

PULSE 6192

WIKI TOTAL DO SISTEMA

Quests • Montarias • Skills • Subclasses • Chi • Jiang Hu • Garments • VIP • Shopping Mall • Itens • Eventos

Manual técnico e guia do jogador gerado a partir da build R3.12.1. Inclui catálogos completos do Questinfo.ini e das tabelas atuais do servidor.

R3.12.1 • Pulse 6192

Este documento indexa 653 quests do catálogo do client, 650 famílias de skills, 119 Mount Armors e 286 Garments. Ele também documenta as correções R3.12 de VIP/Shopping Mall e o horário R3.12.1 da Guild War.

Política de precisão: entradas herdadas do client são marcadas como catálogo/smoke test quando não há prova suficiente para afirmar funcionamento completo. Horse Racing permanece desativado nesta release.

Sumário

As seções de tutorial vêm primeiro; catálogos completos de quests, skills e itens aparecem nos apêndices.

Sumário	2
1. Começando no Pulse 6192	3
2. Montarias, Riding, Lineage e Wrangler	3
3. Subclasses completas	4
4. Skills, spells e proficiência de arma	6
5. Chi / Fate	7
6. Jiang Hu	8
7. Itens especiais, Shopping Mall, Mount Armors e Garments	8
8. VIP - benefícios funcionais	9
9. Eventos e PvP	9
10. Quests em destaque - tutorial	9
Apêndice A - Catálogo completo de 653 quests	12
Apêndice B - Catálogo técnico completo de skills/spells	204
Apêndice C - Mount Armors especiais	288
Apêndice D - Garments	291
Notas finais	299

1. Começando no Pulse 6192

O Pulse 6192 combina progressão clássica com cap 140, 1º/2º rebirth, eventos PvP, sistemas de equipamentos, subclasses, Chi/Fate, Jiang Hu, mounts, garments, lojas e ferramentas modernas de site/market.

1.1 Roteiro recomendado de evolução

- Complete os tutoriais iniciais de Twin City e aprenda equipamentos, CPs, Shopping Mall e Steed.
- Evolua até 70 e comece subclasses; escolha conforme sua build e objetivos.
- Prepare o 1º e 2º rebirth para ranks altos de subclass e Jiang Hu.
- Desenvolva equipamento, sockets/gemas, +12, Talismans, Nobility, Chi e Jiang Hu em paralelo.
- Participe de Arena, Team Arena, Elite PK, Guild War, CTF e Clan/Family War para Honor, CPs e progressão competitiva.

1.2 Curva de EXP

Faixa	Rate	Objetivo
1-119	x5	Progressão inicial acelerada
120-129	x3	Transição mid/endgame
130-134	x2	Faixa avançada
135-139	x0,5	Trecho final mais exigente
140	Cap	Level máximo atual

2. Montarias, Riding, Lineage e Wrangler

Steed (item 300000) é a montaria-base. Riding (skill 7001) é a habilidade de montar e só existe no level 0 nesta build. Lineage Level significa o Plus/composição da Steed, não o level de Riding. Wrangler é uma subclass separada e vai até P9.

2.1 Como fazer a montaria funcionar

- Consiga/equipe uma Steed (item 300000).
- Aprenda Riding 7001. Ela não precisa ser “upada” para level 4.
- Faça composição da Steed para aumentar o Plus/Lineage.
- Para montar dentro das cidades, use Steed +4 ou superior.
- Para montar no Market, use Steed +6 ou superior.
- Mount Armors são visuais/equipamentos especiais da montaria; não substituem o Steed-base.

Atalhos de composição conhecidos: +4 Stone = item 730004; +6 Stone = item 730006.

2.2 Wrangler P1-P9

Rank	Rebirth mín.	Level mín.	Requisito
P1	0	70	Inauguração: 40x item 723903
P2	0	90	Subclass level 2
P3	0	110	Subclass level 3
P4	0	120	Subclass level 4
P5	1	90	Subclass level 5
P6	1	110	Subclass level 6
P7	1	120	Subclass level 7
P8	2	120	Subclass level 8
P9	2	130	Subclass level 9

3. Subclasses completas

A build possui 7 subclasses configuradas. A inauguração usa requisitos de level/item e cada rank posterior obedece os marcos de level e rebirth do banco.

3.1 Martial Artist

Inauguração: level 70, 5x item 721259.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.2 Warlock

Inauguração: level 70, 10x item 721261.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.3 Chi Master

Inauguração: level 70, 1x item 711188.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2

Rank	Rebirth mín.	Level mín.	Subclass level
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.4 Sage

Inauguração: level 70, 20x item 723087.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.5 Apothecary

Inauguração: level 70, 10x item 1088001.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.6 Performer

Inauguração: level 70, 1x item 711679.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

3.9 Wrangler

Inauguração: level 70, 40x item 723903.

Rank	Rebirth mín.	Level mín.	Subclass level
P2	0	90	2
P3	0	110	3
P4	0	120	4
P5	1	90	5
P6	1	110	6
P7	1	120	7
P8	2	120	8
P9	2	130	9

4. Skills, spells e proficiência de arma

R3.12.1 preserva o rebalance iniciado na R3.11: Skill/Magic EXP x4; Training Ground dá ganho a cada uso com 50% do valor ajustado; o excesso de EXP passa ao próximo nível; Weapon Skill foi acelerada em x3 com penalidade alta suavizada.

4.1 Como upar qualquer skill treinável

- Aprenda a skill pela rota da classe, NPC, quest ou sistema correspondente.
- Use a skill em alvos válidos. O servidor acumula a experiência definida em cq_magictype.
- Confira os requisitos do próximo nível: EXP, level do personagem, proficiência, weapon subtype e subclass quando existirem.
- No Training Ground, o ganho é reduzido em relação ao uso ativo, mas não é mais descartado em 9 de cada 10 usos.
- Se need_exp do próximo registro for 0, a definição está no teto daquele ramo ou não usa progressão tradicional.
- Riding 7001 é exceção: só existe no level 0.

4.2 Exemplos de EXP por nível

Thunder

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	2.000	0	0	0/P0	1
1	113.060	10	0	0/P0	6
2	326.107	20	0	0/P0	10
3	777.950	30	0	0/P0	11
4	0	0	0	0/P0	17

Fire

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	4.859.520	40	0	0/P0	21
1	11.231.517	60	0	0/P0	21
2	26.497.813	70	0	0/P0	28
3	0	0	0	0/P0	32

Tornado

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	118.246.825	90	245760	0/P0	32
1	277.035.437	100	245760	0/P0	36
2	920.692.259	110	245760	0/P0	50
3	0	0	245760	0/P0	64

FastBlade

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	100.000	40	0	0/P0	0
1	300.000	50	0	0/P0	0
2	741.000	60	0	0/P0	0
3	1.440.000	70	0	0/P0	0
4	0	0	0	0/P0	0

ScentSword

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	100.000	40	0	0/P0	0
1	300.000	50	0	0/P0	0
2	741.000	60	0	0/P0	0
3	1.440.000	70	0	0/P0	0
4	0	0	0	0/P0	0

Hercules

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	167.600	40	0	0/P0	0
1	590.000	50	0	0/P0	0
2	1.216.800	60	0	0/P0	0
3	2.948.000	70	0	0/P0	0
4	0	0	0	0/P0	0

RapidFire

Lv	EXP próximo	Lv char	Prof.	Subclass	MP
0	100.000	56	0	0/P0	0
1	150.000	68	0	0/P0	0
2	200.000	78	0	0/P0	0
3	250.000	88	0	0/P0	0
4	300.000	98	0	0/P0	0
5	0	0	0	0/P0	0

5. Chi / Fate

O Chi possui quatro portões: Dragon, Phoenix, Tiger e Turtle. A liberação ocorre em sequência e a source checa level, rebirth e progresso/score anterior conforme a configuração.

5.1 Reroll e locks

- Ao criar o sistema pela primeira vez, a source garante pelo menos 4.000 Chi Points.
- Cada portão possui 4 atributos.

- Reroll base custa 50 Chi Points.
- Cada atributo preservado/travado adiciona 50 ao custo; preservar os 4 leva a até 250 Chi Points.
- Há suporte para proteger um conjunto de atributos por 5 dias, além de estender, restaurar e abandonar a proteção.

5.2 Atributos possíveis nesta build

Critical Strike; Skill Critical Strike; Immunity; Breakthrough; Counteraction; Health; Attack; Magic Attack; Magic Defense; Final Attack; Final Magic Attack; Damage Reduction; Magic Damage Reduction.

Dica: evite travar atributo mediano cedo. Locks encarecem as próximas rerolls.

6. Jiang Hu

Jiang Hu é um sistema de cultivo/Inner Power separado do Chi. A criação exige pelo menos 2º rebirth, level 30 e um nome de Jiang Hu/GongFu válido e único.

6.1 Como evoluir

- Ative o Jiang Hu após cumprir 2º rebirth + level 30.
- A criação inicia Genuine Qi/Talent e 5 cursos gratuitos.
- O sistema possui até 9 stages nesta configuração.
- Para abrir o próximo stage, o Inner Power do atual precisa atingir a condição de cultivation do banco.
- Treino gratuito consome cultivation/curso; itens de treinamento entram no fluxo quando aplicável.
- Treino pago pode usar CP e escala conforme os usos diários, com multiplicador limitado pela source.
- Favored Training e treinamento high têm suporte para pills e, no high, regras de VIP 2+.

A source possui 9 condições de cultivation e tabelas próprias de tempo, power, efeitos, qualidade e atributos aleatórios. Como parte da interface é herdada, faça smoke test do fluxo completo antes de divulgar Jiang Hu como feature principal.

7. Itens especiais, Shopping Mall, Mount Armors e Garments

A Wiki cruza itemtypes, cq_goods e recompensas do Questinfo para indicar rotas de aquisição quando há evidência no dump atual. Se um item aparece como “somente catálogo”, ele existe na definição de itens, mas nenhuma rota pública de aquisição foi confirmada por esse cruzamento.

7.1 Shopping Mall - correção R3.12

- As lojas virtuais 9794 e 15375 agora podem carregar cq_goods mesmo sem NPC spawnado.
- Os IDs já usados pelo client/servidor (2888, 6000, 6001, 6002, 6003) continuam contemplados no fluxo remoto.
- A migration R3.12 adiciona 7 pares seguros do Shop.dat que existiam no catálogo atual mas faltavam em cq_goods.
- Outros 7 itens do bloco client 6000=TwinCityMerchant são ignorados porque o servidor usa 6000=HonorStore; isso evita misturar loja de festival com Honor.
- Referências históricas do Shop.dat cujo itemtype não existe no dump atual continuam indisponíveis; não são criados itens/IDs fictícios.

7.2 Como interpretar as origens

Shopping Mall/VIP Shop: preço em CP quando configurado. Honor Store: preço em Honor. Quest: item listado como recompensa. Somente catálogo: definição existente sem rota pública confirmada no dump.

8. VIP - benefícios funcionais

R3.12.1 mantém a correção R3.12 e remove da propaganda da interface os botões herdados que não tinham backend dedicado confirmado. O VipLevel do jogador não é reduzido.

Faixa	Benefícios verificados
VIP 1+	BlessTime, ItemStatusExtraTime e Friends
VIP 2+	VIP1 + Bonus Lottery + City Teleport
VIP 3+	VIP2 + Portal/Location Teleport + teleporte de equipe
VIP 4-6	Mantêm o conjunto funcional acima; botões sem implementação confirmada não são anunciados

Funções herdadas como Avatar, DailyQuests, VipHairStyles, FrozenGrotto, MoreForVip, OfflineTrainingGround, Labirint e VipFurniture ficam fora dos botões expostos até serem implementadas e homologadas.

9. Eventos e PvP

Capture The Flag

Sábado 21:00, 1 hora. 1º: 120M Silver + 3.000 CP; 2º: 100M + 2.000 CP; 3º: 80M + 1.000 CP; premiação até o 8º.

Guild War

Sábado 20:00-22:00 (horário local do servidor). Mapa 1038, GuildWarPole em 84,99, com score, ownership e fundos da guild.

Arena Qualifier

Level 70+. 9 vitórias diárias ou 20 partidas: 5.000 Honor + Arena EXP Pack.

Team Arena

Level 70+. 9 vitórias ou 20 partidas: 5.000 Honor + Arena EXP Pack.

Elite PK Tournament

Brackets até level 140, Honor por match e títulos de Champion, 2nd, 3rd e Top 8.

Clan / Family War

Janela noturna 20:30-21:00; controle territorial com bônus de EXP por ocupação e pools de equipamentos.

10. Quests em destaque - tutorial

As rotas abaixo são destaques do conteúdo carregado. O apêndice traz todas as 653 entradas do Questinfo.ini com NPC/mapa/objetivo/premiação.

Labyrinth

Mission	6467
Level	110-200
Início	Simon • mapa 1002 • 265,135
Fim	Simon • mapa 1002 • 265,135

Objetivo: Evil spirit has been born upon the earth, attracting a cluster of monsters to present treasures and pledge loyalty in a gloomy labyrinth. Since then, residents nearby have been living in fear. The elder Simon went to Twin City for help. If you've reached Level 110, go eliminate the evils and hunt fabulous treasures in the Labyrinth.

1. Collect the Sun Diamonds on the 1st floor, and combine them into a Solar Treasure Chest;

2. Collect the Moon Diamonds on the 2nd floor, and combine them into a Lunar Treasure Chest;
3. Collect the Star Diamonds on the 3rd floor, and combine them into a Starry Treasure Chest;
4. Collect the Cloud Diamonds on the 4th floor, and combine them into a Cloud Treasure Chest;
5. You can collect the diamonds by auto-hunting system.

Prêmio: P7 Weapon Soul Pack, P7 Equipment Soul Pack and Yang Jade.

Mission	6476
Level	110-200
Início	Captor • mapa 1002 • 230,227
Fim	Captor • mapa 1002 • 230,227

Objetivo: Princess Diu and Prince Wan were kidnapped by monsters in Desert. Now, the Captor is recruiting Level 110+ heroes for a lightning rescue task in Twin City, and offers a Labyrinth Permit as the reward.

1. Kill the Sand Monsters to rescue Princess Diu and get a PrincessPlate.
2. Kill the Blade Ghost to save Prince Wan and get a PrincePlate.

Prêmio: Labyrinth Permit

Dis City

Mission	6472
Level	110-200
Início	SolarSaint • mapa 1002 • 297,146
Fim	SolarSaint • mapa 1002 • 297,146

1. Collect 5 Soul Stones by killing monsters around the gate. Give the stones to SolarSaint to blow away the poisonous fog in front of the Hell Gate.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Mission	6473
Level	110-200
Início	SolarSaint • mapa 1002 • 297,146
Fim	SolarSaint • mapa 1002 • 297,146

1. Earn 400 Slayer Points by killing monsters in the Dis City. (Archer needs 600 points, and Taoist needs 300 points) Ask SolarSaint to help you access the Hell Cloister.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Mission	6474
Level	110-200
Início	SolarSaint • mapa 1002 • 297,146
Fim	SolarSaint • mapa 1002 • 297,146

1. Eliminate the Hell Wraiths guarding the 9 sealing crystals in proper order. Ask SolarSaint to teleport you to the Battle Formation.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Mission	6475
Level	110-200
Início	SolarSaint • mapa 1002 • 297,146
Fim	SolarSaint • mapa 1002 • 297,146

1. Collect 4 Pluto Token Scraps by killing the Syren, and combine them into a Pluto Token. Summon UltimatePluto at the center of the Battle Formation, and defeat him.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Protect the Moon Spring

Mission	1493
Level	80-90
Início	SpringGeneralXu • mapa 1000 • 311,481
Fim	SpringGeneralXu • mapa 1000 • 311,481

Objetivo: Spring General Xu is asking you to kill 50 Blade Ghosts.

1. Kill 50 BladeGhost

Prêmio: Some EXP, 3,000 Silver, 5 Panaceas , 2 Meteors

Treasure in the Blue

Mission	6241
Level	80-200
Início	SquidwardTentacles • mapa 1002 • 290,208
Fim	SquidwardTentacles • mapa 1002 • 290,208

Objetivo: Years ago, a group of pirates' ships were swallowed by the raging storm and roaring sea on the way home. Since then, treasure hunters keep coming the Proud Sea. Squidward Tentacles and his friends are calling fellows to join the adventure to find treasures at 10:00-10:59 and 20:59 every day. Good luck!

1. Collect the Gold Coins, Silver Coins or Copper Coins.

2. Exchange from MammonEnvoy for rewards.

Prêmio: Small Lottery Ticket, Weapon Accessory(Random), Mount Armor(Random), Endurance Book, Praying Stone Scrap(S), EXP Ball Scrap and Meteor

Steed Riding

Mission	702
Level	25-50
Início	MountTrainer • mapa 1002 • 260,286
Fim	MountRetailer • mapa 1006 • 19,29

Objetivo: Equitation Trainer will tell you something about Steeds.

1. MountTrainer asks you to go to MountRetailer

Prêmio: EXP: 1/12 of an EXP Ball

CP and Shopping Mall

Mission	706
Level	35-50
Início	GreatMerchant • mapa 1036 • 212,179
Fim	GreatMerchant • mapa 1036 • 212,179

Objetivo: The Great Merchant will tell you something about the Shopping Mall. Talk with Great Merchant again when you have used the Exp Potion he gave you GreatMerchant

1. Activate the Exp Potion ExpPotion

Prêmio: EXP: 1/12 of an EXP Ball

Apêndice A - Catálogo completo de 653 quests

Fonte: Questinfo.ini do client incluído na build. “Catálogo do client / requer smoke test” significa que a descrição existe, mas a Wiki não inventa um status ativo sem evidência suficiente no servidor. Horse Racing é marcada como desativada.

A.001 - The Armorer (Mission 650)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	10,11,12,13,14,15
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.002 - The Storekeeper (Mission 651)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	0
Pré-requisito	650 655 656 657 658 1701
Início	Armorer mapa 1002 284,266 TwinCity
Fim	Storekeeper mapa 1002 287,251 TwinCity

Objetivo: Armorer has introduced the armor and head gear to you. Now, he asked you to speak with the Storekeeper.

Passos: 1. Pay a visit to the Storekeeper

Prêmio: EXP: 1000

Contexto: After the Armorer introduced the armor and head gear to you, he asked you to visit the Storekeeper. He will introduce his available items to you!

A.003 - The Pharmacist (Mission 652)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	10,11,12,13,14,15,20,21,22,23,24,25,40,41,42,43,44,45,50,51,52,53,54,55
Pré-requisito	651
Início	Storekeeper mapa 1002 287,251 TwinCity
Fim	Pharmacist mapa 1002 388,227 TwinCity

Objetivo: Storekeeper introduced himself to you and asked you to speak with the Pharmacist.

Passos: 1. Pay a visit to the Pharmacist

Prêmio: EXP: 1000 Item: StanchersX3

Contexto: After the Storekeeper introduces himself and his store to you, pay a visit to the Pharmacist. He might have something useful to you!

A.004 - Weapon (Mission 653)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	0
Pré-requisito	652 659
Início	Pharmacist mapa 1002 388,227 TwinCity
Fim	Blacksmith mapa 1002 324,230 TwinCity

Objetivo: Pharmacist introduced himself to you and you to speak with the Blacksmith.

Passos: 1. Pay a visit to the Blacksmith

Contexto: You can buy many useful items from the Pharmacist such as the Twin City Gate Scrolls, Stanchers, and Agrypnotics. Ok, it's time to meet the Blacksmith.

A.005 - The Armorer (Mission 655)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	20,21,22,23,24,25
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.006 - The Armorer (Mission 656)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	40,41,42,43,44,45
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.007 - The Armorer (Mission 657)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	50,51,52,53,54,55
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.008 - The Armorer (Mission 658)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.009 - Guild (Mission 709)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	20-50
Profissão	0
Pré-requisito	0
Início	GuildDirector mapa 1002 270,292 TwinCity
Fim	GuildDirector mapa 1002 270,292 TwinCity

Objetivo: Pay a visit to the Guild Director to learn about Guilds.

Passos: 1. Visit GuildDirector

Prêmio: EXP: 1/12 of an EXP Ball

Contexto: To join a Guild is the best choice for all beginners, but you should meet the Guild Leader's approval, first. If you have reached level 90, and have 1,000,000 silver, you can set up a Guild on your own!

A.010 - Steed Riding (Mission 702)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	25-50
Profissão	0
Pré-requisito	0
Início	MountTrainer mapa 1002 260,286 TwinCity
Fim	MountRetailer mapa 1006 19,29 Stall

Objetivo: Equitation Trainer will tell you something about Steeds.

Passos: 1. MountTrainer asks you to go to MountRetailer

Prêmio: EXP: 1/12 of an EXP Ball

Contexto: Pay a visit to the Steed Dealer behind me for more info about the steeds.

A.011 - Quiz Show (Mission 704)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-50
Profissão	0
Pré-requisito	0
Início	QuizHolder mapa 1036 316,246 Market
Fim	QuizHolder mapa 1036 316,246 Market

Objetivo: Quiz Holder will tell you something about the Quiz Show.

Passos: 1. Talk with QuizHolder

Prêmio: EXP: 2/15 or 11/60 of an EXP Ball

Contexto: We hold a Quiz Show from Monday through Friday, at 3:00, 9:00, 15:00, 21:00. You can get a nice reward for giving the correct answers!

A.012 - CP and Shopping Mall (Mission 706)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	35-50
Profissão	0
Pré-requisito	0
Início	GreatMerchant mapa 1036 212,179 Market
Fim	GreatMerchant mapa 1036 212,179 Market

Objetivo: The Great Merchant will tell you something about the Shopping Mall. Talk with Great Merchant again when you have used the Exp Potion he gave you GreatMerchant

Passos: 1. Activate the Exp Potion ExpPotion

Prêmio: EXP: 1/12 of an EXP Ball

Contexto: You can purchase useful items from the shopping mall with CPs. You've received an Exp Potion. After using it, you will earn double EXP from hunting monsters for 10 minutes! Right click to drink it, and then report back to me.

A.013 - Lottery (Mission 707)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	35-50
Profissão	0
Pré-requisito	0
Início	LadyLuck mapa 1036 212,188 Market
Fim	LadyLuck mapa 1036 212,188 Market

Objetivo: Lady Luck will tell you something about the lottery.

Passos: 1. Talk with LadyLuck and give Hong'sTreasure to him.

Prêmio: EXP: 1/6 of an EXP Ball

Contexto: You have 10 chances to pay 27 CPs to play the lottery everyday. You are free to go to it now and try it out!

A.014 - Nobility Rank (Mission 710)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	0
Pré-requisito	0
Início	GeneralJudd mapa 1002 268,133 TwinCity
Fim	GeneralJudd mapa 1002 268,133 TwinCity

Objetivo: Pay a visit to General Judd to learn something about the Nobility Rank.

Passos: 1. Pay a visit to GeneralJudd

Prêmio: EXP: 1/6 of an EXP Ball

Contexto: When you have reached level 70, you are able to donate money to the Emperor for your nobility rank, which can increase you battle power. Your title is determined by the amount of money you have donated.

A.015 - Class Introduce (Mission 660)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	10,11,12,13,14,15
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	TrojanStar mapa 1004 44,33 JobCenter

Objetivo: Enter the Job Center, and find the Recruit Trainer.

Passos: 1. Enter the Job Center, and find TrojanStar

Prêmio: EXP: 5,000 EXP

Contexto: You should know that the Wu Xing Oven is quite useful. Now, go to the Job Center and find the Recruit Trainer.

A.016 - Class Introduction (Mission 660)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	10,11,12,13,14,15
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	WarriorGod mapa 1004 44,33 JobCenter

Objetivo: Enter the Job Center, and speak with the Warrior God.

Passos: 1. Enter the Job Center, and find WarriorGod

Prêmio: EXP: 5000

Contexto: You should know that the Wu Xing Oven is quite useful to you to enhance your equipment. Now, go to the Job Center and find the Recruit Trainer.

A.017 - Class Introduce (Mission 662)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	40,41,42,43,44,45
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	ArcherGod mapa 1004 33,53 JobCenter

Objetivo: Enter the Job Center, and find the Recruit Trainer.

Passos: 1. Enter the Job Center, and find ArcherGod

Prêmio: EXP: 5,000 EXP

Contexto: You should know that the Wu Xing Oven is quite useful. Now, go to the Job Center and find the Recruit Trainer.

A.018 - Class Introduce (Mission 663)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	50,51,52,53,54,55
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	WindSage mapa 1004 33,41 JobCenter

Objetivo: Enter the Job Center, and find the Recruit Trainer.

Passos: 1. Enter the Job Center, and find WindSage

Prêmio: EXP: 5,000 EXP

Contexto: You should know that the Wu Xing Oven is quite useful. Now, go to the Job Center and find the Recruit Trainer.

A.019 - Class Introduce (Mission 664)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	TaoistMoon mapa 1004 56,33 JobCenter

Objetivo: Enter the Job Center, and find the Recruit Trainer.

Passos: 1. Enter the Job Center, and find TaoistMoon

Prêmio: EXP: 5,000 EXP

Contexto: You should know that the Wu Xing Oven is quite useful. Now, go to the Job Center and find the Recruit Trainer.

A.020 - Kungfu Boy & Girl (Mission 606)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	0
Pré-requisito	605
Início	KungfuBoy mapa 1002 270,223 TwinCity
Fim	KungfuGirl mapa 1002 279,224 TwinCity

Objetivo: Kungfu Boy asked you to find Kungfu Girl, on the roof.

Passos: 1. Pay a visit to the KungfuGirl;£

Prêmio: EXP: 200

Contexto: You can learn something from the Kungfu Boy. You were told to jump to the roof and find Kungfu Girl to get a Jade Glyph from her. This might be a test!

A.021 - Jade Glyph (Mission 665)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	0
Pré-requisito	606
Início	KungfuGirl mapa 1002 279,224 TwinCity
Fim	KungfuBoy mapa 1002 270,223 TwinCity

Objetivo: Kungfu Girl gave you a Jade Glyph. Take it to her brother, Kungfu Boy.

Passos: 1. Take the JadeGlyph to the Kungfu Boy.

Prêmio: EXP: 200

Contexto: Kungfu Girl gave you the Jade Glyph. Take it to the Kungfu Boy.

A.022 - Hunt monster 1 (Mission 607)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	4-50
Profissão	0
Pré-requisito	665
Início	KungfuBoy mapa 1002 270,223 TwinCity
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: KungfuBoy asks you to go to the TC Captain for a new quest.

Passos: 1. Pay a visit to the TCCaptain

Contexto: Go and find the TC Captain for a new quest. He will provide you with more guidance in the future.

A.023 - Hunt monster 2 (Mission 608)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	4-50
Profissão	0
Pré-requisito	607
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: TCCaptain asks you to hunt 10 Pheasants.

Passos: 1. Slay Pheasants

Prêmio: EXP: 3000

Contexto: Hunt 10 Pheasants and then report back to the TC Captain.

A.024 - Upgrade Equipment 1 (Mission 654)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	9-50
Profissão	0
Pré-requisito	653
Início	Blacksmith mapa 1002 324,230 TwinCity
Fim	EquipmentBlacksmith mapa 1036 178,199 Market

Objetivo: The Blacksmith Blacksmith asked you to find Magic Artisan to upgrade a weapon for him.

Passos: 1. Find EquipmentBlacksmith in the market to upgrade a weapon for Blacksmith.

Prêmio: EXP: 4000

Contexto: You can upgrade equipment quality and level by using Dragon Balls and Meteors. Go find the Magic Artisan in the Market to upgrade the weapon quality.

A.025 - Upgrade Equipment 2 (Mission 610)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	9-50
Profissão	0
Pré-requisito	654
Início	EquipmentBlacksmith mapa 1036 178,199 Market
Fim	ArtisanWind mapa 1002 421,352 Market

Objetivo: EquipmentBlacksmith asked you to find Artisan Wind to upgrade the weapon level.

Passos: 1. Pay a visit to the ArtisanWind

Prêmio: EXP: 4000

Contexto: Meteors can be used to upgrade the level of equipment. Here is a Steel Blade. Find Artisan Wind in Twin City to upgrade the weapon level for you!

A.026 - Upgrade Equipment 3 (Mission 611)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	9-50
Profissão	0
Pré-requisito	610
Início	ArtisanWind mapa 1036 259,227 Market
Fim	Blacksmith mapa 1002 324,230 TwinCity

Objetivo: ArtisanWind failed in upgrading your weapon. Take the weapon back to the Blacksmith.

Passos: 1. Take the Weapon back to Blacksmith

Prêmio: EXP: 1/30 of an EXP Ball One of the following weapons:

Contexto: ArtisanWind failed in upgrading your weapon. Take the weapon back to the Blacksmith.

A.027 - Upgrade Equipment 4 (Mission 612)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	9-50
Profissão	0
Pré-requisito	611
Início	Blacksmith mapa 1002 324,230 TwinCity
Fim	BlessedGreatMaster mapa 1036 178,208 Market

Objetivo: You can add bonus to your equipment and weapon by composing. Speak with BlessedGreatMaster in the market for details.

Passos: 1. Pay a visit to the BlessedGreatMaster in the Market

Prêmio: EXP: 4000

Contexto: You can add bonus to your equipment and weapon by composing. Blacksmith asked you to speak with the BlessedGreatMaster in the market for more details.

A.028 - The Pharmacist (Mission 659)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	60,61,62,63,64,65,100,101,132,133,134,135,142,143,144,145
Pré-requisito	651
Início	Storekeeper mapa 1002 287,251 TwinCity
Fim	Pharmacist mapa 1002 338,227 TwinCity

Objetivo: Storekeeper introduced himself to you and asked you to find Pharmacist.

Passos: 1. Pay a visit to the Pharmacist

Prêmio: EXP: 1000 Item: 3 Stanchers, 3 Agrypnotics

Contexto: After the Storekeeper introduces himself and his store to you, pay a visit to the Pharmacist. He might have something useful to you!

A.029 - Tart Maker (Mission 920)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	RecipeOfficerA mapa 1036 303,250 TwinCity
Fim	RecipeOfficerA mapa 1036 303,250 TwinCity

Objetivo: Pay a visit to the Recipe Officer. Collect ingredients and make a tart. You can swap the Fabulous Tart for a reward from the officer.

Passos: 1. Talk to the Recipe Officer.

Prêmio: Meteor\Steed

Contexto: During January 30th-31th and February 6th-7th, collect ingredients and make tarts according to the recipe! You can also design a tart with the ingredients. If you make a Fabulous Tart, you can swap it for a nice reward from the Recipe Officer!

A.030 - Tart Maker (Mission 921)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	RecipeOfficerA mapa 1036 303,250 TwinCity
Fim	RecipeOfficerA mapa 1036 303,250 TwinCity

Objetivo: Pay a visit to the Recipe Officer. Collect ingredients and make a tart. You can swap the Fabulous Tart for a reward from the officer.

Passos: 1. Talk to the Recipe Officer.

Prêmio: Meteor\Steed

Contexto: During January 30th-31th and February 6th-7th, collect ingredients and make tarts according to the recipe! You can also design a tart with the ingredients. If you make a Fabulous Tart, you can swap it for a nice reward from the Recipe Officer!

A.031 - Horse Racing [Daily] (Mission 6020)

Tipo	Event
Status	DESATIVADA
Level	1-200
Profissão	0
Pré-requisito	0
Início	SteedEnvoy mapa 1036 279,249 TwinCity
Fim	SteedEnvoy mapa 1036 279,249 TwinCity

Objetivo: Sign up for the race with SteedEnvoy at 15:00, everyday.

Passos: 1. Sign up for the race with SteedEnvoy.

Prêmio: Join the race to win 100 Champion Points and Horse Racing Points. Horse Racing Points can be exchanged for the following packs:\nSuperior Spur Pack, Superior Amber Pack, Superior Jadeite Pack, etc.

Contexto: As long as you have a steed and you have learned the mount skills, you can sign up for the horse racing at 15:00 everyday. Compete in the race and win points to exchange for refinery packs and the envy of your peers!

A.032 - Power Arena [Daily] (Mission 6021)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	ArenaManagerWang mapa 1002 336,134 TwinCity
Fim	ArenaManagerWang mapa 1002 336,134 TwinCity

Objetivo: At 20:30 every night, you can sign up at ArenaManagerWang to enter the Power Arena! It will last till 21:30.

Passos: 1. Sign up at ArenaManagerWang to enter the Power Arena.

Prêmio: Exchange EXP or Refinery Badges for the following packs:\nPrimary Belt Pack, Medium Bow Limb Pack, Superior Plate Pack and so on.

Contexto: Want to test your power and skill? Power Arena now provides you such a chance. Come to Arena Manager Wang between 20:30 pm and 21:30 pm to accept the challenge!

A.033 - Lantern Carnival (Mission 930)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Edward mapa 1002 371,412 TwinCity
Fim	Edward mapa 1002 371,412 TwinCity

Objetivo: Between Feb. 25th to Mar. 2nd, at the top of each even numbered hour, Lv 40+ players can go see Edward (371,412) in Twin City to join in the Lantern Carnival. Follow the route outside Twin City and light the Paper Lanterns you find with the Kindling. Return the Kindling to Emily after you finish the task.

Passos: 1. Light the Paper Lanterns outside Twin City.

Prêmio: Lantern Festival Pack

Contexto: The Lantern Carnival will be held between Feb. 25th to Mar. 2nd, at the top of each even numbered hour. Find Edward (371,412) in Twin City to participate in the Lantern Carnival event.

A.034 - Lantern Riddle (Mission 926)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	RiddleGirl mapa 1002 373,331 TwinCity
Fim	RiddleGirl mapa 1002 373,331 TwinCity

Objetivo: It's a tradition to solve lantern riddles during the Lantern Festival. Find the Riddle Girl Riddle Girl in Twin City to solve the lantern riddles.

Passos: 1. Find the Riddle Girl RiddleGirl in Twin City to solve the lantern riddles.

Prêmio: For each riddle answered correctly, you will get 3 hours of blessing time.

Contexto: Between Feb. 25th to Mar. 2nd, Lv 40+ players can find the 7 Lanterns on the lawn in Twin City to solve the lantern riddles. You can solve the riddles once, each day.

A.035 - Festival Blessings (Mission 927)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	GrandpaShang mapa 1002 383,348 TwinCity
Fim	GrandpaShang mapa 1002 383,348 TwinCity

Objetivo: Happy Lantern Festival! GrandpaShang in Twin City will tell you your fortune!

Passos: 1. Find GrandpaShang in Twin City.

Prêmio: Lantern Festival Packs

Contexto: During the festival, Grandpa Shang brings festival cards to the heros! Hurry and find him in Twin City (383,348) to get more details!

A.036 - Making Dumplings (Mission 928)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Winni mapa 1002 433,370 TwinCity
Fim	Winni mapa 1002 433,370 TwinCity

Objetivo: Talk with Winni and help her to make sweet dumplings for her Mom.

Passos: 1. Talk with Winni and help her to make sweet dumplings.

Prêmio: Lantern Credit

Contexto: Winni is skilled in every culinary skill, except for making sweet Dumplings. But with the Lantern Festival coming, she wants to make some delicious sweet Dumplings for her mom. She is quite worried about this, so go see if you can help!

A.037 - Fireworks Carnival (Mission 929)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Blair mapa 1002 450,380 TwinCity
Fim	Blair mapa 1002 450,380 TwinCity

Objetivo: Players above level 40 can claim the Lantern Festival Fireworks (contains 10 Festival Fireworks) once daily from Blair from February 25th to March 2nd! Then light them up around Twin City (426,256).

Passos: 1. Players above level 40 can claim the Lantern Festival Fireworks (contains 10 Festival Fireworks) once daily from Blair from February 25th to March 2nd! Then light them up around Twin City (426,256).

Prêmio: Once you light up a Festival Firework, you'll receive EXP worth 1/60 EXP Ball!

Contexto: Claim the Lantern Festival Fireworks from Blair to join the Fireworks Carnival!

A.038 - Making Dumplings (Mission 928)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Winni mapa 1002 433,370 TwinCity
Fim	Winni mapa 1002 433,370 TwinCity

Objetivo: Talk with Winni and help her to make sweet dumplings for her Mom.

Passos: 1. Talk with Winni and help her to make sweet dumplings.

Prêmio: Lantern Festival Pack

Contexto: Winni is skilled in every culinary skill, except for making sweet Dumplings. But with the Lantern Festival coming, she wants to make some delicious sweet Dumplings for her mom. She is quite worried about this, so go see if you can help!

A.039 - Fireworks Carnival (Mission 929)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Blair mapa 1002 450,380 TwinCity
Fim	Blair mapa 1002 450,380 TwinCity

Objetivo: Players above level 40 can claim the Lantern Festival Fireworks (contains 10 Festival Fireworks) once daily from Blair from February 25th to March 2nd! Then light them up around Twin City (426,256).

Passos: 1. Players above level 40 can claim the Lantern Festival Fireworks (contains 10 Festival Fireworks) once daily from Blair from February 25th to March 2nd! Then light them up around Twin City (426,256).

Prêmio: Once you light up a Festival Firework, you'll receive some EXP!

Contexto: Claim the Lantern Festival Fireworks from Blair to join the Fireworks Carnival!

A.040 - Immortal Legend (Mission 986)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Chou mapa 1011 232,285 PhoenixCastle
Fim	Chou mapa 1011 232,285 PhoenixCastle

Objetivo: Go to Phoenix Castle and learn details about the Immortal Legend from Chou.

Passos: 1. Talk to Chou in Phoenix Castle.

Prêmio: Wise Pack

Contexto: From March 26th to April 6th, level 40+ players can talk to Chou in Phoenix Castle (232,285) to learn details about the Immortal Legend and find Immortal Bai.

A.041 - Seek Easter Eggs (Mission 987)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	EasterEgg mapa 0 0,0 TwinCity
Fim	EasterEgg mapa 0 0,0 TwinCity

Objetivo: You can seek Easter Eggs in cities and suburbs every 4 hours.

Passos: 1. Seek Easter Eggs

Prêmio: Lucky Box Pack

Contexto: From March 26th to April 6th, level 40+ players can seek Easter Eggs in cities and suburbs every 4 hours. The first player who finds the Easter Egg will get a reward.

A.042 - Easter Eggs Exchange (Mission 988)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Tracy mapa 1011 190,271 PhoenixCastle
Fim	Tracy mapa 1011 190,271 PhoenixCastle

Objetivo: Use a white egg to exchange for a colored egg in 10 minutes.

Passos: 1. Talk to Tracy in Phoenix Castle.

Prêmio: 1Easter Flame Pack

Contexto: From March 26th to April 6th, level 40+ players can find Tracy in Phoenix Castle (190,271) every 4 hours to use a white egg to exchange for a colored egg in 10 minutes.

A.043 - Lucky Box (Mission 989)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Nancy mapa 1002 350,322 TwinCity
Fim	Nancy mapa 1002 350,322 TwinCity

Objetivo: You can find Nancy in Twin City to sign up for the Lucky Box event every half an hour.

Passos: 1. Talk to Nancy in Twin City.

Prêmio: Easter Gold PackEaster Silver PackEaster Bronze Pack

Contexto: From March 26th to April 6th, level 40+ players can find Nancy in Twin City (350,322) to sign up every half an hour. Open the 3 Lucky Boxes, you'll get the reward according to the color combination of the 3 Easter Eggs.

A.044 - Bean Paste Buns (Mission 991)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	BakerWang mapa 1002 442,349 TwinCity
Fim	BakerWang mapa 1002 442,349 TwinCity

Objetivo: Baker Wang in Twin City is famous for making Bean Paste Buns, which are always sold out immediately. He promised you that he would make one for you, as long as you could collect enough ingredients for him!

Passos: 1. Baker Wang in Twin City is famous for making Bean Paste Buns, which are always sold out immediately. He promised you that he would make one for you, as long as you could collect enough ingredients for him!

Prêmio: EXP Ball Scraps, Praying Stone (S) Scraps, etc.

Contexto: Baker Wang in Twin City is famous for making Bean Paste Buns, which are always sold out immediately. He promised you that he would make one for you, as long as you could collect enough ingredients for him!

A.045 - Save a relationship (Mission 992)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Ronald mapa 1002 478,363 TwinCity
Fim	Charlene mapa 1015 699,519 TwinCity

Objetivo: Several years ago, Ronald was provoked and drove away his wife, Charlene. Now, to try and make amends, he wants to make a Sachet and get you to take it and a letter of apology to Charlene in Bird Island. But you have to gather the ingredients to make the Sachet, first. Don't forget to take some Bean Paste Buns to Charlene!

Passos: 1. Several years ago, Ronald was provoked and drove away his wife, Charlene. Now, to try and make amends, he wants to make a Sachet and get you to take it and a letter of apology to Charlene in Bird Island. But you have to gather the ingredients to make the Sachet, first. Don't forget to take some Bean Paste Buns to Charlene!

Prêmio: EXP Ball Scraps, Praying Stone (S) Scraps etc.

Contexto: Several years ago, Ronald was provoked and drove away his wife, Charlene. Now, to try and make amends, he wants to make a Sachet and get you to take it and a letter of apology to Charlene in Bird Island. But you have to gather the ingredients to make the Sachet, first. Don't forget to take some Bean Paste Buns to Charlene!

A.046 - Elimination (Mission 993)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Marilynn mapa 1002 436,449 TwinCity
Fim	Marilynn mapa 1002 436,449 TwinCity

Objetivo: Recently, there have been lots of monsters around Twin City, and they're annoying the residents. If you can drive away these monsters, Marilyn in Twin City will reward you with some rare items, in return!

Passos: 1. Recently, there have been lots of monsters around Twin City, and they're annoying the residents. If you can drive away these monsters, Marilyn in Twin City will reward you with some rare items, in return!

Prêmio: EXP Ball Scraps, Praying Stone (S) Scraps etc.

Contexto: Recently, there have been lots of monsters around Twin City, and they're annoying the residents. If you can drive away these monsters, Marilyn in Twin City will reward you with some rare items, in return!

A.047 - Missão 950 (Mission 950)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.048 - Missão 951 (Mission 951)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.049 - Missão 952 (Mission 952)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.050 - Missão 953 (Mission 953)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.051 - Missão 954 (Mission 954)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.052 - Missão 955 (Mission 955)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.053 - Missão 956 (Mission 956)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.054 - Missão 957 (Mission 957)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.055 - Missão 958 (Mission 958)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.056 - Missão 959 (Mission 959)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.057 - Missão 960 (Mission 960)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.058 - Missão 961 (Mission 961)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.059 - Missão 962 (Mission 962)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.060 - Missão 963 (Mission 963)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.061 - Missão 964 (Mission 964)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.062 - Missão 965 (Mission 965)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.063 - Missão 966 (Mission 966)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.064 - Missão 967 (Mission 967)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	150-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Prêmio: Gold: 100

A.065 - Release the Souls (Mission 6049)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	0
Pré-requisito	0
Início	DesertGuardian mapa 1000 536,643 Desert
Fim	DesertGuardian mapa 1000 536,643 Desert

Objetivo: All Level 70+ heroes can speak with the DesertGuardian and help him with his troubles.

Passos: 1. Search for the SoldierRemains in the Desert and then release their souls.

Prêmio: 120 minutes of EXP, 50 Study Points, Chi Token, and so on.

Contexto: Several days ago, a group of bandits appeared in the Desert and many soldiers were killed. The Desert Guardian wants you to release 8 of the soldiers' souls, and then report back to him.

A.066 - Conquer7 Hunting (Mission 1002)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-200
Profissão	0
Pré-requisito	0
Início	Judy mapa 1002 449,367 TwinCity
Fim	Judy mapa 1002 449,367 TwinCity

Objetivo: Collect the letters C O N Q U E R and the number 7, and exchange them for prizes from Judy, in Twin City (449,367).

Passos: 1. Speak with Judy (Twin City 449,367).

Prêmio: Lots of rewards.

Contexto: During the anniversary celebration, players above Level 30 can hunt monsters and collect the letters C O N Q U E R and the number 7, to exchange for prizes from Judy in Twin City (449,367). Judy will reward all who manage to collect all 7 letters, with special prizes for the ones who collect the whole CONQUER 7!

A.067 - Feudal Face Off (Mission 938)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-200
Profissão	0
Pré-requisito	0
Início	Shawn mapa 1002 417,380 TwinCity
Fim	Shawn mapa 1002 417,380 TwinCity

Objetivo: Qualified players can sign up for the Feudal Face Off event with Shawn in Twin City during the given time.

Passos: 1. Speak with Shawn (Twin City 417,380).

Prêmio: Anniversary gift packs.

Contexto: Every night, players who are above Level 30 and have a Dark Wizard or Good Luck garment in their inventory can find Shawn to sign up from 19:45 to 19:50. Players who are above Level 30 and have a Scarlet Dusk or Samurai Legacy garment in their inventory can sign up for event from 20:15 to 20:20.

A.068 - Summer Hunting (Mission 1201)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-200
Profissão	0
Pré-requisito	0
Início	Judy mapa 1002 449,367 TwinCity
Fim	Judy mapa 1002 449,367 TwinCity

Objetivo: Spell out CONQUER or CONQUERS and trade them for a prize from Judy in Twin City (449,367)!

Passos: 1. Pay a visit to Judy in Twin City (449,367).

Prêmio: Prize Pack

Contexto: During this Summer Vacation Event, Level 30+ players can hunt monsters to collect the letters C O N Q U E R S. If you can spell out CONQUER or CONQUERS, you can exchange them for a reward from Judy, in Twin City (449,367)!

A.069 - Dainty Box (Mission 1200)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-200
Profissão	0
Pré-requisito	0
Início	WuXing mapa 1002 362,318 TwinCity
Fim	WuXing mapa 1002 362,318 TwinCity

Objetivo: Level 30+ players can join the Dainty Box event by speaking with Wu Xing in Twin City, every 30 minutes.

Passos: 1. Pay a visit to Wu Xing in Twin City (362,318).

Prêmio: Packs

Contexto: Level 30+ players can join the Dainty Box event at Wu Xing in Twin City every 30 minutes. You can select 3 boxes from 5 Dainty Boxes and open them to get random Dainty Fruits, and then exchange 3 Dainty Fruits for a reward from Wu Xing, in Twin City (362,318)!

A.070 - Halloween (Mission 999)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Eric mapa 1002 429,389 TwinCity
Fim	Eric mapa 1002 429,389 TwinCity

Passos: 1. Visit Eric in Twin City

Prêmio: Gift Packs

Contexto: From Oct. 9th to Oct. 31th, speak with Eric in Twin City to learn about the Halloween event details.

A.071 - Thanks Giving Day (Mission 1587)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Logan mapa 1002 439,370 TwinCity
Fim	Logan mapa 1002 439,370 TwinCity

Passos: 1. Visit Logan in Twin City

Prêmio: Gift Packs

Contexto: Visit Logan between Nov. 13th and 29th to learn details about Thanks Giving Day events.

A.072 - Exorcism [Daily] (Mission 6126)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	HeavenlyMaster mapa 1036 246,183 Market
Fim	HeavenlyMaster mapa 1036 246,183 Market

Objetivo: Use the portal behind the Heavenly Master (247,167) in Market to enter Black Burrow. Speak with the Earth Master to release a Thrilling Spook, and then kill it.

Passos: 1. Kill the ThrillingSpook.

Prêmio: Champion Points, Exorcism Token, Exorcism Pack, Golden Exorcism Pack, Chi Token.

Contexto: Enter Black Burrow to kill the Thrilling Spook, and then you'll be handsomely rewarded by the Heavenly Master. If you can defeat it alone, you can find some teammates to help you.

A.073 - Nezha's Feud 1 (Mission 1577)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	0
Início	TCWarder mapa 1002 303,295 DesertCity
Fim	DCCaptain mapa 1000 476,631 DesertCity

Objetivo: Give the Birthday Gift to the DC Captain.

Passos: 1. Talk to DCCaptain

Prêmio: Final prize:\nA DragonBall

Contexto: The TC Warder likes Nezha very much. As Nezha’s birthday was coming, he prepared a birthday gift for Nezha and asked you to take it to Nezha’s father, DC Captain, who would give it to Nezha.

A.074 - Nezha's Feud 2 (Mission 1578)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1577
Início	DCCaptain mapa 1000 476,631 DesertCity
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Find Nezha and tell him to go back home.

Passos: 1. Talk to Nezha

Prêmio: Final prize:\nA DragonBall

Contexto: Nezha is playing near the sea and hasn't come back, yet. The DC Captain wants you to find him and get him to come back home.

A.075 - Nezha's Feud 3 (Mission 1579)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1578
Início	Nezha mapa 1000 507,725 DesertCity
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Use the Red Armillary Sash to stir the sea, and then talk to Nezha.

Passos: 1. Use the Red Armillary Sash NeartheSea

Prêmio: Final prize:\nA DragonBall

Contexto: The Dragon King, who can control the weather, refuses to allow it to rain, which has caused a drought in the city. And his followers, the Yaksas, often steal from children, but the Dragon King turns a blind eye to that! Therefore, Nezha asks you to use the Red Armillary Sash to stir the seas and call out the Dragon King.

A.076 - Nezha's Feud 4 (Mission 1580)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1579
Início	Nezha mapa 1000 507,725 DesertCity
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Kill the 3 Yaksas, and then talk to Nezha.

Passos: 1. Kill 3 Yaksas

Prêmio: Final prize:\nA DragonBall

Contexto: The Dragon King just ordered 3 Yaksas to go and force Nezha to back down. Go stop them!

A.077 - Nezha's Feud 5 (Mission 1581)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1580
Início	Nezha mapa 1000 507,725 DesertCity
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Kill the small dragon and then talk to Nezha.

Passos: 1. Kill AoBing

Prêmio: Final prize:\nA DragonBall

Contexto: The Dragon King sent a small dragon to deal with Nezha. Go kill it!

A.078 - Nezha's Feud 6 (Mission 1582)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1581
Início	Nezha mapa 1000 507,725 DesertCity
Fim	DCCaptain mapa 1000 476,631 DesertCity

Objetivo: Give the Dragon Tendon to the DC Captain.

Passos: 1. Give the Dragon Tendon to DCCaptain

Prêmio: Final prize:\nA DragonBall

Contexto: The small dragon you just killed was the third son of the Dragon King, Ao Bing. Looks like Nezha is in big trouble! Help Nezha deliver the Dragon Tendon to the DC Captain, and ask him for help.

A.079 - Nezha's Feud 7 (Mission 1583)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1582
Início	DCCaptain mapa 1000 476,631 DesertCity
Fim	DragonKing mapa 2092 497,719 DesertCity

Objetivo: Talk with the Dragon King. (If you leave the map by accident, you can find the DC Captain in Desert City (476,631) to enter again.)

Passos: 1. Talk to DragonKing

Prêmio: Final prize:\nA DragonBall

Contexto: The Dragon King has personally come to take his revenge! The DC Captain wants you to go with him, in the hopes that you can talk to the Dragon King and settle this grudge.

