+ (1)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Fire-Beast Fang+ (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Fire-Beast Fang+ (3) + Greaver Horn+ (2)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Greaver Horn+ (2) + Aged Dragon Heart+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Greaver Horn+ (3) + Aged Dragon Heart+ (2)	10,850	ATK +2, HP +112, MP +64, INT +11

RAPIER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
210	21	Sword	5+	—	11	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Bone Fragment (2)	220	ATK +2
+3	Chromium Pearl Lv. 1 (1) + Bone Fragment (2) + Giant Bone (2)	340	ATK +2
+4	Chromium Pearl Lv. 1 (1) + Bone Fragment (4) + Giant Bone (3)	460	ATK +2
+5	Chromium Pearl Lv. 2 (1) + Bone Fragment (6) + Mini Scorpion Claw (3)	580	ATK +2

RIPPER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	70	Shortsword	15+	—	25	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
3	150	Kris+2 + Lizard Fang (5)	Iron Ore (10) + Lizard Fang (20)	Battle Knife+3 + Kris+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +1
+2	Chromium Pearl Lv. 2 (1) + Ammonite Fossil (2)	264	ATK +1
+3	Chromium Pearl Lv. 3 (1) + Ammonite Fossil (2) + Fluorite Shard (2)	408	ATK +1
+4	Chromium Pearl Lv. 3 (1) + Ammonite Fossil (4) + Fluorite Shard (3)	552	ATK +1
+5	Chromium Pearl Lv. 3 (1) + Ammonite Fossil (6) + Direspider Jaw (3)	696	ATK +1

ROC'S CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	11,760	Cleaver	50+	12+	118	10	—	Wind +3	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
12	1,200	Brilliant Cleaver+9 + Ice-Dragon Wing+ (8)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 10 (1) + Platinum Ore (1)	500	ATK +2
+2	Chromium Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	ATK +2
+3	Chromium Pearl Lv. 10 (1) + Platinum Ore (2) + Mithril Ore (1)	2,800	ATK +2
+4	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (1)	3,950	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Dragon Wing+ (1)	5,100	ATK +2, HP +56, STR +5, VIT +5
+6	Chromium Pearl Lv. 10 (1) + Platinum Ore (3) + Mithril Ore (2)	6,250	ATK +2
+7	Chromium Gem Lv. 1 (1) + Platinum Ore (3) + Mithril Ore (2)	7,400	ATK +2
+8	Chromium Gem Lv. 1 (1) + Mithril Ore (3) + Fire-Dragon Wing+ (2)	8,550	ATK +2
+9	Chromium Gem Lv. 1 (1) + Fire-Dragon Wing+ (2) + Gallowstone+ (1)	9,700	ATK +2
+10	Chromium Gem Lv. 1 (1) + Fire-Dragon Wing+ (3) + Gallowstone+ (2)	10,850	ATK +2, HP +112, STR +11, VIT +11

ROGUE'S SHAMSHIR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Sword	37+	7+	58	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Grandsword+5 + Troll Cudgel (2)	Earth Brute Tail (3) + Direspider Fang (6)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2) + Jagged Fang (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Jagged Fang (2)	1,044	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Steel Thread Ball (1)	1,332	ATK +2, HP +4, STR +1
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Jagged Fang (2)	1,620	ATK +2
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Jagged Fang (2)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Jagged Fang (3) + Steel Thread Ball (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Jagged Fang (4) + Steel Thread Ball (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 7 (1) + Steel Thread Ball (4) + Earth-Beast Claw	2,772	ATK +2, HP +9, STR +3

SABRETOOTH

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	140	Sword	25+	—	39	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Castleguard Blade+1 + Mini Scorpion Tail (5)	Castleguard Blade+3 + Trusty Estoc+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	308	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Steel Ore (2) + Waterspider Jaw (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Waterspider Jaw (3)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (6) + Wind-Dragon (3)	812	ATK +2



SAFETY SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	—	Sword	1+	—	7	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Ghost Walnut (2)	220	ATK +2
+3	Chromium Pearl Lv. 1 (1) + Ghost Walnut (2) + Copper Ore (2)	340	ATK +2
+4	Chromium Pearl Lv. 1 (1) + Ghost Walnut (4) + Copper Ore (3)	460	ATK +2
+5	Chromium Pearl Lv. 1 (1) + Ghost Walnut (6) + Sharp Fang (3)	580	ATK +2

SCRAMASAX

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	98	Sword	20+	—	35	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Nordian Blade+3 + Beetle Fossil (5)	Nordian Blade+3 + Xiphos+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Silver Ore (2)	308	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Silver Ore (2) + Beetle Fossil (2)	476	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Silver Ore (4) + Beetle Fossil (3)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Silver Ore (6) + Earth-Dragon Claw (3)	812	ATK +2

SAI

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Shortsword	25+	—	33	10	—	Earth +1	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Bandit's Knife+3 + Obsidian Shard (10)	Steel Ore (30) + Mini Scorpion Tail (5)	Gladius+3 + Bandit's Knife+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Cedar Branch (3)	140	ATK +1
+2	Chromium Pearl Lv. 3 (1) + Cedar Branch (3)	308	ATK +1
+3	Chromium Pearl Lv. 4 (1) + Cedar Branch (5) + Wind-Dragon Claw (2)	476	ATK +1
+4	Chromium Pearl Lv. 4 (1) + Cedar Branch (5) + Wind-Dragon Claw (3)	644	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Cedar Branch (7) + Wind-Dragon Flake (2)	812	ATK +1

SERPENT'S KISS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Sword	44+	8+	73	—	—	—	Added Effect: Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Valiant Sword+5 + Earth Dragon Heart (2)	Wind Dragon Skull + Gold Panel (5)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Wind-Dragon Scale (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Wind-Dragon Scale (2)	1,160	ATK +2
+5	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (5) + Rigid Lizard Skin (1)	1,480	ATK +2, HP +10, STR +2, VIT +1
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Wind-Dragon Scale (2)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Wind-Dragon Scale (2)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Wind-Dragon Scale (3) + Rigid Lizard Skin (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Wind-Dragon Scale (4) + Rigid Lizard Skin (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Rigid Lizard Skin (4) + Gold Heart (1)	3,080	ATK +2, HP +20, STR +4, VIT +3

SCARBLADE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Shortsword	50+	11+	79	18	—	—	Paralysis

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Misericorde+9 + Fire-Giant Spirit (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +1
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	1,320	ATK +1
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Petrified-Wood Bit (1)	2,240	ATK +1
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Petrified-Wood Bit (1)	3,160	ATK +1
+5	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Waterspider Claw+ (1)	4,080	ATK +1, HP +24, MP +16, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Petrified-Wood Bit (1)	5,000	ATK +1
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Petrified-Wood Bit (2)	5,920	ATK +1
+8	Chromium Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Waterspider Claw+ (2)	6,840	ATK +1
+9	Chromium Pearl Lv. 10 (1) + Waterspider Claw+ (2) + Fire-Giant Heart (1)	7,760	ATK +1
+10	Chromium Gem Lv. 1 (1) + Waterspider Claw+ (3) + Fire-Giant Heart (2)	8,680	ATK +1, HP +48, MP +32, DEX +11

SHORTSWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
100	10	Sword	1+	—	7	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
—	—	—	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Ghost Walnut (2)	220	ATK +2
+3	Chromium Pearl Lv. 1 (1) + Ghost Walnut (2) + Copper Ore (2)	340	ATK +2
+4	Chromium Pearl Lv. 1 (1) + Ghost Walnut (4) + Copper Ore (3)	460	ATK +2
+5	Chromium Pearl Lv. 1 (1) + Ghost Walnut (6) + Sharp Fang (3)	580	ATK +2

SCORPION MACE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	5,825	Cleaver	50+	11+	108	—	—	—	Poison

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Nereid's Cleaver+9 + Earth Dragon Heart+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +2
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2)	1,320	ATK +2
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Stone Puppet Arm (1)	2,240	ATK +2
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (3) + Stone Puppet Arm (1)	3,160	ATK +2
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Wind-Dragon Tail+ (1)	4,080	ATK +2, HP +36, MP +8, VIT +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Stone Puppet Arm (2)	5,000	ATK +2
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Stone Puppet Arm (2)	5,920	ATK +2
+8	Chromium Pearl Lv. 10 (1) + Stone Puppet Arm (3) + Wind-Dragon Tail+ (2)	6,840	ATK +2
+9	Chromium Pearl Lv. 10 (1) + Wind-Dragon Tail+ (2) + Waterspider Fang+ (1)	7,760	ATK +2
+10	Chromium Gem Lv. 1 (1) + Wind-Dragon Tail+ (3) + Waterspider Fang+ (2)	8,680	ATK +2, HP +72, MP +16, VIT +11

SILVER CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Cleaver	39+	7+	58	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Tabar+5 + Direspider Egg (1)	Troll Mask (1) + Amethyst Shard (6)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1) + Gold Ore (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Basilisk Claw (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Basilisk Claw (2)	1,044	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (4) + Massive Incisor (1)	1,332	ATK +2, HP +7
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Basilisk Claw (3)	1,620	ATK +2
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Basilisk Claw (3)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Basilisk Claw (4) + Massive Incisor (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Basilisk Claw (5) + Massive Incisor (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 7 (1) + Massive Incisor (4) + Steel Thead (1)	2,772	ATK +2, HP +14





SILVER DAGGER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Shortsword	42+	8+	51	11	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Baselard+5 + Troll King Mask (1)	Cracked Bust (15) + Waterspider Egg (1)	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1)	200	ATK +1
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +1
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Waterspider Leg (1)	840	ATK +1
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Waterspider Leg (2)	1,160	ATK +1
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Troll-King Helm (1)	1,480	ATK +1, HP +4, MP +4, INT +2
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Waterspider Leg (2)	1,800	ATK +1
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Waterspider Leg (2)	2,120	ATK +1
+8	Chromium Pearl Lv. 7 (1) + Waterspider Leg (3) + Troll-King Helm (2)	2,440	ATK +1
+9	Chromium Pearl Lv. 7 (1) + Waterspider Leg (4) + Troll-King Helm (3)	2,760	ATK +1
+10	Chromium Pearl Lv. 8 (1) + Troll-King Helm (4) + Rigid Lizard Tail (1)	3,080	ATK +1, HP +9, MP +9, INT +4

SKULLSPLITTER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Cleaver	42+	8+	70	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Silver Mace+5 + Fire-Giant Skull Bit (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Lizard Talon (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Lizard Talon (2)	1,160	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Waterspider Claw (1)	1,480	ATK +2, HP +10, STR +2, AGI +1
+6	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Lizard Talon (3)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Lizard Talon (3)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Lizard Talon (4) + Waterspider Claw (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Lizard Talon (5) + Waterspider Claw (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Waterspider Claw (4) + Purple Ore (1)	3,050	ATK +2, HP +20, STR +4, AGI +3

SILVER MACE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Cleaver	30+	—	50	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Francisca+3 + Iron Puppet Part (4)	Silver Ore (20) + Gold Puppet Part (6)	Francisca+3 + Tabar+3

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (1)	160	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (2)	352	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Crystal (1)	544	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (3) + Crystal (2)	736	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (4) + Scorpion Shell (1)	928	ATK +2
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Crystal (3)	1,120	ATK +2
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Crystal (3)	1,312	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Crystal (4) + Scorpion Shell (2)	1,504	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Crystal (5) + Scorpion Shell (3)	1,696	ATK +2
+10	Chromium Pearl Lv. 6 (1) + Scorpion Shell (4) + Soldier Jaw (1)	1,888	ATK +2

SOULEATER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	2,825	Shortsword	50+	11+	80	19	—	—	Added Effect: Sleep

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
11	1,100	Holy Saber+9 + Wind Dragon Heart+ (2)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	400	ATK +1
+2	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (1)	1,320	ATK +1
+3	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Petrified-Wood Bit (1)	2,240	ATK +1
+4	Chromium Pearl Lv. 9 (1) + Bloodsteel Ore (2) + Petrified-Wood Bit (1)	3,160	ATK +1
+5	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (2) + Waterspider Claw+ (1)	4,080	ATK +1, HP +20, MP +32, DEX +5
+6	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Petrified-Wood Bit (1)	5,000	ATK +1
+7	Chromium Pearl Lv. 10 (1) + Bloodsteel Ore (3) + Petrified-Wood Bit (2)	5,920	ATK +1
+8	Chromium Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Waterspider Claw+ (2)	6,840	ATK +1
+9	Chromium Pearl Lv. 10 (1) + Waterspider Claw+ (2) + Ice-Giant Heart (1)	7,760	ATK +1
+10	Chromium Gem Lv. 1 (1) + Waterspider Claw+ (3) + Ice-Giant Heart (2)	8,680	ATK +1, HP +40, MP +64, DEX +11

SILVER RAPIER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Sword	30+	—	46	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Talwar+3 + Silver Ore (15)	Grandsword+3 + Silver Sabretooth+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Crystal (1)	160	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Crystal (3)	352	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Crystal (5) + Fire-Dragon Beard (2)	544	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Crystal (5) + Fire-Dragon beard (3)	736	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Crystal (7) + Pyrestone Shard (2)	928	ATK +2

SPIRIT SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	1,200	Sword	43+	8+	71	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
8	800	Crimson Blade+5 + Cracked Bust (15)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 6 (1)	200	ATK +2
+2	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2)	520	ATK +2
+3	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (2) + Wind-Dragon Scale (1)	840	ATK +2
+4	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Wind-Dragon Scale (2)	1,160	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Ice-Giant Skull Bit (1)	1,480	ATK +2, HP +3, MP +7, INT +2
+6	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Wind-Dragon Scale (2)	1,800	ATK +2
+7	Chromium Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Wind-Dragon Scale (2)	2,120	ATK +2
+8	Chromium Pearl Lv. 7 (1) + Wind-Dragon (3) + Ice-Giant Skull Bit (2)	2,440	ATK +2
+9	Chromium Pearl Lv. 7 (1) + Wind-Dragon (4) + Ice-Giant Skull Bit (3)	2,760	ATK +2
+10	Chromium Pearl Lv. 8 (1) + Ice-Giant Skull Bit (4) + Iron Heart (1)	3,080	ATK +2, HP +6, MP +14, INT +4

SILVER SABRETOOTH

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Sword	30+	—	47	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Sai+3 + Wind Dragon Beard (3)	Talwar+3 + Grandsword+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (1)	160	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Steel Ore (3)	352	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Wind-Dragon Beard (2)	544	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Wind-Dragon Beard (3)	736	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Damaged Knife Face (2)	928	ATK +2

STONE CLEAVER

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
210	21	Cleaver	1+	—	10	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
1	50	Sturdy Branch (5) + Rock (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 1 (1) + Rock (2)	100	ATK +2
+2	Chromium Pearl Lv. 1 (1) + Rock (2) + Shriveled Vine (2)	220	ATK +2
+3	Chromium Pearl Lv. 2 (1) + Rock (4) + Shriveled Vine (3)	340	ATK +2
+4	Chromium Pearl Lv. 2 (1) + Rock (4) + Oak Branch (2)	460	ATK +2
+5	Chromium Pearl Lv. 2 (1) + Rock (5) + Oak Branch (3)	580	ATK +2



SYLPHID EDGE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	4,900	Shortsword	50+	10+	71	16	—	Wind +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
10	1,000	Maneater+9 + Mist Crystal+ (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	300	ATK +1
+2	Chromium Pearl Lv. 8 (1) + Featherlight Ore (1)	990	ATK +1
+3	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Basilisk Claw+ (1)	1,680	ATK +1
+4	Chromium Pearl Lv. 8 (1) + Featherlight Ore (2) + Basilisk Claw+ (1)	2,370	ATK +1
+5	Chromium Pearl Lv. 8 (1) + Featherlight Ore (3) + Troll Claw+ (1)	3,060	ATK +1, MP +24, STR +4, AGI +4
+6	Chromium Pearl Lv. 9 (1) + Featherlight Ore (3) + Basilisk Claw+ (2)	3,750	ATK +1
+7	Chromium Pearl Lv. 9 (1) + Featherlight Ore (4) + Basilisk Claw+ (2)	4,440	ATK +1
+8	Chromium Pearl Lv. 9 (1) + Basilisk Claw+ (3) + Troll Claw+ (2)	5,130	ATK +1
+9	Chromium Pearl Lv. 9 (1) + Troll Claw+ (2) + Pure Beast Claw (1)	5,820	ATK +1
+10	Chromium Pearl Lv. 10 (1) + Troll Claw+ (4) + Pure Beast Claw (2)	6,510	ATK +1, MP +48, STR +8, AGI +8

TRUSTY ESTOC

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
1400	140	Sword	20+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Scramasax+3 + Castleguard Blade+2	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Crystal (2)	308	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Crystal (2) + Treant Face (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Crystal (4) + Treant Face (3)	644	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Crystal (6) + Ice-Giant Mask (3)	812	ATK +2

TABAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	320	Cleaver	30+	—	46	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
6	300	Tomahawk+2 + Iron Puppet Part (2)	Grandsword+3 + Fuelstone (25)	Heavy Machele+3 + Francisca+2

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1) + Steel Ore (2)	140	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Steel Ore (3) + Fuelstone (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Fuelstone (3)	476	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Steel Ore (5) + Iron Puppet Lump (2)	644	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Iron Puppet Lump (3)	812	ATK +2

VALIANT SWORD

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Sword	39+	7+	60	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Master Blade+5 + Mist Crystal (5)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1)	180	ATK +2
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +2
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2) + Scorpion Claw (1)	756	ATK +2
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Scorpion Claw (2)	1,044	ATK +2
+5	Chromium Pearl Lv. 6 (1) + Gold Ore (5) + Amethyst Shard (1)	1,332	ATK +2, HP +4
+6	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Scorpion Claw (2)	1,620	ATK +2
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Scorpion Claw (2)	1,908	ATK +2
+8	Chromium Pearl Lv. 6 (1) + Scorpion Claw (3) + Amethyst Shard (2)	2,196	ATK +2
+9	Chromium Pearl Lv. 6 (1) + Scorpion Claw (4) + Amethyst Shard (3)	2,484	ATK +2
+10	Chromium Pearl Lv. 7 (1) + Amethyst Shard (4) + Earth-Beast Tail (1)	2,772	ATK +2, HP +9

TALWAR

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	210	Sword	25+	—	40	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
5	250	Trusty Estoc+3 + Basilisk Pelt (3)	Sabretooth+3 + Crucible Sword+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 3 (1)	140	ATK +2
+2	Chromium Pearl Lv. 4 (1) + Crystal (2)	308	ATK +2
+3	Chromium Pearl Lv. 4 (1) + Crystal (2) + Brute Bone (2)	476	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Crystal (4) + Brute Bone (3)	644	ATK +2
+5	Chromium Pearl Lv. 5 (1) + Crystal (6) + Gold Puppet Part (3)	812	ATK +2

WIND EDGE

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	640	Shortsword	38+	7+	43	10	—	Wind +2	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
7	700	Silver Rapier+5 + White Heart (1)	—	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 5 (1)	180	ATK +1
+2	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	468	ATK +1
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2) + Cedar Branch (1)	756	ATK +1
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3) + Cedar Branch (2)	1,044	ATK +1
+5	Chromium Pearl Lv. 5 (1) + Gold Ore (5) + Old Mask (1)	1,332	ATK +1, MP +7, STR +1, INT +1
+6	Chromium Pearl Lv. 5 (1) + Gold Ore (7) + Cedar Branch (2)	1,620	ATK +1
+7	Chromium Pearl Lv. 6 (1) + Gold Ore (7) + Cedar Branch (2)	1,908	ATK +1
+8	Chromium Pearl Lv. 6 (1) + Cedar Branch (3) + Old Mask (2)	2,196	ATK +1
+9	Chromium Pearl Lv. 6 (1) + Cedar Branch (4) + Old Mask (3)	2,484	ATK +1
+10	Chromium Pearl Lv. 7 (1) + Old Mask (4) + Dew Drop (1)	2,772	ATK +1, MP +14, STR +3, INT +3

TOMAHAWK

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
—	98	Cleaver	20+	—	34	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Mace+2 + Vespilid Exoskeleton (5)	Machele+3 + Mace+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1) + Steel Ore (2)	120	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Steel Ore (2) + Crystal (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Steel Ore (4) + Crystal (3)	408	ATK +2
+4	Chromium Pearl Lv. 4 (1) + Steel Ore (4) + Big-Jawed Preying Mantis (2)	552	ATK +2
+5	Chromium Pearl Lv. 4 (1) + Steel Ore (5) + Big-Jawed Preying Mantis (3)	696	ATK +2

XIPHOS

Cost	Sell	Type	LV	Guild Rank	ATK	MAG	VIT	Element	Added Effect
980	98	Sword	15+	—	28	—	—	—	—

Rank	Recipe Cost	Recipe A	Recipe B	Recipe C
4	200	Cutlass+2 + Iron Ore (5)	Cutlass+3 + Nordan Blade+2	—

LV	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 2 (1)	120	ATK +2
+2	Chromium Pearl Lv. 3 (1) + Iron Ore (2)	264	ATK +2
+3	Chromium Pearl Lv. 3 (1) + Iron Ore (2) + Silver Ore (2)	408	ATK +2
+4	Chromium Pearl Lv. 3 (1) + Iron Ore (4) + Silver Ore (3)	552	ATK +2
+5	Chromium Pearl Lv. 3 (1) + Iron Ore (6) + Steel Ore (3)	696	ATK +2



ARMOR

ADMIRAL SET

ADMIRAL PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 62, Resist Water +1	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Knave Face (12) + Aged Dragon Scale+ (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Fire-Dragon Tail+ (2)	5,100	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Fire-Dragon Tail+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (3) + Coma Sac (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (4) + Coma Sac (3)	10,850	DEF +1

ADMIRAL GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 58, Resist Fire +1	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Horn+ (4) + Fire-Brute Tail+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Dragon Tail+ (2)	5,100	DEF +1, MP +16, VIT +26, AGI +21
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Fire-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (2) + Coma Sac (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (4) + Coma Sac (2)	10,850	DEF +1, MP +16, VIT +26, AGI +21

ADMIRAL LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 56, Resist Fire +1	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Tail+ (8) + Knave Face (12)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Dragon Tail+ (2)	5,100	DEF +1, HP +70, MP +14, SPR +26
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Fire-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (2) + Coma Sac (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (4) + Coma Sac (2)	10,850	DEF +1, HP +70, MP +14, SPR +26

ADMIRAL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 56, Resist Water +1	Resist: Sleep

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Heart+ (2) + Bloody Cloth (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Dragon Tail+ (2)	5,100	DEF +1, HP +70, STR +26, DEX +22
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Fire-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (2) + Coma Sac (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (4) + Coma Sac (2)	10,850	DEF +1, HP +70, STR +28, DEX +22

AEROS SET

AEROS KIRTLE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,050	Armor	47	9	DEF 38, RES 10, Resist Wind +3	—

Rank	Recipe Cost	Recipe
9	900	Greaver Pelt (5) + Fire-Beast Tail (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (1)	240	DEF +1, RES +1
+2	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (2) + Fire-Beast Pelt (1)	624	DEF +1, RES +1
+3	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (3) + Nightglow Bug (1)	1,008	DEF +1, RES +1
+4	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (3) + Nightglow Bug (2)	1,392	DEF +1, RES +1
+5	Guardian Pearl Lv. 7 (1) + Fire-Beast Pelt (2) + Nightglow Bug (3)	1,776	DEF +1, RES +1
+6	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (4) + Fire-Beast Pelt (3)	2,160	DEF +1, RES +1
+7	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (5) + Fire-Beast Pelt (4)	2,544	DEF +1, RES +1
+8	Guardian Pearl Lv. 8 (1) + Fire-Beast Pelt (5) + Nightglow Bug (3)	2,928	DEF +1, RES +1
+9	Guardian Pearl Lv. 8 (1) + Nightglow Bug (4) + Gallstone (2)	3,312	DEF +1, RES +1
+10	Guardian Pearl Lv. 9 (1) + Nightglow Bug (4) + Gallstone (3)	3,696	DEF +1, RES +1

AEROS BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	525	Leg Gear	47	9	DEF 33, RES 10, Resist Wind +3	—

Rank	Recipe Cost	Recipe
9	900	Wind-Dragon Wing (2) + Sopor Sac (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (1)	240	DEF +1, RES +1
+2	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (1) + Fire-Beast Pelt (1)	624	DEF +1, RES +1
+3	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (2) + Nightglow Bug (1)	1,008	DEF +1, RES +1
+4	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (2) + Nightglow Bug (1)	1,392	DEF +1, RES +1
+5	Guardian Pearl Lv. 7 (1) + Fire-Beast Pelt (2) + Nightglow Bug (2)	1,776	DEF +1, RES +1, HP +3, MP +7, SPR +1
+6	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (4) + Fire-Beast Pelt (2)	2,160	DEF +1, RES +1
+7	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (4) + Fire-Beast Pelt (3)	2,544	DEF +1, RES +1
+8	Guardian Pearl Lv. 8 (1) + Fire-Beast Pelt (4) + Nightglow Bug (2)	2,928	DEF +1, RES +1
+9	Guardian Pearl Lv. 8 (1) + Nightglow Bug (3) + Gallstone (1)	3,312	DEF +1, RES +1
+10	Guardian Pearl Lv. 9 (1) + Nightglow Bug (4) + Gallstone (2)	3,696	DEF +1, RES +1, HP +3, MP +7, SPR +2

AEROS SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—		Foot Gear	47	9	DEF 33, RES 10, Resist Wind +3	—

Rank	Recipe Cost	Recipe
9	900	Toxic Gallstone (1) + Ice-Dragon Heart (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (1)	240	DEF +1, RES +1
+2	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (1) + Fire-Beast Pelt (1)	624	DEF +1, RES +1
+3	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (2) + Nightglow Bug (1)	1,008	DEF +1, RES +1
+4	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (2) + Nightglow Bug (1)	1,392	DEF +1, RES +1
+5	Guardian Pearl Lv. 7 (1) + Fire-Beast Pelt (2) + Nightglow Bug (2)	1,776	DEF +1, RES +1, MP +7, INT +1
+6	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (4) + Fire-Beast Pelt (2)	2,160	DEF +1, RES +1
+7	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (4) + Fire-Beast Pelt (3)	2,544	DEF +1, RES +1
+8	Guardian Pearl Lv. 8 (1) + Fire-Beast Pelt (4) + Nightglow Bug (2)	2,928	DEF +1, RES +1
+9	Guardian Pearl Lv. 8 (1) + Nightglow Bug (3) + Gallstone (1)	3,312	DEF +1, RES +1
+10	Guardian Pearl Lv. 9 (1) + Nightglow Bug (4) + Gallstone (2)	3,696	DEF +1, RES +1, MP +7, INT +2



ANCIENT SET

ANCIENT CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	10	DEF 37, RES 9, Resist Fire +4	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Opal Velvet (1) + Evil Basilisk Head (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Armocap (1)	400	DEF +1 RES +1
+2	Guardian Pearl Lv. 8 (1) + Armocap (1) + Tough Thread (1)	1,320	DEF +1 RES +1
+3	Guardian Pearl Lv. 8 (1) + Armocap (2) + Greaver Pelt (1)	2,240	DEF +1 RES +1
+4	Guardian Pearl Lv. 8 (1) + Armocap (2) + Greaver Pelt (1)	3,160	DEF +1 RES +1
+5	Guardian Pearl Lv. 8 (1) + Tough Thread (2) + Greaver Pelt (2)	4,080	DEF +1 RES +1, MP +7, STR +8, SPR +4
+6	Guardian Pearl Lv. 9 (1) + Armocap (4) + Tough Thread (2)	5,000	DEF +1 RES +1
+7	Guardian Pearl Lv. 9 (1) + Armocap (4) + Tough Thread (3)	5,920	DEF +1 RES +1
+8	Guardian Pearl Lv. 9 (1) + Tough Thread (4) + Greaver Pelt (2)	6,840	DEF +1 RES +1
+9	Guardian Pearl Lv. 9 (1) + Greaver Pelt (3) + Troll Claw+ (1)	7,760	DEF +1 RES +1
+10	Guardian Pearl Lv. 10 (1) + Greaver Pelt (4) + Troll Claw+ (2)	8,680	DEF +1 RES +1, MP +7, STR +8, SPR +4

ANCIENT TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Leg Gear	50	10	DEF 40, RES 8, Resist Fire +4	Resist Sleep

Rank	Recipe Cost	Recipe
10	1,000	Opal Velvet (1) + Century-Tree Plank (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Mandragora (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Mandragora (1) + Spiky Seed (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Mandragora (2) + Toxic Greaver Fang (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Mandragora (2) + Toxic Greaver Fang (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Spiky Seed (2) + Toxic Greaver Fang (2)	4,080	DEF +1, RES +1, HP +18, MP +8, INT +8
+6	Guardian Pearl Lv. 9 (1) + Mandragora (4) + Spiky Seed (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Mandragora (4) + Spiky Seed (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Spiky Seed (4) + Toxic Greaver Fang (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Toxic Greaver Fang (3) + Massive Molar (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Toxic Greaver Fang (4) + Massive Molar (2)	8,680	DEF +1, RES +1, HP +18, MP +8, INT +8

ANCIENT SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Foot Gear	50	10	DEF 39, RES 9, Resist Fire +4	Resist: Silence

Rank	Recipe Cost	Recipe
10	1,000	Opal Velvet (1) + Demon Evil Eye

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Armocap (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Armocap (1) + Spiky Seed (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Armocap (2) + Fire-Beast Claw (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Armocap (2) + Fire-Beast Claw (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Spiky Seed (2) + Fire-Beast Claw (2)	4,080	DEF +1, RES +1, HP +18, AGI +4, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Armocap (4) + Spiky Seed (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Armocap (4) + Spiky Seed (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Spiky Seed (4) + Fire-Beast Claw (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Beast Claw (3) + Earth-Beast Claw+ (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Fire-Beast Claw (4) + Earth-Beast Claw+ (2)	8,680	DEF +1, RES +1, HP +18, AGI +4, DEX +8

ANIMUS SET

ANIMUS ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,205	Armor	50	9	DEF 54, Resist Fire +3	—

Rank	Recipe Cost	Recipe
9	900	Fire-Dragon Scale (10) + Fire-Beast Pelt (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Wing (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (4) + Fire-Dragon Wing (2)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Demon Fossil (3) + Fire-Dragon Wing (3)	1,776	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (4)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (5)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (6) + Fire-Dragon Wing (4)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (5) + Toxic Greaver Horn (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (5) + Toxic Greaver Horn (3)	3,696	DEF +1

ANIMUS GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Arm Gear	50	9	DEF 45, Resist Wind +3	—

Rank	Recipe Cost	Recipe
9	900	Aged Dragon Horn (1) + Fire-Dragon Heart (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Fire-Dragon Wing (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Wing (1)	1,395	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Demon Fossil (2) + Fire-Dragon Wing (2)	1,776	DEF +1, HP +7, STR +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Fire-Dragon Wing (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (4) + Toxic Greaver Horn (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (5) + Toxic Greaver Horn (3)	3,696	DEF +1, HP +7, STR +2

ANIMUS BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Leg Gear	50	9	DEF 45, Resist Water +3	—

Rank	Recipe Cost	Recipe
9	900	Magic Core (1) + Fire-Dragon Wing (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Fire-Dragon Wing (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Wing (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Demon Fossil (2) + Fire-Dragon Wing (2)	1,776	DEF +1, HP +7, AGI +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Fire-Dragon Wing (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (4) + Toxic Greaver Horn (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (5) + Toxic Greaver Horn (3)	3,696	DEF +1, HP +7, AGI +2

ANIMUS SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Foot Gear	50	9	DEF 45, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Pyrestone (1) + Ice-Dragon Wing (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Fire-Dragon Wing (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Fire-Dragon Wing (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Demon Fossil (2) + Fire-Dragon Wing (2)	1,776	DEF +1, HP +7, DEX +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Fire-Dragon Wing (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (4) + Toxic Greaver Horn (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-Dragon Wing (5) + Toxic Greaver Horn (3)	3,696	DEF +1, HP +7, DEX +2



ARCANUM SET

ARCANUM ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 56, RES 16	Resist Poison, Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Red Arcane Coin (6) + Destroyer's Eye+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Hexwood Plank (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Earth-Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Black Ore+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Hexwood Plank (3) + Black Ore+ (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Hexwood Plank (4) + Earth-Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Hexwood Plank (4) + Earth-Dragon Scale+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Earth-Dragon Scale+ (4) + Black Ore+ (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Black Ore+ (3) + Pointy Fiend Tail (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Black Ore+ (4) + Pointy Fiend Tail (2)	10,850	DEF +1, RES +1

ARCANUM CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 49, RES 16	Resist Paralysis, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Arcane Coin (3) + Bloody Cloth (7)

Level	Recipe	Cost	Bonus
+1	—	—	—

ARCANUM TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 51, RES 14	Resist Poison, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Arcane Coin (6) + Deviltail (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Wind-Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Hexwood Plank (2) + Waterspider Fang+ (2)	5,100	DEF +1, RES +1, HP +65, MP +34, SPR +27
+6	Guardian Gem Lv. 1 (1) + Hexwood Plank (2) + Wind-Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Hexwood Plank (3) + Wind-Dragon Scale+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Wind-Dragon Scale+ (3) + Waterspider Fang+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (2) + Coma Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (4) + Coma Sac (2)	10,850	DEF +1, RES +1, HP +65, MP +34, SPR +27

ARCANUM BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 49, RES 16	Resist Poison, Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Arcane Coin (3) + Devil Vex (7)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Deviltail (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Deviltail (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Clay Face+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Aged Dragon Tail+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Deviltail (2) + Aged Dragon Tail+ (2)	5,100	DEF +1, RES +1, HP +65, STR +28, AGI +22
+6	Guardian Gem Lv. 1 (1) + Deviltail (2) + Clay Face+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Deviltail (3) + Clay Face+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Clay Face+ (3) + Aged Dragon Tail+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (2) + Magic Core+ (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (4) + Magic Core+ (2)	10,850	DEF +1, RES +1, HP +65, STR +28, AGI +22

ARISTOS SET

ARISTOS DALMATICA

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 51, RES 13	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Lethal Greaver Pelt (12) + Ice-Dragon Scale+ (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Pelt (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (3) + Lethal Greaver Pelt (2)	5,100	DEF +1, RES +1
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (4) + Aged Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Ebon-Cotton Boll (4) + Aged Dragon Scale+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Scale+ (4) + Lethal Greaver Pelt (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (3) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1

ARISTOS GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 47, RES 13	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Fire-Brute Pelt+ (5) + Ebon Cotton Boll (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Pelt (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Lethal Greaver Pelt (2)	5,100	DEF +1, RES +1, HP +64, MP +32, SPR +26
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Aged Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Ebon-Cotton Boll (3) + Aged Dragon Scale+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Scale+ (3) + Lethal Greaver Pelt (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (2) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1, HP +64, MP +32, SPR +26

ARISTOS SLACKS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 13	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Fire-Dragon Tail+ (10) + Desert Rose (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Pelt (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Lethal Greaver Pelt (2)	5,100	DEF +1, RES +1, MP +36, VIT +12, AGI +21
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Aged Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Ebon-Cotton Boll (3) + Aged Dragon Scale+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Scale+ (3) + Lethal Greaver Pelt (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (2) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1, MP +36, VIT +12, AGI +21

ARISTOS MOCCASINS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 47, RES 13	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Fire-Brute Pelt+ (12) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Pelt (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Lethal Greaver Pelt (2)	5,100	DEF +1, RES +1, HP +64, STR +26, DEX +22
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Aged Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Ebon-Cotton Boll (3) + Aged Dragon Scale+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Scale+ (3) + Lethal Greaver Pelt (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (2) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1, HP +64, STR +26, DEX +22



BATTLE SET

BATTLE ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
560	56	Armor	10		DEF 10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Bristly Pelt (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Bristly Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Copper Ore (8) + Bristly Pelt (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Cursed Plaque (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Cursed Plaque (5)	580	DEF +1

BATTLE GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Arm Gear	10		DEF 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Bristly Pelt (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Bristly Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Copper Ore (8) + Bristly Pelt (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Cursed Plaque (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Cursed Plaque (5)	580	DEF +1

BATTLE BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Leg Gear	10		DEF 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Bristly Pelt (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Bristly Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Copper Ore (8) + Bristly Pelt (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Cursed Plaque (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Cursed Plaque (5)	580	DEF +1

BATTLE SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Foot Gear	10		DEF 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Bristly Pelt (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Bristly Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Copper Ore (8) + Bristly Pelt (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Cursed Plaque (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Cursed Plaque (5)	580	DEF +1

BLOODY SET

BLOODY COAT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 51, RES 10	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Destroyer Outfit+ (2) + Destroyer Outfit (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Claw+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Bloody Cloth (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (3) + Bloody Cloth (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Fiend Claw+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Fiend Claw+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Fiend Claw+ (4) + Bloody Cloth (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Bloody Cloth (3) + Pestilence Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Bloody Cloth (4) + Pestilence Sac (2)	10,850	DEF +1, RES +1

BLOODY CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 13	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Devil Evil Eye+ (2) + Devil Hex (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Claw+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Bloody Cloth (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Bloody Cloth (2)	5,100	DEF +1, RES +1, HP +80, VIT +12, AGI +21
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (2) + Fiend Claw+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Fiend Claw+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Fiend Claw+ (3) + Bloody Cloth (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Bloody Cloth (2) + Pestilence Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Bloody Cloth (4) + Pestilence Sac (2)	10,850	DEF +1, RES +1, HP +80, VIT +12, AGI +21

BLOODY TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 50, RES 12	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Demon Evil Eye (2) + Demon Hex (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Claw+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Bloody Cloth (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Bloody Cloth (2)	5,100	DEF +1, RES +1, MP +32 STR +26, SPR +26
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (2) + Fiend Claw+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Fiend Claw+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Fiend Claw+ (3) + Bloody Cloth (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Bloody Cloth (2) + Pestilence Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Bloody Cloth (4) + Pestilence Sac (2)	10,850	DEF +1, RES +1, MP +32 STR +28, SPR +26

BLOODY BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 49, RES 13	Resist. Sleep

Rank	Recipe Cost	Recipe
12	1,200	Fiend Mark+ (2) + Magebeast Heart+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Claw+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Bloody Cloth (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Bloody Cloth (2)	5,100	DEF +1, RES +1, HP +64, MP +48, DEX +22
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (2) + Fiend Claw+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Fiend Claw+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Fiend Claw+ (3) + Bloody Cloth (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Bloody Cloth (2) + Pestilence Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Bloody Cloth (4) + Pestilence Sac (2)	10,850	DEF +1, RES +1, HP +64, MP +48, DEX +22



BLUE SET

BLUE CUIRASS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,575	Armor	45	8	DEF 47	Resist Sleep

Rank	Recipe Cost	Recipe
8	800	Blue Ore (4) + Waterspider Body (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3)	220	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Gold Puppet Bangle (1)	572	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	924	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (6) + Gold Puppet Bangle (3)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (1)	1,628	DEF +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (8) + Mossy Face (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Mossy Face (3)	2,332	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Gold Puppet Bangle (4) + Mossy Face (4)	2,684	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Mossy Face (4) + Troll-King Mask (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Mossy Face (4) + Troll-King Mask (2)	3,388	DEF +1

BLUE GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	937	Arm Gear	45	8	DEF 38, Resist Water +3	—

Rank	Recipe Cost	Recipe
8	800	Gold Puppet Bangle (4) + Rigid Lizard Skin (20)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (2)	220	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Gold Puppet Bangle (1)	572	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	924	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (1)	1,628	DEF +1, HP +4, STR +1, DEX +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Mossy Face (2)	2,332	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Gold Puppet Bangle (3) + Mossy Face (3)	2,684	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Mossy Face (3) + Troll-King Mask (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Mossy Face (4) + Troll-King Mask (1)	3,388	DEF +1, HP +5, STR +1, DEX +2

