


Act 8.2: Bone Dragon's Lair

New Raid: Osdraconis Aetheron

Added a new raid. You can fight Osdraconis Aetheron by crossing the portal located at Dragon Graveyard. You can obtain the raid seal by killing monsters in this map or by purchasing it to the commanders located in every village.

 Raid Box: Osdraconis Aetheron	<div data-bbox="711 701 1078 785">1x  Abyss' Soul Piece</div> <div data-bbox="711 785 1101 869">1x  Bone Dragon's Tooth</div> <div data-bbox="711 869 1360 953">1x  [SSS] Soul Phenomenal Shell (Weapon)</div> <div data-bbox="711 953 1347 1037">1x  [SSS] Soul Phenomenal Shell (Armour)</div> <div data-bbox="711 1037 1341 1121">1x  [SSS] Soul Legendary Shell (Weapon)</div> <div data-bbox="711 1121 1321 1205">1x  [SSS] Soul Legendary Shell (Armour)</div> <div data-bbox="711 1205 1334 1289">1x  Equipment Box: Osdraconis Aetheron</div> <div data-bbox="711 1289 1019 1373">60x  Soul Blessing</div> <div data-bbox="711 1373 1078 1457">1x  Artifact's Soul Core</div> <div data-bbox="711 1457 1029 1541">25x  Soul Essence</div> <div data-bbox="711 1541 1110 1625">25x  Equipment Essence</div> <div data-bbox="711 1625 1081 1709">300x  Dona River Sand</div>
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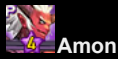
Equipment Box:
Osdraconis Aetheron

- | | | |
|----|--|-------------------------|
| 1x | | Legendary Partner Sword |
| 1x | | Legendary Partner Bow |
| 1x | | Legendary Partner Wand |
| 1x | | Expert Partner Sword |
| 1x | | Expert Partner Bow |
| 1x | | Expert Partner Wand |
| 1x | | Ancient Partner Sword |
| 1x | | Ancient Partner Bow |
| 1x | | Ancient Partner Wand |
| 1x | | Expert Partner Armor |
| 1x | | Expert Partner Tunic |
| 1x | | Expert Partner Robe |
| 1x | | Ancient Partner Armor |
| 1x | | Ancient Partner Tunic |
| 1x | | Ancient Partner Robe |

Partner Specialist Cards

 Amon Role: Main: Tank Secondary: Healer	 Laurena Role: Main: Sub-DPS - Elemental Secondary: Buffer	 Archangel Role: Main: DPS	 Orkani Role: Main: Healer/Support Secondary: Buffer
 One-Winged Perti Role: Main: Tank Secondary: Dps	 Pirate Captain Role: Rol: Sub-dps - Elemental Secondary: Buffer	 Cowgirl Chloe Role: Main: DPS Secondary: Buffer	 Magic Student Yuna Role: Rol: Healer/Support Secondary: Sub-DPS / Battery
 Wood Elf Archer Forga Role: Main: DPS Secondary: Debuffer			

4*



Skills:

Skill	Stats
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Claw Strike

Cooldown: 0.8s
Attack Range: 1 cell
Target: Around Enemies in 0 cell
Mana: 0 mp

— Attack power scaling: 55%
Melee attack power +350
— Shadow element scaling: 50%
Shadow Energies +250
— Every 3 attacks, recovers +705 MP.



Searing Bolt

Cooldown: 6s
Attack Range: 7 cell
Target: Around Enemies in 1 cell
Mana: 0 mp



— Defense power scaling: 225%
Melee Attack Power +275
— Shadow element scaling: 75%
Shadow Energies +500
— [SSS] Recovers 705 MP



Colossal Quake

Cooldown: 20s
Attack Range: 7 cell
Target: Around Enemy in 3 cell
Mana: 0 mp

— Defense power scaling: 475%
Melee Attack Power +500
— Shadow element scaling: 85%
Shadow Energies +750
— [SSS] Recovers 1410 MP

— Has a 100% chance of causing [ Flames of Hell]
— Has a 100% chance of causing [ Demon Shield] to all Souls



Flames of Hell

General Debuff
(Level 4)
Duration: 10 seconds

— Attack power -20%



Demon Shield

General Buff

(Level 4)

Duration: 8 seconds

- A shield with a value of 35% of the caster defense is received.
- A shield with a value of 8750 HP is received
- Resists forced movement with 100% chance.

Side effect: after 0.1 seconds

- If the HP granted by the shield is lost, this effect disappears
- Damage received -15%. The effect's caster takes 50% of this damage.



Provocation

Cooldown: 25s

Attack Range: Itself

Target: Around Enemy in 4 cell

Mana: 18800 mp

- Attracts enemies to 2 fields from you
- Has a 50% chance of causing [Spell Tinder]
- Has a 100% chance of causing [Atrocity]
- This ability will be triggered every 15 deciseconds for 30 deciseconds around 4 cell



Spell Tinder

General Buff

(Level 4)

Duration: 20 seconds

- Every 4 seconds: Recovers +50% of the defense as HP.



Atrocity



General Debuff



(Level 4)

Duration: 4 seconds

- Movement speed -4
- -5% attack power

Connection Lvl:





1:	Connection Lvl1 Magic Debuff (Level 3) Duration: 3000 seconds — Damage received -10%
2:	Connection Lvl2 Magic Debuff (Level 3) Duration: 3000 seconds — Damage received -10% — Defense +15%
3:	Connection Lvl3 Magic Debuff (Level 3) Duration: 3000 seconds — Damage received -10% — Defense +15% — Defense power scaling: +40% of [ Searing Bolt]
4:	Connection Lvl4 Magic Debuff (Level 3) Duration: 3000 seconds — Damage received -10% — Defense +25% — Defense power scaling: +40% of [ Searing Bolt] Side effect: after 0.1 seconds — Healing bonus +20%
5:	Connection Lvl5 Magic Debuff (Level 3) Duration: 3000 seconds





	<ul style="list-style-type: none"> — Damage received -10% — Defense +25% — Defense power scaling: +40% of [ Searing Bolt] <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Healing bonus +20% — Defense power scaling: +85% of [ Colossal Quake]
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — Shield Protection +50% — Increases by 50% the duration of [ Demon Shield] — Aumtar duracion a 45









Laurena






Skills:

Skill	Stats
 Laurena's Basic Attack	<p>Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 0 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 50% Magic attack power +100 — Water element scaling: 50% Water Energies +100 — Every 3 attacks, recovers 705 MP
 Aquatic alchemy	<p>Cooldown: 22s Attack Range: Itself Target: EastMate Mana: 0 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing [ Aquatic alchemy] to all Souls — [SSS] Recovers 1410 MP <hr/> <p> Aquatic alchemy</p>

	<p>Magic Buff (Level 4) Duration: 14 seconds</p> <ul style="list-style-type: none"> — Water Energies +250 — Water resistance drain +5 — Every 4 seconds: Increases HP by 12% of the caster's water elemental energies
 Thorn Bush	<p>Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Elemental energy scaling: 215% <p>Magic Attack Power +900</p> <ul style="list-style-type: none"> — Water element scaling: 105% <p>Water Energies +750</p> <ul style="list-style-type: none"> — Has a 100% chance of causing [ Thorn Bush] — [SSS] Recovers 1410 MP <hr/> <p> Thorn Bush</p> <p>Magic Debuff (Level 5) Duration: 6 seconds</p> <ul style="list-style-type: none"> — Movement speed -3 — Every 2 seconds: Decreases HP by 20% of the caster's water elemental energies
 Storm cloud	<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 18 800 mp</p> <ul style="list-style-type: none"> — Elemental energy scaling: 375% <p>Magic Attack Power +900</p> <ul style="list-style-type: none"> — Water element scaling: 90% <p>Water Energies +250</p> <ul style="list-style-type: none"> — This ability will be triggered every 40 deciseconds over 120 deciseconds around 2 cell