A.080 - Nezha's Feud 8 (Mission 1584)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1583
Início	DragonKing mapa 2092 497,719 DesertCity
Fim	DCCaptain mapa 2092 507,717 DesertCity

Objetivo: Tell the DC Captain about the Dragon King's decision. (If you leave the map by accident, you can find the DC Captain in Desert City (476,631) to enter again.)

Passos: 1. Talk to DCCaptain

Prêmio: Final prize:\nA DragonBall

Contexto: The Dragon King tells you that if the DC Captain doesn't want to sacrifice Nezha, he will flood Desert City and wipe everyone out to sea! Time for the DC Captain to make a tough decision...

A.081 - Nezha's Feud 9 (Mission 1585)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1584
Início	DCCaptain mapa 2092 507,717 DesertCity
Fim	Nezha mapa 2092 507,725 DesertCity

Objetivo: Find Nezha and see what he will do. (If you leave the map by accident, you can find the DC Captain in Desert City (476,631) to enter again.)

Passos: 1. Talk to Nezha

Prêmio: Final prize:\nA DragonBall

Contexto: The DC Captain has to protect the security of those living in Desert City, but he also wants to save his son. He asks you to talk to Nezha and see what he has decided to do.

A.082 - Nezha's Feud 10 (Mission 1586)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1585
Início	Nezha mapa 2092 499,691 DesertCity
Fim	TaiyiZhenren mapa 1012 520,526 Dreamland

Objetivo: Give Nezha's Soul to Taiyi Zhenren.

Passos: 1. Give Nezha's Soul to TaiyiZhenren

Prêmio: Final prize:\nA DragonBall

Contexto: Nezha has chosen to commit suicide, so that the Dragon King will leave the city in peace. Hurry and deliver Nezah's Soul to Taiyi Zhenren in the Dreamland!

A.083 - Nezha's Feud 11 (Mission 1587)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1586
Início	TaiyiZhenren mapa 1012 520,526 Dreamland
Fim	TaiyiZhenren mapa 1012 520,526 Dreamland

Objetivo: Pick 5 Lotuses in Bird Island and give them to Taiyi Zhenren.

Passos: 1. Pick Lotus

Prêmio: Final prize:\nA DragonBall

Contexto: Taiyi Zhenren has the ability to revive Nezha, but you need to bring 5 Lotuses from Bird Island, to complete the ritual.

A.084 - Nezha's Feud 12 (Mission 1588)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1587
Início	TaiyiZhenren mapa 1012 520,526 Dreamland
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Put the Lotus Soul back into Nezha's body, then talk to the revived Nezha.

Passos: 1. Put the Lotus Soul back into Nezha'sBody

Prêmio: Final prize:\nA DragonBall

Contexto: Taiyi Zhenren has refined the Lotus Soul, and attuned it to where Nezha's Soul rests. Go put it back into Nezha's body, near the seaside of Desert City. Speak with Nezha after he is revived.

A.085 - Nezha's Feud 13 (Mission 1589)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	137-200
Profissão	0
Pré-requisito	1588
Início	TaiyiZhenren mapa 1012 520,526 Dreamland
Fim	Nezha mapa 1000 507,725 DesertCity

Objetivo: Kill the Dragon King, and then talk to Nezha.

Passos: 1. Kill DragonKing

Prêmio: Final prize:\nA DragonBall

Contexto: Nezha wants to end the feud for good, and has decided to kill the Dragon King. Help him kill the Dragon King, then claim your reward from Nezha.

A.086 - The Armorer (Mission 1560)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	60,61,62,63,64,65
Pré-requisito	806
Início	KungfuBoy mapa 1002 270,223 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: KungfuBoy asked you to learn more from Armorer.

Passos: 1. Talk to Armorer

Prêmio: EXP: 400\nGold: 200\nItem: Refined Leather Armor (Bound), Refined Guard Coronet (Bound)

Contexto: Kungfu Boy has taught you how to master your Qi. Now go talk to Armorer to learn more.

A.087 - Job promotion 1 (Mission 1561)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	60,61,62,63,64,65
Pré-requisito	825
Início	ApprenticeLuo mapa 1002 319,231 TwinCity
Fim	HeadAbbot mapa 1004 34,33 JobCenter

Objetivo: ApprenticeLuo asked you to get promoted at Job Center.

Passos: 1. Go to Job Center and find HeadAbbot

Prêmio: EXP: 100,000\nGold: 500

Contexto: It's time for you to get promoted at Job Center.

A.088 - Job promotion 2 (Mission 1562)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	60,61,62,63,64,65
Pré-requisito	826
Início	HeadAbbot mapa 1004 34,33 JobCenter
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: Your trainer asked you to kill 30 Apparitions and report to TCCaptain after you make it.

Passos: 1. Kill Apparition and then talk to TC Captain.

Prêmio: EXP: 100,000\nGold: 500

Contexto: Recently, Apparitions outside Twin City always attack passers-by. Go kill 30 Apparitions and report to the TC Captain after you complete it! For your security, you'd better first buy some potions and Twin City Gates!

A.089 - Class Introduction (Mission 1400)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-50
Profissão	60,61,62,63,64,65
Pré-requisito	612
Início	BlessedGreatMaster mapa 1036 178,208 Market
Fim	HeadAbbot mapa 1004 34,33 JobCenter

Objetivo: Enter the Job Center, and speak with the Head Abbot.

Passos: 1. Enter the Job Center, and find HeadAbbot

Prêmio: EXP: 5000

Contexto: You should know that the Wu Xing Oven is quite useful to you to enhance your equipment. Now, go to the Job Center and find the Recruit Trainer.

A.090 - The Armorer (Mission 1701)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-50
Profissão	60,61,62,63,64,65
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to to Speak with the Armorer.

Passos: 1. Pay a visit to the Armorer

Prêmio: EXP: 1000

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.091 - Message (Mission 804)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	800
Início	RecruitMaster mapa 1010 62,105 BirthVillage
Fim	KungfuBoy mapa 1002 270,223 TwinCity

Objetivo: The Village Recruit Master has asked you to take a message to the Kungfu Boy, in Twin City.

Passos: 1. Take a message to the KungfuBoy, in Twin City.

Prêmio: EXP: 300

Contexto: Go send a message to the Kungfu Boy in Twin City, for the Recruit Master.

A.092 - Create a Team (Mission 802)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	804
Início	KungfuBoy mapa 1002 270,223 TwinCity
Fim	GeneralZhao mapa 1002 262,247 TwinCity

Objetivo: GeneralZhao will tell you something about the team!

Passos: 1. Speak with the GeneralZhao

Prêmio: EXP: 200

Contexto: Speak with the General Zhao to ask how to create and join a team!

A.093 - The Armorer (Mission 807)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	10,11,12,13,14,15
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.094 - The Armorer (Mission 808)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	20,21,22,23,24,25
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.095 - The Armorer (Mission 809)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	40,41,42,43,44,45
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.096 - The Armorer (Mission 810)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	50,51,52,53,54,55
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.097 - The Armorer (Mission 811)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	60,61,62,63,64,65
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.098 - The Armorer (Mission 816)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.099 - The Storekeeper (Mission 812)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	807 808 809 810 811 816
Início	Armorer mapa 1002 284,266 TwinCity
Fim	Storekeeper mapa 1002 287,251 TwinCity

Objetivo: Armorer has introduced the armor and head gear to you. Now, he asked you to speak with the Storekeeper.

Passos: 1. Speak with the Storekeeper

Prêmio: EXP: 400 \nGold: 200 \nItem: Refined Light Necklace Refined Copper Ring Oxhide Boots

Contexto: After the Armorer introduced the armor and head gear to you, he asked you to visit the Storekeeper. He will introduce his available items to you!

A.100 - The Pharmacist (Mission 813)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	10,11,12,13,14,15,20,21,22,23,24,25,40,41,42,43,44,45,50,51,52,53,54,55,70,71,72,73,74,75,80,81,82,83,84,85
Pré-requisito	812
Início	Storekeeper mapa 1002 287,251 TwinCity
Fim	Pharmacist mapa 1002 338,227 TwinCity

Objetivo: Storekeeper introduced himself and his store to you and asked you to speak with the Pharmacist.

Passos: 1. Speak with the Pharmacist

Prêmio: EXP: 1000 \nGold: 200 \nItem: 3 Stanchers 2 Twin City Gates Defense Pot (30m)

Contexto: After the Storekeeper introduced himself and his store to you, pay a visit to the Pharmacist. He might have something useful to you!

A.101 - The Pharmacist (Mission 814)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	60,61,62,63,64,65,100,101,132,133,134,135,142,143,144,145
Pré-requisito	812
Início	Storekeeper mapa 1002 287,251 TwinCity
Fim	Pharmacist mapa 1002 338,227 TwinCity

Objetivo: Storekeeper introduced himself and his store to you and asked you to speak with the Pharmacist.

Passos: 1. Speak with the Pharmacist

Prêmio: EXP: 1000 \nGold: 200 \nItem: 3 Stanchers 3 Agrypnotics 2 Twin City Gates Defense Pot (30m)

Contexto: After the Storekeeper introduced himself and his store to you, pay a visit to the Pharmacist. He might have something useful to you!

A.102 - The Barber (Mission 815)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	813 814
Início	Pharmacist mapa 1002 338,227 TwinCity
Fim	Barber mapa 1002 284,276 TwinCity

Objetivo: Pharmacist introduced himself and his store to you and asked you to speak with the Barber.

Passos: 1. Speak with the Barber

Prêmio: EXP: 1000

Contexto: After the Pharmacist introduced himself and his store to you, pay a visit to the Barber.

A.103 - The Warehouseman (Mission 817)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	815
Início	Barber mapa 1002 284,276 TwinCity
Fim	Warehouseman mapa 1002 281,251 TwinCity

Objetivo: Speak with the Warehouseman, he will ask you to have a word with the Blacksmith.

Passos: 1. Speak with the Warehouseman

Prêmio: EXP: 1000

Contexto: Your valuable things will be safe in the Warehouseman! Now, speak with the Blacksmith. He will tell you something about the equipment.

A.104 - Upgrade Equipment 1 (Mission 818)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	0
Pré-requisito	817
Início	Warehouseman mapa 1002 281,251 TwinCity
Fim	Blacksmith mapa 1002 324,230 TwinCity

Objetivo: Warehouseman suggested you to speak with the Blacksmith to learn something about the equipment.

Passos: 1. Speak with the Blacksmith

Contexto: The Warehouseman suggested you to speak with the Blacksmith to learn something about the equipment.

A.105 - First Stab 1 (Mission 823)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	9-50
Profissão	0
Pré-requisito	818
Início	Blacksmith mapa 1002 324,230 TwinCity
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: Find the TCCaptain in Twin City

Passos: 1. Speak with the TCCaptain

Contexto: You have learnt much about the equipment. Now pay a visit to the TC Captain to see if there is anything you can do.

A.106 - First Stab 2 (Mission 824)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	4-50
Profissão	0
Pré-requisito	823
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: TCCaptain asked you to defeat 10 Pheasants.

Passos: 1. Defeat Pheasant

Prêmio: EXP: 3000

Contexto: The Pheasants outside the Twin City is becoming more and more aggressive! The TC Captain asked you to defeat 10 Pheasants for him.

A.107 - Job Promotion 1 (Mission 825)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	10,11,12,13,14,15
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	TrojanStar mapa 1004 44,33 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the TrojanStar

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.108 - Job Promotion 1 (Mission 826)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	20,21,22,23,24,25
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	WarriorGod mapa 1004 33,65 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the WarriorGod

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.109 - Job Promotion 1 (Mission 827)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	40,41,42,43,44,45
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	ArcherGod mapa 1004 33,53 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the ArcherGod

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.110 - Job Promotion 1 (Mission 828)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	50,51,52,53,54,55
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	WindSage mapa 1004 33,41 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the WindSage

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.111 - Job Promotion 1 (Mission 829)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	60,61,62,63,64,65
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	HeadAbbot mapa 1004 34,33 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the HeadAbbot

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.112 - Job Promotion 1 (Mission 830)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	TaoistMoon mapa 1004 56,33 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the TaoistMoon

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.113 - Job promotion 2 (Mission 831)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	10,11,12,13,14,15
Pré-requisito	825
Início	TrojanStar mapa 1004 44,33 JobCenter
Fim	TrojanStar mapa 1004 44,33 JobCenter

Objetivo: Report back to the TrojanStar after you reach level 15.

Passos: 1. Enter the Job Center and speak with the TrojanStar

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.114 - Job promotion 2 (Mission 832)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	20,21,22,23,24,25
Pré-requisito	826
Início	WarriorGod mapa 1004 33,65 JobCenter
Fim	WarriorGod mapa 1004 33,65 JobCenter

Objetivo: Report back to the WarriorGod after you reach level 15.

Passos: 1. Enter the Job Center and speak with the WarriorGod

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.115 - Job promotion 2 (Mission 833)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	40,41,42,43,44,45
Pré-requisito	827
Início	ArcherGod mapa 1004 33,53 JobCenter
Fim	ArcherGod mapa 1004 33,53 JobCenter

Objetivo: Report back to the ArcherGod after you reach level 15.

Passos: 1. Enter the Job Center and speak with the ArcherGod

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.116 - Job promotion 2 (Mission 834)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	50,51,52,53,54,55
Pré-requisito	828
Início	WindSage mapa 1004 33,41 JobCenter
Fim	WindSage mapa 1004 33,41 JobCenter

Objetivo: Report back to the WindSage after you reach level 15.

Passos: 1. Enter the Job Center and speak with the WindSage

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.117 - Job promotion 2 (Mission 835)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	60,61,62,63,64,65
Pré-requisito	829
Início	HeadAbbot mapa 1004 34,33 JobCenter
Fim	HeadAbbot mapa 1004 34,33 JobCenter

Objetivo: Report back to the HeadAbbot after you reach level 15.

Passos: 1. Enter the Job Center and speak with the HeadAbbot

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.118 - Job promotion 2 (Mission 836)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	830
Início	TaoistMoon mapa 1004 56,33 JobCenter
Fim	TaoistMoon mapa 1004 56,33 JobCenter

Objetivo: Report back to the TaoistMoon after you reach level 15.

Passos: 1. Enter the Job Center and speak with the TaoistMoon

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.119 - Easter Egg Hunt (Mission 1928)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Objetivo: Evil monsters stole the treasure maps which recorded the locations of the Jade Easter Eggs! Go kill the monsters that are at least 20 levels lower than yours to retrieve the maps, from April 21st - April 26th. Then hunt for the Easter Eggs using the hints on the treasure maps!

Passos: 1. Kill the monsters that are at least 20 levels lower than yours to retrieve a treasure map.

Prêmio: ㄖ

Contexto: Evil monsters stole the treasure maps which recorded the locations of the Jade Easter Eggs! o kill the monsters that are at least 20 levels lower than yours to retrieve the maps, from April 21st - April 26th. Then hunt for the Easter Eggs using the hints on the treasure maps!

A.120 - Finding Flame Eggs (Mission 1929)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	20-200
Profissão	0
Pré-requisito	0
Início	XiaoQi mapa 1002 447,439 TwinCity
Fim	XiaoQi mapa 1002 447,439 TwinCity

Objetivo: From Apr. 21st-26th, if you have reached Level 40 you can go help XiaoQi outside Twin City find the Flame Eggs. You will receive special gifts when you open them!

Passos: 1. Help XiaoQi to find the Flame Eggs.

Contexto: From Apr. 21st-26th, if you have reached Level 40 you can go help XiaoQi outside Twin City find the Flame Eggs. You will receive special gifts when you open them!

A.121 - Chicken or the Egg? (Mission 1930)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-200
Profissão	0
Pré-requisito	0
Início	Gene mapa 1011 162,261 PhoenixCastle
Fim	Randy mapa 1011 152,244 PhoenixCastle

Objetivo: Gene and Randy in Phoenix Castle are brothers, and they are arguing over the eternal question: Which came first, the chicken or the egg? They are looking for some respectable warriors to support them. From Apr. 21th - Apr. 26th, Level 90+ fighters should talk to them and see what you can do to help!

Contexto: Gene and Randy in Phoenix Castle are brothers, and they are arguing over the eternal question: Which came first, the chicken or the egg? They are looking for some respectable warriors to support them. From Apr. 21th - Apr. 26th, Level 90+ fighters should talk to them and see what you can do to help!

A.122 - Wishing Tree (Mission 1956)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	WishTreeGardener mapa 1002 461,365 TwinCity
Fim	WishTreeGardener mapa 1002 461,365 TwinCity

Objetivo: Go talk to the WishGardener to learn more!

Passos: 1. From August 6th-7th, if you have reached Level 40 you have the chance to find Dew when hunting monsters. Every time you use the Dew to water the Wishing Tree, you have the chance to receive a special reward!

Contexto: From August 6th-7th, you can use the Dew to water the Wishing Tree and make your own wish. Talk with the Wish Gardener to hear the details.

A.123 - Weekly PK War (Mission 6070)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GeneralBravery mapa 1002 324,192 TwinCity
Fim	GeneralBravery mapa 1002 324,192 TwinCity

Objetivo: Weekly PK War will be held once a week, from 20:30 to 24:00, each Saturday night. Speak with General Bravery in Twin City to sign up for the Weekly PK War.

Passos: 1. Speak with GeneralBravery in Twin City.

Prêmio: CPs/500,000 Silver, 5 EXP Ball, Weekly PK Champion Title

Contexto: Are you still looking for a good fight? Weekly PK War will be held once a week, from 20:30 to 24:00, each Saturday night. Speak with General Bravery in Twin City to sign up for the Weekly PK War. You can compete with many skillful fighters in the 4 groups: Level 1-99 Level 100-119 Level 120-129 Level 130 or above. There can only be one champion for each group! Good luck!

A.124 - Monthly PK War (Mission 6071)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GeneralBravery mapa 1002 324,192 TwinCity
Fim	GeneralBravery mapa 1002 324,192 TwinCity

Objetivo: Monthly PK War will be held once a month, from 20:30 to 24:00, on the first day of every month. Speak with General Bravery in Twin City to sign up for the Monthly PK War.

Passos: 1. Speak with GeneralBravery in Twin City.

Prêmio: A Super Dragon Gem/A Super Phoenix Gem/ 2,000,000 Silver, Experience equals to a Power EXP Ball, 5 EXP Ball

Contexto: Are you ready to claim to the title of the top fighter? Monthly PK War will be held once a month, from 20:30 to 24:00, on the first day of every month. Speak with General Bravery in Twin City to sign up for the Monthly PK War. Competitors are divided into 4 groups: Level 1-99 Level 100-119 Level 120-129 Level 130 or above. There can only be one champion for each group! Good luck!

A.125 - Elite PK Tournament (Mission 6072)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	ElitePKEnvoy mapa 1002 301,141 TwinCity
Fim	ElitePKEnvoy mapa 1002 301,141 TwinCity

Objetivo: Elite PK Tournament will be held once a week, at 20:00 each Friday night. Speak with the Elite PK Envoy in Twin City to sign up for the Elite PK Tournament.

Passos: 1. Speak with ElitePKEnvoy in Twin City.

Prêmio: Elite PK Packs

Contexto: The Elite PK Tournament will be held once a week, at 20:00 each Friday night. Competitors are divided into 4 groups: Level 1-99, 100-119, 120-129, and 130 or above. The Top 8 winners of each group will win great prizes! Speak with the Elite PK Envoy in Twin City to sign up for the Elite PK Tournament! Good luck!

A.126 - Weekly PK War (Mission 6070)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GeneralBravery mapa 1002 324,192 TwinCity
Fim	GeneralBravery mapa 1002 324,192 TwinCity

Objetivo: Weekly PK War will be held once a week, from 20:30 to 24:00, each Saturday night. Speak with General Bravery in Twin City to sign up for the Weekly PK War.

Passos: 1. Speak with GeneralBravery in Twin City.

Prêmio: CPs/500,000 Silver, 5 EXP Ball, Weekly PK Champion Title

Contexto: Are you still looking for a good fight? Weekly PK War will be held once a week, from 20:30 to 24:00, each Saturday night. Speak with General Bravery in Twin City to sign up for the Weekly PK War. You can compete with many skillful fighters in the 4 groups: Level 1-99 Level 100-119 Level 120-129 Level 130 or above. There can only be one champion for each group! Good luck!

A.127 - Monthly PK War (Mission 6071)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GeneralBravery mapa 1002 324,192 TwinCity
Fim	GeneralBravery mapa 1002 324,192 TwinCity

Objetivo: Monthly PK War will be held once a month, from 20:30 to 24:00, on the first day of every month. Speak with General Bravery in Twin City to sign up for the Monthly PK War.

Passos: 1. Speak with GeneralBravery in Twin City.

Prêmio: A Super Dragon Gem/A Super Phoenix Gem/ 2,000,000 Silver, Experience equals to a Power EXP Ball, 5 EXP Ball

Contexto: Are you ready to claim to the title of the top fighter? Monthly PK War will be held once a month, from 20:30 to 24:00, on the first day of every month. Speak with General Bravery in Twin City to sign up for the Monthly PK War. Competitors are divided into 4 groups: Level 1-99 Level 100-119 Level 120-129 Level 130 or above. There can only be one champion for each group! Good luck!

A.128 - Elite PK Tournament (Mission 6072)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	ElitePKEnvoy mapa 1002 301,141 TwinCity
Fim	ElitePKEnvoy mapa 1002 301,141 TwinCity

Objetivo: Elite PK Tournament will be held once a week, at 20:00 each Friday night. Speak with the Elite PK Envoy in Twin City to sign up for the Elite PK Tournament.

Passos: 1. Speak with ElitePKEnvoy in Twin City.

Prêmio: Elite PK Packs

Contexto: The Elite PK Tournament will be held once a week, at 20:00 each Friday night. Competitors are divided into 4 groups: Level 1-99, 100-119, 120-129, and 130 or above. The Top 8 winners of each group will win great prizes! Speak with the Elite PK Envoy in Twin City to sign up for the Elite PK Tournament! Good luck!

A.129 - Class PK War (Mission 6073)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	ClassPKEnvoy mapa 1002 308,141 TwinCity
Fim	ClassPKEnvoy mapa 1002 308,141 TwinCity

Objetivo: Class PK War will be held at 19:30 - 20:30, every Monday. Speak with the Class PK Envoy in Twin City to sign up for the Class PK Tournament.

Passos: 1. Speak with ClassPKEnvoy in Twin City.

Prêmio: EXP Ball, Honorable Title

Contexto: The Class PK War is held every Monday from 19:30 to 20:30. Competitors are divided into 4 groups: Level 1-99, 100-119, 120-129, and 130 or above, according to their class. There can be only one winner in each group! Speak with the Class PK Envoy in Twin City to sign up for the Class PK Tournament! Be the top one in your class.

A.130 - Power Arena (Mission 6069)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	ArenaManagerWang mapa 1002 336,134 TwinCity
Fim	ArenaManagerWang mapa 1002 336,134 TwinCity

Objetivo: Come to Arena Manager Wang between 13:00 and 14:00 or 20:30 and 21:30 to enter the Power Arena.

Passos: 1. Speak with ArenaManagerWang in Twin City.

Prêmio: Experience, Refinery Badge

Contexto: Want to test your power and abilities in battle? The Power Arena can give you that chance! Speak to Arena Manager Wang between 13:00 and 14:00, or 20:30 and 21:30, to accept the challenge! The Power Arena has 7 stages. Defeat the guardians on each stage to get the Refinery Badges, and then swap them for Refinery Packs with Arena Manager Wang!

A.131 - Clan War (Mission 6075)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Objetivo: Everyday before 20:00, Clan Leaders can sign up at the officer in the corresponding Clan War map to register for the battle to be held on that map. After 21:00, you can apply to join in the next round of the Clan War.!!!!

Prêmio: Clan Packs

Contexto: Do you want a place for your own clan to call home? Everyday before 20:00, Clan Leaders can sign up at the officer in the corresponding Clan War map to register for the upcoming battle. After 21:00, you can apply to join in the next round of the Clan War. Fight with your clan to conquer the land and make it your own!

A.132 - Guild War (Mission 6076)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GuildController mapa 1002 222,237 TwinCity
Fim	GuildController mapa 1002 222,237 TwinCity

Objetivo: The Guild War is held every Saturday from 20:00 to 22:00 (server time). When the Guild War starts, speak with the Guild Controller in Twin City to enter the Guild War map.

Passos: 1. Speak with GuildController in Twin City.

Prêmio: 3,000 CPs

Contexto: The Guild War is held every Saturday from 20:00 to 22:00 (server time). When it starts, speak with the Guild Controller in Twin City to enter the Guild War map. Destroy the Guild Statue to occupy the Guild War map for your guild!

A.133 - Team PK Tournament (Mission 6077)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	TeamPKManager mapa 1002 291,142 TwinCity
Fim	TeamPKManager mapa 1002 291,142 TwinCity

Objetivo: The Team PK Tournament is held at 17:00, each Saturday. You should team up with your friends and speak with Team PK Manager to join in the tournament.

Passos: 1. Speak with TeamPKManager in Twin City.

Prêmio: Team PK Packs

Contexto: The Team PK Tournament is held at 17:00, each Saturday. You should team up with your friends and speak with Team PK Manager to join in the tournament. Competitors are divided into 4 groups: Level 1-99, 100-119, 120-129, and 130 or above. The Top 8 teams of each group will earn great prizes! Now jump in and build up your fame with your friends!

A.134 - Skill Team PK (Mission 6078)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	SkillTeamPKManager mapa 1002 313,141 TwinCity
Fim	SkillTeamPKManager mapa 1002 313,141 TwinCity

Objetivo: The Skill Team PK Tournament will be held once a week, at 20:00 Wednesday night. Find the Skill Team PK Manager to sign up for the Skill Team PK Tournament!

Passos: 1. Speak with SkillTeamPKManager in Twin City.

Prêmio: Perfect Pack, Outstanding Pack, Superior Pack, Delicate Pack

Contexto: There will be a series of restrictions and rules, competitors' level, equipment, and BP will be restricted, so that more emphasis will be placed on player's skills in combat. At 20:00 each Wednesday night, find the Skill Team PK Manager to sign up for the Skill Team PK Tournament. Competitors are divided into 4 groups: Level 1-99, 100-119, 120-129, and 130 or above. The Top 8 teams of each group will earn great prizes!

A.135 - Team Qualifier (Mission 6079)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Objetivo: From 11:00-14:00 and 19:00-23:00 each day, create a team to compete in the Team Qualifier to win fabulous prize.

Prêmio: Honor Point, EXP Ball

Contexto: From 11:00-14:00 and 19:00-23:00 each day, Level 70+ players can create a team to compete in the Team Qualifier! After signing up, the system will automatically find an opponent for you. Win battles to gain Arena Points, and use them to get great prizes!

A.136 - Capture the Flag (Mission 6080)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	
Pré-requisito	0
Início	GuildController mapa 1002 222,237 TwinCity
Fim	GuildController mapa 1002 222,237 TwinCity

Objetivo: The Capture the Flag Contest will be held on every Saturday, from 21:00-22:00. Speak with the Guild Controller in Twin City to join the contest!

Passos: 1. Speak with GuildController in Twin City.

Prêmio: 3000 CPs, 120,000,000 Silver

Contexto: All guild members can talk to the Guild Controller from 21:00 to 22:00 to enter the CTF Arena and fight with their guild to capture the Flag of Honor! There is no level limitation for participants.

A.137 - VIP Garment Event (Mission 6184)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	LeChicVIP mapa 1002 455,373 TwinCity
Fim	LeChicVIP mapa 1002 455,373 TwinCity

Objetivo: On May 5th, Le Chic VIP has some brand-new garments on offer for the Level 70+ or Reborn VIP players!

Passos: 1. Level 70+ or Reborn VIP players can claim a brand-new garment from Le Chic VIP!

Contexto: If you are a Level 70+ or Reborn VIP player, go claim a brand-new garment from Le Chic VIP! Remember, these garments are only for VIPs, so they won't be able to be given away.

A.138 - Father & Daughter I (Mission 1102)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	25-40
Profissão	0
Pré-requisito	0
Início	YuLin mapa 1011 216,258 PhoenixCastle
Fim	YuJing mapa 1011 13,373 PhoenixCastle

Objetivo: Help Yu Lin look for her daughter, Yu Jing.

Passos: 1. Talk to YuJing

Prêmio: Some EXP and 300 Silver

Contexto: It has been hours since Yu Jing went out today. Help the mother look for Yu Jing.

A.139 - Father & Daughter II (Mission 1103)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	25-40
Profissão	0
Pré-requisito	1102
Início	YuJing mapa 1011 13,373 PhoenixCastle
Fim	YuJing mapa 1011 13,373 PhoenixCastle

Objetivo: Kill CastleBandits

Passos: 1. Kill CastleBandits

Prêmio: Some EXP and 500 Silver

Contexto: Yu Jing is asking you to kill Bandits, in case her father walks home at night and meets one.

A.140 - Father&Daughter III (Mission 1104)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	26-41
Profissão	0
Pré-requisito	1103
Início	YuJing mapa 1011 13,373 PhoenixCastle
Fim	YuLin mapa 1011 216,258 PhoenixCastle

Objetivo: Tell Yu Lin that her daughter will be home, soon.

Passos: 1. Talk to YuLin

Prêmio: Some EXP and 500 Silver

Contexto: Yu Jing is telling you that she just needs some fresh air and will go home, soon.

A.141 - Snake Scale (Mission 1107)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	27-42
Profissão	0
Pré-requisito	0
Início	HunterWong mapa 1011 790,447 PhoenixCastle
Fim	HunterWong mapa 1011 790,447 PhoenixCastle

Objetivo: Help Hunter Wong collect 10 Snake Scales.

Passos: 1. Kill the Winged Snakes and Winged Snake L28 to get SnakeScales.

Prêmio: Some EXP, 600 Silver,

Contexto: The Snake Scales make animals dizzy. Hunter Wong is asking you to collect some, for him.

A.142 - Letter Home (Mission 1023)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	21-41
Profissão	0
Pré-requisito	0
Início	MasterHao mapa 1002 419,523 WindPlain
Fim	YuLin mapa 1011 212,255 PhoenixCastle

Objetivo: Tell Yu Lin that her husband was killed.

Passos: 1. Give the Blood Letter to YuLin

Prêmio: Some EXP, 300 Silver, Bound EXP Potion

Contexto: Master Hao is asking you to deliver the letter to Yu Lin.

A.143 - Regain Supplies (Mission 1114)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-45
Profissão	0
Pré-requisito	0
Início	ForestGovernor mapa 1011 211,312 PhoenixCastle
Fim	ForestGovernor mapa 1011 211,312 PhoenixCastle

Objetivo: Get 10 bags of grain from the Bandits and deliver them to the Forest Governor.

Passos: 1. Get back Grain from the Bandits.

Prêmio: Some EXP and 500 Silver

Contexto: The military supplies were taken! The Forest Governor is asking you to get back 10 bags of grain from the Bandits.

A.144 - Bandits' Plot I (Mission 1115)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-47
Profissão	0
Pré-requisito	0
Início	IntelligenceAgent mapa 1011 215,360 PhoenixCastle
Fim	IntelligenceAgent mapa 1011 215,360 PhoenixCastle

Objetivo: Kill Level 33 Bandits to get a Bandit's Coat and then deliver it to the Intelligence Agent.

Passos: 1. Kill the Level 33 Bandits to get Bandit'sCoat.

Prêmio: Some EXP and 800 Silver

Contexto: The Intelligence Agent asked you to steal a Bandit's Coat from the Level 33 Bandits.

A.145 - Bandits' Plot II (Mission 1116)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	32-47
Profissão	0
Pré-requisito	1115
Início	IntelligenceAgent mapa 1011 215,360 PhoenixCastle
Fim	IntelligenceAgent mapa 1011 215,360 PhoenixCastle

Objetivo: Put on the Bandit's Coat and talk to the Bandit Boss.

Passos: 1. Information

Prêmio: Some EXP, 1000 Silver and 5 Amritas

Contexto: The Intelligence Agent asked you to put on the Bandit's Coat and meet the Bandit Boss.

A.146 - Bandits' Plot III (Mission 1117)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	33-48
Profissão	0
Pré-requisito	1116
Início	IntelligenceAgent mapa 1011 215,360 PhoenixCastle
Fim	PhoenixCastellan mapa 1011 230,254 PhoenixCastle

Objetivo: Pass the letter to the Phoenix Castellan.

Passos: 1. Talk to PhoenixCastellan

Prêmio: Some EXP and 500 Silver

Contexto: Hurry to pass the letter to the Phoenix Castellan.

A.147 - Bandits' Plot IV (Mission 1118)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	34-49
Profissão	0
Pré-requisito	1117
Início	PhoenixCastellan mapa 1011 230,254 PhoenixCastle
Fim	PhoenixCastellan mapa 1011 230,254 PhoenixCastle

Objetivo: Kill Bandit Leader and then talk to Bandit Boss

Passos: 1. KillBanditLeader | 2. TalkToBanditBoss

Prêmio: Some EXP and 1200 Silver

Contexto: Kill the leader and the gang will collapse. Go find the Bandit Boss!

A.148 - Help Village Head (Mission 1120)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	35-50
Profissão	0
Pré-requisito	0
Início	PhoenixCastellan mapa 1011 230,254 PhoenixCastle
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Find the Village Head in the village in Phoenix Castle Forest.

Passos: 1. Talk to VillageHead

Prêmio: Some EXP, 300 Silver, Level 35 Unique Weapon (Bound)

Contexto: Phoenix Castle keeps a good relationship with the village in the Phoenix Castle Forest. Recently, the village was badly damaged by rats. The Phoenix Castellan will help the Village Head solve this problem.

A.149 - Kill 10 Ratling (Mission 1121)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	35-50
Profissão	0
Pré-requisito	0
Início	BoldBoy mapa 1011 761,473 PhoenixCastal
Fim	BoldBoy mapa 1011 761,473 PhoenixCastal

Objetivo: Kill 10 Ratlings for the Bold Boy.

Passos: 1. Ratling

Prêmio: 60 minutes EXP, 800 Silver,

Contexto: A Bold Boy in the village asked you to kill 10 Ratlings for him

A.150 - Ratling Fur (Mission 1123)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	35-50
Profissão	0
Pré-requisito	0
Início	FurDealer mapa 1011 796,475 PhoenixCastal
Fim	FurDealer mapa 1011 796,475 PhoenixCastal

Objetivo: Collect 10 Ratling Furs for the Fur Dealer.

Passos: 1. Kill the Ratlings to get RatlingFur.

Prêmio: Some EXP and 500 Silver,Level 40 Elite Armor (Bound)

Contexto: Ratlings have beautiful and shining fur! A Fur Dealer asked you to collect 10 Ratling Furs for him! You will be paid handsomely for what you bring back.

A.151 - Ratling King 1 (Mission 1125)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	37-57
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Get Snake Meat from the Winged Snakes for the Village Head.

Passos: 1. Kill the Winged Snakes to get SnakeMeat.

Prêmio: Some EXP, 800 Silver,

Contexto: The Ratlings are out of control! There is a Ratling King out there, somewhere. Kill the Ratling King, the Ratlings will stop attacking our village. The Snake meat is the favorite food of the Ratling King! Collect it from the Winged Snakes.

A.152 - Ratling King 2 (Mission 1126)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	37-52
Profissão	0
Pré-requisito	1125
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Buy a bottle of Wine from Wine Kiddo for the Village Head.

Passos: 1. Wine

Prêmio: Some EXP and 500 Silver

Contexto: The Village Head wanted to make a lure to charm the Ratling King Out of hiding. He asked you to buy a bottle of Wine from the Wine Kiddo, in Phoenix Castle.

A.153 - Ratling King 3 (Mission 1127)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	37-57
Profissão	0
Pré-requisito	1126
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Slay 10 Ratlings and report back to the Village Head.

Passos: 1. FireRatL38 Or Ratling

Prêmio: Some EXP, 800 Silver and 3

Contexto: It will take a while to make the lure! Why not use this time to slay some Ratlings? This will help you cover yourself in the smell of Ratlings and make it hard for the Ratling King to discover you!

A.154 - Ratling King 4 (Mission 1128)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	38-53
Profissão	0
Pré-requisito	1127
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Get a Frost Token and take it to the Village Head.

Passos: 1. Kill the Cateran to get FrostToken.

Prêmio: Some EXP and 800 Silver

Contexto: The Ratling King excels at fire attacks. You still need to get a Frost Token. It will provide you with extra defense, especially your resistance against heat!

A.155 - Ratling King 5 (Mission 1129)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	38-53
Profissão	0
Pré-requisito	1128
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	VillageHead mapa 1011 772,475 PhoenixCastal

Objetivo: Use the Wine Soaked Snake to charm the Ratling King out and slay it. Report back to the Village Head when you finish your job.

Passos: 1. RatlingKing

Prêmio: Some EXP, 2,000 Silver

Contexto: The Ratling King excels at fire attacks. This Frost Token can provide with you extra resistance against heat and fire, for up to 5 minutes. Use the Wine Soaked Snake to charm it out, then slay it within the protected time.

A.156 - Militia (Mission 1130)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-55
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1011 772,475 PhoenixCastal
Fim	MilitiaCaptain mapa 1011 655,703 PhoenixCastal

Objetivo: Find the Militia Captain as the Village Head required.

Passos: 1. Speak with the MilitiaCaptain

Prêmio: Some EXP, 500 Silver and 5 Amritas

Contexto: There are some militiaman fighting desperately against these evil Forest Spirits outside the village. You can give them a hand! Find and speak with the Militia Captain, for more information.

A.157 - Letter From Home (Mission 1131)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-55
Profissão	0
Pré-requisito	0
Início	BoldBoy mapa 1011 761,473 PhoenixCastal
Fim	MilitiaTiger mapa 1011 656,698 PhoenixCastal

Objetivo: Send the letter to MilitiaTiger.

Passos: 1. Speak with MilitiaTiger

Prêmio: Some EXP and 500 Silver

Contexto: Militia Tiger has been away from home for 2 months! His wife and child missed him very much! They wrote a letter to Tiger and asked you to send it to him.

A.158 - Water (Mission 1133)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-55
Profissão	0
Pré-requisito	0
Início	MilitiaDragon mapa 1011 661,704 PhoenixCastal
Fim	MilitiaDragon mapa 1011 661,704 PhoenixCastal

Objetivo: Get a bucket of water for Militia Dragon.

Passos: 1. use the bucket to get the Water

Prêmio: Some EXP and 600 Silver

Contexto: It's hot in the territory of the Fire Spirits. Militia Dragon gave you a bucket and asked you to get some water for him! He can't leave his post!

A.159 - Flame Core (Mission 1134)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-55
Profissão	0
Pré-requisito	1133
Início	FireSpirit mapa 1011 704,673 PhoenixCastal
Fim	MilitiaCaptain mapa 1011 655,703 PhoenixCastal

Objetivo: Send the Flame Core to Militia Captain.

Passos: 1. Kill the Fire Spirit to get FlameCore.

Prêmio: Some EXP and 600 Silver

Contexto: You can feel the burning power inside the Flame Core! Show it to the Militia Captain.

A.160 - A Gift (Mission 1135)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-55
Profissão	0
Pré-requisito	0
Início	MilitiaTiger mapa 1011 656,698 PhoenixCastal
Fim	MilitiaTiger mapa 1011 656,698 PhoenixCastal

Objetivo: Collect 10 Teeth from the Fire Spirits for Militia Tiger.

Passos: 1. Kill the Fire Spirits to get SpiritTeeth

Prêmio: 60 minutes EXP, 1,000, 5 Amritas

Contexto: Militia Tiger wanted to make a necklace for his son! He asked you to collect 10 Spirit Teeth for him, so he can finish it.

A.161 - Friends (Mission 1141)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	42-57
Profissão	0
Pré-requisito	0
Início	MilitiaDragon mapa 1011 661,704 PhoenixCastal
Fim	MilitiaLeopard mapa 1011 636,566 PhoenixCastal

Objetivo: Find Militia Leopard

Passos: 1. Speak with MilitiaLeopard

Prêmio: Some EXP and 1000 Silver

Contexto: Militia Leopard has disappeared for quite a while! His partner, Militia Dragon, is worried about him! Go find him, now!

A.162 - Fury of the Dead (Mission 1142)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	42-62
Profissão	0
Pré-requisito	0
Início	MilitiaLeopard mapa 1011 636,566 PhoenixCastal
Fim	MilitiaLeopard mapa 1011 636,566 PhoenixCastal

Objetivo: Slay the Fire Spirit Level 43 and collect 5 Fury Cores for Militia Leopard.

Passos: 1. Slay the Fire Spirit Level 43 and collect FuryCore.

Prêmio: Some EXP, 1,000 Silver and 5

Contexto: Leopard entered too deep into this dangerous area and was trapped and wounded by the Fire Spirits. He asked you to collect 5 Fury Cores for him to appease his angry soul!

A.163 - Leopard Token (Mission 1143)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	43-58
Profissão	0
Pré-requisito	1142
Início	MilitiaLeopard mapa 1011 636,566 PhoenixCastal
Fim	MilitiaCaptain mapa 1011 655,703 PhoenixCastal

Objetivo: Send the Leopard Token to Militia Captain.

Passos: 1. LeopardToken

Prêmio: Some EXP, 500 Silver, 5 Amritas

Contexto: Leopard asked you to return his identity token to the Militia Captain. He will never forget he is a Militiaman!

A.164 - Fire Spirits (Mission 1144)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	43-63
Profissão	0
Pré-requisito	0
Início	WarrantOfArrest mapa 1011 791,478 PhoenixCastal
Fim	MilitiaCaptain mapa 1011 655,703 PhoenixCastal

Objetivo: Kill 15 Fire Spirits and then report to the Militia Captain.

Passos: 1. FireSpirit

Prêmio: Some EXP, 1,000 Silver, a Level 40 Super Weapon (B) and 5

Contexto: Objective: Fire Spirit\nLocation: Fire Spirits\nDifficulty: 3\nIssued by: Militia Captain

A.165 - Letter Delivery 1 (Mission 1006)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	10-20
Profissão	0
Pré-requisito	0
Início	TCViceCaptain mapa 1002 384,251 TwinCity
Fim	TCViceCaptain mapa 1002 384,251 TwinCity

Objetivo: Talk to Warehouseman.

Passos: 1. Get back the MilitaryLetter.

Prêmio: 100 Silver

Contexto: TCViceCaptain asked you to retrieve the Military Letter from the Warehouseman in Twin City.

A.166 - Letter Delivery 2 (Mission 1007)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	10-20
Profissão	0
Pré-requisito	1006
Início	TCViceCaptain mapa 1002 384,251 TwinCity
Fim	TCViceCaptain mapa 1002 384,251 TwinCity

Objetivo: Go kill Turtledoves in Wind Plain and bring back a Turtledove Plume to the TC Vice Captain.

Passos: 1. Kill the Turtledoves to get TurtledovePlume.

Prêmio: Some EXP, 300 Silver, 5 Resolutives, Twin City Gate
Contexto: TCViceCaptain needs a Turtledove Plume to mark the letter. Go hunt Turtledoves and find a plume for him.

A.167 - Letter Delivery 3 (Mission 1008)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	12-22
Profissão	0
Pré-requisito	1007
Início	TCViceCaptain mapa 1002 384,251 TwinCity
Fim	XuLiang mapa 1002 453,436 WindPlain

Objetivo: The TC Vice Captain asked you to deliver the Plume Letter to XuLiang.
Passos: 1. Deliver PlumeLetter
Prêmio: Some EXP and 500 Silver
Contexto: Hurry and deliver the Plume Letter to Xu Liang, on the Wind Plain. If you lost the letter, you can claim another one from TCViceCaptain.

A.168 - Robin Elimination (Mission 1009)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	14-34
Profissão	0
Pré-requisito	1008
Início	XuLiang mapa 1002 453,436 WindPlain
Fim	XuLiang mapa 1002 453,436 WindPlain

Objetivo: Go kill 10 Robins and then report to XuLiang.
Passos: 1. Kill Robins.
Prêmio: Some EXP, 500 Silver and 3
Contexto: Recently, lots of Robins have invaded the Wind Plain. Go kill 10 Robins and try to drive them away.

A.169 - Feather Collection (Mission 1010)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	14-34
Profissão	0
Pré-requisito	0
Início	ArtisanLuo mapa 1002 442,431 TwinCity
Fim	ArtisanLuo mapa 1002 442,431 TwinCity

Objetivo: Go hunt Robins in Wind Plain. Collect 10 Robin Feathers and give them to ArtisanLuo.
Passos: 1. Kill the Robins and collect RobinFeather.
Prêmio: Some EXP, 400 Silver
Contexto: ArtisanLuo is lack of materials to make arrows. Go help him hunt Robins and bring back 10 Robin Feathers.

A.170 - Love Confession 1 (Mission 1011)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	14-24
Profissão	0
Pré-requisito	2365
Início	XuLiang mapa 1002 453,436 WindPlain
Fim	XuLiang mapa 1002 453,436 WindPlain

Objetivo: Help XuLiang to pick 5 Peach Blossoms from the Peach Trees around. Then give them to XuLiang.

Passos: 1. Pick PeachBlossom

Prêmio: Some EXP and 400 Silver

Contexto: XuLiang has been secretly in love with Ru Hua for a long time. But he is still not courageous enough to tell her about his love. Go help him to pick 5 Peach Blossoms from the Peach Trees around the area.

A.171 - Love Confession 2 (Mission 1012)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-25
Profissão	0
Pré-requisito	1011
Início	XuLiang mapa 1002 453,436 WindPlain
Fim	RuHua mapa 1002 417,511 WindPlain

Objetivo: XuLiang wants to express his love to Ru Hua. Please help him to send a Peach Blossom Bouquet to RuHua.

Passos: 1. Give ABunchofPeachBlossom to Ru Hua.

Prêmio: Some EXP and 200 Silver

Contexto: XuLiang has made a Peach Blossom Bouquet to give to Ru Hua. Go help him to send them to her!

A.172 - Love Confession 3 (Mission 1013)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	18-28
Profissão	0
Pré-requisito	1012
Início	RuHua mapa 1002 417,511 WindPlain
Fim	RuHua mapa 1002 417,511 WindPlain

Objetivo: Go kill Apparitions in Wind Plain and retrieve the Handkerchief for Ru Hua.

Passos: 1. Retrieve the Handkerchief from the Apparitions.

Prêmio: Some EXP and 500 Silver

Contexto: RuHua also has a crush on Xu Liang. She intended to make a Handkerchief and give it to him, but it was stolen by the Apparitions! Go help her to retrieve the Handkerchief!

A.173 - Love Confession 4 (Mission 1014)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	18-28
Profissão	0
Pré-requisito	1013
Início	RuHua mapa 1002 417,511 WindPlain
Fim	XuLiang mapa 1002 453,436 WindPlain

Objetivo: Ru Hua has accepted Xu Liang and asked you to give the Mandarin Duck Hanky to XuLiang

Passos: 1. Give the MandarinDuckHanky to Xu Liang

Prêmio: Some EXP and 300 Silver

Contexto: RuHua has sewn some beautiful patterns on the Handkerchief and asked you to give it to Xu Liang.

A.174 - Love Confession 5 (Mission 1015)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	19-29
Profissão	0
Pré-requisito	1014
Início	XuLiang mapa 1002 453,436 WindPlain
Fim	RuHua mapa 1002 417,511 WindPlain

Objetivo: Help Xu Liang to send a message to RuHua. Tell her to meet him beside the river, when it gets dark.

Passos: 1. Talk to RuHua

Prêmio: Some EXP, 200 Silver

Contexto: XuLiang has heard that Ru Hua accepted his love! He wants to take here on a date near the river at night, and asked you to take the message to her.

A.175 - Capture Spirit I (Mission 1016)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	18-28
Profissão	0
Pré-requisito	0
Início	Fortuneteller mapa 1002 412,512 TwinCity
Fim	Fortuneteller mapa 1002 412,512 TwinCity

Objetivo: Kill Apparitions and save their spirit in the Spirit Container.

Passos: 1. Kill Apparitions Capture Spirit

Prêmio: Some EXP and 500 Silver

Contexto: Fortuneteller has been studying spirits for years and recently invented this Spirit Container. Kill Apparitions and save their spirits, inside.

A.176 - Capture Spirit II (Mission 1017)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	18-38
Profissão	0
Pré-requisito	1016
Início	Fortuneteller mapa 1002 412,512 TwinCity
Fim	MasterHao mapa 1002 419,523 WindPlain

Objetivo: The spirit of Apparitions is sealed by a mysterious power. Please find MasterHao for more help.

Passos: 1. Talk to MasterHao.

Prêmio: Some EXP, 200 Silver and a Level 20 Refined Weapon (Bound)

Contexto: Fortuneteller couldn't break the mysterious seal and asked you to find MasterHao, for more help.

A.177 - Ghostly Secrets I (Mission 1018)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	21-41
Profissão	0
Pré-requisito	1017
Início	MasterHao mapa 1002 419,523 WindPlain
Fim	MasterHao mapa 1002 419,523 WindPlain

Objetivo: Kill Poltergeists

Passos: 1. Kill the Poltergeists and gather SoulStone.

Prêmio: Some EXP, 400 Silver, 3 Level 20 Unique Armors (Bound)

Contexto: In order to break the mysterious seal, MasterHao is asking you to kill Poltergeists and gather a Soul Stone.

A.178 - Ghostly Secrets II (Mission 1019)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	21-31
Profissão	0
Pré-requisito	1018
Início	MasterHao mapa 1002 419,523 WindPlain
Fim	MineAssistant mapa 1002 100,362 WindPlain

Objetivo: Master Hao is asking you to talk to MineAssistant, for how to console the innocent ghosts.

Passos: 1. Talk to MineAssistant

Prêmio: Some EXP, 400 Silver and 5 Painkillers

Contexto: The Grisly Specter killed innocent people and used Soul Stone to collect their soul. The innocent ghosts' resentment and revenge finally help the Grisly Specter become more powerful. Hurry to find MineAssistant, and ask him how to console the innocent ghosts.

A.179 - Ghostly Secrets III (Mission 1020)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	1019
Início	MineAssistant mapa 1002 100,362 WindPlain
Fim	MasterHao mapa 1002 419,523 WindPlain

Objetivo: Kill Heavy Ghosts or Poltergeists to get Soul Beads and console the ghost in the graveyard.

Passos: 1. Kill the Poltergeists and collect SoulBead. | 2. Console Ghost | 3. Click soulbead to console ghost

Prêmio: Some EXP, 500 Silver, 5 Painkillers, Level 22 Unique Helmet (B)

Contexto: Kill Heavy Ghosts or Poltergeists to get Soul Beads and console the ghost in the graveyard. Talk to Master Hao after you've consoled the innocent ghost.

A.180 - Ghostly Secrets IV (Mission 1021)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	23-43
Profissão	0
Pré-requisito	1020
Início	MasterHao mapa 1002 419,523 WindPlain
Fim	MasterHao mapa 1002 419,523 WindPlain

Objetivo: Kill Grisly Specter

Passos: 1. Kill GrislySpecter

Prêmio: Some EXP, 1,000 Silver and a Bound Level 30 Elite Weapon!