BLUE BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	937	Leg Gear	45	8	DEF 38	Resist Sleep

Rank	Recipe Cost	Recipe
8	800	Gold Face (3) + Red Ore (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (2)	220	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Gold Puppet Bangle (1)	572	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	924	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (1)	1,628	DEF +1, HP +4, SPR +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Mossy Face (2)	2,332	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Gold Puppet Bangle (3) + Mossy Face (3)	2,684	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Mossy Face (3) + Troll-King Mask (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Mossy Face (4) + Troll-King Mask (1)	3,388	DEF +1, HP +5, SPR +2

BLUE GREAVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	937	Foot Gear	45	8	DEF 38, Resist Water +3	—

Rank	Recipe Cost	Recipe
8	800	Clay Heart (2) + Tan White Beast Skin (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (2)	220	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Gold Puppet Bangle (1)	572	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	924	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Gold Puppet Bangle (2)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (1)	1,628	DEF +1, HP +4, STR +1, VIT +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Mossy Face (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Mossy Face (2)	2,332	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Gold Puppet Bangle (3) + Mossy Face (3)	2,684	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Mossy Face (3) + Troll-King Mask (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Mossy Face (4) + Troll-King Mask (1)	3,388	DEF +1, HP +5, STR +1, VIT +2

BREAKER SET

BREAKER MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	588	Armor	38	7	DEF 34, Resist Water +2	—

Rank	Recipe Cost	Recipe
7	700	Massive Hoof (5) + Gold Ore (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold Ore (1)	200	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (1)	520	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Gold Ore (4) + Troll Helm (2)	840	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + Troll Helm (3)	1,160	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Gold Ore (6) + White Pelt (1)	1,480	DEF +1
+6	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 6 (1) + Gold Ore (8) + White Pelt (3)	2,120	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Troll Helm (4) + White Pelt (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 6 (1) + White Pelt (4) + Direspider Body (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + White Pelt (4) + Direspider Body (2)	3,080	DEF +1

BREAKER FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	294	Arm Gear	38	7	DEF 27	Resist Poison

Rank	Recipe Cost	Recipe
7	700	Direspider Body (4) + Earth-Brute Claw (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold Ore (1)	200	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (1)	520	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (2)	840	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + Troll Helm (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + White Pelt (1)	1,480	DEF +1
+6	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + White Pelt (3) + Direspider Body (1)	3,080	DEF +1

BREAKER CULOTTES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	294	Leg Gear	38	7	DEF 27, Resist Water +2	—

Rank	Recipe Cost	Recipe
7	700	Thick Basilisk Pelt (8) + Scorpion Tail (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold Ore (1)	200	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (1)	520	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (2)	840	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + Troll Helm (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + White Pelt (1)	1,480	DEF +1, HP +1
+6	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + White Pelt (3) + Direspider Body (1)	3,080	DEF +1, HP +2, DEX +1

BREAKER BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	294	Foot Gear	38	7	DEF 27	Resist: Poison

Rank	Recipe Cost	Recipe
7	700	Gold Ore (10) + Gold-Cotton Boll (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold Ore (1)	200	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (1)	520	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Gold Ore (3) + Troll Helm (2)	840	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + Troll Helm (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Gold Ore (5) + White Pelt (1)	1,480	DEF +1, HP +1, AGI +1
+6	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 6 (1) + Gold Ore (7) + White Pelt (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Troll Helm (3) + White Pelt (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + White Pelt (3) + Direspider Body (1)	3,080	DEF +1, HP +2, AGI +2

CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



CAESAR SET

SPUN GOLD JACKET

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Armor	1	—	DEF 8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Plume (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Plume (2)	690	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Plume (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Plume (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Plume (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Plume (6)	2,250	DEF +2
+7	Guardian Pearl Lv. 4 (1) + Plume (7)	2,640	DEF +2
+8	Guardian Pearl Lv. 4 (1) + Plume (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Plume (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Plume (10)	3,810	DEF +3

CUSTOM RING

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Arm Gear	1	—	DEF 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Plume (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Plume (2)	690	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Plume (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Plume (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Plume (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Plume (6)	2,250	DEF +2
+7	Guardian Pearl Lv. 4 (1) + Plume (7)	2,640	DEF +2
+8	Guardian Pearl Lv. 4 (1) + Plume (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Plume (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Plume (10)	3,810	DEF +3

SPUN GOLD CHAPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Leg Gear	1	—	DEF 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Plume (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Plume (2)	690	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Plume (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Plume (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Plume (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Plume (6)	2,250	DEF +2
+7	Guardian Pearl Lv. 4 (1) + Plume (7)	2,640	DEF +2
+8	Guardian Pearl Lv. 4 (1) + Plume (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Plume (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Plume (10)	3,810	DEF +3

SILK BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Foot Gear	1	—	DEF 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Plume (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Plume (2)	690	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Plume (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Plume (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Plume (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Plume (6)	2,250	DEF +2
+7	Guardian Pearl Lv. 4 (1) + Plume (7)	2,640	DEF +2
+8	Guardian Pearl Lv. 4 (1) + Plume (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Plume (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Plume (10)	3,810	DEF +3

CAMAXTLI SET

CAMAXTLI ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 54, RES 13, Resist Water +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Red Chaos Coin (6) + Magebeast Heart+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Hexwood Plank (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Wind-Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Giant Skull (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Hexwood Plank (3) + Fire-Giant Skull (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Hexwood Plank (4) + Wind-Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Hexwood Plank (4) + Wind-Dragon Scale+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Wind-Dragon Scale+ (4) + Fire-Giant Skull (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (3) + Lethal Gallstone (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (4) + Lethal Gallstone (2)	10,850	DEF +1, RES +1

CAMAXTLI TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 15, Resist Water +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Chaos Coin (6) + Fiend Hex (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Deviltail (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Deviltail (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Earth-Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Rusted Panel+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Deviltail (2) + Rusted Panel+ (2)	5,100	DEF +1, RES +1, HP +64, MP +32, SPR +26
+6	Guardian Gem Lv. 1 (1) + Deviltail (2) + Earth-Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Deviltail (3) + Earth-Dragon Scale+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Earth-Dragon Scale+ (3) + Rusted Panel+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Rusted Panel+ (2) + Gallstone (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Rusted Panel+ (4) + Gallstone (2)	10,850	DEF +1, RES +1, HP +64, MP +32, SPR +26

CAMAXTLI BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 50, RES 11, Resist Water +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Chaos Coin (6) + Bloody Cloth (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Hexwood Plank (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Ice-Giant Beard (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Red Ore+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Hexwood Plank (2) + Red Ore+ (2)	5,100	DEF +1, RES +1, HP +64, STR +27, AGI +21
+6	Guardian Gem Lv. 1 (1) + Hexwood Plank (2) + Ice-Giant Beard (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Hexwood Plank (3) + Ice-Giant Beard (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Ice-Giant Beard (3) + Red Ore+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Red Ore+ (2) + Devil Hex (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (4) + Devil Hex (2)	10,850	DEF +1, RES +1, HP +64, STR +27, AGI +21



CASTLEGUARD SET

CASTLEGUARD PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
2940	294	Armor	30	—	DEF 29	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (4) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (3)	1044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Earth-Beast Pelt (1)	1332	DEF +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Earth-Beast Pelt (2)	1620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Earth-Beast Pelt (3)	1908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Beast Pelt (3)	2196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (1)	2484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (2)	2772	DEF +1

CASTLEGUARD FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1470	147	Arm Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (4) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (3)	1044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Earth-Beast Pelt (1)	1332	DEF +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Earth-Beast Pelt (2)	1620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Earth-Beast Pelt (3)	1908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Beast Pelt (3)	2196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (1)	2484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (2)	2772	DEF +1

CASTLEGUARD SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1470	147	Leg Gear	30	—	DEF 22	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (4) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (3)	1044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Earth-Beast Pelt (1)	1332	DEF +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Earth-Beast Pelt (2)	1620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Earth-Beast Pelt (3)	1908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Beast Pelt (3)	2196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (1)	2484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (2)	2772	DEF +1

CASTLEGUARD BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1470	147	Foot Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (4) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (3)	1044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Earth-Beast Pelt (1)	1332	DEF +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Earth-Beast Pelt (2)	1620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Earth-Beast Pelt (3)	1908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Beast Pelt (3)	2196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (1)	2484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Earth-Beast Pelt (4) + Scorpion Head (2)	2772	DEF +1

CENTURION SET

CENTURION ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	6,426	Armor	50	10	DEF 61, Resist Fire +3	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Bloodsteel Ore (50) + Troll Armor Suit (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Bloodsteel Ore (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Sticky Web Fluid (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (4) + Sticky Web Fluid (2)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Bloodsteel Ore (3) + Sticky Web Fluid (3)	3,060	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Bloodsteel Ore (4)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (5)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Bloodsteel Ore (6) + Sticky Web Fluid (4)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (5) + Hard Scorpion Head (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (5) + Hard Scorpion Head (3)	6,510	DEF +1

CENTURION FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Arm Gear	50	10	DEF 52, Resist Earth +5	—

Rank	Recipe Cost	Recipe
10	1,000	Troll Claw+ (8) + Wyvern Fossil (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Sticky Web Fluid (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Sticky Web Fluid (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Bloodsteel Ore (2) + Sticky Web Fluid (2)	3,060	DEF +1, HP +21, STR +8, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Bloodsteel Ore (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Bloodsteel Ore (5) + Sticky Web Fluid (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (4) + Hard Scorpion Head (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (5) + Hard Scorpion Head (3)	6,510	DEF +1, HP +21, STR +8, DEX +8

CENTURION CUISSSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Leg Gear	50	10	DEF 52, Resist Fire +3	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Scorpion Shell+ (30) + Tough Old Pelt (30)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Sticky Web Fluid (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Sticky Web Fluid (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Bloodsteel Ore (2) + Sticky Web Fluid (2)	3,060	DEF +1, MP +2, INT +8, AGI +4
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Bloodsteel Ore (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Bloodsteel Ore (5) + Sticky Web Fluid (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (4) + Hard Scorpion Head (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (5) + Hard Scorpion Head (3)	6,510	DEF +1, MP +2, INT +8, AGI +4

CENTURION BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Foot Gear	50	10	DEF 52, Resist Earth +5	—

Rank	Recipe Cost	Recipe
10	1,000	Hard Massive Hoof (10) + Fine Basilisk Plume (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Bloodsteel Ore (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Sticky Web Fluid (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Sticky Web Fluid (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Bloodsteel Ore (2) + Sticky Web Fluid (2)	3,060	DEF +1, HP +18, MP +2, SPR +7
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Bloodsteel Ore (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Bloodsteel Ore (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Bloodsteel Ore (5) + Sticky Web Fluid (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (4) + Hard Scorpion Head (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Sticky Web Fluid (5) + Hard Scorpion Head (3)	6,510	DEF +1, HP +19, MP +2, SPR +7



CHAINMAIL SET

CHAINMAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
120	12	Armor	3	—	DEF 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Heavy Pelt (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Heavy Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (7) + Heavy Pelt (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Sturdy Chain (3)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Sturdy Chain (5)	580	DEF +1

CHAINMAIL GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
60	6	Arm Gear	3	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Heavy Pelt (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Heavy Pelt (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Heavy Pelt (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Sturdy Chain (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Sturdy Chain (3)	580	DEF +1

CHAIN TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
60	6	Leg Gear	3	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Heavy Pelt (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Heavy Pelt (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Heavy Pelt (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Sturdy Chain (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Sturdy Chain (3)	580	DEF +1

CHAINMAIL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
60	6	Foot Gear	3	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Heavy Pelt (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Heavy Pelt (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Heavy Pelt (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Sturdy Chain (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Sturdy Chain (3)	580	DEF +1

CHROME SET

CHROME ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
800	80	Armor	20	—	DEF 12, RES 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Shimmering Pelt (3) + Thread Ball (3)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (5) + Thread Ball (5)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (7) + Thread Ball (7)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (9) + Lizard Skin (3)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 4 (1) + Shimmering Pelt (11) + Lizard Skin (5)	696	DEF +1, RES +1

CHROME CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
400	40	Arm Gear	20	—	DEF 9, RES 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Shimmering Pelt (3) + Thread Ball (3)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (5) + Thread Ball (5)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (7) + Thread Ball (7)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (9) + Lizard Skin (3)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 4 (1) + Shimmering Pelt (11) + Lizard Skin (5)	696	DEF +1, RES +1

CHROME BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
400	40	Leg Gear	20	—	DEF 9, RES 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Shimmering Pelt (3) + Thread Ball (3)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (5) + Thread Ball (5)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (7) + Thread Ball (7)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (9) + Lizard Skin (3)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 4 (1) + Shimmering Pelt (11) + Lizard Skin (5)	696	DEF +1, RES +1

CHROME SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
400	40	Foot Gear	20	—	DEF 9, RES 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Shimmering Pelt (3) + Thread Ball (3)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (5) + Thread Ball (5)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (7) + Thread Ball (7)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Shimmering Pelt (9) + Lizard Skin (3)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 4 (1) + Shimmering Pelt (11) + Lizard Skin (5)	696	DEF +1, RES +1

CLOWN SET

CLOWN'S CLOAK

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Armor	30	—	DEF 25, RES 5	—
Rank	Recipe Cost	Recipe				
6	300	Withercap (5) + Fatal Flower Petal (5)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

CLOWN HANDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Arm Gear	30	—	DEF 20, RES 4	—
Rank	Recipe Cost	Recipe				
6	300	Withercap (3) + Fatal Flower Petal (5)				
Level	Recipe	Cost	Bonus			
+1	—	—	—			

CLOWN BOTTOM

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Leg Gear	30	—	DEF 20, RES 4	—
Rank	Recipe Cost	Recipe				
6	300	Withercap (3) + Fatal Flower Petal (5)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

CLOWN BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Foot Gear	30	—	DEF 20, RES 4	—
Rank	Recipe Cost	Recipe				
6	300	Withercap (3) + Fatal Flower Petal (5)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S SET

COOK'S APRON

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, SPR +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, SPR+5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, SPR+5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, SPR+5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S SET II

COOK'S APRON II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, SPR+20	—
Rank	Recipe Cost	Recipe				
12	1,200	Cook's Apron (1) + Red Chef Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, SPR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Cook's Gloves (1) + Blue Chef Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S TROUSERS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, SPR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Cook's Trousers (1) + Green Chef Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COOK'S BOOTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, SPR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Cook's Boots (1) + Blue Chef Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

COTTON SET

COTTON KIRTLE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
80	8	Armor	1	—	DEF 2	—
Rank	Recipe Cost	Recipe				
—	—					
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Little White Flower (3)	100	DEF +1, RES +1			
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Little White Flower (5)	220	DEF +1, RES +1			
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (7) + Little White Flower (7)	340	DEF +1, RES +1			
+4	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (9) + Broken Mask (3)	460	DEF +1, RES +1			
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (11) + Broken Mask (5)	580	DEF +1, RES +1			

COTTON CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
40	4	Arm Gear	1	—	DEF 1	—
Rank	Recipe Cost	Recipe				
—	—					
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Little White Flower (3)	100	DEF +1, RES +1			
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Little White Flower (5)	220	DEF +1, RES +1			
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (7) + Little White Flower (7)	340	DEF +1, RES +1			
+4	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (9) + Broken Mask (3)	460	DEF +1, RES +1			
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (11) + Broken Mask (5)	580	DEF +1, RES +1			

COTTON TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
40	4	Leg Gear	1	—	DEF 1	—
Rank	Recipe Cost	Recipe				
—	—					
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Little White Flower (3)	100	DEF +1, RES +1			
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Little White Flower (5)	220	DEF +1, RES +1			
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (7) + Little White Flower (7)	340	DEF +1, RES +1			
+4	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (9) + Broken Mask (3)	460	DEF +1, RES +1			
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (11) + Broken Mask (5)	580	DEF +1, RES +1			

COTTON BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
40	4	Arm Gear	1	—	DEF 1	—
Rank	Recipe Cost	Recipe				
—	—					
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Little White Flower (3)	100	DEF +1, RES +1			
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Little White Flower (5)	220	DEF +1, RES +1			
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (7) + Little White Flower (7)	340	DEF +1, RES +1			
+4	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (9) + Broken Mask (3)	460	DEF +1, RES +1			
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (11) + Broken Mask (5)	580	DEF +1, RES +1			

COPPER SET

COPPER PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
160	16	Armor	5	—	DEF 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (8) + Sturdy Chain (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Heavy Pelt (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Heavy Pelt (5)	580	DEF +1

COPPER CUISSSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
80	8	Leg Gear	5	—	DEF 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (8) + Sturdy Chain (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Heavy Pelt (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Heavy Pelt (5)	580	DEF +1

COPPER SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
80	8	Foot Gear	5	—	DEF 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (2)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (8) + Sturdy Chain (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Heavy Pelt (2)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (13) + Heavy Pelt (5)	580	DEF +1

DEMON SET

DEMON ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 53, RES 13	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Fire-Beast Pelt+ (12) + Fire-Dragon Wing+ (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Pelt+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Beast Pelt+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (3) + Fire-Beast Pelt+ (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (4) + Greaver Pelt+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (4) + Greaver Pelt+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Thaumus Beetle (4) + Fire-Beast Pelt+ (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (3) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1

DEMON CULOTTES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 49, RES 12	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Lethal Greaver Pelt (12) + Ebon-Cotton Boll

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Pelt+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Beast Pelt+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2) + Fire-Beast Pelt+ (2)	5,100	DEF +1, RES +1, MP +36 STR +26, VIT +12
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (2) + Greaver Pelt+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (3) + Greaver Pelt+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Greaver Pelt+ (3) + Fire-Beast Pelt+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (2) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1, MP +36 STR +28, VIT +12

DEMON BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Scale+ (50) + Bloody Cloth (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Pelt+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Beast Pelt+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2) + Fire-Beast Pelt+ (2)	5,100	DEF +1, RES +1, HP +64, MP +32, DEX +22
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (2) + Greaver Pelt+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (3) + Greaver Pelt+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Greaver Pelt+ (3) + Fire-Beast Pelt+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (2) + Bloody Cloth (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Pelt+ (4) + Bloody Cloth (2)	10,850	DEF +1, RES +1, HP +64, MP +32, DEX +22



DESERT SET

DESERT TUNIC

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Armor	5	—	DEF 5, RES 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Shriveled Vine (3) + Plume (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Shriveled Vine (5) + Plume (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Shriveled Vine (7) + Plume (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Shriveled Vine (9) + Yellow Pollen Grain (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Shriveled Vine (11) + Yellow Pollen Grain (5)	580	DEF +1, RES +1

DESERT GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
140	14	Arm Gear	5	—	DEF 3, RES 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Shriveled Vine (3) + Plume (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Shriveled Vine (5) + Plume (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Shriveled Vine (7) + Plume (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Shriveled Vine (9) + Yellow Pollen Grain (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Shriveled Vine (11) + Yellow Pollen Grain (5)	580	DEF +1, RES +1

DESERT PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
140	14	Leg Gear	5	—	DEF 3, RES 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Shriveled Vine (3) + Plume (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Shriveled Vine (5) + Plume (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Shriveled Vine (7) + Plume (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Shriveled Vine (9) + Yellow Pollen Grain (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Shriveled Vine (11) + Yellow Pollen Grain (5)	580	DEF +1, RES +1

DESERT MOCCASINS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
140	14	Foot Gear	5	—	DEF 3, RES 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Shriveled Vine (3) + Plume (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Shriveled Vine (5) + Plume (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Shriveled Vine (7) + Plume (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Shriveled Vine (9) + Yellow Pollen Grain (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Shriveled Vine (11) + Yellow Pollen Grain (5)	580	DEF +1, RES +1

DOMINION SET

DOMINION MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 64, Resist Wind +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Red Angel Coin (6) + Shiny Metal Lump (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Lethal Greaver Fang (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Emerald (3) + Fire-Dragon Wing+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Lethal Greaver Fang (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (4) + Lethal Greaver Fang (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Fang (3) + Fire-Dragon Wing+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (3) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (4) + Magebeast Heart+ (3)	10,850	DEF +1

DOMINION FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 57, Resist Wind +12	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Blue Angel's Coin (3) + Greaver Pell+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Wind-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Wind-Dragon Wing+ (2)	5,100	DEF +1, MP +16, STR +27, AGI +21
+6	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (2) + Greaver Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Greaver Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Fang+ (3) + Wind-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Wind-Dragon Wing+ (2) + Ice-Giant Spirit (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Wings+ (4) + Ice-Giant Spirit (2)	10,850	DEF +1, MP +16, STR +27, AGI +21

DOMINION BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 58, Resist Water +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Angel's Coin (6) + Fire-Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Keen Troll-King Claw (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Earth-Dragon Wing+ (2)	5,100	DEF +1, HP +70, MP +14, INT +27
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (2) + Keen Troll-King Claw (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Keen Troll-King Claw (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (3) + Earth-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Wing+ (2) + Fierce Iron Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Wing+ (4) + Fierce Iron Heart (2)	10,850	DEF +1, HP +70, MP +14, STR +27

DOMINION BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 58, Resist Water +12	Resist: Poison

Rank	Recipe Cost	Recipe
12	1,200	Blue Angel's Coin (3) + Ice-Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Giant Beard (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Ice-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Ice-Dragon Wing+ (2)	5,100	DEF +1, HP +70, VIT +26, DEX +22
+6	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (2) + Fire-Giant Beard (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Fire-Giant Beard (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Giant Beard (3) + Ice-Dragon Wings+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Wing+ (2) + Shiny Gold Lump (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Wing+ (4) + Shiny Gold Lump (2)	10,850	DEF +1, HP +70, VIT +26, DEX +22



DOOM SET

DOOM PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	840	Armor	41	8	DEF 40	Resist Poison

Rank	Recipe Cost	Recipe
8	800	Dull Rock Lump (1) + Rusted Panel (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Iron-Sand Grain (1)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (4) + Stone Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (6) + Stone Puppet Bangle (3)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Clay Face (1)	1,480	DEF +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (8) + Clay Face (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Clay Face (3)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Stone Puppet Bangle (4) + Clay Face (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Face (4) + Troll-King Mask (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + Clay Face (4) + Troll-King Mask (2)	3,080	DEF +1

DOOM GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	41	8	DEF 31	Resist Poison

Rank	Recipe Cost	Recipe
8	800	Iron Puppet Bangle (4) + Fancy Lizard Scale (30)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Iron-Sand Grain (2)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Stone Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Clay Face (1)	1,480	DEF +1, HP +3, VIT +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Clay Face (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Clay Face (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Stone Puppet Bangle (3) + Clay Face (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Face (3) + Troll-King Mask (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Clay Face (4) + Troll-King Mask (1)	3,080	DEF +1, HP +3, STR +1, VIT +1

DOOM BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	41	8	DEF 31	Resist Poison

Rank	Recipe Cost	Recipe
8	800	Mossy Face (3) + Green Ore (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Iron-Sand Grain (2)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Stone Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Clay Face (1)	1,480	DEF +1, HP +3
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Clay Face (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Clay Face (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Stone Puppet Bangle (3) + Clay Face (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Face (3) + Troll Mask (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Clay Face (4) + Troll Mask (1)	3,080	DEF +1, HP +3

DOOM BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	41	8	DEF 31	Resist: Poison

Rank	Recipe Cost	Recipe
8	800	Stone Heart (2) + Tanned Brute Skin (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Iron-Sand Grain (2)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3) + Stone Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Stone Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (7) + Clay Face (1)	1,480	DEF +1, HP +3, VIT +1
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Clay Face (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (9) + Clay Face (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Stone Puppet Bangle (3) + Clay Face (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Face (3) + Troll-King Mask (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Clay Face (4) + Troll-King Mask (1)	3,080	DEF +1, HP +3, VIT +1

DRAKKHEN SET

DRAKKHEN ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 74, Resist Wind +5	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Dragon Gem (2) + Aged Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Ice-Dragon Scale+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Ice-Dragon Scale+ (2) + Aged Dragon Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Aged Dragon Horn+ (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Aged Dragon Horn+ (3)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Ice-Dragon Scale+ (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (5) + Ice-Dragon Scale+ (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Ice-Dragon Scale+ (4) + Aged Dragon Horn+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (4) + Aged Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (6) + Aged Dragon Heart+ (3)	10,850	DEF +1

DRAKKHEN FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 64, Resist Fire +5	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Dragon Gem (1) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Greaver Horn+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Horn+ (1) + Wind-Dragon Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Wind-Dragon Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Wind-Dragon Horn+ (2)	5,100	DEF +1, MP +9, VIT +26, AGI +21
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Greaver Horn+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Greaver Horn+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Horn+ (3) + Wind-Dragon Horn+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Wind-Dragon Horn+ (3) + Fire-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Horn+ (5) + Fire-Dragon Heart+ (3)	10,850	DEF +1, MP +9, VIT +26, AGI +21

DRAKKHEN FAULDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 68, Resist Wind +5	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Dragon Gem (1) + Ice-Dragon Heart+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Fire-Dragon Tail+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail+ (1) + Fire-Beast Claw+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Claw+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Claw+ (2)	5,100	DEF +1, HP +76, MP +6, INT +26
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Fire-Dragon Tail+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Fire-Dragon Tail+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail+ (3) + Fire-Beast Claw+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Claw+ (3) + Ice-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Claw+ (5) + Ice-Dragon Heart+ (3)	10,850	DEF +1, HP +76, MP +6, INT +28

DRAKKHEN SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 66, Resist Wind +5	Resist: Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Dragon Gem (1) + Lethal Gallstone (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Lethal Greaver Horn (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Lethal Greaver Horn (1) + Metal Panel+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Metal Panel+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Metal Panel+ (2)	5,100	DEF +1, HP +76, STR +26, DEX +22
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Lethal Greaver Horn (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Lethal Greaver Horn (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (3) + Metal Panel+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Metal Panel+ (3) + Earth-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Metal Panel+ (5) + Earth-Dragon Heart+ (3)	10,850	DEF +1, HP +76, STR +28, DEX +22

CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST



EARTH SET

EARTH MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,102	Armor	43	8	DEF 40, Resist Earth +2	—

Rank	Recipe Cost	Recipe
8	800	Dull Gold Lump (1) + Iron-Sand Grain (15)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (1)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (4) + Clay Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Clay Puppet Bangle (3)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (6) + Iron Puppet Bangle (1)	1,480	DEF +1
+6	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (8) + Iron Puppet Bangle (3)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (4) + Iron Puppet Bangle (3)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Iron Puppet Bangle (4) + Waterspider Body (1)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Iron Puppet Bangle (4) + Waterspider Body (2)	3,080	DEF +1

EARTH FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	551	Arm Gear	43	8	DEF 33, Resist Earth +2	—

Rank	Recipe Cost	Recipe
8	800	Rock Puppet Bangle (4) + Morion Shard (15)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (1)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Clay Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Iron Puppet Bangle (1)	1,480	DEF +1
+6	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Iron Puppet Bangle (3) + Waterspider Body (1)	3,080	DEF +1

EARTH TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	551	Leg Gear	43	8	DEF 33, Resist Earth +2	—

Rank	Recipe Cost	Recipe
8	800	Earth-Dragon Skull (1) + Rigid Lizard Tail (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (1)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Clay Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Iron Puppet Bangle (1)	1,480	DEF +1, HP +2, DEX +1
+6	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Iron Puppet Bangle (3) + Waterspider Body (1)	3,080	DEF +1, HP +2, DEX +2

EARTH FOOTWEAR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	551	Foot Gear	43	8	DEF 33, Resist Earth +2	—

Rank	Recipe Cost	Recipe
8	800	Earth-Dragon Tale (2) + Troll-King Helm (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (1)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (1)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (3) + Clay Puppet Bangle (2)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Clay Puppet Bangle (2)	1,160	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Fancy Lizard Scale (5) + Iron Puppet Bangle (1)	1,480	DEF +1, HP +2, AGI +1
+6	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Fancy Lizard Scale (7) + Iron Puppet Bangle (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Clay Puppet Bangle (3) + Iron Puppet Bangle (2)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Iron Puppet Bangle (3) + Waterspider Body (1)	3,080	DEF +1, HP +2, AGI +1

ELDORE SET

WANDERER'S ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Armor	1	—	DEF 4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Thread Ball (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Thread Ball (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Thread Ball (3)	1,080	DEF +3
+4	Guardian Pearl Lv. 2 (1) + Thread Ball (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Thread Ball (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Thread Ball (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Thread Ball (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Thread Ball (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Thread Ball (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Thread Ball (10)	3,810	DEF +3

LEATHER GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Arm Gear	1	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Thread Ball (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Thread Ball (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Thread Ball (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Thread Ball (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Thread Ball (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Thread Ball (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Thread Ball (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Thread Ball (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Thread Ball (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Thread Ball (10)	3,810	DEF +3

WANDERER'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Leg Gear	1	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Thread Ball (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Thread Ball (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Thread Ball (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Thread Ball (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Thread Ball (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Thread Ball (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Thread Ball (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Thread Ball (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Thread Ball (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Thread Ball (10)	3,810	DEF +3

BRONZE BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Foot Gear	1	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Thread Ball (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Thread Ball (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Thread Ball (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Thread Ball (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Thread Ball (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Thread Ball (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Thread Ball (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Thread Ball (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Thread Ball (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Thread Ball (10)	3,810	DEF +3



ELEMENTAL SET

ELEMENTAL ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,060	Armor	50	10	DEF 43, RES 11, Resist Fire +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Pure White Pelt (10) + Luneflower (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1)	300	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Luneflower (1)	990	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (3) + Tough Shaggy Belt (1)	1,680	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (3) + Tough Shaggy Belt (2)	2,370	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Luneflower (2) + Tough Shaggy Belt (3)	3,060	DEF +1, RES +1
+6	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (4) + Luneflower (3)	3,750	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (5) + Luneflower (4)	4,440	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Luneflower (5) + Tough Shaggy Belt (3)	5,130	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Tough Shaggy Belt (4) + Earth-Beast Pelt+ (2)	5,820	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Tough Shaggy Belt (4) + Earth-Beast Pelt+ (3)	6,510	DEF +1, RES +1

ELEMENTAL BRACERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Arm Gear	50	10	DEF 38, RES 11, Resist Water +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Mist Crystal+ (3) + Tough Shaggy Pelt (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1)	300	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Cloud-Cotton Boll (1) + Luneflower (1)	990	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Tough Shaggy Pelt (1)	1,680	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (5) + Tough Shaggy Pelt (1)	2,370	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Luneflower (2) + Tough Shaggy Pelt (2)	3,060	DEF +1, RES +1, HP +17, STR +8, DEX +8
+6	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (4) + Luneflower (2)	3,750	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (4) + Luneflower (3)	4,440	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Luneflower (4) + Tough Shaggy Pelt (2)	5,130	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Tough Shaggy Pelt (3) + Earth-Beast Pelt+ (1)	5,820	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Tough Shaggy Pelt (4) + Earth-Beast Pelt+ (2)	6,510	DEF +1, RES +1, HP +21, STR +8, DEX +8

ELEMENTAL SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Leg Gear	50	10	DEF 38, RES 11, Resist Wind +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Pure Beast Claw (20) + Centenary branch (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1)	300	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1) + Luneflower (1)	990	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Tough Shaggy Pelt (1)	1,680	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Tough Shaggy Pelt (1)	2,370	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Luneflower (2) + Tough Shaggy Pelt (2)	3,060	DEF +1, RES +1, MP +10, INT +8, AGI +4
+6	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (4) + Luneflower (2)	3,750	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (4) + Luneflower (3)	4,440	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Luneflower (4) + Tough Shaggy Pelt (2)	5,130	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Tough Shaggy Pelt (3) + Earth-Beast Pelt+ (1)	5,820	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Tough Shaggy Pelt (4) + Earth-Beast Pelt+ (2)	6,510	DEF +1, RES +1, MP +20, INT +16, AGI +8

ELEMENTAL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Foot Gear	50	10	DEF 38, RES 11, Resist Earth +5	Resist: Silence

Rank	Recipe Cost	Recipe
10	1,000	Pure White Pelt (10) + Direpspring Egg+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1)	300	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (1) + Luneflower (1)	990	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Tough Shaggy Pelt (1)	1,680	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (2) + Tough Shaggy Pelt (1)	2,370	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Luneflower (2) + Tough Shaggy Pelt (2)	3,060	DEF +1, RES +1, HP +17, MP +10, SPR +7
+6	Guardian Pearl Lv. 8 (1) + Snow-Cotton Boll (4) + Luneflower (2)	3,750	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (4) + Luneflower (3)	4,440	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Luneflower (4) + Tough Shaggy Pelt (2)	5,130	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Tough Shaggy Pelt (3) + Earth-Beast Pelt+ (1)	5,820	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Tough Shaggy Pelt (4) + Earth-Beast Pelt+ (2)	6,510	DEF +1, RES +1, HP +17, MP +10, SPR +7

FAERIE SET

FAERIE ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 63, Resist Earth +12	—

Rank	Recipe Cost	Recipe
12	1,200	Red Faerie's Coin (6) + Aged Dragon Heart+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Stone Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Waterspider Claw+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Waterspider Claw+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Stone Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Stone Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Stone Puppet Arm (3) + Waterspider Claw+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Waterspider Claw+ (3) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Claw+ (4) + Magebeast Heart+ (3)	10,850	DEF +1

FAERIE VAMBRACES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 56, Resist Wind +12	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Blue Faerie's Coin (3) + Monster Fossil (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Greaver Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Greaver Horn+ (2)	5,100	DEF +1, HP +70, MP +14, SPR +26
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (2) + Iron Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Iron Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Iron Puppet Arm (3) + Greaver Horn+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Greaver Horn+ (2) + Aged Dragon Wing+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Greaver Horn+ (4) + Aged Dragon Wing+ (2)	10,850	DEF +1, HP +70, MP +14, SPR +26

FAERIE BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 59, Resist Earth +12	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Green Faerie's Coin (6), Fire-Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Gold Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Dragon Wing+ (2)	5,100	DEF +1, MP +16 STR +27, VIT +26
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (2) + Gold Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Gold Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Gold Puppet Arm (3) + Fire-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (2) + Wind-Dragon Horn+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (4) + Wind-Dragon Horn+ (2)	10,850	DEF +1, MP +16 STR +27, VIT +26

FAERIE BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 58, Resist Wind +12	Resist: Sleep

Rank	Recipe Cost	Recipe
12	1,200	Blue Faerie's Coin (3) + Aged Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Troll-King Greave (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Wing+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Earth-Dragon Wing+ (2)	5,100	DEF +1, HP +70, AGI +21, DEX +22
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (2) + Troll-King Greave (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Troll-King Greave (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Troll-King Greave (3) + Earth-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Wing+ (2) + Earth-Dragon Horn+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Wing+ (4) + Earth-Dragon Horn+ (2)	10,850	DEF +1, HP +70, AGI +21, DEX +22

CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST



FENCER'S SET

FENCER'S ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
700	70	Armor	15	—	DEF 12	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Scale (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Scale (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (7) + Lizard Scale (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (9) + Shimmering Pelt (3)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Shimmering Pelt (5)	696	DEF +1

FENCER'S GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
350	35	Arm Gear	15	—	DEF 8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Scale (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Scale (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (7) + Lizard Scale (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (9) + Shimmering Pelt (3)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Shimmering Pelt (5)	696	DEF +1

FENCER'S SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
350	35	Leg Gear	15	—	DEF 8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Scale (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Scale (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (7) + Lizard Scale (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (9) + Shimmering Pelt (3)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Shimmering Pelt (5)	696	DEF +1

FENCER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
350	35	Foot Gear	15	—	DEF 8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Scale (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Scale (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (7) + Lizard Scale (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (9) + Shimmering Pelt (3)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Shimmering Pelt (5)	696	DEF +1

DRAGONSCALE SET

DRAGONSCALE PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 64, Resist Fire +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Red Inferno Coin (6) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Lethal Greaver Fang (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Gold Panel+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Gold Panel+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Lethal Greaver Fang (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Lethal Greaver Fang (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Fang (3) + Gold Panel+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Gold Panel+ (3) + Fire-Dragon Skull+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Panel+ (4) + Fire-Dragon Skull+ (3)	10,850	DEF +1

DRAGONSCALE FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 58, Resist Fire +12	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Inferno Coin (3) + Fire-Dragon Heart+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Clay Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Earth-Dragon Tail+ (2)	5,100	DEF +1, HP +88, STR +27, DEX +22
+6	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (2) + Clay Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Clay Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Clay Puppet Arm (3) + Earth-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Tail+ (2) + Fire-Beast Tail+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Tail+ (4) + Fire-Beast Tail+ (2)	10,850	DEF +1, HP +88, STR +27, DEX +22

DRAGONSCALE SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 58, Resist Fire +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Green Inferno Coin (6) + Fire-Dragon Horn+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Stone Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Silver Troll Maul (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Silver Troll Maul (2)	5,100	DEF +1, MP +16, INT +26, AGI +21
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Stone Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Stone Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Stone Puppet Arm (3) + Silver Troll Maul (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Silver Troll Maul (2) + Shiny Metal Lump (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Silver Troll Maul (4) + Shiny Metal Lump (2)	10,850	DEF +1, MP +16, INT +26, AGI +21

FIRE-DRAGON SET

FIRE-DRAGON ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3640	Armor	50	11	DEF 48, RES 12, Resist Fire +5	Resist Poison

Rank	Recipe Cost	Recipe
11	1,100	Earth-Dragon Scale+ (40) + Wind-Dragon Scale+ (30)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (2)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Waterspider Leg+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Solflower (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (3) + Solflower (2)	4,080	DEF +1, RES +1
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (4) + Waterspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (4) + Waterspider Leg+ (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Waterspider Leg+ (4) + Solflower (3)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Solflower (3) + Fire-Giant Spirit (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Solflower (4) + Fire-Giant Spirit (2)	8,680	DEF +1, RES +1

FIRE-DRAGON PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,820	Leg Gear	50	11	DEF 43, RES 12, Resist Fire +5	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Wind-Dragon Wing+ (5) + Ebon-Cotton Boll (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Waterspider Leg+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Solflower (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (2) + Solflower (2)	4,080	DEF +1, RES +1, MP +25, INT +17, AGI +12
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Waterspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (3) + Waterspider Leg+ (2)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Waterspider Leg+ (3) + Solflower (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Solflower (2) + Fire-Giant Spirit (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Solflower (4) + Fire-Giant Spirit (2)	8,680	DEF +1, RES +1, MP +26, INT +18, AGI +13

FIRE-DRAGON BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,820	Foot Gear	50	11	DEF 43, RES 12, Resist Fire +5	—

Rank	Recipe Cost	Recipe
11	1,100	Wind-Dragon Horn+ (4) + Ice-Giant Beard(8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Waterspider Leg+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Solflower (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (2) + Solflower (2)	4,080	DEF +1, RES +1, HP +40, MP +16, SPR +17
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Waterspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (3) + Waterspider Leg+ (2)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Waterspider Leg+ (3) + Solflower (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Solflower (2) + Fire-Giant Spirit (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Solflower (4) + Fire-Giant Spirit (2)	8,680	DEF +1, RES +1, HP +40, MP +16, SPR +18

FOREST SET

FOREST ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	840	Armor	36	7	DEF 33, Resist Wind +2	—

Rank	Recipe Cost	Recipe
7	700	Direspider Body (8) + Steel Thread Ball (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (3)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (4) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Gold Ore (3)	1,044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (1)	1,332	DEF +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Spider Web Fluid (2)	1,620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Spider Web Fluid (3)	1,908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (4) + Spider Web Fluid (3)	2,196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (4) + Troll Mask (1)	2,484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (4) + Troll Mask (2)	2,772	DEF +1

FOREST GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	36	7	DEF 24, ResistWater +2	—

Rank	Recipe Cost	Recipe
7	700	Direspider Claw (4) + Troll Claw (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (2)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	1,044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (1)	1,332	DEF +1, HP +3
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (2)	1,620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Spider Web Fluid (2)	1,908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (3) + Spider Web Fluid (3)	2,196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (3) + Troll Mask (1)	2,484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (4) + Troll Mask (1)	2,772	DEF +1, HP +3, STR +1