Connection LvL:



1:	<p>Connection Lv1</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <p>— Water resistance drain +5</p>
2:	<p>Connection Lv2</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <p>— Water resistance drain +5</p> <p>— Increases in 1 cell the area of the skill [ Storm cloud] and its retriggering</p>
3:	<p>Connection Lv3</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <p>— Water resistance drain +5</p> <p>— Increases in 1 cell the area of the skill [ Storm cloud] and its retriggering</p> <p>— Elemental energy scaling: +70% of [ Storm cloud]</p>
4:	<p>Connection Lv4</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <p>— Water resistance drain +5</p> <p>— Increases in 1 cell the area of the skill [ Storm cloud] and its retriggering</p> <p>— Elemental energy scaling: +70% of [ Storm cloud]</p> <p>Side effect: after 0.1 seconds</p> <p>— Changes the retriggering interval to 30 deciseconds for the [ Storm cloud] skill</p>
5:	<p>Connection Lv5</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p>









	<ul style="list-style-type: none"> — Water resistance drain +5 — Increases in 1 cell the area of the skill [ Storm cloud] and its retriggering — Elemental energy scaling: +70% of [ Storm cloud] <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Changes the retriggering interval to 30 deciseconds for the [ Storm cloud] skill — Elemental energy scaling: +40% of [ Thorn Bush]
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — Changes the retriggering skill duration to 180 deciseconds for the [ Storm cloud] skill



Archangel









Skills:










Skill	Stats
 Heavenly attack	<p>Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 90% Ranged attack power +150 — Light element scaling: 50% Light Energies +50 — Every 3 attacks, recovers +705 MP.
 Light of Judgement	<p>Cooldown: 5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 105% Ranged attack power +215 — Light element scaling: 55% Light Energies +65

	<ul style="list-style-type: none">— Has a 50% chance of causing [ Light of Judgement]— [SSS] Recovers 705 MP <hr/> <p> Light of Judgement</p> <p>General Debuff (Level 5) Duration: 6 seconds</p> <ul style="list-style-type: none">— Damage received from basic attacks +5%
 Name of God	<p>Cooldown: 22s Attack Range: Itself Target: Select One Mana: 200 mp</p> <ul style="list-style-type: none">— Has a 100% chance of causing [ Name of God]— [SSS] Recovers 705 MP <hr/> <p> Name of God</p> <p>General Debuff (Level 5) Duration: 12 seconds.</p> <ul style="list-style-type: none">— Basic attack damage +8%— The radius of all area attacks +1— Movement speed +1
 Mark of Light	<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none">— Attack power scaling: 350%Ranged attack power +150— Light element scaling: 60%Light Energies +50— Has a 100% chance of causing [ Mark of Light] <hr/> <p> Mark of Light</p>

	General Debuff (Level 6) Duration: 5 seconds — Defence -10%
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Connection Lvl:

1:	Connection Lvl1 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by +50% the chance of causing [ Light of Judgement] to the skill that applies it
2:	Connection Lvl2 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by +50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement]
3:	Connection Lvl3 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement] — Attack power scaling: +20% of [ Light of Judgement]
4:	Connection Lvl4 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement]

	<p>— Attack power scaling: +20% of [ Light of Judgement]</p> <p>Side effect: after 0.1 seconds</p> <p>— Element scaling: +10%</p>
5:	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 3000 seconds</p> <p>— Increases by +50% the chance of causing [ Light of Judgement] to the skill that applies it</p> <p>— Increases by 50% the duration of [ Light of Judgement]</p> <p>— Attack power scaling: +20% of [ Light of Judgement]</p> <p>Side effect: after 0.1 seconds</p> <p>— Element scaling: +10%</p> <p>— Attack power scaling: +60% of [ Mark of Light]</p>
6: This buff + Connection Lvl 5 buff	<p>Lucifer Connection Level 6</p> <p>Magic Debuff (Level 3) Duration: 3500 seconds</p> <p>— Increases by 50% the duration of [ Name of God]</p> <p>— If [ Name of God] is active receives [ Name of God augment]</p> <hr/> <p> Name of God augment</p> <p>General Debuff (Level 5) Duration: 18 seconds.</p> <p>— Basic attack damage +8%</p> <p>— Movement speed +1</p>



Orkani

Skills:

Skill	Stats
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Orkani Basic attack

Cooldown: 0.8s
Attack Range: 7 cell
Target: Around Enemies in 0 cell
Mana: 0 mp


— Attack power scaling: 50%
Magic attack power +150
— Shadow element scaling: 50%
Shadow Energies +150
— Every 3 attacks, recovers +705 MP.




Lightning Storm

Cooldown: 8s
Attack Range: 9 cell
Target: Around Enemies in 2 cell
Mana: 0 mp

— Health power scaling: 45%
Magic Attack Power +750
— Shadow element scaling: 85%
Shadow Energies +500

— Has a 100% chance of causing [ Slight Paralysis] (ignores debuff protection)

— Has a 100% chance of causing [ Shadow Storm] (ignores debuff protection)

— [SSS] Recovers 705 MP



Shadow Storm

Magic Debuff
(Level 4)
Duration: 8 seconds

— Every 4 seconds: Decreases HP 1% of caster's HP
— Shadow Resistance -5






Power of Darkness

Cooldown: 20s
Attack Range: Itself
Target: Select One
Mana: 0 mp


— Has a 100% chance of causing [ Embrace of Darkness] to all Souls













Embrace of Darkness

	<p>General Buff (Level 4) Duration: 8 seconds</p> <ul style="list-style-type: none"> — Magic Attack Power +300 — Every 4 seconds: Heals 2% of caster's HP — Damage received -10%. The effect's caster takes 100% of this damage.
 Marked	<p>Cooldown: 23s Attack Range: Itself Target: Around Allies in 2 cell Mana: 16450 mp</p> <ul style="list-style-type: none"> — Heals 10% of caster's HP — Has a 100% chance of causing [ Enhancer Mark] — This ability will be triggered every 40 deciseconds over 120 deciseconds around 2 cell <hr/> <p> Enhancer Mark</p> <p>General Buff (Level 4) Duration: 4 seconds</p> <ul style="list-style-type: none"> — All Attack power +5% of caster's HP/10 — All Element Energies +8% of caster's HP/10 — Every 4 seconds: Heals 1% of caster's HP

Connection LVL:

1:	<p>Connection Lvl1</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Increases by 50% the duration of [ Shadow Storm]
2:	<p>Connection Lvl2</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p>

	<ul style="list-style-type: none"> — Increases by 50% the duration of [ Shadow Storm] — Healing bonus +10%
3:	<p>Connection Lvl3</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Increases by 50% the duration of [ Shadow Storm] — Healing bonus +10% — HP power scaling: +8% of [ Lightning Storm]
4:	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Increases by 50% the duration of [ Shadow Storm] — Healing bonus +10% — HP power scaling: +8% of [ Lightning Storm] — Increases by 50% the duration of [ Embrace of Darkness]
5:	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Increases by 100% the duration of [ Shadow Storm] — Healing bonus +13% — HP power scaling: +8% of [ Lightning Storm] — Increases by 50% the duration of [ Embrace of Darkness] — Increases in 1 cell the area of the skill [ Marked] and its retriggering
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Maximum HP +5%




— Changes the retriggering interval to 30 deciseconds for the [Marked] skill






5*



Magic Student Yuna







Skills:






