

L2 Guide for All part 2.

by: KJ

CATACOMB/NECROPOLIS MONSTER LVLS

Necropolis

- * Necropolis of Sacrifice: level 20-30 monsters appear and it is located on the southern seashore of the Gludio Territory.
- * Pilgrim's Necropolis: level 30-40 monsters appear and it is located near the Partisan's Hideaway in Dion Territory.
- * Necropolis of Worship : level 40-50 monsters appear and it is located near the Alligator Island in the Innadril Territory.
- * Patriot's Necropolis: level 50-60 monsters appear and it is located above the Gludio Castle in the Gludio Territory.
- * Necropolis of Devotion: level 60-70 monsters appear and it is located near the Altar of Rites in the Oren Territory.
- * Necropolis of Martyrdom : level 60-70 monsters appear and it is located near the Giran Castle in the Giran Territory.
- * Saint's Necropolis: level 70-80 monsters appear and it is located near the Field of Whispers in the Innadril Territory.
- * Disciple's Necropolis: level 70-80 monsters appear and it is located near the Devastated Castle in the Aden Territory. From here, the players can move to the place where Anakim or Lilith appear, based on the ownership of the Seals.

Catacomb

- * Catacomb of the Heretic : level 30-40 monsters appear and it is located near the Execution Ground in the Dion Territory.
- * Catacomb of the Branded: level 40-50 monsters appear and it is located near the Giran Port in the Giran Territory.
- * Catacomb of the Apostate: level 50-60 monsters appear and it is located near the Plains of the Lizardmen in the Oren Territory.
- * Catacomb of the Witch: level 60-70 monsters appear and it is located near the Forest of Mirrors in the Aden Territory.
- * Catacomb of Dark Omens: level 70-80 monsters appear and it is located near the Dark Elven Village in the Oren Territory.
- * Catacomb of the Forbidden Path: level 70-80 monsters appear and it is located near the Hunters Village in the Aden Territory.

PET SKILLS

Improved Cougar

- Level 55 - Empower 1, Might 1
- Level 55 - Shield 1, BtB 2
- Level 55 - Acumen 1, Empower 2, BtB3, Might 2, Haste 1
- Level 55 - VR 2, Shield 2, BtB 4, Focus 1

Improved Buffalo

Level 55 - Might 1, BtB 2

Level 60 - Shield 1, BtB 3, Guidance 1

Level 65 - VR 1, Might 2, Haste 1, BtB 4

Level 70 - VR 2, Shield 2, Focus 1, DW 1, BtB 5

Level 75 - Focus 2

Improved Kookaburra

Level 55 - Might 1, BtS 2

Level 60 - BtB 2, BtS 3, Shield 1

Level 65 - Concentration 3, Acumen 1, Empower 2, BtS 4, BtB 3

Level 70 - BtB 4, BtS 5, Concentration 4, Shield 2

Great Wolf / Fenrir

Level 70

- Bite Attack: Bite ferociously with sharp teeth.

- Maul: Attacks with fore-claws to create wound. Power 1. Effect 3. chance to add Bleeding

- Cry of the Wolf: Dominate nearby enemies with a mighty roar. -23% patk of surrounding enemies

- Awakening (group Buff): +8% patk, +16% matk, +8% attk-speed, +8 speed, -8% pdef, -16% mdef, -4 evasion. holds 90sec, cooldown 15mins

Great Snow Wolf / Snow Fenrir

Level 70

- the same skills like theyr normal counter part

- Cry of the Wolf: Dominate nearby enemies with a mighty roar. -23% patk/matk of surrounding enemies

POSSIBLE AUGMENTS

Stat Modification

(These skills modify your base stats)

Accuracy +X X between +0.4 and +3.0

CP Recovery +X X between +0.1 and +0.8

Critical +X X between +4.9 and +32.7

Evasion +X X between +0.4 and +3.0

HP Recover +X X between +0.1 and +0.8

M. Atk. +S X between +2.5 +28.2

Maximum CP +X X between +19.2 and +214.9

Maximum HP +X X between +12.7 and +155.9

Maximum MP +X X between +6.1 and +115.1

M.Def. +X X between +4 and +30.8

MP Recovery +X X between +0.1 and +0.4

P. Atk. +X X between +2.2 and +24.2

P.Def. +X X between +5.1 and +38.2

CON +1

INT +1

MEN +1

STR +1

Active Skills

(These Skills can be called upon when wanted)

Active: Absorbs HP.