FOREST CUISSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	36	7	DEF 24, Resist Wind +2	—

Rank	Recipe Cost	Recipe
7	700	Troll Helm (10) + Scorpion Shell (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (2)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	1,044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (1)	1,332	DEF +1, HP +3, VIT +1
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (2)	1,620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Spider Web Fluid (2)	1,908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (3) + Spider Web Fluid (3)	2,196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (3) + Troll Mask (1)	2,484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (4) + Troll Mask (1)	2,772	DEF +1, HP +3, VIT +1

FOREST SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	36	7	DEF 24, Resist Water +2	—

Rank	Recipe Cost	Recipe
7	700	Direspider Leg (10) + Ancient-Fish Fossil (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (2)	180	DEF +1
+2	Guardian Pearl Lv. 5 (1) + Steel Ore (3) + Gold Ore (1)	468	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	756	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Gold Ore (2)	1,044	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (1)	1,332	DEF +1, HP +3
+6	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Spider Web Fluid (2)	1,620	DEF +1
+7	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Spider Web Fluid (2)	1,908	DEF +1
+8	Guardian Pearl Lv. 6 (1) + Gold Ore (3) + Spider Web Fluid (3)	2,196	DEF +1
+9	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (3) + Troll Mask (1)	2,484	DEF +1
+10	Guardian Pearl Lv. 6 (1) + Spider Web Fluid (4) + Troll Mask (1)	2,772	DEF +1, HP +3



GENERAL'S SET

GENERAL'S CUIRASS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	6,426	Armor	50	10	DEF 62, Resist Fire +2	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Featherlight Ore (60) + Sticky Web Fluid (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Troll Armor Suit (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Tail+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (4) + Scorpion Tail+ (2)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (3) + Scorpion Tail+ (3)	3,060	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Troll Armor Suit (4)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Troll Armor Suit (5)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (6) + Scorpion Tail+ (4)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (3)	6,510	DEF +1

GENERAL'S FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Arm Gear	50	10	DEF 53, Resist Wind +2	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Earth-Brute Claw+ (8) + Rough Ruby

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Troll Armor Suit (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Scorpion Tail+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Tail+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (2) + Scorpion Tail+ (2)	3,060	DEF +1, HP +22, MP +2, SPR +7
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Troll Armor Suit (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Troll Armor Suit (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (5) + Scorpion Tail+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (4) + Tough Old Pelt (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (3)	6,510	DEF +1, HP +23, MP +2, SPR +7

GENERAL'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Leg Gear	50	10	DEF 52, Resist Fire +2	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Bloodsteel Ore (35) + Fuelstone Lump (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Troll Armor Suit (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Scorpion Tail+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Tail+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (2) + Scorpion Tail+ (2)	3,060	DEF +1, MP +2, VIT +7, AGI +4
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Troll Armor Suit (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Troll Armor Suit (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (5) + Scorpion Tail+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (4) + Tough Old Pelt (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (3)	6,510	DEF +1, MP +2, VIT +7, AGI +4

GENERAL'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Foot Gear	50	10	DEF 53, Resist Wind +2	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Hard Massive Jaw (4) + Tough Thread Ball (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Troll Armor Suit (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Scorpion Tail+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Tail+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (2) + Scorpion Tail+ (2)	3,060	DEF +1, HP +21, STR +8, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Troll Armor Suit (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Troll Armor Suit (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (5) + Scorpion Tail+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (4) + Tough Old Pelt (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (3)	6,510	DEF +1, HP +21, STR +8, DEX +8

GRAPPLER SET

GRAPPLER MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	120	Armor	20	—	DEF 16	—

Rank	Recipe Cost	Recipe
4	200	Spider Thread (5) + Spider Corpse (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Mini Scorpion Shell (3)	120	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Mini Scorpion Shell (5)	264	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (7) + Mini Scorpion Shell (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (9) + Spider Corpse (3)	552	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (11) + Spider Corpse (5)	696	DEF +1

GRAPPLER FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	60	Arm Gear	20	—	DEF 11	—

Rank	Recipe Cost	Recipe
4	200	Spider Thread (5) + Spider Corpse (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Mini Scorpion Shell (1)	120	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Mini Scorpion Shell (3)	264	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Mini Scorpion Shell (5)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (7) + Spider Corpse (1)	552	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (9) + Spider Corpse (3)	696	DEF +1

GRAPPLER TASSETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	60	Leg Gear	20	—	DEF 11	—

Rank	Recipe Cost	Recipe
4	200	Spider Thread (5) + Spider Corpse (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Mini Scorpion Shell (1)	120	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Mini Scorpion Shell (3)	264	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Mini Scorpion Shell (5)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (7) + Spider Corpse (1)	552	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (9) + Spider Corpse (3)	696	DEF +1

GRAPPLER BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	60	Foot Gear	20	—	DEF 11	—

Rank	Recipe Cost	Recipe
4	200	Spider Thread (5) + Spider Corpse (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Mini Scorpion Shell (1)	120	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Mini Scorpion Shell (3)	264	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Mini Scorpion Shell (5)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (7) + Spider Corpse (1)	552	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (9) + Spider Corpse (3)	696	DEF +1



GRATOS SET

GRATOS CLOAK

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 58, RES 10	Resist Poison, Silence

Rank	Recipe Cost	Recipe
12	1,200	Red Gratos Coin (6) + Lethal Gallstone (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Wind-Dragon Tail+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (3) + Waterspider Fang+ (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (4) + Wind-Dragon Tail+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (4) + Wind-Dragon Tail+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Wind-Dragon Tail+ (4) + Waterspider Fang+ (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (3) + Magebeast Heart+ (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (4) + Magebeast Heart+ (2)	10,850	DEF +1, RES +1

GRATOS HANDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Arm Gear	50	12	DEF 53, RES 10	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Gratos Coin (3) + Thaumus Beetle(3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Dull Turret (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Blue Ore+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2) + Blue Ore+ (2)	5,100	DEF +1, RES +1, HP+80, VIT+13, SPR+27
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (2) + Dull Turret (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (3) + Dull Turret (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Dull Turret (3) + Blue Ore+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Blue Ore+ (2) + Coma Sac (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Blue Ore+ (4) + Coma Sac (2)	10,850	DEF +1, RES +1, HP+80, VIT+13, SPR+27

GRATOS PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Leg Gear	50	12	DEF 53, RES 10	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Gratos Coin (3) + Pointy Demon Tail (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1 RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	1,650	DEF +1 RES +1
+3	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (1)	2,800	DEF +1 RES +1
+4	Guardian Pearl Lv. 10 (1) + Purple Ore+ (1)	3,950	DEF +1 RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2) + Purple Ore+ (2)	5,100	DEF +1 RES +1 MP +33 AGI +22 DEX +23
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (2) + Dull White Beast Skin (2)	6,250	DEF +1 RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (3) + Dull White Beast Skin (2)	7,400	DEF +1 RES +1
+8	Guardian Gem Lv. 1 (1) + Dull White Beast Skin (3) + Purple Ore+ (2)	8,550	DEF +1 RES +1
+9	Guardian Gem Lv. 1 (1) + Purple Ore+ (2) + Lethal Gallstone (1)	9,700	DEF +1 RES +1
+10	Guardian Gem Lv. 1 (1) + Purple Ore+ (4) + Lethal Gallstone (2)	10,850	DEF +1 RES +1 MP +33 AGI +22 DEX +23

GRATOS BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Foot Gear	50	12	DEF 53, RES 10	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Gratos Coin (3) + Greaver Pelt+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	500	DEF +1 RES +1
+2	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (1)	1,650	DEF +1 RES +1
+3	Guardian Pearl Lv. 10 (1) + Dull Beast Skin (1)	2,800	DEF +1 RES +1
+4	Guardian Pearl Lv. 10 (1) + Black Ore+ (1)	3,950	DEF +1 RES +1
+5	Guardian Pearl Lv. 10 (1) + Thaumus Beetle (2) + Black Ore+ (2)	5,100	DEF +1 RES +1, HP +65, MP +38, INT +28
+6	Guardian Gem Lv. 1 (1) + Thaumus Beetle (2) + Dull Beast Skin (2)	6,250	DEF +1 RES +1
+7	Guardian Gem Lv. 1 (1) + Thaumus Beetle (3) + Dull Beast Skin (2)	7,400	DEF +1 RES +1
+8	Guardian Gem Lv. 1 (1) + Dull Beast Skin (3) + Black Ore+ (2)	8,550	DEF +1 RES +1
+9	Guardian Gem Lv. 1 (1) + Black Ore+ (2) + Fierce Gold Heart (1)	9,700	DEF +1 RES +1
+10	Guardian Gem Lv. 1 (1) + Black Ore+ (4) + Fierce Gold Heart (2)	10,850	DEF +1 RES +1, HP +65, MP +38, INT +28

GREAVER SET

GREAVER JACKET

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1500	150	Armor	25	—	DEF 20, RES 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Knotty Pelt (3) + Greaver Spine (3)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Knotty Pelt (5) + Greaver Spine (5)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Knotty Pelt (7) + Greaver Spine (7)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Knotty Pelt (9) + Gas Sac (3)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Knotty Pelt (11) + Gas Sac (5)	1044	DEF +1, RES +1

GREAVER GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
770	77	Arm Gear	25	—	DEF 15, RES 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Knotty Pelt (1) + Greaver Spine (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Knotty Pelt (3) + Greaver Spine (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Knotty Pelt (5) + Greaver Spine (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Knotty Pelt (7) + Gas Sac (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Knotty Pelt (9) + Gas Sac (3)	1044	DEF +1, RES +1, HP +2, MP +7, SPR +2

GREAVER PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
770	77	Leg Gear	25	—	DEF 15, RES 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Knotty Pelt (1) + Greaver Spine (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Knotty Pelt (3) + Greaver Spine (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Knotty Pelt (5) + Greaver Spine (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Knotty Pelt (7) + Gas Sac (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Knotty Pelt (9) + Gas Sac (3)	1044	DEF +1, RES +1, MP +7, INT +2

GREAVER GAITERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
770	77	Foot Gear	25	—	DEF 15, RES 5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Knotty Pelt (1) + Greaver Spine (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Knotty Pelt (3) + Greaver Spine (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Knotty Pelt (5) + Greaver Spine (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Knotty Pelt (7) + Gas Sac (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Knotty Pelt (9) + Gas Sac (3)	1044	DEF +1, RES +1, MP +7, SPR +2

HEAVY SET

HEAVY ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,205	Armor	48	9	DEF 52, Resist Earth +2	—

Rank	Recipe Cost	Recipe
9	900	Knave Face (5), Demon Fossil (20)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (2)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Panel (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (4) + Knave Panel (2)	1,392	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Demon Fossil (3) + Knave Panel (3)	1,776	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (4)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (5)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (6) + Knave Panel (4)	2,928	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Panel (5) + Fire-Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Panel (5) + Fire-Dragon Heart (3)	3,696	DEF +1

HEAVY GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Arm Gear	48	9	DEF 44, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Knave Bangle (3) + Black Iron Ore (20)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Panel (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Panel (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Demon Fossil (2) + Knave Panel (2)	1,776	DEF +1, HP +7, VIT +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Knave Panel (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Panel (4) + Fire-Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Panel (5) + Fire-Dragon Heart (3)	3,696	DEF +1, HP +7, VIT +2, AGI +1

HEAVY CUISSSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Leg Gear	48	9	DEF 44, Resist Earth +2	—

Rank	Recipe Cost	Recipe
9	900	Knave Panel (1) + Gallstone (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Panel (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Panel (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Demon Fossil (2) + Knave Panel (2)	1,776	DEF +1, HP +7, VIT +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Knave Panel (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Panel (4) + Fire-Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Panel (5) + Fire-Dragon Heart (3)	3,696	DEF +1, HP +7, VIT +2

HEAVY SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,312	Foot Gear	48	9	DEF 44, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Knave Panel (3) + Fire-Brute Pelt (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Demon Fossil (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Panel (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Panel (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Demon Fossil (2) + Knave Panel (2)	1,776	DEF +1, HP +7, STR +1, VIT +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Demon Fossil (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (6) + Demon Fossil (4)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (5) + Knave Panel (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Panel (4) + Fire-Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Panel (5) + Fire-Dragon Heart (3)	3,696	DEF +1, HP +7, STR +1, VIT +2

HELLION SET

HELLION MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 65	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Dull Turret (2) + Destroyer Mask+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Knave Face+ (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Knave Face+ (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Evil Eye+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Knave Face+ (3) + Magebeast Mask+ (2)	5,100	DEF +1, HP +88, MP +21, DEX +22
+6	Guardian Gem Lv. 1 (1) + Knave Face+ (3) + Fiend Evil Eye+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Knave Face+ (4) + Fiend Evil Eye+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fiend Evil Eye+ (3) + Magebeast Mask+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (3) + Destroyer Eye+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (4) + Destroyer Eye+ (3)	10,850	DEF +1, HP +176, MP +42, DEX +44

HELLION FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 56	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Devil Evil Eye+ (2) + Devil Claw+ (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Knave Face (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Knave Face (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Evil Eye+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Knave Face (2) + Magebeast Mask+ (2)	5,100	DEF +1, HP +70, VIT +26, SPR +26
+6	Guardian Gem Lv. 1 (1) + Knave Face (2) + Fiend Evil Eye+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Knave Face (3) + Fiend Evil Eye+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fiend Evil Eye+ (3) + Magebeast Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (2) + Destroyer Eye+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (4) + Destroyer Eye+ (2)	10,850	DEF +1, HP +70, VIT +26, SPR +26

HELLION TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 57	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Demon Evil Eye (2) + Evil Demon Heart (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Knave Face (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Knave Face (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Evil Eye+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Knave Face (2) + Magebeast Mask+ (2)	5,100	DEF +1, MP +16 STR +26, INT +26
+6	Guardian Gem Lv. 1 (1) + Knave Face (2) + Fiend Evil Eye+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Knave Face (3) + Fiend Evil Eye+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fiend Evil Eye+ (3) + Magebeast Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (2) + Destroyer Eye+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (4) + Destroyer Eye+ (2)	10,850	DEF +1, MP +16, INT +26, AGI +26

HELLION BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 57	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Magestone Turret (2) + Fiend Mark+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Knave Face (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Knave Face (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fiend Evil Eye+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Knave Face (2) + Magebeast Mask+ (2)	5,100	DEF +1, HP +70, MP +14, AGI +21
+6	Guardian Gem Lv. 1 (1) + Knave Face (2) + Fiend Evil Eye+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Knave Face (3) + Fiend Evil Eye+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fiend Evil Eye+ (3) + Magebeast Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (2) + Destroyer Eye+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Mask+ (4) + Destroyer Eye+ (2)	10,850	DEF +1, HP +70, MP +14, AGI +21



HERO'S SET

HERO'S PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	6,426	Armor	50	10	DEF 62, Resist Fire +3	Resist Sleep

Rank	Recipe Cost	Recipe
10	1,000	Troll Treasure (2) + Fulgurstone (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (2)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Wyvern Fossil (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Fire-Dragon Heart (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (4) + Fire-Dragon Heart (2)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (3) + Fire-Dragon Heart (3)	3,060	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Wyvern Fossil (4)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Wyvern Fossil (5)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (6) + Fire-Dragon Heart (4)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-Dragon Heart (5) + DireSpider Body+ (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-Dragon Heart (5) + DireSpider Body+ (3)	6,510	DEF +1

HERO'S GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Arm Gear	50	10	DEF 53, Resist Wind +3	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Troll's Treasure (1) + Fire-Dragon Skull (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Wyvern Fossil (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Wind-Dragon Heart (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Wind-Dragon Heart (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (2) + Wind-Dragon Heart (2)	3,060	DEF +1, HP +21, STR +8, SPR +7
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Wyvern Fossil (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Wyvern Fossil (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (2) + Wind-Dragon Heart (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Wind-Dragon Heart (4) + Magic Core (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Wind-Dragon Heart (5) + Magic Core (3)	6,510	DEF +1, HP +21, STR +8, SPR +7

HERO'S BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Leg Gear	50	10	DEF 53, Resist Water +3	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Troll's Treasure (1) + Pure Heart (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Wyvern Fossil (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Ice-Dragon Heart (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Ice-Dragon Heart (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (2) + Ice-Dragon Heart (2)	3,060	DEF +1, HP +22, MP +2, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Wyvern Fossil (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Wyvern Fossil (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (5) + Ice-Dragon Heart (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Ice-Dragon Heart (4) + Toxin Sac (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Ice-Dragon Heart (5) + Toxin Sac (3)	6,510	DEF +1, HP +23, MP +2, DEX +8

HERO'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,825	Foot Gear	50	10	DEF 54, Resist Fire +3	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Troll's Treasure (1) + Tough Thread (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Wyvern Fossil (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Earth-Dragon Heart (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Earth-Dragon Heart (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (2) + Earth-Dragon Heart (2)	3,060	DEF +1, MP +2, INT +8, AGI +4
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Wyvern Fossil (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Wyvern Fossil (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Wyvern Fossil (5) + Earth-Dragon Heart (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Earth-Dragon Heart (4) + Earth-Beast Claw+ (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Earth-Dragon Heart (5) + Earth-Beast Claw+ (3)	6,510	DEF +1, MP +2, INT +8, AGI +4

HONEY SET

HONEY CROSS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

HONEY RING

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

HONEY SKIRT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

HONEY LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—



HONEY SET II

HONEY CROSS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Honey Cross (1) + Red Seeker Coin (6)				
Level	Recipe				Cost	Bonus
—	—				—	—

HONEY RING II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Honey Ring (1) + Blue Seeker Coin (3)				
Level	Recipe				Cost	Bonus
—	—				—	—

HONEY SKIRT II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Honey Skirt (1) + Green Seeker Coin (6)				
Level	Recipe				Cost	Bonus
—	—				—	—

HONEY LEGGINGS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Honey Leggings (1) + Blue Seeker Coin (3)				
Level	Recipe				Cost	Bonus
—	—				—	—

HUNTER'S SET

HUNTER'S JACKET

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, STR +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe				Cost	Bonus
—	—				—	—

HUNTER'S CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, STR +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe				Cost	Bonus
—	—				—	—

HUNTER'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, STR +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe				Cost	Bonus
—	—				—	—

HUNTER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, STR +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe				Cost	Bonus
—	—				—	—

HUNTER'S SET II

HUNTER'S JACKET II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, STR+20	—
Rank	Recipe Cost	Recipe				
12	1,200	Hunter's Jacket (1) + Red Hunter Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

HUNTER'S CUFFS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, STR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Hunter's Cuffs (1) + Blue Hunter Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

HUNTER'S PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, STR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Hunter's Pants (1) + Green Hunter Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

HUNTER'S CUFFS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, STR +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Hunter's Boots (1) + Blue Hunter Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

ICE-DRAGON SET

ICE-DRAGON ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 75, Resist Water +5	—
Rank	Recipe Cost	Recipe				
12	1,200	Ice-Dragon Skull+ (2) + Ice-Dragon Scale+ (50)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Tail+ (2) + Aged Dragon Horn+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Aged Dragon Horn+ (2)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Aged Dragon Horn+ (3)	5,100	DEF +1			
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Aged Dragon Tail+ (3)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (5) + Aged Dragon Tail+ (3)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (4) + Aged Dragon Horn+ (3)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (4) + Ice-Dragon Heart+ (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (6) + Ice-Dragon Heart+ (3)	10,850	DEF +1			

ICE-DRAGON FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 66, Resist Water +5	Resist Sleep
Rank	Recipe Cost	Recipe				
12	1,200	Ice-Dragon Wing+ (8) + Mithril Ore (50)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Aged Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Tail+ (1) + Aged Dragon Horn+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (1)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (2)	5,100	DEF +1, HP +76, MP +6, SPR +26			
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Aged Dragon Tail+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Aged Dragon Tail+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (3) + Aged Dragon Horn+ (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (3) + Ice-Dragon Heart+ (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (5) + Ice-Dragon Heart+ (3)	10,850	DEF +1, HP +76, MP +6, SPR +26			

ICE-DRAGON FAULDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 65, Resist Water +5	—
Rank	Recipe Cost	Recipe				
12	1,200	Ice-Dragon Skull+ (2) + Magic Core+ (4)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Aged Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Tail+ (1) + Aged Dragon Horn+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (1)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (2)	5,100	DEF +1, MP +7, VIT +26, AGI +21			
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Aged Dragon Tail+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Aged Dragon Tail+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (3) + Aged Dragon Horn+ (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (3) + Ice-Dragon Heart+ (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (5) + Ice-Dragon Heart+ (3)	10,850	DEF +1, MP +7, VIT +26, AGI +21			

ICE-DRAGON BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 66, Resist Water +5	Resist Sleep
Rank	Recipe Cost	Recipe				
12	1,200	Ice-Dragon Horn+ (6) + Ice-Dragon Heart+ (3)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Aged Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Aged Dragon Tail+ (1) + Aged Dragon Horn+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (1)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Aged Dragon Horn+ (2)	5,100	DEF +1, HP +76, STR +26, DEX +22			
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Aged Dragon Tail+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Aged Dragon Tail+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Tail+ (3) + Aged Dragon Horn+ (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (3) + Ice-Dragon Heart+ (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Aged Dragon Horn+ (5) + Ice-Dragon Heart+ (3)	10,850	DEF +1, HP +76, STR +28, DEX +22			



INNOCENT'S SET

INNOCENT'S TUNIC

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
2000	200	Armor	30	—	DEF 23, RES 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Crown Jewelbug (1)	468	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Crown Jewelbug (2)	756	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Crown Jewelbug (3)	1,044	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (1)	1,332	DEF +1, RES +1
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,620	DEF +1, RES +1
+7	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (9) + Shaggy Pelt (3)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (4) + Shaggy Pelt (3)	2,196	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (5) + Shaggy Pelt (4)	2,484	DEF +1, RES +1
+10	Guardian Pearl Lv. 6 (1) + Shaggy Pelt (4) + Thick Basilisk Pelt (2)	2,772	DEF +1, RES +1

INNOCENT'S GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1000	100	Arm Gear	30	—	DEF 19, RES 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Crown Jewelbug (1)	468	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (2) + Crown Jewelbug (2)	756	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Crown Jewelbug (2)	1,044	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Shaggy Pelt (1)	1,332	DEF +1, RES +1, MP +3, SPR +1
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,620	DEF +1, RES +1
+7	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,196	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,484	DEF +1, RES +1
+10	Guardian Pearl Lv. 6 (1) + Shaggy Pelt (3) + Thick Basilisk Pelt (1)	2,772	DEF +1, RES +1, HP +1, MP +6, SPR +2

INNOCENT'S SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1000	100	Leg Gear	30	—	DEF 19, RES 7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Crown Jewelbug (1)	468	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (2) + Crown Jewelbug (2)	756	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Crown Jewelbug (2)	1,044	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Shaggy Pelt (1)	1,332	DEF +1, RES +1, MP +3
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,620	DEF +1, RES +1
+7	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,196	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,484	DEF +1, RES +1
+10	Guardian Pearl Lv. 6 (1) + Shaggy Pelt (3) + Thick Basilisk Pelt (1)	2,772	DEF +1, RES +1, MP +6, INT +1

INNOCENT'S SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1000	100	Leg Gear	30	—	DEF 19, RES 6	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Crown Jewelbug (1)	468	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (2) + Crown Jewelbug (2)	756	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Crown Jewelbug (2)	1,044	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Shaggy Pelt (1)	1,332	DEF +1, RES +1, MP +3
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,620	DEF +1, RES +1
+7	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Shaggy Pelt (2)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,196	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Crown Jewelbug (3) + Shaggy Pelt (2)	2,484	DEF +1, RES +1
+10	Guardian Pearl Lv. 6 (1) + Shaggy Pelt (3) + Thick Basilisk Pelt (1)	2,772	DEF +1, RES +1, MP +6, SPR +1

KAISER'S SET

KAISER'S MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 70	Resist Poison, Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Red Emperor's Coin (6) + Aged Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Dull Beast Skin (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Green Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Green Ore+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Dull Beast Skin (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Dull Beast Skin (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Dull Beast Skin (3) + Green Ore+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Green Ore+ (3) + Aged Dragon Skull+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Green Ore+ (4) + Aged Dragon Skull+ (3)	10,850	DEF +1

KAISER'S GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 58	Resist Paralysis, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Emperor's Coin (3) + Ice-Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Purple Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Purple Ore+ (2)	5,100	DEF +1, MP +17, VIT +27, DEX +23
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Dull White Beast Skin (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Dull White Beast Skin (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Dull White Beast Skin (3) + Purple Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Purple Ore+ (2) + Wind-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Purple Ore+ (4) + Wind-Dragon Heart+ (2)	10,850	DEF +1, MP +17, VIT +27, DEX +23

KAISER'S LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 59	Resist Poison, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Emperor's Coin (6) + Aged Dragon Horn+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Black Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Black Ore+ (2)	5,100	DEF +1, HP +71, MP +15, AGI +22
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (2) + Greaver Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Greaver Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Fang+ (3) + Black Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Black Ore+ (2) + Earth-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Black Ore+ (4) + Earth-Dragon Heart+ (2)	10,850	DEF +1, HP +71, MP +15, AGI +22

KAISER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 61	Resist Poison, Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Emperor's Coin (3) + Fire-Dragon Tail+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Black Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Black Ore+ (2)	5,100	DEF +1, HP +71, MP +15, AGI +22
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (2) + Greaver Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Greaver Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Fang+ (3) + Black Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Black Ore+ (2) + Earth-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Black Ore+ (4) + Earth-Dragon Heart+ (2)	10,850	DEF +1, HP +71, MP +15, AGI +22



KARA SET

LEATHER BUSTIER

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Armor	1	—	DEF 5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Lizard Scale (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Lizard Scale (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Lizard Scale (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Lizard Scale (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Lizard Scale (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Lizard Scale (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Lizard Scale (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Lizard Scale (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Lizard Scale (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Lizard Scale (10)	3,810	DEF +3

SLEEK GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Arm Gear	1	—	DEF 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Lizard Scale (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Lizard Scale (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Lizard Scale (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Lizard Scale (4)	1,470	DEF +2
+5	Guardian Pearl Lv. 3 (1) + Lizard Scale (5)	1,860	DEF +2
+6	Guardian Pearl Lv. 3 (1) + Lizard Scale (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Lizard Scale (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Lizard Scale (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Lizard Scale (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Lizard Scale (10)	3,810	DEF +3

TIGHT PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Leg Gear	1	—	DEF 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Lizard Scale (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Lizard Scale (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Lizard Scale (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Lizard Scale (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Lizard Scale (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Lizard Scale (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Lizard Scale (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Lizard Scale (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Lizard Scale (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Lizard Scale (10)	3,810	DEF +3

LONG HIGH HEELS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Foot Gear	1	—	DEF 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Lizard Scale (1)	300	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Lizard Scale (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Lizard Scale (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 3 (1) + Lizard Scale (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Lizard Scale (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Lizard Scale (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Lizard Scale (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Lizard Scale (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Lizard Scale (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Lizard Scale (10)	3,810	DEF +3

KNIGHTLORD SET

KNIGHTLORD ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 79, Resist Fire +12	Resist Poison, Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Red Knight's coin (6) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Clay Puppet Arm (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Clay Puppet Arm (2) + Greaver Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Greaver Horn+ (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Greaver Horn+ (3)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Clay Puppet Arm (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (5) + Clay Puppet Arm (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Clay Puppet Arm (4) + Greaver Horn+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Greaver Horn+ (4) + Aged Dragon Skull+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Greaver Horn+ (6) + Aged Dragon Skull+ (3)	10,850	DEF +1

KNIGHTLORD FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 68, Resist Water +12	Resist Paralysis/Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Knight's Coin (3) + Ice-Dragon Heart+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Iron Puppet Arm (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (1) + Waterspider Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Waterspider Fang+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Waterspider Fang+ (2)	5,100	DEF +1, MP +9, INT +28, AGI +22
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Iron Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Iron Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Iron Puppet Arm (3) + Waterspider Fang+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (3) + Earth-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (5) + Earth-Dragon Heart+ (3)	10,850	DEF +1, MP +9, INT +28, AGI +22

KNIGHTLORD PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 67, Resist Wind +12	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Knight's Coin (6) + Metal Panel+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1) + Stone Puppet Arm (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Stone Puppet Arm (1) + Fire-Giant Skull (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Fire-Giant Skull (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Fire-Giant Skull (2)	5,100	DEF +1, HP +76, MP +8, VIT +28
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Stone Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Stone Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Stone Puppet Arm (3) + Fire-Giant Skull (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (3) + Fierce Iron Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (5) + Fierce Iron Heart (3)	10,850	DEF +1, HP +76, MP +8, VIT +28

KNIGHTLORD BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 68, Resist Earth +12	Resist: Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Knight's Coin (3) + Greaver Fang+ (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Gold Puppet Arm (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (1) + Ice-Giant Skull (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Ice-Giant Skull (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Ice-Giant Skull (2)	5,100	DEF +1, HP +96, SPR +27, DEX +23
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Gold Puppet Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Gold Puppet Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Gold Puppet Arm (3) + Ice-Giant Skull (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (3) + Troll-King Crown (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (5) + Troll-King Crown (3)	10,850	DEF +1, HP +192, SPR +54, DEX +35

KUKULKAN SET

KUKULKAN ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 50, RES 25, Resist Earth +15	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Shining Butterfly Cocoon (2) + Lethal Gallstone (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Yggdra Branch (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Yggdra Branch (2)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Earth-Dragon Scale+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Horn (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Yggdra Branch (3) + Lethal Greaver Horn (2)	5,100	DEF +1, RES +1
+6	Guardian Gem Lv. 1 (1) + Yggdra Branch (4) + Earth-Dragon Scale+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Yggdra Branch (4) + Earth-Dragon Scale+ (3)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Earth-Dragon Scale+ (4) + Lethal Greaver Horn (3)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (3) + Destroyer Eye+ (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (4) + Destroyer Eye+ (2)	10,850	DEF +1, RES +1

KUKULKAN CUFFS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 44, RES 20, Resist Wind +15	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Swallowtail Cocoon (1) + Coma Sac (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Pelt+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (2) + Waterspider Fang+ (2)	5,100	DEF +1, RES +1, MP +36, VIT +12, AGI +21
+6	Guardian Gem Lv. 1 (1) + Yggdra-bark Scrap (2) + Greaver Pelt+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Yggdra-bark Scrap (3) + Greaver Pelt+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Greaver Pelt+ (3) + Waterspider Fang+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (2) + Fierce Stone Heart (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (4) + Fierce Stone Heart (2)	10,850	DEF +1, RES +1, MP +36, VIT +12, AGI +21

KUKULKAN TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 43, RES 21, Resist Water +15	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Swallowtail Cocoon (1) + Ice-Dragon Wing+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Yggdra Branch (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Yggdra Branch (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Wind-Dragon Wing+ (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Yggdra Branch (2) + Wind-Dragon Wing+ (2)	5,100	DEF +1, RES +1, HP +64, MP +32, SPR +26
+6	Guardian Gem Lv. 1 (1) + Yggdra Branch (2) + Waterspider Fang+ (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Yggdra Branch (3) + Waterspider Fang+ (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (3) + Wind-Dragon Wing+ (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Wind-Dragon Wing+ (2) + Earth-Dragon Heart+ (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Wing+ (4) + Earth-Dragon Heart+ (2)	10,850	DEF +1, RES +1, HP +64, MP +32, SPR +26

KUKULKAN SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 44, RES 20, Resist Fire +15	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Swallowtail Cocoon (1) + Deviltail (40)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (1)	500	DEF +1, RES +1
+2	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (1)	1,650	DEF +1, RES +1
+3	Guardian Pearl Lv. 10 (1) + Gold Puppet Arm (1)	2,800	DEF +1, RES +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Giant Beard (1)	3,950	DEF +1, RES +1
+5	Guardian Pearl Lv. 10 (1) + Yggdra-bark Scrap (2) + Fire-Giant Beard (2)	5,100	DEF +1, RES +1, HP +64, STR +27, INT +27
+6	Guardian Gem Lv. 1 (1) + Yggdra-bark Scrap (2) + Gold Puppet Arm (2)	6,250	DEF +1, RES +1
+7	Guardian Gem Lv. 1 (1) + Yggdra-bark Scrap (3) + Gold Puppet Arm (2)	7,400	DEF +1, RES +1
+8	Guardian Gem Lv. 1 (1) + Gold Puppet Arm (3) + Fire-Giant Beard (2)	8,550	DEF +1, RES +1
+9	Guardian Gem Lv. 1 (1) + Fire-Giant Beard (2) + Ice-Dragon Horn+ (1)	9,700	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Giant Beard (4) + Ice-Dragon Horn+ (2)	10,850	DEF +1, RES +1, HP +64, STR +27, INT +28

LAMELLAR SET

LAMELLAR ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Armor	25	—	DEF 24	—

Rank	Recipe Cost	Recipe
5	250	Steel Ore (5) + Vespida Jaw (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Icy Thread Ball (2)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Icy Thread Ball (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (8) + Icy Thread Ball (7)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (11) + Beast Pelt (2)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (13) + Beast Pelt (5)	928	DEF +1

LAMELLAR FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	98	Arm Gear	25	—	DEF 17	—

Rank	Recipe Cost	Recipe
5	250	Steel Ore (5) + Vespida Jaw (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Icy Thread Ball (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Icy Thread Ball (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Icy Thread Ball (4)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (6) + Beast Pelt (1)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (8) + Beast Pelt (3)	928	DEF +1, HP +4, STR +2, VIT +1

LAMELLAR CUISSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	98	Leg Gear	25	—	DEF 17	—

Rank	Recipe Cost	Recipe
5	250	Steel Ore (5) + Vespida Jaw (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Icy Thread Ball (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Icy Thread Ball (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Icy Thread Ball (4)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (6) + Beast Pelt (1)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (8) + Beast Pelt (3)	928	DEF +1, HP +4, VIT +1, DEX +1

LAMELLAR SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	98	Foot Gear	25	—	DEF 17	—

Rank	Recipe Cost	Recipe
5	250	Steel Ore (5) + Vespida Jaw (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Icy Thread Ball (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Icy Thread Ball (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Icy Thread Ball (4)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (6) + Beast Pelt (1)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (8) + Beast Pelt (3)	928	DEF +1, HP +4, VIT +1



LEATHER SET

LEATHER JACKET

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
560	56	Armor	15	—	DEF 9, RES 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3) + Shimmering Pelt (3)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Heavy Pelt (5) + Shimmering Pelt (5)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (7) + Shimmering Pelt (7)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Heavy Pelt (9) + Lizard Scale (3)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (11) + Lizard Scale (5)	696	DEF +1, RES +1

LEATHER GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Arm Gear	15	—	DEF 6, RES 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Heavy Pelt (1) + Shimmering Pelt (1)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3) + Shimmering Pelt (3)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (5) + Shimmering Pelt (5)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Heavy Pelt (7) + Lizard Scale (1)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (9) + Lizard Scale (3)	696	DEF +1, RES +1

LEATHER SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Leg Gear	15	—	DEF 6, RES 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Heavy Pelt (1) + Shimmering Pelt (1)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3) + Shimmering Pelt (3)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (5) + Shimmering Pelt (5)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Heavy Pelt (7) + Lizard Scale (1)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (9) + Lizard Scale (3)	696	DEF +1, RES +1

LEATHER GAITERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Foot Gear	15	—	DEF 6, RES 3	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Heavy Pelt (1) + Shimmering Pelt (1)	120	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3) + Shimmering Pelt (3)	264	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (5) + Shimmering Pelt (5)	408	DEF +1, RES +1
+4	Guardian Pearl Lv. 3 (1) + Heavy Pelt (7) + Lizard Scale (1)	552	DEF +1, RES +1
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (9) + Lizard Scale (3)	696	DEF +1, RES +1

LEONARD SET

LEATHER VEST

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Armor	1	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Heavy Pelt (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Heavy Pelt (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Heavy Pelt (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Heavy Pelt (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Heavy Pelt (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Heavy Pelt (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Heavy Pelt (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Heavy Pelt (10)	3,810	DEF +3

CARGO PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Leg Gear	1	—	DEF 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Heavy Pelt (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Heavy Pelt (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Heavy Pelt (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Heavy Pelt (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Heavy Pelt (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Heavy Pelt (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Heavy Pelt (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Heavy Pelt (10)	3,810	DEF +3

WORK BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Foot Gear	1	—	DEF 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Heavy Pelt (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Heavy Pelt (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Heavy Pelt (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Heavy Pelt (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Heavy Pelt (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Heavy Pelt (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Heavy Pelt (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Heavy Pelt (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Heavy Pelt (10)	3,810	DEF +3



LIGHT SET

LIGHT HAUBERK

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
400	40	Armor	5	—	DEF 8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (7) + Sturdy Chain (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Dirty Beast Skin (3)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (11) + Dirty Beast Skin (5)	580	DEF +1

LIGHT FINGERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
200	20	Arm Gear	5	—	DEF 5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Sturdy Chain (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Dirty Beast Skin (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Dirty Beast Skin (3)	580	DEF +1

LIGHT SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
200	20	Leg Gear	5	—	DEF 5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Sturdy Chain (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Dirty Beast Skin (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Dirty Beast Skin (3)	580	DEF +1

LIGHT LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
200	20	Foot Gear	5	—	DEF 5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Sturdy Chain (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (3)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (5) + Sturdy Chain (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Dirty Beast Skin (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Dirty Beast Skin (3)	580	DEF +1

LILY SET

LILY CROSS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, INT +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

LILY RINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, INT +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

LILY PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, INT +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

LILY LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, INT +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

LILY SET II

LILY CROSS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Lily Cross (1) + Red Governor Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

LILY RINGS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Lily Rings (1) + Blue Governor Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

LILY PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Lily Pants (1) + Green Governor Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

LILY LEGGINGS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Lily Leggings (1) + Blue Governor Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

LORD'S SET

LORD'S CUIRASS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 76	Resist Poison
Rank	Recipe Cost	Recipe				
12	1,200	Red Autocraft's Coin (6) + Aged Dragon Skull+ (2)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Fire-Beast Fang+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Fire-Beast Fang+ (2) + Fire-Dragon Wing+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Fire-Dragon Wing+ (2)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Fire-Dragon Wing+ (3)	5,100	DEF +1			
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Fire-Beast Fang+ (3)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (5) + Fire-Beast Fang+ (3)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Fire-Beast Fang+ (4) + Fire-Dragon Wing+ (3)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (4) + Troll-King Crown (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (6) + Troll-King Crown (3)	10,850	DEF +1			

LORD'S GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 64	Resist Poison
Rank	Recipe Cost	Recipe				
12	1,200	Blue Autocrat's Coin (3) + Rough Diamond (40)				
Level	Recipe	Cost	Bonus			
+1	Guardian Fossil Lv. 10 (1) + Monster Fossil (1)	500	DEF +1			
+2	Guardian Fossil Lv. 10 (1) + Monster Fossil (1) + Earth-Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Fossil Lv. 10 (1) + Earth-Dragon Tail+ (1) + Ice-Dragon Wing+ (1)	2,800	DEF +1			
+4	Guardian Fossil Lv. 10 (1) + Monster Fossil (2) + Ice-Dragon Wing+ (1)	3,950	DEF +1			
+5	Guardian Fossil Lv. 10 (1) + Monster Fossil (2) + Ice-Dragon Wing+ (2)	5,100	DEF +1, MP +7, STR +27, SPR +26			
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Earth-Dragon Tail+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Earth-Dragon Tail+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Earth-Dragon Tail+ (3) + Ice-Dragon Wing+ (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Wing+ (3) + Shiny Clay Lump (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Wing+ (5) + Shiny Clay Lump (3)	10,850	DEF +1, MP +7, STR +27, SPR +26			