Skill	Stats
 Yuna's basic attack	<p>Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 1 cell Mana: 0 mp</p> <p>— Attack power scaling: 55% Magic attack power +350 — Light element scaling: 55% Light Energies +300 — Every 3 attacks, recovers +705 MP.</p>
 Cat Paws	<p>Cooldown: 8.5s Attack Range: 10 cell Target: Around Enemies in 3 cell Mana: 0 mp</p> <p>— Health power scaling: 60% Magic Attack Power +800 — Light element scaling: 95% Light Energies +550</p> <p>— Has a 100% chance of causing [Slight Paralysis] (ignores debuff protection) — Has a 100% chance of causing [Claw Wound] (ignores debuff protection) — [SSS] Recovers 705 MP</p> <hr/> <p> Claw Wound</p> <p>General Debuff (Level 4) Duration: 10 seconds</p> <p>— Every 4 seconds: Decreases HP 2% of caster's HP — Enemy's Attack Power +5%</p>

	<p>— Light Resistance -5</p>
 Loving Heart	<p> Cooldown: 18s Attack Range: Itself Target: Select One Mana: 0 mp </p> <p>— Has a 100% chance of causing [ Heart Pound] to all Souls</p> <hr/> <p>  Heart Pound </p> <p> General Buff (Level 4) Duration: 12 seconds </p> <p> — Attack Power +350 — Every 4 seconds: Heals 3% of caster's HP — Every 4 seconds: [SSS] Recovers 470MP </p> <p> Side Effect: after 0.1 seconds — Light resistance drain +5 — Damage received -15%. The effect's caster takes 50% of this damage. </p>
 Magic Light Circle	<p> Cooldown: 20s Attack Range: 12 cell Target: Around Allies in 3 cell Mana: 14100 mp </p> <p> — HP power scalling: 70% Magic Attack Power +900 — Light element scaling: 105% Light Energies +750 — Has a 100% chance of causing [Warm light] — [SSS] Recovers 470MP — This ability will be triggered every 40 deciseconds over 120 deciseconds around 3 cell </p> <hr/> <p>  Warm light </p> <p> General Buff (Level 4) Duration: 2 seconds </p>

- All Attack power +12% of caster's HP/10
- All Element Energies +12% of caster's HP/10
- Every 2 seconds: Heals 14% of caster's HP

Connection Lvl:



1:	<p>Connection Lvl1</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Healing bonus +12%</p>
2:	<p>Connection Lvl2</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Healing bonus +12%</p> <p>— Increases by 50% the duration of [ Heart Pound]</p>
3:	<p>Connection Lvl3</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Healing bonus +12%</p> <p>— Increases by 50% the duration of [ Heart Pound]</p> <p>— HP power scaling: +10% of [ Cat Paws]</p>
4:	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Healing bonus +12%</p> <p>— Increases by 50% the duration of [ Heart Pound]</p> <p>— HP power scaling: +10% of [ Cat Paws]</p> <p>— Increases in 1 cell the area of the skill [ Magic Light Circle] and its retriggering</p>






5:	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Healing bonus +12% — Increases by 50% the duration of [ Heart Pound] — HP power scaling: +10% of [ Cat Paws] — Increases in 1 cell the area of the skill [ Magic Light Circle] and its retriggering — HP power scaling: +12% of [ Magic Light Circle]
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Maximum HP +5% — Changes the retriggering interval to 30 deciseconds for the [ Magic Light Circle] skill




Pirate Captain




Skills:








Skill	Stats
 Captain's Attack	<p>Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemies in 0 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 55% <p>Range attack power +175</p> <ul style="list-style-type: none"> — Shadow element scaling: 55% <p>Shadow Energies +200</p> <ul style="list-style-type: none"> — Every 3 attacks, recovers 705 MP
 Flashing Slice	<p>Cooldown: 6.5s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Elemental energy scaling: 160% <p>Range Attack Power +900</p>

	<ul style="list-style-type: none"> — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [ Vicious Wound] — [SSS] Recovers 705 MP <hr/> <p> Vicious Wound</p> <p>General Debuff (Level 3) Duration: 6 seconds</p> <ul style="list-style-type: none"> — Movement speed -2 — Every 2 seconds: Decreases HP by 30% of the caster's shadow elemental energies — Shadow resistance -5 — Healing bonus -15%
 Ghost Ship	<p>Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 0 mp</p> <ul style="list-style-type: none"> — Elemental energy scaling: 230% Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [ Plunder] to all Souls — Critical Damage -25% — [SSS] Recovers 1410 MP <hr/> <p> Plunder</p> <p>General Buff (Level 3) Duration: 16 seconds</p> <ul style="list-style-type: none"> — Gold Gain +15% (max. 100%) — Shadow Energies +350 — Shadow resistance drain +5 — Every 4 seconds: Increases HP by 30% of the caster's Shadow elemental energies — Every 4 seconds: [SSS] Recovers 235MP

 Thundering dark cannon shots	<p> Cooldown: 23s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 16 450 mp </p> <p> — Elemental energy scaling: 410% Range Attack Power +1250 — Shadow element scaling: 100% Shadow Energies +600 — This ability will be triggered every 35 deciseconds over 140 deciseconds around 4 cell — Cannot be evaded — Never inflicts critical hits </p>

Connection Lvl:


1:	<p>Connection Lvl1</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <p>— Shadow resistance drain +5</p>
2:	<p>Connection Lvl2</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <p> — Shadow resistance drain +5 — Increases in 1 cell the area of the skill [ Thundering dark cannon shots] and its retriggering </p>
3:	<p>Connection Lvl3</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <p> — Shadow resistance drain +5 — Increases in 1 cell the area of the skill [ Thundering dark cannon shots] and its retriggering — Elemental energy scaling: +70% of [Thundering dark cannon shots] </p>







4:	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Shadow resistance drain +5 — Increases in 1 cell the area of the skill [ Thundering dark cannon shots] and its retriggering — Elemental energy scaling: +70% of [ Thundering dark cannon shots] <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Changes the retriggering interval to 25 deciseconds for the [ Thundering dark cannon shots] skill
5:	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Shadow resistance drain +5 — Increases in 1 cell the area of the skill [ Thundering dark cannon shots] and its retriggering — Elemental energy scaling: +70% of [ Thundering dark cannon shots] <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Changes the retriggering interval to 26 deciseconds for the [Storm cloud] skill — Elemental energy scaling: +45% of [ Ghost Ship]
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Changes the retriggering skill duration to 180 deciseconds for the [ Thundering dark cannon shots] skill





One-Winged Perti

Skills:




Skill	Stats
 Perti's Attack	<p>Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp</p>











	<ul style="list-style-type: none">— Attack power scaling: 85%Melee Attack Power +700— Fire element scaling: 75%Fire Energies +400— Every 3 attacks, recovers +705 MP.
 Flame Attack	<p>Cooldown: 3s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp</p> <ul style="list-style-type: none">— Defense power scaling: 250%Melee Attack Power +750— Fire element scaling: 80%Fire Energies +500— Has a 100% chance of causing [ Cursed Flame]— [SSS] Recovers 705 MP <hr/> <p> Cursed Flame</p> <p>General Debuff (Level 5) Duration: 10 seconds</p> <ul style="list-style-type: none">— Every 4 seconds: Decreases 800 HP— Melee damage received +5%— Attack power -20%
 Flaming Storm	<p>Cooldown: 18.5s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 0mp</p> <ul style="list-style-type: none">— Defense power scaling: 475%Melee Attack Power +1250— Fire element scaling: 90%Fire Energies +700— Has a 100% chance of causing [ Flaming Armour] to all Souls— Has 100% chance of invoking the combo [ Flaming attraction]— [SSS] Recovers 1410 MP <hr/>