Active: Allows you to reflect some of the damage you incurred back to the enemy for a certain amount of time. Excludes damage from skill or remote attacks.

Active: Attacks by throwing a boulder.

Active: Burns up the enemy's MP.

Active: Decreases all skill MP consumption rates temporarily.

Active: Decreases all skill re-use times temporarily.

Active: Decreases a target's urge to attack.

Active: Decreases the magic MP consumption rate temporarily.

Active: Decreases the magic re-use time temporarily.

Active: Decreases the opponent's PVP P.Atk. temporarily.

Active: Decreases the skill MP consumption rate temporarily.

Active: Decreases the skill re-use time temporarily.

Active: Decreases the song/dance skill MP consumption rate temporarily.

Active: Decreases the song/dance skill re-use time temporarily.

Active: Decreases the target's urge to attack.

Active: Detonates a fireball by compressing the air around the caster.

Active: Ignites a firecracker.

Active: Ignites a large firecracker.

Active: Increases Accuracy temporarily.

Active: Increases Evasion temporarily.

Active: Increases M.Atk. temporarily.

Active: Increases M.Def. temporarily.

Active: Increases P.Atk. temporarily.

Active: Increases P.Def.. temporarily.

Active: Increases PVP P.Atk. temporarily.

Active: Increases resistance to damage from falling temporarily.

Active: Increases the ability to restore some HP from the damage inflicted on an enemy temporarily.

Excludes damage by skill or long-range attacks.

Active: Increases the chance of a critical attack temporarily.

Active: Increases the critical attack rate of magic attacks temporarily.

Active: Increases the effectiveness of HP Regen magic temporarily.

Active: Increases the maximum CP temporarily.

Active: Increases the maximum HP temporarily.

Active: Increases the maximum HP temporarily and restores HP by the increased amount.

Active: Increases the maximum MP temporarily.

Active: Increases the power of HP Regen magic temporarily.

Active: Increases the recharge recover rate of MP.

Active: Increases the recharge recovery rate of MP.

Active: Increases the target's urge to attack.

Active: Inflicts a dark attack.

Active: Inflicts a dark attack in the shape of a parabola.

Active: Inflicts a elementally challenged attack.

Active: Inflicts a elementally challenged attack in the shape of a parabola.

Active: Inflicts a flaming attack.

Active: Inflicts a flaming attack in the shape of a parabola.

Active: Inflicts a gusting attack.

Active: Inflicts a gusting attack in the shape of a parabola.
Active: Inflicts an earthen attack.
Active: Inflicts an earthen attack in the shape of a parabola.
Active: Inflicts a sacred attack.
Active: Inflicts a sacred attack in the shape of a parabola.
Active: Inflicts a water-type attack.
Active: Inflicts a water-type attack in the shape of a parabola.
Active: Inflicts damage by throwing a boulder.
Active: Instantly restores your HP.
Active: Launches a dark attack.
Active: Launches a sacred attack.
Active: Momentarily becomes invincible.
Active: Momentarily frightens the target, causing him to flee.
Active: Opens doors and treasure chests with a certain probability. Requires Keys of a Thief.
Active: Play music for a short duration.
Active: Puts the opponent's mind at peace and erases the desire to attack.
Active: Regenerates MP.
Active: Removes the target.
Active: Restores CP.
Active: Restores your own CP.
Active: Resurrects a corpse.
Active: Teleports party members to a village. Cannot be used in a specially designated place such as the GM Consultation Service.
Active: Teleports the caster to a village. Cannot be used in a specially designated place such as the GM Consultation Service.
Active: Teleports to a village regardless of time. Cannot be used in a specially designated place such as the GM Consultation Service.
Active: Temporarily blocks all of the target's physical/magic skills.
Active: Temporarily blocks a monster's pre-emptive attack. Fighting ability significantly decreases while in effect.
Active: Temporarily blocks the target's magic skills.
Active: Temporarily causes a target to bleed heavily.
Active: Temporarily decreases a target's Atk.Spd.
Active: Temporarily decreases a target's Speed.
Active: Temporarily holds the target. The target cannot be affected by any additional hold attacks while the effect lasts.
Active: Temporarily Increases the distance you can jump without sustaining damage.
Active: Temporarily Increases your head size.
Active: Temporarily Increases your lung capacity.
Active: Temporarily paralyzes a target.
Active: Temporarily petrifies the target.
Active: Temporarily poisons the target.
Active: Temporarily puts the target to sleep. The target cannot be affected by any additional sleep attacks while the effect lasts.
Active: Temporarily resist damage from falls.
Active: Temporarily stuns the target.
Active: Unleashes a general attack and temporarily decreases your magic attack power during PvP.