Contexto: MasterHao is asking you to kill Grisly Specter. Offence is the best defense!

A.181 - Medge (Mission 1968)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	Isabella mapa 1002 450,388 TwinCity
Fim	Isabella mapa 1002 450,388 TwinCity

Objetivo: Complete the mini-quests to win medals

Prêmio: 3 EXP Ball Scraps, 3 Small Joy Stones and a Taurus Pack

Contexto: If you have reached level 40, you can talk to Isabella in Twin City (450,388) from July 5th to 9th, to accept the quest. Make sure you claim the prize in time, otherwise it will be cleared.

A.182 - Bull Fighter (Mission 1969)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	Isabella mapa 1002 453,367 TwinCity
Fim	Isabella mapa 1002 453,367 TwinCity

Objetivo: Kill 5 bull monsters

Prêmio: Two Taurus Packs

Contexto: If you have reached Level 40, you can talk to Puyol in Twin City (453,367) to enter the Waste Meadow. The opening times for each day are: 10:00-10:10, 15:00-15:10, 21:00-21:10 and 04:00-04:10. Kill the monsters within 50 minutes to win a handsome prize!

A.183 - Calm down the Trampers (Mission 1970)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	Isabella mapa 1002 443,348 TwinCity
Fim	Isabella mapa 1002 443,348 TwinCity

Objetivo: Calm down the irritated Trampers

Prêmio: A Taurus Pack

Contexto: If you have reached Level 40, you can talk to Eric in Twin City (443,348) to sign up for the quest. Search for 4 irritated bulls at the 19th minute of each hour and feed them a Green Clover to calm them down.

A.184 - Fireworks Contest (Mission 1972)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-200
Profissão	0
Pré-requisito	0
Início	FireworkMaster mapa 1002 435,383 TwinCity
Fim	FireworkMaster mapa 1002 435,383 TwinCity

Objetivo: The Fireworks Contest is held from June 18th-19th. During the event, all monsters have chance to drop wrapping or materials, which are used to make skyrockets. The skyrockets come in 3 levels. The higher the better. Talk to the Firework Master to learn more details.

Passos: 1. Light skyrockets in the appointed place to swap for handsome prizes.

Prêmio: Viva Pack, Dream Pack

Contexto: The Fireworks Contest is held from June 18th-19th. During the event, all monsters have chance to drop wrapping or materials, which are used to make skyrockets. The skyrockets come in 3 levels. The higher the better. Talk to the Firework Master to learn more details.

A.185 - Fireworks Contest (Mission 1972)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-200
Profissão	0
Pré-requisito	0
Início	FireworkMaster mapa 1002 435,383 TwinCity
Fim	FireworkMaster mapa 1002 435,383 TwinCity

Objetivo: The Fireworks Contest is held from June 18th-19th. During the event, all monsters have chance to drop wrapping or materials, which are used to make skyrockets. The skyrockets come in 3 levels. The higher the better. Talk to the Firework Master to learn more details.

Passos: 1. Light skyrockets in the appointed place to swap for handsome prizes.

Prêmio: Viva Pack, Dream Pack

Contexto: The Fireworks Contest is held from June 18th-19th. During the event, all monsters have chance to drop wrapping or materials, which are used to make skyrockets. The skyrockets come in 3 levels. The higher the better. Talk to the Firework Master to learn more details.

A.186 - Alchemy Challenge (Mission 2101)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	20-200
Profissão	0
Pré-requisito	0
Início	AlchemistBao mapa 1002 440,369 TwinCity
Fim	AlchemistBao mapa 1002 440,369 TwinCity

Objetivo: Guild Leaders can talk to Alchemist Bao to sign up for the competition.

Passos: 1. Talk to AlchemistBao

Prêmio: Alchemy Pack\nGuild Alchemy Pack

Contexto: The Alchemy Challenge will be held in the Alchemy Lab, from August 1st to 2nd. Guild Leaders can talk to Alchemist Bao to sign up for the contest. You'll have to work with your guild members, if you hope to win!

A.187 - Monster Elimination (Mission 1962)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	0
Pré-requisito	0
Início	MasterZeng mapa 1002 443,363 TwinCity
Fim	MasterZeng mapa 1002 443,363 TwinCity

Objetivo: The monsters are moving to attack Twin City! Master Zeng (Twin City 443,363) needs your help to hold back their charge!

Passos: 1. Kill Monsters

Prêmio: EXP worth 1/2 EXP Ball. An extra reward for the first 20 players.

Contexto: Ever since July 30th, the monsters have been conducting sneak attacks on Twin City, every 2 hours. You're going to need to kill 500 of them during each wave. To conserve your strength, you can accept the quest up to 3 times at most, each day.

A.188 - Demon Egg (Mission 1974)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	DemonEggDealer mapa 1036 297,225 Market
Fim	DemonEggDealer mapa 1036 297,225 Market

Objetivo: Speak with the Demon Egg Dealer to purchase Demon Eggs.

Prêmio: Silver and EXP

Contexto: From February. 25th - February. 26th, you can purchase Demon Eggs from the Demon Egg Dealer in the Market (297,225). Right click the Demon Eggs to release the demons sealed inside. Defeat it, and you will receive its hidden cache of silver!

A.189 - Paper Cranes (Mission 2136)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Objetivo: Collect 2 different paper cranes

Contexto: Between August 9th-14th, heroes who have reached Level 40 will have the chance to get paper cranes by killing the monsters in the world. Men can get White Paper Cranes, while ladies can get Blue Paper Cranes. You can use 2 different paper cranes to compose 1 gift pack, up to 5 times a day.

A.190 - Valentine's Celebration (Mission 1704)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	ChineseValentine'sEnvoy mapa 1002 425,365 TwinCity
Fim	ChineseValentine'sEnvoy mapa 1002 425,365 TwinCity

Objetivo: Between August 9th- 14th, the Chinese Valentine's Envoy will offer you a wonderful holiday task!

Passos: 1. Find ChineseValentine'sEnvoy

Prêmio: Various packs

Contexto: Between August 9th-14th, heroes who have reached Level 40 can talk to Fairy Lin (Twin City), Fairy Yan (Phoenix Castle), Fairy Feng (Bird Island), Fairy Xue (Ape City) and Fairy Jing (Desert City), and you can get a blessing card from each of them. When you have collected all 5 of the cards, you can use them to compose a big gift pack!

A.191 - The Connector 1 (Mission 1718)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	ThiefWong mapa 1002 347,228 TwinCity

Objetivo: Talk to Thief Wong

Passos: 1. Talk to ThiefWong.

Prêmio: 100 Silver\n=====Final reward: \nItem: Refined Necklace Pack

Contexto: Thief Wong has stolen some jewelry from notorious landlords. He wants to give these treasures to the poor in Maple Forest, but it seems that he's gotten in some trouble. Go help him!

A.192 - The Connector 2 (Mission 1719)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	1718
Início	ThiefWong mapa 1002 347,228 TwinCity
Fim	ThiefChen mapa 1011 33,398 PhoenixCastle

Objetivo: Help Thief Wong look for Thief Chen.

Passos: 1. Find Thief Chen in his HidingPlaceA, HidingPlaceB, HidingPlaceC or HidingPlaceD.

Prêmio: 100 Silver \n=====Final reward: \nItem: Refined Necklace Pack

Contexto: Thief Wong is wounded and needs you to deliver a message about his condition to Thief Chen.

A.193 - The Connector 3 (Mission 1720)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	1719
Início	ThiefChen mapa 1011 33,398 PhoenixCastle
Fim	ThiefChen mapa 1011 33,398 PhoenixCastle

Objetivo: Talk to Thief Chen and kill 5 Bandits to get a Connector Letter.

Passos: 1. Kill CastleBandit. | 2. Find Thief Chen at HidingPlaceA, HidingPlaceB, HidingPlaceC or HidingPlaceD.

Prêmio: 100 Silver \n=====Final reward: \nItem: Refined Necklace Pack

Contexto: Thief Chen doesn't seem to trust you. You must help him kill 5 Bandits, to prove you're not trying to trick him.

A.194 - The Connector 4 (Mission 1721)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	1720
Início	ThiefChen mapa 1011 33,398 PhoenixCastle
Fim	ThiefWong mapa 1002 347,228 TwinCity

Objetivo: Give the Connector Letter to ThiefWong.

Passos: 1. Give ConnectorLetter to ThiefWong.

Prêmio: 1,000 Silver and 10 minutes EXP \n===== \nFinal reward: \nItem: Refined Necklace Pack

Contexto: Thief Chen trusts you now and gives you the letter. Deliver it to Thief Wong.

A.195 - Spun Gold Armor 1 (Mission 1723)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-50
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	VeteranHong mapa 1011 194,260 PhoenixCastle

Objetivo: Taskmaster Chang is asking you to help Veteran Hong retrieve the Spun Gold Armor.

Passos: 1. Talk to VeteranHong.

Prêmio: 100 Silver\n===== \nFinal reward: \nItem: Level 32 Unique Armor Pack

Contexto: Veteran Hong's Spun Gold Armor is lost and he needs your help to retrieve it.

A.196 - Spun Gold Armor 2 (Mission 1724)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-50
Profissão	0
Pré-requisito	1723
Início	VeteranHong mapa 1011 194,260 PhoenixCastle
Fim	VeteranHong mapa 1011 194,260 PhoenixCastle

Objetivo: Find some clues from the Bandits and deliver the Invitation to Veteran Hong.

Passos: 1. Kill Bandits to get the Invitation, and then give it to Veteran Hong.

Prêmio: 100 Silver\n===== \nFinal reward: \nItem: Level 32 Unique Armor Pack

Contexto: Veteran Hong asked you to turn to the Bandits for some clues. Should you locate anything useful, deliver it to Veteran Hong for inspection.

A.197 - Spun Gold Armor 3 (Mission 1725)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-50
Profissão	0
Pré-requisito	1724
Início	VeteranHong mapa 1011 194,260 PhoenixCastle
Fim	VeteranHong mapa 1011 194,260 PhoenixCastle

Objetivo: Give the invitation to Veteran Hong. Take the offerings to Zhao Jian, who will disguise you as a beauty. You'll need to lure out Cloud the Lustful and retrieve the Spun Gold Armor for VeteranHong.

Passos: 1. Find Zhaojian to disguise you as a beauty. | 2. Lure and defeat CloudtheLustful. | 3. Retrieve the SpunGoldArmor.

Prêmio: 1,000 Silver and 10 minutes EXP \n===== \nFinal reward: \nItem: Level 32 Unique Armor Pack

Contexto: The Spun Gold Armor was stolen by Cloud the Lustful! Veteran Hong is asking you to find Zhao Jian, who can disguise you as a beauty. Should he be carrying the Spun Gold Armor, deliver it to Veteran Hong, immediately!

A.198 - Spun Gold Armor 4 (Mission 1726)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	30-50
Profissão	0
Pré-requisito	1725
Início	VeteranHong mapa 1011 194,260 PhoenixCastle
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Claim your reward from Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Level 32 Unique Armor Pack

Contexto: The Spun Gold Armor has been recovered! Hurry back to Taskmaster Chang to get your reward!

A.199 - Azure Pill 1 (Mission 1727)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	ScholarWu mapa 1011 214,231 PhoenixCastle

Objetivo: Taskmaster Chang is asking you to find Scholar Wu.

Passos: 1. Talk to ScholarWu.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 43 Unique Ring Pack

Contexto: Scholar Wu is badly sick, and needs your help!

A.200 - Azure Pill 2 (Mission 1728)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	1727
Início	ScholarWu mapa 1011 214,231 PhoenixCastle
Fim	PharmacistMuMu mapa 1011 182,241 PhoenixCastle

Objetivo: Scholar Wu is asking you to talk to Pharmacist Mu Mu about a cure.

Passos: 1. Talk to PharmacistMuMu.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 43 Unique Ring Pack

Contexto: Pharmacist Mu Mu may be able to cure Scholar Wu. Go pay a visit to Pharmacist Mu Mu and ask about possible cures.

A.201 - Azure Pill 3 (Mission 1729)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	1728
Início	PharmacistMuMu mapa 1011 182,241 PhoenixCastle
Fim	PharmacistMuMu mapa 1011 182,241 PhoenixCastle

Objetivo: Pharmacist Mu Mu is asking you to collect the ingredients to make Azure Pill: 1 Ratling Eye, 3 Ratling Meat and 2 Herb Packs

Passos: 1. Gather RatlingEye. | 2. Gather RatlingMeat. | 3. Ask BianQing in Twin City for HerbPack.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 43 Unique Ring Pack

Contexto: An Azure Pill should cure Scholar Wu's disease. To make one, you need to kill the Level 38 Fire Rats to get 1 Ratling Eye and 3 Ratling Meat. The Herb Packs can be obtained from Bian Qing, in Twin City.

A.202 - Azure Pill 4 (Mission 1730)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	1729
Início	PharmacistMuMu mapa 1011 182,241 PhoenixCastle
Fim	PharmacistMuMu mapa 1011 182,241 PhoenixCastle

Objetivo: Wait 2 minutes to get Azure Pill from Pharmacist Mu Mu.

Passos: 1. Talk to PharmacistMuMu.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 43 Unique Ring Pack

Contexto: You gave the ingredients to Pharmacist Mu Mu, and he's asking you to wait 2 minutes for him to finish concocting the pill.

A.203 - Azure Pill 5 (Mission 1731)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	1730
Início	PharmacistMuMu mapa 1011 182,241 PhoenixCastle
Fim	ScholarWu mapa 1011 214,231 PhoenixCastle

Objetivo: Take the Azure Pill made by Pharmacist Mu Mu to Scholar Wu.

Passos: 1. Deliver the AzurePill to ScholarWu.

Prêmio: Silver: 1500 EXP: EXP worth 1/3 EXP Ball \n===== \nFinal reward: \nItem: Level 43 Unique Ring Pack

Contexto: Hurry and deliver the Azure Pill to Scholar Wu!

A.204 - Azure Pill 6 (Mission 1732)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-60
Profissão	0
Pré-requisito	1731
Início	ScholarWu mapa 1011 214,231 PhoenixCastle
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Scholar Wu thanks you and asks you to claim your reward from Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Level 43 Unique Ring Pack

Contexto: Having taken the Azure Pill, Scholar Wu is slowly recovering. He asks you to claim your reward from Taskmaster Chang.

A.205 - Artisan's Feather 1 (Mission 1733)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	ApprenticeLuo mapa 1002 319,231 WindPlain

Objetivo: Taskmaster Chang asked you to pay a visit to Apprentice Luo.

Passos: 1. Talk to ApprenticeLuo.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 50 Unique Weapon Pack

Contexto: Apprentice Luo is off crying by himself. Talk to him and see if you can do anything to help.

A.206 - Artisan's Feather 2 (Mission 1734)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	1733
Início	ApprenticeLuo mapa 1002 319,231 WindPlain
Fim	ArtisanLuo mapa 1002 442,431 WindPlain

Objetivo: Apprentice Luo is asking you to look for his father, Artisan Luo.

Passos: 1. ꜱSpeak with ArtisanLuo.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 50 Unique Weapon Pack

Contexto: Apprentice Luo's father has been gone for a long time. He's asking if you could go out and look for his father, Artisan Luo.

A.207 - Artisan's Feather 3 (Mission 1735)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	1734
Início	ArtisanLuo mapa 1002 442,431 WindPlain
Fim	ArtisanLuo mapa 1002 442,431 WindPlain

Objetivo: ArtisanLuo is injured and asks you to collect 100 feathers for him.

Passos: 1. Kill Robins to gather Feather.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 50 Unique Weapon Pack

Contexto: Artisan Luo is badly injured and needs you to do him a favor.

A.208 - Artisan's Feather 4 (Mission 1736)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	1735
Início	ArtisanLuo mapa 1002 442,431 WindPlain
Fim	ArtisanLuo mapa 1002 442,431 WindPlain

Objetivo: Artisan Luo asks you to head to Love Canyon and hunt the Vultures for their feathers.

Passos: 1. Kill Vultures to collect the VultureFeather.

Prêmio: Silver: 1500 EXP: EXP worth 1/3 EXP Ball \n===== \nFinal reward: \nItem: Level 50 Unique Weapon Pack

Contexto: Artisan Luo said the vulture feathers are the best material to make arrows from. He would like you to collect some for him.

A.209 - Artisan's Feather 5 (Mission 1737)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	1736
Início	ArtisanLuo mapa 1002 442,431 WindPlain
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Well done! Go report to Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Level 50 Unique Weapon Pack

Contexto: Go claim your reward from Taskmaster Chang.

A.210 - Mystic Ring 1 (Mission 1738)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	Minstrel mapa 1011 184,282 PhoenixCastle

Objetivo: Taskmaster Chang is asking you to talk to the Minstrel to learn more about the Antique Ring.

Passos: 1. Talk to the Minstrel.

Prêmio: 100 Silver\n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: The Minstrel came to Phoenix Castle to look for the Mystic Ring. However, it was impossible for him to find. See if you can help him.

A.211 - Mystic Ring 2 (Mission 1739)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1738
Início	Minstrel mapa 1011 184,282 PhoenixCastle
Fim	DealerShen mapa 1011 779,477 PhoenixCastle

Objetivo: Minstrel asked you to visit Dealer Shen, who's village is in trouble.

Passos: 1. Talk to DealerShen.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: Something has happened to Dealer Shen's village! The Minstrel is asking you to go there and see if you can recover the ring.

A.212 - Mystic Ring 3 (Mission 1740)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1739
Início	DealerShen mapa 1011 779,477 PhoenixCastle
Fim	DealerShen mapa 1011 779,477 PhoenixCastle

Objetivo: Dealer Shen's family is sick and needs 12 Stanchers and 12 Agrypnotics.

Passos: 1. Gather Stanchers. | 2. Gather Agrypnotics.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: Dealer Shen will not give you the Antique Ring until you do him a favor. First, you'll need to bring him 12 Stanchers and 12 Agrypnotics.

A.213 - Mystic Ring 4 (Mission 1741)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1740
Início	DealerShen mapa 1011 779,477 PhoenixCastle
Fim	DealerShen mapa 1011 779,477 PhoenixCastle

Objetivo: The Ratlings are hassling the village. Dealer Shen is asking you to kill 20 of them.

Passos: 1. Kill Ratlings.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: Dealer Shen is asking you to kill 20 Ratlings for him.

A.214 - Mystic Ring 5 (Mission 1742)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1741
Início	DealerShen mapa 1011 779,477 PhoenixCastle
Fim	DealerShen mapa 1011 779,477 PhoenixCastle

Objetivo: Dealer Shen is asking you to take a Castle Gate Scroll to his son.

Passos: 1. Give the Castle Gate Scroll to ShenJunior.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: Dealer Shen is asking you to deliver the Castle Gate Scroll to his son, who's off working in the mine.

A.215 - Mystic Ring 6 (Mission 1743)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1742
Início	DealerShen mapa 1011 779,477 PhoenixCastle
Fim	Minstrel mapa 1011 184,282 PhoenixCastle

Objetivo: Dealer Shen thanks your help and gives you an Antique Ring.

Passos: 1. Swap the Antique Ring for the MysticRing. | 2. Use MysticRing.

Prêmio: Silver: 1500 EXP: EXP worth 1/3 EXP Ball \n===== \nFinal reward: \nItem: Level 52 Unique Headgear Pack

Contexto: Shen Junior gave you an Antique Ring, which you'll need to deliver to the Minstrel.

A.216 - Mystic Ring 7 (Mission 1744)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-68
Profissão	0
Pré-requisito	1743
Início	Minstrel mapa 1011 184,282 PhoenixCastle
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Phoenix Castle asks you to speak with Taskmaster Chang..

Passos: 1. Report to TaskmasterChang.

Prêmio: Item: Level 52 Unique Headgear Pack

Contexto: You've completed the quest! Hurry to claim your reward from Taskmaster Chang.

A.217 - Frantic Monkeys 1 (Mission 1745)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	OfficerBao mapa 1020 553,584 LoveCanyon

Objetivo: Taskmaster Chang is asking you to help Officer Bao.

Passos: 1. Talk to OfficerBao.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 55 Elite Weapon Pack

Contexto: Officer Bao has got some problem. Go try to help him.

A.218 - Frantic Monkeys 2 (Mission 1746)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	1745
Início	OfficerBao mapa 1020 553,584 LoveCanyon
Fim	OfficerBao mapa 1020 553,584 LoveCanyon

Objetivo: Officer Bao is asking you to kill Macaques to get a Decayed Heart.

Passos: 1. Kill Macaques to get DecayedHeart.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 55 Elite Weapon Pack

Contexto: Help Officer Bao get a Decayed Heart.

A.219 - Frantic Monkeys 3 (Mission 1747)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	1746
Início	OfficerBao mapa 1020 553,584 LoveCanyon
Fim	DoctorLi mapa 1002 296,243 WindPlain

Objetivo: Officer Bao can't figure out what's the problem and asks you to ask Doctor Li for help.

Passos: 1. Talk to DoctorLi.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 55 Elite Weapon Pack

Contexto: Officer Bao can't figure out what's the problem and asks you to ask Doctor Li for help.

A.220 - Frantic Monkeys 4 (Mission 1748)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	1747
Início	DoctorLi mapa 1002 296,243 WindPlain
Fim	DoctorLi mapa 1002 296,243 WindPlain

Objetivo: Doctor Li makes the poison. He'll disguise you and ask you to take the poison.

Passos: 1. Talk to Doctor Li to disguise yourself and take the poison. Kill 5 Monsters.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 55 Elite Weapon Pack

Contexto: Doctor Li asks you to take the poison to test it.

A.221 - Frantic Monkeys 5 (Mission 1749)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	1748
Início	DoctorLi mapa 1002 296,243 WindPlain
Fim	OfficerBao mapa 1020 553,584 LoveCanyon

Objetivo: Doctor Li asks you to take the Metamorphic Vial and kill the Ape Leader to get a Devilish Sword. And then deliver it to OfficerBao.

Passos: 1. Kill Venomous Apes to get DevilishSword.

Prêmio: Silver: 3,000 EXP: EXP worth 1/2 EXP Ball \n===== \nFinal reward: \nItem: Level 55 Elite Weapon Pack

Contexto: Use the Metamorphic Vial to lure the Ape Leader. You will gain a Devilish Sword which you're going to deliver to Officer Bao.

A.222 - Frantic Monkeys 6 (Mission 1750)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-70
Profissão	0
Pré-requisito	1749
Início	OfficerBao mapa 1020 553,584 LoveCanyon
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Officer Bao is asking you to claim your reward from Taskmaster Chang.

Passos: 1. Report to TaskmasterChang.

Prêmio: Item: Level 55 Elite Weapon Pack

Contexto: You've completed the quest and hurry to claim your reward from Taskmaster Chang.

A.223 - Soul of General 1 (Mission 1751)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	GeneralAmber mapa 1020 865,540 LoveCanyon

Objetivo: Taskmaster Chang is asking you to talk to General Amber.

Passos: 1. Talk to GeneralAmber.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: General Amber is looking for someone to fulfill 3 of his wishes.

A.224 - Soul of General 2 (Mission 1752)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1751
Início	GeneralAmber mapa 1020 865,540 LoveCanyon
Fim	GeneralAmber mapa 1020 865,540 LoveCanyon

Objetivo: Help General Amber get General Zhao's Hair.

Passos: 1. Gain General Zhao's Hair and then give it to General Amber

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: What General Amber is looking for is his friend, General Zhao's hair.

A.225 - Soul of General 3 (Mission 1753)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1752
Início	GeneralAmber mapa 1020 865,540 LoveCanyon
Fim	GeneralAmber mapa 1020 865,540 LoveCanyon

Objetivo: General Amber gave you a Silk Pack and asked you to collect smells of Snake Man, Rock Monsters (Level 42) and Giant Apes (Level 53).

Passos: 1. Kill 1 SnakeMan to gather the smell. | 2. Kill 10 RockMonsterL42 to gather the smell. | 3. Kill 10 GiantApeL53 to gather the smell.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: General Amber is asking you to kill 1 Snake Man, 10 Rock Monsters (Level 42) and 10 Giant Apes (Level 53) to gather their smells.

A.226 - Soul of General 4 (Mission 1754)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1753
Início	GeneralAmber mapa 1020 865,540 LoveCanyon
Fim	GeneralAmber mapa 1020 865,540 LoveCanyon

Objetivo: General Amber is hoping you can go ask Painter Feng Kang for a portrait of General Zhao.

Passos: 1. Give the Portrait to General Amber.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: General Amber is hoping you can go ask Painter Feng Kang for a portrait of General Zhao.

A.227 - Soul of General 5 (Mission 1755)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1754
Início	GeneralAmber mapa 1020 865,540 LoveCanyon
Fim	GuardLi mapa 1002 261,243 Forest

Objetivo: General Amber is asking you to talk to General Zhao and Guard Li.

Passos: 1. Talk to GeneralZhao.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: General Amber is crazy! You have to return to General Zhao and ask why.

A.228 - Soul of General 6 (Mission 1756)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1755
Início	GuardLi mapa 1002 261,243 Forest
Fim	GeneralZhao mapa 1002 262,247 Forest

Objetivo: Guard Li is asking you to kill the Jade Phantom who has disguised as General Amber to get a Paper Figure.

Passos: 1. Kill the Jade Phantom to get a PaperFigure.

Prêmio: Silver: 4000 EXP: EXP worth 2/3 EXP Ball \n===== \nFinal reward: \nItem: Level 60 Elite Boot Pack

Contexto: The Jade Phantom has disguised as General Amber. Defeat it to get a Paper Figure.

A.229 - Soul of General 7 (Mission 1757)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-75
Profissão	0
Pré-requisito	1756
Início	GeneralZhao mapa 1002 262,247 Forest
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: General Zhao is asking you to claim your reward from Taskmaster Chang.

Passos: 1. Report to TaskmasterChang.

Prêmio: Item: Level 60 Elite Boot Pack

Contexto: Obtaining the Paper Figure, the curse is broken. General Zhao thanks you and asks you to claim your reward from Taskmaster Chang.

A.230 - Mad Man (Mission 1781)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	DuSan mapa 1020 552,601 ApeCity

Objetivo: Taskmaster Chang is asking you talk to Du San.

Passos: 1. Talk to DuSan.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 67 Elite Headgear Pack

Contexto: Du San is freak recently. Go figure that out.

A.231 - Mad Man 2 (Mission 1782)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1781
Início	DuSan mapa 1020 552,601 ApeCity
Fim	GeneralJudd mapa 1002 268,133 TwinCity

Objetivo: Du San is asking you to talk to General Judd.
Passos: 1. Talk to GeneralJudd.
Prêmio: 100 Silver\n===== \nFinal reward: \nItem: Level 67 Elite Headgear Pack
Contexto: Du San said he had been to Kun Lun. His potpourri bag is much the same as General Judd's. You're going to talk to General Judd.

A.232 - Mad Man 3 (Mission 1783)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1782
Início	GeneralJudd mapa 1002 268,133 TwinCity
Fim	GeneralJudd mapa 1002 268,133 TwinCity

Objetivo: General Judd is asking you to kill Snake Men to get a Venomous Fang.
Passos: 1. kill Snake Men to get a VenomousFang.
Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 67 Elite Headgear Pack
Contexto: General Judd is Du San's uncle. Dun San became mad because of the Snake Men! He's asking you to kill them and bring their fang!

A.233 - Mad Man 4 (Mission 1784)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1783
Início	GeneralJudd mapa 1002 268,133 TwinCity
Fim	PharmacistDong mapa 1002 258,277 TwinCity

Objetivo: General Judd is asking you to deliver the Venomous Fang to Pharmacist Dong.
Passos: 1. Talk to PharmacistDong.
Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 67 Elite Headgear Pack
Contexto: You're going to give the Venomous Fang to Pharmacist Dong. He may be able to fix it.

A.234 - Mad Man 5 (Mission 1785)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1784
Início	PharmacistDong mapa 1002 258,277 TwinCity
Fim	DuSan mapa 1020 552,601 ApeCity

Objetivo: You'll need to correctly mix the toxins to enter Kun Lun, where you can gather power of 7 colors to compose the Rainbow Powder. Give it to Du San then.
Passos: 1. Collect RedPowder. | 2. Collect OrangePowder. | 3. Collect YellowPowder. | 4. Collect GreenPowder. | 5. Collect BluePowder. | 6. Collect IndigoPowder. | 7. Collect PurplePowder. | 8. Compose RainbowPowder.
Prêmio: Silver: 5000 EXP: EXP worth 5/6 EXP Ball \n===== \nFinal reward: \nItem: Level 67 Elite Headgear Pack
Contexto: Venomous Fang makes 3 toxins. Pharmacist Dong asks you to test the toxin. After gaining the correct recipe, you will be able to enter Kun Lun, where you can get Rainbow Powder. Give it to Du San then.

A.235 - Mad Man 6 (Mission 1786)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1785
Início	DuSan mapa 1020 552,601 ApeCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: You've completed the quest! Claim your reward from Taskmaster Chang!

Passos: 1. Find TaskmasterChang.

Prêmio: Item: Level 67 Elite Headgear Pack

Contexto: Du San thanks you for saving his life.

A.236 - Ghost City 1 (Mission 1787)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	AuntZhang mapa 1002 240,326 WindPlain

Objetivo: Taskmaster Chang is asking you to talk to Aunt Zhang.

Passos: 1. Talk to AuntZhang.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack

Contexto: Aunt Zhang's son, Mo Mo is lost! Aunt Zhang is worried and begs for your help.

A.237 - Ghost City 2 (Mission 1788)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1787
Início	AuntZhang mapa 1002 240,326 WindPlain
Fim	JerkWang mapa 1002 347,232 TwinCity

Objetivo: Aunt Zhang is asking you to talk to Jerk Wang.

Passos: 1. Speak with JerkWang.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack

Contexto: Mo Mo was with Jerk Wang last night. Aunt Zhang is asking you to talk to Jerk Wang, for some clues.

A.238 - Ghost City 3 (Mission 1789)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1788
Início	JerkWang mapa 1002 347,232 TwinCity
Fim	JerkWang mapa 1002 347,232 TwinCity

Objetivo: Jerk Wang is asking you to set off fireworks in 3 suspicious places.

Passos: 1. Set off Fireworks. | 2. Set off Fireworks. | 3. Set off Fireworks.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack
Contexto: Jerk Wang was careless. Mo Mo is said to appear at 3 places. Jerk Wang is asking you to set off fireworks there.

A.239 - Ghost City 4 (Mission 1790)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1789
Início	JerkWang mapa 1002 347,232 TwinCity
Fim	TaoistShine mapa 1002 245,258 TwinCity

Objetivo: Ask Taoist Shine for help.
Passos: 1. Talk to TaoistShine.
Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack
Contexto: You set off fireworks but didn't find Mo Mo. You had to return to Jerk Wang and he asked you to turn to Taoist Shine for more help.

A.240 - Ghost City 5 (Mission 1791)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1790
Início	TaoistShine mapa 1002 245,258 TwinCity
Fim	TaoistShine mapa 1002 245,258 TwinCity

Objetivo: TaoistShine is asking you to collect some Powder in Ghost City. (Use the Charm under the , on the or to enter the city)
Passos: 1. Collect some Powder.
Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack
Contexto: Taoist Shine is asking you to enter Ghost City with his Charm. You'll find Mo Mo, but he's not going with you. You'll need to collect some Powder and deliver it to Taoist Shine.

A.241 - Ghost City 6 (Mission 1792)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1791
Início	TaoistShine mapa 1002 245,258 TwinCity
Fim	MoMo mapa 1780 145,134 TwinCity

Objetivo: Go to the , or to enter Ghost City. Kill Kid Hunter to get a Bezoar and ask Mo Mo to take it.
Passos: 1. Kill the Kid Hunter to get Bezoar.
Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack
Contexto: It was the Kid Hunter! You finally defeat it and get the Bezoar. Ask Mo Mo to take it!

A.242 - Ghost City 7 (Mission 1793)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1792
Início	MoMo mapa 1780 145,134 TwinCity
Fim	AuntZhang mapa 1002 240,326 WindPlain

Objetivo: Tell Aunt Zhang that Mo Mo is safe!

Passos: 1. Talk to AuntZhang.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: Level 87 Elite Armor Pack

Contexto: Aunt Zhang thanks you for saving her son.

A.243 - Ghost City 8 (Mission 1794)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-95
Profissão	0
Pré-requisito	1793
Início	AuntZhang mapa 1002 240,326 WindPlain
Fim	TaskmasterChang mapa 1004 51,49 JobCenterFFFFEE00]

Objetivo: You've completed the quest! Claim your reward from Taskmaster Chang!

Passos: 1. Find TaskmasterChang.

Prêmio: Item: Level 87 Elite Armor Pack

Contexto: You've completed the quest! Claim your reward from Taskmaster Chang!

A.244 - Tomboy's Marriage (Mission 1795)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-98
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	FarmerLynn mapa 1000 461,661 DesertCity

Objetivo: Taskmaster Chang is asking you to find Farmer Lynn, who's in Desert City.

Passos: 1. Talk to FarmerLynn.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 82 Elite Necklace Pack

Contexto: Farmer Lynn is worried about his daughter. She is 28 years old but still single.

A.245 - Tomboy's Marriage 2 (Mission 1796)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-98
Profissão	0
Pré-requisito	1795
Início	FarmerLynn mapa 1000 461,661 DesertCity
Fim	FarmerLynn mapa 1000 461,661 DesertCity

Objetivo: Farmer Lynn asks you to kill the Rock Monsters to collect 10 Marbles.

Passos: 1. Kill Rock Monsters to get Marbles.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 82 Elite Necklace Pack

Contexto: Farmer Lynn asks you to get 10 Marbles for him, which will be used to build a house.

A.246 - Tomboy's Marriage 3 (Mission 1797)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-98
Profissão	0
Pré-requisito	1796
Início	FarmerLynn mapa 1000 461,661 Desert
Fim	FarmerLynn mapa 1000 461,661 Desert

Objetivo: Farmer Lynn asks you to kill Level 78 Rock Monsters to get the special stones, which are used to make Rune Jade, Moon Jade and Sun Jade.

Passos: 1. Forge the RuneJade for Farmer Lynn. | 2. Forge the MoonJade for Farmer Lynn. | 3. Forge the SunJade for Farmer Lynn.

Prêmio: 100 Silver\n===== \nFinal reward: \nItem: Level 82 Elite Necklace Pack

Contexto: Farmer Lynn still need 3 items: Rune Jade, Moon Jade and Sun Jade. They are made by Ocean Stone, Leaf Stone and Maple Stone, which drop from the Level 78 Rock Monsters. Click Leaf Stone to compose it with the Maple Stone and get a Rune Jade. Click Maple Stone to compose it with the Ocean Stone and get a Moon Jade. Click the Ocean Stone to compose it with the Leaf Stone to get a Sun Jade.

A.247 - Tomboy's Marriage 4 (Mission 1798)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-98
Profissão	0
Pré-requisito	1797
Início	FarmerLynn mapa 1000 461,661 DesertCity
Fim	Carolyn mapa 1000 460,667 DesertCity

Objetivo: Farmer Lynn is asking you to try to persuade his daughter.

Passos: 1. Try to persuade Carolyn.

Prêmio: Silver: 3000 EXP: EXP worth 1/2 EXP Ball \n===== \nFinal reward: \nItem: Level 82 Elite Necklace Pack

Contexto: Farmer Lynn is asking you to try to persuade his daughter.

A.248 - Tomboy's Marriage 5 (Mission 1799)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-98
Profissão	0
Pré-requisito	1798
Início	Carolyn mapa 1000 460,667 DesertCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: After persuading Carolyn, you can report to Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Level 82 Elite Necklace Pack

Contexto: Carolyn will never take your words, unless you correctly answer her question. After that, you can claim your reward from Taskmaster Chang.

A.249 - Desert Blood 1 (Mission 1800)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	Harvey mapa 1000 495,579 DesertCity

Objetivo: Taskmaster Chang is asking you talk to Harvey.

Passos: 1. Talk to Harvey.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack

Contexto: Harvey knows the secret about Obscure Warrior. It's said that he has the Divine Sword...

A.250 - Desert Blood 2 (Mission 1801)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1800
Início	Harvey mapa 1000 495,579 DesertCity
Fim	StoneColumn mapa 1000 386,103 DesertCity

Objetivo: Kill the Level 83 Blade Ghosts to get the Stone Spell. Find the StoneColumn and then talk to ObscureWarrior.

Passos: 1. Kill Blade Ghost Level 83 to get the StoneSpell.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack

Contexto: Kill Level 83 Blade Ghosts to get the Stone Spell. You'll be led to a Stone Column which will take you to a mysteious place...

A.251 - Desert Blood 3 (Mission 1802)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1801
Início	StoneColumn mapa 1000 386,103 DesertCity
Fim	StoneColumn mapa 1000 386,103 DesertCity

Objetivo: Help Obscure Warrior kill 200 Blade Ghosts to get a Blunt Sword. Through the StoneColumn you will find ObscureWarrior.

Passos: 1. Kill BladeGhosts. | 2. Kill Blade Ghosts to get a BluntSword.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack

Contexto: Obscure Warrior is right there, in the cave. He's asking you to kill 200 Blade Ghosts and bring him the sword.

A.252 - Desert Blood 4 (Mission 1803)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1802
Início	StoneColumn mapa 1000 386,103 DesertCity
Fim	StoneColumn mapa 1000 386,103 DesertCity

Objetivo: Help Obscure Warrior collect 5 Blade Ghost Fangs.

Passos: 1. Kill Level 83 Blade Ghosts to collect BladeGhostFang.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack
Contexto: Obscure Warrior is asking you to bring him 5 Blade Ghost Fangs.

A.253 - Desert Blood 5 (Mission 1804)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1803
Início	StoneColumn mapa 1000 386,103 DesertCity
Fim	Harvey mapa 1000 495,579 DesertCity

Objetivo: Talk to Harvey.

Passos: 1. Talk to Harvey.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack
Contexto: According to Obscure Warrior's description, you're going to talk to Harvey.

A.254 - Desert Blood 6 (Mission 1805)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1804
Início	Harvey mapa 1000 495,579 DesertCity
Fim	StoneColumn mapa 1000 386,103 DesertCity

Objetivo: Harvey gave you a letter and ask you to take it to Obscure Warrior.

Passos: 1. Find Obscure Warrior through the StoneColumn, you will gain a Peach Bag.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack
Contexto: Deliver Harvey's Letter to Obscure Warrior. Obscure Warrior will give you a Peach Bag, which you will need to take it to Aunt Peach in Bird Island.

A.255 - Desert Blood 7 (Mission 1806)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1805
Início	StoneColumn mapa 1000 386,103 DesertCity
Fim	AuntPeach mapa 1015 765,602 BirdIsland

Objetivo: Give the Peach Bag to Aunt Peach. If you happen to lose the bag, you can go try your luck at the StoneColumn.

Passos: 1. Give the Peach Bag to AuntPeach.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: Level 90 Elite Ring Pack
Contexto: You gave the Peach Bag to Aunt Peach. She read the note and felt sad.

A.256 - Desert Blood 8 (Mission 1807)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1806
Início	AuntPeach mapa 1015 765,602 BirdIsland
Fim	TaskmasterChang mapa 1004 51,49 JobCenterFFFFEE00]

Objetivo: You complete the quest. Hurry to claim your reward from Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Level 90 Elite Ring Pack

Contexto: You complete the quest. Hurry to claim your reward from Taskmaster Chang.

A.257 - Hero's Wings 1 (Mission 1808)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	PoorXiao mapa 1015 725,541 BirdIsland

Objetivo: Taskmaster Chang is asking you to visit Doctor Know-it-All for Poor Xiao.

Passos: 1. Talk to PoorXiao.

Prêmio: \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Poor Xiao has got a strange disease. He's begging you to visit Doctor Know-it-All for him.

A.258 - Hero's Wings 2 (Mission 1809)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1808
Início	PoorXiao mapa 1015 725,541 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Poor Xiao is asking you to visit Doctor Know-it-All.

Passos: 1. Talk to DoctorKnowitAll.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: You're going to pay a visit to Doctor Know-it-All for Poor Xiao.

A.259 - Hero's Wings 3 (Mission 1810)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1809
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	PoorXiao mapa 1015 725,541 BirdIsland

Objetivo: Doctor Know-it-All asks you to take a message to Poor Xiao.

Passos: 1. Talk to PoorXiao.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Doctor Know-it-All needs a Meteor, so you have to go back to Poor Xiao.

A.260 - Hero's Wings 4 (Mission 1811)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1810
Início	PoorXiao mapa 1015 725,541 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Help Poor Xiao get a Meteor and deliver it to DoctorKnowitAll.

Passos: 1. Meteor .

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Poor Xiao doesn't have a Meteor and asks you to do him the favor.

A.261 - Hero's Wings 5 (Mission 1812)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1811
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Doctor Know-it-All is asking you to collect 10 samples of Bird Blood from the Birdmen/Level 88 Birdmen.

Passos: 1. Kill Birdmen/Level 88 Birdmen to gather BirdBlood.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Kill Birdmen/Level 88 Birdmen to gather 10 samples of Bird Blood and deliver them to Doctor Know-it-All.

A.262 - Hero's Wings 6 (Mission 1813)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1812
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Doctor Know-it-All gives you a Ginseng Map. Kill the Haw King to get a Gallbladderr. Reach the designated spots according to the Ginseng Map, and then use the Gallbladderr to get a Bitter Ginseng.

Passos: 1. Collect BitterGinseng.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Doctor Know-it-All gives you a Ginseng Map. Kill the Haw King to get a Gallbladderr. Reach the designated spots according to the Ginseng Map, and then use the Gallbladderr to get a Bitter Ginseng.

A.263 - Hero's Wings 7 (Mission 1814)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1813
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Doctor Know-it-All is asking you to gather 5 Hawk Claws. Kill 2 Level 93 Hawks within 1 minute and you will get one. Deliver them to the doctor and he'll make a Peel Pill.

Passos: 1. Kill Level 93 Hawks to get 5 HawkClaw.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: You're going to kill Level 93 Hawks to get 5 Hawk Claws. Remember that you won't get anything unless you kill 2 Level 93 Hawks within 1 minute. Give the claws to Doctor Know-it-All.

A.264 - Hero's Wings 8 (Mission 1815)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1814
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	PoorXiao mapa 1015 725,541 BirdIsland

Objetivo: Doctor Know-it-All is asking you to take the Peel Pill to Poor Xiao.

Passos: 1. Talk to PoorXiao.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Doctor Know-it-All has made the Peel Pill and asks you to give it to Poor Xiao.

A.265 - Hero's Wings 9 (Mission 1816)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1815
Início	PoorXiao mapa 1015 725,541 BirdIsland
Fim	DoctorKnowitAll mapa 1015 701,595 BirdIsland

Objetivo: Poor Xiao took the Peel Pill but something was wrong! You must find Doctor Know-it-All, again.

Passos: 1. Talk to DoctorKnowitAll.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: Poor Xiao couldn't wait to take the Peel Pill. But something was wrong! You must find the doctor, right away!

A.266 - Hero's Wings 10 (Mission 1817)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1816
Início	DoctorKnowitAll mapa 1015 701,595 BirdIsland
Fim	PoorXiao mapa 1015 725,541 BirdIsland

Objetivo: Doctor Know-it-All has a theory and asks you to inform Poor Xiao.

Passos: 1. Talk to PoorXiao.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: Super Headgear Pack

Contexto: General Yue, the great hero, was the incarnation of a Golden Roc. Poor Xiao is probably his descendent!

A.267 - Hero's Wings 11 (Mission 1818)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	1817
Início	PoorXiao mapa 1015 725,541 BirdIsland
Fim	TaskmasterChang mapa 1004 51,49 JobCenterFFFFEE00]

Objetivo: You've completed the quest. Hurry to claim your reward from Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Super Headgear Pack

Contexto: Poor Xiao is excited and asks you to claim your reward from Taskmaster Chang.

A.268 - Family Feud (1) (Mission 1819)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Taskmaster Chang want you to help Felix on Bird Island.

Passos: 1. Talk with Felix.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Felix's parents were killed by Commander Kerry. He needs someone to help him avenge his parents.

A.269 - Family Feud (2) (Mission 1820)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1819
Início	Felix mapa 1015 686,547 BirdIsland
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Kill 50 Bandits L97 (around Bird Island 335,249) until the Bandit Leader L97 shows up. And then kill the leader to get the Red Token. Give the token to Felix.

Passos: 1. Kill 50 BanditsL97. | 2. Kill the Bandit Leader L97 to get the RedToken.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Felix wanted you to kill 50 Bandits L97 (around Bird Island 390,277) until the Bandit Leader L97 shows up. And then kill the leader to get the Red Token.

A.270 - Family Feud (3) (Mission 1821)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1820
Início	Felix mapa 1015 686,547 BirdIsland
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Felix wanted you to kill the Bandits L98 (around Bird Island 257,162) until you find the Indigo Token.

Passos: 1. Kill the Bandits L98 until you find the IndigoToken.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Felix wanted you to get the Indigo Token from the Bandits L98.

A.271 - Family Feud (4) (Mission 1822)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1821
Início	Felix mapa 1015 686,547 BirdIsland
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Felix wanted you to kill 10 Bandits around Bird Island (525,345) and find the Bandit Courier. Then kill the Bandit Courier to get the Black Token.

Passos: 1. Kill the Bandit Courier to get the BlackToken.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Kill 10 Bandits around Bird Island (525,345) and find the Bandit Courier. Then kill the Bandit Courier to get the Black Token.

A.272 - Family Feud (5) (Mission 1823)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1822
Início	Felix mapa 1015 686,547 BirdIsland
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Felix wants you to kill 10 Bandit Deliverers on Bird Island (525,345) to get the Pitch Token.

Passos: 1. Kill 10 Bandit Deliverers on Bird Island (525,345) to get the PitchToken.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Kill 10 Bandit Deliverers on Bird Island (525,345) to get the Pitch Token.

A.273 - Family Feud (6) (Mission 1824)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1823
Início	Felix mapa 1015 686,547 BirdIsland
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: Felix want you to kill the Senior Bandits (Bird Island, 570,416) to get the Scarlet Token.

Passos: 1. Kill the Senior Bandits to get the ScarletToken.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Kill the Senior Bandits (Bird Island, 570,416) to get the Scarlet Token.

A.274 - Family Feud (7) (Mission 1825)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1824
Início	Felix mapa 1015 686,547 BirdIsland
Fim	CommanderKerry mapa 1818 56,55 BanditChamber

Objetivo: Felix gave you a Golden Token and disguised you as a bandit. You'll need to bring the token and find Guide Zhang in 90 seconds.

Passos: 1. Talk to GuideZhang and enter the chamber. | 2. Talk to CommanderKerry and step into 5 of the eyes of the Maze Puzzle in 10 seconds.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Felix gave you a Golden Token and disguised you as a bandit. You'll need to bring the token and find Guide Zhang in 90 seconds to enter the Bandit Chamber.

A.275 - Family Feud (8) (Mission 1826)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1825
Início	GuideZhang mapa 1015 669,780 BanditChamber
Fim	Felix mapa 1015 686,547 BirdIsland

Objetivo: With Guide Zhang's help, you can find Commander Kerry and learn the truth of the whole thing. Then return to Felix.

Passos: 1. Talk to Felix.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: L97 Super Necklace Pack

Contexto: Return to Felix and tell him the secret you heard from Commander Kerry.

A.276 - Family Feud (9) (Mission 1827)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1826
Início	Felix mapa 1015 686,547 BirdIsland
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Now you can claim your rewards from Taskmaster Chang.

Passos: 1. Report back to TaskmasterChang.

Prêmio: Item: L97 Super Necklace Pack

Contexto: You completed the Family Feud quest. Now you can claim your rewards from Taskmaster Chang.

A.277 - Desert Treasure (1) (Mission 1828)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	Louis mapa 1000 466,658 DesertCity

Objetivo: Taskmaster Chang wanted you to talk to Louis to learn more and claim the Reveal Vial.

Passos: 1. Talk to Louis to learn the details.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Louis in Desert City (466,649) is looking for the Zen Scripture, the Victory Portrait and the Buddha Relic. He needs your help. The first one is the Zen Scripture. You can claim a Reveal Vial from him.

A.278 - Desert Treasure (2) (Mission 1829)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1828
Início	Louis mapa 1000 466,658 DesertCity
Fim	Louis mapa 1000 466,658 DesertCity

Objetivo: Louis wanted you to use the Reveal Vial in the and find the compartment. You can use the key you will get from the Tomb Bats to open it.

Passos: 1. Kill the Tomb Bats to get the Key. | 2. When you open the compartment, you will get a Scripture Box. The ZenScripture.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Use the Reveal Vial in the Scripture Vault and find the compartment. You can use the key you will get from the Tomb Bats to open it.

A.279 - Desert Treasure (3) (Mission 1830)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1829
Início	Louis mapa 1000 466,658 DesertCity
Fim	Shark mapa 1001 310,631 MysticCastle

Objetivo: Find Shark in the Mystic Castle and buy the Victory Portrait from him.

Passos: 1. Buy the VictoryPortrait.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Find Shark in the Mystic Castle and buy the Victory Portrait from him.

A.280 - Desert Treasure (4) (Mission 1831)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1830
Início	Shark mapa 1001 310,631 MysticCastle
Fim	Shark mapa 1001 310,631 MysticCastle

Objetivo: You found that the portrait was just a useless paper, so you went back to Shark.

Passos: 1. Talk to Shark.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Shark said that the portrait was specially made and can only be shown with the Bat Essence.

A.281 - Desert Treasure (5) (Mission 1832)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1831
Início	Shark mapa 1001 310,631 MysticCastle
Fim	Louis mapa 1000 466,658 DesertCity

Objetivo: Collect 5 bottles of Bat Essence to reveal the portrait and give it to Louis.

Passos: 1. Collect BatEssence. | 2. Give the RealPortrait to Louis.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Kill the bats to get 5 Bat Essence to reveal the portrait for 1 minute. Then give it to Louis during that time.

A.282 - Desert Treasure (6) (Mission 1833)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1832
Início	Louis mapa 1000 466,658 DesertCity
Fim	Louis mapa 1000 466,658 DesertCity

Objetivo: Kill the Jinx Tomb Bat in Mystic Castle (728, 676). When it is dead, you should right click the Pure Bottle, before its body disappears, to get the Buddha Relic out of its body.

Passos: 1. Collect the BuddhaRelic.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: L100 Super Boots Pack

Contexto: Bring the Pure Bottle received from Louis to kill the Jinx Tomb Bat in Mystic Castle (728, 676). When it is dead, you should right click the Pure Bottle, before its body disappears, to get the Buddha Relic out of its body.

A.283 - Desert Treasure (7) (Mission 1834)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-65
Profissão	0
Pré-requisito	1833
Início	Louis mapa 1000 466,658 DesertCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenterFFFFEE00]

Objetivo: Now you can claim your rewards from Taskmaster Chang. You can also find Louis to answer some of his questions to receive bonus rewards.