	<div data-bbox="483 163 521 197" data-label="Image"></div> <div data-bbox="521 170 693 199" data-label="Section-Header"><h3>Flaming Armour</h3></div> <div data-bbox="483 226 701 302" data-label="Text"> <p>Magic Buff (Level 3) Duration: 10 seconds</p> </div> <div data-bbox="483 329 1339 407" data-label="List-Group"> <ul style="list-style-type: none"> — Has a 100% chance of reflecting 10% of the damage received (max. 7500 in PvP) — A shield with a value of 45% of the caster defense is received. — A shield with a value of 10000 HP is received </div> <div data-bbox="483 434 779 459" data-label="Text"> <p>Side effect: after 0.1 seconds</p> </div> <div data-bbox="483 470 1455 525" data-label="List-Group"> <ul style="list-style-type: none"> — Every 2 seconds: Has a 100% chance of causing [<div data-bbox="1023 464 1058 495" data-label="Image"></div> Flaming Armour remnants] to all Souls — If the HP granted by the shield is lost, this effect disappears </div> <hr data-bbox="488 569 1492 573"/> <div data-bbox="483 604 521 638" data-label="Image"></div> <div data-bbox="521 615 792 644" data-label="Section-Header"><h3>Flaming Armour remnants</h3></div> <div data-bbox="483 669 688 745" data-label="Text"> <p>Magic Buff (Level 3) Duration: 2 seconds</p> </div> <div data-bbox="483 772 969 850" data-label="List-Group"> <ul style="list-style-type: none"> — Resists forced movement with 100% chance. — Damage received -15% — Stun debuff protect +50% </div>
<div data-bbox="123 879 180 936" data-label="Image"></div> <div data-bbox="180 913 318 938" data-label="Section-Header"><h3>Fiery Breath</h3></div>	<div data-bbox="483 877 813 980" data-label="Text"> <p>Cooldown: 20s Attack Range: 3 cell Target: Around Enemies in 1 cell Mana: 14100 mp</p> </div> <div data-bbox="483 1008 1289 1190" data-label="List-Group"> <ul style="list-style-type: none"> — Defense power scaling: 500% Melee Attack Power +1850 — Fire element scaling: 95% Fire Energies +1400 — Has a 100% chance of causing [<div data-bbox="841 1115 876 1146" data-label="Image"></div> Blazing Armour] — This skill cannot be evaded if the opponent is afflicted by [<div data-bbox="1096 1155 1131 1186" data-label="Image"></div> Cursed Flame] </div> <hr data-bbox="488 1234 1492 1239"/> <div data-bbox="483 1270 521 1304" data-label="Image"></div> <div data-bbox="521 1281 686 1308" data-label="Section-Header"><h3>Blazing Armour</h3></div> <div data-bbox="483 1335 703 1411" data-label="Text"> <p>Magic Buff (Level 3) Duration: 12 seconds</p> </div> <div data-bbox="483 1438 722 1463" data-label="List-Group"> <ul style="list-style-type: none"> — Movement speed +4 </div>

	<ul style="list-style-type: none"> — With a 100% probability fire attack damage +15% — Damage to HP conversion +15% — Every 4 seconds: Recovers +75% of the defense as HP — Damage of basic attacks increases 50% of user defense
 Flaming attraction	<p> Cooldown: 10s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 0mp </p> <ul style="list-style-type: none"> — Defense power scaling: 85% Melee Attack Power +950 — Fire element scaling: 75% Fire Energies +600 — Attracts enemies to 2 fields from you — Has a 100% chance of causing [ Heat stroke] (ignores debuff protection) — This ability will be triggered every 10 deciseconds for 40 deciseconds around 5 cell

Connection LvL:







1:	<p>Connection Lv1</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <ul style="list-style-type: none"> — Shield Protection +50%
2:	<p>Connection Lv2</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <ul style="list-style-type: none"> — Shield Protection +50% — Increases by 40% the duration of [ Flaming Armour]
3:	<p>Connection Lv3</p> <p> Magic Debuff (Level 3) Duration: 9999 seconds </p> <ul style="list-style-type: none"> — Shield Protection +50% — Increases by 40% the duration of [ Flaming Armour] — Defense power scaling: +85% of [ Flaming Storm]


<p>4:</p>	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Shield Protection +50% — Increases by 40% the duration of [ Flaming Armour] — Defense power scaling: +85% of [ Flaming Storm] — Defense +25%
<p>5:</p>	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Shield Protection +50% — Increases by 40% the duration of [ Flaming Armour] — Defense power scaling: +85% of [ Flaming Storm] — Defense +25% — Defense power scaling: +90% of [ Fiery Breath]
<p>6: This buff + Connection Lvl 5 buff</p>	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — If [ Blazing Armour] is active receives [ Blazing Weapon] — Increases by 50% the duration of [ Blazing Armour] — Changes the retriggering skill duration to 50 deciseconds for the skill [ Flaming attraction] <hr/> <p> Blazing Weapon</p> <p>Magic Buff (Level 3) Duration: 2 seconds</p> <ul style="list-style-type: none"> — Damage of basic attacks increases 30% of user defense



Cowgirl Chloe

Skills:

Skill	Stats
 Chloe's Attack	<p> Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemies in 1 cell Mana: 0 mp </p> <p> — Attack power scaling: 95% Ranged attack power +150 — Light element scaling: 65% Light Energies +100 — Every 3 attacks, recovers +705 MP. </p>
 Big Bang	<p> Cooldown: 4s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 0 mp </p> <p> — Attack power scaling: 110% Ranged attack power +350 — Light element scaling: 75% Light Energies +200 — Has a 100% chance of causing [ Targeting] </p> <p> — [SSS] Recovers 705 MP </p> <hr/> <p>  Targeting </p> <p> General Debuff (Level 5) Duration: 9 seconds </p> <p> — Damage received from basic attacks +5% — Enemy's critical damage +10% </p>
 Supporting Fire	<p> Cooldown: 20s Attack Range: Itself Target: Select One Mana: 0 mp </p> <p> — Has a 100% chance of causing [ Basic upgrade] to all Souls </p>

- Has a 100% chance of causing [ Supporting Fire]
 - [SSS] Recovers 1410 MP
-

Supporting Fire

General Buff
(Level 2)
Duration: 14 seconds

- Ranged Attack Power +10%
 - Movement speed +2
-

Basic upgrade


General Debuff
(Level 5)
Duration: 14 seconds

- Basic attack damage +8%
- Basic Attack Power +10%
- Movement speed +1



A shot into the heavens.

Cooldown: 24s
Attack Range: 13 cell
Target: Around Enemy in 3 cell
Mana: 16 450 mp

- Attack power scaling: 375%
 - Ranged attack power +550
 - Light element scaling: 100%
 - Light Energies +450
 - Has a 100% chance of causing [ Snare]
-





Snare





General Debuff
(Level 5)
Duration: 6 seconds

- Movement speed -3
- Dodge -20%

- Defence -10%
- Ranged defence -5%

Connection LvL:

1:	<p>Connection Lvl1</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Basic attack damage +5%</p>
2:	<p>Connection Lvl2</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Basic attack damage +5%</p> <p>— Increases by 35% the duration of [ Supporting Fire]</p>
3:	<p>Connection Lvl3</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Basic attack damage +5%</p> <p>— Increases by 50% the duration of [Basic upgrade]</p> <p>— Attack power scaling: +20% of [ Big Bang]</p>
4:	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <p>— Basic attack damage +5%</p> <p>— Increases by 50% the duration of [Basic upgrade]</p> <p>— Attack power scaling: +20% of [ Big Bang]</p> <p>— Increases by 35% the duration of [ Basic upgrade]</p>
5:	<p>Connection Lvl5</p> <p>Magic Debuff</p>



	(Level 3) Duration: 9999 seconds — Basic attack damage +5% — Increases by 50% the duration of [Basic upgrade] — Attack power scaling: +20% of [ Big Bang] — Increases by 35% the duration of [ Basic upgrade] — Attack power scaling: +65% of [ A shot into the heavens]
6: This buff + Connection Lvl 5 buff	Connection Lvl6 Magic Debuff (Level 3) Duration: 9999 seconds — Critical chance +15% by using [ A shot into the heavens] — Critical damage +10% — Movement Speed +1