LORD'S CULOTTES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 65	Resist Poison
Rank	Recipe Cost	Recipe				
12	1,200	Green Autocrat's Coin (6) + Thin Fiend Patagium (3)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1) + Wind-Dragon Tail+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Wind-Dragon Tail+ (1) + Gold Panel+ (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Gold Panel+ (1)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Gold Panel+ (2)	5,100	DEF +1, HP +76, MP +6, VIT +26			
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Wind-Dragon Tail+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Wind-Dragon Tail+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Wind-Dragon Tail+ (3) + Gold Panel+ (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Gold Panel+ (3) + Fierce Stone Heart (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Gold Panel+ (5) + Fierce Stone Heart (3)	10,850	DEF +1, HP +76, MP +6, VIT +26			

LORD'S SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 68	Resist Poison
Rank	Recipe Cost	Recipe				
12	1,200	Blue Autocrat's Coin (3) + Fire-Dragon Heart+ (1)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1			
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Waterspider Claw+ (1)	1,650	DEF +1			
+3	Guardian Pearl Lv. 10 (1) + Waterspider Claw+ (1) + Ice-Giant Skull (1)	2,800	DEF +1			
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Ice-Giant Skull (1)	3,950	DEF +1			
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Ice-Giant Skull (2)	5,100	DEF +1, HP +76, INT +27, AGI +21			
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Waterspider Claw+ (2)	6,250	DEF +1			
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Waterspider Claw+ (2)	7,400	DEF +1			
+8	Guardian Gem Lv. 1 (1) + Waterspider Claw+ (3) + Ice-Giant Skull (2)	8,550	DEF +1			
+9	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (3) + Magic Core+ (1)	9,700	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (5) + Magic Core+ (3)	10,850	DEF +1, HP +76, INT +27, AGI +21			



MAGE SET

MAGE ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	28	Armor	10	—	DEF 6, RES 2	—

Rank	Recipe Cost	Recipe
1	50	Earth-Beast Mane (1) + Cursed Plaque (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Cotton Boll (3) + Plume (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Cotton Boll (5) + Plume (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Cotton Boll (7) + Plume (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Cotton Boll (9) + Safflower (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Cotton Boll (11) + Safflower (5)	580	DEF +1, RES +1

MAGE WAISTCLOTH

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	14	Leg Gear	10	—	DEF 3, RES 3	—

Rank	Recipe Cost	Recipe
1	50	Earth-Brute Mane (1) + Cursed Plaque (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Cotton Boll (1) + Plume (1)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Cotton Boll (3) + Plume (3)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Cotton Boll (5) + Plume (5)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Cotton Boll (7) + Safflower (1)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Cotton Boll (9) + Safflower (3)	580	DEF +1, RES +1

MAGE SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	14	Foot Gear	10	—	DEF 3, RES 2	—

Rank	Recipe Cost	Recipe
1	50	Earth-Brute Mane (1) + Cursed Plaque (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Cotton Boll (1) + Plume (1)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 2 (1) + Cotton Boll (3) + Plume (3)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 2 (1) + Cotton Boll (5) + Plume (5)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Cotton Boll (7) + Safflower (1)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Cotton Boll (9) + Safflower (3)	580	DEF +1, RES +1

MAGICAL SET

MAGICAL ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	750	Armor	42	8	DEF 33, RES 9	Resist Silence

Rank	Recipe Cost	Recipe
8	800	Tan White Beast Skin (5) + Fire-Giant Whisker

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (1)	220	DEF +1, RES +1
+2	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (2) + Tanned Beast Skin (1)	572	DEF +1, RES +1
+3	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tan White Beast Skin (1)	924	DEF +1, RES +1
+4	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tan White Beast Skin (2)	1,276	DEF +1, RES +1
+5	Guardian Pearl Lv. 6 (1) + Tanned Beast Skin (2) + Tan White Beast Skin (3)	1,628	DEF +1, RES +1
+6	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (4) + Tanned Beast Skin (3)	1,980	DEF +1, RES +1
+7	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (5) + Tanned Beast Skin (4)	2,332	DEF +1, RES +1
+8	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (5) + Tan White Beast Skin (3)	2,684	DEF +1, RES +1
+9	Guardian Pearl Lv. 7 (1) + Tan White Beast Skin (4) + Earth-Dragon Heart (2)	3,036	DEF +1, RES +1
+10	Guardian Pearl Lv. 8 (1) + Tan White Beast Skin (4) + Earth-Dragon Heart (3)	3,388	DEF +1, RES +1

MAGICAL BRACERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	375	Arm Gear	42	8	DEF 28, RES 9	Resist Silence

Rank	Recipe Cost	Recipe
8	800	Clay Puppet Bangle (3) + Ice-Giant Whisker (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (1)	220	DEF +1, RES +1
+2	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (1)	572	DEF +1, RES +1
+3	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (2)	924	DEF +1, RES +1
+4	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tanned Beast Skin (2)	1,276	DEF +1, RES +1
+5	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tan White Beast Skin (1)	1,628	DEF +1, RES +1, MP +4, INT +2
+6	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	1,980	DEF +1, RES +1
+7	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	2,332	DEF +1, RES +1
+8	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	2,684	DEF +1, RES +1
+9	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	3,036	DEF +1, RES +1
+10	Guardian Pearl Lv. 8 (1) + Tan White Beast Skin (3) + Earth-Dragon Heart (1)	3,388	DEF +1, RES +1, MP +5, INT +2

MAGICAL SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	375	Leg Gear	42	8	DEF 28, RES 9	Resist Silence

Rank	Recipe Cost	Recipe
8	800	Earth-Dragon Wing (2) + Tanned Brute Skin (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (1)	220	DEF +1, RES +1
+2	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (1)	572	DEF +1, RES +1
+3	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (2)	924	DEF +1, RES +1
+4	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tanned Beast Skin (2)	1,276	DEF +1, RES +1
+5	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tan White Beast Skin (1)	1,628	DEF +1, RES +1, HP +2, MP +4, SPR +1
+6	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	1,980	DEF +1, RES +1
+7	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	2,332	DEF +1, RES +1
+8	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	2,684	DEF +1, RES +1
+9	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	3,036	DEF +1, RES +1
+10	Guardian Pearl Lv. 8 (1) + Tan White Beast Skin (3) + Earth-Dragon Heart (1)	3,388	DEF +1, RES +1, HP +2, MP +5, SPR +2

MAGICAL SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	375	Foot Gear	42	8	DEF 28, RES 9	Resist Silence

Rank	Recipe Cost	Recipe
8	800	Wind-Dragon Wing (2) + Ice-Giant Skull Bit (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (1)	220	DEF +1, RES +1
+2	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (1)	572	DEF +1, RES +1
+3	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (3) + Tanned Beast Skin (2)	924	DEF +1, RES +1
+4	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tanned Beast Skin (2)	1,276	DEF +1, RES +1
+5	Guardian Pearl Lv. 6 (1) + Cloud-Cotton Boll (5) + Tan White Beast Skin (1)	1,628	DEF +1, RES +1, MP +4, SPR +1
+6	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	1,980	DEF +1, RES +1
+7	Guardian Pearl Lv. 7 (1) + Cloud-Cotton Boll (7) + Tan White Beast Skin (2)	2,332	DEF +1, RES +1
+8	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	2,684	DEF +1, RES +1
+9	Guardian Pearl Lv. 7 (1) + Tanned Beast Skin (3) + Tan White Beast Skin (2)	3,036	DEF +1, RES +1
+10	Guardian Pearl Lv. 8 (1) + Tan White Beast Skin (3) + Earth-Dragon Heart (1)	3,388	DEF +1, RES +1, MP +5, SPR +1



MASTER SET

MASTER LORICA

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4498	Armor	50	10	DEF 52, Resist Wind +4	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Direspider Body+ (4) + Featherlight Ore (40)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Fine Basilisk Plume (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Pure White Pelt (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Pure White Pelt (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Fine Basilisk Plume (2) + Pure White Pelt (2)	3,060	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Fine Basilisk Plume (3)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Fine Basilisk Plume (4) + Pure White Pelt (3)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Pure White Pelt (4) + Horned Stag Beetle (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Pure White Pelt (4) + Horned Stag Beetle (3)	6,510	DEF +1

MASTER GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,249	Arm Gear	50	10	DEF 45, Resist Water +4	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Massive Molar (8) + Hard Exoskeleton (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1) + Fine Basilisk Plume (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Fine Basilisk Plume (2) + Pure White Pelt (2)	3,060	DEF +1, HP +21, MP +4, SPR +7
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (2)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (3)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Fine Basilisk Plume (4) + Pure White Pelt (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Pure White Pelt (3) + Horned Stag Beetle (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Pure White Pelt (4) + Horned Stag Beetle (2)	6,510	DEF +1, HP +21, MP +4, SPR +7

MASTER SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,249	Leg Gear	50	10	DEF 45, Resist Wind +4	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Scorpion Tail+ (20) + Fine Basilisk Pelt (20)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1) + Fine Basilisk Plume (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Fine Basilisk Plume (2) + Pure White Pelt (2)	3,060	DEF +1, MP +4, VIT +7, AGI +4
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (2)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (3)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Fine Basilisk Plume (4) + Pure White Pelt (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Pure White Pelt (3) + Horned Stag Beetle (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Pure White Pelt (4) + Horned Stag Beetle (2)	6,510	DEF +1, MP +4, VIT +7, AGI +4

MASTER BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,249	Foot Gear	50	10	DEF 45, Resist Water +4	Resist Poison

Rank	Recipe Cost	Recipe
10	1,000	Hard Massive Hoof (15) + Tough Thread (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1) + Fine Basilisk Plume (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Pure White Pelt (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Fine Basilisk Plume (2) + Pure White Pelt (2)	3,060	DEF +1, HP +18, STR +8, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (2)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Fine Basilisk Plume (3)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Fine Basilisk Plume (4) + Pure White Pelt (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Pure White Pelt (3) + Horned Stag Beetle (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Pure White Pelt (4) + Horned Stag Beetle (2)	6,510	DEF +1, HP +19, STR +8, DEX +8

METAL SET

METAL HAUBERK

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,350	Armor	50	11	DEF 58, Resist Earth +4	Resist Sleep

Rank	Recipe Cost	Recipe
11	1,100	Iron Face+ (8) + Waterspider Body+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (2)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Dull White Beast Skin (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Clay Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Clay Face+ (2)	4,080	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Dull White Beast Skin (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (4) + Dull White Beast Skin (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (3) + Clay Face+ (3)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Clay Face+ (3) + Waterspider Body+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Clay Face+ (4) + Waterspider Body+ (3)	8,680	DEF +1

METAL HANDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Arm Gear	50	11	DEF 51, Resist Water +4	—

Rank	Recipe Cost	Recipe
11	1,100	Gold Face+ (8) + Iron Puppet Arm (12)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Dull White Beast Skin (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Clay Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Clay Face+ (2)	4,080	DEF +1, HP +36, VIT +17, DEX +12
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Dull White Beast Skin (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Dull White Beast Skin (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (3) + Clay Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Clay Face+ (2) + Waterspider Body+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Clay Face+ (4) + Waterspider Body+ (2)	8,680	DEF +1, HP +40, VIT +18, DEX +12

METAL LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Leg Gear	50	11	DEF 51, Resist Water +4	Resist Sleep

Rank	Recipe Cost	Recipe
11	1,100	Shiny Rock Lump (2) + Grey Ore+ (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Clay Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Lizard Tail+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Lizard Tail+ (2)	4,080	DEF +1, MP +12, SPR +17, AGI +12
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Clay Face+ (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Clay Face+ (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Clay Face+ (3) + Lizard Tail+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Lizard Tail+ (2) + Waterspider Body+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Lizard Tail+ (4) + Waterspider Body+ (2)	8,680	DEF +1, MP +12, VIT +17, AGI +13

METAL LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Foot Gear	50	11	DEF 51, Resist Earth +4	—

Rank	Recipe Cost	Recipe
11	1,100	Shiny Gold Lump (2) + Keen Troll-King Claws (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Dull White Beast Skin (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Clay Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Clay Face+ (2)	4,080	DEF +1, HP +41, MP +7, INT +17
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Dull White Beast Skin (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Dull White Beast Skin (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (3) + Clay Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Clay Face+ (2) + Waterspider Body+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Clay Face+ (4) + Waterspider Body+ (2)	8,680	DEF +1, HP +42, MP +7, INT +18



MINE SET

MINE APRON

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, VIT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, VIT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, VIT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, VIT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE SET II

MINE APRON II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, VIT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Mine Apron (1) + Red Miner Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, VIT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Mine Gloves (1) + Blue Miner Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, VIT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Mine Pants (1) + Green Miner Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MINE BOOTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, VIT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Mine Boots (1) + Blue Miner Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

MIRAGE SET

MIRAGE ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 74	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Wing+ (5) + Opulent Lizard Scale (80)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Metal Panel+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Metal Panel+ (2) + Fire-Beast Tail+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Fire-Beast Tail+ (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Fire-Beast Tail+ (3)	5,100	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (4) + Metal Panel+ (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (5) + Metal Panel+ (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Metal Panel+ (4) + Fire-Beast Tail+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (4) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (6) + Magic Core+ (3)	10,850	DEF +1

MIRAGE GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 65	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Knave Arm (12) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Metal Panel+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Metal Panel+ (1) + Fire-Beast Tail+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Tail+ (2)	5,100	DEF +1, HP +76, VIT +26, SPR +26
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Metal Panel+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Metal Panel+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Metal Panel+ (3) + Fire-Beast Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (3) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (5) + Magic Core+ (3)	10,850	DEF +1, HP +76, VIT +26, SPR +26

MIRAGE FAULDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 65	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Greaver Horn+ (8) + Metal Panel+ (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Metal Panel+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Metal Panel+ (1) + Fire-Beast Tail+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Tail+ (2)	5,100	DEF +1, MP +7 STR +26, INT +26
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Metal Panel+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Metal Panel+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Metal Panel+ (3) + Fire-Beast Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (3) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (5) + Magic Core+ (3)	10,850	DEF +1, MP +7 STR +28, INT +28

MIRAGE SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 65	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Coronastone (2) + Monster Fossil (60)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Metal Panel+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Metal Panel+ (1) + Fire-Beast Tail+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Metal Panel+ (2) + Fire-Beast Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Fire-Beast Tail+ (2)	5,100	DEF +1, HP +76, MP +6, AGI +21
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Metal Panel+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Metal Panel+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Metal Panel+ (3) + Fire-Beast Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (3) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (5) + Magic Core+ (3)	10,850	DEF +1, HP +76, MP +6, AGI +21

MIRAGE SET

MISTY DRESS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, STR +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, STR +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY SKIRT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, STR +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY TIGHTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, STR +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—



MISTY SET II

MISTY DRESS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, STR+20	—

Rank	Recipe Cost	Recipe
12	1,200	Misty Dress (1) + Red Hunter Coin (6)

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, STR +20	—

Rank	Recipe Cost	Recipe
12	1,200	Misty Gloves (1) + Blue Hunter Coin (3)

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY SKIRT II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, STR +20	—

Rank	Recipe Cost	Recipe
12	1,200	Misty Skirt (1) + Green Hunter Coin (6)

Level	Recipe	Cost	Bonus
—	—	—	—

MISTY TIGHTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, STR +20	—

Rank	Recipe Cost	Recipe
12	1,200	Misty Tights (1) + Blue Hunter Coin (3)

Level	Recipe	Cost	Bonus
—	—	—	—

MYSTICAL SET

MYSTICAL ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,060	Armor	50	10	DEF 43, RES 11, Resist Fire +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Earth-Beast Pelt+ (10) + Tough Old Pelt (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Direspider Leg+ (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Aromatic Herb (3) + Mist Crystal+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Aromatic Herb (3) + Mist Crystal+ (2)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Direspider Leg+ (2) + Mist Crystal+ (3)	4,080	DEF +1, RES +1
+6	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (3)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Aromatic Herb (5) + Direspider Leg+ (4)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Direspider Leg+ (5) + Mist Crystal+ (3)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Mist Crystal+ (4) + Fine Basilisk Pelt (2)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Mist Crystal+ (4) + Fine Basilisk Pelt (3)	8,680	DEF +1, RES +1

MYSTICAL BRACERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Arm Gear	50	10	DEF 38, RES 11, Resist Water +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Dew Drop+ (2) + Fine Basilisk Plumex (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1) + Direspider Leg+ (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Direspider Leg+ (2) + Mist Crystal+ (2)	4,080	DEF +1, RES +1, HP +17, MP +10, SPR +7
+6	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Direspider Leg+ (4) + Mist Crystal+ (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Mist Crystal+ (3) + Fine Basilisk Pelt (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Mist Crystal+ (4) + Fine Basilisk Pelt (2)	8,680	DEF +1, RES +1, HP +21, MP +10, SPR +7

MYSTICAL SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Leg Gear	50	10	DEF 38, RES 11, Resist Wind +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Fine Basilisk Pelt (20) + Possessed Petal (35)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1) + Direspider Leg+ (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Direspider Leg+ (2) + Mist Crystal+ (2)	4,080	DEF +1, RES +1, MP +10, VIT +3, AGI +4
+6	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Direspider Leg+ (4) + Mist Crystal+ (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Mist Crystal+ (3) + Fine Basilisk Pelt (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Mist Crystal+ (4) + Fine Basilisk Pelt (2)	8,680	DEF +1, RES +1, MP +10, VIT +3, AGI +4

MYSTICAL SOCKS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,530	Foot Gear	50	10	DEF 38, RES 11, Resist Earth +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Tough Shaggy Pelt (30) + Tough Thread (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 8 (1) + Aromatic Herb (1) + Direspider Leg+ (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 8 (1) + Aromatic Herb (2) + Mist Crystal+ (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 8 (1) + Direspider Leg+ (2) + Mist Crystal+ (2)	4,080	DEF +1, RES +1, HP +18, STR +8, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 9 (1) + Aromatic Herb (4) + Direspider Leg+ (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 9 (1) + Direspider Leg+ (4) + Mist Crystal+ (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 9 (1) + Mist Crystal+ (3) + Fine Basilisk Pelt (1)	7,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 10 (1) + Mist Crystal+ (4) + Fine Basilisk Pelt (2)	8,680	DEF +1, RES +1, HP +19, STR +8, DEX +8



NOBLE SET

NOBLE COTARDIE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE SET

NOBLE COTARDIE II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Noble Cotardie (1) + Red Noble Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Noble Gloves (1) + Blue Noble Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Noble Trousers (1) + Green Noble Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

NOBLE BOOTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Noble Boots (1) + Blue Noble Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			



OBERON'S SET

OBERON'S MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 70, Resist Water +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Red Ethereal Coin (6) + Ice-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Clay Face+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Red Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Emerald (3) + Red Ore+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Clay Face+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (4) + Clay Face+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Clay Face+ (3) + Red Ore+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Red Ore+ (3) + Firerice Iron Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (4) + Firerice Iron Heart (3)	10,850	DEF +1

OBERON'S FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 59, Resist Wind +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Blue Ethereal Coin (3) + Greaver Horn+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Lethal Greaver Horn (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Lethal Greaver Horn (2)	5,100	DEF +1, MP +17, INT +27, DEX +24
+6	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (2) + Dull White Beast Skin (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Dull White Beast Skin (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Dull White Beast Skin (3) + Lethal Greaver Horn (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (2) + Wind-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (4) + Wind-Dragon Heart+ (2)	10,850	DEF +1, MP +17, INT +27, DEX +24

OBERON'S SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 58, Resist Wind +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Green Ethereal Coin (6) + Greaver Fang+ (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Dull Beast Skin (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Fire-Dragon Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Fire-Dragon Horn+ (2)	5,100	DEF +1, HP +71, VIT +27, AGI +22
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (2) + Dull Beast Skin (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Dull Beast Skin (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Dull Beast Skin (3) + Fire-Dragon Horn+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Horn+ (2) + Ice-Giant Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Horn+ (4) + Ice-Giant Heart (2)	10,850	DEF +1, HP +71, VIT +27, AGI +22

OBERON'S FOOTWEAR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 60, Resist Water +12	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Blue Ethereal Coin (3) + Ice-Dragon Horn+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Troll-King Greave (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Earth-Dragon Horn+ (2)	5,100	DEF +1, HP +71, MP +15, STR +28
+6	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (2) + Troll-King Greave (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Petrified-Wood Bit (3) + Troll-King Greave (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Troll-King Greave (3) + Earth-Dragon Horn+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (2) + Waterspider Body+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (4) + Waterspider Body+ (2)	10,850	DEF +1, HP +71, MP +15, STR +28

PALADIN SET

PALADIN ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	6,426	Armor	50	12	DEF 76, Resist Water +3	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Holy Knight Medal (2) + Pure Heart (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (2)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (3) + Beast Heart+ (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (3) + Hard Massive Hoof (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (4) + Hard Massive Hoof (2)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Beast Heart+ (3) + Hard Massive Hoof (3)	3,060	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Fuelstone Lump (5) + Beast Heart+ (4)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Fuelstone Lump (6) + Beast Heart+ (5)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Beast Heart+ (6) + Hard Massive Hoof (4)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Hard Massive Hoof (5) + Pointy Demon Tail (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Hard Massive Hoof (5) + Pointy Demon Tail (3)	6,510	DEF +1

PALADIN GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	10	DEF 50, RES 8, Resist Earth +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Holy Knight Medal (1) + Fulgurstone (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Basilisk Claw+ (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Direspider Claw+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Direspider Claw+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Basilisk Claw+ (2) + Direspider Claw+ (2)	3,060	DEF +1, MP +2, STR +7, AGI +8
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Basilisk Claw+ (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Basilisk Claw+ (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Basilisk Claw+ (5) + Direspider Claw+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Direspider Claw+ (4) + Magic Core (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Direspider Claw+ (5) + Magic Core (3)	6,510	DEF +1, MP +2, STR +7, AGI +8

PALADIN BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	10	DEF 51, RES 6, Resist Wind +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Holy Knight Medal (1) + Earth-Brute Tail+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (2) + Scorpion Claw+ (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (2) + Troll Claw+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Fuelstone Lump (3) + Troll Claw+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Scorpion Claw+ (2) + Troll Claw+ (2)	3,060	DEF +1, HP +22, MP +2, SPR +8
+6	Guardian Pearl Lv. 9 (1) + Fuelstone Lump (5) + Scorpion Claw+ (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Fuelstone Lump (6) + Scorpion Claw+ (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Scorpion Claw+ (5) + Troll Claw+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Troll Claw+ (4) + Fire-Dragon Heart (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Troll Claw+ (5) + Fire-Dragon Heart (3)	6,510	DEF +1, HP +22, MP +2, SPR +8

PALADIN GREAVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	10	DEF 51, RES 6, Resist Water +5	Resist Silence

Rank	Recipe Cost	Recipe
10	1,000	Holy Knight Medal (1) + Hard Massive Hoof (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Rough Ruby (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Paralyzing Stinger (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Rough Ruby (2) + Earth-Beast Pelt (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Rough Ruby (3) + Earth-Beast Pelt (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Paralyzing Stinger (2) + Earth-Beast Pelt (2)	3,060	DEF +1, HP +22, VIT +8, DEX +4
+6	Guardian Pearl Lv. 9 (1) + Rough Ruby (5) + Paralyzing Stinger (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Rough Ruby (6) + Paralyzing Stinger (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Paralyzing Stinger (5) + Earth-Beast Pelt (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Earth-Beast Pelt (4) + Ice-Dragon Heart (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Earth-Beast Pelt (5) + Ice-Dragon Heart (3)	6,510	DEF +1, HP +22, VIT +8, DEX +4



PAPITOUR SET

PAPITOUR COAT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Armor	20	—	DEF 16, RES 5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 3 (1) + Lizard Skin (3) + Earth-Beast Mane (3)	160	DEF +1, RES +1			
+2	Guardian Pearl Lv. 3 (1) + Lizard Skin (5) + Earth-Beast Mane (5)	352	DEF +1, RES +1			
+3	Guardian Pearl Lv. 4 (1) + Lizard Skin (7) + Earth-Beast Mane (7)	544	DEF +1, RES +1			
+4	Guardian Pearl Lv. 4 (1) + Lizard Skin (9) + Earth-Dragon Flake (3)	736	DEF +1, RES +1			
+5	Guardian Pearl Lv. 4 (1) + Lizard Skin (11) + Earth-Dragon Flake (5)	928	DEF +1, RES +1			

PAPITOUR GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
560	56	Arm Gear	20	—	DEF 12, RES 5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 3 (1) + Lizard Skin (1) + Earth-Beast Mane (1)	160	DEF +1, RES +1			
+2	Guardian Pearl Lv. 3 (1) + Lizard Skin (3) + Earth-Beast Mane (3)	352	DEF +1, RES +1			
+3	Guardian Pearl Lv. 4 (1) + Lizard Skin (5) + Earth-Beast Mane (5)	544	DEF +1, RES +1			
+4	Guardian Pearl Lv. 4 (1) + Lizard Skin (7) + Earth-Dragon Flake (1)	736	DEF +1, RES +1			
+5	Guardian Pearl Lv. 4 (1) + Lizard Skin (9) + Earth-Dragon Flake (3)	928	DEF +1, RES +1, HP +1, MP +3, SPR +2			

PAPITOUR BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
560	56	Leg Gear	20	—	DEF 12, RES 5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 3 (1) + Lizard Skin (1) + Earth-Beast Mane (1)	160	DEF +1, RES +1			
+2	Guardian Pearl Lv. 3 (1) + Lizard Skin (3) + Earth-Beast Mane (3)	352	DEF +1, RES +1			
+3	Guardian Pearl Lv. 4 (1) + Lizard Skin (5) + Earth-Beast Mane (5)	544	DEF +1, RES +1			
+4	Guardian Pearl Lv. 4 (1) + Lizard Skin (7) + Earth-Dragon Flake (1)	736	DEF +1, RES +1			
+5	Guardian Pearl Lv. 4 (1) + Lizard Skin (9) + Earth-Dragon Flake (3)	928	DEF +1, RES +1, MP +3, INT +2			

PAPITOUR BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
560	56	Foot Gear	20	—	DEF 12, RES 5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 3 (1) + Lizard Skin (1) + Earth-Beast Mane (1)	160	DEF +1, RES +1			
+2	Guardian Pearl Lv. 3 (1) + Lizard Skin (3) + Earth-Beast Mane (3)	352	DEF +1, RES +1			
+3	Guardian Pearl Lv. 4 (1) + Lizard Skin (5) + Earth-Beast Mane (5)	544	DEF +1, RES +1			
+4	Guardian Pearl Lv. 4 (1) + Lizard Skin (7) + Earth-Dragon Flake (1)	736	DEF +1, RES +1			
+5	Guardian Pearl Lv. 4 (1) + Lizard Skin (9) + Earth-Dragon Flake (3)	928	DEF +1, RES +1, MP +3, SPR +2			

PLATE SET

PLATE ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1,600	160	Armor	20	—	DEF 19	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Big Thread Ball (2)	120	DEF +1			
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Big Thread Ball (5)	264	DEF +1			
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (8) + Big Thread Ball (7)	408	DEF +1			
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Iron Puppet Part (2)	552	DEF +1			
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (13) + Iron Puppet Part (5)	696	DEF +1			

PLATE GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
800	80	Arm Gear	20	—	DEF 14	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Big Thread Ball (1)	120	DEF +1			
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Big Thread Ball (2)	264	DEF +1			
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Big Thread Ball (4)	408	DEF +1			
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Iron Puppet Part (1)	552	DEF +1			
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (8) + Iron Puppet Part (3)	696	DEF +1			

PLATE CUISSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
800	80	Leg Gear	20	—	DEF 14	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Big Thread Ball (1)	120	DEF +1			
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Big Thread Ball (2)	264	DEF +1			
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Big Thread Ball (4)	408	DEF +1			
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Iron Puppet Part (1)	552	DEF +1			
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (8) + Iron Puppet Part (3)	696	DEF +1			

PLATE SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
800	80	Foot Gear	20	—	DEF 14	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Big Thread Ball (1)	120	DEF +1			
+2	Guardian Pearl Lv. 3 (1) + Silver Ore (3) + Big Thread Ball (2)	264	DEF +1			
+3	Guardian Pearl Lv. 3 (1) + Silver Ore (5) + Big Thread Ball (4)	408	DEF +1			
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Iron Puppet Part (1)	552	DEF +1			
+5	Guardian Pearl Lv. 4 (1) + Silver Ore (8) + Iron Puppet Part (3)	696	DEF +1			



QUEEN'S SET

QUEEN'S MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,543	Armor	47	9	DEF 46, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Aged Dragon Skull (1) + Toxic Greaver Pelt (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	220	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Luminous Stone (1)	572	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Face (1)	924	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Face (1)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Luminous Stone (2) + Knave Face (2)	1,628	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	1,980	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Luminous Stone (3)	2,332	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (3)	2,684	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Face (4) + Aged Dragon Heart (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (3)	3,388	DEF +1

QUEEN'S GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Arm Gear	47	9	DEF 39, Resist Fire +3	—

Rank	Recipe Cost	Recipe
9	900	Aged Dragon Scale (5) + Fire Brute Claw (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	220	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	572	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	924	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Luminous Stone (2) + Knave Face (2)	1,628	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,332	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,684	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,388	DEF +1

QUEEN'S SKIRT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Leg Gear	47	9	DEF 39, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Aged Dragon Tail (2) + Oil-Stained Cloth (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	220	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	572	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	924	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Luminous Stone (2) + Knave Face (2)	1,628	DEF +1, HP +3, DEX +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,332	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,684	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,388	DEF +1, HP +3, DEX +2

QUEEN'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Foot Gear	47	9	DEF 39, Resist Fire +3	—

Rank	Recipe Cost	Recipe
9	900	Dull Metal Lump (1) + Sopor Sac (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	220	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	572	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	924	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,276	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Luminous Stone (2) + Knave Face (2)	1,628	DEF +1, HP +3, AGI +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	1,980	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,332	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,684	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,036	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,388	DEF +1, HP +3, AGI +2

QUESTER'S SET

QUESTER'S COAT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

QUESTER'S GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

QUESTER'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—

QUESTER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, DEX +5	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
—	—	—	—





QUESTER'S SET II

QUESTER'S COAT II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Quester's Coat (1) + Red Seeker Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

QUESTER'S GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Quester's Gloves (1) + Blue Seeker Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

QUESTER'S PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Quester's Pants (1) + Green Seeker Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

QUESTER'S BOOTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, DEX +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Quester's Boots (1) + Blue Seeker Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S SET

RULER'S COAT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, INT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, INT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, INT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, INT +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			



RULER'S SET II

RULER'S COAT II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Ruler's Coat (1) + Red Governor Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Ruler's Gloves (1) + Blue Governor Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Ruler's Pants (1) + Green Governor Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

RULER'S BOOTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, INT +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Ruler's Boots (1) + Blue Governor Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SACRED SET

SACRED PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,644	Armor	50	12	DEF 76, Resist Water +6	Resist Poison
Rank	Recipe Cost	Recipe				
11	1,100	Amethyst Geode (2) + Shiny Iron Lump (1)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 9 (1) + Rough Emerald (1)	400	DEF +1			
+2	Guardian Pearl Lv. 9 (1) + Rough Emerald (2) + Lizard Fang+ (1)	1,320	DEF +1			
+3	Guardian Pearl Lv. 9 (1) + Lizard Fang+ (1) + Fire-Dragon Tail (1)	2,240	DEF +1			
+4	Guardian Pearl Lv. 9 (1) + Rough Emerald (3) + Fire-Dragon Tail (2)	3,160	DEF +1			
+5	Guardian Pearl Lv. 9 (1) + Rough Emerald (3) + Fire-Dragon Tail (3)	4,080	DEF +1			
+6	Guardian Pearl Lv. 10 (1) + Rough Emerald (4) + Lizard Fang+ (3)	5,000	DEF +1			
+7	Guardian Pearl Lv. 10 (1) + Rough Emerald (5) + Lizard Fang+ (3)	5,920	DEF +1			
+8	Guardian Pearl Lv. 10 (1) + Lizard Fang+ (4) + Fire-Dragon Tail (3)	6,840	DEF +1			
+9	Guardian Pearl Lv. 10 (1) + Fire-Dragon Tail (4) + Shiny Clay Lump (1)	7,760	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Tail (6) + Shiny Clay Lump (3)	8,680	DEF +1			

SACRED ARMGUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Arm Gear	50	11	DEF 60, Resist Wind +15	Resist Paralysis
Rank	Recipe Cost	Recipe				
10	1,100	Amethyst Geode (1) + Green Ore+ (3)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	400	DEF +1			
+2	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1) + Basilisk Claw+ (1)	1,320	DEF +1			
+3	Guardian Pearl Lv. 9 (1) + Basilisk Claw+ (1) + Red Ore+ (1)	2,240	DEF +1			
+4	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Red Ore+ (1)	3,160	DEF +1			
+5	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Red Ore+ (2)	4,080	DEF +1, HP +52, MP +4, INT +17			
+6	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Basilisk Claw+ (2)	5,000	DEF +1			
+7	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (4) + Basilisk Claw+ (2)	5,920	DEF +1			
+8	Guardian Pearl Lv. 10 (1) + Basilisk Claw+ (3) + Red Ore+ (2)	6,840	DEF +1			
+9	Guardian Pearl Lv. 10 (1) + Red Ore+ (3) + Earth-Beast Tail+ (1)	7,760	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (5) + Earth-Beast Tail+ (3)	8,680	DEF +1, HP +52, MP +4, INT +17			

SACRED BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Leg Gear	50	11	DEF 61, Resist Fire +15	Resist Sleep
Rank	Recipe Cost	Recipe				
10	1,100	Amethyst Geode (1) + Rough Emerald (2)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 9 (1) + Rough Emerald (1)	400	DEF +1			
+2	Guardian Pearl Lv. 9 (1) + Rough Emerald (1) + Jagged Fang+ (1)	1,320	DEF +1			
+3	Guardian Pearl Lv. 9 (1) + Jagged Fang+ (1) + Black Ore+ (1)	2,240	DEF +1			
+4	Guardian Pearl Lv. 9 (1) + Rough Emerald (2) + Black Ore+ (1)	3,160	DEF +1			
+5	Guardian Pearl Lv. 9 (1) + Rough Emerald (2) + Black Ore+ (2)	4,080	DEF +1, MP +5, VIT +17, DEX +12			
+6	Guardian Pearl Lv. 10 (1) + Rough Emerald (3) + Jagged Fang+ (2)	5,000	DEF +1			
+7	Guardian Pearl Lv. 10 (1) + Rough Emerald (4) + Jagged Fang+ (2)	5,920	DEF +1			
+8	Guardian Pearl Lv. 10 (1) + Jagged Fang+ (3) + Black Ore+ (2)	6,840	DEF +1			
+9	Guardian Pearl Lv. 10 (1) + Black Ore+ (3) + Wind-Dragon Wing+ (1)	7,760	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Black Ore+ (5) + Wind-Dragon Wing+ (3)	8,680	DEF +1, MP +5, VIT +17, DEX +12			

SACRED SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Foot Gear	50	11	DEF 59, Resist Earth +15	Resist Silence
Rank	Recipe Cost	Recipe				
11	1,100	Amethyst Geode (1) + Petrified-Wood Bit (40)				
Level	Recipe	Cost	Bonus			
+1	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	400	DEF +1			
+2	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1) + Scorpion Claw+ (1)	1,320	DEF +1			
+3	Guardian Pearl Lv. 9 (1) + Scorpion Claw+ (1) + Waterspider Fang+ (1)	2,240	DEF +1			
+4	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Waterspider Fang+ (1)	3,160	DEF +1			
+5	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Waterspider Fang+ (2)	4,080	DEF +1, HP +32, STR +18, AGI +13			
+6	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Scorpion Claw+ (2)	5,000	DEF +1			
+7	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (4) + Scorpion Claw+ (2)	5,920	DEF +1			
+8	Guardian Pearl Lv. 10 (1) + Scorpion Claw+ (3) + Waterspider Fang+ (2)	6,840	DEF +1			
+9	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (3) + Earth-Dragon Wing+ (1)	7,760	DEF +1			
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (5) + Earth-Dragon Wing+ (3)	8,680	DEF +1, HP +64, STR +36, AGI +26			



SCOUT'S SET

SCOUT'S ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
2240	224	Armor	25	—	DEF 24	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Spider Thread (3)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Spider Thread (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (7) + Spider Thread (7)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Waterspider Shell (3)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (11) + Waterspider Shell (5)	928	DEF +1

SCOUT'S GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1120	112	Arm Gear	25	—	DEF 18	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Spider Thread (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Spider Thread (3)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Spider Thread (5)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Waterspider Shell (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Waterspider Shell (3)	928	DEF +1, HP +2, STR +2

SCOUT'S LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1120	112	Leg Gear	25	—	DEF 18	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Spider Thread (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Spider Thread (3)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Spider Thread (5)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Waterspider Shell (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Waterspider Shell (3)	928	DEF +1, HP +2, DEX +2

SCOUT'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1120	112	Foot Gear	25	—	DEF 18	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Spider Thread (1)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Spider Thread (3)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Spider Thread (5)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Waterspider Shell (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Waterspider Shell (3)	928	DEF +1, HP +2, AGI +2

SENTINEL SET

SENTINEL MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 67, Resist Fire +4	Resist Poison, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Union Mercenary Badge (2) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Beast Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (3) + Earth-Dragon Horn+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Fire-Beast Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Fire-Beast Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Beast Fang+ (3) + Earth-Dragon Horn+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (3) + Pointy Fiend Tail (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (4) + Pointy Fiend Tail (3)	10,850	DEF +1

SENTINEL FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 58, Resist Water +5	Resist Poison, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Fire-Dragon Heart+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Lethal Greaver Horn (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Keen Troll-King Claw (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Kenn Troll-King Claw (2)	5,100	DEF +1, MP +16, VIT +26, AGI +21
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Lethal Greaver Horn (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Lethal Greaver Horn (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (3) + Keen Troll-King Claw (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (2) + Fierce Stone Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (4) + Fierce Stone Heart (2)	10,850	DEF +1, MP +16, VIT +26, AGI +21

SENTINEL TROUSERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 54, Resist Wind +5	Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Greaver Pelt+ (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Gold Panel+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Gold Panel+ (2)	5,100	DEF +1, HP +70, MP +14, INT +27
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (2) + Greaver Horn+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Greaver Horn+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Horn+ (3) + Gold Panel+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Gold Panel+ (2) + Shiny Iron Lump (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Panel+ (4) + Shiny Iron Lump (2)	10,850	DEF +1, HP +70, MP +14, INT +27

SENTINEL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 58, Resist Earth +5	Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Gallstone+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Dragon Scale+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Bangle (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Magebeast Bangle (2)	5,100	DEF +1, HP +70, STR +27, DEX +22
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Fire-Dragon Scale+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Fire-Dragon Scale+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Dragon Scale+ (3) + Magebeast Bangle (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Bangle (2) + Fierce Clay Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Bangle (4) + Fierce Clay Heart (2)	10,850	DEF +1, HP +70, STR +27, DEX +22



SHADOW SET

SHADOW ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 74	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Destroyer Outfit+ (2) + Old Turret (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Claw+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Destroyer Claw+ (2) + Destroyer Mask+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Demon Claw+ (3) + Destroyer Mask+ (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (3) + Destroyer Mask+ (3)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Destroyer Claw+ (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (5) + Destroyer Claw+ (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Destroyer Claw+ (4) + Destroyer Mask+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (4) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (6) + Magebeast Heart+ (3)	10,850	DEF +1

SHADOW GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 68	Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Devil Evil Eyes+ (2) + Pointy Devil Tail (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1) + Destroyer Claw+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Destroyer Claw+ (1) + Destroyer Mask+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Destroyer Claw+ (2) + Destroyer Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Mask+ (2)	5,100	DEF +1, MP +7, VIT +26, AGI +21
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Destroyer Claw+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Destroyer Claw+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Destroyer Claw+ (3) + Destroyer Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (3) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (5) + Magebeast Heart+ (3)	10,850	DEF +1, MP +7, VIT +26, AGI +21