Passos: 1. Find TaskmasterChang.

Prêmio: Item: L100 Super Boots Pack

Contexto: Now you can claim your rewards from Taskmaster Chang.

A.284 - Desert Expedition (Mission 1835)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	105-125
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	MasterMoMo mapa 1000 520,589 DesertCity

Objetivo: Taskmaster Chang wanted you to find Master Mo Mo in Desert City.

Passos: 1. Talk to MasterMoMo.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L110 Super Ring Pack

Contexto: Master Mo Mo is learning the gunpowder. You can talk to him to learn more.

A.285 - Desert Expedition (2) (Mission 1836)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	105-125
Profissão	0
Pré-requisito	1835
Início	MasterMoMo mapa 1000 520,589 DesertCity
Fim	MasterMoMo mapa 1000 520,589 DesertCity

Objetivo: Use the Fervent Pill first, and then kill the Bull Monsters to get 10 Burnt Bull Horns for Master Mo Mo.

Passos: 1. Use the Fervent Pill and kill the Bull Monsters to collect BurntBullHorn

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L110 Super Ring Pack

Contexto: Bring the Fervent Pill received from Master Mo Mo to go to the Mystic Castle. Use the pill first, and then kill the Bull Monsters to get 10 Burnt Bull Horns for Master Mo Mo.

A.286 - Desert Expedition (3) (Mission 1837)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	105-125
Profissão	0
Pré-requisito	1836
Início	MasterMoMo mapa 1000 520,589 DesertCity
Fim	MasterMoMo mapa 1000 520,589 DesertCity

Objetivo: Enter the Mystic Castle, use the Ghost Mirror at the Heaven Well and herd Mad Bulls into it and kill them. The Ghost Mirror will then absorb its ghost and turn it into a ghost crystal. You'll just need to take back 3 Bull Ghosts.

Passos: 1. Use the Ghost Mirror to collect BullGhost.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L110 Super Ring Pack

Contexto: Master Mo Mo gave you a Ghost Mirror. You can use it to collect 3 Bull Ghosts in the Mystic Castle.

A.287 - Desert Expedition (4) (Mission 1838)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	105-125
Profissão	0
Pré-requisito	1837
Início	MasterMoMo mapa 1000 520,589 DesertCity
Fim	MasterMoMo mapa 1000 520,589 DesertCity

Objetivo: Master Mo Mo in Desert City asked you to kill the the Bull Master and take back its heart.

Passos: 1. Collect BullHeart.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: L110 Super Ring Pack

Contexto: Master Mo Mo told you his story and asked you to kill the the Bull Master in Mystic Castle and take back its heart.

A.288 - Desert Expedition (5) (Mission 1839)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	105-125
Profissão	0
Pré-requisito	1838
Início	MasterMoMo mapa 1000 520,589 DesertCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Now you can claim your rewards from Taskmaster Chang.

Passos: 1. Report back to TaskmasterChang.

Prêmio: Item: L110 Super Ring Pack

Contexto: You cmpleted the Desert Expedition quest. Now you can claim your rewards from Taskmaster Chang.

A.289 - Power Book (1) (Mission 1840)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Taskmaster Chang wanted you to talk to the Old Beggar at the entrance of the Labyrinth and buy a Power Book from him.

Passos: 1. Learn more details from OldBeggar. | 2. OldBeggar needs Meteor.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: An Old Beggar appeared at the entrance of the Labyrinth. You can spend a Meteor to buy a Power Book from him.

A.290 - Power Book (2) (Mission 1841)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1840
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Go kill 20 Slingers in .

Passos: 1. Kill Slinger.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Step1: Warm Up! A good beginning. To warm yourself up, go kill 20 Slingers in Labyrinth 1F.

A.291 - Power Book (3) (Mission 1842)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1841
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Kill 10 Gold Ghosts after herding them to (217,304), (244,136) or (314,213).

Passos: 1. KillGoldGhost.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Kill 10 Gold Ghosts after herding them to Labyrinth 1F (217,304), (244,136) or (314,213).

A.292 - Power Book (4) (Mission 1843)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1842
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Go kill 15 Slingers and 15 Gold Ghosts in .

Passos: 1. Kill Slinger. | 2. Kill GoldGhost.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Now, go kill 15 Slingers and 15 Gold Ghosts. Do it quick!

A.293 - Power Book (5) (Mission 1844)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1843
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Enter the to kill 2 Bladelings within 10 seconds.

Passos: 1. Kill Bladeling in 10 seconds.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Now, you can enter the 2nd floor to kill 2 Bladelings within 10 seconds.

A.294 - Power Book (6) (Mission 1845)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1844
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Go kill 1 Agile Rat in and collect 1 Agile Rat Fang. Bite it and see if you could leave a teeth mark on it.

Passos: 1. Leave TeethMark on it.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Go kill 1 Agile Rat in Labyrinth 2F and collect 1 Agile Rat Fang. Bite it and see if you could leave a teeth mark on it. But be careful. Don't destroy it.

A.295 - Power Book (7) (Mission 1846)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1845
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Now, go kill 10 Bladelings and 10 Agile Rats in .

Passos: 1. Kill Bladeling. | 2. Kill AgileRat.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Now, go kill 10 Bladelings and 10 Agile Rats in Labyrinth 2F.

A.296 - Power Book (8) (Mission 1847)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1846
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Now, you can enter to kill 2 Blue Birds within 20 seconds.

Passos: 1. Kill BlueBird in 20 seconds.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Now, you can enter the 3rd floor to kill 2 Blue Birds within 20 seconds.

A.297 - Power Book (9) (Mission 1848)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1847
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Kill some Fiend Bats in and take the Fiend Bat Wing to the fire there (585,732) and roast it. Eat the roasted Fiend Bat Wing.

Passos: 1. Eat RoastedFiendBatWing.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Kill some Fiend Bats in Labyrinth 3F and take the Fiend Bat Wing to the fire there (585,732) and roast it. Eat the roasted Fiend Bat Wing.

A.298 - Power Book (10) (Mission 1849)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1848
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Kill 5 Blue Birds and 5 Fiend Bats in .

Passos: 1. Kill BlueBird. | 2. Kill FiendBat.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Kill 5 Blue Birds and 5 Fiend Bats in Labyrinth 3F.

A.299 - Power Book (11) (Mission 1850)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1849
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: Get a Blue Bird Plume in Labyrinth 3F. Then go to , and right click it near the body within 3 seconds after you kill a Minotaur L120. You need ignite 10 bodies.

Passos: 1. Collect BlueBirdPlume. | 2. Burn MinotaurL120'sBody.

Prêmio: 100 Silver \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Get a Blue Bird Plume in Labyrinth 3F. Then go to Labyrinth 4F, and right click it near the body within 3 seconds after you kill a Minotaur L120. You need ignite 10 bodies.

A.300 - Power Book (12) (Mission 1851)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1850
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	OldBeggar mapa 1002 263,135 TwinCity

Objetivo: The Old Beggar cheated you. It was just a training for you.

Prêmio: 6,000 Silver and 1 hour EXP \n===== \nFinal reward: \nItem: L120 Super Clothing Pack

Contexto: Oh...the last page is completely blank...What's wrong? Quick, go find Old Beggar to find out why!

A.301 - Power Book (13) (Mission 1852)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	115-135
Profissão	0
Pré-requisito	1851
Início	OldBeggar mapa 1002 263,135 TwinCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Old Beggar admired you a lot. Now you can claim your rewards from Taskmaster Chang.

Passos: 1. Claim your rewards from TaskmasterChang.

Prêmio: Item: L120 Super Clothing Pack

Contexto: You completed the Power Book quest. Now you can claim your rewards from Taskmaster Chang.

A.302 - The Connector 5 (Mission 1722)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	22-42
Profissão	0
Pré-requisito	1721
Início	ThiefWong mapa 1002 347,228 TwinCity
Fim	TaskmasterChang mapa 1004 51,49 JobCenter

Objetivo: Talk to Taskmaster Chang.

Passos: 1. Talk to TaskmasterChang.

Prêmio: Item: Refined Necklace Pack

Contexto: Speak with Taskmaster Chang to get your reward.

A.303 - The Armorer (Mission 2170)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-50
Profissão	70,71,72,73,74,75
Pré-requisito	802
Início	GeneralZhao mapa 1002 262,247 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: General Zhao asked to to Speak with the Armorer to learn something about the equipment.

Passos: 1. Speak with the Armorer

Prêmio: EXP: 400 \nGold: 200

Contexto: Now you have acquired the basic ability to survive in this cruel world. Now have a word with the Armorer, to learn more about your equipment!

A.304 - Job Promotion 1 (Mission 2172)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-50
Profissão	70,71,72,73,74,75
Pré-requisito	824
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	PirateLord mapa 1004 65,33 JobCenter

Objetivo: TCCaptain asked you to pay a visit to the Job Center to get promoted.

Passos: 1. Enter the Job Center and speak with the PirateLord

Prêmio: EXP: 58000

Contexto: After going through the different kinds of tests and practice, you are qualified for a promotion. Now, pay a visit to the Job Center and get promoted.

A.305 - Pirate Treasures (Mission 2174)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	— mapa — —,—

Objetivo: Obtain the Treasure Maps and dig up treasures.

Passos: 1. Obtain the Treasure Maps and dig up treasures.

Prêmio: Various Pirate's equipment, Dragon Souls (P1-5) and Martial Souls.

Contexto: On December 22nd- January 12nd, you'll have the chance to get Treasure Maps by killing bandits or monsters. Then you can buy a Shovel from the Shopkeeper and dig for Pirate treasures at the place that is marked on the map.

A.306 - Job promotion 2 (Mission 2178)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	70,71,72,73,74,75
Pré-requisito	2172
Início	PirateLord mapa 1004 65,33 JobCenter
Fim	PirateLord mapa 1004 65,33 JobCenter

Objetivo: Report back to the PirateLord after you reach level 15.

Passos: 1. Enter the Job Center and speak with the PirateLord

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.307 - Fortune-telling (Mission 6199)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Fortune-teller mapa 1002 437,332 TwinCity
Fim	Fortune-teller mapa 1002 437,332 TwinCity

Objetivo: Find the Fortune-teller to draw a Fortune-telling Token, and use the token to swap for a special Christmas pack!

Contexto: On December 13th-January 3rd, heroes who have reached Level 40 can find the Fortune-teller to join in the fortune-telling fun!

A.308 - Dead Man's Chest (Mission 6236)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Rory mapa 1002 433,361 TwinCity
Fim	Rory mapa 1002 433,361 TwinCity

Prêmio: Collect Davy's Hearts for Rory.

Contexto: On January 12th - 26th, you can talk to Rory in Twin City to join the event.

A.309 - Longevity Spring (Mission 2181)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	Mulally mapa 1002 437,346 TwinCity
Fim	Mulally mapa 1002 437,346 TwinCity

Objetivo: Talk to Mulally and find Blackbeard, and then help Blackbeard get the Longevity Spring.

Passos: 1. Talk to Mulally and find Blackbeard, and then help Blackbeard get the Longevity Spring.

Contexto: On January 12th - 26th, all Level 40+ heroes can talk to Mulally in Twin City to find Blackbeard, and then help Blackbeard get the Longevity Spring.

A.310 - Defense Talisman I (Mission 520)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	0
Início	SugarTang mapa 1015 685,599 BirdIsland
Fim	YangYun mapa 1782 51,70 TreasureHouse

Objetivo: Seek out Yang Yun, to learn more about the Star Tower. Discover that the Tower Splinter was stolen by bandits.

Passos: 1. Talk to YangYun and enter the Treasure House. | 2. After you killed the bandits in the Treasure House, YangYun told you the Tower Splinter has been stolen.

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

A.311 - Defense Talisman II (Mission 521)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	520
Início	YangYun mapa 1015 732,516 BirdIsland
Fim	YangYun mapa 1015 732,516 BirdIsland

Objetivo: You can't find any Tower Splinter outside, so you return to Yan Yun.

Passos: 1. Talk to YangYun.

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: You left the Treasure House and went out to find the Tower Splinters, but got nothing. So, you returned to Yang Yun in the Bird Island.

A.312 - Defense Talisman III (Mission 522)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	521
Início	YangYun mapa 1015 732,516 BirdIsland
Fim	TimeDoor mapa 1015 340,404 BirdIsland

Objetivo: Buy a Fishing Net at Net Peddler and use it to summon the Trout Elf. After you kill the Trout Elf, you'll obtain a Fresh Fish. 3 Fresh Fish can be exchanged for an Iron Poise at Ye Sheng. Use the Iron Poise at the 3 stone doors on Bird Island. Then you will find a way to the Hut.

Passos: 1. Talk to NetPeddler. | 2. Talk to YeSheng. | 3. Pass through the TimeDoor, the SeasonDoor or the DreamDoor to find Ruan Brother.

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: You were told that the second Tower Splinter is in a Hut at the center of Bird Island. To find the Hut, you bought a Fishing Net at Net Peddler and used it to summon the Trout Elf around the water. After you killed the Trout Elf, you obtained a Fresh Fish. 3 Fresh Fish can be exchanged for an Iron Poise at Ye Sheng. You used the Iron Poise at the 3 stone doors on Bird Island and found a way to the Hut.

A.313 - Defense Talisman IV (Mission 523)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	522
Início	TimeDoor mapa 1015 220,220 BirdIsland
Fim	RuanBrother mapa 1784 55,55 Hut

Objetivo: Talk to Ruan Brother, the owner of the Hut. Kill Bloody Shawn (561,797) and get the Shawn's Spear. Bring Ruan Brother the spear to swap for the second Tower Splinter.

Passos: 1. Talk to RuanBrother. | 2. Talk to RuanGoodMan to return Bird Island and get the Shawn's Spear.

Prêmio: 100 Silver \n===== \nFinalReward: \n Elite Star Tower(B)

Contexto: The Ruan Brothers admitted that the second Tower Splinter is in their hands, but requested you bring the Shawn's Spear to him first. You killed the Bloody Shawn in the northwest of Island and got his spear, then exchanged that for the second Tower Splinter from Ruan Brothers.

A.314 - Defense Talisman V (Mission 524)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	523
Início	RuanBrother mapa 1784 55,55 Hut
Fim	Plum mapa 1000 472,578 DesertCity

Objetivo: Pum, in the Desert City, should know about the third Tower Splinter.

Passos: 1. Talk to Plum.

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: You visited Plum for more information about the third Tower Splinter.

A.315 - Defense Talisman VI (Mission 525)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	524
Início	Plum mapa 1000 472,578 DesertCity
Fim	YangYun mapa 1015 732,516 BirdIsland

Objetivo: Kill the Caprice Leader and the Desert Condor there. The Tower Splinter disappears and you get a Handkerchief instead. Visit Yang Yun with the handkerchief.

Passos: 1. Collect the BudHandkerchief

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: Plum suggested you investigate the Desert. After you killed the Caprice Leader and the Desert Condor, you found the Tower Splinter disappeared and you got a Handkerchief instead.

A.316 - Defense Talisman VII (Mission 526)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	525
Início	YangYun mapa 1015 732,516 BirdIsland
Fim	GhoulKong mapa 1000 85,313 Desert

Objetivo: Show YangYun the Handkerchief, and he will lead you to his Treasure House again. You are leading to Dungeon. Also, you obtain a Weird Invocation. Meet GhoulKong at the entrance of Dungeon and ask him about the invocation.

Passos: 1. Collect the WeirdInvocation

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: You showed Yang Yun the Handkerchief and was told it belonged to Yang Feng, the old head of the Yang family. Yang Yun led you to his Treasure House again, but you were attacked by Vicious Rats there and broke into Dungeon. Also, you obtained a Weird Invocation.

A.317 - Defense TalismanVIII (Mission 527)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	526
Início	GhoulKong mapa 1000 85,313 Desert
Fim	Cauldron mapa 1787 48,37 Dungeon3F

Objetivo: Cauldron ask you to merge three Tower Splinters and 4 clinkers in the Cauldron at the 3rd floor of Dungeon to restore the Star Tower.

Passos: 1. Kill the MausoleumGeneral2 to receive its Glitter Sword. | 2. Kill the MausoleumGeneral3 to receive its Annatto Blade. | 3. Kill the MausoleumGeneral1 to receive its Wasp Spear. | 4. Kill the MausoleumGeneral4 to receive its Infernal Axe. | 5. Eliminate the Mausoleum Guards and Caprice Leader, then the ghost of YangFeng will emerge. Kill him and get the 3 Tower Splinters. | 6. Put the 3 Tower Splinters and 4 clinkers into the Cauldron to restore the StarTower.

Prêmio: 100 Silver \n===== \nFinalReward: \nElite Star Tower(B)

Contexto: Cauldron recognized that Weird Invocation was a map of Dungeon and he teleported you there. In Dungeon, you killed the Mausoleum Generals on each floor to obtain their weapons: Glitter Sword, Annatto Blade, Wasp Spear and Infernal Axe. After you eliminated all the Mausoleum Guards and the Caprice Leader, the ghost of Yang Feng emerged. To get the 3 Tower Splinters back, you killed Yang Feng. You smelted the 4 weapons into 4 clinkers and combined them with the 3 Tower Splinters to restore the Star Tower in the Cauldron at the 3rd floor of Dungeon. Meanwhile, you were teleported back to Bird Island.

A.318 - Defense Talisman IX (Mission 528)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	527
Início	GhoulKong mapa 1000 85,313 Desert
Fim	SugarTang mapa 1015 685,599 BirdIsland

Objetivo: GhoulKong send you into the Dungeon. Find the Cauldron at the 3rd floor and combine the 4 clinkers and 3 Tower Splinters to restore the Star Tower. After you receive the Star Tower, report back to Sugar Tang for your reward.

Passos: 1. Talk to SugarTang

Prêmio: Elite Star Tower(B)

Contexto: You smelted the 4 weapons into 4 clinkers and combined them with the 3 Tower Splinters to restore the Star Tower in the Cauldron at the 3rd floor of Dungeon. Sugar Tang did appreciate your efforts and gave the Star Tower to you as reward.

A.319 - Attack Talisman I (Mission 400)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	
Pré-requisito	527
Início	SugarTang mapa 1015 685,599 BirdIsland
Fim	VillagerChou mapa 1011 788,456 PhoenixCastle

Objetivo: SugarTang ask you to visit Villager Chou in the Phoenix Castle.

Passos: 1. Talk to VillagerChou in the Phoenix Castle.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: Since you helped Sugar Tang restore the Star Tower, she thought you were the only one who can find the Poem Book written by Frost Tang and Mr. Loneliness. You accepted the quest and got a Jadeite from Sugar Tang.

A.320 - Attack Talisman II (Mission 401)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	400
Início	VillagerChou mapa 1011 788,456 PhoenixCastle
Fim	VillagerChou mapa 1011 788,456 PhoenixCastle

Objetivo: VillagerChou in the Phoenix Castle demands that you bring him a bottle of Bamboo Wine and 5 pieces of Snake Meat, then he will help you to find Herbalist Chou's grandson.

Passos: 1. Talk to WineKiddo and buy a bottle of BambooWine from him. | 2. Kill Winged Snakes to collect the SnakeMeat.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: You headed for Phoenix Castle to find Herbalist Chou's grandson and met a blindman. To gain information from him, you brought him a bottle of Bamboo Wine from Wine Kiddo and 5 pieces of Snake Meat from Winged Snakes to the northeast of Phoenix Castle. After you did all of this, he acknowledged he was Villager Chou, Herbalist Chou's grandson, and gave you a piece of Tang Silk. You took the Tang Silk to Sugar Tang to check.

A.321 - Attack Talisman III (Mission 402)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	401
Início	VillagerChou mapa 1011 788,456 PhoenixCastle
Fim	SugarTang mapa 1015 685,599 BirdIsland

Objetivo: Take the Tang Silk to Sugar Tang.

Passos: 1. Talk to SugarTang on Bird Island.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: Villager Chou asked you to take the Tang Silk to Sugar Tang. Maybe she could find the secrets in the silk.

A.322 - Attack Talisman IV (Mission 403)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	402
Início	SugarTang mapa 1015 685,599 BirdIsland
Fim	KunlunWanderer mapa 1000 490,618 DesertCity

Objetivo: Sugar Tang asks you to take the Tang Silk to Kunlun Wanderer in Desert City.

Passos: 1. Talk to KunlunWanderer in Desert City.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: Kunlun Wanderer told you the Sacred Water combined by Kunlun Liquid and Posion Fang can be used to dye the Tang Silk.

A.323 - Attack Talisman V (Mission 404)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	403
Início	KunlunWanderer mapa 1000 490,618 DesertCity
Fim	KunlunWanderer mapa 1000 490,618 DesertCity

Objetivo: Find the secrets in the Tang Silk.

Passos: 1. Collect the Poison Fang in the Viper Cave. | 2. Talk to Kunlun Wanderer with the Poison Fang. He will give you a bottle of Kunlun Liquid. Combine them to get the Sacred Water. | 3. Use the Sacred Water to dye the Tang Silk and get PoemSilk.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: You were told that the Kunlun Stone was the Poison Fang of the Viper. Kunlun Wanderer gave you a bottle of Kunlun Liquid after you got the Poison Fang and asked you to combine the fang with the liquid to get Sacred Water. You used the Sacred Water to dyed the Tang Silk and got the Poem Silk. Villager Chou is waiting for the result.

A.324 - Attack Talisman VI (Mission 405)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	404
Início	KunlunWanderer mapa 1000 490,618 DesertCity
Fim	VillagerChou mapa 1011 788,456 PhoenixCastle

Objetivo: Visit Villager Chou with the Poem Silk to Villager Chou in the Phoenix Castle.

Passos: 1. Take the PoemSilk to VillagerChou in the Phoenix Castle.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: You were on the way to Villager Chou and wanted to tell him all you have found about the Tang Silk.

A.325 - Attack Talisman VII (Mission 406)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	405
Início	VillagerChou mapa 1011 788,456 PhoenixCastle
Fim	VillagerChou mapa 1011 788,456 PhoenixCastle

Objetivo: Just when you see Villager Chou, a group of Crimson Claw monsters appear. You should kill them all.

Passos: 1. Talk to VillagerChou.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: You took the Poem Silk to Villager Chou and wanted to check whether he know something about the poem. Before your conversation started, a group of Crimson Claw monsters appeared and you killed them.

A.326 - Attack Talisman VIII (Mission 407)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	406
Início	VillagerChou mapa 1011 788,456 PhoenixCastle
Fim	VillagerChou mapa 1011 788,456 PhoenixCastle

Objetivo: To find the Purple Eye, you should claim a stick of Incense from VillagerChou to enter the Swan Lake.

Passos: 1. Use the Incense around (55,109) and enter the Swan Lake to find the PurpleEye.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: Villager Chou gave you a stick of Incense. You arrived at the entrance (471, 844) to Swan Lake and burnt the Incense by the lake (55,109), and then Herbalist Chou appears. Herbalist Chou told you where the Heaven Fan was. You killed the Crimson Viper suddenly attacked you and obtained the Purple Eye.

A.327 - Attack Talisman IX (Mission 408)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	407
Início	VillagerChou mapa 1011 788,456 PhoenixCastle
Fim	Platform mapa 1015 686,723 BirdIsland

Objetivo: Collect 4 gems and put them into corresponding stone pillars to open the Teleport Platform.

Passos: 1. Defeat JadeCourtesan and retrieve the Jade Scepter. | 2. Put the PurpleEye into one of the stone pillars. | 3. Put the JadeScepter into one of the stone pillars. | 4. Put the Jadeite into one of the stone pillars. | 5. Put the Hairpin into one of the stone pillars. | 6. Activate the Teleport Platform.

Prêmio: 100 Silver \n===== \nFinalReward: \nSuper Heaven Fan(B)

Contexto: You took the Purple Eye, Jade Scepter, Jadeite and Hairpin to Bird Island and put them into the pillars to open the Teleport Platform.

A.328 - Attack Talisman X (Mission 409)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-120
Profissão	0
Pré-requisito	408
Início	Platform mapa 1015 686,723 BirdIsland
Fim	SugarTang mapa 1015 685,599 BirdIsland

Objetivo: You have to open the right one of the 3 Treasure Boxes to get the Heaven Fan. Exchange the Heaven Fan for the Poem Book from Mr. Loneliness.

Passos: 1. Open the right Treasure Box to receive the Heaven Fan. Exchange the Heaven Fan for the PoemBook from Mr. Loneliness. Then report back to Sugar Tang with the Poem Book.

Prêmio: Super Heaven Fan(B)

Contexto: There are 3 Treasure Boxes. You have to open the right one to get the Heaven Fan. Otherwise, a Poem Ghost or Lyra Ghost will come out and ruin your day. Bring the Poem Book that Mr. Loneliness gives to Sugar Tang. She will reward you with the Heaven Fan!

A.329 - Strife(1) (Mission 1345)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	64-79
Profissão	0
Pré-requisito	0
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Carry the 2 Smell Bags. Kill Snakeman and Heresy Snakeman to collect 20 Snakeman Smell and 20 Heresy Snakeman Smell.

Passos: 1. Collect SnakemanSmell | 2. Collect HeresySnakemanSmell

Prêmio: Some EXP, 2,500 Silver, 5

Contexto: Captor Cooke asked you to carry the 2 Smell Bags and slay the Snakeman and Heresy Snakeman to collect 20 Snakeman Smell and 20 Heresy Snakeman Smell for his future plan.

A.330 - Strife(2) (Mission 1346)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	64-79
Profissão	0
Pré-requisito	1345
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Captor Cooke asked you to carry the 2 Smell Bags to slay 40 Snakemen and 40 Heresy Snakemen.

Passos: 1. Carry the Smell Bag (Heresy Snakeman) to kill 40 Snakeman. | 2. Carry the Smell Bag (Snakeman) to kill 40 HeresySnakeman.

Prêmio: Some EXP, 2,800 Silver,

Contexto: Captor Cooke asked you to carry the 2 Smell Bags to kill 40 Snakeman and 40 Heresy Snakeman. To stir fight between the two races!

A.331 - Strife(3) (Mission 1347)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	64-79
Profissão	0
Pré-requisito	1346
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Use the Smell Bag and the Corpse Bag to entice the Elders of the Snakeman and Heresy Snakeman. Then slay the two elders.

Passos: 1. Use the Smell Bag and the Corpse Bag SnakemanTerritory to entice the Snakeman Elders. | 2. Use the Smell Bag and the Corpse Bag HeresySnakemanTerritory to entice the HeresySnakeman Elders.

Prêmio: Some EXP, 3,000 Silver,

Contexto: Captor Cooke asked you to use the Smell Bag and the Corpse Bag to entice the Elders of the Snakeman and Heresy Snakeman. Then slay the two elders. The two races will be furious at each other when they lost their elders.

A.332 - The Ape City (Mission 1300)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	0
Início	MilitiaCaptain mapa 1011 655,703 MapleForest
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: Find and speak with the AC-Lieutenant in Ape City.

Passos: 1. Speak with ACLieutenant

Prêmio: Some EXP, 400 Silver, 5

Contexto: Militia Captain in Maple Forest asked you to speak with the AC-Lieutenant in Ape City.

A.333 - Clear the Way (Mission 1301)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	0
Início	AC-Lieutenant mapa 1020 573,622 ApeCity
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: AC-Lieutenant asked you to slay 50 Vultures outside the Ape City.

Passos: 1. Slay Vulture

Prêmio: Some EXP, 1,500 Silver,

Contexto: AC-Lieutenant asked you to slay 50 Vultures outside the Ape City.

A.334 - Comfort Dead Souls (Mission 1302)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	0
Início	AC-Lieutenant mapa 1020 573,622 ApeCity
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: AC-Lieutenant asked you to appease the 5 dead souls in Maple Forest.

Passos: 1. Find DeadSoul | 2. Find DeadSoul | 3. Find DeadSoul | 4. Find DeadSoul | 5. Find DeadSoul

Prêmio: Some EXP, 1,000 Silver

Contexto: AC-Lieutenant lost some of his best soldiers. He asked you to find them and appease these dead souls.

A.335 - Vulture Feather (Mission 1306)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	0
Início	AC-Castellan mapa 1020 552,594 ApeCity
Fim	AC-Castellan mapa 1020 552,594 ApeCity

Objetivo: AC-Castellan asked you to burn a Vulture Feather on the Ape City Wall.

Passos: 1. Go and get a Vulture Feather and burn it on the ApeCityWall;

Prêmio: Some EXP, 1,500 Silver,

Contexto: AC-Castellan asked you to get a Vulture Feather and burn it on the Ape City Wall to keep the Vultures away from the city!

A.336 - Test of the Pupil(1) (Mission 1309)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	0
Início	DuSan mapa 1020 552,601 ApeCity
Fim	DuSan mapa 1020 552,601 ApeCity

Objetivo: Answer Dusan's question correctly to pass his test.

Passos: 1. Answer the questions of DuSan.

Prêmio: Some EXP, 500 Silver,

Contexto: Du San want to test you and asked you to answer his questions.

A.337 - Test of the Pupil(2) (Mission 1310)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	45-60
Profissão	0
Pré-requisito	1309
Início	DuSan mapa 1020 552,601 ApeCity
Fim	DuSan mapa 1020 552,601 ApeCity

Objetivo: Start from StartingPoint, circle round the City Wall to reach theFinishPointwithin 30 Seconds. (If you failed. You can speak with Du San to challenge again)

Passos: 1. Pass the test of DuSan

Prêmio: Some EXP, 1,000 Silver,

Contexto: Du San asked you to circle round the City Wall within 30 seconds. Break his record.

A.338 - A Warning (Mission 1307)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	47-62
Profissão	0
Pré-requisito	0
Início	AC-Castellan mapa 1020 552,594 ApeCity
Fim	AC-Castellan mapa 1020 552,594 ApeCity

Objetivo: AC-Castellan asked you to release the Pheasant and kill it before the Macaques.

Passos: 1. Go to the MacaqueTerritory, release the Pheasant and kill it before the Macaques.

Prêmio: Some EXP, 800 Silver,

Contexto: AC-Castellan gave you a Pheasant Bag. Go to the territory of the Macaque, release the Pheasant and kill it before the Macaques.

A.339 - Retrieve Jewellery (Mission 1311)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	47-62
Profissão	0
Pré-requisito	0
Início	Lydia mapa 1020 561,640 LoveCanyon
Fim	Lydia mapa 1020 561,640 LoveCanyon

Objetivo: Lydia asked you to retrieve 20 Jewelry Boxes from the Macaques for him!

Passos: 1. Retrieve JewelryBox

Prêmio: Some EXP, 1,500 Silver, 5

Contexto: Retrieve 20 Jewelry Boxes from the Macaques for Lydia.

A.340 - Macaques(1) (Mission 1303)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	47-62
Profissão	0
Pré-requisito	0
Início	AC-Lieutenant mapa 1020 573,622 ApeCity
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: Slay 50 Macaques.

Passos: 1. Slay Macaque

Prêmio: Some EXP, 1,000 Silver,

Contexto: AC-Lieutenant asked you to slay 50 Macaques for him.

A.341 - Macaques(2) (Mission 1304)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	47-62
Profissão	0
Pré-requisito	1303
Início	AC-Lieutenant mapa 1020 573,622 ApeCity
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: Slay 30 Macaque L48.

Passos: 1. Slay MacaqueL48

Prêmio: Some EXP, 1,500 Silver,
Contexto: AC-Lieutenant asked you to slay 30 Macaque L48.

A.342 - Macaques(3) (Mission 1305)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-63
Profissão	0
Pré-requisito	1304
Início	AC-Lieutenant mapa 1020 573,622 ApeCity
Fim	AC-Lieutenant mapa 1020 573,622 ApeCity

Objetivo: Defeat the Monkey King and bring back the Monkey King Tail.
Passos: 1. 꺀MonkeyKingTail
Prêmio: Some EXP, 1,800 Silver,
Contexto: AC-Lieutenant asked you to defeat the Monkey King and bring back the Monkey King Tail to him!

A.343 - The Stone Ape(1) (Mission 1312)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	48-63
Profissão	0
Pré-requisito	0
Início	StoneApe mapa 1020 560,670 LoveCanyon
Fim	SolarSaint mapa 1020 532,480 LoveCanyon

Objetivo: Find Solar Saint and ask him where does the Stone Ape come from.
Passos: 1. Visit SolarSaint
Prêmio: Some EXP, 500 Silver,
Contexto: Stone Ape is taken as a freak by the other Macaques. He asked you to find the Solar Saint and ask the Saint where does he come from!

A.344 - The Stone Ape(2) (Mission 1313)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	49-64
Profissão	0
Pré-requisito	1312
Início	SolarSaint mapa 1020 532,480 LoveCanyon
Fim	StoneApe mapa 1020 560,670 LoveCanyon

Objetivo: Use the Divine Calix to get water from fountain in the Maple Forest and bring it to Stone Ape.
Passos: 1. Get water from the Fountain
Prêmio: Some EXP, 1,000 Silver,
Contexto: Solar Saint gave you a Divine Calix. Use it to get water from the fountain in the Maple Forest and bring it to Stone Ape.

A.345 - The Stone Ape(3) (Mission 1314)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	49-64
Profissão	0
Pré-requisito	1313
Início	StoneApe mapa 1020 560,670 LoveCanyon
Fim	StoneApe mapa 1020 560,670 LoveCanyon

Objetivo: Defeat the Macaques which come for the Divine Calix.

Passos: 1. Slay the Macaques which come t the Divine Calix.

Prêmio: Some EXP, 1,500 Silver,

Contexto: Some Macaques come to grab the Divine Calix. Defeat them.

A.346 - The Carpenter (Mission 1308)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-65
Profissão	0
Pré-requisito	0
Início	AC-Castellan mapa 1020 552,594 ApeCity
Fim	CarpenterJack mapa 1020 838,545 LoveCanyon

Objetivo: Bring the Bamboo Liquid to Carpenter Jack.

Passos: 1. Bring the Bamboo Liquid to CarpenterJack

Prêmio: Some EXP, 500 Silver,

Contexto: AC-Castellan asked you to bring the Bamboo Liquid to Carpenter Jack.

A.347 - Wood Shortage(1) (Mission 1315)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-65
Profissão	0
Pré-requisito	0
Início	CarpenterJack mapa 1020 838,545 LoveCanyon
Fim	JackDaniel mapa 1011 221,395 MapleForest

Objetivo: Find Jack Daniel in Maple Forest and ask him for help!

Passos: 1. Find and speak with JackDaniel

Prêmio: Some EXP, 1,000 Silver,

Contexto: Carpenter Jack need lots of wood to fix the Wooden Bridge. He asked you to find Jack Daniel in Maple Forest for help!

A.348 - Wood Shortage(2) (Mission 1316)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-65
Profissão	0
Pré-requisito	1315
Início	JackDaniel mapa 1011 221,395 MapleForest
Fim	CarpenterJack mapa 1020 838,545 LoveCanyon

Objetivo: Slay the Giant Ape in the Love Canyon.

Passos: 1. Slay GiantApe

Prêmio: Some EXP, 1,500 Silver,
Contexto: Jack Daniel asked you to slay 50 Giant Apes in the Love Canyon.

A.349 - Giant Ape (Mission 1318)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	51-66
Profissão	0
Pré-requisito	0
Início	SoldierLeader mapa 1020 448,396 LoveCanyon
Fim	SoldierLeader mapa 1020 448,396 LoveCanyon

Objetivo: Soldier Leader asked you to slay 30 Giant Apes for him.
Passos: 1. Slay GiantApe
Prêmio: Some EXP, 1,500 Silver, 5
Contexto: The Giant Apes is a trouble to the Soldier Leader. He asked you to slay 30 Giant Apes for him!

A.350 - Collect Medicine (Mission 1363)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	51-66
Profissão	0
Pré-requisito	0
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	Apothecary mapa 1020 848,540 LoveCanyon

Objetivo: Collect Ape Claw, Ape Bone, and Ape Skin from the Giant Apes.
Passos: 1. Collect ApeClaw | 2. Collect ApeBone | 3. Collect ApeSkin
Prêmio: Some EXP, 2,000 Silver,
Contexto: Apothecary asked you to collect 1 Ape Claw, 1 Ape Bone, and 1 Ape Skin to cure the wounded soldiers.

A.351 - Cliff Flower (Mission 1317)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	52-67
Profissão	0
Pré-requisito	0
Início	CarpenterJack mapa 1020 838,545 LoveCanyon
Fim	CarpenterJack mapa 1020 838,545 LoveCanyon

Objetivo: Help Carpenter to collect 20 Cliff Flowers.
Passos: 1. Collect CliffFlower
Prêmio: Some EXP, 1,000 Silver,
Contexto: The Carpenter said that the Cliff Flower is a good building materials. He asked you to collect 20 Cliff Flowers for him to repair the Wooden Bridge.

A.352 - GiantApeL53 (Mission 1319)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	52-67
Profissão	0
Pré-requisito	0
Início	SoldierLeader mapa 1020 448,396 LoveCanyon
Fim	SoldierLeader mapa 1020 448,396 LoveCanyon

Objetivo: Slay 30 Giant Ape L53.

Passos: 1. Slay GiantApeL53

Prêmio: Some EXP, 1,500 Silver,

Contexto: Soldier Leader asked you to slay 30 Giant Ape L53 for him!

A.353 - Snake Fang (Mission 1334)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	63-78
Profissão	0
Pré-requisito	0
Início	MoonMaiden mapa 1020 272,438 LoveCanyon
Fim	MoonMaiden mapa 1020 272,438 LoveCanyon

Objetivo: Moon Maiden asked you to collect 5 Snake Fangs for her.

Passos: 1. Collect 5 SnakeFang

Prêmio: Some EXP, 2,000 Silver,

Contexto: Moon Maiden asked you to slay the Snakemen L63 to get 5 Snake Fangs to punish them!

A.354 - Don't Dawdle(1) (Mission 1320)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	52-67
Profissão	0
Pré-requisito	0
Início	SoldierLeader mapa 1020 448,396 LoveCanyon
Fim	SoldierLeader mapa 1020 448,396 LoveCanyon

Objetivo: Find the 3 slacking soldiers of Soldier Leader and ask them to get down to their work!

Passos: 1. Find Quark | 2. Find Xavier | 3. Find Webster

Prêmio: Some EXP, 1,500 Silver,

Contexto: Soldier Leader asked you to find the 3 slacking soldiers and ask them to get down to their work!

A.355 - Don't Dawdle(2) (Mission 1321)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	53-68
Profissão	0
Pré-requisito	1320
Início	SoldierLeader mapa 1020 448,396 LoveCanyon
Fim	Apothecary mapa 1020 848,540 LoveCanyon

Objetivo: Soldiers Leader believed that his soldiers were sick! He asked you to find Apothecary for help.

Passos: 1. Find and speak with Apothecary

Prêmio: Some EXP, 500 Silver,
Contexto: Soldier Leader believed his soldiers were sick! He asked you to find Apothecary for help!

A.356 - Don't Dawdle(3) (Mission 1322)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	53-68
Profissão	0
Pré-requisito	1321
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	SoldierLeader mapa 1020 448,396 LoveCanyon

Objetivo: Use the Water Bag to get water from the water fall beside the Ape City. Send the Water and the Panacea to Soldier Leader.
Passos: 1. Get water from the WaterFall. Send the water together with the Panacea to the Soldier Leader.

Prêmio: Some EXP, 1,000 Silver,
Contexto: Apothecary gave you a Panacea and a Water Bag. Use the Water Bag to get water from the waterfall beside the Ape City. Send the Water and the Panacea to Soldier Leader.

A.357 - Don't Dawdle(4) (Mission 1323)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	53-68
Profissão	0
Pré-requisito	1322
Início	SoldierLeader mapa 1020 448,396 LoveCanyon
Fim	SoldierLeader mapa 1020 448,396 LoveCanyon

Objetivo: Send the Panacea to the 3 soldiers of the Soldier Leader within 3 minutes.
Passos: 1. Find Quark | 2. Find Xavier | 3. Find Webster
Prêmio: Some EXP, 1,500 Silver, A Random Normal Gem
Contexto: Soldier Leader asked you to send the water and the Panacea to his 3 soldiers. You have to send the medicine to them within 3 minutes before its potency is gone!

A.358 - A Joke (Mission 1361)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	53-68
Profissão	0
Pré-requisito	0
Início	Quark mapa 1020 602,445 LoveCanyon
Fim	Quark mapa 1020 602,445 LoveCanyon

Objetivo: Punish Xavier.
Passos: 1. Find Xavier
Prêmio: Some EXP, 1,000 Silver,
Contexto: Xavier is a miser. Quark asked you to play a trick on Xavier.

A.359 - Monkey Fans (Mission 1362)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	54-69
Profissão	0
Pré-requisito	0
Início	Webster mapa 1020 668,456 LoveCanyon
Fim	Webster mapa 1020 668,456 LoveCanyon

Objetivo: Capture a Giant Ape L53 for Webster.

Passos: 1. Capture a GiantApeL53

Prêmio: Some EXP, 1,500 Silver,

Contexto: Webster like monkeys very much. He gave you an Ape Bag and asked you to capture a Giant Ape L53 for him.

A.360 - Weary Pill(1) (Mission 1364)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	54-69
Profissão	0
Pré-requisito	0
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	Apothecary mapa 1020 848,540 LoveCanyon

Objetivo: Apothecary asked you take his Weary Pill to test if it is safe to mankind.

Passos: 1. Find Apothecary and take his Weary Pill.

Prêmio: Some EXP, 500 Silver, 5

Contexto: Apothecary asked you take his Weary Pill to test if it is safe to mankind.

A.361 - Weary Pill(2) (Mission 1365)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	54-69
Profissão	0
Pré-requisito	1364
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	Apothecary mapa 1020 848,540 LoveCanyon

Objetivo: Drop the Weary Pill in the required place and test its effect.

Passos: 1. Drop the Weary Pill and kill the WearyGiantApe | 2. Drop the Weary Pill and kill the WearyApeL53 | 3. Drop the Weary Pill and kill the WearyApeKing

Prêmio: Some EXP, 2,000 Silver, Demon Armor

Contexto: Apothecary asked you to test the Weary Pill on the Apes.

A.362 - Deliver Medicine (Mission 1348)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-70
Profissão	0
Pré-requisito	0
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Apothecary asked you to send the Quality Bezoar to the Poison Master.

Passos: 1. Send the Quality Bezoar to PoisonMaster
Prêmio: Some EXP, 800 Silver,
Contexto: Apothecary asked you to send the Quality Bezoar to his friend, the Poison Master.

A.363 - Thunder Ape (Mission 1324)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-70
Profissão	0
Pré-requisito	0
Início	ArdenteTaoist mapa 1020 366,304 LoveCanyon
Fim	ArdenteTaoist mapa 1020 366,304 LoveCanyon

Objetivo: Slay 60 Thunder Apes.
Passos: 1. Slay ThunderApe
Prêmio: Some EXP, 2,000 Silver,
Contexto: ArdenteTaoist asked you to take the Soulfire Token and slay 60 Thunder Apes.

A.364 - Thunder Stone (Mission 1327)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-70
Profissão	0
Pré-requisito	0
Início	TempestTaoist mapa 1020 364,296 LoveCanyon
Fim	TempestTaoist mapa 1020 364,296 LoveCanyon

Objetivo: Get 3 Thunder Stones from the Thunder Apes for Tempest Taoist.
Passos: 1. Collect 3 ThunderStone
Prêmio: Some EXP, 2,000 Silver,
Contexto: Tempest Taoist wants to reveal the secret of the Thunder Ape. He asked you to collect 3 Thunder Stones from the Thunder Apes.

A.365 - Blaze Pill (Mission 1329)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-70
Profissão	0
Pré-requisito	0
Início	BreezePupil mapa 1020 356,315 LoveCanyon
Fim	BreezePupil mapa 1020 356,315 LoveCanyon

Objetivo: Retrieve the Blaze Pill from the Thunder Apes for Breeze Pupil.
Passos: 1. Retrieve the BlazePill
Prêmio: Some EXP, 2,000 Silver,
Contexto: Breeze Pupil lost the Blaze Pill in the territory of the Thunder Apes. Retrieve the Blaze Pill for him!

A.366 - Thunder Ginseng (Mission 1349)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	55-70
Profissão	0
Pré-requisito	0
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Go to the appointed place to collect 10 Thunder Ginsengs.

Passos: 1. Collect ThunderGinseng

Prêmio: Some EXP, 1,500 Silver, 5

Contexto: Poison Master asked you to collect 10 Thunder Ginsengs for him. Use the Sickle he gave you to collect the Thunder Ginseng for him.

A.367 - Courage Test(1) (Mission 1350)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	57-72
Profissão	0
Pré-requisito	0
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Take the Toxicant the Poison Master gave you.

Passos: 1. Take the toxicant of the PoisonMaster

Prêmio: Some EXP, 500 Silver,

Contexto: Poison Master made a new Toxicant. He asked you to take it! It is a test of courage!

A.368 - Courage Test(2) (Mission 1351)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	57-72
Profissão	0
Pré-requisito	1350
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Defeat the Thunder Ape King released by Poison Master.

Passos: 1. Defeat the ApeTyrant

Prêmio: Some EXP, 1,000 Silver,

Contexto: Poison Master asked you to defeat the Thunder Ape King. It is the second test of courage!

A.369 - Courage Test(3) (Mission 1352)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	57-72
Profissão	0
Pré-requisito	1351
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Jump off the cliff from the appointed position.

Passos: 1. Go to the Cliff to jump off.

Prêmio: Some EXP, 2,000 Silver,
Contexto: Poison Master asked you to jump of the cliff. This is the Third test of courage!

A.370 - Ape Gourd (Mission 1330)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	57-72
Profissão	0
Pré-requisito	0
Início	BreezePupil mapa 1020 356,315 LoveCanyon
Fim	BreezePupil mapa 1020 356,315 LoveCanyon

Objetivo: Capture Thunder Ape and Thunder Ape L58.
Passos: 1. Capture ThunderApe | 2. Capture ThunderApeL58
Prêmio: Some EXP, 2,000 Silver, 5
Contexto: Breeze Pupil gave you an Ape Gourd. Use it to capture 5 Thunder Apes and 5 Thunder Apes L58.

A.371 - Thunder Ape L58 (Mission 1325)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	58-73
Profissão	0
Pré-requisito	1324
Início	ArdenteTaoist mapa 1020 366,304 LoveCanyon
Fim	ArdenteTaoist mapa 1020 366,304 LoveCanyon

Objetivo: Slay 50 Thunder Apes L58.
Passos: 1. Slay ThunderApeL58
Prêmio: Some EXP, 2,000 Silver,
Contexto: Ardente Taoist asked you to slay 50 Thunder Apes L58 for him!

A.372 - Rage Stone (Mission 1328)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	58-73
Profissão	0
Pré-requisito	1327
Início	TempestTaoist mapa 1020 364,296 LoveCanyon
Fim	TempestTaoist mapa 1020 364,296 LoveCanyon

Objetivo: Collect 3 Rage Stones from the Thunder Ape L58.
Passos: 1. Collect RageStone
Prêmio: Some EXP, 2,000 Silver,
Contexto: Tempest Taoist asked you to collect 3 Rage Stones from the Thunder Apes L58.

A.373 - Medicine Supply (Mission 1326)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	58-73
Profissão	0
Pré-requisito	0
Início	ArdenteTaoist mapa 1020 366,304 LoveCanyon
Fim	TempestTaoist mapa 1020 364,296 LoveCanyon

Objetivo: Buy 1 Amrita and 1 Pearl Ointment for Ardente Taoist and Tempest Taoist.

Passos: 1. Send 1 Amrita to ArdenteTaoist | 2. Send 1 PearlOintment to TempestTaoist

Prêmio: Some EXP, 1,500 Silver,

Contexto: Ardente Taoist asked you to buy 1 Amrita and 1 Pearl Ointment for him and the Tempest Taoist.

A.374 - Enervation Pill(1) (Mission 1353)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	59-74
Profissão	0
Pré-requisito	0
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Get a Transmute Pill from the Apothecary.

Passos: 1. Get a TransmutePill Apothecary.

Prêmio: Some EXP, 500 Silver,

Contexto: Poison Master made an Enervation Pill. He asked you to get a Transmute Pill from the Apothecary.

A.375 - Enervation Pill(2) (Mission 1354)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	59-74
Profissão	0
Pré-requisito	1353
Início	Apothecary mapa 1020 848,540 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Use the Enervation Pill when you are in an ape form.

Passos: 1. Use the Enervation Pill when you are in an ape form and then speak with PoisonMaster

Prêmio: Some EXP, 800 Silver,

Contexto: Apothecary gave you the Transmute Pill. Use the Transmute Pill to turn into a Thunder Ape. And use the Enervation Pill.

A.376 - Enervation Pill(3) (Mission 1355)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	59-74
Profissão	0
Pré-requisito	1354
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Use the Enervation Pill to the Thunder Ape L58 and then kill it!

Passos: 1. Use the Enervation Pill to ThunderApeL58 and then kill it!

Prêmio: Some EXP, 1,500 Silver,
Contexto: Poison Master gave you a Enervation Pill. Use it on the Thunder Ape L58 and then kill it!

A.377 - Enervation Pill(4) (Mission 1356)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	59-74
Profissão	0
Pré-requisito	1355
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Slay the Raging Ape.
Passos: 1. Use the Enervation Pill to RagingApe and then kill it!
Prêmio: Some EXP, 2,000 Silver,
Contexto: Poison Master asked you to use the Enervation Pill to Raging Ape and then kill it!

A.378 - Enervation Pill(5) (Mission 1357)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	59-74
Profissão	0
Pré-requisito	1356
Início	PoisonMaster mapa 1020 442,78 LoveCanyon
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Spread the Enervation Pill in the Territory of the Apes.
Passos: 1. Spreadthe Enervation Pill in ApeTerritory | 2. Spreadthe Enervation Pill in ApeTerritory | 3. Spreadthe Enervation Pill in ApeTerritory | 4. Spreadthe Enervation Pill in ApeTerritory | 5. Spreadthe Enervation Pill in ApeTerritory
Prêmio: Some EXP, 900 Silver,
Contexto: Poison Master gave you a bottle of Enervation Pills. Spread the Enervation Pill in the 5 different location of the Territory of the Apes.

A.379 - Snakeman Leader(1) (Mission 1331)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-75
Profissão	0
Pré-requisito	0
Início	BreezePupil mapa 1020 356,315 LoveCanyon
Fim	MoonMaiden mapa 1020 272,438 LoveCanyon

Objetivo: Find Moon Maiden to ask her the way to deal with the Snakeman Leader.
Passos: 1. Find and speak with the MoonMaiden
Prêmio: Some EXP, 500 Silver,
Contexto: Breeze Pupil asked you to find the Moon Maiden and ask her the way to deal with the Snakeman Leader.