5* Banner



Wood Elf Archer Forga

Skills:


Skill	Stats
 Forga's Basic attack	Cooldown: 0.6s Attack Range: 12 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 100% Ranged attack power +175 — Water element scaling: 70% Water Energies +125 — Every 3 attacks, recovers +705 MP.
 Poisoned Arrow	Cooldown: 15 seconds Attack Range: 12 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 105%

	<p>Ranged attack power +150 — Water element scaling: 80% Water Energies +100</p> <p>— Has a 100% probability of causing [ Special Poison] — Has 100% chance of invoking the combo [1st Fast arrow] — [SSS] Recovers 1060 MP</p> <hr/>
	<p> Special Poison</p> <p>General Debuff (Level 5) Duration: 10 seconds</p> <p>— Damage received from basic attacks +5% — Final damage received +3% if the enemy attacks with 1st Fast arrow — Final damage received +4% if the enemy attacks with 2nd Fast arrow — Final damage received +5% if the enemy attacks with  Vine Arrow — Final damage received +10% if the enemy attacks with  Deadly Seeds</p>
 Vine Arrow	<p>Cooldown: 5 seconds Attack Range: 12 cell Target: Around Enemies in 2 cell Mana: 0 mp</p> <p>— Attack power scaling: 125% Ranged attack power +450 — Water element scaling: 80% Water Energies +350</p> <p>— Has a 100% probability of causing [ Binding Vines] (ignores debuff protection) — [SSS] Recovers 705 MP</p> <hr/>
	<p> Binding Vines</p> <p>General Debuff (Level 5) Duration: 1 seconds</p> <p>— Movement no possible</p> <p> Strangling Vines occurs, in releasing at the probability of 100%</p> <hr/>



Strangling Vines

General Debuff
(Level 5)
Duration: 10 seconds

- The attacker has a 100% chance of receiving  Strengthening Vines
 - Every 2 seconds:HP is reduced by 1485.
 - Movement speed is decreased by 3
-



Strengthening Vines


General Buff
(Level 5)
Duration: 8 seconds

- Basic attack power +15%
- Basic attack damage +8%
- Movement speed +1



Deadly Seeds

Cooldown: 23 seconds
Attack Range: 12 cell
Target: Around Enemies in 4 cell
Mana: 14100 mp



- Attack power scaling: 415%
 - Ranged attack power +750
 - Water element scaling: 115%
 - Water Energies +600
 - Has a 100% probability of causing [ Deadly Seeds] (ignores debuff protection)
-




Deadly Seeds












General Debuff
(Level 5)
Duration: 7 seconds

- Has a 100% chance that damage is increased by 8%.
- Defence -20%.
- Every 2 seconds:HP is reduced by 890
- Dodge -25%
- Ranged defence -10%

 1st Fast arrow	Cooldown: 0.3s Attack Range: 13 cell Target: Around Enemies in 2 cell Mana: 0 mp — Attack power scaling: 100% Ranged attack power +200 — Water element scaling: 70% Water Energies +125 — Has 100% chance of invoking the combo [2nd Fast arrow]
 2nd Fast arrow	Cooldown: 0.3s Attack Range: 13 cell Target: Around Enemies in 2 cell Mana: 0 mp — Attack power scaling: 105% Ranged attack power +225 — Water element scaling: 75% Water Energies +150 — Has 100% chance of invoking the combo [1st Fast arrow] — [SSS] Recovers 355 MP

Connection LvL:




1:	Connection Lv1 Magic Debuff (Level 3) Duration: 9999 seconds — Basic attack damage +5%
2:	Connection Lv2 Magic Debuff (Level 3) Duration: 9999 seconds — Basic attack damage +5% — Increases by 50% the duration of [ Special Poison]
3:	Connection Lv3







	<p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Basic attack damage +5% — Increases by 50% the duration of [ Special Poison] — Attack power scaling: +75% of [ Deadly Seeds]
4:	<p>Connection Lvl4</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Basic attack damage +7% — Increases by 50% the duration of [ Special Poison] — Attack power scaling: +75% of [ Deadly Seeds] — Increases by 50% the duration of [ Deadly Seeds]
5:	<p>Connection Lvl5</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Basic attack damage +7% — Increases by 50% the duration of [ Special Poison] — Attack power scaling: +75% of [ Deadly Seeds] — Increases by 50% the duration of [ Deadly Seeds] — Attack power scaling: +25% of [ Vine Arrow]
6: This buff + Connection Lvl 5 buff	<p>Connection Lvl6</p> <p>Magic Debuff (Level 3) Duration: 9999 seconds</p> <ul style="list-style-type: none"> — Attack power scaling: +10% of [ 1st Fast arrow] — Attack power scaling: +10% of [ 2nd Fast arrow] — Critical damage +10% — Movement Speed +1









Weapons





3*

The Reforge Level of this equipment pieces cannot be increased

Item	Stats
 Beginner Partner Sword	<p>Min Damage: 977 Min Damage: 1071 Hit Rate: 1120 Crit Chance: 3 Crit Damage: 65</p> <p>— All resistance drain +40 All Elemental Energies +250 — Has a 15% chance to increase damage caused by 15% (does half damage on PvP) — [Weapon] Defense +(3% + RangeLevel * 1%) — Shield protection bonus +3%</p>
 Beginner Partner Bow	<p>Min Damage: 1005 Min Damage: 1245 Hit Rate: 1200 Crit Chance: 8 Crit Damage: 100</p> <p>— All resistance drain +40 All Elemental Energies +225 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] Critical chance + (1 + RangeLevel *1%) — Basic attack damage +3%</p>
 Beginner Partner Wand	<p>Min Damage: 1055 Min Damage: 1195 Concentration: 90</p> <p>— All resistance drain +45 All Elemental Energies +300 — Has a 15% chance to increase damage caused by 20% (does half damage on PvP) — [Weapon] All Elemental Energies + (10 + RangeLevel * 20) — With a 75% probability all elemental damage +4%</p>







Item	Role	Stats	Reforge Upgrade Item
 Legendary Partner Sword	Elemental	Min Damage: 1175 Min Damage: 1348 Hit Rate: 2125 Crit Chance: 4 Crit Damage: 45 — All resistance drain +50 All Elemental Energies +350 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] Mana Recovery + (7% + RangeLevel * 4%) — [Weapon] Elemental Damage + (6% + ReforgeLevel * 1%) — [Weapon] Damage of skills increases (2% + ReforgeLevel / 2%) of Elemental Energies	 Legendary Partner Sword Essence
 Legendary Partner Bow	Elemental	Min Damage: 1175 Min Damage: 1348 Hit Rate: 2125 Crit Chance: 4 Crit Damage: 45 — All resistance drain +50 All Elemental Energies +350 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] All Elemental Energies + (15 + RangeLevel * 30) — [Weapon] Elemental Damage + (6% + ReforgeLevel * 1%) — [Weapon] Damage of skills increases (2% + ReforgeLevel / 2%) of Elemental Energies	 Legendary Partner Bow Essence
 Legendary Partner Wand	Elemental	Min Damage: 1235 Min Damage: 1415 Concentration: 90 — All resistance drain +50 All Elemental Energies +350 — Has a 15% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] All Elemental Energies + (15 + RangeLevel * 30) — [Weapon] Elemental Damage + (6% + ReforgeLevel * 1%) — [Weapon] Damage of skills increases (2% + ReforgeLevel / 2%) of Elemental Energies	 Legendary Partner Wand Essence