SHADOW CUISSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 65	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Demon Evil Eye (2) + Pointy Demon Tail (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1) + Destroyer Claw+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Destroyer Claw+ (1) + Destroyer Mask+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Mask+ (2)	5,100	DEF +1, HP +76, MP +6, SPR +26
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Destroyer Claw+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Destroyer Claw+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Destroyer Claw+ (3) + Destroyer Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (3) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (5) + Magebeast Heart+ (3)	10,850	DEF +1, HP +76, MP +6, SPR +26

SHADOW SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 66	Resist Poison, Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Magestone Turret (2) + Fiend Hex (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Demon Claw+ (1) + Destroyer Claw+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Destroyer Claw+ (1) + Destroyer Mask+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Mask+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Demon Claw+ (2) + Destroyer Mask+ (2)	5,100	DEF +1, HP +76, STR +26, DEX +22
+6	Guardian Gem Lv. 1 (1) + Demon Claw+ (3) + Destroyer Claw+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Demon Claw+ (4) + Destroyer Claw+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Destroyer Claw+ (3) + Destroyer Mask+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (3) + Magebeast Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Destroyer Mask+ (5) + Magebeast Heart+ (3)	10,850	DEF +1, HP +76, STR +28, DEX +22

SHELL SET

LIGHT SHELL ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	150	Armor	20	—	DEF 20	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Beetle Fossil (3)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Beetle Fossil (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (7) + Beetle Fossil (7)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (9) + Direspider Shell (3)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (11) + Direspider Shell (5)	928	DEF +1

SHELL VAMBRACES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	150	Arm Gear	20	—	DEF 14	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Beetle Fossil (3)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Beetle Fossil (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (7) + Beetle Fossil (7)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (9) + Direspider Shell (3)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (11) + Direspider Shell (5)	928	DEF +1

SHELL BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	150	Leg Gear	20	—	DEF 14	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Beetle Fossil (3)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Beetle Fossil (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (7) + Beetle Fossil (7)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (9) + Direspider Shell (3)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (11) + Direspider Shell (5)	928	DEF +1

SHELL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	150	Foot Gear	20	—	DEF 14	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Beetle Fossil (3)	160	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Steel Ore (5) + Beetle Fossil (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (7) + Beetle Fossil (7)	544	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Steel Ore (9) + Direspider Shell (3)	736	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Steel Ore (11) + Direspider Shell (5)	928	DEF +1



SHOGUN'S SET

SHOGUN'S CUIRASS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 76	Resist Poison, Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Red Foreign Coin (6) + Coronastone (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Wind-Dragon Scale+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Wind-Dragon Scale+ (2) + Fire-Giant Skull (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Fire-Giant Skull (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Fire-Giant Skull (3)	5,100	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (4) + Wind-Dragon Scale+ (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (5) + Wind-Dragon Scale+ (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Wind-Dragon Scale+ (4) + Fire-Giant Skull (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (4) + Magebeast Helm+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Giant Skull (6) + Magebeast Helm+ (3)	10,850	DEF +1

SHOGUN'S GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 66	Resist Paralysis, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Foreign Coin (6) + Fire-Beast Fang+ (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1) + Fire-Beast Fang+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Beast Fang+ (1) + Ice-Giant Skull (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Ice-Giant Skull (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Ice-Giant Skull (2)	5,100	DEF +1, MP+7, STR+26, SPR+27
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Fire-Beast Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Fire-Beast Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Beast Fang+ (3) + Ice-Giant Skull (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (3) + Fire-Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Giant Skull (5) + Fire-Dragon Heart+ (3)	10,850	DEF +1, MP+7, STR+26, SPR+27

SHOGUN'S TASSETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 64	Resist Poison, Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Green Foreign Coin (6) + Fire-Beast Horn+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1) + Earth-Dragon Scale+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Earth-Dragon Scale+ (1) + Silver Troll Maul (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Silver Troll Maul (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Silver Troll Maul (2)	5,100	DEF +1 HP +76 MP +6 DEX +22
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Earth-Dragon Scale+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Earth-Dragon Scale+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Earth-Dragon Scale+ (3) + Silver Troll Maul (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Silver Troll Maul (3) + Waterspider Egg+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Silver Troll Maul (5) + Waterspider Egg+ (3)	10,850	DEF +1 HP +76 MP +6 DEX +22

SHOGUN'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 67	Resist Poison, Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue Foreign Coin (3) + Aged Dragon Wing+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Troll Armor Suit (1)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2) + Scorpion Tail+ (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Scorpion Tail+ (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (2) + Scorpion Tail+ (2)	3,060	DEF +1, HP +21, STR +8, DEX +8
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (5) + Troll Armor Suit (3)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (6) + Troll Armor Suit (4)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Troll Armor Suit (5) + Scorpion Tail+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (4) + Tough Old Pelt (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Tail+ (5) + Tough Old Pelt (3)	6,510	DEF +1, HP +21, STR +8, DEX +8

SILVER SET

SILVER CHAINMAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	294	Armor	30	—	DEF 28	—

Rank	Recipe Cost	Recipe
6	300	Gold Puppet Lump (1) + Iron Puppet Lump (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Iron Puppet Lump (3)	180	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Iron Puppet Lump (5)	396	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Iron Puppet Lump (7)	612	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Lustrous Pelt (3)	828	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (11) + Lustrous Pelt (6)	1,044	DEF +1

SILVER GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	147	Arm Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
6	300	Puppet Gold Lump (1) + Puppet Iron Lump (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1) + Iron Puppet Lump (1)	180	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Iron Puppet Lump (3)	396	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Iron Puppet Lump (5)	612	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Lustrous Pelt (1)	828	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Lustrous Pelt (3)	1,044	DEF +1

SILVER LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	147	Leg Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
6	300	Gold Puppet Lump (1) + Iron Puppet Lump (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1) + Iron Puppet Lump (1)	180	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Iron Puppet Lump (3)	396	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Iron Puppet Lump (5)	612	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Lustrous Pelt (1)	828	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Lustrous Pelt (3)	1,044	DEF +1, HP +2, DEX +2

SILVER BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	147	Foot Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
6	300	Gold Puppet Lump (1) + Iron Puppet Lump (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (1) + Iron Puppet Lump (1)	180	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Iron Puppet Lump (3)	396	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (5) + Iron Puppet Lump (5)	612	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (7) + Lustrous Pelt (1)	828	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (9) + Lustrous Pelt (3)	1,044	DEF +1, HP +2, AGI +2



SILVER PLATE SET

SILVER PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280		Armor	30	—	DEF 28	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (3) + Knave Lamp (2)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Knave Lamp (5)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (8) + Knave Lamp (7)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (11) + Pyrestone Shard (2)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (13) + Pyrestone Shard (5)	928	DEF +1

SILVER ARMGUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1400	140	Arm Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Knave Lamp (1)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Knave Lamp (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Knave Lamp (4)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Pyrestone Shard (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Pyrestone Shard (3)	928	DEF +1, HP +5, STR +2, VIT +1

SILVER CUISESSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1400	140	Leg Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Knave Lamp (1)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Knave Lamp (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Knave Lamp (4)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Pyrestone Shard (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Pyrestone Shard (3)	928	DEF +1, HP +5, VIT +1, DEX +1

SILVER SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1400	140	Foot Gear	30	—	DEF 21	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Steel Ore (1) + Knave Lamp (1)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (3) + Knave Lamp (2)	352	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Steel Ore (5) + Knave Lamp (4)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Pyrestone Shard (1)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Steel Ore (8) + Pyrestone Shard (3)	928	DEF +1, HP +5, VIT +1

SOLDIER'S SET

SOLDIER'S ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	70	Armor	10	—	DEF 8	—

Rank	Recipe Cost	Recipe
2	100	Copper Ore (5) + Vespido Exoskeleton (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (3) + Vespido Exoskeleton (3)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Vespido Exoskeleton (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (7) + Vespido Exoskeleton (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (9) + Earth-Beast Mane (3)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (11) + Earth-Beast Mane (5)	580	DEF +1

SOLDIER'S VAMBRACES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	28	Arm Gear	10	—	DEF 5	—

Rank	Recipe Cost	Recipe
2	100	Copper Ore (5) + Vespido Exoskeleton (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (1) + Vespido Exoskeleton (1)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (3) + Vespido Exoskeleton (3)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Vespido Exoskeleton (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (7) + Earth-Beast Mane (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (9) + Earth-Beast Mane (3)	580	DEF +1

SOLDIER'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	28	Leg Gear	10	—	DEF 5	—

Rank	Recipe Cost	Recipe
2	100	Copper Ore (5) + Vespido Exoskeleton (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (1) + Vespido Exoskeleton (1)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (3) + Vespido Exoskeleton (3)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Vespido Exoskeleton (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (7) + Earth-Beast Mane (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (9) + Earth-Beast Mane (3)	580	DEF +1

SOLDIER'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	28	Foot Gear	10	—	DEF 5	—

Rank	Recipe Cost	Recipe
2	100	Copper Ore (5) + Vespido Exoskeleton (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (1) + Sturdy Chain (1)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (3) + Sturdy Chain (3)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Copper Ore (5) + Sturdy Chain (5)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Copper Ore (7) + Dirty Beast Skin (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Copper Ore (9) + Dirty Beast Skin (3)	580	DEF +1

SORCERESS SET

SORCERESS ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	150	Armor	25	—	DEF 19, RES 6	—

Rank	Recipe Cost	Recipe
6	300	Treat Face (1) + Big Thread Ball (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Gold-Cotton Boll (3) + Basilisk Pelt (3)	160	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (5) + Basilisk Pelt (5)	352	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (7) + Basilisk Pelt (7)	544	DEF +1, RES +1
+4	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (9) + Iron Thread (3)	736	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (11) + Iron Thread (5)	928	DEF +1, RES +1

SORCERESS BRACERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	77	Arm Gear	25	—	DEF 15, RES 6	—

Rank	Recipe Cost	Recipe
6	300	Treat Face (1) + Big Thread Ball (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Gold-Cotton Boll (1) + Basilisk Pelt (1)	160	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (3) + Basilisk Pelt (3)	352	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (5) + Basilisk Pelt (5)	544	DEF +1, RES +1
+4	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (7) + Iron Thread (1)	736	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (9) + Iron Thread (3)	928	DEF +1, RES +1, HP +1, MP +3, SPR +2

SORCERESS SHORTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	77	Leg Gear	25	—	DEF 14, RES 6	—

Rank	Recipe Cost	Recipe
6	300	Treat Face (1) + Big Thread Ball (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Gold-Cotton Boll (1) + Basilisk Pelt (1)	160	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (3) + Basilisk Pelt (3)	352	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (5) + Basilisk Pelt (5)	544	DEF +1, RES +1
+4	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (7) + Iron Thread (1)	736	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (9) + Iron Thread (3)	928	DEF +1, RES +1, MP +3, INT +2

SORCERESS SOCKS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	77	Foot Gear	25	—	DEF 15, RES 6	—

Rank	Recipe Cost	Recipe
6	300	Treat Face (1) + Big Thread Ball (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Gold-Cotton Boll (1) + Basilisk Pelt (1)	160	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (3) + Basilisk Pelt (3)	352	DEF +1, RES +1
+3	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (5) + Basilisk Pelt (5)	544	DEF +1, RES +1
+4	Guardian Pearl Lv. 4 (1) + Gold-Cotton Boll (7) + Iron Thread (1)	736	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (9) + Iron Thread (3)	928	DEF +1, RES +1, MP +3, SPR +2

SPECTRAL SET

SPECTRAL MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,543	Armor	49	9	DEF 46, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Ice-Dragon Wing (2) + Toxic Greaver Pelt (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Luminous Stone (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Face (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Knave Face (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Luminous Stone (2) + Knave Face (2)	1,776	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (5) + Luminous Stone (3)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (3)	2,928	DEF +1
+9	Guardian Pearl Lv. 8 (1) + Knave Face (4) + Aged Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (3)	3,696	DEF +1

SPECTRAL GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Arm Gear	49	9	DEF 39, Resist Fire +3	—

Rank	Recipe Cost	Recipe
9	900	Toxin Sac (1) + Greaver Pelt (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Luminous Stone (2) + Knave Face (2)	1,776	DEF +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,696	DEF +1

SPECTRAL CULOTTES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Leg Gear	49	9	DEF 39, Resist Earth +3	—

Rank	Recipe Cost	Recipe
9	900	Toxic Greaver Pelt (2) + Fire-Brute Pelt (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Luminous Stone (2) + Knave Face (2)	1,776	DEF +1, HP +3, DEX +1
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,696	DEF +1, HP +3, DEX +2

SPECTRAL BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	771	Foot Gear	49	9	DEF 39, Resist Fire +3	—

Rank	Recipe Cost	Recipe
9	900	Oil-Stained Cloth (2) + Toxin Sac (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1) + Luminous Stone (1)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2) + Knave Face (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Luminous Stone (2) + Knave Face (2)	1,776	DEF +1, HP +3, AGI +2
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (2)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Luminous Stone (3)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Luminous Stone (4) + Knave Face (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Knave Face (3) + Aged Dragon Heart (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (4) + Aged Dragon Heart (2)	3,696	DEF +1, HP +3, AGI +2



SPIKED SET

SPIKED ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
980	98	Armor	15	—	DEF 15	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Tail (2)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Tail (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (8) + Lizard Tail (7)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (11) + Stone Puppet Part (2)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (13) + Stone Puppet Part (5)	696	DEF +1

SPIKED GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
490	49	Arm Gear	15	—	DEF 10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Lizard Tail (1)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Tail (2)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Tail (4)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Stone Puppet Part (1)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (8) + Stone Puppet Part (3)	696	DEF +1

SPIKED FAULDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
490	49	Leg Gear	15	—	DEF 10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Lizard Tail (1)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Tail (2)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Tail (4)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Stone Puppet Part (1)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (8) + Stone Puppet Part (3)	696	DEF +1

SPIKED SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
490	49	Foot Gear	15	—	DEF 10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Silver Ore (1) + Lizard Tail (1)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Silver Ore (3) + Lizard Tail (2)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Silver Ore (5) + Lizard Tail (4)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Silver Ore (6) + Stone Puppet Part (1)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Silver Ore (8) + Stone Puppet Part (3)	696	DEF +1

STYLISH SET

STYLISH ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	35	Armor	10	—	DEF 11	—

Rank	Recipe Cost	Recipe
2	100	Fire-Giant Anklet (1) + Plume (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (3) + Dirty Beast Skin (2)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Dirty Beast Skin (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (8) + Dirty Beast Skin (7)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (11) + Levinstone Shard (3)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (13) + Levinstone Shard (5)	580	DEF +1

STYLISH GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	35	Arm Gear	10	—	DEF 8	—

Rank	Recipe Cost	Recipe
2	100	Fire-Giant Anklet (1) + Plume (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (1) + Dirty Beast Skin (1)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (3) + Dirty Beast Skin (2)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Dirty Beast Skin (4)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (6) + Levinstone Shard (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (8) + Levinstone Shard (3)	580	DEF +1

STYLISH BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	35	Leg Gear	10	—	DEF 8	—

Rank	Recipe Cost	Recipe
2	100	Fire-Giant Anklet (1) + Plume (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (1) + Dirty Beast Skin (1)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (3) + Dirty Beast Skin (2)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Dirty Beast Skin (4)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (6) + Levinstone Shard (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (8) + Levinstone Shard (3)	580	DEF +1

STYLISH SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	35	Foot Gear	10	—	DEF 8	—

Rank	Recipe Cost	Recipe
2	100	Fire-Giant Anklet (1) + Plume (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Iron Ore (1) + Dirty Beast Skin (1)	100	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (3) + Dirty Beast Skin (2)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (5) + Dirty Beast Skin (4)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Iron Ore (6) + Levinstone Shard (1)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Iron Ore (8) + Levinstone Shard (3)	580	DEF +1

SYLPHEED SET

SYLPHEED DRESS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,000	Armor	30	—	DEF 25, RES 5, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Arm Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Leg Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED TIGHTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	500	Foot Gear	30	—	DEF 20, RES 4, AGI +5	—
Rank	Recipe Cost	Recipe				
—	—	—				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED SET II

SYLPHEED DRESS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,350	Armor	50	12	DEF 52, RES 13, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Sylpheed Dress (1) + Red Noble Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED GLOVES II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Arm Gear	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Sylpheed Gloves (1) + Blue Noble Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED PANTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Leg Gear	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Sylpheed Pants (1) + Green Noble Coin (6)				
Level	Recipe	Cost	Bonus			
—	—	—	—			

SYLPHEED TIGHTS II

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3,675	Foot Gear	50	12	DEF 48, RES 12, AGI +20	—
Rank	Recipe Cost	Recipe				
12	1,200	Sylpheed Tights (1) + Blue Noble Coin (3)				
Level	Recipe	Cost	Bonus			
—	—	—	—			



TITANIA'S SET

TITANIA'S MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,350	Armor	50	11	DEF 57, Resist Wind +2	Resist Poison

Rank	Recipe Cost	Recipe
11	1,100	Faerie Wing (2) + Wind-Dragon Skull+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Rough Emerald (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Rough Emerald (2)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Paralyzing Stinger (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Direspider Body+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Rough Emerald (3) + Direspider Body+ (2)	4,080	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Rough Emerald (3) + Paralyzing Stinger (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Rough Emerald (4) + Paralyzing Stinger (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Paralyzing Stinger (3) + Direspider Body+ (3)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Direspider Body+ (3) + Dew Drop+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Direspider Body+ (4) + Dew Drop+ (3)	8,680	DEF +1

TITANIA'S FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Arm Gear	50	11	DEF 52, Resist Water +2	Resist Sleep

Rank	Recipe Cost	Recipe
11	1,100	Faerie Wing (1) + Wind-Dragon Heart+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Dull White Beast Skin (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Waterspider Fang+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Waterspider Fang+ (2)	4,080	DEF +1, HP +62, VIT +17, AGI +12
+6	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Dull White Beast Skin (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Dull White Beast Skin (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (3) + Waterspider Fang+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Waterspider Fang+ (2) + Pure Heart (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Waterspider Fang+ (4) + Pure Heart (2)	8,680	DEF +1, HP +62, VIT +17, AGI +12

TITANIA'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Leg Gear	50	11	DEF 53, Resist Wind +2	Resist Poison

Rank	Recipe Cost	Recipe
11	1,100	Faerie Wing (1) + Blue Ore+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Rough Emerald (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Rough Emerald (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + White Pollen Grain (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Wind-Dragon Tail+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Rough Emerald (2) + Wind-Dragon Tail+ (2)	4,080	DEF +1, MP +10 STR +18, SPR +17
+6	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + White Pollen Grain (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Rough Emerald (3) + White Pollen Grain (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + White Pollen Grain (3) + Wind-Dragon Tail+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Wind-Dragon Tail+ (2) + Fire-Giant Heart (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Tail+ (4) + Fire-Giant Heart (2)	8,680	DEF +1, MP +10 STR +18, SPR +17

TITANIA'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	2,675	Foot Gear	50	11	DEF 52, Resist Water +2	Resist Sleep

Rank	Recipe Cost	Recipe
11	1,100	Faerie Wing (1) + Green Ore+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Lizard Fang+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Earth-Dragon Tail+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Petrified-Wood Bit (2) + Earth-Dragon Tail+ (2)	4,080	DEF +1, HP +39, MP +12, DEX +13
+6	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (2) + Lizard Fang+ (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Petrified-Wood Bit (3) + Lizard Fang+ (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Lizard Fang+ (3) + Earth-Dragon Tail+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Earth-Dragon Tail+ (2) + Ice-Giant Heart (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Tail+ (4) + Ice-Giant Heart (2)	8,680	DEF +1, HP +38, MP +12, DEX +13

TRAVELER'S SET

TRAVELER'S ROBE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
80	8	Armor	1	—	DEF 2, RES 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Broken Mask (3)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Broken Mask (5)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (7) + Broken Mask (7)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (9) + Fatal Flower Bud (3)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (11) + Fatal Flower Bud (5)	580	DEF +1, RES +1

TRAVELER'S SARONG

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
40	4	Leg Gear	1	—	DEF 1, RES 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (1) + Broken Mask (1)	100	DEF +1, RES +1
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Broken Mask (3)	220	DEF +1, RES +1
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Broken Mask (5)	340	DEF +1, RES +1
+4	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (7) + Fatal Flower Bud (1)	460	DEF +1, RES +1
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (9) + Fatal Flower Bud (3)	580	DEF +1, RES +1

TRAVELER'S SHOES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
40	4	Foot Gear	1	—	DEF 1, RES 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (1) + Broken Mask (1)	100	DEF +1 RES +1
+2	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (3) + Broken Mask (3)	220	DEF +1 RES +1
+3	Guardian Pearl Lv. 1 (1) + Three-Leaf Clover (5) + Broken Mask (5)	340	DEF +1 RES +1
+4	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (7) + Fatal Flower Bud (1)	460	DEF +1 RES +1
+5	Guardian Pearl Lv. 2 (1) + Three-Leaf Clover (9) + Fatal Flower Bud (3)	580	DEF +1 RES +1



VALIANT SET

VALIANT ARMOR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,644	Armor	50	11	DEF 67, Resist Wind +4	—

Rank	Recipe Cost	Recipe
11	1,100	Troll-King Greave (12) + Rusted Panel+ (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Puppet Arm (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Iron Puppet Arm (2) + Iron Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Iron Face+ (2)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Iron Face+ (3)	4,080	DEF +1
+6	Guardian Pearl Lv. 9 (1) + Platinum Ore (4) + Iron Puppet Arm (3)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (5) + Iron Puppet Arm (3)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (4) + Iron Face+ (3)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Iron Face+ (4) + Fire-Giant Skull (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Iron Face+ (6) + Fire-Giant Skull (3)	8,680	DEF +1

VALIANT GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Arm Gear	50	11	DEF 58, Resist Water +4	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Stone Puppet Arm (12) + Dull White-Beast Skin (12)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1) + Iron Puppet Arm (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Iron Puppet Arm (1) + Iron Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (2)	4,080	DEF +1, HP +40, INT +17, SPR +17
+6	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Iron Puppet Arm (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (4) + Iron Puppet Arm (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (3) + Iron Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Iron Face+ (3) + Fire-Giant Skull (1)	7,760	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Iron Face+ (5) + Fire-Giant Skull (3)	8,680	DEF +1, HP +40, INT +18, SPR +18

VALIANT CUISSSES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Leg Gear	50	11	DEF 58, Resist Wind +4	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Fire-Giant Heart (2) + Platinum Ore (40)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1) + Iron Puppet Arm (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Iron Puppet Arm (1) + Iron Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (2)	4,080	DEF +1, MP +5 STR +17, DEX +12
+6	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Iron Puppet Arm (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (4) + Iron Puppet Arm (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (3) + Iron Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Iron Face+ (3) + Fire-Giant Skull (1)	7,760	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Iron Face+ (5) + Fire-Giant Skull (3)	8,680	DEF +1, MP +5 STR +18, DEX +12

VALIANT SABATONS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Foot Gear	50	11	DEF 58, Resist Water +4	—

Rank	Recipe Cost	Recipe
11	1,100	Shiny Rock Lump (2) + Waterspider Claw+ (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (1) + Iron Puppet Arm (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Iron Puppet Arm (1) + Iron Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Iron Face+ (2)	4,080	DEF +1, HP +44, MP +3, AGI +12
+6	Guardian Pearl Lv. 9 (1) + Platinum Ore (3) + Iron Puppet Arm (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Iron Puppet Arm (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Iron Puppet Arm (3) + Iron Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Iron Face+ (3) + Fire-Giant Skull (1)	7,760	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Iron Face+ (5) + Fire-Giant Skull (3)	8,680	DEF +1, HP +44, MP +3, AGI +13

VALKYRIE SET

VALKYRIE MAIL

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 67, Resist Fire +5	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Union Mercenary Badge (2) + Aged Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Beast Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Earth-Dragon Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (3) + Earth-Dragon Horn+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Fire-Beast Fang+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Fire-Beast Fang+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Beast Fang+ (3) + Earth-Dragon Horn+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (3) + Pointy Fiend Tail (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (4) + Pointy Fiend Tail (3)	10,850	DEF +1

VALKYRIE GUARDS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 58, Resist Wind +5	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Fire-Dragon Skull+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Lethal Greaver Horn (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Keen Troll-King Claw (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Keen Troll-King Claw (2)	5,100	DEF +1, MP +16, INT +26, DEX +22
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Lethal Greaver Horn (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Lethal Greaver Horn (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (3) + Keen Troll-King Claw (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (2) + Fierce Stone Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (4) + Fierce Stone Heart (2)	10,850	DEF +1, MP +16, INT +26, DEX +22

VALKYRIE SKIRT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 54, Resist Water +5	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Fire-Dragon Heart+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Greaver Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Gold Panel+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Gold Panel+ (2)	5,100	DEF +1, HP +70, MP +14, STR +27
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (2) + Greaver Horn+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Greaver Horn+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Greaver Horn+ (3) + Gold Panel+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Gold Panel+ (2) + Shiny Iron Lump (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Panel+ (4) + Shiny Iron Lump (2)	10,850	DEF +1, HP +70, MP +14, STR +27

VALKYRIE LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 58, Resist Earth +5	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) + Greaver Pell+ (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Fire-Dragon Scale+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Magebeast Bangle (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Magebeast Bangle (2)	5,100	DEF +1, HP +70, VIT +26, SPR +26
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Fire-Dragon Scale+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Fire-Dragon Scale+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-Dragon Scale+ (3) + Magebeast Bangle (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Magebeast Bangle (2) + Fierce Clay Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Magebeast Bangle (4) + Fierce Clay Heart (2)	10,850	DEF +1, HP +70, VIT +26, SPR +26

CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



WARLOCK SET

WARLOCK RAIMENT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	3640	Armor	50	11	DEF 42, RES 20	Resist Silence

Rank	Recipe Cost	Recipe
11	1,100	Order of Balandor (1) + Troll-King Crown (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (2)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Fine Basilisk Plume (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Fire-Giant Heart (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (3) + Fire-Giant Heart (2)	4,080	DEF +1, RES +1
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (4) + Fine Basilisk Plume (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (4) + Fine Basilisk Plume (3)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Fine Basilisk Plume (4) + Fire-Giant Heart (3)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Fire-Giant Heart (3) + Grey Ore+ (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Fire-Giant Heart (4) + Grey Ore+ (2)	8,680	DEF +1, RES +1

WARLOCK GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,820	Arm Gear	50	11	DEF 39, RES 18	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
11	1,100	Order of Balandor (1) + Waterspider Body+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Quality Lizard Skin (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Wind-Dragon Horn+ (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (2) + Wind-Dragon Horn+ (2)	4,080	DEF +1, RES +1, MP +32, STR +8, SPR +12
+6	Guardian Pearl Lv. 10 (1) + Snow-Cotton Boll (2) + Quality Lizard Skin (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Snow-Cotton Boll (3) + Quality Lizard Skin (2)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Quality Lizard Skin (3) + Wind-Dragon Horn+ (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Wind-Dragon Horn+ (2) + Purple Ore+ (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Horn+ (4) + Purple Ore+ (2)	8,680	DEF +1, RES +1, MP +32, STR +16, SPR +13

WARLOCK LEGGINGS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,820	Leg Gear	50	11	DEF 39, RES 18	Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
11	1,100	Order of Balandor (1) + Devil Hex (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Tough Shaggy Pelt (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Ice-Giant Heart (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Ebon-Cotton Boll (2) + Ice-Giant Heart (2)	4,080	DEF +1, RES +1, HP +56, MP +20, VIT +17
+6	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (2) + Tough Shaggy Pelt (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Ebon-Cotton Boll (3) + Tough Shaggy Pelt (2)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Tough Shaggy Pelt (3) + Ice-Giant Heart (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Ice-Giant Heart (2) + Black Ore+ (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Ice-Giant Heart (4) + Black Ore+ (2)	8,680	DEF +1, RES +1, HP +64, MP +20, VIT +18

WARLOCK BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,820	Foot Gear	50	11	DEF 39, RES 18	Resist Poison, Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Order Of Balandor (1) + Waterspider Egg+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (1)	400	DEF +1, RES +1
+2	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (1)	1,320	DEF +1, RES +1
+3	Guardian Pearl Lv. 9 (1) + Scorpion Shell+ (1)	2,240	DEF +1, RES +1
+4	Guardian Pearl Lv. 9 (1) + Earth-Dragon Horn+ (1)	3,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 9 (1) + Snow-Cotton Boll (2) + Earth-Dragon Horn+ (2)	4,080	DEF +1, RES +1, HP +36, AGI +17, DEX +12
+6	Guardian Pearl Lv. 10 (1) + Snow-Cotton Boll (2) + Scorpion Shell+ (2)	5,000	DEF +1, RES +1
+7	Guardian Pearl Lv. 10 (1) + Snow-Cotton Boll (3) + Scorpion Shell+ (2)	5,920	DEF +1, RES +1
+8	Guardian Pearl Lv. 10 (1) + Scorpion Shell+ (3) + Earth-Dragon Horn+ (2)	6,840	DEF +1, RES +1
+9	Guardian Pearl Lv. 10 (1) + Earth-Dragon Horn+ (2) + Green Ore+ (1)	7,760	DEF +1, RES +1
+10	Guardian Gem Lv. 1 (1) + Earth-Dragon Horn+ (4) + Green Ore+ (2)	8,680	DEF +1, RES +1, HP +36, AGI +18, DEX +12

WARLORD'S SET

WARLORD'S CUIRASS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	15,435	Armor	50	12	DEF 78	Resist Poison/Sleep

Rank	Recipe Cost	Recipe
12	1,200	Red War-Hero's Coin (6) + Magebeast Helm+ (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Clay Face+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Clay Face+ (2) + Lethal Greaver Horn (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Lethal Greaver Horn (2)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (3) + Lethal Greaver Horn (3)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Clay Face+ (3)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (5) + Clay Face+ (3)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Clay Face+ (4) + Lethal Greaver Horn (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (4) + Pointy Devil Tail (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Lethal Greaver Horn (6) + Pointy Devil Tail (3)	10,850	DEF +1

WARLORD'S GAUNTLETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Arm Gear	50	12	DEF 68	Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Blue War-hero's Coin (3) + Pointy Devil Tail (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Mossy Face+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Mossy Face+ (1) + Fire-Beast Tail+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Fire-Beast Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Fire-Beast Tail+ (2)	5,100	DEF +1, MP +8, STR +28, SPR +27
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Mossy Face+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Mossy Face+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Mossy Face+ (3) + Fire-Beast Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (3) + Fire-Giant Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Beast Tail+ (5) + Fire-Giant Heart (3)	10,850	DEF +1, MP +8, STR +28, SPR +27

WARLORD'S SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Leg Gear	50	12	DEF 66	Resist Poison, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Green War-hero's Coin (6) + Destroyer's Fang+ (7)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (1) + Iron Face+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Iron Face+ (1) + Greaver Horn+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Greaver Horn+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Greaver Horn+ (2)	5,100	DEF +1, HP +77, MP +7, VIT +27
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Iron Face+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (4) + Iron Face+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Iron Face+ (3) + Greaver Horn+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Greaver Horn+ (3) + Ice-Giant Spirit (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Greaver Horn+ (5) + Ice-Giant Spirit (3)	10,850	DEF +1, HP +77, MP +7, VIT +27

WARLORD'S FOOTGEAR

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	9,187	Foot Gear	50	12	DEF 69	Resist Sleep, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Blue War-hero's Coin (3) + Fiend Evil Eye+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (1) + Gold Face+ (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Gold Face+ (1) + Red Ore+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Red Ore+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Red Ore+ (2)	5,100	DEF +1, HP +96, INT +28, DEX +23
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Gold Face+ (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (4) + Gold Face+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Gold Face+ (3) + Red Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Red Ore+ (3) + Waterspider Body+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (5) + Waterspider Body+ (3)	10,850	DEF +1, HP +96, INT +28, DEX +23



WARRIOR'S SET

WARRIOR'S LORICA

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,804	Armor	50	12	DEF 64, Resist Water +4	—

Rank	Recipe Cost	Recipe
12	1,200	Greaver Pelt+ (12) + Fire-Dragon Scale+ (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Ice-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (3) + Ice-Dragon Tail+ (2)	5,100	DEF +1
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (4) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Ice-Dragon Tail+ (3)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (3) + Aged Dragon Tail+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (4) + Aged Dragon Tail+ (3)	10,850	DEF +1

WARRIOR'S BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Foot Gear	50	12	DEF 57, Resist Water +4	—

Rank	Recipe Cost	Recipe
12	1,200	Fire-Dragon Horn+ (6) + Pestilence Sac (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Ice-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Ice-Dragon Tail+ (2)	5,100	DEF +1, HP +70, STR +26, DEX +22
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Ice-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (2) + Aged Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (4) + Aged Dragon Heart+ (2)	10,850	DEF +1, HP +70, STR +28, DEX +22

WARRIOR'S FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Arm Gear	50	12	DEF 57, Resist Water +4	—

Rank	Recipe Cost	Recipe
12	1,200	Knave Arm (12) + Pestilence Sac (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Ice-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Ice-Dragon Tail+ (2)	5,100	DEF +1, MP +21, VIT +26, AGI +21
+6	Guardian Gem Lv. 1 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Ice-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (2) + Aged Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (4) + Aged Dragon Heart+ (2)	10,850	DEF +1, MP +21, VIT +26, AGI +21

WARRIOR'S PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,402	Leg Gear	50	12	DEF 57, Resist Water +4	—

Rank	Recipe Cost	Recipe
12	1,200	Fire-Brute Pelt+ (12) + Coma Sac (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Mithril Ore (1)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Ice-Dragon Tail+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Ice-Dragon Tail+ (2)	5,100	DEF +1, HP +70, MP +14, INT +26
+6	Guardian Pearl Lv. 10 (1) + Mithril Ore (2) + Knave Arm (2)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Mithril Ore (3) + Knave Arm (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Ice-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (2) + Aged Dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (4) + Aged Dragon Heart+ (2)	10,850	DEF +1, HP +70, MP +14, INT +26

WINDWALKER SET

WINDWALKER COAT

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	400	Armor	39	7	DEF 28, RES 8, Resist Wind +3	—

Rank	Recipe Cost	Recipe
7	700	White Pelt (5) + Gold-Cotton Boll (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (1)	200	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (1)	520	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Wolfsbane Bud (2)	840	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Wolfsbane Bud (3)	1,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (1)	1,480	DEF +1, RES +1
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,800	DEF +1, RES +1
+7	Guardian Pearl Lv. 6 (1) + Gold-Cotton Boll (9) + Basiliisk Plume (3)	2,120	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (4) + Basiliisk Plume (3)	2,440	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (5) + Basiliisk Plume (4)	2,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 7 (1) + Basiliisk Plume (4) + Old Pelt (2)	3,080	DEF +1, RES +1

WINDWALKER GLOVES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Arm Gear	39	7	DEF 23, RES 8, Resist Wind +3	—

Rank	Recipe Cost	Recipe
7	700	Earth-Brute Pelt (3) + Shaggy Pelt (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (1)	200	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (1)	520	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (2)	840	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Wolfsbane Bud (2)	1,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Basiliisk Plume (1)	1,480	DEF +1, RES +1, HP +3, MP +7, SPR +2
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,800	DEF +1, RES +1
+7	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	2,120	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,440	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 7 (1) + Basiliisk Plume (3) + Old Pelt (1)	3,080	DEF +1, RES +1

WINDWALKER SLOPS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Leg Gear	39	7	DEF 23, RES 8, Resist Earth +2	—

Rank	Recipe Cost	Recipe
7	700	Old Pelt (8) + Basiliisk Plume (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (1)	200	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (1)	520	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (2)	840	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Wolfsbane Bud (2)	1,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Basiliisk Plume (1)	1,480	DEF +1, RES +1, MP +3, INT +1
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,800	DEF +1, RES +1
+7	Guardian Pearl Lv. 6 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,440	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 7 (1) + Basiliisk Plume (3) + Old Pelt (1)	3,080	DEF +1, RES +1, MP +3, INT +2

WINDWALKER BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Foot Gear	39	7	DEF 23, RES 8, Resist Earth +2	—

Rank	Recipe Cost	Recipe
7	700	Massive Incisor (5) + Thick Basiliisk Pelt (8)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (1)	200	DEF +1, RES +1
+2	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (1)	520	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (3) + Wolfsbane Bud (2)	840	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Wolfsbane Bud (2)	1,160	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (5) + Basiliisk Plume (1)	1,480	DEF +1, RES +1, MP +3, SPR +1
+6	Guardian Pearl Lv. 5 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,800	DEF +1, RES +1
+7	Guardian Pearl Lv. 6 (1) + Gold-Cotton Boll (7) + Basiliisk Plume (2)	1,908	DEF +1, RES +1
+8	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,440	DEF +1, RES +1
+9	Guardian Pearl Lv. 6 (1) + Wolfsbane Bud (3) + Basiliisk Plume (2)	2,760	DEF +1, RES +1
+10	Guardian Pearl Lv. 7 (1) + Basiliisk Plume (3) + Old Pelt (1)	3,080	DEF +1, RES +1, MP +3, SPR +2



WIZARD SET

WIZARD GARB

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	200	Armor	30	—	DEF 22, RES 7	—

Rank	Recipe Cost	Recipe
6	300	Lustrous Pelt (5) + Magecrystal (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (3) + Magical Seal (3)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (5) + Magical Seal (5)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (7) + Magical Seal (7)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (9) + Pyrestone Shard (3)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (11) + Pyrestone Shard (5)	1,044	DEF +1, RES +1

WIZARD BRACERS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Arm Gear	30	—	DEF 18, RES 7	—

Rank	Recipe Cost	Recipe
6	300	Lustrous Pelt (5) + Magecrystal (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (1) + Magical Seal (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (3) + Magical Seal (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (5) + Magical Seal (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (7) + Pyrestone Shard (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (9) + Pyrestone Shard (3)	1,044	DEF +1, RES +1, HP +2, MP +7, SPR +2

WIZARD BRACCAE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Leg Gear	30	—	DEF 18, RES 7	—

Rank	Recipe Cost	Recipe
6	300	Lustrous Pelt (5) + Magecrystal (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (1) + Magical Seal (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (3) + Magical Seal (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (5) + Magical Seal (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (7) + Pyrestone Shard (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (9) + Pyrestone Shard (3)	1,044	DEF +1, RES +1, MP +7, INT +2

WIZARD BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	100	Foot Gear	30	—	DEF 18, RES 7	—

Rank	Recipe Cost	Recipe
6	300	Lustrous Pelt (5) + Magecrystal (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (1) + Magical Seal (1)	180	DEF +1, RES +1
+2	Guardian Pearl Lv. 4 (1) + Lustrous Pelt (3) + Magical Seal (3)	396	DEF +1, RES +1
+3	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (5) + Magical Seal (5)	612	DEF +1, RES +1
+4	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (7) + Pyrestone Shard (1)	828	DEF +1, RES +1
+5	Guardian Pearl Lv. 5 (1) + Lustrous Pelt (9) + Pyrestone Shard (3)	1,044	DEF +1, RES +1, MP +7, SPR +2

WYVERN SET

WYVERN PLATE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	7,644	Armor	50	11	DEF 68, Resist Wind +3	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Earth-Dragon Wing+ (6) + Gold Panel+ (6)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Troll-King Greave (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Troll-King Greave (2) + Gold Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (3) + Gold Face+ (2)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (3) + Gold Face+ (3)	4,080	DEF +1
+6	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (4) + Troll-King Greave (3)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (5) + Troll-King Greave (3)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Troll-King Greave (4) + Gold Face+ (3)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Gold Face+ (4) + Ice-Giant Skull (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Face+ (6) + Ice-Giant Skull (3)	8,680	DEF +1

WYVERN FISTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Arm Gear	50	11	DEF 59, Resist Fire +3	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Wind-Dragon Tail+ (12) + Fire-Giant Beard (12)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1) + Troll-King Greave (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Troll-King Greave (1) + Gold Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (2)	4,080	DEF +1, HP +40, MP +5, STR +17
+6	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (3) + Troll-King Greave (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (4) + Troll-King Greave (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Troll-King Greave (3) + Gold Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Gold Face+ (3) + Ice-Giant Skull (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Face+ (5) + Ice-Giant Skull (3)	8,680	DEF +1, HP +40, MP +5, STR +18