A.380 - Snakeman Leader (2) (Mission 1332)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-80
Profissão	0
Pré-requisito	1331
Início	MoonMaiden mapa 1020 272,438 Canyon
Fim	MoonMaiden mapa 1020 272,438 Canyon

Objetivo: Talk to the Snakeman Leader and give him the Catholicon.

Passos: 1. Scare the SnakemanLeader | 2. Report back to MoonMaiden;f

Prêmio: Some EXP and 1,200 Silver

Contexto: Moon Maiden asked you to send the Catholicon to Snakeman Leader and ask him to eat it! Give the Snakeman Leader a lesson and report back to Moon Maiden.

A.381 - Eradicate Snakeman (Mission 1335)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-75
Profissão	0
Pré-requisito	0
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Slay 60 Snakemen.

Passos: 1. Slay 60 Snakeman

Prêmio: Some EXP, 2,000 Silver,

Contexto: Harmony Taoist asked you to slay 60 Snakemen for him!

A.382 - Snake Gall (Mission 1333)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-75
Profissão	0
Pré-requisito	0
Início	MoonMaiden mapa 1020 272,438 LoveCanyon
Fim	MoonMaiden mapa 1020 272,438 LoveCanyon

Objetivo: Slay the Snakeman and collect 10 Snake Galls.

Passos: 1. Collect Snake Gall

Prêmio: Some EXP, 2,000 Silver,

Contexto: Moon Maiden asked you to collect 10 Snake Galls for her to make drugs for snakebite.

A.383 - Back Home(1) (Mission 1344)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-76
Profissão	0
Pré-requisito	0
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Find a shortcut to the Ape City.

Passos: 1. Find a ShortCut | 2. Find a ShortCut | 3. Find a ShortCut

Prêmio: Some EXP, 1,500 Silver, 5

Contexto: Captor Cooke had to return to the Ape City quickly. He asked you to find a shortcut to the Ape City for him!

A.384 - Back Home(2) (Mission 1336)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-76
Profissão	0
Pré-requisito	1344
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Find and ask Harmony Taoist if there is a shortcut.

Passos: 1. Ask HarmonyTaoist if there is a shortcut.

Prêmio: Some EXP, 500 Silver,

Contexto: Captor Cooke asked you to find Harmony Taoist for help to find the shortcut!

A.385 - Back Home(3) (Mission 1337)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-76
Profissão	0
Pré-requisito	1336
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Get a Cloud Riding Scroll from the Snakeman.

Passos: 1. Get a CloudRidingScroll from the Snakeman.

Prêmio: Some EXP, 2,000 Silver,

Contexto: Harmony Taoist asked you to get a Cloud Riding Scroll. He will teach you how to ride the cloud. This is the best way to return home quickly!

A.386 - Back Home(4) (Mission 1338)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-76
Profissão	0
Pré-requisito	1337
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Go the cliff closest to the Ape City and try the Cloud Riding Skill.

Passos: 1. Go to the the Cliff cloest to the Ape City and put down your weapon to try the Cloud Riding Skill.

Prêmio: Some EXP, 2,000 Silver,

Contexto: Harmony Taoist asked you to try the skill! Go the the cliff cloest to the Ape City and try the Cloud Riding Skill. Don't forget to put down your weapon first!

A.387 - Back Home(5) (Mission 1339)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-76
Profissão	0
Pré-requisito	1338
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Speak with Captor Cooke after you master the Cloud Riding skill.

Passos: 1. Find and speak with CaptorCooke

Prêmio: Some EXP, 800 Silver,

Contexto: Harmony Taoist asked you to find Captor Cooke and teach him the skill!

A.388 - Race Hatred (Mission 1359)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	62-77
Profissão	0
Pré-requisito	0
Início	SnakemanLeader mapa 1020 88,387 LoveCanyon
Fim	SnakemanLeader mapa 1020 88,387 LoveCanyon

Objetivo: Snakeman Leader asked you to slay 50 Heresy Snakemen.

Passos: 1. Slay HeresySnakeman

Prêmio: Some EXP, 2,000 Silver,

Contexto: Snakeman Leader asked you to slay 50 Heresy Snakemen.

A.389 - Race Hatred(2) (Mission 1360)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	62-77
Profissão	0
Pré-requisito	0
Início	HeresySnakemanLeader mapa 1020 441,451 LoveCanyon
Fim	HeresySnakemanLeader mapa 1020 441,451 LoveCanyon

Objetivo: Heresy Snakeman Leader asked you to slay 60 Snakemen for him!

Passos: 1. Slay Snakeman

Prêmio: Some EXP, 2,000 Silver, 5

Contexto: Heresy Snakeman Leader asked you to slay 60 Snakemen for him!

A.390 - Pick a Fight(1) (Mission 1340)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	62-77
Profissão	0
Pré-requisito	0
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Speak with the Harmony Taoist. He will tell you how to pick a fight between the Snakemen and Heresy Snakemen.

Passos: 1. Find and speak with HarmonyTaoist

Prêmio: Some EXP, 500 Silver,
Contexto: Captor Cooke asked you to speak with the Harmony Taoist. He will tell you how to pick a fight between the Snakemen and Heresy Snakemen.

A.391 - Pick a Fight(2) (Mission 1341)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	62-77
Profissão	0
Pré-requisito	1340
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Get a Holy Bead from the Snakemen and a Heresy Snake Gall from the Heresy Snakemen.
Passos: 1. Collect HolyBead | 2. Collect HeresySnakeGall
Prêmio: Some EXP, 2,000 Silver,
Contexto: Harmony Taoist asked you to get a Holy Bead from the Snakemen and a Heresy Snake Gall from the Heresy Snakemen for his plan.

A.392 - Pick a Fight(3) (Mission 1342)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	63-78
Profissão	0
Pré-requisito	1341
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	CaptorCooke mapa 1020 211,445 LoveCanyon

Objetivo: Use the Holy Bead to transform into a Snakeman to challenge the Heresy Leader. Use the Heresy Snake Gall to transform into a Heresy Snakeman to challenge the Snakeman Leader.
Passos: 1. Use the Holy Bead to transform into a Snakeman to challenge the HeresySnakemanLeader | 2. Use the Heresy Snake Gall to transform into a Heresy Snakeman to challenge the SnakemanLeader
Prêmio: Some EXP, 3,000 Silver, 1 Random Normal Gem (1)
Contexto: Harmony Taoist asked you to use the Holy Bead to transform into a Snakeman to challenge the Heresy Leader. Use the Heresy Snake Gall to transform into a Heresy Snakeman to challenge the Snakeman Leader.

A.393 - Snakeman L63 (Mission 1343)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	63-78
Profissão	0
Pré-requisito	0
Início	HarmonyTaoist mapa 1020 265,429 LoveCanyon
Fim	HarmonyTaoist mapa 1020 265,429 LoveCanyon

Objetivo: Harmony Taoist asked you to slay 50 Snakeman L63.
Passos: 1. Slay Snakeman L63
Prêmio: Some EXP, 2,000 Silver,
Contexto: Harmony Taoist asked you to slay 50 Snakeman L63.

A.394 - Elder Jiang 4 (Mission 1511)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	84-94
Profissão	0
Pré-requisito	1510
Início	ElderJiang mapa 1000 308,456 Desert
Fim	DC-ViceCaptain mapa 1000 500,652 Desert

Objetivo: Elder Jiang is a wise man. Go report to the DC Vice Captain.

Passos: 1. Inform the DC-ViceCaptain

Prêmio: Some EXP, 2,000 Silver, a random Gem, 2 Meteors

Contexto: Elder Jiang is a wise man. You should go report to the DC Vice Captain.

A.395 - Elder Jiang 3 (Mission 1510)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1509
Início	SpringGeneralXu mapa 1000 311,481 Desert
Fim	ElderJiang mapa 1000 308,456 Desert

Objetivo: Spring General Xu asks you to deliver a message to Elder Jiang.

Passos: 1. Deliver a message to ElderJiang

Prêmio: Some EXP and 1,000 Silver

Contexto: Spring General Xu wants to visit Elder Jiang and asked you to deliver a message for him.

A.396 - Head to Desert City (Mission 1450)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	65-75
Profissão	0
Pré-requisito	0
Início	CaptorCooke mapa 1020 211,445 LoveCanyon
Fim	DC-ViceCaptain mapa 1000 500,652 Desert

Objetivo: Deliver the letter to the DC Vice Captain

Passos: 1. Deliver the letter to the DC-ViceCaptain

Prêmio: Some EXP, 1,500 Silver and 5 Panaceas

Contexto: Captor Cooke wrote a letter to the DC Vice Captain. He's asking you to head to Desert City and deliver the letter to the DC Vice Captain.

A.397 - Kill Sand Monsters (Mission 1451)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	65-75
Profissão	0
Pré-requisito	0
Início	DC-ViceCaptain mapa 1000 500,652 Desert
Fim	DC-ViceCaptain mapa 1000 500,652 Desert

Objetivo: The DC Vice Captain asks you to kill 50 Sand Monsters

Passos: 1. Kill 50 SandMonster

Prêmio: Some EXP, 3,000 Silver

Contexto: You are asked to kill 50 Sand Monsters. After that, report to the DC Vice Captain.

A.398 - Hidden Danger 1 (Mission 1452)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	65-75
Profissão	0
Pré-requisito	0
Início	DC-ViceGeneral mapa 1000 520,641 Desert
Fim	DC-ViceGeneral mapa 1000 520,641 Desert

Objetivo: The DC Vice General is asking you to inspect the city gate towers

Passos: 1. Head to WesternGateTower(Left) | 2. Head to WesternGateTower(Right) | 3. Head to SouthernGateTower(Left) | 4. Head to SouthernGateTower(Right)

Prêmio: Some EXP and 1,500 Silver

Contexto: The DC Vice General is worried about the security of the city and asked you to inspect the 4 city gate towers.

A.399 - Hidden Danger 2 (Mission 1453)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	65-75
Profissão	0
Pré-requisito	1452
Início	DC-ViceGeneral mapa 1000 520,641 Desert
Fim	DC-ViceGeneral mapa 1000 520,641 Desert

Objetivo: You're asked to turn to the Sand Monsters for clues.

Passos: 1. Kill the Sand Monsters to gain a Sandbag

Prêmio: Some EXP, 3,000 Silver, Refined Gem (B)

Contexto: A large amount of yellow sand are found outside the city. The DC Vice General is asking you to find some clues from the Sand Monsters.

A.400 - Hidden Danger 3 (Mission 1454)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	66-76
Profissão	0
Pré-requisito	1453
Início	DC-ViceGeneral mapa 1000 520,641 Desert
Fim	TaoistYu mapa 1000 519,649 Desert

Objetivo: Bring the Sandbag to Taoist Yu

Passos: 1. Visit TaoistYu

Prêmio: Some EXP and 1,000 Silver

Contexto: The DC Vice General didn't manage to open the Sandbag and asked you to deliver it to Taoist for help.

A.401 - Hidden Danger 4 (Mission 1455)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	66-76
Profissão	0
Pré-requisito	1454
Início	TaoistYu mapa 1000 519,649 Desert
Fim	DC-ViceGeneral mapa 1000 520,641 Desert

Objetivo: Spread the water on the city gate towers and then report to DC Vice General

Passos: 1. Fill the Jade Flask with some water JadeFlask(Full) | 2. Spread the water on the WesternGateTower(Left) | 3. Spread the water on the WesternGateTower(Right) | 4. Spread the water on the SouthernGateTower(Left) | 5. Spread the water on the SouthernGateTower(Right)

Prêmio: Some EXP, 3,000 Silver, +1 Stone

Contexto: Taoist Yu is asking you to fill the Jade Flask with some water and spread the water on the 4 city gate towers. After that, go report to the DC Vice General.

A.402 - The Withered Trees 1 (Mission 1456)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	66-76
Profissão	0
Pré-requisito	0
Início	Lotus mapa 1000 477,641 Desert
Fim	TaoistYu mapa 1000 519,649 Desert

Objetivo: Lotus hopes you can save the withered trees.

Passos: 1. Visit TaoistYu;;

Prêmio: Some EXP, 1,000 Silver

Contexto: Lotus is asking you to pay a visit to Taoist Yu. Perhaps he knows how to save the withered trees.

A.403 - The Withered Trees 2 (Mission 1457)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	66-76
Profissão	0
Pré-requisito	1456
Início	TaoistYu mapa 1000 519,649 Desert
Fim	TaoistYu mapa 1000 519,649 Desert

Objetivo: Taoist Yu needs some water from the Moon Spring

Passos: 1. Bring the Emerald Bottle and head to the MoonSpring to fetch some water

Prêmio: Some EXP and 3,000 Silver

Contexto: Taoist Yu is asking you to bring the Emerald Bottle to the Moon Spring and fetch some water.

A.404 - The Withered Trees 3 (Mission 1458)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	67-77
Profissão	0
Pré-requisito	1457
Início	TaoistYu mapa 1000 519,649 Desert
Fim	TaoistYu mapa 1000 519,649 Desert

Objetivo: Taoist Yu is asking you to grab a Sand Blocker from the Sand Monsters

Passos: 1. Obtain a SandBlocker

Prêmio: Some EXP, 3,000 Silver, 5 Panaceas , 2 Meteors

Contexto: Taoist Yu needs the water from the Moon Spring and a Sand Monster's Sand Blocker to make the Healing Water.

A.405 - The Withered Trees 4 (Mission 1459)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	67-77
Profissão	0
Pré-requisito	1458
Início	TaoistYu mapa 1000 519,649 Desert
Fim	Lotus mapa 1000 477,647 Desert

Objetivo: Taoist Yu is asking you to water 3 Withered Trees.

Passos: 1. Water WitheredTree1 | 2. Water WitheredTree2 | 3. Water WitheredTree3

Prêmio: Some EXP, 3,000 Silver, Super Hat

Contexto: Taoist Yu is asking you to water the 5 Withered Trees with the Healing Water. After that, you're to report to Lotus.

A.406 - Kill the L68 Sand Monsters (Mission 1460)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	67-77
Profissão	0
Pré-requisito	0
Início	DC-ViceCaptain mapa 1000 500,652 Desert
Fim	DC-ViceCaptain mapa 1000 500,652 Desert

Objetivo: The DC Vice Captain is asking you to kill 30 Level 68 Sand Monsters.

Passos: 1. Kill 30 SandMonsterL68

Prêmio: Some EXP, 3,000 Silver

Contexto: The DC Vice Captain is asking you to kill 30 Level 68 Sand Monsters. After that, you'll need to report to the DC Vice Captain.

A.407 - Collecting Sand Essence (Mission 1461)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	68-78
Profissão	0
Pré-requisito	0
Início	TaoistYu mapa 1000 519,649 Desert
Fim	TaoistYu mapa 1000 519,649 Desert

Objetivo: Taoist Yu is asking you to collect 10 Sand Essences from the Level 68 Sand Monsters

Passos: 1. Collect 10 SandEssence

Prêmio: Some EXP, 3,000 Silver, an EXP Ball Scrap , +1 Stone

Contexto: Sand Essence is a perfect material to forge a talisman. Taoist Yu is asking you to collect 10 Sand Essences for him.

A.408 - Ginseng Delivery (Mission 1462)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	68-78
Profissão	0
Pré-requisito	0
Início	KeYulun mapa 1000 559,795 Desert
Fim	KeYulun mapa 1000 559,795 Desert

Objetivo: Ke Yulun is injured and asking you to buy him a Ginseng.

Passos: 1. Deliver a Ginseng to Ke Yulun

Prêmio: Some EXP, 2,000 Silver and a Desert City Gate

Contexto: Ke Yulun was injured in a sand storm. He needs a Ginseng to save his life.

A.409 - Save the Company (Mission 1463)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	68-88
Profissão	0
Pré-requisito	0
Início	KeYulun mapa 1000 559,795 Desert
Fim	KeYulun mapa 1000 559,795 Desert

Objetivo: Ke Yulun's Follower was kidnapped by the Level 68 Sand Monsters. He's asking you to save the poor guy.

Passos: 1. Find KeYulun'sFollower. | 2. Kill 7 SandMonsterL68, and then find KeYulun'sFollower.

Prêmio: Some EXP, 3,000 Silver, 2 Meteors

Contexto: Ke Yulun's Follower was kidnapped by the Level 68 Sand Monsters! He's asking you to save the poor guy. After that, report back to Ke Yulun.

A.410 - Clear the Path (Mission 1464)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	69-79
Profissão	0
Pré-requisito	1463
Início	KeYulun mapa 1000 559,795 Desert
Fim	KeYulun mapa 1000 559,795 Desert

Objetivo: Ke Yulun is asking you to clear the path and kill the Sand Monsters.

Passos: 1. Kill 40 SandMonster | 2. Kill 10 SandMonsterL68

Prêmio: Some EXP, 3,000 Silver, Unique Snakeskin Boots , +1 Stone

Contexto: Ke Yulun and his followers want to return home. Anyway, the path is blocked by the monsters. He's asked you to kill 40 Sand Monsters and 10 Level 68 Sand Monsters. After that, you'll need to report to Ke Yulun.

A.411 - Save the Village (Mission 1465)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-80
Profissão	0
Pré-requisito	0
Início	DC-ViceCaptain mapa 1000 500,652 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: The DC Vice Captain is asking you to kill 20 Hill Monsters and then report to General ZhuGe

Passos: 1. Kill 20 HillMonster

Prêmio: Some EXP, 2,000 Silver, 5 Panaceas , 2 Meteors

Contexto: More and more Hill Monsters are gathering outside the village. The DC Vice Captain is asking you to kill 20 Hill Monsters and then report to General ZhuGe.

A.412 - Hill Monster's Threat (Mission 1466)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-80
Profissão	0
Pré-requisito	0
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: The Hill Monster has become a serious threat to the village. General ZhuGe is asking you to kill 50 of them.

Passos: 1. Kill 50 HillMonster

Prêmio: Some EXP, 2,000 Silver and a Diligence Book

Contexto: The Hill Monster has become a serious threat to the village. You're going to kill 50 of them and report to General ZhuGe.

A.413 - Ironsmith's Request (Mission 1467)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-80
Profissão	0
Pré-requisito	0
Início	IronsmithLi mapa 1000 481,341 Desert
Fim	IronsmithLi mapa 1000 481,341 Desert

Objetivo: Ironsmith Li is asking you to collect 5 Hammers from the Hill Monsters.

Passos: 1. Collect 5 Hammer

Prêmio: Some EXP, 3,000 Silver, a Small Joy Stone , 2 Meteors

Contexto: Ironsmith Li is interested in Hill Monster's Hammer. He's asking you to collect 5 for him.

A.414 - The Heavy Hammer (Daily) (Mission 6127)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	67-76
Profissão	0
Pré-requisito	0
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: General ZhuGe is asking you to gain a Heavy Hammer and use it to kill the Sand Monsters.

Passos: 1. Kill the Hill Monsters to get a HeavyHammer | 2. Kill 15 SandMonster

Prêmio: Some EXP and 2,000 Silver

Contexto: Heavy Hammer is powerful. General ZhuGe is asking you to get one from the Hill Monsters and use it to kill 15 Sand Monsters.

A.415 - Go Deep into the Lair (Mission 1468)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	71-81
Profissão	0
Pré-requisito	0
Início	ViceGeneralDong mapa 1000 486,346 Desert
Fim	ViceGeneralDong mapa 1000 486,346 Desert

Objetivo: Vice General Dong is asking you to set fires in Hill Monster's lair.

Passos: 1. Set a fire in the 1stSpot | 2. Set a fire in the 2ndSpot | 3. Set a fire in the 3rdSpot

Prêmio: Some EXP, 2,000 Silver, 2 Meteors

Contexto: Hill Monsters are afraid of fire. Vice General Dong is asking you to set fires in their lair to drive them out. After that, you'll need to report to Vice General Dong.

A.416 - The Green Seeds 1 (Mission 1469)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	71-81
Profissão	0
Pré-requisito	0
Início	WanYing mapa 1000 475,331 Desert
Fim	WanYing mapa 1000 475,331 Desert

Objetivo: Wan Ying is asking you to fetch 3 tree seeds

Passos: 1. Collect the 1stTreeSeed | 2. Collect the 2ndTreeSeed | 3. Collect the 3rdTreeSeed

Prêmio: Some EXP and 3,000 Silver

Contexto: Wan Ying is asking you to head to the portal to the Wind Plain and collect some tree seeds from the Green Trees there. After that, you'll need to report to Wan Ying.

A.417 - The Green Seeds 2 (Mission 1470)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	71-81
Profissão	0
Pré-requisito	1469
Início	WanYing mapa 1000 475,331 Desert
Fim	WanYing mapa 1000 475,331 Desert

Objetivo: Wan Ying is asking you to plant the tree seeds

Passos: 1. Go to the 1stPlantingSpot | 2. Go to the 2ndPlantingSpot | 3. Go to the 3rdPlantingSpot

Prêmio: Some EXP, 3,000 Silver and an EXP Potion

Contexto: Wan Ying is asking you to plant the tree seeds.

A.418 - Kill the Hill Monsters (L73) (Mission 1471)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	72-82
Profissão	0
Pré-requisito	0
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: General ZhuGe is asking you to kill 30 Level 73 Hill Monsters

Passos: 1. Kill 30 HillMonsterL73

Prêmio: Some EXP, 3,000 Silver and an EXP Ball Scrap

Contexto: The Level 73 Hill Monsters are smaller than the Hill Monsters, but they're much more cruel. General ZhuGe is asking you to kill 30 Level 73 Hill Monsters. After that, you'll need to report to him.

A.419 - The New Weapon (Mission 1472)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	72-82
Profissão	0
Pré-requisito	0
Início	IronsmithLi mapa 1000 481,341 Desert
Fim	IronsmithLi mapa 1000 481,341 Desert

Objetivo: Ironsmith Li is asking you to test the new made weapon.

Passos: 1. Kill 20 HillMonsterL73

Prêmio: Some EXP, 3,000 Silver, +1 Stone

Contexto: Ironsmith Li is asking you to test the new made weapon. After you kill 20 Level 73 Hill Monsters, you're going to report to Ironsmith Li.

A.420 - Hill Monster's Armor (Mission 1473)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	72-82
Profissão	0
Pré-requisito	0
Início	WanYing mapa 1000 475,331 Desert
Fim	WanYing mapa 1000 475,331 Desert

Objetivo: Wan Ying wants to give her husband a Hill Monster's Armor.

Passos: 1. Obtain a HillMonster'sArmor

Prêmio: Some EXP and 3,000 Silver

Contexto: Hill Monster's Armor can prevent wind and sand. Wan Ying wants to give one to her husband, Han Cheng. She's asking you to grab one from the Level 73 Hill Monsters.

A.421 - The Supply Line (Mission 1474)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	73-83
Profissão	0
Pré-requisito	0
Início	ViceGeneralDong mapa 1000 486,346 Desert
Fim	ViceGeneralDong mapa 1000 486,346 Desert

Objetivo: Vice General Dong is asking you to collect 5 Heavy Axes from the Hill Monsters and Level 73 Hill Monsters.

Passos: 1. Collect 5 HeavyAxe

Prêmio: Some EXP, 3,000 Silver and 5 Panaceas

Contexto: The stored weapons are running out. Vice General Dong is asking you to collect 5 Heavy Axes from the Hill Monsters and Level 73 Hill Monsters.

A.422 - Water Delivery (Mission 1475)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	73-83
Profissão	0
Pré-requisito	0
Início	WanYing mapa 1000 475,331 Desert
Fim	HanCheng mapa 1000 585,319 Desert

Objetivo: Wan Ying is asking you to fetch some water from the well and deliver it to her husband.

Passos: 1. Fetch some water from the well BucketOfWater

Prêmio: Some EXP, 2,000 Silver and a Diligence Book

Contexto: Wan Ying is asking you to fetch some water from the well and deliver it to her husband, who's patrolling in the Desert.

A.423 - Stopping the Monsters (Mission 1476)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	73-83
Profissão	0
Pré-requisito	0
Início	HanCheng mapa 1000 585,319 Desert
Fim	HanCheng mapa 1000 585,319 Desert

Objetivo: Han Cheng is asking you to kill 40 Hill Monsters and 10 Level 73 Hill Monsters.

Passos: 1. Kill 40 HillMonster | 2. Kill 10 HillMonsterL73

Prêmio: Some EXP, 3,000 Silver, +1 Stone

Contexto: Some trees were badly damaged by the Hill Monsters. Han Cheng is asking you to kill 40 Hill Monsters and 10 Level 73 Hill Monsters.

A.424 - The Secret Letter (Mission 1477)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	74-84
Profissão	0
Pré-requisito	9999
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: Deliver the Secret Letter to General ZhuGe

Passos: 1. Give the SecretLetter to General ZhuGe

Prêmio: Some EXP, 3,000 Silver and a Desert City Gate

Contexto: You obtained the Secret Letter from a Level 73 Hill Monster. You're going to deliver it to General ZhuGe.

A.425 - The Slabstones (Mission 1478)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-85
Profissão	0
Pré-requisito	0
Início	ViceGeneralDong mapa 1000 486,346 Desert
Fim	ViceGeneralDong mapa 1000 486,346 Desert

Objetivo: Vice General Dong is asking you to repair the road.

Passos: 1. Obtain a Slabstone from the Rock Monsters and repair the 1stDamage | 2. Obtain a Slabstone from the Rock Monsters and repair the 2ndDamage | 3. Obtain a Slabstone from the Rock Monsters and repair the 3rdDamage | 4. Obtain a Slabstone from the Rock Monsters and repair the 4thDamage

Prêmio: Some EXP, 3,000 Silver, 5 Panaceas , 2 Meteors

Contexto: The road is too old and badly damaged. Vice General Done is asking you to collect some Slabstones from the Rock Monsters and use them to repair the road.

A.426 - Retrieve the Water Source (Mission 1479)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-85
Profissão	0
Pré-requisito	0
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: You're asked to kill 50 Rock Monsters

Passos: 1. Kill 50 RockMonster

Prêmio: Some EXP and 3,000 Silver

Contexto: The Moon Spring is occupied by the Rock Monsters! General ZhuGe is asking you to kill 50 of them and retrieve the water source.

A.427 - Rebuild the Village (Mission 1480)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-85
Profissão	0
Pré-requisito	0
Início	SoldierMu mapa 1000 490,328 Desert
Fim	SoldierMu mapa 1000 490,328 Desert

Objetivo: Soldier Mu is asking you to collect 5 Colorful Stones from the Rock Monsters.

Passos: 1. Collect ColorfulStone

Prêmio: Some EXP, 3,000 Silver

Contexto: Soldier Mu wants to rebuild the village and is asking you to collect 5 Colorful Stones from the Rock Monsters.

A.428 - Stolen Grindstone (Mission 1481)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	76-86
Profissão	0
Pré-requisito	0
Início	IronsmithLi mapa 1000 481,341 Desert
Fim	IronsmithLi mapa 1000 481,341 Desert

Objetivo: Ironsmith Li is asking you to retrieve the stolen Grindstone.

Passos: 1. Retrieve Grindstone

Prêmio: Some EXP, 3,000 Silver and an EXP Ball Scrap

Contexto: Ironsmith Li's Grindstone was stolen by the Rock Monsters. He's asking you to kill them and retrieve the stolen Grindstone.

A.429 - The Desert Herb (Mission 1482)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	76-86
Profissão	0
Pré-requisito	0
Início	WanYing mapa 1000 475,331 Desert
Fim	WanYing mapa 1000 475,331 Desert

Objetivo: Wan Ying is asking you to collect a Desert Herb.

Passos: 1. Collect DesertHerb

Prêmio: Some EXP, 4,000 Silver, a random Gem, +1 Stone

Contexto: Wan Ying's husband is injured. She's asking you to collect a Desert Herb to cure the wound.

A.430 - Visit the Convoy Leader (Mission 1483)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	76-86
Profissão	0
Pré-requisito	0
Início	GeneralZhuGe mapa 1000 501,304 Desert
Fim	ConvoyLeaderGu mapa 1000 359,246 Desert

Objetivo: General ZhuGe is asking you to visit Convoy Leader Gu.

Passos: 1. Visit ConvoyLeaderGu

Prêmio: Some EXP and 2,000 Silver

Contexto: General ZhuGe is asking you to visit Convoy Leader Gu and see if he needs any help.

A.431 - Leader's Trouble (Mission 1484)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	77-87
Profissão	0
Pré-requisito	0
Início	ConvoyLeaderGu mapa 1000 359,246 Desert
Fim	ConvoyLeaderGu mapa 1000 359,246 Desert

Objetivo: Convoy Leader Gu is asking you to kill 30 Level 78 Rock Monsters.

Passos: 1. Kill 30 RockMonsterL78

Prêmio: Some EXP and 3,000 Silver

Contexto: The Level 78 Rock Monsters keep making troubles. Convoy Leader Gu is asking you kill 30 of them!

A.432 - Prove Myself (Mission 1485)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	77-87
Profissão	0
Pré-requisito	0
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ConvoyViceLeaderLing mapa 1000 345,247 Desert

Objetivo: Convoy Vice Leader Ling is asking you to grab a Monster Tail from the Level 78 Rock Monsters.

Passos: 1. Get a MonsterTail

Prêmio: Some EXP, 3,000 Silver, a Small Joy Stone , 2 Meteors

Contexto: You wanted to join the team to protect the village. But Convoy Vice Leader Ling is asking you to get a Monster Tail to prove yourself.

A.433 - The Cactus 1 (Mission 1486)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	77-87
Profissão	0
Pré-requisito	0
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ConvoyViceLeaderLing mapa 1000 345,247 Desert

Objetivo: Convoy Vice Leader Ling is asking you to fetch him a cactus.

Passos: 1. Collect a Cactus

Prêmio: Some EXP, 3,000 Silver

Contexto: Convoy Vice Leader Ling gave you a Sickle to dig for a cactus.

A.434 - The Cactus 2 (Mission 1487)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-88
Profissão	0
Pré-requisito	1487
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ConvoyViceLeaderLing mapa 1000 345,247 Desert

Objetivo: Convoy Vice Leader Ling is asking you to show the Cactus in front of the Level 78 Rock Monsters.

Passos: 1. Frighten a RockMonsterL78

Prêmio: Some EXP and 2,000 Silver

Contexto: Convoy Vice Leader Ling is doing an experiment. Watch the reaction when the Level 78 Rock Monsters see the cactus.

A.435 - The Cactus 3 (Mission 1488)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-88
Profissão	0
Pré-requisito	1487
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ConvoyViceLeaderLing mapa 1000 345,247 Desert

Objetivo: Convoy Vice Leader Ling is asking you to borrow some cactus sees from Wan Ying.

Passos: 1. Buy BagOfCactusSeeds

Prêmio: Some EXP and 2,000 Silver

Contexto: Convoy Vice Leader Ling is asking you to borrow some cactus sees from Wan Ying.

A.436 - The Cactus 4 (Mission 1489)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	78-88
Profissão	0
Pré-requisito	1488
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ConvoyViceLeaderLing mapa 1000 345,247 Desert

Objetivo: Convoy Vice Leader Ling is asking you to plant some Cactus.

Passos: 1. Go to the 1stPlantingSpot | 2. Go to the 2ndPlantingSpot | 3. Go to the 3rdPlantingSpot

Prêmio: Some EXP, 3,000 Silver and 5 Panaceas

Contexto: Convoy Vice Leader Ling is asking you to plant 3 cactus seeds near the Moon Spring.

A.437 - The Cactus 5 (Mission 1490)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	79-89
Profissão	0
Pré-requisito	1489
Início	ConvoyViceLeaderLing mapa 1000 345,247 Desert
Fim	ViceGeneralDong mapa 1000 486,346 Desert

Objetivo: Convoy Vice Leader Ling is asking you to deliver a message to Vice General Dong.

Passos: 1. Deliver a message ViceGeneralDong

Prêmio: Some EXP, 2,000 Silver, Level 80 Unique Boots , +1 Stone

Contexto: Convoy Vice Leader Ling is asking you to deliver a message to Vice General Dong.

A.438 - The Thunder Stone (Mission 1491)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	79-89
Profissão	0
Pré-requisito	0
Início	ConvoyLeaderGu mapa 1000 359,246 Desert
Fim	IronsmithLi mapa 1000 482,339 Desert

Objetivo: Collect a Thunder Stone for Ironsmith Li

Passos: 1. Collect a ThunderStone

Prêmio: Some EXP, 3,000 Silver and a Desert City Gate

Contexto: Convoy Leader Gu is curious about the Thunder Stone. He's asking you to collect one from the Level 78 Rock Monsters and then give it to Ironsmith Li.

A.439 - Visit Spring General (Mission 1492)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-90
Profissão	0
Pré-requisito	0
Início	ConvoyLeaderGu mapa 1000 359,246 Desert
Fim	SpringGeneralXu mapa 1000 311,481 Desert

Objetivo: Convoy Leader Gu is asking you to pay a visit to Spring General Xu

Passos: 1. Visit SpringGeneralXu

Prêmio: Some EXP, 2,000 Silver and an EXP Ball Scrap

Contexto: The Moon Spring is in danger. Convoy Leader Gu is asking you to go there and assist Spring General Xu.

A.440 - Protect the Moon Spring (Mission 1493)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-90
Profissão	0
Pré-requisito	0
Início	SpringGeneralXu mapa 1000 311,481 Desert
Fim	SpringGeneralXu mapa 1000 311,481 Desert

Objetivo: Spring General Xu is asking you to kill 50 Blade Ghosts.

Passos: 1. Kill 50 BladeGhost

Prêmio: Some EXP, 3,000 Silver, 5 Panaceas , 2 Meteors

Contexto: To protect the Moon Spring, Spring General Xu is asking you to kill 50 Blade Ghosts.

A.441 - Sharp Blade (Mission 1494)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-90
Profissão	0
Pré-requisito	0
Início	SpringViceGeneralOu mapa 1000 301,478 Desert
Fim	SpringViceGeneralOu mapa 1000 301,478 Desert

Objetivo: Spring Vice General Ou is asking you to collect 5 Sharp Blades from the Blade Ghosts.

Passos: 1. Collect SharpBlade

Prêmio: Some EXP, 3,000 Silver and a Meteor

Contexto: Spring Vice General Ou is asking you to collect 5 Sharp Blades from the Blade Ghosts.

A.442 - Deliver the Water (Daily) (Mission 6128)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	77-87
Profissão	0
Pré-requisito	0
Início	SpringViceGeneralOu mapa 1000 301,478 Desert
Fim	SoldierMu mapa 1000 486,261 Desert

Objetivo: Deliver the water to Soldier Mu.

Passos: 1. Deliver the water to SoldierMu

Prêmio: Some EXP and 2,000 Silver

Contexto: You're going to help the frightened villagers to fetch water. Talk to Spring Soldier Zhao to disguise yourself, go fetch water and then deliver it to Soldier Mu. (Once a day.)

A.443 - Inscription 1 (Mission 1496)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	81-91
Profissão	0
Pré-requisito	0
Início	SculptorHe mapa 1000 311,478 Desert
Fim	SculptorHe mapa 1000 311,478 Desert

Objetivo: Sculptor He is asking you to fetch the inscription from the DC Vice Captain.

Passos: 1. Talk to DC-ViceCaptain to get the Inscription

Prêmio: Some EXP, 2,000 Silver, Steed

Contexto: Sculptor He is asking you to fetch the inscription from the DC Vice Captain. He needs to make some changes.

A.444 - Inscription 2 (Mission 1497)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	81-91
Profissão	0
Pré-requisito	1496
Início	SculptorHe mapa 1000 311,478 Desert
Fim	SculptorHe mapa 1000 311,478 Desert

Objetivo: Sculptor He is asking you to get a Sharp Axe from the Blade Ghosts.

Passos: 1. Obtain a SharpAxe

Prêmio: Some EXP and 3,000 Silver

Contexto: Sculptor He's chisel is broken. He's asking you to grab a Sharp Axe from the Blade Ghosts.

A.445 - Inscription 3 (Mission 1498)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	81-91
Profissão	0
Pré-requisito	1497
Início	SculptorHe mapa 1000 311,478 Desert
Fim	SculptorHe mapa 1000 311,478 Desert

Objetivo: Sculptor He is asking you to protect him.

Passos: 1. Kill 3 AngryBladeGhost

Prêmio: Some EXP, 3,000 Silver, Level 80 Super Ring / Level 85 Super Bracelet

Contexto: The noise when Sculptor He knocks the stone has enraged some Blade Ghosts. He's hoping you can protect him and kill the Angry Blade Ghosts.

A.446 - Kill the Blade Ghosts (Mission 1499)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	82-92
Profissão	0
Pré-requisito	0
Início	SpringGeneralXu mapa 1000 311,481 Desert
Fim	SpringGeneralXu mapa 1000 311,481 Desert

Objetivo: Spring General Xu is asking you to kill 30 Level 83 Blade Ghosts.

Passos: 1. Kill 30 BladeGhostL83

Prêmio: Some EXP, 3,000 Silver +2 Stone

Contexto: Attack is the best defense! Spring General Xu is asking you to kill 30 Level 83 Blade Ghosts.

A.447 - The Avenger (Mission 1500)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	82-92
Profissão	0
Pré-requisito	0
Início	SpringViceGeneralOu mapa 1000 301,478 Desert
Fim	SpringViceGeneralOu mapa 1000 301,478 Desert

Objetivo: Spring Vice General Ou is asking you to collect 5 ears of the Level 83 Blade Ghosts

Passos: 1. Collect 5 L83BladeGhostEar

Prêmio: Some EXP and 3,000 Silver

Contexto: Spring Vice General Ou was attacked by the Level 83 Blade Ghosts. He's asking you to give them a lesson.

A.448 - Worship the Water God 1 (Mission 1501)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	82-92
Profissão	0
Pré-requisito	0
Início	TaoistSpring mapa 1000 299,461 Desert
Fim	TaoistSpring mapa 1000 299,461 Desert

Objetivo: Taoist Spring is asking you to collect the offerings.

Passos: 1. Collect a SandPill | 2. Collect a HillMonster'sHeart | 3. Collect a RockMonster'sTail | 4. Collect a BladeGhost'sEar

Prêmio: Some EXP and 3,000 Silver

Contexto: Taoist Spring is looking for a Sand Pill, Hill Monster's Heart, Rock Monster's Tail and Blade Ghost's Ear. Help him collect these offerings.

A.449 - Worship the Water God 2 (Mission 1502)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	82-92
Profissão	0
Pré-requisito	1501
Início	TaoistSpring mapa 1000 299,461 Desert
Fim	TaoistSpring mapa 1000 299,461 Desert

Objetivo: Taoist Spring will tell you the rules.

Passos: 1. Talk to TaoistSpring and answer his questions.

Prêmio: Some EXP, 3,000 Silver and 5 Panaceas

Contexto: To participate in the ceremony, you're going to learn the rules, first.

A.450 - Worship the Water God 3 (Mission 1503)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	82-92
Profissão	0
Pré-requisito	1502
Início	TaoistSpring mapa 1000 299,461 Desert
Fim	TaoistSpring mapa 1000 299,461 Desert

Objetivo: Taoist Spring is asking you to worship the god of water.

Passos: 1. Worship

Prêmio: Some EXP, 2,000 Silver, Level 85 Super Necklace

Contexto: Taoist Spring is asking you to go to the correct grids to worship the god of water.

A.451 - Poisonous Water 1 (Mission 1504)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1504
Início	SpringSoldierZhao mapa 1000 288,464 Desert
Fim	SpringSoldierZhao mapa 1000 288,464 Desert

Objetivo: Spring Soldier Zhao is asking you to test if the Moon Spring is poisonous.

Passos: 1. Drink MoonSpring

Prêmio: Some EXP and 2,000 Silver

Contexto: Spring Soldier Zhao is asking you to test if the Moon Spring is poisonous. Reply him after you drink the water.

A.452 - Poisonous Water 2 (Mission 1505)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1504
Início	SpringSoldierZhao mapa 1000 288,464 Desert
Fim	GeneralZhuGe mapa 1000 472,345 Desert

Objetivo: Spring Soldier Zhao is asking you to visit General ZhuGe

Passos: 1. SpringSoldierZhao

Prêmio: Some EXP and 2,000 Silver
Contexto: Spring Soldier Zhao is asking you to ask General ZhuGe for help.

A.453 - Poisonous Water 3 (Mission 1506)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1505
Início	GeneralZhuGe mapa 1000 472,345 Desert
Fim	SpringSoldierZhao mapa 1000 288,464 Desert

Objetivo: Find the Antidote and deliver it to Spring Soldier Zhao.
Passos: 1. Kill the Level 83 Blade Ghosts to get the Antidote
Prêmio: Some EXP and 3,000 Silver
Contexto: General ZhuGe is asking you to kill the Level 83 Blade Ghosts to get an Antidote.

A.454 - Poisonous Water 4 (Mission 1507)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1506
Início	SpringSoldierZhao mapa 1000 288,464 Desert
Fim	SpringSoldierZhao mapa 1000 288,464 Desert

Objetivo: Spring Soldier Zhao is asking you to put the Antidote into the Moon Spring.
Passos: 1. Put the Antidote into the SourceOfMoonSpring
Prêmio: Some EXP, 2,000 Silver, an EXP Potion , +2 Stone
Contexto: Spring Soldier Zhao is asking you to put the Antidote into the source of the Moon Spring.

A.455 - Elder Jiang 1 (Mission 1508)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	0
Início	ElderJiang mapa 1000 308,456 Desert
Fim	ElderJiang mapa 1000 308,456 Desert

Objetivo: Elder Jiang is asking you to get a Straight Hook from the Blade Ghosts.
Passos: 1. Collect a StraightHook
Prêmio: Some EXP and 2,000 Silver
Contexto: Elder Jiang is asking you to get a Straight Hook from the Blade Ghosts. He needs it to catch fish.

A.456 - Elder Jiang 2 (Mission 1509)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	83-93
Profissão	0
Pré-requisito	1508
Início	ElderJiang mapa 1000 308,456 Desert
Fim	SpringGeneralXu mapa 1000 311,481 Desert

Objetivo: You decide to tell Elder Jiang's story to Spring General Xu.

Passos: 1. Visit SpringGeneralXu

Prêmio: Some EXP, 1,000 Silver and 5 Panaceas

Contexto: You decide to tell Elder Jiang's story to Spring General Xu.

A.457 - Raging Blood Pill (Mission 1358)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	200-201
Profissão	0
Pré-requisito	0
Início	— mapa — —,—
Fim	PoisonMaster mapa 1020 442,78 LoveCanyon

Objetivo: Send the Raging Blood Pill to Poison Master.

Passos: 1. Send the Raging Blood Pill to PoisonMaster

Prêmio: Some EXP,2,500 Silver,

Contexto: You found a Raging Blood Pill. Send it to Poison Master.

A.458 - Fruit Ninja (Mission 2100)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-200
Profissão	0
Pré-requisito	0
Início	FruitNinja mapa 1002 450,378 TwinCity
Fim	FruitNinja mapa 1002 450,378 TwinCity

Objetivo: This weekend, you can submit fruits you collect from fallen monsters to exchange for gifts with the Fruit Ninja! Collect 3 different kinds of fruit slices, and you can exchange them for a gift pack from the Fruit Ninja!

Passos: 1. Slay monsters to gather Watermelons, Oranges and Apples.

Prêmio: FruitNinjaPack

Contexto: This weekend, you can submit fruits you collect from fallen monsters to exchange for gifts with the Fruit Ninja! Collect 3 different kinds of fruit slices, and you can exchange them for a gift pack from the Fruit Ninja!

A.459 - Treasure in the Blue (Mon.-Sat.) (Mission 6241)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	SquidwardTentacles mapa 1002 290,208 TwinCity
Fim	SquidwardTentacles mapa 1002 290,208 TwinCity

Objetivo: Years ago, a group of pirates' ships were swallowed by the raging storm and roaring sea on the way home. Since then, treasure hunters keep coming the Proud Sea. Squidward Tentacles and his friends are calling fellows to join the adventure to find treasures at 10:00-10:59 and 20:59 every day. Good luck!

Passos: 1. Collect the Gold Coins, Silver Coins or Copper Coins. | 2. Exchange from MammonEnvoy for rewards.

Prêmio: Small Lottery Ticket, Weapon Accessory(Random), Mount Armor(Random), Endurance Book, Praying Stone Scrap(S), EXP Ball Scrap and Meteor

Contexto: The 'Treasure In The Blue' event is scheduled for 12:30-13:30 and 20:30-21:30 every day EXCEPT Sunday. Level 80+ heroes can sign up with SquidwardTentacles in Twin City during the event time.

A.460 - Dice Game (Mission 2350)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-140
Profissão	0
Pré-requisito	1838
Início	CroupierJanelle mapa 1002 439,367 TwinCity
Fim	CroupierJanelle mapa 1002 439,367 TwinCity

Objetivo: Level 40 and above players can pay a Dice Coupon to play the dice game.

Prêmio: Item: Team Mode: Honor Dice Pack or Joy Dice Pack, Solo Mode: Sunny Dice Pack.

Contexto: Croupier Janelle stays in Twin City. If you have reached Level 40, you can visit her and pay a Dice Coupon to play the dice game, to win handsome prizes!

A.461 - Gratitude (Mission 2239)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	Qiqi mapa 1002 427,378 TwinCity
Fim	Qiqi mapa 1002 427,378 TwinCity

Objetivo: Help QiQi bless the Wishing Lantern and then help WuWu make gloves.

Contexto: WuWu and QiQi want to give their mother gifts on Mother's Day. If you have reached Level 80, try your best to help them!

A.462 - Naughty Bunny (Mission 2349)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	BettyBunny mapa 1002 427,366 TwinCity
Fim	BettyBunny mapa 1002 427,366 TwinCity

Objetivo: Help Betty Bunny solve problems.

Passos: 1. Speak with BettyBunny

Prêmio: EXP

Contexto: Betty Bunny stays in Twin City for 9th anniversary celebrations, which are held on May 15th-31st. The naughty bunny has made a lot of troubles and needs your help. Speak with BettyBunny to learn the details!

A.463 - Crazy Invasion (Mission 2226)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	CaptainTobby mapa 1002 449,367 TwinCity
Fim	CaptainTobby mapa 1002 449,367 TwinCity

Objetivo: Kill the invading monsters.

Prêmio: Gift Packs

Contexto: Monsters are planning to attack Twin City at the top of every hour during the celebration, from May 15th-31st. Captain Tobby (449,367) is busy recruiting heroes to defense.

A.464 - Grand Stage (Mission 2227)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	ArchitectLu mapa 1002 429,388 TwinCity
Fim	ArchitectLu mapa 1002 429,388 TwinCity

Objetivo: Use Felling-axe to split Ancient Stumps outside Twin City and bring Fine Timbers to Architect Lu.

Prêmio: Gift Packs

Contexto: Architect Lu (429,388) is going to make a grand stage in Twin City. From May 15th-31st, at top of every 2 hours, like, 00:00, 02:00, 04:00 and so on, he'll ask heroes to collect Fine Timbers for him.

A.465 - Monster Elimination (Mission 1761)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-60
Profissão	0
Pré-requisito	0
Início	CaptainAndre mapa 1011 335,189 PhoenixCastle
Fim	CaptainAndre mapa 1011 335,189 PhoenixCastle

Objetivo: Level 1 - 60 fighters Find CaptainAndre in Phoenix Castle to sign up for the Monster Elimination.

Passos: 1. The Phoenix Castle Monster Elimination will be held this weekend, at 00:00, 2:00, 4:00, 6:00, 8:00, 10:00, 12:00, 14:00, 16:00, 18:00, 20:00, and 22:00. Every 2 hours a round will commence. Each fighter can participate in up to 4 rounds of the Monster Elimination mission per day.

Contexto: This weekend, fighters who have signed up for the Monster Elimination mission will be transmuted into a monster for 15 minutes. During these 15 minutes, you must eliminate 100 of your type of monster. The first 50 fighters to wipe out the 100 required monsters in each level group and the fighters who wiped out the most monsters will receive extra rewards!

A.466 - Monster Elimination (Mission 1762)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	61-90
Profissão	0
Pré-requisito	0
Início	CaptainBasil mapa 1020 363,298 ApeCity
Fim	CaptainBasil mapa 1020 363,298 ApeCity

Objetivo: Level 61- 90 fighters Find CaptainBasil in Ape City to sign up for the Monster Elimination.

Passos: 1. Ape City Monster Elimination will be held this weekend, at 00:00, 2:00, 4:00, 6:00, 8:00, 10:00, 12:00, 14:00, 16:00, 18:00, 20:00, and 22:00. Every 2 hours a round will commence. Each fighter can participate in up to 4 rounds of the Monster Elimination mission per day.

Contexto: This weekend, fighters who have signed up for the Monster Elimination mission will be transmuted into a monster for 15 minutes. During these 15 minutes, you must eliminate 100 of your type of monster. The first 50 fighters to wipe out the 100 required monsters in each level group and the fighters who wiped out the most monsters will receive extra rewards!

A.467 - Monster Elimination (Mission 1763)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-200
Profissão	0
Pré-requisito	0
Início	CaptainDuncan mapa 1000 405,453 DesertCity
Fim	CaptainDuncan mapa 1000 405,453 DesertCity

Objetivo: Level 90+ players Find CaptainDuncan in Desert City to sign up for the Monster Elimination.

Passos: 1. Desert City Monster Elimination will be held this weekend, at 00:00, 2:00, 4:00, 6:00, 8:00, 10:00, 12:00, 14:00, 16:00, 18:00, 20:00, and 22:00. Every 2 hours a round will commence. Each fighter can participate in up to 4 rounds of the Monster Elimination mission per day.

Contexto: This weekend, fighters who have signed up for the Monster Elimination mission will be transmuted into a monster for 15 minutes. During these 15 minutes, you must eliminate 100 of your type of monster. The first 50 fighters to wipe out the 100 required monsters in each level group and the fighters who wiped out the most monsters will receive extra rewards!

A.468 - Hot Lottery (Mission 2363)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	40-200
Profissão	0
Pré-requisito	0
Início	NotaryJay mapa 1002 423,364 TwinCity
Fim	NotaryJay mapa 1002 423,364 TwinCity

Objetivo: Purchase Raffle Tickets to win the top prize!

Prêmio: CP Bag

Contexto: On Aug12th - Sep1st, 3 rounds of Hot Lottery will be held in Twin City. You can buy Raffle Tickets from Notary Jay (423,364) and Notary Mike (423,372). Don't miss the chance to win excellent prizes!

A.469 - Experience XP Skill (Mission 2365)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	13-20
Profissão	0
Pré-requisito	1009
Início	XuLiang mapa 1002 453,436 WindPlain
Fim	XuLiang mapa 1002 453,436 WindPlain

Objetivo: Go to Wind Plain and kill 50 Robins. Then report back to XuLiang.

Passos: 1. Take an XP Fruit. | 2. Kill Robinss.

Prêmio: Kill 50 Robins: 2 minutes of EXP, 500 silver and 10 minutes of Double EXP\nKill 100 Robins: 13 minutes of EXP, 1,300 silver and 25 minutes of Double EXP

Contexto: XuLiang taught you a powerful XP skill and wants you to use it to kill 50 or 100 Robins.

