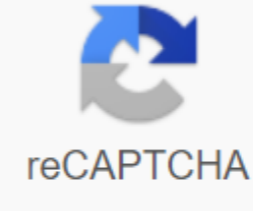




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## Maplestory arcane symbol chart

I took about 90-100 days to reach level 15, doing daily CCI (Chew Island) PQ almost every day. These are the final stats. It's level 14....with 206/207. Let's rate, it costs about 104m to rate from level 14 to level 15!!! And rate up!!! This is my first mysterious symbol that has reached the maximum level (level 15) that adds 1700 DEX! That's it, that's it. 1 mysterious way down! Next I'm going on is a mysterious symbol to the island there which takes me quite some time to level up since it only give 8 symbols per day compared to the CCI PQ which gives 15 symbols per day. It's time to go beyond your limits



updates in the future. You can purchase Core Vs by collecting core gemstones, which descends through monsters in the Arcane River region. Opening a core gemstone can achieve random Core.Buff V duration,Cooldown Reduction and Cooldown Reset do not affect work skills and 5.V core types are separated by colors to show their different group. They are divided into:Core Skill (Blue): Learn new core protection skills (gray): Improves existing special core skills (purple): Achieve special abilities when you provide its kernel-skill mode (blue): Learn new skillsAll cores skill can rise to level 25.Improved core (gray): Improves existing skills you can improve existing 1st~4 work and Hyper skills using these cores. All enhanced cores will affect 3 existing skills, which consist of base skill + 2 Skills.All enhanced cores can rise to level 50.On hitting level 20/40/50 of improved skills, you will get additional effects for the appropriate skill. Level 20: Monster Hit Count: +1 (doesn't apply to some skills)Level 40: Overlooked defense: +20%Level 50: Boss +20% After being equipped with Matrix V, they will all stack together and increase skill level and individual skill enhancements. Special Core (Violet): Get special abilities when you provide the condition to special cores are skills that will work whenever a particular condition is met. All classes can learn these special skills. Only one special core can be equipped with the V Matrix system. All special cores can rise to level 1, so they cannot be upgraded/enhanced. All special core skills will expire within a certain day upon receipt. How to improve, disassemble and Kraft V cores? Talk to V Core Master, NPC Acelle on the road of disappearance or NPC Lyon in the Cho Choo Island region.Combine the same type of V Cores to improve them to the next level! You can also dispel V-cores to achieve Core Pieces V, which can be used to V Cores.Right and press core to improve/disassemble cores. Disassemble Core V (for Level 1 V Core): Core Skill: 40 Core Core PiecesEnhanced Core: 10 Special Core: 50 core pieces collect core V pieces and you can design the skill of your choice using Matrix V creation mode! Use the search bar function in V Matrix to search for your skill for your own convenience! Note that when you type skill names, it is case sensitive. Craft V Core:Core Gemstone: 35 core pieces required For core weight: 140 core pieces required core: 70 core pieces required core: 250 core pieces required Matrix V guide for ZeroSince I game zero, here's a guide to zero. Alpha Enhanced Cores will eventually improve the skills of beta, for example: Moon Strike Lv 10, your rising slash will also be Lv10. You can replace all the Cores you feel best to improve your training or boss experience. It is recommended to have an improved core which can stack up to each other. I split them into primary and second V cores for zero, so you can follow the guide below to maximize all skills effectively. Main V cores for ZeroAll Cores stacks, so in reference to break down I will get the following on my V Skills tab. Decent Sharp Eyes [Level 1] (Optional)Pearce Impulse: +93% [Level 31]Spin Cutter: +62% [Level 31]Rolling Cross: +62% [Level 31]Rolling Assault: +64% [Level 32] Storm Break: +62% [Level 31]Break Limit [Level 1] (Mode) Tip: You can also replace decent sharp eyes (a common skill core for all jobs) with other common skill cores like decent speed transfusion (common skill core for all jobs) to increase your attack speed. Always remember to replace Cores that you feel best to enhance your training/boss experience. Secondary V cores to ZeroAll Cores stacks, so with respect to the fracture below I will get the following on my V Skills tab. Decent Sharp Eyes [Level 1] (Optional)Moon Strike: +87% [Level 29]Flash Assault: +62% [Level 31]Wind Cutter: +64% [Level 32]Wind Strike: +68 [Level 34]Shadow Rain: +54% [Level 27]Break Limit [Level 1] You can also replace decent sharp eyes (a common skill core for all jobs) with other common skill cores like decent speed transfusion (common skill core for all jobs) to increase your attack speed. Always remember to replace Cores that you feel best to enhance your training/boss experience. A conclusion for V Matrix Skill System V Matrix Skill System is a very powerful system to improve your character. With the right combination and level of cores, your character can handle double the amount of damage compared to other players. Improved cores are recommended. In this case I have around 16 moon enhanced strike cores, but within the 16 moon enhanced strike cores second and third row skills are not the oneS I want. So I'm going to store it until I have it that I feel like it can stack with my active cores, only then will I combine it. As for other jobs, combine enhanced cores with skills on which you depend heavily. You can play with enhanced cores which can be tailored to your needs, making sure they stack with each other so you can maximise them effectively! Tip: Don't break down cores which you think are useful for your character, as you are level up and you will unlock additional slots to equip them so you don't have to swap like me. To help you reach your true potential faster, the EXP required to reach level 200, where 5 job skills are activated, has been permanently reduced by as much as 30%! The road to infinite character growth is easier than ever. Unlock the true power of your maple hero with the V.With the removal of the damage cover, the sky is the limit. Now you can grow your character to be stronger than you ever imagined and become a hero of Maple Legends! EXP required for level 65~200 has been reduced. The revised EXP table starts with slight EXP differences required from level 65 or later. From level 120 onwards, you can enjoy up to 10% drop in EXP compared to the current! From 160 to 200, you can enjoy exp reductions of up to 30% compared to current! With the addition of your new power skills, put your power to the ultimate test in the Arcane River, a whole new continent for level 200 or higher players. The addition of the Arcane River continent adds three massive new areas (Highway of Magoz, Cho Cho Island and Lacheln, City of Dreams) each with its own exciting and unique storyline, monsters, rewards, amazing new equipment and mysterious high-class items! A combination of all worlds beyond the boundaries of time and space... With a gust of wind scattered in the river... Waiting at the end of this river lies the black thyst... Your power test on the Mystery River begins with the first new area, the Disappearing Road. After completing your work progress 5, you will find yourself in front of the present gate leading to the mysterious frozen road. Through the disappearance Where dimensional cracks open up mystical space. It is a lonely place where all existence is on the brink of extinction, heavy cosmic silence fascinating the player who may struggle to survive. Requirement: Lv. 200 and above, must complete the progress of the 5th Arkana River: A Road of Disappearance can be accessed from a temple of time: three-door lane time.Daily tasks will be locked down after completing story missions, which rewards the way of mysterious symbols disappearing.A road of mysterious vanishing symbols can also be obtained from monsters around the Vanishing Road. Choo Cho Island is a forest world full of crazy wildlife. Players can encounter giant animals and be moved by any vig vigorousness around themselves. Use your new power to help a friendly village! Exploration of the mysterious river continues with the introduction of Cho Cho Island, a