WYVERN BREECHES

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Leg Gear	50	11	DEF 59, Resist Wind +3	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Earth-Dragon Tail+ (4) + Shiny Iron Lump (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1) + Troll-King Greave (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Troll-King Greave (1) + Gold Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (2)	4,080	DEF +1, MP +3, INT +17, SPR +17
+6	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (3) + Troll-King Greave (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (4) + Troll-King Greave (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Troll-King Greave (3) + Gold Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Gold Face+ (3) + Ice-Giant Skull (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Face+ (5) + Ice-Giant Skull (3)	8,680	DEF +1, MP +3, INT +18, SPR +18

WYVERN SOLLERETS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,550	Foot Gear	50	11	DEF 59, Resist Fire +3	Resist Paralysis

Rank	Recipe Cost	Recipe
11	1,100	Fierce Clay Heart (3) + Wind-Dragon Horn+

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (1) + Troll-King Greave (1)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Troll-King Greave (1) + Gold Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Opulent Lizard Scale (2) + Gold Face+ (2)	4,080	DEF +1, HP +44, AGI +12, DEX +12
+6	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (3) + Troll-King Greave (2)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Opulent Lizard Scale (4) + Troll-King Greave (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Troll-King Greave (3) + Gold Face+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Gold Face+ (3) + Ice-Giant Skull (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Face+ (5) + Ice-Giant Skull (3)	8,680	DEF +1, HP +44, AGI +13, DEX +12





YULIE SET

PAMELA'S CLOAK

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Armor	1	—	DEF 2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (10)	3,810	DEF +3

HOT PANTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Leg Gear	1	—	DEF 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (10)	3,810	DEF +3

LONG BOOTS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	—	Foot Gear	1	—	DEF 1	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (1)	300	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Fatal Flower Bud (2)	690	DEF +2
+3	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (3)	1,080	DEF +2
+4	Guardian Pearl Lv. 2 (1) + Fatal Flower Bud (4)	1,470	DEF +3
+5	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (5)	1,860	DEF +3
+6	Guardian Pearl Lv. 3 (1) + Fatal Flower Bud (6)	2,250	DEF +3
+7	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (7)	2,640	DEF +3
+8	Guardian Pearl Lv. 4 (1) + Fatal Flower Bud (8)	3,030	DEF +3
+9	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (9)	3,420	DEF +3
+10	Guardian Pearl Lv. 5 (1) + Fatal Flower Bud (10)	3,810	DEF +3



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



SHIELDS

ASPIS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
500	50	Shield	10	—	DEF +10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Iron Ore (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (6) + Obsidian Shard (3)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) Obsidian Shard (5)	552	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Obsidian Shard (6)	696	DEF +1

BLACKPLUME SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +53, Resist Wind +8	Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Red War-hero's Coin (2) +Magebeast Shell+ (10)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Waterspider Claw+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Waterspider Claw+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Waterspider Claw+ (2) + Wind-dragon Wing+ (1)	5,100	DEF +1, HP +17, AGI +3, DEX +1
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Wind-dragon Wings+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Wind-dragon Wings+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Waterspider Claw+ (3) + Wind-dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Wind-dragon Wing (2) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-dragon Wing+ (3) + Magic Core+ (2)	10,850	DEF +1, HP +35, AGI +6, DEX +3

BOLD SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
500	50	Shield	8	—	DEF +10	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Heavy Pelt (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Heavy Pelt (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Heavy Pelt (6) + Oak Plank (3)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Oak Plank (5)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Oak Plank (6)	580	DEF +1

BUCKLER

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
70	7	Shield	1	—	DEF +2	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Sturdy Branch (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Sturdy Branch (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Sturdy Branch (6) + Treant Branch (3)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Treant Branch (5)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Sturdy Branch (6)	580	DEF +1

DIVINE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,575	Shield	48	9	DEF +37	—

Rank	Recipe Cost	Recipe
9	900	Aged Dragon Skull (1) +Black Iron Ore (25)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Demon Fossil (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Demon Fossil (2) + Fire-dragon Wing (1)	1,776	DEF +1, HP +8, VIT +1
+6	Guardian Pearl Lv. 8 (1) + Demon Fossil (4) + Fire-dragon Wing (1)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Fire-dragon Wing (2)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Demon Fossil (3) + Fire-dragon Wing (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Fire-dragon Wing (2) + Oil-stained Cloth	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Fire-dragon Wing (3) + Oil-stained Cloth (2)	3,696	DEF +1, HP +17, VIT +3, SPR +1

DRAGONSACLE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,450	Shield	50	10	DEF +42, Resist Fire +5	—

Rank	Recipe Cost	Recipe
10	1,000	Pure Heart (1) +Fire Dragon Skull (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Fire-dragon Scale (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Fire-dragon Scale (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Fire-dragon Scale (3) + Possessed Petal (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Fire-dragon Scale (3) + Possessed Petal (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Possessed Petal (2) + Scorpion Shell+ (1)	3,060	DEF +1, HP +10, VIT +2
+6	Guardian Pearl Lv. 9 (1) + Fire-dragon Scale (4) + Scorpion Shell+ (1)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Fire-dragon Scale (4) + Scorpion Shell+ (2)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Possessed Petal (3) + Scorpion Shell+ (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Scorpion Shell+ (2) + Silver Troll Mask (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Scorpion Shell+ (3) + Silver Troll Mask (2)	6,510	DEF +1, HP +20, VIT +4

DRAGONSEYE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF 54, RES 20	Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Dragon Gem (1) +Shiny Metal Lump (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Aged Dragon Scale+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Aged Dragon Scale+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Aged Dragon Scale+ (2) + Rough Diamond (1)	5,100	DEF +1, HP +20, MP +20, VIT +1
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Rough Diamond (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Rough Diamond (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Aged Dragon Scale+ (3) + Rough Diamond (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Rough Diamond (2) + Wind-dragon Heart+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Wind-dragon Heart+ (2)	10,850	DEF +1, HP +40, MP +40, VIT +3

EARLY GUARDIAN

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,430	Shield	50	11	DEF +48, RES 20	Resist Poison, Resist Silence

Rank	Recipe Cost	Recipe
11	1,100	Faerie Wing (1) +Rough Emerald

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Century-tree Plank (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Century-tree Plank (2)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Century-tree Plank (2) + Mossy Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Century-tree Plank (2) + Mossy Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Mossy Face+ (2) + Gold Panel+ (1)	4,080	DEF +1, HP +20, VIT +2
+6	Guardian Pearl Lv. 10 (1) + Century-tree Plank (3) + Gold Panel+ (1)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Century-tree Plank (3) + Gold Panel+ (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Century-tree Plank (3) + Gold Panel+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Gold Panel+ (2) + Devil Head+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Gold Panel+ (3) + Devil Head+ (2)	8,680	DEF +1, HP +40, VIT +4, SPR +1





EINHERJAR SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +48, RES 15	Resist Paralysis, Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Union Merc Badge (1) +Gallstone+ (1)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Deviltail (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Deviltail (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Deviltail (2) + Waterspider Claw+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Deviltail (2) + Waterspider Claw+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Waterspider Claw+ (2) + Wind-dragon Wing+ (1)	5,100	DEF +1, HP +17, STR +1, VIT +2
+6	Guardian Gem Lv. 1 (1) + Deviltail (3) + Wind-dragon Wing+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Deviltail (3) + Wind-dragon Wing+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Waterspider Claw+ (3) + Wind-dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Wind-dragon Wing+ (2) + Magic Core+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-dragon Wing+ (3) + Magic Core+ (2)	10,850	DEF +1, HP +35, STR +3, VIT +4

HEATER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
1,400	140	Shield	23	—	DEF +19	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Treat Face (3)	140	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Treat Face (5)	308	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Treat Face (6) + Greaver Spine (3)	476	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Greaver Spine (5)	644	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Greaver Spine (6)	812	DEF +1

GENERAL'S SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +53, Resist Wind +5	—

Rank	Recipe Cost	Recipe
12	1,200	Lethal Gallstone (2) +Rough Diamond (80)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Platinum Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Rough Diamond (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Knave Face (1)	5,100	DEF +1, HP +28, VIT +2
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Knave Face (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Platinum Ore (3) + Knave Face (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Platinum Ore (3) + Knave Face (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Knave Face (2) + Lethal Gallstone (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Knave Face (3) + Lethal Gallstone (2)	10,850	DEF +1, HP +56, VIT +5

HELLION SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
[d]	10,650	Shield	50	12	DEF +53, Resist Fire +8	Resist Poison

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Knave Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Knave Arm (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Knave Arm (2) + Fire-dragon Tail+ (1)	5,100	DEF +1, HP +20, STR +2, VIT +1
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Fire-dragon Tail+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Fire-dragon Tail+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Knave Arm (3) + Fire-dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-dragon Tail+ (2) + Earth-dragon Skull+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-dragon Tail+ (3) + Earth-dragon Skull+ (2)	10,850	DEF +1, HP +44, STR+ 4, VIT +2

GOLDEN ASPIS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,035	Shield	45	9	DEF +32	—

Rank	Recipe Cost	Recipe
9	900	Dull Metal Lump (1) +Aged Dragon Scale (20)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 7 (1) + Black Iron Ore (1)	240	DEF +1
+2	Guardian Pearl Lv. 7 (1) + Black Iron Ore (2)	624	DEF +1
+3	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Nightglow Bug (1)	1,008	DEF +1
+4	Guardian Pearl Lv. 7 (1) + Black Iron Ore (3) + Nightglow Bug (1)	1,392	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Nightglow Bug (2) + Knave Face (1)	1,776	DEF +1, HP +4
+6	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Knave Face (1)	2,160	DEF +1
+7	Guardian Pearl Lv. 8 (1) + Black Iron Ore (4) + Knave Face (2)	2,544	DEF +1
+8	Guardian Pearl Lv. 8 (1) + Nightglow Bug (3) + Knave Face (2)	2,928	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Knave Face (2) + Toxic Gallstone (1)	3,312	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Knave Face (3) + Toxic Gallstone (2)	3,696	DEF +1, HP +9, DEX +1

HEROIC SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +52, Resist Water+8	Resist Silence

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Gold Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Gold Puppet Arm (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Gold Puppet Arm (2) + Ice-Dragon Tail+ (1)	5,100	DEF +1, HP +28, VIT +3
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Ice-Dragon Tail+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Ice-Dragon Tail+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Gold Puppet Arm (3) + Ice-Dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (2) + Fierce Gold Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Ice-Dragon Tail+ (3) + Fierce Gold Heart (2)	10,850	DEF +1, HP +56, VIT +6, AGI +1

GREEDE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
700	70	Shield	13	—	DEF +13	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 2 (1) + Iron Ore (3)	120	DEF +1
+2	Guardian Pearl Lv. 2 (1) + Iron Ore (5)	264	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Iron Ore (6) + Big Thread Ball (3)	408	DEF +1
+4	Guardian Pearl Lv. 3 (1) + Big Thread Ball (5)	552	DEF +1
+5	Guardian Pearl Lv. 3 (1) + Big Thread Ball (6)	696	DEF +1

HOPLON

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	1,035	Shield	43	8	DEF +32	—

Rank	Recipe Cost	Recipe
8	800	Earth Dragon Scale (30) +Clay Face (4)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-sand Grain (3)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-sand Grain (3)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-sand Grain (5) + Earth-dragon Tail (1)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-sand Grain (5) + Earth-dragon Tail (3)	1,160	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Earth-dragon Tail (3) + Gold Panel (1)	1,480	DEF +1, HP +7, VIT +1
+6	Guardian Pearl Lv. 7 (1) + Iron-sand Grain (7) + Gold Panel (1)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-sand Grain (7) + Gold Panel (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Earth-dragon Tail (4)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Earth-dragon Tail (4) + Gold Panel (3)	2,760	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Earth-dragon Tail (5) + Gold Panel (4)	3,080	DEF +1, HP +14, VIT +2



KAISER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +47, RES 25	Resist Poison, Resist Paralysis

Rank	Recipe Cost	Recipe
12	1,200	Red Ethereal Coin (2) +Monster Fossil (30)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Stone Puppet Arm (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Stone Puppet Arm (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Stone Puppet Arm (2) + Wind-Dragon Wing+ (1)	5,100	DEF +1, HP +20, VIT +2
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Wind-Dragon Wing+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Wind-Dragon Wing+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Stone Puppet Arm (3) + Wind-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Wind-Dragon Wing+ (2) + Fierce Gold Heart (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Wind-Dragon Wing+ (3) + Fierce Gold Heart (2)	10,850	DEF +1, HP +40, VIT +5

MASTER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	525	Shield	40	8	DEF +27	—

Rank	Recipe Cost	Recipe
8	800	Wind Dragon Scale (25) +Cloud Cotton Bolt (25)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3)	200	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (3)	520	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Wind-Dragon Tail (1)	840	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Iron-Sand Grain (5) + Wind-Dragon Tail (3)	1,160	DEF +1
+5	Guardian Pearl Lv. 7 (1) + Wind-Dragon Tail (3) + Gold Panel (1)	1,480	DEF +1, HP +3
+6	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Gold Panel (1)	1,800	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Iron-Sand Grain (7) + Gold Panel (2)	2,120	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Wind-Dragon Tail (4)	2,440	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Wind-Dragon Tail (4) + Gold Panel (3)	2,760	DEF +1
+10	Guardian Pearl Lv. 7 (1) + Wind-Dragon Tail (5) + Gold Panel (4)	3,080	DEF +1, HP +6

KITE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	525	Shield	37	7	DEF +27	—

Rank	Recipe Cost	Recipe
7	700	Troll Mask (2) +Old Mask (25)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Steel Ore (3)	180	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Steel Ore (3)	468	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Steel Ore (5) + Direspider Leg (1)	756	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Steel Ore (5) + Direspider Leg (3)	1,044	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Direspider Leg (3) + Soldier Exoskeleton (1)	1,332	DEF +1, HP +4
+6	Guardian Pearl Lv. 7 (1) + Steel Ore (7) + Soldier Exoskeleton (1)	1,620	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Steel Ore (7) + Soldier Exoskeleton (2)	1,908	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Direspider Leg (4)	2,196	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Direspider Leg (4) + Soldier Exoskeleton (3)	2,484	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Direspider Leg (5) + Soldier Exoskeleton (4)	2,772	DEF +1, HP +9, VIT +1

MIRAGE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,450	Shield	50	10	DEF +37, RES 15	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Fulgurstone (1) +Bloodsteel Ore (45)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Spiky Seed (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Spiky Seed (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Spiky Seed (2) + Tough Thread Ball (1)	3,060	DEF +1, HP +8, MP +3, SPR +1
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Tough Thread Ball (1)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Tough Thread Ball (2)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Spiky Seed (3) + Tough Thread Ball (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Tough Thread Ball (2) + Direspider Body+ (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Tough Thread Ball (3) + Direspider Body+ (2)	6,510	DEF +1, HP +17, MP +6, SPR +3

KNIGHT SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	224	Shield	28	—	DEF +22	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (3)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (5)	352	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Damaged Knave Face (3)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Damaged Knave Face (5)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Damaged Knave Face (6)	928	DEF +1

PALADIN SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,450	Shield	50	10	DEF +44, Resist Earth +8	—

Rank	Recipe Cost	Recipe
10	1,000	Holy Knight Medal (1) +Silver Troll Mask (2)

Level	Recipe	Cost	Bonus
—	—	—	—

LEATHER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
140	14	Shield	3	—	DEF +4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Copper Ore (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Copper Ore (5)	220	DEF +1
+3	Guardian Pearl Lv. 1 (1) + Copper Ore (6) + Heavy Pelt (3)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Heavy Pelt (5)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Heavy Pelt (6)	580	DEF +1

PIXIE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,430	Shield	50	11	DEF +42, RES 20	Resist Sleep

Rank	Recipe Cost	Recipe
11	1,100	Mossy Face+ (12) +Quality Lizard Skin (45)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Petrified-wood Bit (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Petrified-wood Bit (2)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Petrified-wood Bit (2) + Mossy Face+ (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Petrified-wood Bit (2) + Mossy Face+ (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Mossy Face+ (2) + Quality Lizard Skin (1)	4,080	DEF +1, HP +12, MP +8, INT +2
+6	Guardian Pearl Lv. 10 (1) + Petrified-wood Bit (3) + Quality Lizard Skin (1)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Petrified-wood Bit (3) + Quality Lizard Skin (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Mossy Face+ (3) + Quality Lizard Skin (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Quality Lizard Skin (2) + Grey Ore+ (1)	7,760	DEF +1
+10	Guardian Gem Lv. 1 (1) + Quality Lizard Skin (3) + Grey Ore+ (2)	8,680	DEF +1, HP +24, MP +16, INT +4





ROYAL AEGIS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +52	Resist Poison

Rank	Recipe Cost	Recipe
12	1,200	Red Angel's Coin (2) +Mithril Ore (50)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Monster Fossil (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Monster Fossil (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Monster fossil (2) + Dull White Beast Skin (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Monster Fossil (2) + Dull White Beast Skin (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Dull White Beast Skin (2) + Red Ore+ (1)	5,100	DEF +1, HP +28, VIT +2, SPR +2
+6	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Red Ore+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Monster Fossil (3) + Red Ore+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Dull White Beast Skin (3) + Red Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Red Ore+ (2) + Silver Troll Maul (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Red Ore+ (3) + Silver Troll Maul (2)	10,850	DEF +1, HP +56, VIT +4, SPR +4

SCUTUM

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	4,450	Shield	50	10	DEF +43, Resist Water +10	Resist Paralysis

Rank	Recipe Cost	Recipe
10	1,000	Troll's Treasure (2) +Mist Crystal+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 8 (1) + Featherlight Ore (1)	300	DEF +1
+2	Guardian Pearl Lv. 8 (1) + Featherlight Ore (2)	990	DEF +1
+3	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Ice-Dragon Scale (1)	1,680	DEF +1
+4	Guardian Pearl Lv. 8 (1) + Featherlight Ore (3) + Ice-Dragon Scale (1)	2,370	DEF +1
+5	Guardian Pearl Lv. 8 (1) + Ice-Dragon Scale (2) + Rough Sapphire (1)	3,060	DEF +1, HP 10, MP +4, VIT +2
+6	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Rough Sapphire (1)	3,750	DEF +1
+7	Guardian Pearl Lv. 9 (1) + Featherlight Ore (4) + Rough Sapphire (2)	4,440	DEF +1
+8	Guardian Pearl Lv. 9 (1) + Ice-Dragon Scale (3) + Rough Sapphire (2)	5,130	DEF +1
+9	Guardian Pearl Lv. 9 (1) + Rough Sapphire (2) + Hard Massive Hoof (1)	5,820	DEF +1
+10	Guardian Pearl Lv. 9 (1) + Rough Sapphire (3) + Hard Massive Hoof (2)	6,510	DEF +1, HP +20, MP +8, VIT +5

ROYAL SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +54, RES 10	Resist Paralysis, Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Red Autocrat's Coin (2) +Aged Dragon Wing+ (5)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Keen Troll-King Claw (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Keen Troll-King Claw (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Keen Troll-King Claw (2) + Blue Ore+ (1)	5,100	DEF +1, HP +24, VIT +2, SPR +2
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Blue Ore+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Blue Ore+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Keen Troll-King Claw (3) + Blue Ore+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Blue Ore+ (2) + Coronastone (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Blue Ore+ (3) + Coronastone (2)	10,850	DEF +1, HP +48, VIT +5, SPR +5

SENTINEL GUARD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +53, Resist Wind +8	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Diamond (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Diamond (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Fire-beast Fang+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Diamond (2) + Fire-beast Fang+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Fire-beast Fang+ (2) + Earth-dragon Tail+ (1)	5,100	DEF +1, HP +24, VIT +2
+6	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Earth-dragon Tail+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Diamond (3) + Earth-dragon Tail+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Fire-beast Fang+ (3) + Earth-dragon Tail+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-dragon Tail+ (2) + Waterspider Egg+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-dragon Tail+ (3) + Waterspider Egg+ (2)	10,850	DEF +1, HP +52, VIT +5, DEX +1

SAINTED ASPIS

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +47, RES 25	Resist Silence

Rank	Recipe Cost	Recipe
12	1,200	Aged Dragon Heart+ (3) +Shiny Metal Lump (2)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Platinum Ore (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Platinum Ore (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Lethal Greaver Pelt (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Platinum Ore (2) + Lethal Greaver Pelt (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Leather Greaver Pelt (2) + Fire-Dragon Wing+ (1)	5,100	DEF +1, HP +16, VIT +2, SPR +1
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Dragon Wing+ (1)	6,250	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Fire-Dragon Wing+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Lethal Greaver Pelt (3) + Fire-Dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (2) + Gallstone+ (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Fire-Dragon Wing+ (3) + Gallstone+ (2)	10,850	DEF +1, HP +36, VIT +4, SPR +3

SHELL SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
90	9	Shield	18	—	DEF +16	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Cedar Branch (3)	140	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Cedar Branch (5)	308	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Cedar Branch (6) + Basilisk Pelt (3)	476	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Basilisk Pelt (5)	644	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Basilisk Pelt (6)	812	DEF +1

SCALE SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
900	90	Shield	20	—	DEF +16	Resist Poison

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Earth-dragon Flake (3)	140	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Earth-dragon Flake (5)	308	DEF +1
+3	Guardian Pearl Lv. 4 (1) + Earth-dragon Flake (6) + Lizard Skin (3)	476	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Lizard Skin (5)	644	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Lizard Skin (6)	812	DEF +1

SHOGUN'S SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	10,650	Shield	50	12	DEF +52, Resist Earth +8	Resist Sleep

Rank	Recipe Cost	Recipe
12	1,200	Red Foreign Coin (2) +Metal Panel+ (3)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 10 (1) + Rough Emerald (1)	500	DEF +1
+2	Guardian Pearl Lv. 10 (1) + Rough Emerald (2)	1,650	DEF +1
+3	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Wind-dragon Scale+ (1)	2,800	DEF +1
+4	Guardian Pearl Lv. 10 (1) + Rough Emerald (2) + Wind-dragon Scale+ (1)	3,950	DEF +1
+5	Guardian Pearl Lv. 10 (1) + Wind-dragon Scale+ (2) + Earth-dragon Wing+ (1)	5,100	DEF +1, HP +24, STR +1, VIT +2
+6	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Earth-dragon Wing+ (1)	6,250	DEF +1
+7	Guardian Gem Lv. 1 (1) + Rough Emerald (3) + Earth-dragon Wing+ (2)	7,400	DEF +1
+8	Guardian Gem Lv. 1 (1) + Wind-dragon Scale+ (3) + Earth-dragon Wing+ (2)	8,550	DEF +1
+9	Guardian Gem Lv. 1 (1) + Earth-dragon Wing+ (2) + Shiny Rock Lump (1)	9,700	DEF +1
+10	Guardian Gem Lv. 1 (1) + Earth-dragon Wing+ (3) + Shiny Rock Lump (2)	10,850	DEF +1, HP +52, STR +2, VIT +4



SILVER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	224	Shield	30	—	DEF +22	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 5 (1) + Steel Ore (3)	180	DEF +1
+2	Guardian Pearl Lv. 6 (1) + Steel Ore (3)	396	DEF +1
+3	Guardian Pearl Lv. 6 (1) + Steel Ore (5) + Big Seed (1)	612	DEF +1
+4	Guardian Pearl Lv. 6 (1) + Steel Ore (5) + Big Seed (3)	828	DEF +1
+5	Guardian Pearl Lv. 6 (1) + Big Seed (3) + Beast Heart (1)	1,044	DEF +1
+6	Guardian Pearl Lv. 7 (1) + Steel Ore (7) + Beast Heart (1)	1,260	DEF +1
+7	Guardian Pearl Lv. 7 (1) + Steel Ore (7) + Beast Heart (2)	1,476	DEF +1
+8	Guardian Pearl Lv. 7 (1) + Big Seed (4)	1,692	DEF +1
+9	Guardian Pearl Lv. 7 (1) + Big Seed (4) + Beast Heart (3)	1,908	DEF +1
+10	Guardian Pearl Lv. 8 (1) + Big Seed (5) + Beast Heart (4)	2,124	DEF +1

WARRIOR'S SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	140	Shield	25	—	DEF +19	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 4 (1) + Steel Ore (3)	160	DEF +1
+2	Guardian Pearl Lv. 4 (1) + Steel Ore (5)	352	DEF +1
+3	Guardian Pearl Lv. 5 (1) + Steel Ore (6) + Ice-Dragon Flake (3)	544	DEF +1
+4	Guardian Pearl Lv. 5 (1) + Ice-Dragon Flake (5)	736	DEF +1
+5	Guardian Pearl Lv. 5 (1) + Ice-Dragon Flake (6)	928	DEF +1

WOODEN SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
140	14	Shield	3	—	DEF +4	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Chromium Pearl Lv. 4 (1) + Steel Ore (4)	320	ATK +3
+2	Chromium Pearl Lv. 5 (1) + Steel Ore (5)	704	ATK +3
+3	Chromium Pearl Lv. 5 (1) + Gold Ore (2)	1,088	ATK +3
+4	Chromium Pearl Lv. 5 (1) + Gold Ore (3)	1,472	ATK +3
+5	Chromium Pearl Lv. 5 (1) + Earth-Brute Fang (2)	1,856	ATK +3, STR +1, VIT -5
+6	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (3)	2,240	ATK +3
+7	Chromium Pearl Lv. 5 (1) + Steel Ore (7) + Gold Ore (3)	2,624	ATK +3
+8	Chromium Pearl Lv. 6 (1) + Gold Ore (4) + Earth-Brute Fang	3,008	ATK +3
+9	Chromium Pearl Lv. 6 (1) + Gold Ore (5) + Earth-Brute Fang	3,392	ATK +3
+10	Chromium Pearl Lv. 6 (1) + Earth-Brute Fang (4) + Massive Jaw (2)	3,776	ATK +3

TARGE

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
280	28	Shield	5	—	DEF +7	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 1 (1) + Vespid Exoskeleton (3)	100	DEF +1
+2	Guardian Pearl Lv. 1 (1) + Vespid Exoskeleton (5)	220	DEF +1
+3	Guardian Pearl Lv. 2 (1) + Vespid Exoskeleton (6) + Mino Scorpion Claw (3)	340	DEF +1
+4	Guardian Pearl Lv. 2 (1) + Mini Scorpion Claw (5)	460	DEF +1
+5	Guardian Pearl Lv. 2 (1) + Mini Scorpion claw (6)	580	DEF +1

TOUGH SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	70	Shield	15	—	DEF +13	—

Rank	Recipe Cost	Recipe
—	—	—

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 3 (1) + Knotty Pelt (3)	140	DEF +1
+2	Guardian Pearl Lv. 3 (1) + Knotty Pelt (5)	308	DEF +1
+3	Guardian Pearl Lv. 3 (1) + Knotty Pelt (6) + Oak Branch (3)	476	DEF +1
+4	Guardian Pearl Lv. 4 (1) + Oak Branch (5)	644	DEF +1
+5	Guardian Pearl Lv. 4 (1) + Oak Branch (6)	812	DEF +1

TOWER SHIELD

Cost	Sell	Type	Level	Guild Rank	Attributes	Added Effect
—	5,430	Shield	50	11	DEF +47, Resist Earth +5	—

Rank	Recipe Cost	Recipe
11	1,100	Shiny Gold Lump (2) + Opulent Lizard Scale (55)

Level	Recipe	Cost	Bonus
+1	Guardian Pearl Lv. 9 (1) + Platinum Ore (1)	400	DEF +1
+2	Guardian Pearl Lv. 9 (1) + Platinum Ore (2)	1,320	DEF +1
+3	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Cordyceps (1)	2,240	DEF +1
+4	Guardian Pearl Lv. 9 (1) + Platinum Ore (2) + Cordyceps (1)	3,160	DEF +1
+5	Guardian Pearl Lv. 9 (1) + Cordyceps (2) + Rusted Panel+ (1)	4,080	DEF +1, HP +20, VIT +2
+6	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Rusted Panel+ (1)	5,000	DEF +1
+7	Guardian Pearl Lv. 10 (1) + Platinum Ore (3) + Rusted Panel+ (2)	5,920	DEF +1
+8	Guardian Pearl Lv. 10 (1) + Cordyceps (3) + Rusted Panel+ (2)	6,840	DEF +1
+9	Guardian Pearl Lv. 10 (1) + Rusted Panel+ (2) + Wind-Dragon Heart+ (1)	7,760	DEF +1
+10	Guardian Pearl Lv. 10 (1) + Rusted Panel+ (3) + Wind-Dragon Heart+ (2)	8,680	DEF +1, HP +40, VIT +4, SPR +1

ACCESSORIES

Name	Sell	Level	Attributes	Rank	Recipe Cost	Recipe
Adept's Earrings	21	1	DEF +1, DEX +3, AGI -3	—	—	—
Adventurer's Cloak	43	5	RES 2	2	200	Heavy Pelt (5) + Plume (5)
Akashic Earrings	250	30	DEF +1, INT +10, STR -10	—	—	—
Angel Earrings	21	1	DEF +1, AGI +3, DEX -3	—	—	—
Arcanum Earrings	250	30	DEF +1, MP +30, HP -30	—	—	—
Artisan's Earrings	250	30	DEF +1, DEX +10, AGI -10	—	—	—
Artisan's Ring	21	1	DEF +1, DEX +3	—	—	—
Beast Ring	7	1	ATK +1	—	—	—
Bewitching Earrings	21	1	DEF +1, INT -3, STR -3	—	—	—
Black Cat-Eyes	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Black Half-Rims	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Black Hex Glasses	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Black Horn-Rims	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Black Monocle	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Black Pince-Nez	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Bloody Chlamys	600	50	RES 10, MP +15, VIT +4, AGI +4, Resist Paralysis, Resist Silence	—	—	—
Blue Cat-Eyes	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Cat-eyes (1) + Mithril Ore (5)
Blue Half-Rims	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Half-rims (1) + Mithril Ore (5)
Blue Hex Glasses	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Hex Glasses (1) + Mithril Ore (5)
Blue Horn-Rims	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Horn-rims (1) + Mithril Ore (5)
Blue Monocle	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Monocle (1) + Mithril Ore (5)
Blue Pince-Nez	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Black Pince-nez (1) + Mithril Ore (5)
Boxy Black Glasses	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Boxy Blue Glasses	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Boxy Black Glasses (1) + Mithril Ore (5)
Boxy Brown Glasses	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Boxy Black Glasses (1) + Amber Bit (5)
Boxy Gold Glasses	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Boxy Black Glasses (1) + Gold Ore (5)
Boxy Plum Glasses	100	1	DEF +1, RES +1, Resist Poison	7	700	Boxy Black Glasses (1) + Amethyst Shard (5)
Boxy Red Glasses	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Boxy Black Glasses (1) + Bloodsteel Ore (5)
Boxy Silver Glasses	100	1	DEF +1, RES +1, Resist Sleep	7	700	Boxy Black Glasses (1) + Platinum Ore (5)
Boxy White Glasses	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Boxy Black Glasses (1) + Rough Diamond (5)
Brass Earrings	21	1	DEF +1, HP +10, MP -10	—	—	—
Bravura Ring	35	1	DEF +1, HP +15	—	—	—
Brawn Ring	21	1	DEF +1, STR +3	—	—	—
Brown Cat-Eyes	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Cat-eyes (1) + Amber Bit (5)
Brown Half-Rims	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Half-rims (1) + Amber Bit (5)
Brown Hex Glasses	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Hex Glasses (1) + Amber Bit (5)
Brown Horn-Rims	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Horn-rims (1) + Amber Bit (5)
Brown Monocle	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Monocle (1) + Amber Bit (5)
Brown Pince-Nez	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Black Pince-nez (1) + Amber Bit (5)
Bulwark Ring	7	1	DEF +1, VIT +1	—	—	—
Cape Of Chivalry	600	50	RES 10, MP +15, STR +4, INT +4, Resist Sleep	—	—	—
Castleguard Cloak	68	10	DEF +4	7	700	White Pelt (2) + Belladonna (10)
Ceramic Earrings	250	30	DEF +1, VIT +10, SPR -10	—	—	—
Colossal Ring	35	1	DEF +1, STR +5	—	—	—
Craftsman's Earrings	120	10	DEF +1, DEX +5, AGI -5	—	—	—
Craftsman's Ring	7	1	DEF +1, DEX +1	—	—	—
Crystal Earrings	250	30	DEF +1, SPR +10, VIT -10	—	—	—
Defensor Cloak	580	25	DEF +7, HP +12, STR +3, Resist Paralysis	12	1,200	Pure White Pelt (1) + Rafflesia (10)
Desert Cape	34	1	RES 1	1	100	Dirty Brute Skin (2) + Yellow Pollen (10)
Diamond Earrings	120	10	DEF +1, SPR +5, VIT -5	—	—	—
Dragon Ring	35	1	ATK +5	—	—	—
Dynastic Raiment	600	50	DEF +10, HP +20, STR +4, DEX +4, Resist Sleep	—	—	—
Earrings Of Hope	120	10	DEF +1, AGI +5, DEX -5	—	—	—
Earrings Of War	250	30	DEF +1, STR +10, INT -10	—	—	—
Earth-Defense Ring	21	1	RES 1, Resist Earth +1	—	—	—
Earth-Dragon Ring	250	30	RES 1, Resist Earth +5	—	—	—
Earth-Resist Ring	120	10	RES 1, Resist Earth +3	—	—	—
Elemental Earrings	120	10	DEF +1, MP +20, HP -20	—	—	—
Embroidered Cloak	120	15	RES 4, MP +5, INT +3	7	700	White Pelt (2) + Gold Cotton Boll (10)
Emerald Earrings	21	1	DEF +1, SPR +3, VIT -3	—	—	—
Essence Ring	35	1	DEF +1, SPR +5	—	—	—
Fighter's Earrings	21	1	DEF +1, STR +3, INT -3	—	—	—
Fire Dragon Cape	280	20	RES 5, Resist Fire +3, MP +12, VIT +3, SPR +3	11	1,100	Fire Dragon Scale (15) + Rainbow Butterfly (10)
Fire-Defense Ring	21	1	RES 1, Resist Fire +1	—	—	—
Fire-Dragon Ring	250	30	RES 1, Resist Fire +5	—	—	—
Fire-Resist Ring	120	10	RES 1, Resist Fire +3	—	—	—
General's Cloak	880	30	DEF +8, HP +15, Resist Sleep	12	1,200	Dull White-Beast Skin (1) + Lizard Tail+ (10)
General's Earrings	120	10	DEF +1, STR +5, INT -5	—	—	—
Genie Ring	7	1	MAG +1	—	—	—
Genius Ring	35	1	DEF +1, INT +5	—	—	—
Giant's Ring	21	1	ATK +3	—	—	—
Godspeed Ring	35	1	DEF +1, AGI +5	—	—	—
Gold Cat-Eyes	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Cat-eyes (1) + Gold Ore (5)
Gold Earrings	250	30	DEF +1, HP +30, MP -30	—	—	—
Gold Half-Rims	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Half-rims (1) + Gold Ore (5)
Gold Hex Glasses	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Hex Glasses (1) + Gold Ore (5)
Gold Horn-Rims	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Horn-rims (1) + Gold Ore (5)
Gold Monocle	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Monocle (1) + Gold Ore (5)
Gold Pince-Nez	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Black Pince-nez (1) + Gold Ore (5)
Greengrass Cloak	24	1	DEF +1	1	100	Heavy Pelt (2) + Shriveled Vine (10)
Grimoire Earrings	120	10	DEF +1, INT +5, STR -5	—	—	—
Guard Ring	7	1	DEF +1	—	—	—
Holy Ring	21	1	RES +3	—	—	—
Iron Earrings	21	1	DEF +1, VIT +3, SPR -3	—	—	—
Kaiser's Chlamys	600	50	DEF +10, HP +20, INT +4, Resist Silence	—	—	—
Knight's Cloak	43	5	DEF +3	7	700	Earth Brute Pelt (2) + Beast Claw (10)
Life Ring	21	1	DEF +1, HP +10	—	—	—
Mage-Lord Ring	35	1	MAG +5	—	—	—
Magical Earrings	21	1	DEF +1, MP +10, HP -10	—	—	—
Master Chlamys	120	15	DEF +5, HP +3, MP +3, SPR +3	10	1,000	Fire Brute Pelt (1) + Explosive Walnut (10)
Mind Ring	7	1	DEF +1, SPR +1	—	—	—
Miracle Ring	35	1	DEF +1, DEX +5	—	—	—