A.470 - Head to Bird Island (Mission 1660)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	0
Início	DC-ViceCaptain mapa 1000 500,652 DesertCity
Fim	BICastellan mapa 1015 710,572 BirdIsland

Objetivo: Head to the Bird Island and deliver the Official Letter to the Castellan.

Passos: 1. Talk to BICastellan

Prêmio: Some EXP 2,000 Silver 5

Contexto: Desert City Vice Captain is asking you to deliver an Official Letter to the Bird Island Castellan.

A.471 - Patrol the City (Mission 1661)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	0
Início	BICastellan mapa 1015 710,572 BirdIsland
Fim	BICastellan mapa 1015 710,572 BirdIsland

Objetivo: Patrol the city.

Passos: 1. Head to the East of the Island | 2. Head to the West of the Island | 3. Head to the South of the Island | 4. Head to the North of the Island

Prêmio: Some EXP 2,000 Silver

Contexto: The Castellan is asking you to patrol the city, to see if there's any potential danger.

A.472 - Inform the Artisan (Mission 1590)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	1661
Início	BICastellan mapa 1015 710,572 BirdIsland
Fim	XuFan mapa 1015 685,594 BirdIsland

Objetivo: Find Xu Fan and ask him to repair the bridge.

Passos: 1. Speak with XuFan

Prêmio: Some EXP 3,000 Silver

Contexto: The bridge is badly damaged. The Castellan needs you to inform Xu Fan and ask him to repair the bridge.

A.473 - Kill the Birdmen (Mission 1591)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	0
Início	BI-ViceCaptain mapa 1015 715,576 BirdIsland
Fim	BI-ViceCaptain mapa 1015 715,576 BirdIsland

Objetivo: Kill 50 Birdmen and then report to the Bird Island Vice Captain.

Passos: 1. Kill Birdmen
Prêmio: Some EXP 3,000 Silver
Contexto: The Birdmen are trying to attack the city! The Vice Captain is asking you to kill 50 of them.

A.474 - Birdman Arms (Mission 1592)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	85-105
Profissão	0
Pré-requisito	0
Início	ArmorerYu mapa 1015 720,561 BirdIsland
Fim	ArmorerYu mapa 1015 720,561 BirdIsland

Objetivo: Kill the Birdmen and collect 5 of their arms. Then report back to Armorer Yu.
Passos: 1. Collect 5 BirdmanArms.
Prêmio: Some Exp 3,000 silver
Contexto: Armorer Yu wants to use the Birdman Arms to forge a super weapon. Kill the Birdmen and collect 5 for him.

A.475 - Retrieving Tools (Mission 1593)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	86-106
Profissão	0
Pré-requisito	0
Início	XuFan mapa 1015 685,594 BirdIsland
Fim	XuFan mapa 1015 685,594 BirdIsland

Objetivo: Help Xu Fan retrieve his Tool Bag.
Passos: 1. Kill Birdmen to retrieve Xu Fan's ToolBag
Prêmio: Some EXP 3,000 Silver
Contexto: Xu Fan's Tool Bag was stolen by the Birdmen. He's now asking you to kill them and retrieve his bag.

A.476 - Flower Arrangement (Mission 1594)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	86-106
Profissão	0
Pré-requisito	0
Início	XimenQing mapa 1015 907,648 BirdIsland
Fim	XimenQing mapa 1015 907,648 BirdIsland

Objetivo: Help Ximen Qing collect flowers.
Passos: 1. Collect a WhiteChrysanthemum | 2. Collect a Jasmine | 3. Collect a Lily | 4. Collect a WillowLeaf
Prêmio: Some EXP 3,000 Silver 5
Contexto: Ximen Qing is studying flower arrangements, recently. He's asking you to collect a Lily, White Chrysanthemum, Jasmine and Willow Leaf for him.

A.477 - Become A Pheasant 1 (Mission 1595)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	86-106
Profissão	0
Pré-requisito	0
Início	WindTaoist mapa 1015 734,624 BirdIsland
Fim	WindTaoist mapa 1015 734,624 BirdIsland

Objetivo: Help Wind Taoist collect the materials of the Transformation Amulet.

Passos: 1. 1 PearlOintment | 2. 1 Panacea | 3. 1 RicePaper

Prêmio: Some Exp 2,000 silver

Contexto: The Wind Taoist can make a Transformation Amulet to transform the Birdmen into Pheasants. He wants you to help him collect the materials. Buy a Pearl Ointment and Panacea from the Pharmacist, and a piece of Rice Paper from the Storekeeper.

A.478 - Become A Pheasant 2 (Mission 1596)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	86-106
Profissão	0
Pré-requisito	1595
Início	WindTaoist mapa 1015 734,624 BirdIsland
Fim	WindTaoist mapa 1015 734,624 BirdIsland

Objetivo: Transform and kill 5 Birdmen.

Passos: 1. Transform and kill the Birdman

Prêmio: Some Exp 3,000 silver

Contexto: The Wind Taoist completed the Transformation Amulet, and wants you to use it to transform and kill 5 Birdmen. Report back to him when complete.

A.479 - Birdman Feathers (Mission 1597)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	87-107
Profissão	0
Pré-requisito	0
Início	CityGeneral mapa 1015 740,624 BirdIsland
Fim	CityGeneral mapa 1015 740,624 BirdIsland

Objetivo: Kill the Birdmen to get their feathers, and then burn them on the West Gate.

Passos: 1. Burn Birdman Feathers

Prêmio: Some EXP 3,000 Silver 5

Contexto: The City General is asking you to kill the Birdmen to get their feathers, and then burn them on the West Gate.

A.480 - Hunting L88 Birdmen (Mission 1598)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	87-107
Profissão	0
Pré-requisito	0
Início	Bl-ViceCaptain mapa 1015 715,576 BirdIsland
Fim	Bl-ViceCaptain mapa 1015 715,576 BirdIsland

Objetivo: Kill 30 L88 Birdmen

Passos: 1. Kill BirdmanL88

Prêmio: Some EXP 3,000 Silver

Contexto: Many villagers were killed by the L88 Birdmen, recently. The Bird Island Vice Captain is asking you to kill 30 of them!

A.481 - Bird Beaks (Mission 1599)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	87-107
Profissão	0
Pré-requisito	0
Início	XimenQing mapa 1015 907,648 BirdIsland
Fim	XimenQing mapa 1015 907,648 BirdIsland

Objetivo: Kill L88 Birdmen to collect 5 Bird Beaks.

Passos: 1. Collect L88 Birdmen's BirdBeaks

Prêmio: Some EXP 3,000 Silver

Contexto: L88 Birdmen broken into Ximen Qing's garden, which infuriated him beyond belief. He's now asking you to kill them and collect their Bird Beaks.

A.482 - Strange Box 1 (Mission 1600)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	88-108
Profissão	0
Pré-requisito	0
Início	StrangeBox mapa 1015 920,650 BirdIsland
Fim	XimenQing mapa 1015 907,648 BirdIsland

Objetivo: Speak with Ximen Qing about the Strange Box.

Passos: 1. Talk to XimenQing

Prêmio: Some EXP 2,000 Silver

Contexto: You found a Strange Box, but couldn't open it. You decide to ask Ximen Qing about it.

A.483 - Strange Box 2 (Mission 1601)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	88-108
Profissão	0
Pré-requisito	1600
Início	XimenQing mapa 1015 907,648 BirdIsland
Fim	StrangeBox mapa 1015 920,650 BirdIsland

Objetivo: Use L88 Birdman's Sharp Claw to open the Strange Box.

Passos: 1. Get a Sharp Claw to open the Strange Box.

Prêmio: Some EXP 3,000 Silver

Contexto: Ximen Qing suggest you should go get L88 Birdman's Sharp Claw to open this Strange Box.

A.484 - Strange Box 3 (Mission 1602)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	88-108
Profissão	0
Pré-requisito	1601
Início	StrangeBox mapa 1015 920,650 BirdIsland
Fim	XimenQing mapa 1015 907,648 BirdIsland

Objetivo: Deliver the letter to Ximen Qing.

Passos: 1. Speak with XimenQing

Prêmio: Some EXP 3,000 Silver

Contexto: You found a letter from the Strange Box. Deliver it to Ximen Qing to reveal the secret.

A.485 - Strange Box 4 (Mission 1603)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	88-108
Profissão	0
Pré-requisito	1602
Início	XimenQing mapa 1015 907,648 BirdIsland
Fim	StrangeBox mapa 1015 920,650 BirdIsland

Objetivo: Put the Phoenix Jade into the Strange Box.

Passos: 1. Put the Phoenix Jade into the StrangeBox

Prêmio: Some EXP 3,000 Silver

Contexto: Ximen Qing is asking you to put the Phoenix Jade into the Strange Box. He wants to give it to the fairy as a gift.

A.486 - Wife's Worry (Mission 1604)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	89-109
Profissão	0
Pré-requisito	0
Início	WealthyWan'sWife mapa 1015 684,567 DesertCity
Fim	WealthyWan mapa 1015 797,554 BirdIsland

Objetivo: Kill 20 Birdmen L88 outside of the city, and then talk with Wealthy Wan.

Passos: 1. Kill 20 BirdmanL88

Prêmio: Some Exp, 3,000 silver

Contexto: Wealthy Wan's wife is worried about her husband. Go and kill 20 Birdmen L88, then talk with Wealthy Wan.

A.487 - The Aviator 1 (Mission 1605)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	89-109
Profissão	0
Pré-requisito	0
Início	WealthyWan mapa 1015 797,554 BirdIsland
Fim	WealthyWan mapa 1015 797,554 BirdIsland

Objetivo: Kill some BirdmanL88 and collect 5 feathers for Wealthy Wan.

Passos: 1. Collect 5 BirdmanFeather

Prêmio: Some Exp 3000 silver

Contexto: Wealthy Wan wants to make a large kite and fly up into the sky, but he doesn't have enough feathers. Kill some BirdmanL88 and collect 5 feathers for him.

A.488 - The Aviator 2 (Mission 1606)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	89-109
Profissão	0
Pré-requisito	1605
Início	WealthyWan mapa 1015 797,554 BirdIsland
Fim	WealthyWan mapa 1015 797,554 BirdIsland

Objetivo: Wealthy Wan wants you to get some powder from Armorer Yu.

Passos: 1. Get some powder from Armorer Yu.

Prêmio: Some Exp 3,000 gold

Contexto: Wealthy Wan wants you to get some powder from Armorer Yu, so that he can launch his kite.

A.489 - The Aviator 3 (Mission 1607)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	89-109
Profissão	0
Pré-requisito	1606
Início	WealthyWan mapa 1015 797,554 BirdIsland
Fim	WealthyWan mapa 1015 797,554 BirdIsland

Objetivo: Wealthy Wan wants you to complete the flying test when the preparation work is done.

Passos: 1. Speak with WealthyWan.

Prêmio: Some Exp 3,000 silver Level 90 Unique weapon

Contexto: Help Wealthy Wan complete the flight test, and then report back and tell him the results.

A.490 - Military Order (Mission 1608)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	0
Início	BI-ViceCaptain mapa 1015 715,576 BirdIsland
Fim	IslandGeneral mapa 1015 586,735 BirdIsland

Objetivo: Take General Token to the Island General.

Passos: 1. Deliver the General Token to the IslandGeneral

Prêmio: Some EXP 2,000 Silver 5

Contexto: The Bird Island Vice Captain is asking you to take the General Token to the Island General and ask him to be on alert, since the HawKings are planning something evil.

A.491 - Look for Daughter (Mission 1609)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	0
Início	BICastellan mapa 1015 710,572 BirdIsland
Fim	Xi'er mapa 1015 574,743 BirdIsland

Objetivo: Search the Island for Xi'er.

Passos: 1. Find Xi'er

Prêmio: Some EXP 2,000 Silver

Contexto: The Bird Island Castellan is worried about her daughter, Xier. Please search the island for her.

A.492 - Old Book (Mission 1610)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	0
Início	Xi'er mapa 1015 574,743 BirdIsland
Fim	Xi'er mapa 1015 574,743 BirdIsland

Objetivo: Retrieve the Old Book for Xi'er.

Passos: 1. Retrieve the OldBook

Prêmio: Some EXP 4,000 Silver

Contexto: The Old Book was shred into separate parts and taken by the HawKings. Xi'er is asking you to retrieve them.

A.493 - Hunting HawKings (Mission 1611)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	90-110
Profissão	0
Pré-requisito	0
Início	IslandGeneral mapa 1015 586,735 BirdIsland
Fim	IslandGeneral mapa 1015 586,735 BirdIsland

Objetivo: Kill 50 HawKings and then report to the Island General.

Passos: 1. Kill HawKing

Prêmio: Some EXP 4,000 Silver

Contexto: The Island General is going to attack the HawKings and needs your help. Kill 50 of them, then report back to him.

A.494 - Magic Circle (Mission 1612)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	TruthTaoist mapa 1015 579,741 BirdIsland
Fim	TruthTaoist mapa 1015 579,741 BirdIsland

Objetivo: The Truth Taoist wants you to go to the four corners of Bird Island and use the Sealing Token to reinforce the magic circle. Then report back to the Truth Taoist.

Passos: 1. Reinforce the MagicCircle1 | 2. Reinforce the MagicCircle2 | 3. Reinforce the MagicCircle3 | 4. Reinforce the MagicCircle4

Prêmio: Some Exp 3,000 silver 5_ö

Contexto: To seal the HawkKings in Bird Island, the Truth Taoist wants you to use the Sealing Tokens to reinforce the magic circle at the four corners of the island.

A.495 - Food Delivery (Mission 1613)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	CookYuan mapa 1015 586,730 BirdIsland
Fim	CookYuan mapa 1015 586,730 BirdIsland

Objetivo: Cook Yuan wants you to deliver food to the 4 soldiers at the four corners of Bird Island.

Passos: 1. Deliver food to SoldierGuan. | 2. Deliver food to SoldierXu. | 3. Deliver food to SoldierZheng. | 4. Deliver food to SoldierFei.

Prêmio: Some Exp 3,000 silver

Contexto: Cook Yuan wants you to deliver food to the 4 soldiers at the four corners of Bird Island.

A.496 - Soldier's Story (Mission 1614)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	SoldierGuan mapa 1015 563,606 BirdIsland
Fim	SoldierGuan mapa 1015 563,606 BirdIsland

Objetivo: Talk with Soldier Guan.

Passos: 1. Talk with SoldierGuan.

Prêmio: Some Exp 1,000 silver

Contexto: Talk with Soldier Guan.

A.497 - Worried Soldier (Mission 1615)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	SoldierXu mapa 1015 457,495 BirdIsland
Fim	SoldierXu mapa 1015 457,495 BirdIsland

Objetivo: Soldier Xu wants you to answer some questions.

Passos: 1. Talk with SoldierXu.

Prêmio: Some Exp 1,000 silver

Contexto: Soldier Xu wants you to answer some questions.

A.498 - Soldier's Challenge (Mission 1616)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	SoldierZheng mapa 1015 361,583 BirdIsland
Fim	SoldierZheng mapa 1015 361,583 BirdIsland

Objetivo: Kill 10 HawKings in 3 minutes, and report back to Soldier Zheng.

Passos: 1. Kill 10 HawKings in 3 minutes.

Prêmio: Some Exp 1,000 silver 5

Contexto: Soldier Zheng wants you to kill 10 HawKings in 3 minutes.

A.499 - Soldier's Request (Mission 1617)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	91-111
Profissão	0
Pré-requisito	0
Início	SoldierFei mapa 1015 441,724 BirdIsland
Fim	SoldierFei mapa 1015 441,724 BirdIsland

Objetivo: Help Soldier Fei bury the portrait under the tree next to him, then report back to Soldier Fei.

Passos: 1. Bury the portrait under the tree next to Soldier Fei.

Prêmio: Some Exp 1,000 silver

Contexto: Help Soldier Fei bury the portrait under the tree next to him, then report back to Soldier Fei.

A.500 - Blockade (Mission 1618)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-112
Profissão	0
Pré-requisito	0
Início	TruthTaoist mapa 1015 579,741 BirdIsland
Fim	TruthTaoist mapa 1015 579,741 BirdIsland

Objetivo: Collect 5 HawKing Feathers for the Truth Taoist.

Passos: 1. Collect 5 HawKingFeathers.

Prêmio: Some Exp 3,000 silver

Contexto: The Truth Taoist wants you to collect 5 HawKing Feathers, so that he can make a kind of special pill to block the portal of the HawKings.

A.501 - Blockade 2 (Mission 1619)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-112
Profissão	0
Pré-requisito	1618
Início	TruthTaoist mapa 1015 579,741 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Go to the southwest island and the northeast island, and burn the pill to stop the HawKings.

Passos: 1. Burn the special pill at the southwestportal. | 2. Burn the special pill at the northeastportal. | 3. Talk with the MysteryTaoist.

Prêmio: Some Exp 3,000 silver

Contexto: The Truth Taoist wants you to burn the special pills at the portals on the southwest and northeast islands, to stop the HawKings from entering our land. Warn the Mystery Taoist about the HawKings when complete.

A.502 - Time to Unite (Mission 1620)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-112
Profissão	0
Pré-requisito	0
Início	IslandGeneral mapa 1015 586,735 BirdIsland
Fim	ViceGeneral mapa 1015 347,464 BirdIsland

Objetivo: Deliver the Military Letter to the northeastern island and give it to the Vice General.

Passos: 1. Deliver the letter to ViceGeneral

Prêmio: Some EXP 2,000 Silver 5

Contexto: The Island General is asking you to deliver the Military Letter to the Vice General. It's time to unite and eliminate the Hawk Bosses!

A.503 - Hunting L93 Hawks (Mission 1621)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-112
Profissão	0
Pré-requisito	0
Início	ViceGeneral mapa 1015 347,464 BirdIsland
Fim	ViceGeneral mapa 1015 347,464 BirdIsland

Objetivo: Kill 30 L93 Hawks and then report to the Vice General.

Passos: 1. Kill HawkL93

Prêmio: Some EXP 3,000 Silver

Contexto: The Vice General is asking you to kill 30 L93 Hawks.

A.504 - Claws and Fangs (Mission 1622)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-112
Profissão	0
Pré-requisito	0
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Collect the claws and fangs of the HawkL93.

Passos: 1. Collect the HawkClaws. | 2. Collect the HawkFangs.

Prêmio: Some Exp 3,000 silver

Contexto: The Mystery Taoist wants you to collect the Claws and Fangs of the HawkL93.

A.505 - Memorial (Mission 1623)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	93-113
Profissão	0
Pré-requisito	0
Início	SoldierZhang mapa 1015 352,464 BirdIsland
Fim	SoldierZhang mapa 1015 352,464 BirdIsland

Objetivo: Collect 5 heads of the HawkL93 and cremate them with dead soldiers' bodies.

Passos: 1. Cremate the Soldier'sCorpse.

Prêmio: Some Exp 3,000 silver

Contexto: Soldier Zhang wants you to collect 5 heads of the HawkL93 and cremate them with dead soldiers' bodies.

A.506 - Hawk's Treasures (Mission 1624)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	93-113
Profissão	0
Pré-requisito	0
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Collect some blood from the HawkL93 to reveal the blank treasure map.

Passos: 1. Collect some blood from the HawkL93, and revealtheblankmap.

Prêmio: Some Exp 3,000 silver 5_ö

Contexto: The Mystery Taoist wants you to collect some blood from the HawkL93 to reveal the hidden message on the blank treasure map.

A.507 - Hawk's Treasures 2 (Mission 1625)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	93-113
Profissão	0
Pré-requisito	1624
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Go to the place according to the map and dig out the treasures.

Passos: 1. Go to the location of the hidden treasures and dig out the Hawk'sTreasures.

Prêmio: Some Exp 3,000 silver

Contexto: The Mystery Taoist wants you to go to the place shown on the map, then recover the treasure. Report back to him after you've found the treasure.

A.508 - Elemental Circle 1 (Mission 1626)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	94-114
Profissão	0
Pré-requisito	0
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Collect all the 4 items for the Mystery Taoist to summon the elemental circle.

Passos: 1. Kill the Birdman to get the GoldenBeak. | 2. Claim the WoodSword from Ximen Qing. | 3. Claim the WaterBag from Cook Yuan. | 4. Claim some Powder from Wealthy Wan.

Prêmio: Some Exp 4,000 silver

Contexto: The Mystery Taoist wants you to collect the 4 materials for him to use to summon the elemental circle.

A.509 - Elemental Circle 2 (Mission 1627)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	94-114
Profissão	0
Pré-requisito	1626
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Tell the Truth Taoist to prevent the summoning work from being disturbed.

Passos: 1. Talk with the TruthTaoist.

Prêmio: Some Exp 3,000 silver

Contexto: Talk with the Truth Taoist and have him protect the elemental circle.

A.510 - Elemental Circle 3 (Mission 1628)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	94-114
Profissão	0
Pré-requisito	1627
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Collect 10 scents of the HawkL93 and HawKings.

Passos: 1. Collect 10 scents from the HawkL93 and HawKings.

Prêmio: Some Exp 3,000 silver

Contexto: The Mystery Taoist wants you to collect 10 scents from the HawkL93 and HawKings.

A.511 - Elemental Circle 4 (Mission 1629)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	94-114
Profissão	0
Pré-requisito	1628
Início	MysteryTaoist mapa 1015 329,470 BirdIsland
Fim	MysteryTaoist mapa 1015 329,470 BirdIsland

Objetivo: Kill the Hawk Leader in 1 minute.

Passos: 1. Kill the HawkLeader.

Prêmio: Some Exp 3,000 silver

Contexto: The elemental circle will be open for 1 minute, so you'll need to kill the Hawk Leader before it closes.

A.512 - Revenge (Mission 1630)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	94-114
Profissão	0
Pré-requisito	0
Início	SoldierZhang mapa 1015 352,464 BirdIsland
Fim	SoldierZhang mapa 1015 352,464 BirdIsland

Objetivo: Kill 30 HawKings and 20 HawkL93 to avenge Soldier Zhang's friends.

Passos: 1. Kill 30 HawKingss. | 2. Kill 20 HawkL93.

Prêmio: Some Exp 3,000 silver 5

Contexto: Kill 30 HawKings and 20 HawkL93 to avenge Soldier Zhang's friends. Report back to him when finished.

A.513 - Soldier's Letter (Mission 1631)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	0
Início	SoldierZhang mapa 1015 352,464 BirdIsland
Fim	Soldier'sMother mapa 1015 360,393 BirdIsland

Objetivo: Deliver a letter to the Soldier's Mother.

Passos: 1. Deliver the letter to the Soldier'sMother.

Prêmio: Some Exp 3,000 silver

Contexto: Soldier Zhang wants you to deliver a letter to his mother on the north Fishpond Island.

A.514 - Retrieve Bacon (Mission 1632)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	0
Início	Soldier'sMother mapa 1015 360,393 BirdIsland
Fim	Soldier'sMother mapa 1015 360,393 BirdIsland

Objetivo: Retrieve 5 pieces of Bacon from the BanditL97.

Passos: 1. Retrieve 5 pieces of Bacon from the BanditL97.

Prêmio: Some Exp 4,000 silver

Contexto: Help the Soldier's Mother retrieve 5 pieces of Bacon from the BanditL97, then report back to her.

A.515 - Bandits L97 (Mission 1633)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1015 326,390 BirdIsland
Fim	VillageHead mapa 1015 326,390 BirdIsland

Objetivo: Kill 50 Bandits L97.

Passos: 1. Kill the BanditsL97.

Prêmio: EXP, 4,000 Silver,
Contexto: More and more Bandits L97 are gathering outside the Fishing Village. The Village Head asked you to kill 50 Bandits L97 to protect their village.

A.516 - Food Delivery I (Mission 1634)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1015 326,390 BirdIsland
Fim	Alvis mapa 1015 321,192 BirdIsland

Objetivo: Look for Alvis, a lost soldier who was asked to deliver the food supply to the Central Island.

Passos: 1. Look for Alvis.

Prêmio: EXP, 3,000 Silver

Contexto: The Village Head asked you to look for Alvis, who was assigned to deliver the food supply.

A.517 - Food Delivery II (Mission 1635)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1634
Início	Alvis mapa 1015 321,192 BirdIsland
Fim	Alvis mapa 1015 321,192 BirdIsland

Objetivo: Help Alvis take back the food supply from the Bandits L97.

Passos: 1. Retrieve the FoodSupply from the Bandits L97.

Prêmio: EXP, 4,000 Silver

Contexto: The Bandits L97 looted the food supply from Alvis. You are going to retrieve it for him.

A.518 - Food Delivery III (Mission 1636)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	95-115
Profissão	0
Pré-requisito	1635
Início	Alvis mapa 1015 321,192 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: Send the Food Supply to General Armand, on the Central Island.

Passos: 1. Send the food supply to GeneralArmand, on the Central Island.

Prêmio: EXP, 2,000 Silver,

Contexto: Before Alvis died, he asked you to send the food supply to General Armand, on the Central Island.

A.519 - Healing (Mission 1637)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	96-116
Profissão	0
Pré-requisito	0
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: Collect the Anti-itch Pads from the Bandits L97 and pick a Frost Reed around.

Passos: 1. Collect the Anti-itchGauze from the Bandits L97. | 2. Collect a FrostReed.

Prêmio: EXP, 4,000 Silver, 5 s

Contexto: General Armand asked you to collect the Anti-itch Pads from the Bandits L97 and pick a Frost Reed, nearby.

A.520 - Deeper Scouting (Mission 1638)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	96-116
Profissão	0
Pré-requisito	0
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: Seek out information about the Bandits L97 and report back to General Armand.

Passos: 1. Head to seek out information about the Bandits L97.

Prêmio: EXP, 3,000 Silver,

Contexto: General Armand asked you to scout the Bandits L97 on the Island and report back.

A.521 - Return Favors (Mission 1639)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	96-116
Profissão	0
Pré-requisito	0
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	VillageHead mapa 1015 326,390 BirdIsland

Objetivo: Send the Jewelry Bag to the Village Head.

Passos: 1. Send the Jewelry Bag to the VillageHead

Prêmio: EXP, 3,000 Silver

Contexto: General Armand asked you to send a bag of jewelry to the Village Head.

A.522 - Dried Fish (Mission 1640)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	97-117
Profissão	0
Pré-requisito	0
Início	OldZhang mapa 1015 343,384 BirdIsland
Fim	AdjutantLi mapa 1015 327,295 BirdIsland

Objetivo: Send the Salted Fish and the Fishing Net to Adjutant Li.

Passos: 1. Collect the SaltedFish | 2. Collect the FishingNet | 3. SendtheSaltedFishandtheFishingNettoAdjutantLi

Prêmio: EXP, 3,000 Silver,
Contexto: Old Zhang asked you to send the Salted Fish and the Fishing Net to Adjutant Li.

A.523 - Bandits L98 (Mission 1641)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	97-117
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1015 326,390 BirdIsland
Fim	VillageHead mapa 1015 326,390 BirdIsland

Objetivo: Kill 30 Bandits L98 to protect the Fishing Village.
Passos: 1. Eliminate the BanditsL98.
Prêmio: EXP, 4,000 Silver
Contexto: The Bandits L98 have become a serious threat to the Fishing Village. You're going to kill 30 of them to protect the village.

A.524 - Bandit's Saber (Mission 1642)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	97-117
Profissão	0
Pré-requisito	0
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: Collect 10 Short Sabers from the Bandits L98 and bring them to General Armand.
Passos: 1. Collect 10 ShortSabers from the Bandits L98.
Prêmio: EXP, 4,000 Silver,
Contexto: General Armand is in urgent need of weapons. You're going to collect 10 Short Sabers from the Bandits L98 for General Armand.

A.525 - Maiden in Armour I (Mission 1643)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	0
Início	Harriet mapa 1015 332,366 BirdIsland
Fim	Harriet mapa 1015 332,366 BirdIsland

Objetivo: Buy a Refreshing Pill for Harriet and help him sober up.
Passos: 1. Buy a RefreshingPill for Harriet.
Prêmio: EXP, 3,000 Silver, 5 s
Contexto: Harriet drank too much wine and has a huge headache. He asked you to buy a Refreshing Pill for him.

A.526 - Maiden in Armour II (Mission 1644)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1643
Início	Harriet mapa 1015 332,366 BirdIsland
Fim	Mulan mapa 1015 517,317 BirdIsland

Objetivo: Harriet asked you to look for his daughter, Mulan, on the Northwest Island.

Passos: 1. Look for Mulan.

Prêmio: EXP, 3,000 Silver,

Contexto: Harriet's daughter Mulan has gone missing. He asked you to look for Mulan, on the Northwest Island.

A.527 - Maiden in Armour III (Mission 1645)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1644
Início	Mulan mapa 1015 517,317 BirdIsland
Fim	Mulan mapa 1015 517,317 BirdIsland

Objetivo: Mulan asked you to take the Royal Sword back from the Banditti.

Passos: 1. Retrieve the RoyalSword from the Banditti.

Prêmio: EXP, 4,000 Silver

Contexto: The Banditti stole Mulan's Royal Sword. You're going to recover it for Mulan.

A.528 - Maiden in Armour IV (Mission 1646)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1645
Início	Mulan mapa 1015 517,317 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: Tell General Armand about the Banditti's dirty plan.

Passos: 1. Tell GeneralArmand about the Banditti's dirty plan.

Prêmio: EXP, 3,000 Silver

Contexto: Mulan intercepted a secret plan of the Banditti and asked you to deliver a message to General Armand, on the Central Island.

A.529 - Maiden in Armour V (Mission 1647)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1646
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	GeneralArmand mapa 1015 332,295 BirdIsland

Objetivo: General Armand asked you to eliminate the Bandits L98 and Banditti who attacked the army.

Passos: 1. Eliminate the BanditsL98. | 2. Eliminate the Banditti.

Prêmio: EXP, 4,000 Silver

Contexto: The Bandits L98 and Banditti attacked General Armand's troops. You're going to help General Armand kill the invaders.

A.530 - Maiden in Armour VI (Mission 1648)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1647
Início	GeneralArmand mapa 1015 332,295 BirdIsland
Fim	Mulan mapa 1015 517,317 BirdIsland

Objetivo: General Armand asked you to extend sincere appreciation to Mulan and invited her back to the army.

Passos: 1. Invite Mulan back to the army.

Prêmio: EXP, 2,000 Silver,

Contexto: General Armand asked you to extend sincere appreciation to Mulan and invite her back to the army.

A.531 - Maiden in Armour VII (Mission 1649)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	98-118
Profissão	0
Pré-requisito	1648
Início	Mulan mapa 1015 517,317 BirdIsland
Fim	Harriet mapa 1015 332,366 BirdIsland

Objetivo: Mulan asked you to visit his fater, Harriet, and tell him eveything is fine.

Passos: 1. Tell to Harriet about Mulan's situation.

Prêmio: EXP, 2,000 Silver,

Contexto: Mulan asked you to visit Harriet in the Fishing Village and tell him eveything is fine.

A.532 - Hidden Banditti (Mission 1650)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	99-119
Profissão	0
Pré-requisito	0
Início	VillageHead mapa 1015 326,390 BirdIsland
Fim	VillageHead mapa 1015 326,390 BirdIsland

Objetivo: The Village Head asked you to slay 30 Banditti on the West Island and on the Northwest Island.

Passos: 1. Eliminate the Banditti.

Prêmio: EXP, 4,000 Silver, 5 s

Contexto: Recently, lots of Banditti were hidden around and planned to attack the Fishing Village. The Village Head asked you to slay 30 of them on the West Island and on the Northwest Island.

A.533 - Retrieve Yarn Ball (Mission 1651)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	99-119
Profissão	0
Pré-requisito	0
Início	Soldier'sMother mapa 1015 360,393 BirdIsland
Fim	Soldier'sMother mapa 1015 360,393 BirdIsland

Objetivo: Help the Soldier's Mother retrieve the Yarn Ball.

Passos: 1. Retrieve the YarnBall from the Banditti.

Prêmio: Some Exp 4,000 silver

Contexto: Help the Soldier's Mother retrieve the Yarn Ball from the Banditti.

A.534 - Flower Wine (Mission 1652)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	99-119
Profissão	0
Pré-requisito	0
Início	Harriet mapa 1015 332,366 BirdIsland
Fim	Harriet mapa 1015 332,366 BirdIsland

Objetivo: Harriet asked you to take a bottle of Flower Wine from the Banditti.

Passos: 1. Collect a bottle of FlowerWine from the Banditti.

Prêmio: EXP, 4,000 Silver, A random Refined Gem

Contexto: Harriet asked you to take a bottle of Flower Wine from the Banditti.

A.535 - Rainbow Flowers (Mission 1653)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	99-119
Profissão	0
Pré-requisito	0
Início	OldZhang mapa 1015 343,384 BirdIsland
Fim	OldZhang mapa 1015 343,384 BirdIsland

Objetivo: Old Zhang asked you to collect 10 Rainbow Flowers for him.

Passos: 1. Collect the RainbowFlowers

Prêmio: EXP, 4,000 Silver,

Contexto: Old Zhang asked you to collect 10 Rainbow Flowers for him. These flowers can be used to make good bait.

A.536 - Lonely Ben (Daily) (Mission 6129)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	87-107
Profissão	0
Pré-requisito	0
Início	ArmorerYu mapa 1015 720,561 BirdIsland
Fim	LittleBen mapa 1015 748,580 BirdIsland

Objetivo: Armorer Yu asked you to look for his boy, Little Ben, and take him home.

Passos: 1. Look for LittleBen. He may be on the roof.

Prêmio: EXP, 2,000 Silver

Contexto: Armorer Yu asked you to look for his son, Little Ben, and bring him home. You can probably find him on someone's roof.

A.537 - Patrol the Islands (Daily) (Mission 6130)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	92-102
Profissão	0
Pré-requisito	0
Início	TruthTaoist mapa 1015 579,743 BirdIsland
Fim	TruthTaoist mapa 1015 579,743 BirdIsland

Objetivo: The Truth Taoist wants you to check the stones on each island.

Passos: 1. Go and check the stone on the SouthwestIsland. | 2. Go and check the stone on the WestIsland. | 3. Go and check the stone on the NorthwestIsland. | 4. Go and check the stone on the NorthIsland. | 5. Go and check the stone on the NortheastIsland. | 6. Go and check the stone on the CentrallIsland.

Prêmio: Some Exp 2,000 silver

Contexto: The Truth Taoist wants you to check the stones on each island.

A.538 - Deadly Trap (Daily) (Mission 6131)

Tipo	Region Quests
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	97-107
Profissão	0
Pré-requisito	0
Início	AdjutantLi mapa 1015 327,295 BirdIsland
Fim	AdjutantLi mapa 1015 327,295 BirdIsland

Objetivo: Go take some Salted Fish from Old Zhang and make Poison Fish. Entice the Bandits L98 to eat the Poison Fish.

Passos: 1. Claim a pack of Salted Fish from Old Zhang and use the Poison Liquid on the fish to make PoisonFish. | 2. Poison the BanditsL98.

Prêmio: EXP, 2,000 Silver

Contexto: Adjutant Li gave you a bottle of Poison Liquid and asked you to use it on the Salted Fish. Then, entice the Bandits L98 to eat the Poison Fish.

A.539 - Magnolias All Around (Mission 6014)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 TwinCity
Fim	DailyQuestEnvoy mapa 1002 249,235 TwinCity

Objetivo: Speak with the Daily Quest Envoy to enter the Garden, and then claim a seed from the Magnolia Envoy. Use it to plant 1 Magnolia in the Flower Bed.

Passos: 1. Speak with the DailyQuestEnvoy in TwinCity.

Prêmio: Some EXP, Study Points, Chi Token, and other items.

Contexto: The Magnolia Envoy is inviting heroes to help her plant beautiful Magnolias. All Level 80+ heroes can claim 1 seed from her, each day. Go and plant the most beautiful magnolia in the Flower Garden!

A.540 - Worship Leaders (Daily) (Mission 6329)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	50-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 TwinCity
Fim	DailyQuestEnvoy mapa 1002 249,235 TwinCity

Objetivo: Worship Guild Leaders in the Ancestral Hall.

Passos: 1. Speak with the DailyQuestEnvoy in Twin City.

Prêmio: 5 hours of Blessing, 60 minutes of EXP, 50 Study Points, Chi Token, etc.

Contexto: Find the Daily Quest Envoy to worship 3 Supreme Guild Leaders in the Ancestral Hall.

A.541 - Eth. Has A Price (Mission 6245)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	60-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 TwinCity
Fim	DailyQuestEnvoy mapa 1002 249,235 TwinCity

Objetivo: Help the Daily Quest Envoy collect the items he needs.

Passos: 1. Help the DailyQuestEnvoy collect items.

Prêmio: The higher level you've reached, the better reward you'll receive. Level 130+: 600 minutes of EXP, 50 Study Points, 1 Chi Token.

Contexto: The Daily Quest Envoy (249,235) in TwinCity wants all Level 60+ heroes to collect some items for him. And you'll be nicely rewarded if you help him.

A.542 - Moon Box (Mission 6349)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-140
Profissão	0
Pré-requisito	0
Início	Fortuneteller mapa 1002 412,512 WindPlain
Fim	Fortuneteller mapa 1002 412,512 WindPlain

Objetivo: Collect the 6 tokens and ask the Ghost or Maggie to combine them for a Soul Jade. Use the Soul Jade to revive the Vagrant Ghost in the the Life Dimension.

Passos: 1. Collect the PeaceToken | 2. Collect the ChaosToken | 3. Collect the DesertedToken | 4. Collect the ProsperousToken | 5. Collect the DisturbedToken | 6. Collect the CalmToken | 7. Obtain the SoulJade

Prêmio: A Moon Box

Contexto: Fortuneteller (412,512) asked you to challenge a mysterious space, including the Peace, Chaos, Deserted, Prosperous, Disturbed, Calm, Death and Life Dimension. Talk to Maggie (19,19) and you'll be sent to a random one of them, except the Life. Kill monsters in the dimensions and collect 6 different tokens. If you happen to enter the Death Dimension, you should have at least 3 different tokens to leave, or you'll die from there. After collecting all the 6 tokens, you can talk to the Ghost or Maggie to make a Soul Jade with your tokens and enter the Life Dimension. Use the Soul Jade to release one of the Vagrant Ghosts, and you'll be rewarded with a Moon Box.

A.543 - Sky Pass (Mission 6350)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-140
Profissão	0
Pré-requisito	0
Início	Daniel mapa 1012 155,165 Dreamland
Fim	GodCloud mapa 1040 83,184 Dreamland

Objetivo: Obtain a Sky Prize Token

Passos: 1. Obtain a SkyPrizeToken and use it to claim the reward from GodCloud.

Prêmio: Meteor, Dragon Soul or something else.

Contexto: Talk to Daniel (Dreamland 155,165) to enter the Sky Pass where you will face 5 challenges. For the first four, you can choose to fight with one of the monsters on the Battle Stage according to your ability. You may be teleported to the next floor directly without any fights, but if not, you have to kill the monster and collect the token. Talk to the Stage Guard with the token to return and restart. The first four floors work in this way. In the 5th floor, you have to defeat the monster on the Battle Stage and obtain the Pass Token. Then, find the Stage Guard to get a Sky Prize Token. Finally, find God Cloud (83,184) to claim your rewards.

A.544 - Mu Lian's Request (Mission 2371)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	MuLian mapa 1002 434,351 TwinCity
Fim	MuLian mapa 1002 434,351 TwinCity

Objetivo: Mu Lian wants to hold a ceremony for his mother. Use a Divine Basket to collect 5 kinds of fruit, and it will become a Nirvana Basket. Then Mu Lian can send the fruit to his mother.

Passos: 1. Kill the Turtledoves to get a Cherry. | 2. Kill the Robins to get a Mulberry. | 3. Kill the Winged Snakes to get a Orange. | 4. Kill the Giant Macaque to get a Grape. | 5. Kill the Sand Monsters to get a Pear | 6. Make a Nirvana Basket for Mu Lian.

Prêmio: Nirvana Box

Contexto: Mu Lian wants to hold a ceremony for his mother. Use a Divine Basket to collect 5 kinds of fruit, and it will become a Nirvana Basket. Then Mu Lian can send the fruit to his mother.

A.545 - Moon Box (Mission 2378)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	Fortuneteller mapa 1002 412,512 TwinCity
Fim	Fortuneteller mapa 1002 412,512 TwinCity

Passos: 1. Collect the Peace Token, Chaos Token, Deserted Token, Prosperous Token, Disturbed Token and the Calm Token. | 2. Obtain the Soul Jade.

Prêmio: Moon Box

Contexto: Fortuneteller (412,512) found a mysterious 'Eight-Diagram Tactics', including the Peace, Chaos, Deserted, Prosperous, Disturbed, Calm, Death and Life Tactics. Kill the monsters in the tactics except the Death and Life Tactics and collect corresponding tokens. You can speak with the ghost in the tactic to leave. If you were teleported to the Death Tactic, you'll get stuck to death unless you have 2 different tokens. After you've gathered all the token of Peace, Chaos, Deserted, Prosperous, Disturbed and Calm, talk to the ghost to enter the Life Tactic and make a Soul Jade. Release lonely ghosts in the tactic with the power of Soul Jade and you will be rewarded with a Moon Box.

A.546 - Guild Medal Rush (Mission 6351)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	MedalEnvoy mapa 1002 427,381 TwinCity
Fim	MedalEnvoy mapa 1002 427,381 TwinCity

Objetivo: The Guild Leaders sign up for this competition with the Medal Envoy.

Passos: 1. Talk to MedalEnvoy.

Prêmio: A delicate gift pack and an extra prize for the person or guild with the highest score.

Contexto: The Guild Medal Rush will be held on Sep. 22nd - 30th. All the Guild Leaders are invited to sign up for this competition with the Medal Envoy! A delicate gifts will be rewarded to you after finishing the challenge. Besides, an extra prize will be rewarded to the person or guild who comes out first in the competition.

A.547 - Raging Birds (Mission 2119)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	GameMachineManager mapa 1002 435,346 TwinCity
Fim	GameMachineManager mapa 1002 435,346 TwinCity

Objetivo: Raging Birds

Contexto: A big Halloween party is on from Oct. 27th - Nov. 1st! Buy Game Coins from the manager and you can play the game 'Raging Birds' on the Game Machine (438,346). It's sure to be a raging good time! You shouldn't miss it!

A.548 - Masquerade Ball (Mission 2118)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	PumpkinPrince mapa 1002 427,366 TwinCity
Fim	PumpkinPrince mapa 1002 427,366 TwinCity

Objetivo: Masquerade Ball

Contexto: Bewteen October 27th - November 1st, the annual Halloween events will be held! In the Masquerade Ball event, the participants will attend in costume, and the Pumpkin Prince will organize a special pumpkin team to prevent the monsters from sneaking into the ball. If you want to join the team, register with the prince at the entrance of the ballroom.

A.549 - Battlefield Heroes (Mission 2376)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	TaoistPure mapa 1036 187,220 Market
Fim	TaoistPure mapa 1036 187,220 Market

Objetivo: Eliminate invaders on Tuesday, Thursday and Saturday

Passos: 1. Eliminate invaders.

Prêmio: 300 minutes of EXP, 100 Study Points or 40 Chi Points.

Contexto: Bandits and robbers are rampant around the Deserted Wild, Flame Plain, Death Cave, Asura Hell and Corpse Forest. They intended to occupy the mainland as well. You are called to eliminate these cheeky invaders in these 5 battlefields on Tuesday, Thursday and Saturday. Talk to the Taoist Pure (Market 187,220) for more details.

A.550 - Spirit Bead [Daily] (Mission 2375)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 TwinCity
Fim	DailyQuestEnvoy mapa 1002 249,235 TwinCity

Objetivo: Hunting in the wild to collect monster spirits.

Passos: 1. Speak with the DailyQuestEnvoy to claim a Spirit Bead and use it.

Prêmio: Some EXP, Study Points, Blessing and 1 Chi Token.

Contexto: All Level 100+ heroes can claim a Sprit Bead from the Daily Quest Envoy (TwinCity, 249,235), everyday. When you collect enough monster spirits, use the bead to claim a reward.

A.551 - Stage One (Mission 2414)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	0
Início	Arthur mapa 1700 607,637 EvilAbyss
Fim	Arthur mapa 1700 607,637 EvilAbyss

Objetivo: Collect 3 pieces of Pure Vigor for Arthur (EvilAbyss 607,637).

Passos: 1. Kill monsters in the Evil Abyss to collect SoulAroma. | 2. Kill monsters in the Evil Abyss to collect DreamGrass. | 3. Kill monsters in the Evil Abyss to collect Moss. | 4. Summon and kill the Hill Spirit to collect GhostHorns. | 5. Combine the 3 Ghost Horns to get an EvilTooth. | 6. Summon and kill the Swift Devil to collect FeatherStones. | 7. Combine the 3 Feather Stones to get an ImmortalStone. | 8. Summon and kill the Banshee to collect VigorFragments. | 9. Combine the 3 Vigor Fragments to get a piece of ImpureVigor. | 10. Kill the Cleansing Devil to collect PureVigor.

Prêmio: Enter the second stage of the trial.

Contexto: Collect 3 pieces of Pure Vigor and give them to Arthur (EvilAbyss 607,637). Then, Arthur will introduce you to Bryan and start the 2nd stage of your trial.

A.552 - Bryan (Mission 2415)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	2414
Início	Arthur mapa 1700 607,637 EvilAbyss
Fim	Bryan mapa 1700 609,633 EvilAbyss

Objetivo: Talk to Bryan.

Passos: 1. Talk to Bryan.

Contexto: After completing the job that Arthur asked, you can go find Bryan and start the 2nd stage of your trial.

A.553 - Stage Two (Mission 2416)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	2414
Início	Bryan mapa 1700 609,633 EvilAbyss
Fim	Bryan mapa 1700 609,633 EvilAbyss

Objetivo: Destroy the minions and raze the mountain of Grievanceto the ground.

Passos: 1. Raze the mountain of Grievanceto the ground.

Prêmio: Accept Angela's Call

Contexto: Bryan (EvilAbyss 609,633) asked you to raze the mountain of Grievance (40,000 meters high) to the ground by killing monsters in the abyss, so that dead souls will be released from suffering. Killing different kinds of monsters will lead to different results. When you complete the quest, report back to Bryan, and then go find Angela to continue your trial. Notes:\nWhen you kill each Vale Demon, Singing Serpent, Blue Fiend, Wind Ape, Wood Hades, Fury Bat, Bone Skeleton or Angry Beast, the hill of grievance will sink for 1 meter;\n each Mud Demon, Roaring Serpent, Red Fiend, Rain Ape, Water Hades, Cruel Bat, Lame Skeleton, Sensitive Beast for 6 meters;\neach Abyss Demon, Crying Serpent, White Fiend, Lightning Ape, Earth Hades, Vicious Bat, Carrion Skeleton, Crazy Beast for 20 meters;\neach Demon Lord, Serpent Spirit, Fiend Lord, Fury Ape, Hades Lord, Demon Bat, Fury Skeleton, Fearless Beast for 500 meters.

A.554 - Angela's Call (Mission 2417)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	2416
Início	Bryan mapa 1700 609,633 EvilAbyss
Fim	Angela mapa 1700 611,638 EvilAbyss

Objetivo: Talk to Angela.

Passos: 1. Talk to Angela.

Prêmio: Enter the third stage of the trial.

Contexto: Finally, you razed the mountain of grievance to the ground! Go find Angela and start the next stage of your trial.

A.555 - Stage Three (Mission 2418)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	2417
Início	Angela mapa 1700 611,638 EvilAbyss
Fim	Angela mapa 1700 611,638 EvilAbyss

Objetivo: Make the Binding Curse shed all of its blood.

Passos: 1. Break 8 curses in this order: Andrew, Peter, Philip, Timothy, Daphne, Victoria, Wayne and Theodore. | 2. Make the Binding Curse shed all of its blood.

Prêmio: Accept the final trial.

Contexto: Angela (EvilAbyss 611,638) told you Satan was imprisoned in the depth of the abyss, but he killed and lock her friends' souls with a Binding Curse. There are 8 curses that closely link to the Binding Curse. You were asked to break 8 curses in the order of Andrew, Peter, Philip, Timothy, Daphne, Victoria, Wayne and Theodore, until the Binding Curse sheds all its blood.

A.556 - The Final Trial (Mission 2419)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	2418
Início	Angela mapa 1700 611,638 EvilAbyss
Fim	— mapa — —,—

Objetivo: Eliminate Satan.

Passos: 1. Kill the SerpentSpirit, HadesLord, DemonLord or FiendLord and collect the Squama Bead . | 2. Eliminate Satan

Prêmio: Reborn

Contexto: To completely break the curse, you should have the Squama Beads to open Satan's jail and kill him. You can probably find the Squama Beads from Serpent Spirit, Hades Lord, Demon Lord and Fiend Lord. When you have the Squama Bead, use it to open the Satan's Seal and defeat him!

A.557 - RareMaterials [Daily] (Mission 6366)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	75-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 Market
Fim	DailyQuestEnvoy mapa 1002 249,235 Market

Objetivo: Collect materials for the Daily Quest Envoy.

Passos: 1. Help the DailyQuestEnvoy collect materials.

Prêmio: Reward: 30 Study Points, 120 minutes of EXP and 1 Chi Token.\nReward: 40 Study Points, 150 minutes of EXP and 1 Chi Token.\nReward: 50 Study Points, 180 minutes of EXP and 1 Chi Token.

Contexto: If you've reached Level 75, go help the Daily Quest Envoy (TwinCity 249,235) collect rare materials. You'll get a high pay!

A.558 - Guild Contest (Mission 2454)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuildHonorOfficer mapa 1002 350,332 TwinCity
Fim	GuildHonorOfficer mapa 1002 350,332 TwinCity

Objetivo: Head to the Demon Land and finish one of the following quests.\n\tUse the Demon Rune to collect the demon souls.\n\tCollect the Soul Stones.\n\tCollect the Century Ginseng.

Passos: 1. ;xHead to Twin City and accept the quest from the Guild Honor Officer.

Prêmio: Guild Honor Pack, Leader Honor Pack, Leader Privilege Pack, EXP

Contexto: The Guild Honor Officer in Twin City will hold a Guild Contest on Oct. 19th - 20th, 26th -27th, Nov. 2nd - 3rd and 9th - 10th. There are many awesome rewards for the winning guilds, so don't miss it!

A.559 - Guild Contest (Mission 2455)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuildHonorOfficer mapa 1002 350,332 TwinCity
Fim	GuildHonorOfficer mapa 1002 350,332 TwinCity

Objetivo: Head to the Demon Land and finish one of the following quests.\n\tUse the Demon Rune to collect the demon souls.\n\tCollect the Soul Stones.\n\tCollect the Century Ginseng.

Passos: 1. ;⌘Head to Twin City and accept the quest from the Guild Honor Officer.