colorful new tropical paradise. Help the residents defeat the evil that attacks their village by building their greatest property – a hungry creature made of rock! Once his stomach is full, he's an unstoppable force protecting the island. Requirement: Lv. 210 and above, must complete the mysterious river: a way of stuttering missions to the Arkana River: Chew Island can be accessed from jumping down the road of disappearance - Cave of Rest: Fog Fall.Chew Island Mysterious symbols can be achieved from the daily search for hungry party motto and thrown monsters to Choo Tsu Island. Hungry Motto Party Quest Review1~4 Party MemberThe staring of the party search: 10 minutesClear 3 times a day (don't count if you leave the party during party search)Rewards for normal statuses Rank: 3 mysterious icons + EXP (cleared within 5 minutes)Rating: 2 mysterious icons + EXP (cleared within 8 minutes)B Rating: 1 P (cleared within 10 minutes)Rewards for difficult situations Ranking: 5 mysterious icons + EXP (cleared within 5 minutes)Rating: 4 mysterious icons + EXP (cleared within 8 minutes)B Rank: 3 mysterious icons + EXP (cleared within 10 minutes) Hungry Moto Side Quest Guide collecting all the necessary ingredients within cooking time.Complete the ingredients before the yellow bar reaches a red bonus line You can only collect one ingredient at a time. If you have 10 slippery feathers and you plunder 1 soft back skin, 10 slippery feathers will be lost. If you are unlucky you may get a mysterious recipe which requires you to look for the ingredients. But don't worry, I have the recipe list below to help you! Lacheln Hungry Moto Recipes List is a city of dreams sponsored by a lucid commander. Lucid, who uses her power to control people's dreams, makes sure citizens celebrate 24/7, making Lachlan a stage for never-ending festivals. Something strange about this spectacular, colorful city... People seem to be hallucinations. You should find out more about this. Can be lucid to be The strong boss of this area? Requirement: Lv. 220 and above, must complete the mysterious river: Chew Island questsArcane River: Lacheln CityBoss Illusion - LucidLevel 200 Equipment: Arcane ShadeLacheln Arcane symbol can be obtained from Lacheln monsters. Looks can be deceiving. Watch out for the new boss, the hardest in Maple History – Lucid: Master of Nightmares. Is your hero up to the challenge? Step 1: 230 Throne: 14,500,000,000,000MP: 100,000EXP: 30,000,000Knockback: 1,000,000,000 Attack Against Horses: 22,000 Magic Attack: 24,000 Fusion: Stationary Mysterious Force Reloaded: 360 Step 2Lala: 230HP : 14,500,000,000,000MP: 100,000EXP: 30,000,000Knockback: 1,000,000,000 Attack against van: 22,000 Magic attack: 24,000 Speed: 5 (flying) Mysterious force Recommended: 360 mysterious icons review Arcana symbols can only be obtained from the Arcane River (Road of Magoz, Cho Island and Lou Lachlan). A mysterious symbol increases the statistics and mysterious power of your character. Example: Warrior Class (STR), Wizards Department (INT), Xenon (STR, DEX, LUK), Breast Avenger (HP). The monsters found in the mysterious river are much harder. If your mysterious power is lower than that of the monsters, your damage on the Arcane River monsters will diminish while your damage from them intensifies. You can strengthen your mysterious power by peeling off your mysterious symbols. You can hover around the world map to view the mysterious power of the map. Mysterious force for all mysterious river areas as follows:★ 30: Road of Disappearance - Abyss Lake★ 50: Road of Disappearance - Flame Zone★ 80: Road of Disappear - VAT Rest ★ 100: Chew Cho Island - Garden/Forest★ 130: Chew Chew Island - Air Valley★ 160: Chew Island - Mt. Sky Whale★ 190: Lacheln - Back Alley★ 210: Lacheln - Night Market/Ballroom★ 240: Lacheln - Clock Tower★ 360: Hidden Maps You can equip up to 3 mysterious symbols in a mysterious equipment slot:Mysterious River: The road of the Arcana River is gone: Chew IslandArcane River: LachelnMaximum level of mysterious symbol is 15. When the mysterious symbol reaches the maximum level, it can no longer be evened. At the maximum level for all 3 mysterious symbols