CHARACTERS
INCORRUPTUS
GAMEPLAY
WALKTHROUGH
QUESTS
GEONET
BESTIARY
ARMORY
ITEM LIST

Name	Sell	Level	Attributes	Rank	Recipe Cost	Recipe
Noble Cape	580	25	RES 6, MP +14, INT +3, AGI +3, Resist Paralysis	12	1,200	Toxic Greaver Pelt (2) + Cloud Cotton Ball (10)
Paladin Cloak	580	50	RES 10, MP +15, VIT +4, SPR +4	—	—	—
Paladin Ring	35	1	RES +5	—	—	—
Pegasus Earrings	250	30	DEF +1, AGI +10, DEX -10	—	—	—
Plum Cat-Eyes	100	1	DEF +1, RES +1, Resist Poison	7	700	Black Cat-eyes (1) + Amethyst Shard (5)
Plum Half-Rims	100	1	DEF +1, RES +1, Resist Poison	7	700	Black Half-rims (1) + Amethyst Shard (5)
Plum Hex Glasses	100	1	DEF +1, RES +1, Resist Poison	7	700	Black Hex Glasses (1) + Amethyst Shard (5)
Plum Horn-Rims	100	1	DEF +1, RES +1, Resist Poison	7	700	Black Horn-rims (1) + Amethyst Shard (5)
Plum Monocle	100	1	DEF +1, RES 1, Resist Poison	7	700	Black Monocle (1) + Amethyst Shard (5)
Plum Pince-Nez	100	1	DEF +1, RES +1, Resist Poison	7	700	Black Pince-nez (1) + Amethyst Shard (5)
Power Ring	7	1	DEF +1, STR +1	—	—	—
Protect Ring	35	1	DEF +5	—	—	—
Purple Cloak	280	20	DEF +6, HP +5, VIT +3, SPR +3, Resist Poison	10	1,000	Oil-Stained Cloth (1) + Gronwell Flower (10)
Quickening Ring	7	1	DEF +1, HP +5	—	—	—
Red Cat-Eyes	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Cat-eyes (1) + Bloodsteel Ore (5)
Red Half-Rims	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Half-rims (1) + Bloodsteel Ore (5)
Red Hex Glasses	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Hex Glasses (1) + Bloodsteel Ore (5)
Red Horn-Rims	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Horn-rims (1) + Bloodsteel Ore (5)
Red Leather Cloak	24	1	DEF +1	2	200	Bristly Pelt (1) + Saflower (1)
Red Monocle	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Monocle (1) + Bloodsteel Ore (5)
Red Pince-Nez	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Black Pince-nez (1) + Bloodsteel Ore (5)
Ring Of Fortitude	35	1	DEF +1, MP +15	—	—	—
Ring Of Knowledge	21	1	DEF +1, INT +3	—	—	—
Ring Of Lionheart	21	1	DEF +1, MP +10	—	—	—
Ring Of Tenacity	35	1	DEF +1, VIT +5	—	—	—
Ring Of Wisdom	7	1	DEF +1, INT +1	—	—	—
Round Black Glasses	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Round Blue Glasses	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Round Black Glasses (1) + Mithril Ore (5)
Round Brown Glasses	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Round Black Glasses (1) + Amber Bit (5)
Round Gold Glasses	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Round Black Glasses (1) + Gold Ore (5)
Round Plum Glasses	100	1	DEF +1, RES +1, Resist Poison	7	700	Round Black Glasses (1) + Amethyst Shard (5)
Round Red Glasses	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Round Black Glasses (1) + Bloodsteel Ore (5)
Round Silver Glasses	100	1	DEF +1, RES +1, Resist Sleep	7	700	Round Black Glasses (1) + Platinum Ore (5)
Round White Glasses	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Round Black Glasses (1) + Rough Diamond (5)
Runic Chlamys	600	50	RES 10, MP +15, INT +5, Resist Silence	11	1,100	DLC (1) + Ice-Giant Beard (5)
Sainted Ring	7	1	RES +1	—	—	—
Seer's Shroud	600	50	RES 10, MP +15, INT +4, SPR +4	—	—	—
Sentinel Chlamys	600	50	RES 10, MP +15, SPR +4	—	—	—
Shield Ring	21	1	DEF +3	—	—	—
Silver Cat-Eyes	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Cat-eyes (1) + Platinum Ore (5)
Silver Earrings	120	10	DEF +1, HP +20, MP -20	—	—	—
Silver Half-Rims	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Half-rims (1) + Platinum Ore (5)
Silver Hex Glasses	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Hex Glasses (1) + Platinum Ore (5)
Silver Horn-Rims	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Horn-rims (1) + Platinum Ore (5)
Silver Monocle	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Monocle (1) + Platinum Ore (5)
Silver Pince-Nez	100	1	DEF +1, RES +1, Resist Sleep	7	700	Black Pince-nez (1) + Platinum Ore (5)
Sonic Ring	21	1	DEF +1, AGI +3	—	—	—
Soul Ring	21	1	DEF +1, SPR +3	—	—	—
Sovereign's Raiment	600	50	DEF +10, HP +20, INT +4, SPR +4, Resist Silence	—	—	—
Speed Ring	7	1	DEF +1, AGI +1	—	—	—
Stone Ring	21	1	DEF +1, VIT +3	—	—	—
Sylph Ring	21	1	MAG +3	—	—	—
Tattered Cloak	—	1	RES 1	—	—	—
Thin Black Glasses	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Thin Blue Glasses	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Thin Black Glasses (1) + Mithril Ore (5)
Thin Brown Glasses	100	1	DEF +1, RES 1, Resist Earth +5	7	700	Thin Black Glasses (1) + Amber Bit (5)
Thin Gold Glasses	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Thin Black Glasses (1) + Gold Ore (5)
Thin Plum Glasses	100	1	DEF +1, RES +1, Resist Poison	7	700	Thin Black Glasses (1) + Amethyst Shard (5)
Thin Red Glasses	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Thin Black Glasses (1) + Bloodsteel Ore (5)
Thin Silver Glasses	100	1	DEF +1, RES 1, Resist Sleep	7	700	Thin Black Glasses (1) + Platinum Ore (5)
Thin White Glasses	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Thin Black Glasses (1) + Rough Diamond (5)
Titanium Earrings	120	10	DEF +1, VIT +5, SPR -5	—	—	—
Trim Black Glasses	100	1	DEF +1, MAG +1, Resist Silence	7	700	Crystal (5) + Steel Ore (5)
Trim Blue Glasses	100	1	DEF +1, MAG +1, Resist Water +5	7	700	Trim Black Glasses (1) + Mithril Ore (5)
Trim Brown Glasses	100	1	DEF +1, RES +1, Resist Earth +5	7	700	Trim Black Glasses (1) + Amber Bit (5)
Trim Gold Glasses	100	1	DEF +1, MAG +1, Resist Paralysis	7	700	Trim Black Glasses (1) + Gold Ore (5)
Trim Plum Glasses	100	1	DEF +1, RES +1, Resist Poison	7	700	Trim Black Glasses (1) + Amethyst Shard (5)
Trim Red Glasses	100	1	DEF +1, MAG +1, Resist Fire +5	7	700	Trim Black Glasses (1) + Bloodsteel Ore (5)
Trim Silver Glasses	100	1	DEF +1, RES +1, Resist Sleep	7	700	Trim Black Glasses (1) + Platinum Ore (5)
Trim White Glasses	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Trim Black Glasses (1) + Rough Diamond (5)
Warlock Cape	280	20	RES 6, MP +13, INT +4, AGI +3, Resist Silence	11	1,100	Order Of Balandor (1) + Ice Giant Beard (5)
Warlord Cloak	600	50	DEF +10, HP +20, STR +4, VIT +4, Resist Paralysis	—	—	—
Water-Defense Ring	21	1	RES 1, Resist Water +1	—	—	—
Water-Dragon Ring	250	30	RES 1, Resist Water +5	—	—	—
Water-Resist Ring	120	3	RES 1, Resist Water +3	—	—	—
White Cat-Eyes	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Cat-eyes (1) + Rough Diamond (5)
White Half-Rims	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Half-rims (1) + Rough Diamond (5)
White Hex Glasses	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Hex Glasses (1) + Rough Diamond (5)
White Horn-Rims	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Horn-rims (1) + Rough Diamond (5)
White Monocle	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Monocle (1) + Rough Diamond (5)
White Pince-Nez	100	1	DEF +1, RES +1, Resist Wind +5	7	700	Black Pince-nez (1) + Rough Diamond (5)
Willpower Ring	7	1	DEF +1, MP +5	—	—	—
Wind-Defense Ring	21	1	RES 1, Resist Wind +1	—	—	—
Wind-Dragon Ring	250	30	RES 1, Resist Wind +5	—	—	—
Wind-Resist Ring	120	10	RES 1, Resist Wind +3	—	—	—
Wizard Cape	68	10	RES 3, MP +3, INT +2	2	200	Knotty Pelt (2) + Plume (5)

INCORRUPTUS SOUL

Name	Cost	Sell	Transformation Level	Attributes	Rank	Recipe Cost	Recipe	Notes
Dragonlord's Barrier	—	—	2	Increases fire resistance of nearby party members.	—	—	—	Dragon Knight Only.
Dragonlord's Pride	—	—	1	Increases Strength/Vitality of nearby party members.	—	—	—	Dragon Knight Only.
Dragonlord's Wrath	—	—	3	Greatly increases Defense of nearby party members.	—	—	—	Dragon Knight Only.
Heroic Barrier	—	—	2	Nullifies one physical attack for all nearby party members.	—	—	—	White Knight Only.
Knightlord's Wrath	—	—	3	Gradually restores HP to nearby party members.	—	—	—	White Knight Only.
Sainted Pride	—	—	1	Slightly increases the overall ability of nearby party members.	—	—	—	White Knight Only.





ITEMS

CONSUMABLE ITEMS

Name	Cost	Sell	Rank	Recipe Cost	Recipe	Effect
Antidote Grass	50	5	—	—	—	A medicinal plant that heals the Poison condition for one person.
Antiplegia Root	70	7	—	—	—	A medicinal plant that heals the Paralysis condition for one person.
Charge Drink	700	70	3	300	Yellow Pollen Grain (1) + Cactus Flower (1)	A drink that restores 1 Action Chip to a single person.
Charge Drink II	200	200	6	650	Honeycomb (1) + Fullfycap (1)	A drink that restores 3 Action Chips to a single person.
Charge Drink III	4,000	400	9	2,000	White Pollen Grain (1) + Aromatic Herb (1)	A drink that restores 5 Action Chips to a single person.
Elixir	7,000	700	10	500	Insect Liver (1) + Cordyceps (1)	A miraculous medicine that restores all HP/MP for one comrade.
Goddess Tear	400	40	3	30	Digestive Juice (1) + Scarab Beetle (1)	Medicine that restores 60 HP to all comrades in range.
Goddess Tear II	800	80	4	40	Sticky Sap Ball (1) + Stink Bug (1)	Miracle medicine that restores 120 HP to all comrades in range.
Heal Drop	200	20	3	30	Heal Potion (1) + Death Cap (1)	A nutritional candy that gradually increases HP in increments of 1.
Heal Drop II	400	40	4	40	Heal Potion II (1) + Sopor Fungus (1)	A nutritional candy that gradually increases HP in increments of 3.
Heal Drop III	550	55	6	60	Heal Potion III (1) + Hexcap (1)	A nutritional candy that gradually increases HP in increments of 5.
Heal Potion	50	5	1	10	Ghost Walnut (1) + Little White Flower (1)	Medicine that restores 50 HP to one person.
Heal Potion II	250	25	2	20	Heal Potion (1) + Salmonberry (1)	Medicine that restores 100 HP to one person.
Heal Potion III	550	55	4	40	Heal Potion II (1) + Safflower (1)	Medicine that restores 200 HP to one person.
Inspectacles	40	4	—	—	—	Mysterious glasses that let you see a monster's weaknesses.
Lifestone	3,500	350	11	1,300	Hard Dragon Egg (1) + Monster Fossil (1)	A sorcery stone that restores life to a single person.
Mana Potion	200	20	2	20	Magecrystal Bit (1) + Beast Bloodrop (1)	A rare medicine that restores 25 MP to one person.
Mana Potion II	400	40	3	30	Magecrystal (1) + Giant Blooddrop (1)	A rare medicine that restores 50 MP to one person.
Mana Potion III	550	55	5	50	Magecrystal Lump (1) + Beast Biledrop (1)	A rare medicine that restores 75 MP to one person.
Panacea	3,500	350	8	350	Big Seed (1) + Ganoderma (1)	A high-grade medicine that heals all status ailments except Death.
Pick-Me-Up	100	10	—	—	—	A snack that increases the user's Max HP for a time.
Reveille Herb	70	7	—	—	—	A stinky herb that removes the Sleep condition from one person.
Revival Herb	400	40	11	800	Dew Drop (1) + Luneflower (1)	Restores a fallen comrade to decent health.
Revival Powder	140	14	10	450	Mist Crystal (1) + Gromwell Flower (1)	Restores a fallen party member to near-death condition.
Revival Salve	800	80	12	1,500	Mist Crystal+ (1) + Sofflower (1)	Restores a fallen comrade to full health.
Ward Chime	100	10	—	—	—	A loud bell that removes the Silence condition from one person.

MATERIALS

Name	Cost	Sell	Description
Adderpalm Plank	48,000	241	Strong, elastic adderpalm lumber.
Aged Dragon Beard	—	14	Crystal-like hair that grows on the lower jaw of an ancient dragon.
Aged Dragon Bone	—	3	The bone of an ancient dragon. A mysterious magic still remains inside.
Aged Dragon Claw	—	27	The blue claw of an ancient dragon. Said to be harder than any metal.
Aged Dragon Fang	—	8	The fang of an ancient dragon. Used as a weapon since ancient times.
Aged Dragon Flake	—	36	The fragment of a scale from an ancient dragon.
Aged Dragon Heart	—	240	The heart of an ancient dragon. Said to retain the power of immortality.
Aged Dragon Heart+	—	1,060	The valiant heart from one of the ancient dragon clan.
Aged Dragon Horn	—	190	The horn of an ancient dragon. It covers the head like a helmet.
Aged Dragon Horn+	—	940	The fine horn of an ancient dragon.
Aged Dragon Scale	—	49	The beautiful silver scale of an ancient dragon.
Aged Dragon Scale+	—	420	A fine silver scale that protects the back and neck.
Aged Dragon Skull	—	300	The clean skull of an ancient dragon.
Aged Dragon Skull+	—	1,320	The fine skull of an ancient dragon. The hardest material in all the world.
Aged Dragon Tail	—	70	The tail of an ancient dragon. Formed from hard magical crystal.
Aged Dragon Tail+	—	610	The fine tail of an ancient dragon. It can topple a thousand men.
Aged Dragon Wing	—	98	The wing of an ancient dragon. It glows with a beautiful silver light.
Aged Dragon Wing+	—	700	The fine wing of an ancient dragon. It may have carved canyons.
Amber Bit	10,000	78	Resin from a buried tree. Time and pressure have solidified it into a jewel.
Amethyst Geode	—	400	A rare stone found in the Flanders. It radiates with mysterious power.
Amethyst Shard	7,000	42	A purple crystal often used as a magical intermediary.
Ammonite Fossil	280	9	A fossil of an ancient cephalopod.
Armorcrap	33,000	165	A mushroom with a tough, elastic cap.
Aromatic Herb	29,000	145	A medicinal herb with a nice fragrance.
Bag Of Gold Dust	—	500	Monetary ItemA small bag packed with gold dust.
Balmwood Plank	15,000	75	Precious lumber with a healing fragrance.
Basilisk Claw	4,100	20	The poisonous black claw of a basilisk.
Basilisk Claw+	38,500	192	A large claw of a basilisk. Even after death, it thrums with magical power.
Basilisk Head	—	85	The head of a basilisk. Even after death, it thrums with magical power.
Basilisk Pelt	550	5	The scale-like pelt of a basilisk.
Basilisk Plume	5,800	29	Damp, cold purple feathers.
Basilisk Tail	—	10	A fat tail that looks like a club. It'slayered with sharp thorns.
Beast Biledrop	2,300	12	Thick bile from a large beast.
Beast Blooddrop	480	5	Fresh blood from a carnivore.
Beast Bone	—	3	The bone of a large beast.
Beast Heart	—	42	The heart of an animal that no longer fears death.
Beast Heart+	—	320	The most perfect example of an animal heart you have ever seen.
Beast Pelt	—	7	A shaggy pelt.
Beast Shank	—	23	Soft, smelly meat from a beast. Only the bravest of gluttons dare try it.
Beautiful Pelt	800	8	A beautiful pelt with lustrous fur.
Beetle Fossil	650	18	An ancient fossil of a giant insect.
Belladonna	4,800	29	A dangerous brown flower with poisonous roots.
Big Seed	4,000	20	The smooth seed of a man-eating plant.

Name	Cost	Sell	Description
Big Thread Ball	1,000	10	A huge armband of spider web.
Big-Jawed Mantis	480	6	An insect with a scissor-like jaw that can cut through nearly anything.
Black Iron Ore	24,000	120	An extremely heavy black ore.
Black Mass	—	25	A clump of unworldly metal.
Black Ore	—	175	A mysterious black ore found inside the body of an iron golem.
Black Ore+	—	870	A vibrating chunk of black ore from an iron golem.
Black Shell	—	12	A black fragment of shell.
Black Spine	—	7	A black fragment of spine.
Black Steel	—	1	A dense, black clump of steel.
Bloodsteel Ore	50,000	250	An ominous ore that glows blood-red.
Bloody Cloth	—	850	A piece of cloth stained red with blood.
Blue Angel Coin	—	8,000	A blue coin created from one's knowledge of beasts.
Blue Arcane Coin	—	15,000	A blue coin created from one's knowledge of the plant race.
Blue Autocrat Coin	—	8,000	A blue coin created from one's knowledge of the giant race.
Blue Chaos Coin	—	8,000	A blue coin created from one's knowledge of the plant race.
Blue Chef Coin	—	2,000	A blue coin created from one's knowledge of beasts.
Blue Emperor Coin	—	15,000	A blue coin created from one's knowledge of cotton.
Blue Ethereal Coin	—	15,000	A blue coin created from one's knowledge of lumber.
Blue Faerie Coin	—	8,000	A blue coin created from one's knowledge of cotton.
Blue Foreign Coin	—	8,000	A blue coin created from one's knowledge of lumber.
Blue Governor Coin	—	2,000	A blue coin created from one's knowledge of the plant race.
Blue Gratos Coin	—	15,000	A blue coin created from one's knowledge of beasts.
Blue Hunter Coin	—	2,000	A blue coin created from one's knowledge of the giant race.
Blue Inferno Coin	—	8,000	A blue coin created from one's knowledge of fossils.
Blue Knight Coin	—	15,000	A blue coin created from one's knowledge of the plant race.
Blue Miner Coin	—	2,000	A blue coin created from one's knowledge of fossils.
Blue Noble Coin	—	2,000	A blue coin created from one's knowledge of lumber.
Blue Ore	18,400	92	A mysterious blue ore found inside the body of a golem.
Blue Ore+	128,000	640	A vibrating blue ore found inside the body of a golem.
Blue Seeker Coin	—	2,000	A blue coin created from one's knowledge of cotton.
Blue War-Hero Coin	—	15,000	A blue coin created from one's knowledge of fossils.
Bone Fragment	90	4	Some fossilized bone.
Bristly Pelt	—	8	A pelt with short, hard fur.
Broken Mask	—	2	A faerie's mask that was broken in battle.
Broken Mossy Face	—	12	The broken fragment of an aged mask.
Cactus Flower	520	12	A red flower with thorns on the stem. Don't touch it!
Carbon Steel	—	1	An extremely pure clump of steel.
Cedar Branch	6,000	25	A sturdy cedar branch.
Cedar Plank	3,600	18	Sturdy cedar lumber.
Centenary Branch	32,000	160	The branch of a tree that has lived for over 100 years.
Century-Tree Plank	34,000	173	Lumber from a tree over 100 years old.
Clay Face	—	71	An odd mask made from special clay.
Clay Face+	105,000	502	A perfectly shaped clay mask.



Name	Cost	Sell	Description
Clay Heart	—	210	A golem heart constructed out of earthenware ducts.
Clay Puppet Arm	—	405	The fat arm of a large golem.
Clay Puppet Bangle	8,400	42	The connecting nut of a golem's upper arm. It looks like a bracelet.
Clay Puppet Lump	—	7	An unrecognizable part of a clay golem.
Clay Puppet Part	540	3	A small earthenware golem fragment.
Cloud-Cotton Boll	14,800	74	A cotton spore that can soar great distances on a single breath of wind.
Coma Sac	—	840	A greaver organ that creates a coma-inducing gas.
Copper Ore	100	5	Ore containing a significant amount of copper.
Cordyceps	45,000	225	A parasitic mushroom that grows on hibernating insects.
Coronastone	—	1,250	A high-quality red stone that emits an everlasting flame.
Cotton Boll	240	6	White down taken from a cotton plant.
Cracked Armor Piece	—	12	The remains of a troll king's armor. All the gold has fallen off.
Cracked Bust	—	20	The remains of a magestone statue in which a spirit once resided.
Cracked Mask	—	11	A large troll mask that was broken in battle.
Crown Jewelbug	3,600	18	An insect with a beautiful carapace. Prized among the upper class.
Crystal	1,550	32	A transparent crystal often used as a magical intermediary.
Cursed Plaque	—	7	A cursed name tag that grants golems a sense of self.
Damaged Knave Face	—	12	The battle-damaged helmet of a black knave.
Death Cap	140	7	An extremely poisonous and dangerous mushroom.
Demon Claw	—	44	The long, sharp claw of a demon.
Demon Claw+	—	396	A large black claw that was perpetrator of many cruel sacrifices.
Demon Crest	—	88	The patterned shell of a demon.
Demon Evil Eye	—	500	A magical inner-eye where souls of contracted summoners reside.
Demon Eye	—	66	The glowing eye of a demon.
Demon Fossil	23,000	115	The fossil of a magical creature from ancient Yshrenia.
Demon Heart	—	176	The heart of a demon. It contains flesh and blood from the summoner.
Demon Hex	—	630	The head shell of a demon. It can nullify any magic.
Demon Tail	—	264	The tail of a demon. It's protected by a scale-like shell.
Desert Rose	81,000	360	A precious red flower that grows in wastelands.
Destroyer Bone	—	22	The unimaginably giant bone of a destroyer.
Destroyer Claw	—	105	The claw of a destroyer. It was hidden beneath its armor.
Destroyer Claw+	—	680	The claw of a destroyer. It is infused with metal for hand-to-hand combat.
Destroyer Eye	—	223	The eye of a destroyer.
Destroyer Eye+	—	1,050	A massive eye from a destroyer.
Destroyer Fang	—	68	The fang of a destroyer, charred and blackened.
Destroyer Fang+	—	590	The giant fang of a destroyer. It is sharpened for hand-to-hand combat.
Destroyer Mask	—	176	The mask of a destroyer. It obstructs excess vision.
Destroyer Mask+	—	890	The high-grade mask of a destroyer.
Destroyer Outfit	—	275	The loincloth of a destroyer.
Destroyer Outfit+	—	1,300	The special loincloth of a destroyer.
Devil Claw	—	45	The sharp claw of a devil. A spell has been carved into it.
Devil Claw+	—	400	The claw of a devil, grown fat on centuries of sacrifice.
Devil Crest	—	90	The thrice-patterned shell of a devil.
Devil Evil Eye	—	502	A magical essence from the shoulder-eyes of a devil.
Devil Evil Eye+	—	1,220	A disgusting magical eye where souls of contracted summoners reside.
Devil Eye	—	68	The glowing eye of a devil.
Devil Eye+	—	265	The true eye of a devil. A truly horrifying sight.
Devil Head	—	180	The second head of a devil.
Devil Head+	—	900	The giant head of a devil, and the center of the beast's body.
Devil Hex	—	630	The head shell of a devil. It is nearly impenetrable.
Devil Tail	—	230	The whip-tail of a devil.
Deviltail	82,000	360	A strange branch shaped like the tail of a devil.
Dew Drop	18,000	90	A drop of mist bathed in the morning sun.
Dew Drop+	—	680	A crystal of accumulated mist drenched in the silent darkness of night.
Digestive Juice	90	1	Digestive fluid from inside a man-eating flower.
Direspider Body	34,600	173	The thorax of a direspider's exoskeleton.
Direspider Body+	—	760	The large, hard exoskeleton of a direspider.
Direspider Claw	—	63	The sturdy claw of a direspider.
Direspider Claw+	98,000	490	The front claw of a direspider. Used for tearing apart prey.
Direspider Egg	—	252	The soft-shelled egg of a direspider.
Direspider Egg+	—	1,075	A giant egg from which a queen spider is said to hatch.
Direspider Fang	—	76	The retractable, poisonous fang of a direspider.
Direspider Fang+	1,220,000	610	A deadly poisonous stinger that could bring down a giant.
Direspider Jaw	—	21	A giant spider's poisonous jaw.
Direspider Leg	—	40	A direspider's thick leg. It's the size of a tree trunk!
Direspider Leg+	—	386	The long foreleg of a direspider.
Direspider Shell	—	6	An eggshell from a giant spider.
Dirty Beast Skin	1,100	11	A twisted hide. Not even the heat of a fire giant can burn it.
Disfigured Clay Face	—	12	A broken fragment of a clay mask.
Disfigured Gold Face	—	13	A broken fragment from a golden mask.
Disfigured Iron Face	—	12	The broken fragment of an iron mask.
Dragon Bone	250	3	A giant dragon bone with a complicated shape.
Dragon Egg	—	12	A rare and valuable dragon egg. Often used for medicinal purposes.
Dragon Fang	750	—	A dragon fang tinged with ancient magic.
Dragon Fossil	—	550	The fossil of a giant dragon that lived in ancient Yshrenia.
Dragon Gem	—	400	A beautiful jewel said to embody the soul of the dragon race.
Dragon Steel	—	1	A clump of steel stronger than the tail of a dragon.
Dragonseye Shard	—	700	A high-quality, valuable jewel that resembles the eye of a dragon.
Dull Beast Skin	79,200	396	The dull hide of a twisted creature. It has been diligently tanned.
Dull Clay Lump	—	294	A lump that joins the heart of a golem to its other organs.
Dull Gold Lump	—	310	Gold that covers the heart of a primeval guardian.
Dull Iron Lump	—	305	Metal that joins the heart of an iron golem to its other organs.
Dull Metal Lump	—	300	Glowing black iron tinged with magic.
Dull Rock Lump	—	300	A rock that joins the heart of a guardian to its other organs.
Dull Turret	—	405	A deadly ancient weapon that launches Fireshells.

Name	Cost	Sell	Description
Dull White Beast Skin	79,200	396	The dull hide of a white beast. It has been diligently tanned.
Earth-Beast Claw	18,400	92	A lustrous claw with the strength of steel.
Earth-Beast Claw+	132,000	660	A claw that looks like a piece of steel.
Earth-Beast Fang	—	45	The sharpened fang of a beast.
Earth-Beast Fang+	—	400	A beast fang that's sharp as a sword.
Earth-Beast Mane	1,300	13	A poisonous purple mane.
Earth-Beast Pelt	13,200	66	A pelt with rough golden fur.
Earth-Beast Pelt+	112,000	560	A golden pelt with the strength of good armor.
Earth-Beast Tail	—	176	A long tail with man-made metal fittings attached to it.
Earth-Beast Tail+	—	890	The tail of a giant beast. It resembles a dragon's tail.
Earth-Dragon Beard	—	8	A scruff of hard hair that grows on the face of an earth dragon.
Earth-Dragon Claw	—	13	The hard claw of an earth dragon.
Earth-Dragon Flake	2,600	26	A scale fragment from an earth dragon.
Earth-Dragon Heart	—	233	The heart of an earth dragon. It smells like fresh soil.
Earth-Dragon Heart+	—	1,030	The valiant heart from one of the earth dragon clan.
Earth-Dragon Horn	—	180	The horn of an earth dragon. It has a metallic color.
Earth-Dragon Horn+	—	910	The giant horn of an earth dragon. It contains a magestone.
Earth-Dragon Scale	9,200	46	The golden scale of an earth dragon.
Earth-Dragon Scale+	80,200	401	A large golden scale that protects the back and neck.
Earth-Dragon Skull	—	271	The clean skull of an earth dragon.
Earth-Dragon Skull+	—	1,220	The skull of a pure-blooded earth dragon. It's harder than diamond.
Earth-Dragon Tail	—	65	The weapon-like tail of an earth dragon.
Earth-Dragon Tail+	—	590	The tail of an earth dragon. It is covered in rust.
Earth-Dragon Wing	18,200	91	A wing of an earth dragon. It contains heavy metals.
Earth-Dragon Wing+	138,000	690	The wing of an earth dragon. It holds a wealth of heavy metals.
Ebon-Cotton Boll	78,000	270	Jet-black cotton imported from the far east.
Evil Basilisk Head	—	390	A basilisk head imbued with a powerful curse.
Evil Demon Heart	—	880	The true heart of a demon. Few have ever seen such a sight.
Explosive Walnut	—	160	A walnut bomb that sprays pieces of shell in all directions.
Faerie Mask	42,000	210	A strange mask said to have been worn by a faerie king.
Faerie Wing	—	400	A rare item passed down in a wealthy merchant family.
Fancy Lizard Scale	5,800	29	A thick scale of brilliant luster.
Fatal Flower Bud	—	3	The bulb of a man-eating flower. It's protected by rock-hard leaves.
Fatal Flower Petal	—	29	The petal of a small red flower. It was taken from a man-eating plant.
Feather Ornament	2,200	22	A feathered decoration that proves a troll warrior's Lionheart.
Featherlight Ore	36,000	180	An extremely light and strong ore. It produces a faint glow.
Fiend Claw	—	45	The claw of an elder fiend.
Fiend Claw+	—	400	The fearful claw of an elder fiend. It carries death into the land.
Fiend Crest	—	90	The shell of an elder fiend. Wicked patterns pulse across it.
Fiend Evil Eye+	—	502	A detestable magical eye where souls of contracted summoners reside.
Fiend Eye	—	68	The eye of an elder fiend. It releases a noxious miasma.
Fiend Hex	—	630	A patterned head shell with worms beneath.
Fiend Mark	—	265	A round seal carved into the wing of an ancient fiend.
Fiend Mark+	—	1,275	The large seal carved into the tail of the fiend.
Fiend Patagium	—	180	The membrane of a giant elder fiend. It is large enough to blow out the sky.
Fiend Tail	—	230	The strong tail of an elder fiend. It is almost as fat as a tree.
Fierce Clay Heart	—	1,025	A golem heart with a special core.
Fierce Gold Heart	—	1,100	A golden heart with a shiny, brilliant core.
Fierce Iron Heart	—	1,075	An iron golem heart with a high-density alloy core.
Fierce Stone Heart	—	1,050	A stone-guardian heart with a special core.
Fine Basilisk Pelt	—	310	A precious pelt of beautiful feathers from the neck of a basilisk.
Fine Basilisk Plume	51,000	255	Brilliant purple feathers that grow at the base of a basilisk's neck.
Fire-Beast Claw	18,400	92	A lustrous claw as pure as black iron.
Fire-Beast Claw+	132,000	660	A claw that looks like a piece of black iron.
Fire-Beast Fang	—	45	The sharpened fang of a fiery brute.
Fire-Beast Fang+	—	400	The fang of a fiery brute. It's as sharp as a sword.
Fire-Beast Pelt	13,200	66	A red pelt with fine slick fur.
Fire-Beast Pelt+	112,000	560	A glossy pelt with the strength of good armor.
Fire-Beast Tail	—	176	A flexible tail with man-made metal fittings attached.
Fire-Beast Tail+	—	890	A fiery beast's tail. The sharpened stone on the end still remains.
Fire-Dragon Beard	—	8	A scruff of red hair that grows on the face of a fire dragon.
Fire-Dragon Claw	—	13	The burning claw of a fire dragon.
Fire-Dragon Flake	2,600	26	A scale fragment from a fire dragon.
Fire-Dragon Heart	—	233	The heart of a fire dragon. It glows like lava.
Fire-Dragon Heart+	—	1,030	The valiant heart from one of the fire dragon clan.
Fire-Dragon Horn	—	180	The horn of a fire dragon. It burns with fire magic.
Fire-Dragon Horn+	—	910	The horn of a fire dragon. It holds enormous amounts of magic.
Fire-Dragon Scale	9,200	46	The red scale of a fire dragon.
Fire-Dragon Scale+	80,200	401	An especially large red scale that protects the back and neck.
Fire-Dragon Skull	—	271	The clean skull of a fire dragon.
Fire-Dragon Skull+	—	1,220	The skull of a pure-blooded fire dragon. It's harder than diamond.
Fire-Dragon Tail	—	65	The weapon-like tail of a fire dragon.
Fire-Dragon Tail+	—	590	The tail of a fire dragon. It spouts flame from the tip.
Fire-Dragon Wing	18,200	91	A small wing enchanted with fire magic.
Fire-Dragon Wing+	138,000	690	The steel-hard wing of a fire dragon.
Fire-Eater	20,000	100	An insect whose carapace is naturally resistant to fire.
Fire-Giant Ankle	700	7	A metal ankle burnt from the heat of a fire giant.
Fire-Giant Beard	114,000	552	A thick bundle of beard. Heat has twisted it into a lump.
Fire-Giant Eye	—	260	A giant's single eye. The pupil is red as fire.
Fire-Giant Heart	178,000	890	A heart in which lava once flowed.
Fire-Giant Heart Bit	—	180	A black fragment from a fire giant's heart. It's harder than stone.
Fire-Giant Mask	—	23	A mask that completely covers the giant's single eye.
Fire-Giant Skull	—	650	An entire fire giant skull. It's really heavy.
Fire-Giant Skull Bit	—	88	A fragment from a fire giant's skull.
Fire-Giant Spirit	—	1,105	A fire giant's inner-eye. Magic ensures the fire inside will never die.





CHARACTERS
 INCORRUPTUS
 GAMEPLAY
 WALKTHROUGH
 QUESTS
 GEONET
 BESTIARY
 ARMORY
 ITEM LIST

Name	Cost	Sell	Description
Fire-Giant Whisker	13,200	66	A whisker from a fire giant's beard. It turns hard as steel when cooled.
Fish Fossil	5,500	38	A fossil of a heterostraci from long ago.
FluffyCap	13,500	67	A mushroom with a fluffy cap that can absorb any attack.
Fluorite Shard	360	11	A crystal that gives off a faint warm glow when held.
Fuelstone	1,200	28	A plant that was buried and calcified. It burns remarkably well.
Fuelstone Lump	34,000	170	A clump of plant that was buried and calcified. It burns remarkably well.
Fulgurstone	—	1,250	A high quality stone that gives off eternal light.
Gallstone	—	257	An ore-like clump made inside the body of a greaver.
Gallstone+	—	1,025	A large gallstone with jewel-like brilliance.
Ganoderma	21,000	105	A strange mushroom used mainly for medicinal purposes.
Garuda Branch	14,000	70	An unbreakable branch from a garuda tree.
Garuda Plank	7,600	38	Strong Garuda lumber that grew up through a rock.
Gas Sac	—	20	A strange greaver organ. It creates a gas used to conceal the body.
Ghost Walnut	80	1	A large walnut that's almost the size of a fist.
Ghostwood Plank	—	595	Lumber from a sacred tree with runic patterns on the trunk.
Giant Blooddrop	1,000	10	Fresh blood from a giant.
Giant Bone	220	3	The bone of a giant. It's huge!
Giant Shank	500	22	Firm meat with very little fat. Possibly tasty, but few are brave enough to try.
Giant Skull	700	7	A massive skull with a vaguely human shape.
Gold Face	—	75	A golden mask made from rare metals.
Gold Face+	105,000	502	A perfectly shaped golden mask.
Gold Heart	—	220	A heart constructed out of pure gold.
Gold Nugget	—	1,000	Monetary ItemA small gold nugget that can be sold for money.
Gold Ore	6,000	40	A precious ore containing a significant amount of gold.
Gold Panel	20,000	100	A sheet of gold. Possibly pure.
Gold Panel+	140,000	700	A sheet of gold so large, it hurts your eyes to look at it.
Gold Puppet Arm	—	420	The beautiful golden arm of a primeval guardian.
Gold Puppet Bangle	8,800	44	The connecting nut of a guardian's golden arm. It looks like a bracelet.
Gold Puppet Lump	—	7	An unrecognizable gold lump from a primeval guardian.
Gold Puppet Part	600	3	A small fragment of a guardian. It's made of gold.
Gold-Cotton Boll	1,500	25	Precious cotton that has a golden glow.
Grained Steel	—	1	A clump of steel that has strange ripples on its surface.
Greaver Fang	7,800	39	The fang of a greaver. It resembles fine latticework.
Greaver Fang+	74,500	372	The fang of a greaver. It's big enough to chomp through a boulder.
Greaver Horn	16,500	82	A spine that grows around the head of a greaver.
Greaver Horn+	132,000	660	An especially large horn from the head of a greaver.
Greaver Pelt	12,200	61	The finely spiked skin of a greaver.
Greaver Pelt+	105,000	502	The rock-hard skin of a greaver.
Greaver Spine	1,000	10	The light-emitting spine from the back of a greaver.
Greemod Steel	—	1	Steel created from ore mined in the Bunker Lode Caverns.
Green Angel Coin	—	8,000	A green coin created from one's knowledge of lizards.
Green Arcane Coin	—	15,000	A green coin created from one's knowledge of magical giants.
Green Autocrat Coin	—	8,000	A green coin created from one's knowledge of the dragon race.
Green Caterpillar	30	2	A green caterpillar that's wriggling and squirming.
Green Chaos Coin	—	8,000	A green coin created from one's knowledge of magical giants.
Green Chef Coin	—	2,000	A green coin created from one's knowledge of lizards.
Green Emperor Coin	—	15,000	A green coin created from one's knowledge of mushrooms.
Green Ethereal Coin	—	15,000	A green coin created from one's knowledge of insects.
Green Faerie Coin	—	8,000	A green coin created from one's knowledge of mushrooms.
Green Fluid	—	12	An acidic liquid taken from a poisonous arachnid.
Green Foreign Coin	—	8,000	A green coin created from one's knowledge of insects.
Green Governor Coin	—	2,000	A green coin created from one's knowledge of magical giants.
Green Gratos Coin	—	15,000	A green coin created from one's knowledge of lizards.
Green Hunter Coin	—	2,000	A green coin created from one's knowledge of the dragon race.
Green Inferno Coin	—	8,000	A green coin created from one's knowledge of crystals.
Green Knight Coin	—	15,000	A green coin created from one's knowledge of the dragon race.
Green Miner Coin	—	2,000	A green coin created from one's knowledge of crystals.
Green Noble Coin	—	2,000	A green coin created from one's knowledge of insects.
Green Ore	—	182	A mysterious green ore found inside the body of a golem.
Green Ore+	—	840	A vibrating green ore found inside the body of a golem.
Green Seeker Coin	—	2,000	A green coin created from one's knowledge of mushrooms.
Green War-Hero Coin	—	15,000	A green coin created from one's knowledge of crystals.
Grey Ore	—	180	A mysterious grey ore found inside the body of a primeval guardian.
Grey Ore+	—	880	A vibrating chunk of grey ore from the body of a primeval guardian.
Gronwell Flower	9,600	62	A flower with purple roots. Used mainly as a dye.
Hard Dragon Egg	—	25	The solid egg of an ancient dragon.
Hard Exoskeleton	—	220	The unique exoskeleton of a soldier bee.
Hard Massive Hoof	132,000	660	A giant hoof with the luster and strength of steel.
Hard Massive Jaw	—	890	The entire jaw of a brute. Time has hardened it to the temper of steel.
Hard Scorpion Head	—	400	The head of a large scorpion. It's as hard as a helmet.
Hard Soldier Jaw	—	370	The unique jaw of a soldier bee. It's wicked sharp, and hard as iron.
Healthy Sapling	8,200	35	A cheerful sapling with good roots.
Heavy Pelt	310	3	A thick, heavy pelt.
Hexcap	1,220	32	A dangerous mushroom that causes your tongue to go numb when eaten.
Hexwood Plank	88,000	385	A cursed piece of lumber. Some say that a witch lurks inside.
Holy Knight Medal	—	400	A medal received by a holy knight in a bygone age.
Honeycomb	4,000	20	Honey that's sweet, but not too sweet.
Honeydew Bug	5,000	25	A small insect that holds a large amount of honey inside its body.
Horned Stag Beetle	28,000	140	A beetle with a horn twice the size of its body.
Ice-Dragon Beard	—	8	A scruff of white hair that grows on the face of an ice dragon.
Ice-Dragon Claw	—	13	The frozen claw of an ice dragon.
Ice-Dragon Flake	2,600	26	A scale fragment from an ice dragon.
Ice-Dragon Heart	—	233	The heart of an ice dragon. It's colder than the ocean depths.
Ice-Dragon Heart+	—	1,030	The valiant heart from one of the ice dragon clan.
Ice-Dragon Horn	—	180	The horn of an ice dragon. It feels like a cold wind.