Prêmio: Guild Honor Pack, Leader Honor Pack, Leader Privilege Pack, EXP

Contexto: The Guild Honor Officer in Twin City will hold a Guild Contest on Oct. 19th - 20th, 26th -27th, Nov. 2nd - 3rd and 9th - 10th. There are many awesome rewards for the winning guilds, so don't miss it!

A.560 - Guild Contest (Mission 2456)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuildHonorOfficer mapa 1002 350,332 TwinCity
Fim	GuildHonorOfficer mapa 1002 350,332 TwinCity

Objetivo: Head to the Demon Land and finish one of the following quests.\n\tUse the Demon Rune to collect the demon souls.\n\tCollect the Soul Stones.\n\tCollect the Century Ginseng.

Passos: 1. ;⌘Head to Twin City and accept the quest from the Guild Honor Officer.

Prêmio: Guild Honor Pack, Leader Honor Pack, Leader Privilege Pack, EXP

Contexto: The Guild Honor Officer in Twin City will hold a Guild Contest on Oct. 19th - 20th, 26th -27th, Nov. 2nd - 3rd and 9th - 10th. There are many awesome rewards for the winning guilds, so don't miss it!

A.561 - Guild Contest (Mission 2457)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuildHonorOfficer mapa 1002 350,332 TwinCity
Fim	GuildHonorOfficer mapa 1002 350,332 TwinCity

Objetivo: Head to the Sealing Demon Land and finish one of the following quests.\n\tUse the Demon Rune to collect the demon souls.\n\tCollect the Soul Stones.\n\tCollect the Century Ginseng.

Passos: 1. ;⌘Head to Twin City and accept the quest from the Guild Honor Officer.

Prêmio: Guild Honor Pack, Leader Honor Pack, Leader Privilege Pack, EXP

Contexto: The Guild Honor Officer in Twin City will hold a Guild Contest on Oct. 19th - 20th, 26th -27th, Nov. 2nd - 3rd and 9th - 10th. There are many awesome rewards for the winning guilds, so don't miss it!

A.562 - Treasury [Daily] (Mission 6390)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	DailyQuestEnvoy mapa 1002 249,235 TwinCity
Fim	DailyQuestEnvoy mapa 1002 249,235 TwinCity

Objetivo: Talk to the Daily Quest Envoy to enter the Heaven Treasury that is full of Mystery Chests.

Passos: 1. Talk to the DailyQuestEnvoy in Twin City.

Prêmio: EXP, Chi Points, Study Points, Chi Tokens, Talent Status Level, Free Courses, Protection Pills, Super Protection Pills, Heaven Key Scraps, etc.

Contexto: The Heaven Treasury is the top place that keeps fabulous treasures. If you've reached Level 110 or been reborn, you can talk to the Daily Quest Envoy to enter the Heaven Treasury and harvest wonderful rewards.

A.563 - Fighter's Training (Mission 6399)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	Mr.Wang mapa 1002 323,295 TwinCity
Fim	Mr.Wang mapa 1002 323,295 TwinCity

Objetivo: Perform a certain amount of Free Training and Normal Training in Jiang Hu.

Passos: 1. Talk to Mr.Wang in Twin City.

Prêmio: Chi Points, Study Points, Protection Pills, Super Protection Pills, CP(B), etc.

Contexto: Mr. Wang designed a special training course for fighters of Jiang Hu. After completing a certain amount of Free Training and Normal Training in a day, the fighters can claim wonderful rewards.

A.564 - [Epic] Solar Blade 1 (Mission 3269)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	0
Início	Pak'sGhost mapa 1002 267,194 TwinCity
Fim	SuperMok mapa 1002 238,216 TwinCity

Objetivo: Reforge the Solar Blade.

Passos: 1. Ask SuperMok to forge 27 Solar Scraps.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: Pak's Ghost (TwinCity 267,194) is calling Level 120+ or reborn Trojans to help him correct a mistake in 300 years ago. Go find Super Mok (238,216) to forge 27 Solar Scraps. After that, give them to Pak's Ghost to reforge the Solar Blade, so he can send you back in time for 300 years.

A.565 - [Epic] Solar Blade 2 (Mission 3278)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3269
Início	SuperMok mapa 1002 296,239 TwinCity
Fim	Pak'sGhost mapa 1002 267,194 TwinCity

Objetivo: Reforge the Solar Blade.

Passos: 1. Help Pak'sGhost to reforge the Solar Blade.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: Pak's Ghost (TwinCity 267,194) is calling Level 120+ or reborn Trojans to help him correct a mistake in 300 years ago. Go find Super Mok (238,216) to forge 27 Solar Scraps. After that, give them to Pak's Ghost to reforge the Solar Blade, so he can send you back in time for 300 years.

A.566 - [Epic] Evil Array 1 (Mission 3275)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3278
Início	Pak'sGhost mapa 1002 267,194 TwinCity'sNight
Fim	GeneralPak mapa 3830 154,130 TwinCity'sNight

Objetivo: Reforge the Solar Blade.

Passos: 1. Travel back in time for 300 years and talk to GeneralPak at that time.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: The Evil Array blocking the gate of evils is getting weak. If the Flame Devastator breaks through the array, Twin City will be drown into inferno. General Pak (154,130) asked you to find Monk Misery (83,168) to enchant the array.

A.567 - [Epic] Evil Array 2 (Mission 3270)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3275
Início	GeneralPak mapa 3830 154,130 TwinCity'sNight
Fim	MonkMisery mapa 3830 83,168 TwinCity'sNight

Objetivo: Enchant the Evil Array.

Passos: 1. Help MonkMisery enchant the Evil Array with 10,000 points of magic.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: The Evil Array blocking the gate of evils is getting weak. If the Flame Devastator breaks through the array, Twin City will be drown into inferno. General Pak (154,130) asked you to find Monk Misery (105,179) to enchant the array.

A.568 - [Epic] Evil Array 3 (Mission 3276)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3270
Início	GeneralPak mapa 3830 154,130 TwinCity'sNight
Fim	GeneralPak mapa 3830 154,130 TwinCity'sNight

Objetivo: Enchant the Evil Array.

Passos: 1. Report back to GeneralPak.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: The Evil Array blocking the gate of evils is getting weak. If the Flame Devastator breaks through the array, Twin City will be drown into inferno. General Pak (154,130) asked you to find Monk Misery (83,168) to enchant the array.

A.569 - [Epic] Ghost Reavers (Mission 3271)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3276
Início	GeneralPak mapa 3830 154,130 TwinCity'sNight
Fim	Mr.Mirror mapa 3830 162,217 TwinCity'sNight

Objetivo: Eliminate the Ghost Reavers.

Passos: 1. Work with Mr.Mirror to eliminate 18 invisible Ghost Reavers.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: Though the Evil Array has been enhanced, there are 18 Ghost Reavers from the Flame Devastator's army sneaking into the world. General Pak asked you to work with Mr. Mirror (162,217) to eliminate the Ghost Reavers hiding in Twin City.

A.570 - [Epic] The Traitor 1 (Mission 3277)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3271
Início	GeneralPak mapa 3830 154,130 TwinCity'sNight
Fim	GeneralPak mapa 3830 154,130 TwinCity'sNight

Objetivo: Kill Monk Misery

Passos: 1. Report back to GeneralPak.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: General Pak found that Monk Misery (83,168) has colluded with the Flame Devastator for a dirty plan. He asked you to investigate. If Monk Misery was the traitor, kill him.

A.571 - [Epic] The Traitor 2 (Mission 3272)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3277
Início	MonkMisery mapa 3830 83,168 TwinCity'sNight
Fim	GeneralPak mapa 3831 154,130 TwinCity'sNight

Objetivo: Kill Monk Misery

Passos: 1. Kill the traitor, MonkMisery

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: General Pak found that Monk Misery (83,168) has colluded with the Flame Devastator for a dirty plan. He asked you to investigate. If Monk Misery was the traitor, kill him.

A.572 - [Epic] Solar Essences 1 (Mission 3273)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3272
Início	GeneralPak mapa 3831 154,130 TwinCity'sNight
Fim	GeneralPak mapa 3831 154,130 TwinCity'sNight

Objetivo: Extract the Solar Essences

Passos: 1. Go find GeneralPak, and extract 99 Solar Essences.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: Monk Misery helped the Flame Devastator break through the Evil Array upon his death. General Pak asked you to extract the Solar Essences to weaken the Flame Devastator's power. Collect 99 Solar Essences and infuse them into the Divine Jade (101,175).

A.573 - [Epic] Solar Essences 2 (Mission 3279)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3273
Início	GeneralPak mapa 3831 154,130 TwinCity'sNight
Fim	DivineJade mapa 3831 101,175 TwinCity'sNight

Objetivo: Extract the Solar Essences

Passos: 1. Infuse the Solar Essences into the DivineJade.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: Monk Misery helped the Flame Devastator break through the Evil Array upon his death. General Pak asked you to extract the Solar Essences to weaken the Flame Devastator's power. Extract 99 Solar Essences and infuse them into the Divine Jade (101,175).

A.574 - [Epic] Devastator 1 (Mission 3280)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3279
Início	GeneralPak mapa 3832 154,130 TwinCity'sNight
Fim	GeneralPak mapa 3832 154,130 TwinCity'sNight

Objetivo: Eliminate the Flame Devastator.

Passos: 1. Go find GeneralPak, and borrow his Solar Blade .

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: The Flame Devastator has been weakened, but I'm afraid normal weapons can't wound this demon. General Pak gave you his Solar Blade. If you're able to awaken the blade's spirit, and combine the spirit with the one-handed weapon on your main hand to create an Epic Weapon, you'll completely eliminate the Flame Devastator.

A.575 - [Epic] Devastator 2 (Mission 3274)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	10,11,12,13,14,15
Pré-requisito	3280
Início	GeneralPak mapa 3832 154,130 TwinCity'sNight
Fim	GeneralPak mapa 3832 154,130 TwinCity'sNight

Objetivo: Eliminate the Flame Devastator.

Passos: 1. Eliminate the FlameDevastator.

Prêmio: Complete a specified Epic Quest every day, and a series of Epic Quests in 90 days to earn a Trojan's Epic Weapon.

Contexto: The Flame Devastator has been weakened, but I'm afraid normal weapons can't wound this demon. General Pak gave you his Solar Blade. If you're able to awaken the blade's spirit, and combine the spirit with the one-handed weapon on your main hand to create an Epic Weapon, you'll completely eliminate the Flame Devastator.

A.576 - Nightmare Captain (Mission 3300)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	3303
Início	SharkSoldier mapa 3055 66,87 GaleShallow
Fim	SharkSoldier mapa 3846 282,352 BloodshedSea

Passos: 1. Eliminate 5 Nightmare Captains

Prêmio: 2 Ocean Tears, 1 Strike Sea Potion, 1 Break Sea Potion

Contexto: If you can help Shark Soldier eliminate 5 Nightmare Captains in the Bloodshed Sea, he will give you some useful rewards.

A.577 - Gold Box (Mission 3301)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	3303
Início	SharkSoldier mapa 3055 66,87 GaleShallow
Fim	SharkSoldier mapa 3846 282,352 BloodshedSea

Passos: 1. Open a Gold Box
Prêmio: 2 Ocean Tears, 1 Strike Sea Potion, 1 Break Sea Potion
Contexto: If you can find a Gold Box and get the treasure inside, Shark Soldier will give you some useful rewards.

A.578 - Bloodshed Sea Patrol (Mission 3302)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	3303
Início	SharkSoldier mapa 3055 66,87 GaleShallow
Fim	SharkSoldier mapa 3846 282,352 BloodshedSea

Passos: 1. Light the Beacon-fire | 2. Light the Beacon-fire | 3. Light the Beacon-fire | 4. Light the Beacon-fire | 5. Light the Beacon-fire
Prêmio: 2 Ocean Tears, 1 Strike Sea Potion, 1 Break Sea Potion
Contexto: If you can help Shark Soldier patrol and light 5 Beacon-fire in the Bloodshed Sea, he will give you some useful rewards.

A.579 - Lingering in Water (Mission 6417)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuideSam mapa 1002 300,366 TwinCity
Fim	ReceptionistSummer mapa 3845 169,153 VIPResort

Objetivo: Go sunbathing, diving, and playing with fish.
Prêmio: Festival Joy Pack
Contexto: From July 15th to 22nd, VIP heroes can talk to Guide Sam to enter the VIP Resort where to fully interact with waters, like sunbathing, diving, and playing with fish.

A.580 - Beach Darts (Mission 6418)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuideSam mapa 1002 300,366 TwinCity
Fim	ReceptionistSummer mapa 3845 169,153 VIPResort

Objetivo: Hit the center of the target
Prêmio: Festival Joy Pack
Contexto: From July 15th to 22nd, VIP heroes can talk to Guide Sam to enter the VIP Resort where to play darts and harvest exclusive surprises.

A.581 - Cool Summer (Mission 6419)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GuideSam mapa 1002 300,366 TwinCity
Fim	ReceptionistSummer mapa 3845 169,153 VIPResort

Objetivo: Claim a piece of Beer & Chicken from Receptionist Summer.

Prêmio: Beer & Chicken

Contexto: From July 15th to 22nd, VIP heroes can talk to Guide Sam to enter the VIP Resort where to claim a piece of Beer & Chicken from Receptionist Summer to feel the 'Cool Summer'.

A.582 - VIP Blessing (Mission 6420)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	VIPBlessingFox mapa 1002 292,360 TwinCity
Fim	VIPBlessingFox mapa 1002 292,360 TwinCity

Objetivo: Claim daily gift, and check in every day for rewards.

Passos: 1. Talk to VIPBlessingFox.

Prêmio: VIP Travel Pack, Heaven Key, VIP Talent Pack, VIP Summer Pack, VIP Singing Pack, VIP Passion Pack, VIP Penitence Amulet Pack, etc.

Contexto: From July 15th - 22nd, the Blessing Fox (292,360) will present the most sincere blessings to VIP heroes in Twin City. Don't miss the chance!

A.583 - Reap What You Sow (Mission 2440)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	MelonBoy mapa 1002 277,360 TwinCity
Fim	MelonBoy mapa 1002 277,360 TwinCity

Objetivo: Plant Watermelon Seeds to get watermelons. Give watermelons to Melon Boy to earn points.

Passos: 1. Go find MelonBoy

Prêmio: FestivalJoyPack

Contexto: From August 5th - 14th, all Level 80+ heroes can claim Watermelon Seeds from Melon Boy. Plant the seeds to enjoy the fun of farming. Swap the watermelons you raised with Melon Boy for points. When you earn 60 points, you can claim a reward. There is an extra super reward for the one who earns the most points in a day.

A.584 - Ninja Epic Quest (Mission 3306)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	50,51,52,53,54,55
Pré-requisito	0
Início	WindSage mapa 1004 33,41 JobCenter
Fim	WindSage mapa 1004 33,41 JobCenter

Objetivo: Take the 3 trials from the Divine Shadow.

Passos: 1. Remove the Yin Yang Stele to get the Yin Yang Seal. | 2. Awaken Elemental Guard to get the Elemental Jade. | 3. Break through the Wheel of Life to get the Life's Eye.

Prêmio: Life's Eye \nStardust

Contexto: The Divine Shadow appeared after 10 years, and looked for successors. Ninjas who pass his trials will learn mysterious ninja skills, and also the mythical Life's Eye. With this eye, Ninjas can transform their weapon into an Epic Weapon. The stronger you are, and more hidden gifts you can activate from the Life's Eye.

A.585 - The Armorer (Mission 6425)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	8-28
Profissão	80,81,82,83,84,85
Pré-requisito	608
Início	TCCaptain mapa 1002 307,338 TwinCity
Fim	Armorer mapa 1002 284,266 TwinCity

Objetivo: The TC Captain asked to pay a visit to the Armorer.

Passos: 1. Talk to the Armorer.

Prêmio: EXP: 1000

Contexto: Now, you've acquired the basic ability to survive in this cruel world. Pay a visit to the Armorer, and learn more about equipment.

A.586 - Job promotion 1 (Mission 6426)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	11-31
Profissão	80,81,82,83,84,85
Pré-requisito	653
Início	Blacksmith mapa 1002 324,230 TwinCity
Fim	KungfuKing mapa 1004 75,46 JobCenter

Objetivo: After telling you the secret about adding bonus level on equipment, Blacksmith asked you to pay a visit to the Kungfu King in Job Center.

Passos: 1. Talk to KungfuKing in Job Center.

Prêmio: EXP: 5000

Contexto: You've understood the world of Conquer in your own way. Go find your class mentor, Kungfu King, to get promoted and learn skills.

A.587 - The Riddle of Origins (Mission 6435)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-21
Profissão	0
Pré-requisito	601 603 604
Início	KungfuKing mapa 1002 269,217 TwinCity
Fim	KungfuKing mapa 1002 269,217 TwinCity

Objetivo: Talk to Kungfu King.

Passos: 1. Talk to KungfuKing.

Prêmio: EXP: 100

Contexto: Being chosen as the new generation for the Power of Dragon, you need to pay a visit to Kungfu King.

A.588 - Learn to Practice I (Mission 6436)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-23
Profissão	0
Pré-requisito	6435
Início	KungfuKing mapa 1002 269,217 TwinCity
Fim	KungfuGirl mapa 1002 279,224 TwinCity

Objetivo: Talk to KungfuGirl.

Passos: 1. Talk to KungfuGirl.

Prêmio: EXP: 200

Contexto: Kungfu King wanted to test your jump skill. Press and hold 'CTRL' button, and then left click to jump to the roof. You'll find Kungfu Girl there.

A.589 - Learn to Practice II (Mission 6437)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	3-23
Profissão	0
Pré-requisito	6436
Início	KungfuGirl mapa 1002 279,224 TwinCity
Fim	KungfuKing mapa 1002 269,217 TwinCity

Objetivo: Retrieve the Nunchaku for Kungfu King.

Passos: 1. Retrieve the Nunchaku for Kungfu King.

Prêmio: EXP: 200

Contexto: Kungfu Girl asked you to return the Nunchaku to Kungfu King.

A.590 - Hunt Monster I (Mission 6438)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	4-24
Profissão	0
Pré-requisito	6437
Início	KungfuKing mapa 1002 269,217 TwinCity
Fim	TCCaptain mapa 1002 307,338 TwinCity

Objetivo: You passed the test at KungfuKing. Kungfu King recommended you to the TC Captain who will show you the way to the future.

Passos: 1. Go find TCCaptain

Contexto: You've proved yourself qualified for the world of Conquer. Go find the TC Captain to start your adventure.

A.591 - Taoist Path (Mission 6448)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	100,101
Pré-requisito	0
Início	TaoistMoon mapa 1004 56,33 TwinCity
Fim	TaoistMoon mapa 1004 56,33 JobCenter

Objetivo: Find Taoist Moon to choose the path of Water or Fire.

Passos: 1. Talk to TaoistMoon in the Job Center.

Contexto: Choose the path of Water or Fire. The Fire Taoist masters powerful spells, dealing ranged and area attack. The Water Taoist masters spells that heal, cure or revive others.

A.592 - Job promotion 2 (Mission 6189)

Tipo	Recruit Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-50
Profissão	80,81,82,83,84,85
Pré-requisito	6457
Início	KungfuKing mapa 1004 75,46 JobCenter
Fim	KungfuKing mapa 1004 75,46 JobCenter

Objetivo: Report back to the KungfuKing after you reach level 15.

Passos: 1. Enter the Job Center and speak with the KungfuKing

Prêmio: EXP: 3000

Contexto: Get ready to see the outside world after you get promoted.

A.593 - Rebirth (Mission 6446)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	Eternity mapa 1036 311,246 Market
Fim	Eternity mapa 1036 311,246 Market

Objetivo: Get reborn with the help of Eternity.

Passos: 1. Use the Celestial Stone to get reborn with the help of Eternity.

Prêmio: Allot Attribute Points, Extra Attribute Points, 5 BP, -30% Damage

Contexto: Eternity has acquired the secret of rebirth. Level 120+ Heroes (Level 110 for Water Taoist) who have got promoted to the highest title of the class can talk to Eternity to get reborn.

A.594 - Second Rebirth (Mission 6447)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	0
Início	Eternity mapa 1036 311,246 Market
Fim	Eternity mapa 1036 311,246 Market

Objetivo: Talk to Eternity to enter the Evil Abyss, seeking for the chance to get 2nd-reborn.

Passos: 1. Seek for the chance to get 2nd-reborn.

Prêmio: Extra Attribute Points, 10 Battle Power, -50% Damage, 'Bless' skill

Contexto: Heroes who have reached Level 120 of 1st-reborn and got promoted to the highest of the class can find Eternity to enter the Evil Abyss, seeking for the chance to get 2nd-reborn..

A.595 - Carnival Cards (Mission 2392)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-140
Profissão	0
Pré-requisito	0
Início	CardSwapper mapa 1002 512,428 TwinCity
Fim	CardSwapper mapa 1002 512,428 TwinCity

Objetivo: Claim Carnival Cards from the Card Swapper.

Passos: 1. Find the CardSwapper to claim Carnival Cards.

Prêmio: Carnival Cards, Holiday Pack

Contexto: From Dec. 13th-Jan. 3rd, if you have reached Level 80 or got reborn, you can find the Card Swapper to claim Carnival Cards. Collect 5 used cards of different colors, and you can swap for a Holiday Pack!

A.596 - Christmas Candy (Mission 2393)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-140
Profissão	0
Pré-requisito	0
Início	CandyGiver mapa 1002 478,440 TwinCity
Fim	CandyGiver mapa 1002 478,440 TwinCity

Objetivo: Find the Candy Giver to claim Christmas Candy

Passos: 1. Claim Christmas Candy from the CandyGiver

Prêmio: Card Certificate, Holiday Pack, Small Present

Contexto: From Dec. 13th-Jan. 3rd, if you have reached Level 80 or got reborn, you can find the Candy Giver to claim Christmas Candies. You might find a Card Certificate in some of these candies. You can also swap the candies for a Holiday Pack or a Small Present by talking to the Sweet Kid or the Present Giver.

A.597 - Making Wishes (Mission 2394)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-140
Profissão	0
Pré-requisito	0
Início	PresentGiver mapa 1002 478,436 TwinCity
Fim	PresentGiver mapa 1002 478,436 TwinCity

Objetivo: Decorate the Christmas Tree and make a wish

Passos: 1. Use the Small Presents given by the PresentGiver to decorate the Christmas Tree and make a wish to receive a gift.

Prêmio: Surprised Tree Pack, Delicate Tree Pack, Luxury Tree Pack

Contexto: From Dec. 13th-Jan. 3rd, if you have reached Level 80 or got reborn, you can swap Christmas Candies for Small Presents which can be used to decorate the Christmas Tree and make a wish.

A.598 - Mythical Flower (Mission 3266)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	OldYuet mapa 1002 286,374 TwinCity
Fim	OldYuet mapa 1002 286,374 TwinCity

Objetivo: Collect the poisonous flowers, and give them to Old Yuet.

Prêmio: Eternal Love Pack

Contexto: The Sweet Garden was invaded by some poisonous flowers. Old Yuet is asking couplets for help. From Feb. 11th - 16th, team up and hold hands with your spouse, then go collect poisonous flowers for Old Yuet by killing the monsters or PKing others in the garden. The helpers will be greatly rewarded!

A.599 - Pet a Pet (Mission 3293)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	PetMasterPetty mapa 1002 310,246 TwinCity
Fim	PetMasterPetty mapa 1002 310,246 TwinCity

Objetivo: Feed pet eggs.

Prêmio: Pet Summon Skills

Contexto: Pet Master Petty is holding a 'Pet a Pet' contest between April 17th and June 30th in Twin City (310,246). Want to be the owner of these fabulous pets? Put your best foot forward!

A.600 - Football Girl (Mission 3296)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	FootballGirlReferee mapa 3844 71,119 WorldCupField
Fim	FootballGirlReferee mapa 3844 71,119 WorldCupField

Objetivo: Vote for the girl you like.

Contexto: From June 12th to July 14th, level 80+ or reborn heroes can find Football Girl Referee on the World Cup Field (71,119) to vote for the girl you like as football girl of the day! Please find the World Cup Mascot in Twin City (294,360) to enter the field.

A.601 - Match Gift (Mission 3297)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	CheerLeader mapa 3844 66,104 WorldCupField
Fim	CheerLeader mapa 3844 66,104 WorldCupField

Objetivo: Claim a gift from Cheer Leader during each match.

Contexto: From June 12th to July 14th, level 80+ or reborn heroes can claim a gift from Cheer Leader on the World Cup Field (66,104) during each match!

A.602 - Dragon-Warrior Privilege Month (Mission 3321)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	MartialTutor mapa 1002 285,371 TwinCity
Fim	MartialTutor mapa 1002 285,371 TwinCity

Objetivo: From Oct. 16th to Nov. 16th, Level 80+ Dragon-Warrior will enjoy a wonderful Privilege Month.

Passos: 1. Talk to MartialTutor.

Prêmio: FestivalJoyPack

Contexto: From Oct. 16th to Nov. 16th, Level 80+ Dragon-Warrior will enjoy a wonderful Privilege Month. Talk to the Martial Tutor (TwinCity 285,371) for more details.

A.603 - Thanksgiving Celebration (Mission 3333)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	OfficerHappy mapa 1002 299,367 TwinCity
Fim	OfficerHappy mapa 1002 299,367 TwinCity

Objetivo: The Officer Happy has designed a series of events for the Thanksgiving celebration. From Nov. 23rd to 29th, it's time for Level 80+ and reborn heroes to harvest happiness and rewards.

Passos: 1. Join the Thanksgiving celebration.

Prêmio: Festival Joy Pack

Contexto: The Officer Happy has designed a series of events for the Thanksgiving celebration. From Nov. 23rd to 29th, it's time for Level 80+ and reborn heroes to harvest happiness and rewards.

A.604 - The Cranberries Contest (Mission 6433)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	CherryGirl mapa 1002 297,380 TwinCity
Fim	CherryGirl mapa 1002 297,380 TwinCity

Objetivo: Compete in the stringing cranberries contest held by the Cherry Girl.

Prêmio: Festival Joy Pack , EXP, Study Points, Dragon Ball.

Contexto: Cranberries bring good fortune. Recently, string of cranberries becomes quite popular. If you've reached Level 80 or got reborn, sign up for the stringing cranberries contest with the Cherry Girl in Twin City, from Nov. 23rd to 29th. Your outstanding performance will also earn yourself wonderful rewards. Even better, the winner on a day can claim a Dragon Ball on the next day! Don't be late!

A.605 - Fruit Shooting Game (Mission 6434)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	FarmerTu mapa 1002 282,360 TwinCity
Fim	FarmerTu mapa 1002 282,360 TwinCity

Objetivo: Compete in the shooting game held by Farmer Tu.

Prêmio: Festival Joy Pack , EXP, Study Points, Dragon Ball.

Contexto: The head of Harvest Village decided not hold a celebration this year, so Farmer Tu came to Twin City to carry out his own idea. From Nov. 23rd to 29th, all Level 80+ or reborn heroes are welcome to compete in his shooting game. See, tons of rewards are waiting for the owner. The champion will win a Dragon Ball. Go find Farmer Tu for more details.

A.606 - Mr. & Ms. Conquer (Mission 3393)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	15-200
Profissão	0
Pré-requisito	0
Início	Mr.ConquerHost mapa 1002 308,288 TwinCity
Fim	Mr.ConquerHost mapa 1002 308,288 TwinCity

Objetivo: Find Mr. Conquer Host and Ms. Conquer Hostess to sign up and vote for your Mr. Conquer and Ms. Conquer.

Prêmio: Garments, halos and hairstyles for Valentine's Day.

Contexto: Find Mr. Conquer Host and Ms. Conquer Hostess to sign up and vote for your Mr. Conquer and Ms. Conquer.

A.607 - Ultimate Team Building (Mission 3412)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	TeamBuildingInstructor mapa 1002 309,249 TwinCity
Fim	TeamBuildingInstructor mapa 1002 309,249 TwinCity

Objetivo: Submit building materials to the Team Building Instructor.

Prêmio: Tons of CPs.

Contexto: From Sep. 22nd to Oct. 5th, the Ultimate Team Building event will be held in Twin City. All Level 120+ heroes can collect the building materials, and submit them to the Team Building Instructor (309,249) for a reward. He is also responsible for building material exchange.

A.608 - Island Treasure (Mission 3381)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	PathfinderGeorge mapa 1002 297,359 TwinCity
Fim	PathfinderGeorge mapa 1002 297,359 TwinCity

Objetivo: Collect 7 Lucky Crystal from the Rock Freaks and Giant Rock Freaks on the Easter Island.

Prêmio: Festival Joy Pack

Contexto: Pathfinder George (TwinCity 297,359) discovered a secret on the Easter Island. When Easter arrives, the Rock Freaks on the Easter Island will come to life. If you're able to defeat them, you'll have their treasures. From April 2nd to 8th, enjoy your adventure on the Easter Island.

A.609 - Easter Lottery (Mission 3382)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	ReceptionistDora mapa 1002 287,359 TwinCity
Fim	ReceptionistDora mapa 1002 287,359 TwinCity

Objetivo: Sign in with Receptionist Dora.

Prêmio: practical reward

Contexto: From April 2nd to 8th, all Level 80+ heroes can sign in with Receptionist Dora in Twin City to play lottery game.

A.610 - Big Sale (Mission 3392)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	Ms.Bargin mapa 1002 289,385 TwinCity
Fim	Ms.Bargin mapa 1002 289,385 TwinCity

Objetivo: Talk to Ms. Bargin to join the Big Sale.

Prêmio: Festival Joy Pack ٢٤

Contexto: BIG SALE! BIG SALE in the Easter Discount Store from April 2nd to 8th! It's a good chance for Level 80+ heroes to buy favorable gift packs. If you're interested, talk to Ms. Bargin in Twin City.

A.611 - Torch Delivery (Mission 3405)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	EasterTorchEnvoy mapa 1002 278,385 TwinCity
Fim	EasterTorchEnvoy mapa 1002 278,385 TwinCity

Passos: 1. Deliver the torch spirit to specified places.

Prêmio: Festival Joy Pack

Contexto: From April 2nd to 8th, the Easter Torch Envoy will light the Easter Torch in Twin City. All Level 80+ heroes can claim torch spirit from the Easter Torch Envoy, and deliver it to the world, as well as the best wishes.

A.612 - [Realm] Undercover (Mission 30001)

Tipo	Cross-server
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Objetivo: Talk to the Kingdom Mission Envoy to travel to the Realm. Contact any 3 of the City Lurker, Mystery Man, Military Spy, Official Agent and Travelling Scout, and bring back their intelligence.

Passos: 1. Contact any 3 of CityLurker, Mr.Mystery, MilitarySpy, OfficialAgent and TravellingScout, and collect their intelligence.

Prêmio: Champion Points, Protection Pills and 50 Kingdom Deeds.

Contexto: The Kingdom Mission Envoy is calling heroes who've reached Level 110 of the 1st rebirth for the 'Undercover' quest. Heroes are asked to collect 3 pieces of intelligence in the Realm.

A.613 - Taoist Epic Quest (Mission 3418)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	100,101,132,133,134,135,142,143,144,145
Pré-requisito	0
Início	TaoistMoon mapa 1004 56,33 JobCenter
Fim	TaoistMoon mapa 1004 56,33 JobCenter

Objetivo: Make a Divine Panacea.

Passos: 1. Enable the Refined Pure Oven to make a Treasure Leaf. | 2. Enable the Elite Pure Oven to make a Star Crystal. | 3. Enable the Super Pure Oven to make a Divine Panacea.

Prêmio: Divine Panacea \nYin Yang Fish

Contexto: Sun King, the Great Master of Taoism, finally acquired the essence of Taoism and obtained a Divine Panacea from the three pure ovens. It's said heroes who are able to make a Divine Panacea and integrate their weapons with the spirit of Divine Panacea will achieve endless power. However, it's not that easy. You'll need guidance from Sun King, profound understanding on art of Taoism, as well as luck.

A.614 - Likes for Reward (Mission 6412)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	Mr.Like mapa 1002 273,385 TwinCity
Fim	Mr.Like mapa 1002 273,385 TwinCity

Objetivo: Hand in as many Likes as possible to Mr. Like to show your love to CO.

Prêmio: Festival Joy Pack

Contexto: From April 27th to May 25th, if you're a hero at Level 80 or above, just hand in 'Likes' to Mr. Like in Twin City (273,385) to show your affection to CO. Grand rewards await you!

A.615 - Sign-in Gift (Mission 6413)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	Sign-inOfficerJasper mapa 1002 280,385 TwinCity
Fim	Sign-inOfficerJasper mapa 1002 280,385 TwinCity

Objetivo: Find Officer Jasper to sign in every day for rewards.

Prêmio: Festival Joy Pack

Contexto: From April 27th to May 25th, Level 80+ heroes can find Officer Jasper in Twin City (280,385) to sign in for rewards every day. If you sign in a certain days in a row, wonderful gifts will be

A.616 - Paint Zone (Mission 3281)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	GreatPainterZoe mapa 1002 294,385 WindPlain
Fim	GreatPainterZoe mapa 1002 294,385 WindPlain

Passos: 1. Help the Great Painter Zoe mix the paint she needs.

Prêmio: Grand Anniversary Box

Contexto: From April 27th to May 25th, Level 80+ heroes can find the Great Painter Zoe on Wind Plain (294,385) to mix the paint she needs. She'll award you with amazing gifts if you can help her paint for the grand anniversary of CO!

A.617 - Four Mascots (Mission 3282)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	LittlePeanut mapa 1002 287,385 WindPlain
Fim	LittlePeanut mapa 1002 287,385 WindPlain

Passos: 1. Help Little Peanut catch 4 mascots.

Prêmio: Grand Anniversary Box

Contexto: Little Peanut (TwinCity 287,385) would like to express her best wishes to CO. From April 27th to May 25th, heroes at Level 80 or above can help her catch mascots to win her special gifts!

A.618 - Carnival Barbecue (Mission 3395)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	BarbecuePigsy mapa 1002 282,361 WindPlain
Fim	BarbecuePigsy mapa 1002 282,361 WindPlain

Objetivo: A good anniversary can never do without a barbecue! From April 27th to May 25th, heroes at Level 80 or above can help Pigsy on Wind Plain (282,361) prepare for the barbecue. He's got plenty of gifts for you to grab!

Passos: 1. Hand in 3 Roast Basses, 3 Roast Chickens and 1 Roast Vegetable to Barbecue Pigsy.

Prêmio: Festival Joy Pack

Contexto: A good anniversary can never do without a barbecue! From April 27th to May 25th, heroes at Level 80 or above can help Pigsy on Wind Plain (282,361) prepare for the barbecue. He's got plenty of gifts for you to grab!

A.619 - Melody of Conquer (Mission 6411)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	MusicianDebra mapa 1002 297,362 WindPlain
Fim	MusicianDebra mapa 1002 297,362 WindPlain

Objetivo: Music is the best way to celebrate the anniversary! From April 27th to May 25th, heroes at Level 80 or above can find Musician Debra on Wind Plain (297,362) to show your gift of music!

Passos: 1. Play the right notes as required.

Prêmio: Festival Joy Pack

Contexto: Music is the best way to celebrate the anniversary! From April 27th to May 25th, heroes at Level 80 or above can find Musician Debra on Wind Plain (297,362) to show your gift of music!

A.620 - The Awakening Ripper (Mission 3434)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	ChaosRipper mapa 1002 311,289 WindPlain
Fim	ChaosRipper mapa 1002 311,289 WindPlain

Objetivo: The Chaos Ripper is awakening; however, his soul was sealed by some unknown force. From May 26th to June 9th, all Level 80+ heroes are called to help the Chaos Ripper (311,289) recover his soul, earning wonderful rewards and also a chance to learn the mythical transform skill of Chaos Ripper!

Passos: 1. Feed the Chaos Ripper's Soul with the Spirits to keep it alive and get a Pure Stone. Give the Pure Stone to the Chaos Ripper or use it directly on the Sealed Soul to set the soul free.

Contexto: The Chaos Ripper is awakening, however, his soul was sealed by some unknown force. From May 26th to June 9th, all Level 80+ heroes are called to help the Chaos Ripper (311,289) recover his soul, earning wonderful rewards and also a chance to learn the mythical transform skill of Chaos Ripper!

A.621 - BP Tournament (Mission 3448)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	BPTournamentManager mapa 1002 295,141 TwinCity
Fim	BPTournamentManager mapa 1002 295,141 TwinCity

Objetivo: Choose a BP division according to your BP. Fight against opponents in the battlefield, and try to be the only survivor when the match ends.

Passos: 1. Talk to the BP Tournament Manager.

Prêmio: Tons of CPs, Chi Points, etc.

Contexto: Battle Power Tournament will be held in 3 divisions at 20:00 - 21:00 (US)/ 22:00 - 23:00 (EU), on July 12th, July 19th, July 26th, and August 2nd. You see the tons of CPs beckoning? Go and sign up with the BP Tournament Manager 15 minutes before the match starts.

A.622 - Peach Banquet (Mission 3449)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	YoungPeachTree mapa 1002 321,267 TwinCity
Fim	YoungPeachTree mapa 1002 321,267 TwinCity

Objetivo: Pick peaches from the Peach Trees.

Passos: 1. Talk to the YoungPeachTree to enter the Peach Garden.

Contexto: The immortal peach trees in heaven are having fruits to ripen. The Queen is going to feast all Level 80 and above heroes with the peaches from July 14th to August 8th. What're you waiting for? Let's enjoy the banquet with peerless peaches and various treasures!

A.623 - Clash of the Gods (Mission 3454)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	OlympusEmissary mapa 1002 298,288 TwinCity
Fim	OlympusEmissary mapa 1002 298,288 TwinCity

Objetivo: Defeat the demons on Mount Olympus to win fabulous treasures.

Prêmio: CPs, CPs (B), Chi Points, Wind Walk garment

Contexto: Mount Olympus has sank, and the whole world fell into a chaos. The Twelve Olympians are suffering their darkest days in prison. Are you the 'CHOSEN HERO' to free the holy land from evils? Come and prove yourself from July 23rd to August 5th! The Olympus Emissary awaits you at (298,288) in Twin City.

A.624 - Fast & Furious (Mission 3457)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	DragonLairGuide mapa 1002 300,228 TwinCity
Fim	DragonLairGuide mapa 1002 300,228 TwinCity

Objetivo: Unlock 8 rounds of treasure chests and kill corresponding defenders as fast as you can.

Passos: 1. 𐄂

Contexto: The Dragon Lair has attracted thousands of treasure hunters. However, only few of them return. According to the survivors, there were fabulous treasures and furious monsters they've never seen before. Are you interested? If you've reached Level 100, the Dragon Lair Guide will show you the way from August 31st to September 12th.

A.625 - The Goddess (Wed, Sat) (Mission 6371)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	GoddessGuard mapa 1036 276,194 Market
Fim	GoddessGuard mapa 1036 276,194 Market

Objetivo: Eliminate 15 groups of Infernal Devils or successfully protect Athena in the Goddess Altar till the end.

Prêmio: Senior Training Pills, Dragon Ball, Study Points and Chi Points.

Contexto: Hades, the god of the underworld, is planning to attack the Goddess Altar and prison Athena. However, the Goddess Guard (Market 276,194) was trapped by Hades and unable to perform his duty. Heroes, the Goddess is in danger! If you've reached Level 120 or got reborn, go protect Athena at the Goddess Altar at 16:00-17:00, every Wednesday and Saturday, from July 3rd to 30th.

A.626 - Tempest Wings (Mission 200)

Tipo	Equipment Bonus
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	120-200
Profissão	0
Pré-requisito	0
Início	TaskmasterChang mapa 1004 51,49 JobCenter
Fim	Mr.Wonder mapa 1011 212,196 PhoenixCastle

Objetivo: Talk to Taskmaster Chang (JobCenter 51,49) to learn about the new talisman,Tempest Wings.

Passos: 1. Talk to Mr.Wonder | 2. Kill Heaven Roc to collect Roc's Feather

Prêmio: Elite Tempest Wings (B)

Contexto: Talk to Mr. Wonder (PhoenixCastle 212,196) to learn about the Tempest Wings. Defeat Heaven Roc in the Rainbow Sky to collect Roc's Feather, and give it to Mr. Wonder to make the mythical Tempest Wings.

A.627 - [Realm] Struggle for Ores (Mission 35006)

Tipo	ScrambleRealm
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Objetivo: Travel to the Realm, and collect small or big Magic Ores for the Kingdom Mission Envoy.

Passos: 1. Ore1 Ore2 Ore3 Ore4 | 2. You've broken Small Crystals. | 3. You've broken Big Crystals.

Prêmio: Endeavor Scroll, CPs (B), Free Training Pills, Protection Pills, Chi Points, and Senior Training Pills.

Contexto: The Kingdom Mission Envoy is calling heroes who've reached Level 110 of the 1st rebirth to collect Magic Ores for him in the Realm.

A.628 - [Realm] Evil Invasion (Mission 35007)

Tipo	Cross-server
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Objetivo: Travel to the Realm, and sweep off the Warriors of Rage. You'll also need to eliminate enemies from other servers, and break the Realm Crystal.

Passos: 1. Warrior1 Warrior2 Warrior3 Warrior4 | 2. Earn Strike Points by killing the Warriors of Rage and enemies from other servers in the Realm. (Members in a team can share the kills.)

Prêmio: CPs (B), Fancy Training Pills, Broadcast Horn, 50 Kingdom Deeds.

Contexto: The Kingdom Mission Envoy is calling heroes who've reached Level 110 of the 1st rebirth to sweep invaders off the Realm. If you're qualified, travel to the Realm, and eliminate the Warriors of Rage. You'll also need to kill enemies from other servers, and break the Realm Crystal.

A.629 - [Realm] Doom of Beast (Mission 35008)

Tipo	ScrambleRealm
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Objetivo: Defeat the Thunder Dragon in the Realm.

Passos: 1. Kill the ThunderDragon1 ThunderDragon2.

Prêmio: Random P6 Dragon Soul, random P7 Dragon Soul, Sacred Refinery, Super Refinery and rare garment fragments.

Contexto: The Kingdom Mission Envoy is calling heroes who've reached Level 110 of the 1st rebirth to kill the Thunder Dragon in the Realm.

A.630 - [Kingdom] Bloody Fight (Mission 35020)

Tipo	KingdomWar
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Passos: 1. Union heroes are called to kill enemies from other unions. Killing 1 enemy gives 3 Kingdom Deeds, and | 2. Locking the enemy's soul will bring you 1 more Deed. Reviving or unlocking a union-mate's soul gives 1 Kingdom Deed.

Prêmio: Kingdom Deeds which can be used to exchange for Potency Points, Union Fund, War Exploits and Champion Points.

Contexto: The Kingdom Mission Envoy is recruiting heroes who've reached Level 110 of 1st-reborn to fight against the enemies from other servers at 21:00 - 21:30, every Wednesday, Thursday and Friday.

A.631 - [Kingdom] Gold Brick (Mission 35022)

Tipo	KingdomWar
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-140
Profissão	0
Pré-requisito	0
Início	KingdomMissionEnvoy mapa 1002 281,291 TwinCity
Fim	KingdomMissionEnvoy mapa 1002 281,291 TwinCity

Objetivo: Loot Gold Bricks from the target reigning Union during the Plunder War.

Passos: 1. Plunder GoldBricks from the target reigning Union, and submit the bricks to the Kingdom Mission Envoy.

Prêmio: 50 Kingdom Deeds \n70 Kingdom Deeds \n100 Kingdom Deeds \n150 Kingdom Deeds \n200 Kingdom Deeds

Contexto: The Kingdom Mission Envoy is recruiting heroes who've reached Level 110 of 1st-reborn. Go plunder Gold Bricks from random reigning Union during the Plunder War at 21:00 - 21:30, from Wednesday to Friday, and submit the bricks to the Kingdom Mission Envoy on the server.

A.632 - Achievement List (Mission 3469)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	AchievementListOfficer mapa 1002 311,249 TwinCity
Fim	AchievementListOfficer mapa 1002 311,249 TwinCity

Objetivo: Collect Glory Badges to accumulate Glory Points, and compete for the Achievement List of Kingdom War. You can also exchange these badges for EXP.

Prêmio: EXP, Chi Points, Senior Training Pills, etc.

Contexto: The Kingdom War has broken out, getting numerous heroes involved in this terrific storm. Heroes who enter the Achievement List of Kingdom War will be wonderfully rewarded.

A.633 - Inner Power (Mission 3460)

Tipo	Tutorial Quest
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	1-200
Profissão	0
Pré-requisito	0
Início	CelestialSage mapa 1036 314,232 Market
Fim	CelestialSage mapa 1036 314,232 Market

Objetivo: Talk to the Celestial Sage to learn about the Inner Power and Inner Power Books.

Passos: 1. Talk to CelestialSage.

Prêmio: Universal Concept (A)

Contexto: A hundred years ago, the Celestial Sage announced to retreat from Jiang Hu. Now, he has returned with exclusive Inner Power Books, and is looking for talented successors. If you've reached Level 15 of 2nd-reborn, pay a visit to the Celestial Sage.

A.634 - Sign-in Gifts (Mission 6427)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	HalloweenEnvoy mapa 1002 291,372 TwinCity
Fim	HalloweenEnvoy mapa 1002 291,372 TwinCity

Objetivo: From Oct. 29th to Nov. 4th, the Halloween Envoy and his partners have arranged a series of interesting events for heroes who have reached Level 80 or got reborn. Talk to Halloween Envoy to get more details.

Passos: 1. Sign in with the HalloweenEnvoy, and report back after completing the events.

Prêmio: Festival Joy Pack

Contexto: From Oct. 29th to Nov. 4th, the Halloween Envoy and his partners have arranged a series of interesting events for heroes who have reached Level 80 or got reborn. Talk to Halloween Envoy to get more details. Go sign in with Halloween Envoy to claim a gift, every day. After finishing all events on the day, you can also claim an extra reward from him.

A.635 - Speed Transformation (Mission 6428)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	WizardMondial mapa 1002 285,384 TwinCity
Fim	WizardMondial mapa 1002 285,384 TwinCity

Objetivo: Halloween without fancy costumes is not Halloween. However, it's going to be a little different this year. Throw your makeup away, and experience a real transformation!

Passos: 1. Succeed in a transformation test with WizardMondial.

Prêmio: Festival Joy Pack

Contexto: Halloween without fancy costumes is not Halloween. However, it's going to be a little different this year. Throw your makeup away, and experience a real transformation! From Oct. 29th to Nov. 4th, Wizard Mondial (TwinCity 285,384) will ask Level 80+ or reborn heroes to take a test for his shapeshift spell. If you succeed in the test, you'll be nicely rewarded.

A.636 - The Witch's Pumpkin (Mission 6429)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	WitchSandra mapa 1002 273,369 TwinCity
Fim	WitchSandra mapa 1002 273,369 TwinCity

Objetivo: When Sandra was busy preparing the pumpkin feast, a group of troublemakers sneaked into her pumpkin field and made it empty. The witch is irritated, and the consequence will be severe. See, Sandra is recruiting heroes to teach the troublemakers a lesson and retrieve her pumpkins.

Passos: 1. Help WitchSandra retrieve her pumpkins from the troublemakers.

Prêmio: Festival Joy Pack

Contexto: When Sandra was busy preparing the pumpkin feast, a group of troublemakers sneaked into her pumpkin field and made it empty. From Oct. 29th to Nov. 4th, Sandra is recruiting heroes above Level 80 or reborn to teach the troublemakers a lesson and retrieve her pumpkins.

A.637 - Jack's Game (Mission 6430)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	WeirdJack mapa 1002 273,384 TwinCity
Fim	WeirdJack mapa 1002 273,384 TwinCity

Objetivo: Weird Jack just finished some pumpkin cakes. He is calling heroes above Level 80 or reborn to taste his new dessert from Oct. 29th to Nov. 4th.

Passos: 1. Guess the number that WeirdJack is thinking about.

Prêmio: Festival Joy Pack

Contexto: Weird Jack just finished some pumpkin cakes. He is calling heroes above Level 80 or reborn to taste his new dessert from Oct. 29th to Nov. 4th. By the way, if you're able to guess the number that Jack is thinking about, you'll earn a big reward from him.

A.638 - Masquerade Party (Mission 6431)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	PartyHostBunny mapa 1002 284,360 TwinCity
Fim	PartyHostBunny mapa 1002 284,360 TwinCity

Objetivo: A stunning masquerade party is going to light up Twin City from Oct. 29th to Nov. 4th. If you've reached Level 80 or got reborn, go find Bunny (TwinCity 284,360) to join the party.

Passos: 1. Change your form and play.

Prêmio: Festival Joy Pack , Shapeshift Spell, mount-shaped furniture

Contexto: A stunning masquerade party is going to light up Twin City from Oct. 29th to Nov. 4th. If you've reached Level 80 or got reborn, go find Bunny (TwinCity 284,360) to join the party.

A.639 - The Pumpkin Contest (Mission 6432)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	SupplierTaiKua mapa 1002 273,360 TwinCity
Fim	SupplierTaiKua mapa 1002 273,360 TwinCity

Objetivo: Halloween is approaching! Tai Kua (TwinCity 273,360) is going to hold a pumpkin contest in his farm from Oct. 29th to Nov. 4th. All heroes above Level 80 or reborn are welcome to compete for fun and wonderful prizes!

Passos: 1. Collect at least 5 pumpkins.

Prêmio: Festival Joy Pack , Pumpkin Furniture

Contexto: Halloween is approaching! Tai Kua (TwinCity 273,360) is going to hold a pumpkin contest in his farm from Oct. 29th to Nov. 4th. All heroes above Level 80 or reborn are welcome to compete for fun and wonderful prizes!

A.640 - Pumpkin vs Zombies (Mission 3326)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	OldGardener mapa 1002 297,360 TwinCity
Fim	OldGardener mapa 1002 297,360 TwinCity

Objetivo: Level 80+ heroes are called to eliminate the Dark Zombies for the Old Gardener from Oct. 29th to Nov. 4th.

Passos: 1. Help the Old Gardener eliminate the Dark Zombies in the Pumpkin Garden.

Prêmio: Festival Joy Pack

Contexto: It's horrible! A crowd of Dark Zombies appeared in the Pumpkin Garden, and they've crushed many small pumpkins. Unfortunately, the Old Gardener is counting on the pumpkins to make a living. If you've reached Level 80 or got reborn, go eliminate the Dark Zombies for the Old Gardener from Oct. 29th to Nov. 4th.

A.641 - Trick or Treat (Mission 3327)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	BeanBear mapa 1002 296,379 TwinCity
Fim	BeanBear mapa 1002 296,379 TwinCity

Objetivo: Rich Ray is incredibly rich, but he pays very little attention to the poor. Bean Bear has had enough of his indifference and decided to sink his house in a mess. Of course, he is asking help from heroes above Level 80 or reborn from Oct. 29th to Nov. 4th.

Passos: 1. Help Bean Bear make a mess in Rich Ray's house.