you will get the following statistics:Regular Classes - Mysterious Power: +510, Stats: +5100Xenon - Mysterious Power: +510, STR, DEX, LUK: +1989Nukmon - Mysterious Power: +510, HP: +86100 Combine mysterious symbols of the same type to get EXP on them, and eventually use mesos to improve them to the next level. Detailed chart and mysterious icon as follows: How to get mysterious icons? All mysterious symbols fall from monsters around the Arkan River with a very low drop rate. Guide down on how to get a mysterious symbol daily. Mysterious icon: VanishingCan's way has been achieved from daily missions to a mysterious river: a way of disappearing monsters. You will receive a total of 5 tasks per day. Every journey you complete reward you 1 mysterious icon: the way of vanishing.Complete all Daily missions will reward you with 3 another mysterious symbol: Vanishing.Total's Way of Mysterious Symbol: Road of Disappearance for the Day: 8 Mysterious Symbol: Cho IslandCan Cho can obtain from the party search for a mysterious river hungry motto: chew chewed island monsters. Hungry Muto Party Quest (Guide to the Party Journey above)1~4 Party MemberThe staring of the party journey: 10 minutesClear 3 times a day (don't count if you leave the party during party search)Rewards for normal statuses Rank: 3 mysterious icons + EXP (cleared within 5 minutes)Rating: 2 mysterious icons + EXP (cleared within 8 minutes)B Rating: 1 Arcane Logo + EXP (cleared within 10 minutes)Rewards for difficult situations Rank: 5 mysterious icons + EXP (cleared within 5 minutes)Rating: 4 mysterious icons + EXP (cleared within 8 minutes)B Rank: 3 mysterious icons + EXP (cleared within 10 minutes) Mysterious icon: LachelnCan can only be achieved from the Arcane River: Monster Lacheln. Note: GMS called it a mysterious ombre, but at KMS/MSEA they are known as Mysterious Shadow. Mysterious Shadow Weapon: Main/Secondary Statistics: +100, Ignore DEF: +20%, Boss Damage: +30%, Charm: +200, Slot: Shadow Cap 8Arkana: DEF: +600, Weapon/Magic ATT: +7, Main/Secondary Statistics: +65, Ignore DEF: +15%, Magic: +200, Slot: 11 Mysterious shadow that includes: DEF: +500, Weapon/Magic ATT: +9, Main/Secondary Statistics: +85, Ignore DEF: +10%, Magic: +200, Slot: 12 Arkon Shadow Gloves: DEF: +250, Weapons/Magic ATT: +9, Main/Secondary Statistics: +40, Charm: +200, Slot: 7 Tablespoon Arkken Shadow: DEF: +450, Weapon/Magic ATT: +6, All Stats: +35, Magic: +200, Slot: 7 Arkan Shadow Shoes: DEF: +250, Weapons/Magic ATT: +09, Main/Secondary Stats: +40, Speed +10, Jump +7, Magic: +200, Slot: 7Arcane Shoulder Shadow: DEF: +300, Weapon/Magic ATT: +20, All Stats : +35, Magic: +200, Slot 1 Set Bonus Effect: 2 Set Bonus: WEAPON ATT: +30MJIC ATT: +30Max HP: +2000Max MP: +20003 Set Bonus: WEAPON ATT: +35All Stats: +50 4 Bonus Set:ATT Weapon: +40 ATT Magic: +40Weapon DEF: +400Ignore Monster DEF: +400 10 % 5 Set Bonus:ATT Weapon: +30 ATT Magic: +30Damage on Monsters Boss: +30%6 Bonus Set:ATT Weapon: +30 ATT Magic: +30 HP Max: +30%Max MP: +30% 7 Set Bonus:ATT Weapon: +30MJIC ATT: +30Ignore Monster DEF: +10% How to get mysterious shadow equipment? Mysterious river water drop stones drop from monsters around Lacheln with very low drop rate (even lower drop rate than mysterious symbols)Butterfly wings water drop stones can be obtained from defeat Lucid.Exchange pantama currency from NPC Kanto in Lachel City Area n.1 Pantsema Coin requires 10 mysterious river water drop stone 1 butterfly wings water drop Stone.Fanstasma coins can be used to purchase Arcaneshade equipment from NPC Didimo in the Lacheln city area. Mysterious Shadow Scroll Lucky Item (4 Coins Fanstasma)Mysterious Shadow Extract (20 Coins Fanstasma)Mysterious Shadow Weapon (24 Coins Fanstasma)Mysterious Shadow Shoes (16 Coins Fanstasma)Mysterious Shadow Gloves Fanstasma Coins)Mysterious Shadow Clot (16 Fanstasma Coins) Character Statistics UI RevampIn Section Detailed Statistics, The damage range can rise to 99,999,999.Your final damage will now be reflective in your damage range. In the detailed statistics section, you can also see the breakdown of your damage as follows. Damage to jasmine boss damage. Critical damage and max. Minimum