Chance Skills

(These skills fire randomly in specific situations)

Chance: Blocks all of the physical/magic skills of the target that inflicts damage on you with a certain probability.

Chance: Blocks the magic skills of the target that inflicts damage on you with a certain probability.

Chance: Decreases the Atk.Spd. of the target that inflicts damage on you with a certain probability.

Chance: Decreases the PVP P.Atk. of the target that inflicts damage on you with a certain probability.

Chance: Decreases the Speed of the target that inflicts damage on you with a certain probability.

Chance: Decreases the urge to fight of the target that inflicts damage on you with a certain probability.

Chance: Has a chance to hold a target that damages you. The target cannot be affected by any additional hold attacks while the effect lasts.

Chance: Has a chance to paralyze a target that damages you.

Chance: Has a chance to petrify a target that damages you.

Chance: Has a chance to poison a target that damages you.

Chance: Has a chance to sleep a target that damages you.

Chance: Has a chance to sleep a target that damages you. The target cannot be affected by any additional sleep attacks while the effect lasts.

Chance: Has a chance to stun a target that damages you.

Chance: Increases Accuracy with a certain probability when damage is incurred.

Chance: Increases critical attack rate of magic attacks with a certain probability when damage is incurred.

Chance: Increases critical attack rate with a certain probability when damage is incurred.

Chance: Increases Evasion with a certain probability when damage is incurred.

Chance: Increases M.Atk. with a certain probability when damage is incurred.

Chance: Increases maximum CP with a certain probability when damage is incurred.

Chance: Increases maximum HP with a certain probability when damage is incurred.

Chance: Increases maximum MP with a certain probability when damage is incurred.

Chance: Increases M.Def. with a certain probability when damage is incurred.

Chance: Increases P.Atk. with a certain probability when damage is incurred.

Chance: Increases P.Def.. with a certain probability when damage is incurred.

Chance: Increases PVP P.Atk. with a certain probability when damage is incurred.

Chance: Increases recovery rate when receiving HP Regen magic with a certain probability after damage is incurred.

Chance: Increases recovery rate when receiving MP Regen magic with a certain probability after damage is incurred.

Chance: Momentarily blocks all of the target's physical and magic skills during a critical attack.

Chance: Momentarily blocks all of the target's physical and magic skills during a magic attack.

Chance: Momentarily blocks all of the target's physical and magic skills during a physical attack.

Chance: Momentarily blocks the target's magic skill during a critical attack.

Chance: Momentarily blocks the target's magic skill during a magic attack.

Chance: Momentarily blocks the target's magic skill during a physical attack.

Chance: Momentarily burns up the target's MP during a critical attack.

Chance: Momentarily burns up the target's MP during a magic attack.

Chance: Momentarily burns up the target's MP during a physical attack.

Chance: Momentarily causes the target to bleed during a critical attack.

Chance: Momentarily causes the target to bleed during a magic attack.

Chance: Momentarily causes the target to bleed during a physical attack.