 Expert Partner Sword	DPS	Min Damage: 1115 Min Damage: 1316 Hit Rate: 1462 Crit Chance: 10 Crit Damage: 175 — All resistance drain +45 All Elemental Energies +250 — Has a 20% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] Critical chance + (2 + RangeLevel *2%) — [Weapon] Basic attack damage +(4% + Reforge level *1%) — [Weapon] Recovers user's critical chance *(4 + Reforge level*1) HP for each basic attack landed	 Expert Partner Sword Essence
 Expert Partner Bow	DPS	Min Damage: 1115 Min Damage: 1316 Hit Rate: 1462 Crit Chance: 26 Crit Damage: 65 — All resistance drain +45 All Elemental Energies +250 — Has a 20% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] Critical damage + (19 + RangeLevel *13%) — [Weapon] Basic attack damage +4% + Reforge level *1% — [Weapon] Recovers user's critical chance *(4 + Reforge level*1) HP for each basic attack landed	 Expert Partner Bow Essence
 Expert Partner Wand	DPS	Min Damage: 1170 Min Damage: 1382 Concentration: 90 — All resistance drain +45 All Elemental Energies +250 — Has a 25% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] Attack power + (2 + RangeLevel *2%) — [Weapon] Basic attack damage +4% + Reforge level *1% — [Weapon] Damage dealt by basic attack combos +(4 + Reforge level*1) HP for each basic attack landed	 Expert Partner Wand Essence
 Ancient Partner Sword	Tank	Min Damage: 1085 Min Damage: 1190 Hit Rate: 1320	 Ancient Partner Sword

		<p>Crit Chance: 4 Crit Damage: 85</p> <p>— All resistance drain +45 All Elemental Energies +275 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] Defense +(4% + RangeLevel * 2%) — [Weapon] Healing bonus+ (4% + ReforgeLevel *1%) — [Weapon] Damage of basic attacks increases (8% + ReforgeLevel *2%) of user defense</p>	Essence
 Ancient Partner Bow	Tank	<p>Min Damage: 1085 Min Damage: 1190 Hit Rate: 1320 Crit Chance: 4 Crit Damage: 85</p> <p>— All resistance drain +45 All Elemental Energies +275 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] Defense +(4% + RangeLevel * 2%) — [Weapon] Shield Protection + (8% + ReforgeLevel *2%) — [Weapon] Damage of basic attacks increases (10% + ReforgeLevel *1%) of user defense</p>	 Ancient Partner Bow Essence
 Ancient Partner Wand	Tank	<p>Min Damage: 1139 Min Damage: 1250 Concentration: 90</p> <p>— All resistance drain +45 All Elemental Energies +275 — Has a 15% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] Defense +(4% + RangeLevel * 2%) — [Weapon] Shield Protection + (8% + ReforgeLevel *2%) — [Weapon] Damage of basic attacks increases (8% + ReforgeLevel *2%) of user defense</p>	 Ancient Partner Wand Essence




5* Permanent

Item	Role	Stats	Reforge Upgrade Item
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 Heroic Partner Sword	Tank	Min Damage: 1210 Min Damage: 1425 Hit Rate: 1550 Crit Chance: 5 Crit Damage: 100 — All resistance drain +50 All Elemental Energies +300 — Has a 20% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] Defense +(5% + RangeLevel * 3%) — [Weapon] Shield Protection + (12% + ReforgeLevel *3%) — [Weapon] Damage of basic attacks increases (12% + ReforgeLevel *3%) of user defense	 Heroic Partner Sword Essence
 Heroic Partner Bow	DPS	Min Damage: 1240 Min Damage: 1462 Hit Rate: 1720 Crit Chance: 12 Crit Damage: 200 — All resistance drain +50 All Elemental Energies +275 — Has a 25% chance to increase damage caused by 35% (does half damage on PvP) — [Weapon] Critical chance + (3 + RangeLevel *3%) — [Weapon] Basic attack damage +8% + Reforge level *2% — [Weapon] Recovers user's critical chance *(10 + Reforge level*1) HP for each basic attack landed	 Heroic Partner Bow Essence
 Forest Bow	Elemental	Min Damage: 1305 Min Damage: 1498 Hit Rate: 2500 Crit Chance: 5 Crit Damage: 50 — All resistance drain +55 All Elemental Energies +400 — Has a 20% chance to increase damage caused by 35% (does half damage on PvP) — [Weapon] Mana Recovery + (13% + RangeLevel * 6%) — [Weapon] Elemental Damage + (8% + ReforgeLevel *2%) — [Weapon] Damage of skills increases (4% + ReforgeLevel * 1%) of Elemental Energies	 Forest Bow Essence

 Heroic Partner Wand	Elemental SUB-DPS	Min Damage: 1370 Min Damage: 1575 Concentration: 100 — All resistance drain +55 All Elemental Energies +400 — Has a 20% chance to increase damage caused by 40% (does half damage on PvP) — [Weapon] Mana Recovery + (13% + RangeLevel * 6%) — [Weapon] Elemental Damage + (8% + ReforgeLevel * 2%) — [Weapon] Damage of skills increases (4% + ReforgeLevel * 1%) of Elemental Energies	 Heroic Partner Wand Essence
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5* Banner

Item	Role	Stats	Reforge Upgrade Item
 Wood Elf's Bow	DPS	Min Damage: 1390 Min Damage: 1554 Hit Rate: 1810 Hit Rate: 950 Crit Chance: 15 Crit Damage: 225 — All resistance drain +55 All Elemental Energies +300 — Has a 25% chance to increase damage caused by 40% (does half damage on PvP) — [Weapon] Critical damage + (4 + RangeLevel * 4%) — [Weapon] Damage dealt by basic attack combos + (12 + ReforgeLevel * 3)% of user's attack — [Weapon] Basic attack damage + (8% + Reforge level * 2%) <hr/> IF this weapon is equipped with Wood Elf Archer Forga, it will grant an additional buff  Forga's weapon of choice	 Wood Elf's Bow Essence




General Buff
(Level 5)
Duration: 300 seconds

— [Weapon] Basic attack damage + (2 + Reforge level / 2)%
— Basic attack power +5%

Armours







3*







The Reforge Level of this equipment pieces cannot be increased

Item	Stats
 Beginner Partner Armor	Melee Defense: 952 Ranged Defense: 952 Magic Defense: 952 Dodge: 485 — Overall Resistances +15 Enemy's critical damage -50% — Maximum HP +3000 — Has a 5% chance to increase damage caused by 5% (does half damage on PvP) — [Armor] Defense + (2% + RangeLevel / 3%) — Shield protection bonus +2%
 Rookie Partner Tunic	Melee Defense: 515 Ranged Defense: 515 Magic Defense: 515 Dodge: 650 — Overall Resistances +20 Enemy's critical damage -30% — Maximum HP +2250 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Armor] Critical chance + (1% + RangeLevel / 3%) — Basic attack damage +2%
 Beginner Partner Robe	Melee Defense: 525 Ranged Defense: 525 Magic Defense: 525

	Dodge: 575 — Overall Resistances +25 Enemy's critical damage -25% — Maximum HP +2500 — Has a 10% chance to increase damage caused by 15% (does half damage on PvP) — [Armor] All Elemental Energies +(5 + RangeLevel*10) — With a 25% probability all elemental damage +2%
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4*







Item	Role	Stats	Reforge Upgrade Item
 Expert Partner Armor	DPS (and subDPS) - Physics Skill	Melee Defense: 558 Ranged Defense: 558 Magic Defense: 558 Dodge: 740 — Overall Resistances +25 Enemy's critical damage -35% — Maximum HP +5000 — Has a 15% chance to increase damage caused by 30% (does half damage on PvP) — [Armor] Attack power +(2+Range Level/2)% — [Armor] Skill Attack power +(3+Reforge Level/2)%	 Expert Partner Armor Essence
 Expert Partner Tunic	Battery	Melee Defense: 650 Ranged Defense: 650 Magic Defense: 650 Dodge: 640 — Overall Resistances +25 Enemy's critical damage -45% — Maximum HP +6500 — Has a 15% chance to increase damage caused by 15% (does half damage on PvP) — [Armor] Mana Recovery +(2 Range Level/2) — [Armor] Elemental Damage +(1+Reforge Level/2)	 Expert Partner Tunic Essence
 Expert Partner Robe	Healer	Melee Defense: 565 Ranged Defense: 565 Magic Defense: 565	 Expert Partner Robe Essence