and maximum RevampCritical critical damage has been removed and critical damage replaced. Magic Protection has been removed. Accuracy removed. Avoidance removed. The data mentioned above has been replaced by others in the following areas:PotentialBonus PotentialAbilityCharconsumables General, critical hits will face additional damage of 20%~50%. With critical damage (%) Stats, you can increase that range. Angelique Buster's star gauzer skill can now be stacked with sharp eyes. Resistance to revampStatus resistance mode will now reduce the duration of the condition effects by a certain percentage instead of allowing immunity to the effects of the condition. Hovering over the status resistance statistics will show how much % will have the duration of an abnormal state effect and will be reduced. The maximum limit for status resistance is now 500.Monsters' can ignore status resistance removed. The hero's Will skill can now release additional situation effects. The skill of monsters to cope with deadly abnormal status has had its duration decreased and their cooldowns greatly increased. Monsters will no longer use the abolition of bandanas. RevampPhysical Protection differs from Defense.The maximum protection limit is now 99,999.Characters cards that give physical protection have been changed to other statistics. The magical defense was removed, and monster attacks magical features were removed. Character skills, internal abilities, character cards, equipment, additional equipment/potential potential and other options (flame statistics) have been changed accordingly. In the detailed stats section, magic protection has been removed. Elimination rate of statistics related to RevampHit, accuracy and avoidance have been removed. Character skills, internal capabilities, character cards, equipment, additional equipment/potential potential and other options (flame statistics) have been changed accordingly or removed. The evasion rate will work the same, but character skills, internal abilities, character cards, equipment, additional equipment/potential potential and additional options (flame statistics) have been changed accordingly or removed. Elimination rate depending on the difference between the monster level and your character level has been removed. However, now your damage will be reduced by the same ratio. In the Detailed Statistics section, physical/magical accuracy and physical/magical avoidance has been removed. Ignore changes to DEF statistics When maximum cap damage is removed In this fix, Ignore DEF Modified to track that of KMS (reduced rate when stacks options). This change is essential to the standardization between Korea's MapleStory service and another maplestory service. Monster EXP Lesson RevampYou will now get more EXP from monsters close to your character's level. You will enjoy a full exp amount of monster up to a level difference of 10.You can enjoy up to 105% EXP if the monster level of your character is between 5~9 levels! You can enjoy up to 110% EXP if your figure level at monster level is between 1~4 levels! When defeating monsters at a certain level higher or lower than your figure, EXP and mesos will get lowered relative to the level difference. If your character level is higher than the monster by 11 or higher, your EXP gain will gradually decline. If your character level is lower than the monster by 11~20, your EXP space will gradually decrease. If your character level is lower than the monster by 21 or higher, your EXP space will greatly decrease. This change does not apply to bosses. Invincible Skills RevampCertain Monster Skills that can ignore invincible skills will no longer be able to do so. Monster Bind Skills RevampMost Monsters that can resist bind skills can no longer do so. However, resistance monsters for the duration of the bond have been increased. Some union skills will now do damage before they bind an enemy. Avengers demon RevampHP statistics from top balance, job promotion, AP investment and equipment have been reduced by 50%. However, each HP point will now increase your damage range twice as much. For this, certain breast avenger skills have been adjusted. With the