Name	Cost	Sell	Description
Ice-Dragon Horn+	—	910	The giant horn of an ice dragon. It contains powerful magic.
Ice-Dragon Scale	9,200	46	The rainbow scale of an ice dragon.
Ice-Dragon Scale+	80,200	401	A large blue scale that protects the back and neck.
Ice-Dragon Skull	—	271	The clean skull of an ice dragon.
Ice-Dragon Skull+	—	1,220	The skull of a pure-blooded ice dragon. It's harder than diamond.
Ice-Dragon Tail	—	65	The weapon-like tail of an ice dragon. It has a small fin.
Ice-Dragon Tail+	—	590	The tail of an ice dragon. The tip is incredibly sharp.
Ice-Dragon Wing	18,200	91	A wing enchanted with water magic. It resembles a large fin.
Ice-Dragon Wing+	138,000	690	The steel-hard wing of an ice dragon.
Ice-Giant Ankle	700	7	A metal ankle frozen from the cold.
Ice-Giant Beard	114,000	552	A thick beard. Harsh snows have frozen it solid.
Ice-Giant Eye	—	260	A giant eye with a pupil as white as snow.
Ice-Giant Heart	178,000	890	A heart as cold as the frozen snows.
Ice-Giant Heart Bit	—	180	The fragment of a frozen heart.
Ice-Giant Mask	—	23	A mask that completely covers the giant's single eye.
Ice-Giant Skull	—	650	An entire ice giant skull. It's really heavy.
Ice-Giant Skull Bit	—	88	A fragment from an ice giant's skull.
Ice-Giant Spirit	—	1,105	An ice giant's inner-eye. Magic ensures the frost inside will never die.
Ice-Giant Whisker	13,200	66	A single whisker from an ice giant's beard.
Icy Thread Ball	1,100	11	A frozen ball of thread.
Insect Liver	3,200	31	The valuable liver of a giant bug. It has a wide variety of medicinal uses.
Insect Shell	10	1	The remains of an insect. It's hard to imagine a use for this.
Iron Face	—	75	An odd mask made from special heavy metals.
Iron Face+	104,000	502	A perfectly shaped iron mask.
Iron Heart	—	215	A heart constructed out of various metals.
Iron Ore	300	10	Ore containing a significant amount of iron.
Iron Puppet Arm	—	430	The fat arm of a burly iron golem.
Iron Puppet Bangle	8,600	43	The connecting nut of an iron golem's upper arm. It looks like a bracelet.
Iron Puppet Lump	—	7	An unrecognizable part from an iron golem.
Iron Puppet Part	580	3	A small fragment of iron.
Iron Thread	—	9	A single sturdy thread from a spider's web.
Iron-Sand Grain	12,000	80	Sand containing a significant amount of quality iron.
Jagged Fang	—	21	The sharp canine of a lone hunter.
Jagged Fang+	36,000	180	A canine from an old, lone hunter.
Keen Troll-King Claw	—	556	A troll king's sharp claw. Used as a symbol of royalty and status.
Knave Arm	—	410	A loose nut from a knave's upper arm.
Knave Bangle	—	43	A black iron piece from a knave's upper arm. It looks like a bracelet.
Knave Face	—	75	A burly iron helmet.
Knave Face	—	501	A black knave's helmet with no rust or damage.
Knave Lump	—	7	An unrecognizable chunk of black iron armor.
Knave Panel	—	95	A heavy sheet of black iron.
Knave Part	—	3	A small fragment of black knave armor.
Knotty Pelt	700	7	A rugged, warty pelt.
Lethal Gallstone	—	1,050	An especially large gallstone that glows with a mysterious color.
Lethal Greaver Fang	76,000	380	A large greaver fang. The end is coated in poison.
Lethal Greaver Horn	138,000	690	An especially dangerous spike from the head of a greaver.
Lethal Greaver Pelt	108,000	504	The skin of a greaver. Slip poison makes it almost impenetrable.
Levinstone	54,000	270	A stone with the power to control lightning.
Levinstone Shard	2,300	23	A fragment of battle-worn stone.
Little White Flower	40	2	A small white flower that grows everywhere.
Lizard Fang	90	1	The small, sharp fang of a lizard.
Lizard Fang+	32,000	160	A sword-like fang that grows in the back of the upper jaw.
Lizard Scale	280	3	The thin, hard scales of a lizard.
Lizard Skin	460	5	The rough, scaly skin of a lizard.
Lizard Tail	—	9	A tail that mimics the head of a lizard.
Lizard Tail+	—	380	The imposing tail of a lizard. It's even bigger than the creature's head!
Lizard Talon	3,800	19	The sharp claw of a lizard.
Luminous Stone	25,000	125	A crystallized blue rock with magical powers.
Lump Of Gold	—	5,000	Monetary ItemA large gold nugget that can be sold for money.
Luneflower	41,000	210	A flower that glows silver in the moonlight.
Lustrous Pelt	—	8	A smooth, lustrous fur pelt.
Magebeast Ankle	—	110	Shackles that restrain the movement of a magebeast.
Magebeast Bangle	—	700	Shackles tinged with enough magic to completely restrain a magebeast.
Magebeast Heart	—	225	The dark heart of a magebeast.
Magebeast Heart+	—	1,050	The true heart of a magebeast. Woe to he who looks upon it.
Magebeast Helm	—	290	The giant armor of a magebeast. It covers the creature's weak belly.
Magebeast Helm+	—	1,310	The shell armor of a magebeast, strengthened against magic.
Magebeast Mask	—	180	The mask of a magebeast. It covers the head and grants a new face.
Magebeast Mask+	—	910	The high-grade mask of a magically created beast.
Magebeast Shell	—	70	The giant back shell of a magebeast. It can hold a magic cannon.
Magebeast Shell+	—	600	The giant back shell of a magebeast.
Magecrystal	2,250	22	A mysterious crystal that can repeatedly absorb and reflect magic.
Magecrystal Bit	1,300	12	The fragment of a magic crystal.
Magecrystal Lump	3,200	32	A magical crystal orb that controls the movement of golems.
Magestone Turret	—	415	A deadly ancient weapon that magnifies magic light into a heat ray.
Magic Core	—	215	A mineral core that controls the life of the knave.
Magic Core+	—	1,050	A rare ore tainted with magic. Used for robotic soldiers.
Magical Seal	1,300	13	A cloth amulet that can seal in the power of a fiery spirit.
Madragora	64,000	270	A precious medicinal herb with roots shaped like a child.
Massive Hoof	—	92	A huge, beautiful hoof.
Massive Incisor	—	45	A long, fat canine that juts from the mouth.
Massive Jaw	—	176	A jaw big enough to swallow a tree.
Massive Molar	—	400	A sturdy molar that can crush the trunk of a mighty tree.
Massive Tooth	—	13	A molar as big as a human head.
Matel Panel+	—	650	A large, high-strength sheet of black iron.



Name	Cost	Sell	Description
Mini Scorpion Claw	—	1	The front claw of a small scorpion. Used for grabbing prey.
Mini Scorpion Head	—	10	The head of a small scorpion.
Mini Scorpion Shell	300	3	The soft exoskeleton of a small scorpion.
Mini Scorpion Tail	—	5	The tail of a small scorpion. It has a poisonous stinger.
Mist Crystal	12,600	63	A drop of mist crystallized through magic.
Mist Crystal+	113,000	556	A crystal of accumulated mist that took years to form.
Mithril Ore	100,000	400	A magical ore that is both extremely strong and lighter than steel.
Monster Fossil	90,000	380	The fossil of an unknown beast. It has the wings and tail of a devil.
Morion Shard	14,000	85	A black-sedimented crystal often used as a magical intermediary.
Mossy Face	—	75	An odd mask made from mossy black stone.
Mossy Face+	102,000	501	A perfectly shaped stone mask.
Mysterious Sapling	45,000	220	A strange sapling. There's no way to tell what kind of tree it will become.
Nightglow Bug	14,000	70	A fantastical insect with a body that glows at night.
Nightglow-Cotton Boll	—	525	Incredibly rare cotton that emits a pale light.
Nordian Steel	—	1	Purified steel taken from ore mined in the Nordia Tunnels.
Nymphtail	—	500	A strange branch shaped like the tail of a faerie.
Oak Branch	2,400	15	A hard oak branch.
Oak Plank	1,000	20	Strong oak lumber. Good for building houses and tables alike.
Obsidian Shard	820	21	A black crystal used as a natural blade.
Oil-Stained Cloth	—	175	A thick cloth soaked in machine oil.
Old Argent Coin	—	14	Platinum currency said to have been circulated in ancient Dogma.
Old Gold Coin	—	7	Gold currency said to have been circulated in ancient Dogma.
Old Magic Turret	—	45	An old magical cannon. Its magestone has stopped glowing.
Old Mask	5,000	25	A faerie hero's mask. It has seen many battles.
Old Pelt	—	75	The long, beautiful pelt of an old pack leader.
Old Silver Coin	—	3	Silver currency said to have been circulated in ancient Dogma.
Old Turret	—	42	An ancient cannon. Burned and unusable.
Opal Velvet	—	400	A beautiful cloth imbued with magic. A gift from a merchant.
Opulent Lizard Scale	48,000	240	A beautiful rainbow scale from a large lizard.
Order Of Balandor	—	400	A royal decoration emblazoned with Balandor's official seal.
Orichalcum Ore	—	600	A legendary phantom ore that glows with a mesmerizing light.
Palmwood Plank	5,500	27	Elastic coconut-palm lumber.
Paralyzing Stinger	—	260	The paralyzing stinger of a soldier bee.
Pebble	30	1	Just a boring old pebble. You can find these anywhere.
Pestilence Sac	—	850	A strange greaver organ. The gas it creates can cause instant death.
Pestilent Spider Fang	—	190	A concealed spider fang. Its powerful poison can kill enemies instantly.
Petrified-Wood Bit	65,000	290	A precious tree fossil with its original form preserved.
Phantom Butterfly	—	550	A rare butterfly that releases hallucinogenic spores.
Platinum Ore	70,000	300	A rare ore that contains a large amount of platinum.
Plume	350	3	A tuft of fluffy feathers.
Pointy Demon Tail	—	1,180	The piercing tail of a demon.
Pointy Devil Tail	—	1,030	The tail of a devil, loaded with sharp claws.
Pointy Fiend Tail	—	1,050	The giant tail of an elder fiend. It has a glowing, cursed seal at the tip.
Poison Sac	—	21	A strange greaver organ. It creates a poisonous gas used to disable prey.
Poison Spider Fang	—	1	The twisted, poisonous fang of a spider.
Possessed Petal	48,000	240	A carefully picked bouquet of flowers from a man-eating plant.
Puppet Core	—	3	A mineral core which grants life to golems.
Pure Heart	—	1,250	A pure white heart that reflects a loving spirit.
Pure White Pelt	112,000	560	A thick, strong pelt.
Purple Ore	—	175	A mysterious purple ore found in the body of a stone guardian.
Purple Ore+	—	850	A vibrating purple ore found inside the body of a guardian.
Putrid Pelt	700	7	A nasty, smelly greaver pelt.
Pyrestone	54,000	270	A magestone found at the end of a tail. It has the power to control fire.
Pyrestone Shard	2,300	23	A fragment of pyrestone that was broken off in a fierce battle.
Quality Lizard Skin	—	305	High-quality rainbow scales from a lizard.
Rafflesia	18,000	90	An odd-shaped flower with a smell that lures certain monsters.
Rainbow Butterfly	10,000	50	A strange butterfly whose wings shine with the colors of the rainbow.
Red Angel Coin	—	8,000	A red coin created from one's knowledge of valley insects.
Red Arcane Coin	—	15,000	A red coin created from one's knowledge of mechanical soldiers.
Red Autocrat Coin	—	8,000	A red coin created from one's knowledge of the insect race.
Red Chaos Coin	—	8,000	A red coin created from one's knowledge of mechanical soldiers.
Red Chef Coin	—	2,000	A red coin created from one's knowledge of valley insects.
Red Emperor Coin	—	15,000	A red coin created from one's knowledge of flowers.
Red Ethereal Coin	—	15,000	A red coin created from one's knowledge of logs.
Red Faerie Coin	—	8,000	A red coin created from one's knowledge of flowers.
Red Foreign Coin	—	8,000	A red coin created from one's knowledge of logs.
Red Governor Coin	—	2,000	A red coin created from one's knowledge of mechanical soldiers.
Red Gratos Coin	—	15,000	A red coin created from one's knowledge of valley insects.
Red Hunter Coin	—	2,000	A red coin created from one's knowledge of the insect race.
Red Inferno Coin	—	8,000	A red coin created from one's knowledge of ore.
Red Knight Coin	—	15,000	A red coin created from one's knowledge of the insect race.
Red Miner Coin	—	2,000	A red coin created from one's knowledge of ore.
Red Noble Coin	—	2,000	A red coin created from one's knowledge of logs.
Red Ore	19,000	95	A mysterious red ore found in the body of a stone guardian.
Red Ore+	130,000	650	A vibrating red ore found inside the body of a guardian.
Red Seeker Coin	—	2,000	A red coin created from one's knowledge of flowers.
Red War-Hero Coin	—	15,000	A red coin created from one's knowledge of ore.
Rigid Lizard Skin	8,200	41	The firm, scaly skin of a lizard.
Rigid Lizard Tail	—	80	A lizard tail covered in hard thorns.
Rock	70	3	A rock. ...Yep. Just a big old rock.
110,000	420	A strong, raw jewel that glows with brilliant light.	
Rough Emerald	82,000	310	A raw jewel that glows with green light.
Rough Ruby	40,000	190	A raw jewel that glows with deep crimson light.
Rough Sapphire	55,000	260	A raw jewel that glows with blue light.
Rusted Panel	19,000	95	A rusted sheet of iron.

Name	Cost	Sell	Description
Rusted Panel+	134,000	670	A completely rusted sheet of iron.
Rusted Shard	—	7	A piece of armor that broke off long ago.
Rusted Shell	—	11	The ancient, scared armor of a destroyer.
Safflower	110	5	A crimson flower used mostly as a dye.
Salmonberry	80	3	A tasty berry.
Saltpeter Shard	120	6	A small rock with a glassy luster.
Scarab Beetle	100	3	An insect whose back glows with a green luster.
Scorpion Claw	—	20	The flexible leg claw of a scorpion.
Scorpion Claw+	—	180	The leg claw of a large scorpion. It's as sharp as a sword.
Scorpion Head	—	80	The rock-hard head of a scorpion.
Scorpion Shell	6,000	30	A soft-but strong-scorpion exoskeleton.
Scorpion Shell+	50,000	250	A massive claw from a giant scorpion.
Scorpion Tail	—	40	The tail of a scorpion. It has a bent, poisonous stinger.
Scorpion Tail+	60,000	300	A large scorpion tail. The stinger contains a frightfully powerful poison.
Shaggy Pelt	6,200	31	The silver pelt of an animal that lives in harsh conditions.
Sharp Fang	110	1	A long, sharp fang.
Shimmering Pelt	—	11	A pelt that is soft to the touch.
Shining Butterfly Cocoon	—	400	A cocoon made by a shining butterfly larva. It sparkles beautifully.
Shiny Clay Lump	—	1,160	A lump that joins the heart of a golem to its other organs.
Shiny Gold Lump	—	1,310	A shiny lump from the heart of a primeval guardian.
Shiny Iron Lump	—	1,240	A lump that joins the heart of an iron golem to its other organs.
Shiny Metal Lump	—	1,220	A black iron alloy tainted with dangerous magic.
Shiny Rock Lump	—	1,220	A lump that connects the heart of a stone guardian to its other organs.
Shriveled Vine	250	4	A wilted, wrinkled vine.
Silver Ore	700	20	Ore containing a significant amount of silver.
Silver Troll Mask	—	880	A giant silverwork mask worn only by the strongest trolls.
Silver Troll Maul	136,000	680	A troll king's hammer. It's covered in fancy silver thorns.
Snow-Cotton Boll	41,000	155	A silver cotton spore that feels like silk.
Soldier Exoskeleton	5,500	27	The armor-like exoskeleton of a soldier bee.
Soldier Jaw	—	70	A large jaw of a soldier bee. It's sharp as a knife.
Soldier Stinger	—	38	The sharp, poisonous stinger of a soldier bee.
Sofflower	60,000	250	A flower that glows gold in the sunlight.
Sopor Fungus	580	19	A strange mushroom that causes sleepiness when eaten.
Sopor Sac	—	172	A strange greaver organ. It creates a gas that causes sleepiness.
Spider Claw+	—	23	The retractable claw of a large spider.
Spider Corpse	—	2	The hairy exoskeleton of a large spider. It's kind of creepy.
Spider Fluid	—	—	Poisonous blue fluid from somewhere inside a spider. Best not to ask.
Spider Thread	700	7	The thick, strong web of a large bug.
Spider Web Fluid	—	36	Disgusting goo from a spider.
Spiky Seed	—	180	The rare seed of a man-eating plant. It's covered with a layer of thorns.
Steel Ore	1,400	30	A special ore imbued with the strength of steel.
Steel Thread	—	79	Strong webbing that can wrap up nearly any prey.
Steel Thread Ball	6,200	31	A beautiful ball of steel-like spider thread.
Sticky Sap Ball	2,200	22	Brown sap from an old tree.
Sticky Web Fluid	—	290	A spider adhesive that's almost impossible to remove.
Stink Bug	940	12	An insect that emits an especially foul smell.
Stone Bust	—	192	A magestone statue in nearly perfect condition.
Stone Claw	120	1	A claw that feels like a rock.
Stone Heart	—	215	A heart constructed out of stone.
Stone Puppet Arm	—	410	The fat arm of a large stone guardian.
Stone Puppet Bangle	8,600	43	The connecting nut of a stone guardian's upper arm.
Stone Puppet Bit	—	7	An unrecognizable part of a stone guardian.
Stone Puppet Part	580	3	A small fragment of rock.
Sturdy Branch	80	2	A small, sturdy twig.
Sturdy Chain	700	7	A large chain that hangs from the waist armor of a troll.
Tan White Beast Skin	9,000	45	A white beast's tanned hide. Used by giants to making clothing.
Tanned Beast Skin	9,000	45	A tanned hide fashionable among fire giants.
Tattered Card	—	3	Part of a card used to bind one with a Gigas.
Thaumus Beetle	78,000	390	An insect hailed by bug collectors as the king of all beetles.
Thaumus Steel	—	1	Steel used for troll warrior equipment and materials.
Thick Basilisk Pelt	8,800	44	A thick leathery pelt from the back of a basilisk.
Thin Fiend Patagium	—	900	The wing membrane of a mysterious elder fiend. Thin, yet strong.
Thread Ball	310	3	A rolled-up ball of spider web.
Three-Leaf Clover	10	1	Your standard three-leaf clover. Kind of lucky, but not really.
Tiny Sapling	850	8	A small, delicate sapling.
Tough Old Pelt	—	415	The pelt of a pack leader. It's stronger than leather.
Tough Shaggy Pelt	—	260	The thick pelt of an animal that survived bitter cold.
Tough Thread	—	380	Tough spider web used to make egg sacs.
Tough Thread Ball	52,000	260	A glowing white ball of indestructible webbing.
—	270	A strange, ore-like clump made in the body of an poisonous creature.	
Toxic Greaver Fang	—	40	The fang of a greaver. Poison seeps out from the tip.
Toxic Greaver Horn	17,000	85	A poisonous spine that grows around the head of a greaver.
Toxic Greaver Pelt	—	61	The skin of a greaver. Sticky poison still clings to it.
Toxic Greaver Spine	1,100	11	A toxic spine from the back of a greaver.
Toxic Spider Fang	—	19	The poisonous fang of a spider. Its venom can paralyze prey.
Toxin Sac	—	176	A strange greaver organ that emits a deadly gas.
Treant Branch	700	7	The limb of a treant.
Treant Face	—	11	From the trunk of a treant. It looks like a person's face.
Treant Mistletoe	220	3	Abnormal mistletoe twisted by the magic of the treant.
Troll Armor Suit	79,200	396	A troll's metal armor. It's big enough to protect the legs, arms, and waist.
Troll Claw	13,200	66	The hard-as-iron claw of a troll.
Troll Claw+	—	550	A troll claw that was sharpened into a weapon.
Troll Cudgel	—	88	A misshapen hunk of metal used as a club.
Troll Cudgel+	132,000	660	A big metal club. The pride of angry trolls everywhere.
Troll Helm	8,800	44	A large helmet worn in battle.





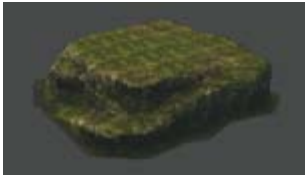
Name	Cost	Sell	Description
Troll Mask	35,200	176	A giant troll mask that covers the entire head.
Troll Treasure	—	400	A legendary treasure amongst trolls. Imbued with a mysterious power.
Troll-King Bangle	2,400	24	A troll king's golden bracelet.
Troll-King Claw	12,600	63	A troll king's claw, covered in luxurious gold.
Troll-King Crown	—	900	A beautiful crown that has been treasured for generations.
Troll-King Greave	80,000	400	The dazzling armor of a troll king. It's decorated with silver and gold.
Troll-King Helm	8,600	43	A helmet made of silver and gold.
Troll-King Mace	—	90	A huge mace. No self-respecting troll king would be caught without one.
Troll-King Mask	35,800	179	A giant mask that mimics the horns and fangs of a long-dead beast.
Union Mercenary Badge	—	400	Proof the owner is a proud member of the Union Mercenary Force.
Vespid Exoskeleton	—	3	The exoskeleton of a giant bee.
Vespid Jaw	—	10	The jagged jaw of a giant bee.
Vespid Stinger	—	6	The sharp, poisonous stinger of a giant bee.
Volatile Walnut	—	16	A nut packed with gunpowder. Used as a bomb by faeries.
Wardflower	—	490	A mysterious flower that has the power to entrap evil.
Waterspider Body	35,000	175	The frozen exoskeleton of a waterspider.
Waterspider Body+	—	790	The ice-hardened exoskeleton of a waterspider.
Waterspider Claw	—	65	A claw that emits a wave of cool air.
Waterspider Claw+	100,000	500	The front claw of a waterspider. Used for tearing apart prey.
Waterspider Egg	—	260	The cold, hard egg of a waterspider.
Waterspider Egg+	—	1,110	A giant egg from which a king waterspider is said to hatch.
Waterspider Fang	—	78	A unique poisonous fang. Those who are pierced by it become frozen.
Waterspider Fang+	128,000	640	A fang with poison that can freeze blood in moments.
Waterspider Jaw	—	22	The cold glowing jaw of a waterspider.
Waterspider Leg	—	42	The leg of a waterspider. There's ice sticking to the hair.
Waterspider Leg+	—	390	The long foreleg of a waterspider.
Waterspider Shell	—	6	The pleasantly cool eggshell of a waterspider.
White Beast Horn	—	22	A lustrous horn shaped like a leaf.
White Beast Skin	1,100	11	The hide of a white beast that from snowy climes.

Name	Cost	Sell	Description
White Heart	—	270	The white heart of a brute.
White Pelt	13,200	66	A pelt that glows like new snow.
White Pollen Grain	30,000	150	White pollen clumps collected from a rare flower.
White-Oak Branch	22,000	110	A flexible and sturdy white oak branch.
White-Oak Plank	22,500	112	Unusually sturdy white-oak lumber.
Wind-Dragon Beard	—	8	A scruff of long hair that grows on the face of a wind dragon.
Wind-Dragon Claw	—	13	The green-tinted claw of a wind dragon.
Wind-Dragon Flake	2,600	26	A scale fragment from a wind dragon.
Wind-Dragon Heart	—	233	The heart of a wind dragon. It's warm like a summer day.
Wind-Dragon Heart+	—	1,030	The valiant heart from one of the wind dragon clan.
Wind-Dragon Horn	—	180	The horn of a wind dragon.
Wind-Dragon Horn+	—	910	The giant horn of a wind dragon. It controls breezes across the world.
Wind-Dragon Scale	—	46	The delicate green scale of a wind dragon.
Wind-Dragon Scale+	80,200	401	An especially large white scale that protects the back and neck.
Wind-Dragon Skull	—	271	The clean skull of a wind dragon.
Wind-Dragon Skull+	—	1,220	The skull of a pure-blooded wind dragon. It's harder than diamond.
Wind-Dragon Tail	—	65	The leaf-like tail of a wind dragon.
Wind-Dragon Tail+	—	590	The tail of a wind dragon. It can create a tornado with a single sweep.
Wind-Dragon Wing	—	91	A small wing covered in shiny fur.
Wind-Dragon Wing+	138,000	690	The wing of a wind dragon. This has soared for thousands of years.
Withercap	6,400	37	A dangerous mushroom that causes you to lose control of your body.
Withered Branch	25	1	A small twig that looks ready to break.
Wolfsbane Bud	1,200	21	A dangerous purple flower with poisonous roots.
Wyvern Fossil	48,000	240	The fossil of a pterosaur-like creature from ancient Yshrenia.
Yellow Pollen Grain	100	1	A clump of pollen from the leg of a giant bee.
Yggdra Branch	64,000	270	A dead branch that fell from the sacred Yggdra tree.
Yggdra-Bark Scrap	70,000	292	A large piece of bark peeled from the sacred Yggdra tree.
Yshrenian Steel	—	1	The precious steel that makes up the body of an Incorruptus.



FOUNDATION PART

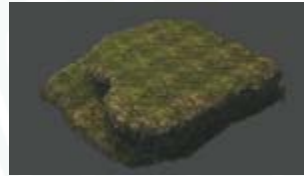
BUTTE



Job	Polyn	Level	Description
—	90	10	A raised tract of land.

Stats	Cost	Recipe
—	200,000	Clay Face+ (40) + Clay Puppet Bangle (35) + Clay Puppet Lump (30)

PLAIN



Job	Polyn	Level	Description
—	90	1	A flat, slightly raised tract of land.

Stats	Cost	Recipe
—	5,000	Pebble (40) + Clay Puppet Part (20)

ENCLOSED PLAIN

Job	Polyn	Level	Description
—	90	7	A tract of land surrounded by jagged rock.

Stats	Cost	Recipe
—	80,000	Clay Puppet Part (90) + Clay Puppet Bangle (30) + Clay Puppet Lump (25)



RUGGED PLAIN

Job	Polyn	Level	Description
—	90	4	A mountainous tract of land.

Stats	Cost	Recipe
—	10,000	Rock (50) + Clay Puppet Part (40) + Magical Seal (10)



HOUSING PART

BRICK HOUSE



Job	Polyn	Level	Description
—	130	1	A brick building that can house 2 residents.

Stats	Cost	Recipe
—	800	Pebble (10) + Bone Fragment (5)

RUSTIC HOUSE



Job	Polyn	Level	Description
—	130	1	A thatched building that can house 2 residents.

Stats	Cost	Recipe
—	800	Withered Branch (10) + Pebble (10)

BRICK INN

Job	Polyn	Level	Description
—	150	8	A brick building that can house 3 residents.

Stats	Cost	Recipe
—	58,000	Platinum Ore (60) + Adderpalm Plank (50) + Giant Shank (40)



RUSTIC POST

Job	Polyn	Level	Description
—	130	5	A thatched building that can house 2 residents.

Stats	Cost	Recipe
—	8,000	Healthy Sapling (40) + Garuda Plank (20) + Shaggy Pelt (10)



BRICK JEWELER



Job	Polyn	Level	Description
—	130	6	A brick building that can house 2 residents.

Stats	Cost	Recipe
—	10,000	Luminous Stone (40) + Treant Mistletoe (20) + Red Ore (5)

RUSTIC MARKET



Job	Polyn	Level	Description
—	130	3	A thatched building that can house 2 residents.

Stats	Cost	Recipe
—	2,500	Oak Branch (15) + Ammonite Fossil (10)

BRICK MARKET

Job	Polyn	Level	Description
—	130	4	A brick building that can house 2 residents.

Stats	Cost	Recipe
—	4,000	Steel Ore (20) + Palmwood Plank (15)



RUSTIC SMITHY

Job	Polyn	Level	Description
—	130	2	A thatched building that can house 2 residents.

Stats	Cost	Recipe
—	1,400	Iron Thread (10) + Copper Ore (10)



BRICK POST



Job	Polyn	Level	Description
—	130	7	A brick building that can house 2 residents.

Stats	Cost	Recipe
—	15,000	Armorcap (70) + Century-tree Plank (50) + Tough Thread Ball (10)

RUSTIC TAVERN



Job	Polyn	Level	Description
—	150	8	A thatched building that can house 3 residents.

Stats	Cost	Recipe
—	58,000	Yggdra Branch (50) + Fuelstone Lump (50) + Beast Biledrop (40)

BRICK SMITHY

Job	Polyn	Level	Description
—	130	1	A brick building that can house 2 residents.

Stats	Cost	Recipe
—	900	Rock (10) + Copper Ore (5)



WINERY

Job	Polyn	Level	Description
—	130	7	A thatched building that can house 2 residents.

Stats	Cost	Recipe
—	15,000	Mysterious Sapling (40) + Sticky Sap Ball (50) + Direspider Leg+ (10)





JOB PART

AGED DRAGON FOSSIL



Job	Polyn	Level	Description
Miner	50	5	—

Stats	Cost	Recipe
Ore +2, Fossils +5	16,000	Demon Fossil (40) + Earth-dragon Scale (30) + Toxic Greaver Spine (20)

CAMPGROUND



Job	Polyn	Level	Description
Warrior	40	2	—

Stats	Cost	Recipe
Bugs +4, Dragons +2	900	Clay Puppet Part (5) + Withered Branch (10)

ANCIENT-GOD STATUE

Job	Polyn	Level	Description
Warrior	40	5	—

Stats	Cost	Recipe
Bugs +5	10,000	Direspider Body (30) + Fuelstone (30) + Clay Face (15)



CITY GROCERY

Job	Polyn	Level	Description
Chef	45	1	—

Stats	Cost	Recipe
Greavers +1, Beasts +1, Lizards +1	300	Sturdy Branch (10) + Sharp Fang (5)



BASIC TABLE



Job	Polyn	Level	Description
Chef	65	3	—

Stats	Cost	Recipe
Greavers +2, Beasts +3	1,300	Cedar Plank (10) + Oak Branch (10)

COMBAT DUMMY



Job	Polyn	Level	Description
Warrior	20	1	—

Stats	Cost	Recipe
Bugs +1, Trolls +1, Dragons +1	300	Heavy Pelt (5) + Sturdy Chain (2)

BLACK BOULDER

Job	Polyn	Level	Description
Miner	25	2	May produce harvest materials.

Stats	Cost	Recipe
Ore +3, Fossils +2	800	Copper Ore (10) + Fire-giant Anklet (5)



CONIFER TREE

Job	Polyn	Level	Description
Lumberjack	25	4	—

Stats	Cost	Recipe
Lumber +3, Insects +2	1,600	Cedar Branch (10) + Ghost Walnut (25)



BROADLEAF TREE



Job	Polyn	Level	Description
Lumberjack	30	1	—

Stats	Cost	Recipe
Timber +1, Lumber +1, Insects +1	200	Ghost Walnut (8) + Yellow Pollen Grain (8)

DEAD TREE



Job	Polyn	Level	Description
Lumberjack	30	2	May produce harvest materials.

Stats	Cost	Recipe
Timber +3, Lumber +2	500	Withered Branch (10) + Treant Branch (5)

BUSH

Job	Polyn	Level	Description
Farmer	25	6	May produce harvest materials.

Stats	Cost	Recipe
Flowers +3, Mushrooms +4	8,000	Withercap (50) + Belladonna (40) + Possessed Petal (20)



DESERT GROCERY

Job	Polyn	Level	Description
Chef	45	7	—

Stats	Cost	Recipe
Beasts +4, Lizards +3	24,000	Hard Massive Hoof (45) + Mysterious Sapling (75) + Earth-beast Fang+ (5)



CHARACTERS

INCORRUPTUS

GAMEPLAY

WALKTHROUGH

QUESTS

GEONET

BESTIARY

ARMORY

ITEM LIST



FLOWER GARDEN

Job	Polyn	Level	Description
Farmer	25	5	May produce harvest materials.

Stats	Cost	Recipe
Flowers +4, Cotton +3	10,000	Belladonna (40) + Cotton Boll (30) + Spiky Seed (10)



LEAFY CACTUS

Job	Polyn	Level	Description
Farmer	20	7	May produce harvest materials.

Stats	Cost	Recipe
Cotton +4, Mushrooms +3	9,000	Snow-cotton Boll (75) + Soldier Exoskeleton (45) + Healthy Sapling (15)



FROG WATER JUG



Job	Polyn	Level	Description
Chef	20	4	—

Stats	Cost	Recipe
Greavers +3, Lizards +2	2,400	Knotty Pelt (10) + Gold Puppet Part (5)

MAGIC-TRAINING DUMMY



Job	Polyn	Level	Description
Mage	20	1	—

Stats	Cost	Recipe
Automata +1, Plants +1, Giants +1	300	Saltpeter Shard (5) + Treant Mistletoe (2)

GRAPEVINES

Job	Polyn	Level	Description
Chef	35	2	—

Stats	Cost	Recipe
Beasts +2, Lizards +3	700	Beast Blooddrop (10) + Salmonberry (10)



MAGICAL EMBER

Job	Polyn	Level	Description
Mage	25	6	—

Stats	Cost	Recipe
Automata +2, Giants +4	12,000	Fire-beast Claw (30) + Scorpion Shell (60) + Oil-stained Cloth (15)



GREEDE EXCAVATOR



Job	Polyn	Level	Description
Miner	130	7	—

Stats	Cost	Recipe
Ore +5, Crystals +2	50,000	Bloodsteel Ore (60) + Rusted Panel (30) + Lizard Fang+ (10)

MINER SHACK



Job	Polyn	Level	Description
Miner	100	1	—

Stats	Cost	Recipe
Ore +1, Fossils +1, Crystals +1	300	Rock (10) + Giant Bone (3)

HERB GARDEN

Job	Polyn	Level	Description
Farmer	25	1	May produce harvest materials.

Stats	Cost	Recipe
Flowers +1, Cotton +1, Mushrooms +1	300	Little White Flower (5) + Three-leaf Clover (5)



MUSHROOM FIELD

Job	Polyn	Level	Description
Farmer	25	3	May produce harvest materials.

Stats	Cost	Recipe
Cotton +2, Mushrooms +3	1,300	Death Cap (15) + Big-jawed Mantis (10)



INSECT BUSH



Job	Polyn	Level	Description
Lumberjack	20	3	May produce harvest materials.

Stats	Cost	Recipe
Timber +2, Insects +3	1,100	Stink Bug (15) + Safflower (15)

MYSTICAL CENOTAPH



Job	Polyn	Level	Description
Mage	40	5	—

Stats	Cost	Recipe
Plants +4, Giants +2	10,000	Stone Puppet Bangle (20) + Withercap (30) + Gallstone (3)

KNIGHT STATUE

Job	Polyn	Level	Description
Warrior	60	6	—

Stats	Cost	Recipe
Trolls +5	20,000	Troll-king Helm (30) + Black Iron Ore (30) + Pyrestone (3)



OBSERVATION POST

Job	Polyn	Level	Description
Warrior	60	7	—

Stats	Cost	Recipe
Dragons +5	24,000	Wind-dragon Scale (45) + Greaver Spine (60) + Greaver Horn+ (5)



OLD LOG

Job	Polyn	Level	Description
Lumberjack	25	6	May produce harvest materials.

Stats	Cost	Recipe
Timber +4, Insects +3	10,000	Garuda Branch (40) + Old Mask (40) + Scarab Beetle (50)



THUNDERSTONE

Job	Polyn	Level	Description
Miner	25	6	—

Stats	Cost	Recipe
Fossils +2, Crystals +5	15,000	Luminous Stone (40) + Garuda Plank (20) + Levinstone (5)



OLD SHACK



Job	Polyn	Level	Description
Warrior	60	4	—

Stats	Cost	Recipe
Trolls +2, Dragons +4	2,500	Fire-giant Anklet (10) + Palmwood Plank (10)

TOTEM POLE



Job	Polyn	Level	Description
Mage	20	3	—

Stats	Cost	Recipe
Automata +2, Plants +2, Giants +3	1,500	Magecrystal Bit (10) + Dragon Fang (5)

OLD STUMP

Job	Polyn	Level	Description
Lumberjack	20	7	—

Stats	Cost	Recipe
Timber +3, Lumber +4	12,000	Hexwood Plank (40) + Troll Claw (40) + Magecrystal Lump (15)



TREE-SAP POT

Job	Polyn	Level	Description
Lumberjack	20	5	—

Stats	Cost	Recipe
Lumber +3, Insects +4	8,000	Honeydew Bug (50) + Mist Crystal (20) + White Pollen Grain (10)



RED-FLOWER CACTUS



Job	Polyn	Level	Description
Farmer	20	4	May produce harvest materials.

Stats	Cost	Recipe
Flowers +2, Cotton +3	1,600	Gold-cotton Boll (20) + Sticky Sap Ball (10)

TREE OF PLENTY



Job	Polyn	Level	Description
Chef	35	6	May produce harvest materials.

Stats	Cost	Recipe
Greavers +4, Insects +3	20,000	Greaver Fang (40) + Healthy Sapling (60) + Spiky Seed (15)

RED BOULDER

Job	Polyn	Level	Description
Miner	25	4	May produce harvest materials.

Stats	Cost	Recipe
Ore +2, Crystals +3	2,000	Crystal (20) + Mini Scorpion Shell (15)



WATER CISTERN

Job	Polyn	Level	Description
Chef	25	5	—

Stats	Cost	Recipe
Greavers +3, Lizards +4	7,000	Fancy Lizard Scale (30) + Amber Bit (40) + Metal Panel+ (5)



STRANGE SEED POT



Job	Polyn	Level	Description
Farmer	20	2	—

Stats	Cost	Recipe
Flowers +3, Mushrooms +2	700	Mini Scorpion Claw (10) + Ghost Walnut (10)

WEATHER VANE



Job	Polyn	Level	Description
Warrior	35	4	—

Stats	Cost	Recipe
Bugs +2, Trolls +4	1,300	Spider Thread (5) + Tiny Sapling (15)

THAUMUSIAN CARVING

Job	Polyn	Level	Description
Mage	25	4	—

Stats	Cost	Recipe
Automata +3, Plants +2, Giants +2	2,500	Stone Puppet Part (10) + Ice-giant Anklet (10)



WHITE BOULDER

Job	Polyn	Level	Description
Miner	25	3	May produce harvest materials.

Stats	Cost	Recipe
Fossils +3, Crystals +2	1,500	Ammonite Fossil (15) + Dragon Bone (5)



WIND-GUARDIAN STATUE

Job	Polyn	Level	Description
Mage	30	7	—

Stats	Cost	Recipe
Automata +4, Plants +2	24,000	Blue Ore (60) + Toxic Greaver Fang (20) + Wind-dragon Heart (15)



WOODEN SCULPTURE

Job	Polyn	Level	Description
Mage	20	2	—

Stats	Cost	Recipe
Automata +2, Plants +3, Giants +2	900	Treant Mistletoe (5) + Cursed Plaque (5)



SCENERY PART

BARREL



Job	Polyn	Level	Description
—	20	1	A common barrel that can be found anywhere.

Stats	Cost	Recipe
—	100	Shriveled Vine (5) + Thread Ball (2)

IRON RAMP



Job	Polyn	Level	Description
—	16	4	A generic iron ramp.

Stats	Cost	Recipe
—	200	Iron Ore (5) + Palmwood Plank (5)

CLAY POT

Job	Polyn	Level	Description
—	20	1	A basic pot that can be found anywhere.

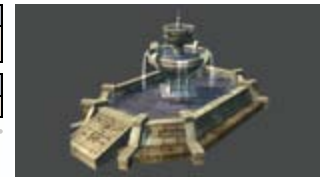
Stats	Cost	Recipe
—	100	Pebble (5) + Bone Fragment (5)



RESTFUL FOUNTAIN

Job	Polyn	Level	Description
—	55	4	A small fountain found in castle towns.

Stats	Cost	Recipe
—	4,000	Rock (50) + Stone Puppet Part (15)



FLOWERED BARREL



Job	Polyn	Level	Description
—	20	6	A barrel with a plant growing inside.

Stats	Cost	Recipe
—	300	Gromwell Flower (15) + Balmwood Plank (6)

WOODEN CRATE



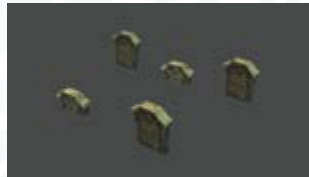
Job	Polyn	Level	Description
—	16	1	A common crate that can be found anywhere.

Stats	Cost	Recipe
—	100	Shriveled Vine (5) + Sturdy Branch (5)

GRAVES

Job	Polyn	Level	Description
—	20	7	Simple markers that honor the dead.

Stats	Cost	Recipe
—	5,000	Stone Puppet Part (6) + Rock (6)



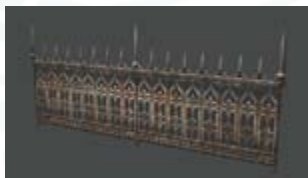
WOODEN FENCE

Job	Polyn	Level	Description
—	20	1	A simple wooden fence.

Stats	Cost	Recipe
—	100	Withered Branch (5) + Sturdy Branch (2)



IRON FENCE



Job	Polyn	Level	Description
—	20	3	A well-made iron fence.

Stats	Cost	Recipe
—	150	Iron Ore (5) + Saltpeter Shard (5)

WOVEN POT



Job	Polyn	Level	Description
—	20	3	A pot with a plant growing inside.

Stats	Cost	Recipe
—	150	Mini Scorpion Shell (5) + Safflower (10)

WHITE KNIGHT CHRONICLES™

OFFICIAL STRATEGY GUIDE

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