Chance: Momentarily decreases a target's Atk.Spd. during a critical attack.

Chance: Momentarily decreases a target's Atk.Spd. during a magic attack.

Chance: Momentarily decreases a target's Atk.Spd. during a physical attack.

Chance: Momentarily decreases a target's Speed during a critical attack.

Chance: Momentarily decreases a target's Speed during a physical attack.

Chance: Momentarily decreases the target's Speed during a magic attack. Intensity 3.
 Chance: Momentarily frightens the target, causing him to flee during a magic attack.
 Chance: Momentarily frightens the target, causing him to flee during a physical attack.
 Chance: Momentarily frightens the target during a critical attack.
 Chance: Momentarily holds the target during a critical attack. The target cannot be affected by any additional hold attacks while the effect lasts.
 Chance: Momentarily holds the target during a magic attack. The target cannot be affected by any additional hold attacks while the effect lasts.
 Chance: Momentarily holds the target during a physical attack. The target cannot be affected by any additional hold attacks while the effect lasts.
 Chance: Momentarily paralyzes the target during a critical attack.
 Chance: Momentarily paralyzes the target during a magic attack.
 Chance: Momentarily paralyzes the target during a physical attack.
 Chance: Momentarily petrifies the target during a critical attack.
 Chance: Momentarily petrifies the target during a magic attack.
 Chance: Momentarily petrifies the target during a physical attack.
 Chance: Momentarily poisons the target during a critical attack.
 Chance: Momentarily poisons the target during a magic attack.
 Chance: Momentarily poisons the target during a physical attack.
 Chance: Momentarily puts the target to sleep during a critical attack. The target cannot be affected by any additional sleep attacks while the effect lasts.
 Chance: Momentarily puts the target to sleep during a magic attack. The target cannot be affected by any additional sleep attacks while the effect lasts.
 Chance: Momentarily puts the target to sleep during a physical attack. The target cannot be affected by any additional sleep attacks while the effect lasts.
 Chance: Momentarily stuns the target during a critical attack.
 Chance: Momentarily stuns the target during a magic attack.
 Chance: Momentarily stuns the target during a physical attack.
 Chance: Regenerates CP with a certain probability when damage is incurred.
 Chance: Regenerates MP with a certain probability when damage is incurred.
 Chance: Temporarily decreases a target's Speed during a critical attack.
 Chance: Temporarily decreases a target's Speed during a physical attack.
 Chance: Temporarily decreases a target's urge to attack during a critical attack.
 Chance: Temporarily decreases a target's urge to attack during a physical attack.
 Chance: Temporarily decreases the target's Speed during a magic attack. Intensity 3.
 Chance: Temporarily increases the target's urge to attack during a critical attack.
 Chance: Temporarily increases the target's urge to attack during a physical attack.
 Chance: Temporarily provokes a target to attack during a critical attack.
 Chance: Temporarily provokes a target to attack during a physical attack.
 Chance: Throw the target that inflicts damage on you into a state of fear and causes him to flee with a certain probability.

Passives

(These skills are "always on.")

Passive: Decreases the magic MP consumption rate.
 Passive: Decreases the MP consumption rate for all skills.
 Passive: Decreases the skill MP consumption rate.
 Passive: Decreases the song/dance skill MP consumption rate.
 Passive: Increases Accuracy.

Passive: Increases critical attack rate.
Passive: Increases Evasion.
Passive: Increases lung capacity.
Passive: Increases M.Atk.
Passive: Increases M.Def.
Passive: Increases P.Atk.
Passive: Increases P.Def..
Passive: Increases PVP P.Atk.
Passive: Increases the ability to reflect some of the damage you incurred back to the enemy. Excludes damage by skill or long-range attacks.
Passive: Increases the critical attack rate of magic attacks.
Passive: Increases the effect of HP Regen magic.
Passive: Increases the height from which you can jump without sustaining damage.
Passive: Increases the power of HP Regen magic.
Passive: Increases the recharge recovery rate of MP.
Passive: Increases the weapon weight limit by 2 times.
Passive: Raises resistance to damage from falling.