damage cover removed, the sky is the limit. Now you can grow your character to be stronger than you ever imagined and become a hero of Maple Legends! The damage cover has been removed! Detailed Stats window:The damage range will now show up to 99,999,999 Max Damage Deal will now show up to 10 millionSkills increase damage quota modified:Buster Angelique: Final Film - Overwhelm changed to final ribbon - improvement.Final film of damage increase from debuff increased by 20%. Demand level: 168 March Also sage (fire, poison): Fog outbreak - limit break changed fog outbreak - Strengthening.Fog outbreak damage increased by 10%. Demand level: 155Marksman: Sniping - break limit changed to snipe - Rush.Sniping boss's damage to bosses increased by 10%. Demand level: 195Shadower: Assassination - Pause border changed to assassinate - DEF's Guardbreak.Assassinat ignored increased by 10%. Level requirement: 195 additional options will now be displayed separately on the equipment tooltip in green fonts. Hayatou, Canna, ZEN and Beast Tamer classes will now have their own symbols upon completion of their third/fourth job Get The Search Cresst Icon (Lv.60) / Sparkling Cresst Emblem (Lv.100)Kanna: Get the Sakura Symbol (Lv.60) / Sparkling Sakura Emblem (7th) Lv.100)Zen: Get the Dragon Symbol of the Journey (Lv.60) / Golden Dragon Symbol (Lv.100)Zen: Get the Dragon Symbol of the Journey (Lv.60) / Golden Dragon Symbol (Lv.100)Zen 0)Animal Trainer: Get the Search Forest Icon (Lv.60) / Golden Forest Symbol (Lv.100) Zero Classes Will Now Be Able to Grow Lapis And Their Lazuli for level 8 and 9.Requires level 180 and 1 Absolab material to grow from Lapis Lazuli 7 to 8 (these can be bought from Absolab or stigmatising store coins). Requires level 200 and 1 mysterious shadow extract to grow from Lapis Lazuli 8 to 9 (these can be bought from a mysterious shadow store). The user interface has changed! The old interface was messy, and the new design is designed to give a little more control over what's on your HUD. Now you can better manage your character's status and customize quick slots or tabs to best suit your gameplay style. Primary user interface Some of the changes implemented include: duplicate buttons have been cleared and are now classified into different menus. The menus are now reorganized with small mini buttons as follows:Cash ShopEvents: Event List, Daily Gift Property: Character Information, Statistics, Skill, Equipment Window, Inventory Connection: Friend/Blacklist, Party/Boss Queue, Guild, Comment, Maple Chats: Change Channels, Options, HotKey Settings, Exit Game (Character Selection)Menu: Quest, Medal, Monster Collection, Monster Life, Battle Stats, Help, ReportQuickslots can now expand and minimize by pressing the arrow buttons next to quickslots or using a hotkey. Now you can see the cooldown time for skills on your speed if it's less than 60 seconds. The Character Mode window is now adjusted to the center of the screen. This will show your character level, IGN, HP and MP Bars.Hover over your IGN area to show the following: MapleID /Global Channel/Class/LatencyThe EXP bar is re-aligned to the bottom of the screen. The Chat window changed, and then a new Combat tab was added. A minimized chat window is now smaller. Players can now resize the chat window horizontally and vertically. Added a fighting tab for the chat window. By clicking on the Fighting tab, it will display information like your EXP/Mesos obtained. Option UI tabs have been added to allow for better classification for different settings. An option has been added to turn the Soul Weapon window on/off. An option was added to display the fighting message in the lower-right corner of the screen. An option whether you want to send the game client data log to developers for performance improvements has been added. The keyboard settings user interface is now separated by color to display their different set of functions. They are divided:Basic ControlsCharacterTalkContentsHotkey Storage is increased by a 14.A hotkey window and soul weapon added. Additional character information hotkey. Change channel hotkey already Quest Notifier UI Fast sliding button in major