		Dodge: 725 — Overall Resistances +25 Enemy's critical damage -45% — Maximum HP +5500 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Armor] HP + (1 + RangeLevel / 2)% — [Armor] Healing bonus + (1 + ReforgeLevel / 2)%	
 Ancient Partner Armor	Tank	Melee Defense: 1120 Ranged Defense: 1120 Magic Defense: 1120 Dodge: 570 — Overall Resistances +20 Enemy's critical damage -60% — Maximum HP +15% — Has a 10% chance to increase damage caused by 10% (does half damage on PvP) — [Armor] Defense + (3% + RangeLevel / 2%) — [Armor] Shield Protection + (2% + ReforgeLevel / 2%)	 Ancient Partner Armor Essence
 Ancient Partner Tunic	DPS (and subDPS)- Basics	Melee Defense: 548 Ranged Defense: 548 Magic Defense: 548 Dodge: 810 — Overall Resistances +25 Enemy's critical damage -35% — Maximum HP +5000 — Has a 20% chance to increase damage caused by 25% (does half damage on PvP) — [Armor] Attack power +(1+Range Level/2)% — [Armor] Basic attack damage +(1 + Reforge level/2)%	 Ancient Partner Tunic Essence
 Ancient Partner Robe	Elemental	Melee Defense: 615 Ranged Defense: 615 Magic Defense: 615 Dodge: 680	 Ancient Partner Robe Essence

		— Overall Resistances +30 Enemy's critical damage -30% — Maximum HP +6000 — Has a 15% chance to increase damage caused by 20% (does half damage on PvP) — [Armor] All Elemental Energies +(10+ RangeLevel*20) — [Armor] Elemental Damage + (2% + ReforgeLevel /3%)	
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














5*

Item	Role	Stats	Essence
 Heroic Partner Armor	Tank	Melee Defense: 1320 Ranged Defense: 1320 Magic Defense: 1320 Dodge: 670 — Overall Resistances +30 Enemy's critical damage -80% — Maximum HP +20% — Has a 15% chance to increase damage caused by 15% (does half damage on PvP) — Defense + (3% + RangeLevel *1%) — Shield Protection + (4% + ReforgeLevel *1%)	 Heroic Partner Armor Essence
 Heroic Partner Tunic	DPS (and subDPS)- Basics	Melee Defense: 645 Ranged Defense: 645 Magic Defense: 645 Dodge: 950 — Overall Resistances +35 Enemy's critical damage -55% — Maximum HP +8500 — Has a 25% chance to increase damage caused by 30% (does half damage on PvP) — [Armor] Attack power +(3+Range Level*1)% — Basic attack damage +(4 + Reforge level*1)%	 Heroic Partner Tunic Essence
 Heroic Partner Robe	DPS (and subDPS) - Elemental	Melee Defense: 725 Ranged Defense: 725 Magic Defense: 725 Dodge: 800 — Overall Resistances +40 Enemy's critical damage -50% — Maximum HP +9500	 Heroic Partner Robe Essence



















		<ul style="list-style-type: none"> — Has a 20% chance to increase damage caused by 25% (does half damage on PvP) — All Elemental Energies +(15+ RangeLevel*35) — Elemental Damage + (5 + ReforgeLevel /2%) 	
 Legendary Partner Armor	DPS (and subDPS) - Physics Skill	Melee Defense: 655 Ranged Defense: 655 Magic Defense: 655 Dodge: 875 — Overall Resistances +35 Enemy's critical damage -55% — Maximum HP +8500 — Has a 20% chance to increase damage caused by 35% (does half damage on PvP) — [Armor] Attack power +(2+Range Level*1)% — [Armor] Skill Attack Power +(4+Reforge Level*1)	 Legendary Partner Armor Essence
 Legendary Partner Tunic	Battery	Melee Defense: 765 Ranged Defense: 765 Magic Defense: 765 Dodge: 750 — Overall Resistances +35 Enemy's critical damage -65% — Maximum HP +8000 — Has a 20% chance to increase damage caused by 20% (does half damage on PvP) — [Armor] Mana Recovery +(3 Range Level*1) — [Armor] Elemental Damage +(2+Reforge Level*1)	 Legendary Partner Tunic Essence
 Legendary Partner Robe	Healer	Melee Defense: 665 Ranged Defense: 665 Magic Defense: 665 Dodge: 850 — Overall Resistances +35 Enemy's critical damage -60% — Maximum HP +6500 — Has a 20% chance to increase damage caused by 30% (does half damage on PvP) — [Armor] HP +(4+Range Level*1)% — [Armor] Healing bonus +(4+Reforge Level*1)%	 Legendary Partner Robe Essence

Artifacts












Nombre	Pieza	
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







 [4-Star] Lord Quarry's Soldier Flower  [5-Star] Lord Quarry's Soldier Flower	 DPS basic attack	[2-set effect]  Lord Quarry's Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Attack power +3%
 [4-Star] Lord Quarry's Soldier Feather  [5-Star] Lord Quarry's Soldier Feather	 DPS basic attack	— [PvE] Attack power +3% <hr/> [4-set effect]  Lord Quarry's Strong Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Attack power +5% — Every 5 basic attacks,  Lord Quarry's Strength] is received
 [4-Star] Lord Quarry's Soldier Hourglass  [5-Star] Lord Quarry's Soldier Hourglass	 DPS basic attack	Buff (Level 4) Duration: 3000.0 seconds — [PvE] Attack power +5% — Every 5 basic attacks,  Lord Quarry's Strength] is received
 [4-Star] Lord Quarry's Soldier Goblet  [5-Star] Lord Quarry's Soldier Goblet	 DPS basic attack	 Lord Quarry's Strength Buff (Level 4) Duration: 4.0 seconds — [PvE] Basic attack power +10% Side effect: after 0.1 seconds — Disappears upon landing a basic attack
 [4-Star] Valakus' Burning Flower  [5-Star] Valakus' Burning Flower	 Damage dealer elemental fire Skill	[2-set effect]  Lava God's Influence Buff (Level 4)


 [4-Star] Kertos' Burning Feather  [5-Star] Kertos' Burning Feather	 Damage dealer elemental fire Skill	Duration: 3000.0 seconds — [PvE] Fire Energies +8% <hr/> [4-set effect]
 [4-Star] Grenigas' Burning Hourglass  [5-Star] Grenigas' Burning Hourglass	 Damage dealer elemental fire Skill	 Lava God's Strong Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Fire Energies +15% — [PvE] Fire Resistance Drain +5 — [284-1] [PvE] Damage caused by basic attacks -3%. In exchange, damage caused by skills +3%.
 [4-Star] Belial's Burning Goblet  [5-Star] Belial's Burning Goblet	 Damage dealer elemental fire Skill	
 [4-Star] Frozen Nymph's Ice Flower  [5-Star] Frozen Nymph's Ice Flower	 Damage dealer elemental water Skill	[2-set effect]  Freezing Soul's Influence Buff (Level 4) Duration: 3000.0 seconds
 [4-Star] Cryophoenix's Ice Feather  [5-Star] Cryophoenix's Ice Feather	 Damage dealer elemental water Skill	— [PvE] Water Energies +8% <hr/> [4-set effect]
 [4-Star] Ross Hisrant's Frozen Hourglass	 Damage dealer elemental water Skill	 Strong Frozen Influence Buff (Level 4) Duration: 3000.0 seconds