cities has been increased to be more visible. A content button has been removed, and Icon Notifier has been cleared to be less cluttered. You can now access the following content as follows: Equip improvement by using the Item Inventory Enhancement button or keyboard shortcut. Boss user interface using community user interface or keyboard shortcut. Cross Hunter could now be requiring a hot key. A list of events and a daily gift were passed to the event's Mini Button.Evolution system, the root abyss, the black sky and maple heroes now accessible via Mirrror Mirror.The numbers displayed next to each icon have been removed. You can now hover over these icons to see the number of tasks available. Dimension interface Dimension Dimension dimension of dimensional mirror has been improved. All accessible content is now displayed to give faster navigation.Information such as the required level and rewards will be displayed. Some content can no longer be accessed through the appearance of Dimension.Golden Temple content that can be accessed through the Maple Guide. Ghost Park content can be accessed through a Maple Guide or portal at Korean Folk Town.Cygnus using the Boss user interface. User interface of the world map The user interface of the world map has been slightly adjusted. Button selections for Show Other Worlds and Regions have been removed. You can now see the map of the area by selecting it using a drop-down menu. Maple Guide UI button guide to maple under mini map has been removed to improve the load issue. When you sign in, the Maple Guide window will now appear automatically. When you close it for the first time, you receive a confirmation message. The Maple Guide can be assigned to a hot key. (Default 'U') UI skill link UI skill link has been refurbished to allow simple transfer of linking skills between characters! Now you'll see all your linking skills in the newly owned link skills section of the user interface. You can simply link and unlink skills from this user interface directly. Note, however, that there are still daily limits on each transfer. (Once daily) inventory slots increased to 128 maximum item inventory slot increased to 128! (equip-use-installation-etc.-cash storage) Reducing content level limitPerion in Twilight-related searches will now start at level 180.Party Quest (PQ) required / Changes to recommended levelXerxes of clay- Level required: 110 (Recommended: Level 1 1 0-129)Dimensional brown- Required level: 120 (recommended: level 120-139)Pirate lord- Required level: 130 (recommended: level 130-149)Escape- Required level: 140 (Recommended: Level 140-159)Dragon Rider- Required Level: 150 (Recommended: Level 150-169)Konta in Danger- Required Level: 150 (Recommended: Level 150-169)Kanté In danger- the required level: 160 (recommended: level 160-179)The resurrection of Hublin King- the required level: 170 (recommended: level 170-189)The same jobs can now share their cash store inventory. Researchers (including Zen/Jet)Cygnus Knights Demon & XenonNovaZeroKinesisSengoku LOSS EXP from being defeated removed certain bossesVon Leon (all modes)Arkarium (all modes)Hela (hard)Other Max Stack Count for number of items increased 10xBundle items can now be bought individually or in certain groups. Spacing intervals have been shortened for some monsters on some maps such as Colossus Road West, Dangerous Road Colossus, Colossus East Rd, and some normal Kritias maps (after completing questline) such as Forest Freeze 1-2, Pain Forest 1-5 and Spicy Forest 1-2.NPC Search is now easier as well. Just select the NPC button on the mini-map and right-click the NPC you want to now steer you to their location. (As long as you're on the same map.) Cash store inventory slots were increased for 2000. The imposing restrictions of some boss fights have been adjusted to be less restrictive. It affects: Hard Magnus, Chaos von Bon, Chaos Fire, Crimson Chaos Queen, Chaos Vellum, and Madman Rammaru.Name is now changing instantly an event that allows you to get more mesos as you can see the giant coins and monsters bring down if monsters are killed by Meso Ranger's skills.

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