 [5-Star] Ross Hisrant's Frozen Hourglass		— [PvE] Water Energies +15% — [PvE] Water Resistance Drain +5 284-1— [PvE] Damage caused by basic attacks -3%. In exchange, damage caused by skills +3%.
 [4-Star] Fernon's Frozen Goblet  [5-Star] Fernon's Frozen Goblet	 Damage dealer elemental water Skill	
 [4-Star] Warepard's Light Flower  [5-Star] Warepard's Light Flower	 Damage dealer elemental light Skill	[2-set effect]  2 Ancelloan's Shining Soul Influence Buff (Level 4) Duration: 3000.0 seconds
 [4-Star] Ginseng's Light Feather  [5-Star] Ginseng's Light Feather	 Damage dealer elemental light Skill	— [PvE] Light Energies +8% <hr/> [4-set effect]  4 Ancelloan's Shining Soul Strong Influence
 [4-Star] Kirollas' Light Hourglass  [5-Star] Kirollas' Light Hourglass	 Damage dealer elemental light Skill	Buff (Level 4) Duration: 3000.0 seconds — [PvE] Light Energies +15% — [PvE] Light Resistance Drain +5 — [284-1] [PvE] Damage caused by basic attacks -3%. In exchange, damage caused by skills +3%.
 [4-Star] Zenas' Light Goblet  [5-Star] Zenas' Light Goblet	 Damage dealer elemental light Skill	

 [4-Star] Dark Caesar's Shadow Flower  [5-Star] Dark Caesar's Shadow Flower	 Damage dealer elemental shadow Skill	[2-set effect]  Demon Reaper's Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Shadow Energies +8%
 [4-Star] Laurena's Shadow Feather  [5-Star] Laurena's Shadow Feather	 Damage dealer elemental shadow Skill	[4-set effect]  Demon Reaper's Strong Influence
 [4-Star] Caligor's Shadow Hourglass  [5-Star] Caligor's Shadow Hourglass	 Damage dealer elemental shadow Skill	Buff (Level 4) Duration: 3000.0 seconds — [PvE] Shadow Energies +15% — [PvE] Shadow Resistance Drain +5 — [PvE] Damage caused by basic attacks -3%. In exchange, damage caused by skills +3%.
 [4-Star] Erenias' Shadow Goblet  [5-Star] Erenias' Shadow Goblet	 Damage dealer elemental shadow Skill	
 [4-Star] Holy Light Imbued Flower  [5-Star] Holy Light Imbued Flower	 Support/Healer	[2-set effect]  Holy Mage's Charming Influence Buff (Level 4) Duration: 3000.0 seconds
 [4-Star] Holy Light Imbued Feather	 Support/Healer	— [PvE] Maximum HP +3%

 [5-Star] Holy Light Imbued Feather		[4-set effect]  Holy Mage's Strong Charming Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Maximum HP +5% — [PvE] Healing Skill Efficacy +10% — Every 8 seconds: Has a 100% chance of causing  Healer's benefits] to all Souls
 [4-Star] Holy Light Imbued Hourglass  [5-Star] Holy Light Imbued Hourglass	 Support/Healer	
 [4-Star] Holy Light Imbued Goblet  [5-Star] Holy Light Imbued Goblet	 Support/Healer	 Healer's benefits Buff (Level 4) Duration: 8s — [PvE] Damage caused +3% — [PvE] Damage received -3%
 [4-Star] Kenko's Defensive Troop Flower  [5-Star] Kenko's Defensive Troop Flower	 Tank	[2-set effect]  Kenko Trooper's Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Defense +3%
 [4-Star] Kenko's Defensive Troop Feather  [5-Star] Kenko's Defensive Troop Feather	 Tank	[4-set effect]  Kenko's Strong Influence Buff (Level 4) Duration: 3000.0 seconds
 [4-Star] Kenko's Defensive Troop Hourglass	 Tank	

 [5-Star] Kenko's Defensive Troop Hourglass		<p>— [PvE] Defense +5%</p> <p>95-5</p> <p>— On defence has a 5% chance of receive  Skin Healing]</p>
 [4-Star] Kenko's Defensive Troop Goblet  [5-Star] Kenko's Defensive Troop Goblet	 Tank	<hr/>  Skin Healing Buff (Level 4) Duration: 4.5 seconds — [PvE] Defense +5% — Every 2 seconds: Recovers +90% of the defense as HP.
 [4-Star] Desert Robber's Flower  [5-Star] Desert Robber's Flower	 Attack skill DPS	<p>[2-set effect]</p>  Desert Robber's Influence Buff (Level 4) Duration: 3000.0 seconds — [PvE] Attack power +3%
 [4-Star] Desert Robber's Feather  [5-Star] Desert Robber's Feather	 Attack skill DPS	<p>— [PvE] Attack power +3%</p> <hr/> <p>[4-set effect]</p>  Desert Robber's Strong Influence
 [4-Star] Desert Robber's Hourglass  [5-Star] Desert Robber's Hourglass	 Attack skill DPS	Buff (Level 4) Duration: 3000.0 seconds — [PvE] Attack power +5% — [284-1] [PvE] Damage caused by basic attacks -8%. In exchange, damage caused by skills +8%.

[4-Star] Desert Robber's	 Attack skill DPS	
[5-Star] Desert Robber's		

Upgrades

In the Soul Sync System Equipment, Specialist Cards and Artifacts can be upgraded, some of them in various ways.

Partner Specialist Cards

Perfection Level

Increasing a Partner Specialist Card's level grants a wide variety of stats.

Ascension Level

Increasing the Ascension Level on an specialist cards allows it to reach a higher Perfection Level.

- An Specialist Card that has reached Ascension Level 1 can be upgraded to Perfection Level 20
- An Specialist Card that has reached Ascension Level 2 can be upgraded to Perfection Level 30
- An Specialist Card that has reached Ascension Level 3 can be upgraded to Perfection Level 40
- An Specialist Card that has reached Ascension Level 4 can be upgraded to Perfection Level 45
- An Specialist Card that has reached Ascension Level 5 can be upgraded to Perfection Level 50
- An Specialist Card that has reached Ascension Level 6 can be upgraded to Perfection Level 55

- An Specialist Card that has reached Ascension Level 7 can be upgraded to Perfection Level 60

Connection Level

To increase an specialist's Connection Level, you need to obtain its specific Essence. Essences can be crafted with Sealed Specialist Cards, which can be obtained in the Fortune Wheel. Every Partner Specialist Card can be upgraded up to Connection Level 6

Every Connection Level improves a different aspect of your Specialist Card, this improvements can be checked in a passive buff.

Partner Equipment

Partner Equipment upgrade behave similarly to that of the Specialist Cards.

Gear Level

Increasing an equipment's Gear Level will increase the attack on weapons and defence on armours by $\text{Gear Level} \times 8$.

Increasing a Equipment Piece's Gear Level requires Equipment Essence

This item can be obtained as a drop received from every monster inside Act 8.2 and in Bone Dragon's Raid Boxes.

The higher the Gear Level you're trying to reach, the higher the amount of Equipment Essence you'll need.

Range Level

Increasing the Range Level on an equipment piece allows it to reach a higher Gear Level.

Reforge Level

To increase an equipment's Reforge Level, you need to obtain its specific Essence. Essences can be crafted with Sealed Equipment Pieces, which can be obtained in the Fortune Wheel. Every Equipment Piece can be upgraded up to Reforge Level 6

Some of the properties of Equipment Pieces scale with Reforge Level.

Artifacts

Every Artifact comes with random main and secondary stats.

4-Star Artifacts can reach Level 15 can carry between 2 and 3 secondary stats.

5-Star Artifacts can reach Level 25 can carry between 3 and 4 secondary stats.

Every time an artifact reaches a new level, its main stat is increased.

Every 5 levels, a random secondary stat is upgraded. If an artifact does not have the maximum amount of secondary stats, a new one will be added at level 5 (and thus, no secondary stat will be upgraded until level 10)