Prêmio: Festival Joy Pack

Contexto: Rich Ray is incredibly rich, but he pays very little attention to the poor. Bean Bear has had enough of his indifference and decided to sink his house in a mess. Of course, he is asking help from heroes above Level 80 or reborn from Oct. 29th to Nov. 4th.

A.642 - Royal Rummage (Mission 3314)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	CaptorZhang mapa 1002 305,283 TwinCity
Fim	CaptorZhang mapa 1002 305,283 TwinCity

Objetivo: Treasures from the Royal House have been stolen. Captor Zhang posted the Wanted, and recruited heroes to track the criminals from November 10th to 25th. Heroes who bring back the lost treasures will be wonderfully rewarded. Meanwhile, the Monsters Tags collected from the monster leaders can be used to exchange for the Hunter Certificate from Captor Zhang. Crown yourself the title of Top Hunter to win a superb garment.

Prêmio: Royal Bronze Box Royal Silver Box Royal Golden Box

Contexto: Treasures from the Royal House have been stolen. Captor Zhang posted the Wanted, and recruited heroes to track the criminals from November 10th to 25th. Heroes who bring back the lost treasures will be wonderfully rewarded. Meanwhile, the Monsters Tags collected from the monster leaders can be used to exchange for the Hunter Certificate from Captor Zhang. Crown yourself the title of Top Hunter to win a superb garment.

A.643 - Fruit Shooting Game (Mission 3462)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	80-200
Profissão	0
Pré-requisito	0
Início	FarmerTu mapa 1002 282,360 TwinCity
Fim	FarmerTu mapa 1002 282,360 TwinCity

Objetivo: Compete in the shooting game held by Farmer Tu.

Prêmio: Festival Joy Pack , EXP, Study Points, Dragon Ball.

Contexto: The head of Harvest Village decided not hold a celebration this year, so Farmer Tu came to Twin City to carry out his own idea. From Nov. 24th to 30th, all Level 80+ or reborn heroes are welcome to compete in his shooting game. See, tons of rewards are waiting for the owner. The champion will win a Dragon Ball. Go find Farmer Tu for more details.

A.644 - Frozen Fantasy (Mission 3473)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	100-200
Profissão	0
Pré-requisito	0
Início	SnowOlaf mapa 1036 294,226 Market
Fim	SnowOlaf mapa 1036 294,226 Market

Objetivo: Frozen Fantasy

Passos: 1. Collect materials of making the Frozen Fantasy garment.

Prêmio: Frozen Fantasy

Contexto: The Frozen Fantasy was the most beautiful garment in the Ice Kingdom. Though it has been lost for a long time, many collectors are still looking for it. Snow Olaf (Market 309,264) is one of them, and he has finally got some clues. The materials of making this mythical garment are scattered around the world. If you've reached Level 100 or got reborn, go and weave your Frozen Fantasy between Nov. 24th and Dec. 7th.

A.645 - Monk's Epic Quest (Mission 3526)

Tipo	Nezha's Feud
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	70-200
Profissão	60,61,62,63,64,65
Pré-requisito	0
Início	HeadAbbot mapa 1004 34,33 JobCenter
Fim	HeadAbbot mapa 1004 34,33 JobCenter

Objetivo: Obtain a Boundless Heart

Passos: 1. Complete Fortune Arhat's trial to obtain a Spiritual Gem. | 2. Complete the Altar Cleanser's trial to obtain Buddha's Necklace. | 3. Complete the Victory Buddha's trial to obtain a Boundless Heart.

Prêmio: Boundless Heart \nRosewood Incense

Contexto: To alleviate miseries in the mortal world, Golden Cicada is recruiting tenacious Monks and Saints to obtain sacred sutras in the Western Fairyland. The journey is full of trials and tribulations, but the heroes who go through them will be rewarded with a Boundless Heart. The core secret of forging Monk's Epic Weapon is in this heart.

A.646 - Dis City: Hell Gate (Mission 6472)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	SolarSaint mapa 1002 297,146 TwinCity
Fim	SolarSaint mapa 1002 297,146 TwinCity

Passos: 1. Collect 5 Soul Stones by killing monsters around the gate.\n⌘Give the stones to SolarSaint to blow away the poisonous fog in front of the Hell Gate.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Contexto: In the decisive battle between human and demons hundreds of years ago, Ultimate Pluto, the leader of the demons, was beaten by the forces of humanity. However, he escaped and swore an oath to eternally seek vengeance. Now, the Solar Saint is aware that demons are gathering in Dis City. To prevent the world from disaster, Solar Saint is recruiting Level 110+ heroes to join an army of justice against the demons in Dis City every Monday, Wednesday and Friday.

A.647 - Dis City: Hell Hall (Mission 6473)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	SolarSaint mapa 1002 297,146 TwinCity
Fim	SolarSaint mapa 1002 297,146 TwinCity

Passos: 1. Earn 400 Slayer Points by killing monsters in the Dis City.\n(Archer needs 600 points, and Taoist needs 300 points)\nAsk SolarSaint to help you access the Hell Cloister.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Contexto: In the decisive battle between human and demons hundreds of years ago, Ultimate Pluto, the leader of the demons, was beaten by the forces of humanity. However, he escaped and swore an oath to eternally seek vengeance. Now, the Solar Saint is aware that demons are gathering in Dis City. To prevent the world from disaster, Solar Saint is recruiting Level 110+ heroes to join an army of justice against the demons in Dis City every Monday, Wednesday and Friday.

A.648 - Dis City: Cloister (Mission 6474)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	SolarSaint mapa 1002 297,146 TwinCity
Fim	SolarSaint mapa 1002 297,146 TwinCity

Passos: 1. Eliminate the Hell Wraiths guarding the 9 sealing crystals in proper order.\nAsk SolarSaint to teleport you to the Battle Formation.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Contexto: In the decisive battle between human and demons hundreds of years ago, Ultimate Pluto, the leader of the demons, was beaten by the forces of humanity. However, he escaped and swore an oath to eternally seek vengeance. Now, the Solar Saint is aware that demons are gathering in Dis City. To prevent the world from disaster, Solar Saint is recruiting Level 110+ heroes to join an army of justice against the demons in Dis City every Monday, Wednesday and Friday.

A.649 - Dis City: Formation (Mission 6475)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	SolarSaint mapa 1002 297,146 TwinCity
Fim	SolarSaint mapa 1002 297,146 TwinCity

Passos: 1. Collect 4 Pluto Token Scraps by killing the Syren, and combine them into a Pluto Token.\nSummon UltimatePluto at the center of the Battle Formation, and defeat him.

Prêmio: Unlock the treasury with Pluto's Key to get Sacred Refinery Pack, Super Refinery Pack and Yin Jade.

Contexto: In the decisive battle between human and demons hundreds of years ago, Ultimate Pluto, the leader of the demons, was beaten by the forces of humanity. However, he escaped and swore an oath to eternally seek vengeance. Now, the Solar Saint is aware that demons are gathering in Dis City. To prevent the world from disaster, Solar Saint is recruiting Level 110+ heroes to join an army of justice against the demons in Dis City every Monday, Wednesday and Friday.

A.650 - Evil Labyrinth [Daily] (Mission 6467)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	Simon mapa 1002 265,135 TwinCity
Fim	Simon mapa 1002 265,135 TwinCity

Objetivo: Evil spirit has been born upon the earth, attracting a cluster of monsters to present treasures and pledge loyalty in a gloomy labyrinth. Since then, residents nearby have been living in fear. The elder Simon went to Twin City for help. If you've reached Level 110, go eliminate the evils and hunt fabulous treasures in the Labyrinth.

Passos: 1. Collect the Sun Diamonds on the 1st floor, and combine them into a Solar Treasure Chest; | 2. Collect the Moon Diamonds on the 2nd floor, and combine them into a Lunar Treasure Chest; | 3. Collect the Star Diamonds on the 3rd floor, and combine them into a Starry Treasure Chest; | 4. Collect the Cloud Diamonds on the 4th floor, and combine them into a Cloud Treasure Chest; | 5. You can collect the diamonds by auto-hunting system.

Prêmio: P7 Weapon Soul Pack, P7 Equipment Soul Pack and Yang Jade.

Contexto: Evil spirit has been born upon the earth, attracting a cluster of monsters to present treasures and pledge loyalty in a gloomy labyrinth. Since then, residents nearby have been living in fear. The elder Simon went to Twin City for help. If you've reached Level 110, go eliminate the evils and hunt fabulous treasures in the Labyrinth.

A.651 - Labyrinth Permit [Daily] (Mission 6476)

Tipo	Daily Questa
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	110-200
Profissão	0
Pré-requisito	0
Início	Captor mapa 1002 230,227 TwinCity
Fim	Captor mapa 1002 230,227 TwinCity

Objetivo: Princess Diu and Prince Wan were kidnapped by monsters in Desert. Now, the Captor is recruiting Level 110+ heroes for a lightning rescue task in Twin City, and offers a Labyrinth Permit as the reward.

Passos: 1. Kill the Sand Monsters to rescue Princess Diu and get a PrincessPlate. | 2. Kill the Blade Ghost to save Prince Wan and get a PrincePlate.

Prêmio: Labyrinth Permit

Contexto: Princess Diu and Prince Wan were kidnapped by monsters in Desert. Now, the Captor is recruiting Level 110+ heroes for a lightning rescue task in Twin City, and offers a Labyrinth Permit as the reward.

A.652 - Mr. & Ms. Conquer (Mission 3601)

Tipo	Event
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	Mr.ConquerHostess/Ms.ConquerHost mapa 1002 309,247 TwinCity
Fim	Mr.ConquerHostess/Ms.ConquerHost mapa 1002 309,247 TwinCity

Objetivo: Sign up for the Mr. & Ms. Conquer with the hostess or host.

Prêmio: Distinct winged garment, exclusive garment and title

Contexto: Mr. & Ms. Conquer contest is blooming with beautiful flowers in the romantic season. Ladies and gentlemen, it's a great chance to win fabulous prizes and embrace a bright future. Hurry and learn about the event with Ms. Conquer Host or or Mr. Conquer Hostess!

A.653 - The Wonder of Gems (Mission 3595)

Tipo	Festival
Status	CATÁLOGO DO CLIENT / SMOKE TEST
Level	0-200
Profissão	0
Pré-requisito	0
Início	SouthSage mapa 1002 310,249 TwinCity
Fim	SouthSage mapa 1002 310,249 TwinCity

Objetivo: The South Sage has arrived in Twin City with a gigantic legendary creature, known as the 'Wonder Fish'. When you feed it with Gems, you'll get amazing gifts as return. Wanna to try your luck? Go and visit the South Sage.

Passos: 1. Feed the Wonder Fish with Gems.

Prêmio: Garment , Sacred Refinery Pack, Sash (S), Senior Training Pill, etc.

Contexto: The South Sage has arrived in Twin City with a gigantic legendary creature, known as the 'Wonder Fish'. When you feed it with Gems, you'll get amazing gifts as return. Wanna to try your luck? Go and visit the South Sage.

Apêndice B - Catálogo técnico completo de skills/spells

650 famílias / 1094 linhas de cq_magictype. O catálogo inclui conteúdo herdado; nem toda definição corresponde a uma classe anunciada publicamente no perfil do Pulse.

B.001 - Thunder (type 1000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	2.000	0	0	0	0/P0	1	7
1	113.060	10	0	0	0/P0	6	16
2	326.107	20	0	0	0/P0	10	32
3	777.950	30	0	0	0/P0	11	57
4	0	0	0	0	0/P0	17	86

B.002 - Fire (type 1001)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	4.859.520	40	0	0	0/P0	21	130
1	11.231.517	60	0	0	0/P0	21	189
2	26.497.813	70	0	0	0/P0	28	275
3	0	0	0	0	0/P0	32	380

B.003 - Tornado (type 1002)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	118.246.825	90	245760	0	0/P0	32	505
1	277.035.437	100	245760	0	0/P0	36	666
2	920.692.259	110	245760	0	0/P0	50	882
3	0	0	245760	0	0/P0	64	1166

B.004 - Cure (type 1005)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	2.000	0	0	0	0/P0	10	20
1	12.000	10	0	0	0/P0	30	70
2	30.000	20	0	0	0/P0	60	150
3	64.000	30	0	0	0/P0	100	280
4	0	0	0	0	0/P0	130	400

B.005 - Lightning (type 1010)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	3	245823	0	0/P0	0	50

B.006 - Accuracy (type 1015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30300

B.007 - Shield (type 1020)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30300

B.008 - Superman (type 1025)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	3	0	0	0/P0	0	31000

B.009 - Roar (type 1040)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	40	0	0	0/P0	0	0

B.010 - FastBlade (type 1045)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	40	0	410	0/P0	0	30110
1	300.000	50	0	410	0/P0	0	30115
2	741.000	60	0	410	0/P0	0	30120
3	1.440.000	70	0	410	0/P0	0	30125
4	0	0	0	410	0/P0	0	30130

B.011 - ScentSword (type 1046)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	40	0	420	0/P0	0	30110
1	300.000	50	0	420	0/P0	0	30115
2	741.000	60	0	420	0/P0	0	30120
3	1.440.000	70	0	420	0/P0	0	30125
4	0	0	0	420	0/P0	0	30130

B.012 - Revive (type 1050)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.013 - Dash (type 1051)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	900	0/P0	0	30200

B.014 - HealingRain (type 1055)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	27.300	40	0	0	0/P0	150	100
1	121.300	50	0	0	0/P0	270	200
2	283.900	60	0	0	0/P0	375	300
3	595.600	70	0	0	0/P0	440	400
4	0	0	0	0	0/P0	500	500

B.015 - Invisibility (type 1075)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	720	60	0	0	0/P0	200	1
1	860	70	0	0	0/P0	250	1
2	960	80	0	0	0/P0	300	1
3	1.010	90	0	0	0/P0	330	1
4	0	0	0	0	0/P0	360	1

B.016 - StarofAccuracy (type 1085)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	430	40	0	0	0/P0	200	30110
1	520	40	0	0	0/P0	250	30115
2	570	50	0	0	0/P0	300	30120
3	620	60	0	0	0/P0	350	30125
4	0	70	0	0	0/P0	400	30130

B.017 - MagicShield (type 1090)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	430	40	0	0	0/P0	200	30110
1	520	40	0	0	0/P0	250	30115
2	570	50	0	0	0/P0	300	30120
3	620	60	0	0	0/P0	350	30125
4	0	70	0	0	0/P0	400	30130

B.018 - Stigma (type 1095)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	430	40	0	0	0/P0	200	30110
1	520	40	0	0	0/P0	250	30115
2	570	50	0	0	0/P0	300	30120
3	620	60	0	0	0/P0	350	30125
4	0	70	0	0	0/P0	400	30130

B.019 - Pray (type 1100)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	70	134217727	0	0/P0	1000	0

B.020 - Restore (type 1105)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	-32768

B.021 - Cyclone (type 1110)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	3	0	0	0/P0	0	30020

B.022 - Hercules (type 1115)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	167.600	40	0	0	0/P0	0	30085
1	590.000	50	0	0	0/P0	0	30085
2	1.216.800	60	0	0	0/P0	0	30085
3	2.948.000	70	0	0	0/P0	0	30090
4	0	0	0	0	0/P0	0	30090

B.023 - FireCircle (type 1120)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	53.104.696	65	134217727	0	0/P0	150	540
1	98.875.022	75	134217727	0	0/P0	170	650
2	180.034.734	85	134217727	0	0/P0	190	720
3	0	0	134217727	0	0/P0	210	770

B.024 - Volcano (type 1125)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	40	134217727	0	0/P0	0	300

B.025 - FireRing (type 1150)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	195.000	55	245823	0	0/P0	32	378
1	339.600	65	245823	0	0/P0	42	550
2	576.800	75	245823	0	0/P0	48	760
3	912.000	85	245823	0	0/P0	48	1010
4	1.362.600	95	245823	0	0/P0	54	1332
5	1.998.000	105	245823	0	0/P0	75	1764
6	3.307.500	115	245823	0	0/P0	96	2332
7	0	0	245823	0	0/P0	120	2800

B.026 - Bomb (type 1160)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	1.282.500	82	245823	0	0/P0	53	855
1	2.696.400	102	245823	0	0/P0	60	1498
2	3.970.000	112	245823	0	0/P0	82	1985
3	0	0	245823	0	0/P0	105	2623

B.027 - FireofHell (type 1165)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	1.282.500	84	245823	0	0/P0	120	180
1	2.696.400	106	245823	0	0/P0	150	240
2	3.970.000	113	245823	0	0/P0	180	310
3	0	0	245823	0	0/P0	210	400

B.028 - Nectar (type 1170)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	163.600	94	134217727	0	0/P0	600	600
1	303.700	104	134217727	0	0/P0	660	700
2	727.200	114	134217727	0	0/P0	720	800
3	1.075.800	118	134217727	0	0/P0	770	900
4	0	0	134217727	0	0/P0	820	1000

B.029 - AdvancedCure (type 1175)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	500.000	81	0	0	0/P0	160	500
1	720.000	91	0	0	0/P0	190	600

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
2	980.000	101	0	0	0/P0	215	700
3	1.280.000	111	0	0	0/P0	235	800
4	0	0	0	0	0/P0	255	900

B.030 - FireMeteor (type 1180)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	8.631.000	52	245823	0	0/P0	62	760
1	13.981.500	62	245823	0	0/P0	74	1040
2	24.242.000	72	245823	0	0/P0	115	1250
3	38.661.200	82	245823	0	0/P0	130	1480
4	67.900.000	92	245823	0	0/P0	150	1810
5	269.625.000	105	245823	0	0/P0	215	2210
6	815.850.000	115	245823	0	0/P0	285	2700
7	0	0	245823	0	0/P0	300	3250

B.031 - SpiritHealing (type 1190)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	560.000	40	0	0	0/P0	0	500
1	4.000.000	70	0	0	0/P0	0	800
2	0	0	0	0	0/P0	0	1300

B.032 - Meditation (type 1195)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	537.140	44	0	0	0/P0	0	310
1	918.542	74	0	0	0/P0	0	600
2	0	0	0	0	0/P0	0	1020

B.033 - WideStrike (type 1250)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	510	0/P0	0	30100
1	37.056	30	0	510	0/P0	0	30105
2	66.011	45	0	510	0/P0	0	30110
3	116.140	60	0	510	0/P0	0	30120
4	192.800	70	0	510	0/P0	0	30130
5	418.030	80	0	510	0/P0	0	30140
6	454.350	90	0	510	0/P0	0	30150
7	491.200	100	0	510	0/P0	0	30160
8	520.030	110	0	510	0/P0	0	30170

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
9	0	0	0	510	0/P0	0	30180

B.034 - SpeedGun (type 1260)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	560	0/P0	0	30100
1	37.056	30	0	560	0/P0	0	30115
2	66.011	45	0	560	0/P0	0	30125
3	116.140	60	0	560	0/P0	0	30140
4	192.800	70	0	560	0/P0	0	30150
5	418.030	80	0	560	0/P0	0	30165
6	454.350	90	0	560	0/P0	0	30175
7	491.200	100	0	560	0/P0	0	30190
8	520.030	110	0	560	0/P0	0	30200
9	0	0	0	560	0/P0	0	30210

B.035 - Golem (type 1270)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	60	41	0	0	0/P0	0	2000
1	100	46	0	0	0/P0	0	2001
2	140	51	0	0	0/P0	0	2002
3	240	61	0	0	0/P0	0	2003
4	370	71	0	0	0/P0	0	2010
5	600	81	0	0	0/P0	0	2011
6	1.050	91	0	0	0/P0	0	2012
7	0	0	0	0	0/P0	0	2013

B.036 - WaterElf (type 1280)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	80	55	0	0	0/P0	0	2005
1	100	60	0	0	0/P0	0	2006
2	120	65	0	0	0/P0	0	2007
3	150	70	0	0	0/P0	0	2008
4	840	80	0	0	0/P0	0	2009
5	1.340	90	0	0	0/P0	0	2040
6	2.080	100	0	0	0/P0	0	2041
7	3.490	110	0	0	0/P0	0	2042
8	0	0	0	0	0/P0	0	2043

B.037 - Penetration (type 1290)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	490	0/P0	0	30195
1	37.056	30	0	490	0/P0	0	30200
2	66.011	45	0	490	0/P0	0	30205
3	116.140	60	0	490	0/P0	0	30210
4	192.800	70	0	490	0/P0	0	30215
5	418.030	80	0	490	0/P0	0	30220
6	454.350	90	0	490	0/P0	0	30225
7	491.200	100	0	490	0/P0	0	30230
8	520.030	110	0	490	0/P0	0	30235
9	0	0	0	490	0/P0	0	30240

B.038 - Halt (type 1300)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	540	0/P0	0	30100
1	37.056	30	0	540	0/P0	0	30105
2	66.011	45	0	540	0/P0	0	30110
3	116.140	60	0	540	0/P0	0	30120
4	192.800	70	0	540	0/P0	0	30130
5	418.030	80	0	540	0/P0	0	30140
6	454.350	90	0	540	0/P0	0	30150
7	491.200	100	0	540	0/P0	0	30160
8	520.030	110	0	540	0/P0	0	30170
9	0	0	0	540	0/P0	0	30180

B.039 - FlyingMoon (type 1320)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	500	70	0	0	0/P0	0	458
1	1.000	100	0	0	0/P0	0	1950
2	0	0	0	0	0/P0	0	5890

B.040 - DivineHare (type 1350)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	1.800	55	0	0	0/P0	0	2020
1	4.000	65	0	0	0/P0	0	2021
2	5.500	75	0	0	0/P0	0	2022
3	9.000	85	0	0	0/P0	0	2023
4	0	0	0	0	0/P0	0	2024

B.041 - NightDevil (type 1360)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	40	80	0	0	0/P0	0	2030
1	250	90	0	0	0/P0	0	2031
2	450	100	0	0	0/P0	0	2032
3	700	110	0	0	0/P0	0	2033
4	0	0	0	0	0/P0	0	2034

B.042 - Dance2 (type 1380)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.043 - Dance3 (type 1385)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.044 - Dance4 (type 1390)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.045 - Dance5 (type 1395)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.046 - Dance6 (type 1400)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.047 - Dance7 (type 1405)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.048 - Dance8 (type 1410)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.049 - BattleDance (type 1415)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P1	0	0

B.050 - Triumph (type 1416)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P3	0	0

B.051 - StepStomp (type 1417)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P5	0	0

B.052 - Moonlight (type 1418)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P7	0	0

B.053 - SnowWind (type 1419)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P9	0	0

B.054 - Phoenix (type 1420)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P0	0	0

B.055 - Melody (type 1421)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P0	0	0

B.056 - Topsy (type 1422)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P0	0	0

B.057 - Felicity (type 1423)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	1006/P0	0	0

B.058 - HumanMessenger (type 3000)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.059 - WingedSnakeMsgr (type 3001)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.060 - BanditMessenger (type 3002)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.061 - RatMessenger (type 3003)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.062 - ElfMessenger (type 3004)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.063 - MonkeyMessenger (type 3005)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.064 - GiantApeMsgr (type 3006)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.065 - ThunderApeMsgr (type 3007)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.066 - SnakemanMsgr (type 3008)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.067 - SandMonsterMsgr (type 3009)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.068 - HillMonsterMsgr (type 3010)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.069 - RockMonsterMsgr (type 3011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.070 - BladeGhostMsgr (type 3012)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.071 - BirdmanMsgr (type 3013)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.072 - HawkMsgr (type 3014)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.073 - BanditMessenger (type 3015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.074 - BatMessenger (type 3016)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.075 - BloodyBatMsgr (type 3017)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.076 - BullMessenger (type 3018)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.077 - DevilMessenger (type 3019)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.078 - CruelShade (type 3050)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	500	15	0	0	0/P0	0	30010
1	800	40	0	0	0/P0	0	30014
2	1.000	70	0	0	0/P0	0	30018
3	0	0	0	0	0/P0	0	30020

B.079 - Dodge (type 3080)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	500	70	0	0	0/P0	200	30110
1	1.000	100	0	0	0/P0	300	30120
2	0	0	0	0	0/P0	400	30130

B.080 - Pervade (type 3090)

Classe/escopo: Geral / legado • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	195.000	45	134217727	0	0/P0	0	130
1	300.000	55	134217727	0	0/P0	0	200
2	1.296.000	65	134217727	0	0/P0	0	540
3	1.950.000	75	134217727	0	0/P0	0	650
4	2.376.000	85	134217727	0	0/P0	0	720
5	0	0	134217727	0	0/P0	0	770

B.081 - Pervade21 (type 3091)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	550

B.082 - Pervade22 (type 3092)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	560

B.083 - Pervade23 (type 3093)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	570

B.084 - Pervade31 (type 3095)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	660

B.085 - Pervade32 (type 3096)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	670

B.086 - Pervade33 (type 3097)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	680

B.087 - Pervade41 (type 3099)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	730

B.088 - Pervade42 (type 3100)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	740

B.089 - Pervade43 (type 3101)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	750

B.090 - Pervade51 (type 3103)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	780

B.091 - Pervade52 (type 3104)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	790

B.092 - Pervade53 (type 3105)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	800

B.093 - Pervade24 (type 3106)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	580

B.094 - Pervade34 (type 3107)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	690

B.095 - Pervade44 (type 3108)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	760

B.096 - Pervade54 (type 3109)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	810

B.097 - Pervade1 (type 3191)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	140

B.098 - Pervade2 (type 3192)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	150

B.099 - Pervade3 (type 3193)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	160

B.100 - Pervade4 (type 3206)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	170

B.101 - Pervade11 (type 3291)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	210

B.102 - Pervade12 (type 3292)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	220

B.103 - Pervade13 (type 3293)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	230

B.104 - Pervade14 (type 3306)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	134217727	0	0/P0	0	240

B.105 - CuteBunny (type 3310)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3310

B.106 - PlayfulBunny (type 3311)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3311

B.107 - CuteBunny (type 3312)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3312

B.108 - FowlEmpress (type 3313)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3037

B.109 - tuzi (type 3320)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3320

B.110 - Piglet (type 3321)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3321

B.111 - EmceeRabbit (type 3322)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3322

B.112 - SummonGuard (type 4000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100	40	0	0	0/P0	0	9000
1	300	80	0	0	0/P0	0	9001
2	500	105	0	0	0/P0	0	9002
3	0	0	0	0	0/P0	0	9003

B.113 - SummonBat (type 4010)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	30	40	0	0	0/P0	0	9005
1	50	70	0	0	0/P0	0	9006
2	100	100	0	0	0/P0	0	9007
3	0	0	0	0	0/P0	0	9008

B.114 - SummonBatBoss (type 4020)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	30	40	0	0	0/P0	0	9010
1	50	70	0	0	0/P0	0	9011
2	100	100	0	0	0/P0	0	9012
3	0	0	0	0	0/P0	0	9013

B.115 - StandinBat (type 4030)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30020

B.116 - Vampire (type 4040)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30200

B.117 - BloodyBat (type 4050)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	200	40	0	0	0/P0	0	9015

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
1	500	70	0	0	0/P0	0	9016
2	1.000	100	0	0	0/P0	0	9017
3	0	0	0	0	0/P0	0	9018

B.118 - FireEvil (type 4060)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	200	40	0	0	0/P0	0	9020
1	500	70	0	0	0/P0	0	9021
2	1.000	100	0	0	0/P0	0	9022
3	0	0	0	0	0/P0	0	9023

B.119 - Skeleton (type 4070)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	200	40	0	0	0/P0	0	9025
1	500	70	0	0	0/P0	0	9026
2	1.000	100	0	0	0/P0	0	9027
3	0	0	0	0	0/P0	0	9028

B.120 - Wraith (type 4075)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.121 - Syren (type 4076)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.122 - FreezingArrow (type 5000)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	8000

B.123 - SpeedLightning (type 5001)

Classe/escopo: Geral / legado • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	80	245823	0	0/P0	0	450

B.124 - PoisonousArrows (type 5002)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30002

B.125 - Snow (type 5010)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	561	0/P0	0	30110
1	37.056	30	0	561	0/P0	0	30110
2	66.011	45	0	561	0/P0	0	30110
3	116.140	60	0	561	0/P0	0	30110
4	192.800	70	0	561	0/P0	0	30140
5	418.030	80	0	561	0/P0	0	30140
6	454.350	90	0	561	0/P0	0	30140
7	491.200	100	0	561	0/P0	0	30140
8	520.030	110	0	561	0/P0	0	30140
9	0	0	0	561	0/P0	0	30145

B.126 - StrandedMonster (type 5020)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	580	0/P0	0	30130
1	37.056	30	0	580	0/P0	0	30130
2	66.011	45	0	580	0/P0	0	30130
3	116.140	60	0	580	0/P0	0	30130
4	192.800	70	0	580	0/P0	0	30130
5	418.030	80	0	580	0/P0	0	30130
6	454.350	90	0	580	0/P0	0	30130
7	491.200	100	0	580	0/P0	0	30130
8	520.030	110	0	580	0/P0	0	30130
9	0	0	0	580	0/P0	0	30135

B.127 - Phoenix (type 5030)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	420	0/P0	0	30125
1	37.056	30	0	420	0/P0	0	30128
2	66.011	45	0	420	0/P0	0	30130
3	116.140	60	0	420	0/P0	0	30133
4	192.800	70	0	420	0/P0	0	30136
5	418.030	80	0	420	0/P0	0	30139
6	454.350	90	0	420	0/P0	0	30141
7	491.200	100	0	420	0/P0	0	30144
8	520.030	110	0	420	0/P0	0	30147
9	0	0	0	420	0/P0	0	30150

B.128 - Boom (type 5040)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	200	15	0	460	0/P0	0	6000
1	300	30	0	460	0/P0	0	6000
2	400	45	0	460	0/P0	0	7000
3	500	60	0	460	0/P0	0	7000
4	600	70	0	460	0/P0	0	8000
5	700	80	0	460	0/P0	0	8000
6	800	90	0	460	0/P0	0	9000
7	900	100	0	460	0/P0	0	9000
8	1.000	110	0	460	0/P0	0	10000
9	0	0	0	460	0/P0	0	10000

B.129 - Boreas (type 5050)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	530	0/P0	0	30100
1	37.056	30	0	530	0/P0	0	30105
2	66.011	45	0	530	0/P0	0	30110
3	116.140	60	0	530	0/P0	0	30120
4	192.800	70	0	530	0/P0	0	30130
5	418.030	80	0	530	0/P0	0	30140
6	454.350	90	0	530	0/P0	0	30150
7	491.200	100	0	530	0/P0	0	30160
8	520.030	110	0	530	0/P0	0	30170
9	0	0	0	530	0/P0	0	30180

B.130 - IronShirt (type 5100)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.131 - IronShirt1 (type 5101)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.132 - IronShirt2 (type 5102)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.133 - IronShirt3 (type 5103)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.134 - IronShirt4 (type 5104)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.135 - IronShirt5 (type 5105)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	30400

B.136 - TwofoldBlades (type 6000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	300.000	40	0	601	0/P0	0	30110
1	900.000	70	0	601	0/P0	0	30115
2	2.223.000	100	0	601	0/P0	0	30120
3	4.320.000	120	0	601	0/P0	0	30125
4	0	0	0	601	0/P0	0	30130

B.137 - ToxicFog (type 6001)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	70	0	0	0/P0	0	30010
1	12.000	80	0	0	0/P0	0	30020
2	16.500	90	0	0	0/P0	0	30030
3	27.000	100	0	0	0/P0	0	30040
4	0	0	0	0	0/P0	0	30050

B.138 - PoisonStar (type 6002)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	70	0	0	0/P0	0	1
1	12.000	90	0	0	0/P0	0	1
2	16.500	100	0	0	0/P0	0	1
3	27.000	120	0	0	0/P0	0	1
4	0	0	0	0	0/P0	0	1

B.139 - Counter-Kill (type 6003)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	70	0	0	0/P0	0	30020
1	12.000	90	0	0	0/P0	0	30028
2	16.500	110	0	0	0/P0	0	30036
3	27.000	120	0	0	0/P0	0	30042
4	0	0	0	0	0/P0	0	30050

B.140 - ArcherBane (type 6004)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30010

B.141 - ShurikenVortex (type 6010)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30030

B.142 - FatalStrike (type 6011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	3	0	601511	0/P0	0	30500

B.143 - Seizer (type 7000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.000	15	0	430	0/P0	0	30130
1	9.000	30	0	430	0/P0	0	30135
2	16.000	45	0	430	0/P0	0	30140
3	29.000	60	0	430	0/P0	0	30145
4	48.000	70	0	430	0/P0	0	30150
5	104.000	80	0	430	0/P0	0	30155
6	113.000	90	0	430	0/P0	0	30160
7	122.000	100	0	430	0/P0	0	30165
8	130.000	110	0	430	0/P0	0	30170
9	0	0	0	430	0/P0	0	30175

B.144 - Riding (type 7001)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1

B.145 - Spook (type 7002)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.146 - WarCry (type 7003)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.147 - Earthquake (type 7010)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	200	15	0	450	0/P0	0	6000
1	300	30	0	450	0/P0	0	6000
2	400	45	0	450	0/P0	0	7000
3	500	60	0	450	0/P0	0	7000
4	600	70	0	450	0/P0	0	8000
5	700	80	0	450	0/P0	0	8000
6	800	90	0	450	0/P0	0	9000
7	900	100	0	450	0/P0	0	9000
8	1.000	110	0	450	0/P0	0	10000
9	0	0	0	450	0/P0	0	10000

B.148 - TailSweep (type 7011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1200

B.149 - Destroy (type 7012)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.150 - FlameShower (type 7013)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.151 - DragonBreath (type 7014)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.152 - FearRoar (type 7015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.153 - BloodRestore (type 7016)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.154 - MistyFlame (type 7017)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.155 - Rage (type 7020)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	480	0/P0	0	30130
1	37.056	30	0	480	0/P0	0	30135
2	66.011	45	0	480	0/P0	0	30140
3	116.140	60	0	480	0/P0	0	30145
4	192.800	70	0	480	0/P0	0	30150
5	418.030	80	0	480	0/P0	0	30155
6	454.350	90	0	480	0/P0	0	30160
7	491.200	100	0	480	0/P0	0	30165
8	520.030	110	0	480	0/P0	0	30170
9	0	0	0	480	0/P0	0	30175

B.156 - Celestial (type 7030)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.000	15	0	481	0/P0	0	30125
1	9.000	30	0	481	0/P0	0	30128
2	16.000	45	0	481	0/P0	0	30130
3	29.000	60	0	481	0/P0	0	30133
4	48.000	70	0	481	0/P0	0	30136
5	104.000	80	0	481	0/P0	0	30139
6	113.000	90	0	481	0/P0	0	30141
7	122.000	100	0	481	0/P0	0	30144
8	130.000	110	0	481	0/P0	0	30147
9	0	0	0	481	0/P0	0	30150

B.157 - Roamer (type 7040)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	20.243	15	0	440	0/P0	0	30130
1	37.056	30	0	440	0/P0	0	30135
2	66.011	45	0	440	0/P0	0	30140
3	116.140	60	0	440	0/P0	0	30145
4	192.800	70	0	440	0/P0	0	30150
5	418.030	80	0	440	0/P0	0	30155
6	454.350	90	0	440	0/P0	0	30160
7	491.200	100	0	440	0/P0	0	30165
8	520.030	110	0	440	0/P0	0	30170
9	0	0	0	440	0/P0	0	30175

B.158 - Seizer0 (type 7100)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30110

B.159 - Seizer1 (type 7101)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30115

B.160 - Seizer2 (type 7102)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30119

B.161 - Seizer3 (type 7103)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30122

B.162 - Seizer4 (type 7104)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30125

B.163 - Seizer5 (type 7105)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30126

B.164 - Seizer6 (type 7106)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30127

B.165 - Seizer7 (type 7107)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30128

B.166 - Seizer8 (type 7108)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30129

B.167 - Seizer9 (type 7109)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	430	0/P0	0	30130

B.168 - Poison10 (type 7130)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.169 - Poison11 (type 7131)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.170 - Poison12 (type 7132)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.171 - Poison13 (type 7133)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.172 - Poison14 (type 7134)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.173 - Poison15 (type 7135)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30001

B.174 - Poison16 (type 7136)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.175 - Poison17 (type 7137)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.176 - Poison18 (type 7138)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.177 - Poison19 (type 7139)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.178 - RapidFire (type 8000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	56	0	500	0/P0	0	30150
1	150.000	68	0	500	0/P0	0	30180
2	200.000	78	0	500	0/P0	0	30210
3	250.000	88	0	500	0/P0	0	30240
4	300.000	98	0	500	0/P0	0	30270
5	0	0	0	500	0/P0	0	30300

B.179 - ScatterFire (type 8001)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	32	0	500	0/P0	0	30050
1	150.000	48	0	500	0/P0	0	30055
2	200.000	54	0	500	0/P0	0	30060
3	250.000	66	0	500	0/P0	0	30065
4	300.000	72	0	500	0/P0	0	30068
5	0	0	0	500	0/P0	0	30072

B.180 - Fly (type 8002)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	1

B.181 - Fly (type 8003)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	1
1	0	0	0	500	0/P0	0	1

B.182 - ArrowRain (type 8030)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30100

B.183 - Scatter2 (type 8031)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30030

B.184 - Scatter3 (type 8032)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30030

B.185 - Scatter4 (type 8033)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30030

B.186 - Scatter5 (type 8034)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30030

B.187 - Scatter6 (type 8035)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	500	0/P0	0	30030

B.188 - Guard'sSpell (type 8036)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30035

B.189 - Turkey (type 8040)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.190 - StoneMonster (type 8041)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.191 - FireSnake (type 8042)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.192 - RoaringApe (type 8043)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.193 - SandMonster (type 8044)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.194 - Temptress (type 8046)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5053

B.195 - Siren (type 8047)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3584

B.196 - EasterRooster (type 8056)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3706

B.197 - EasterRooster (type 8057)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3707

B.198 - EasterRooster (type 8058)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3708

B.199 - EasterRooster (type 8059)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3709

B.200 - RatKing (type 8060)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3042

B.201 - FireRat (type 8061)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3043

B.202 - ToxicRat (type 8062)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3044

B.203 - FishLady (type 8068)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3580

B.204 - Eidolon (type 8080)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5051

B.205 - Eidolon (type 8081)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5051

B.206 - UltimatePluto (type 8082)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4030

B.207 - UltimatePluto (type 8083)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4030

B.208 - Syren (type 8084)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3584

B.209 - Temptress (type 8085)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5053

B.210 - FireRatA (type 8086)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	9020

B.211 - FireRatA (type 8087)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	9020

B.212 - Cateran (type 8088)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3031

B.213 - Cateran (type 8089)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3031

B.214 - FurySkeleton (type 8090)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4031

B.215 - FurySkeleton (type 8091)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4031

B.216 - ElfKing1 (type 8096)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4032

B.217 - BloodyBat1 (type 8097)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4033

B.218 - HillMonsterKin (type 8098)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4034

B.219 - BirdKing1 (type 8099)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4035

B.220 - WingedSnakeKin (type 8100)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4036

B.221 - BlueCooer (type 8101)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	22

B.222 - Wraith (type 8102)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5055

B.223 - Eidolon (type 8103)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5051

B.224 - Temptress (type 8110)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5053

B.225 - Siren (type 8111)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3584

B.226 - BlueCock (type 8112)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3582

B.227 - MagentaCock (type 8113)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3583

B.228 - FishA (type 8114)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3586

B.229 - BrownCock (type 8115)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3585

B.230 - Wraith (type 8116)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5055

B.231 - PurpleRooster (type 8117)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3706

B.232 - SandMonster (type 8118)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3564

B.233 - RoaringApe (type 8119)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	31

B.234 - Cateran (type 8120)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3031

B.235 - FireSnake (type 8121)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3563

B.236 - StoneMonster (type 8122)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3560

B.237 - Turkey (type 8123)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3561

B.238 - Snakeman (type 8124)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.239 - BullDevil (type 8125)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	92

B.240 - FishB (type 8126)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3579

B.241 - Eidolon (type 8127)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5051

B.242 - KungFuBunny (type 8129)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3320

B.243 - Pheasant (type 8130)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.244 - TurtleDove (type 8131)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2

B.245 - Robin (type 8132)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2101

B.246 - Apparition (type 8133)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2102

B.247 - WingedSnake (type 8134)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.248 - Bandit (type 8135)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.249 - Ratling (type 8136)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.250 - Vampire (type 8137)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4082

B.251 - Vampire (type 8138)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4083

B.252 - Vampire (type 8139)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4084

B.253 - Vampire (type 8140)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4085

B.254 - Vampire (type 8141)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4086

B.255 - Vampire (type 8142)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4087

B.256 - Vampire (type 8143)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4088

B.257 - Vampire (type 8144)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4088

B.258 - PinkPiglet (type 8204)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4058

B.259 - PinkPiglet (type 8210)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.260 - yishe (type 8212)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.261 - Transform8 (type 8213)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.262 - ChristmasElf (type 8214)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3039

B.263 - Pig (type 8215)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.264 - FireRat (type 8216)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.265 - Bat (type 8218)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2131

B.266 - Mink (type 8219)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2132

B.267 - GrumPig (type 8225)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.268 - LavaRat (type 8226)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.269 - BanditsL95 (type 8257)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.270 - WeirdPumpkin (type 8258)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2237

B.271 - ElfMessenger (type 8259)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8104

B.272 - EvilSnakeMsgr (type 8260)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8101

B.273 - ScriptElf (type 8261)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3634

B.274 - BloodyBat (type 8262)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3621

B.275 - Pheasant (type 8270)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.276 - Turtledove (type 8271)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2

B.277 - Robin (type 8272)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2101

B.278 - Apparition (type 8273)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2102

B.279 - WingedSnake (type 8274)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.280 - Bandit (type 8275)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.281 - Ratling (type 8276)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.282 - Babirusa (type 8279)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.283 - Rabbit (type 8280)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3322

B.284 - BigWhirl (type 8282)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	9020

B.285 - LittleWhirl (type 8283)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3160

B.286 - BronzeHead (type 8284)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5054

B.287 - IronHead (type 8285)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2328

B.288 - BigLark (type 8286)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1

B.289 - LittleLark (type 8287)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2

B.290 - BlueDragon (type 8288)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3606

B.291 - RedDragon (type 8289)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3605

B.292 - Happy (type 8290)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2329

B.293 - VeryHappy (type 8291)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8419

B.294 - Loud (type 8292)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	26

B.295 - VeryLoud (type 8293)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2327

B.296 - BigJay (type 8294)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5058

B.297 - LittleJay (type 8295)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3634

B.298 - BrightWing (type 8296)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3147

B.299 - DarkWing (type 8297)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3

B.300 - GoodLuck (type 8298)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4058

B.301 - BetterLuck (type 8299)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2325

B.302 - GoodFly (type 8300)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	93

B.303 - BetterFly (type 8301)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2326

B.304 - YellowOx (type 8302)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2340

B.305 - HeavenOx (type 8303)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2351

B.306 - GoldenOx (type 8304)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2352

B.307 - SilverOx (type 8305)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2353

B.308 - RedFox1 (type 8307)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2354

B.309 - BlueFox1 (type 8308)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2355

B.310 - RedFox2 (type 8309)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2354

B.311 - BlueFox2 (type 8310)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2355

B.312 - Guard (type 8311)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2367

B.313 - TurtleDove (type 8312)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2

B.314 - Ratling (type 8313)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.315 - WingedSnake (type 8314)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.316 - FemaleGhost1 (type 8317)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2431

B.317 - Transform1 (type 8318)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2102

B.318 - Transform2 (type 8319)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.319 - Transform3 (type 8320)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	31

B.320 - Transform4 (type 8321)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	55	0	0	0/P0	0	3322

B.321 - Transform5 (type 8322)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.322 - Transform6 (type 8323)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3007

B.323 - Transform7 (type 8324)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2351

B.324 - Minotaur (type 8325)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	92

B.325 - MaleGhost1 (type 8326)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2430

B.326 - Piggy (type 8329)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.327 - Bandit1 (type 8330)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.328 - Bandit2 (type 8332)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.329 - OccultBeast2 (type 8333)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2328

B.330 - WaterElf2 (type 8334)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2043

B.331 - OccultBeast1 (type 8335)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2328

B.332 - WaterElf1 (type 8336)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2043

B.333 - Pumpkin1 (type 8337)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3058

B.334 - Pumpkin2 (type 8338)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3059

B.335 - Pumpkin3 (type 8339)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3055

B.336 - PinkPiglet (type 8341)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4060

B.337 - KungFuBunny (type 8342)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3320

B.338 - NightDevil (type 8343)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2030

B.339 - IronHead (type 8344)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2328

B.340 - FireRatA (type 8345)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	9020

B.341 - HeavenTiger (type 8350)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4144

B.342 - GoldenTiger (type 8351)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4145

B.343 - SilverTiger (type 8352)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4146

B.344 - TigerRoarer (type 8353)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4147

B.345 - Intensify (type 9000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	3.000	83	0	500	0/P0	0	30200
1	4.000	93	0	500	0/P0	0	30250
2	5.000	104	0	500	0/P0	0	30300
3	0	0	0	500	0/P0	0	30350

B.346 - Bless (type 9876)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1

B.347 - MistyQuake (type 9965)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.348 - RoarBlade (type 9966)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.349 - Scorch (type 9967)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.350 - ArchChop (type 9968)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.351 - AsuraChop (type 9969)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.352 - DespotKill (type 9970)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.353 - SandyShatter (type 9971)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.354 - DestinyFire (type 9972)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.355 - NineFlames (type 9973)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.356 - DestinyThunder (type 9974)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.357 - HeavenShatter (type 9975)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.358 - DeathChop (type 9976)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.359 - InfernoSting (type 9977)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.360 - RedLocust (type 9978)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	21

B.361 - BlueLocust (type 9979)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	35

B.362 - WhiteLocust (type 9980)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.363 - ScarletFog (type 9981)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	55

B.364 - WhiteShuttle (type 9982)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	60

B.365 - FireShower (type 9983)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	70

B.366 - FeralAttack (type 9984)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	80

B.367 - BlueShadow (type 9985)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	85

B.368 - PurpleShadow (type 9986)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	95

B.369 - FanaticBite (type 9987)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	100

B.370 - FearRoar (type 9988)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	110

B.371 - IcyCurse (type 9989)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	115

B.372 - WhirlCurse (type 9990)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	125

B.373 - SandBite (type 9991)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	130

B.374 - FlyingFlame (type 9992)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	140

B.375 - FireImplosion (type 9993)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	148

B.376 - DireScorch (type 9994)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	155

B.377 - FirePenetration (type 9995)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	160

B.378 - SwiftBlaze (type 9996)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	170

B.379 - DarkShadow (type 9997)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	180

B.380 - PoisonousAwn (type 9998)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	185

B.381 - FeralBoil (type 9999)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	200

B.382 - Blade (type 10000)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	500

B.383 - Smash (type 10001)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	600

B.384 - Roar (type 10002)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.385 - Sweep (type 10003)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	700

B.386 - UnholyImplosion (type 10004)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	205

B.387 - AcidicBreath (type 10005)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	210

B.388 - Poison0 (type 10010)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.389 - Poison1 (type 10011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.390 - Poison2 (type 10012)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.391 - Poison3 (type 10013)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.392 - IcyArrow0 (type 10015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	10000

B.393 - IcyArrow1 (type 10016)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	15000

B.394 - IcyArrow2 (type 10017)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	20000

B.395 - Bolt0 (type 10020)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.396 - Bolt1 (type 10021)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.397 - Bolt2 (type 10022)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.398 - Bolt3 (type 10023)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.399 - Bolt10 (type 10030)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.400 - Bolt11 (type 10031)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.401 - Bolt12 (type 10032)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.402 - Bolt13 (type 10033)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.403 - Bolt20 (type 10040)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.404 - Bolt21 (type 10041)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.405 - Bolt22 (type 10042)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.406 - Bolt23 (type 10043)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.407 - ArrowStorm0 (type 10050)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30120

B.408 - ArrowStorm1 (type 10051)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30140

B.409 - ArrowStorm2 (type 10052)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30160

B.410 - ArrowStorm3 (type 10053)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30180

B.411 - ArrowStorm10 (type 10060)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30120

B.412 - ArrowStorm11 (type 10061)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30140

B.413 - ArrowStorm12 (type 10062)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30160

B.414 - ArrowStorm13 (type 10063)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30180

B.415 - ArrowStorm20 (type 10070)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30120

B.416 - ArrowStorm21 (type 10071)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30140

B.417 - ArrowStorm22 (type 10072)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30160

B.418 - ArrowStorm23 (type 10073)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30180

B.419 - ArrowStorm30 (type 10080)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30140

B.420 - ArrowStorm31 (type 10081)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30160

B.421 - ArrowStorm32 (type 10082)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30170

B.422 - ArrowStorm33 (type 10083)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30200

B.423 - Rocket0 (type 10100)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.424 - Rocket1 (type 10101)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.425 - Rocket2 (type 10102)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.426 - Rocket3 (type 10103)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.427 - Rocket10 (type 10110)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.428 - Rocket11 (type 10111)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.429 - Rocket12 (type 10112)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.430 - Rocket13 (type 10113)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.431 - Rocket20 (type 10120)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.432 - Rocket21 (type 10121)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.433 - Rocket22 (type 10122)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.434 - Rocket23 (type 10123)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30100

B.435 - Rocket30 (type 10130)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30030

B.436 - Rocket31 (type 10131)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30040

B.437 - Rocket32 (type 10132)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.438 - Rocket33 (type 10133)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.439 - Rocket40 (type 10140)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30040

B.440 - Rocket41 (type 10141)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.441 - Rocket42 (type 10142)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.442 - Rocket43 (type 10143)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30070

B.443 - Rocket50 (type 10150)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30030

B.444 - Rocket51 (type 10151)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30040

B.445 - Rocket52 (type 10152)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.446 - Rocket53 (type 10153)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.447 - Rocket60 (type 10160)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30040

B.448 - Rocket61 (type 10161)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.449 - Rocket62 (type 10162)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.450 - Rocket63 (type 10163)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30070

B.451 - Rocket70 (type 10170)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30030

B.452 - Rocket71 (type 10171)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30040

B.453 - Rocket72 (type 10172)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.454 - Rocket73 (type 10173)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.455 - Rocket80 (type 10180)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30050

B.456 - Rocket81 (type 10181)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30060

B.457 - Rocket82 (type 10182)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30070

B.458 - Rocket83 (type 10183)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30080

B.459 - Poisoning (type 10200)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30002

B.460 - Cure (type 10201)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	300

B.461 - Meditation (type 10202)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	310

B.462 - MagicShield (type 10203)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30130

B.463 - SoulEnticer (type 10304)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.464 - AtrociousSeal (type 10305)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.465 - AppalingWind (type 10306)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.466 - IcySting (type 10307)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.467 - Thwart (type 10308)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.468 - ChainBolt (type 10309)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	628.464	40	0	0	0/P0	0	275
1	1.071.730	50	0	0	0/P0	0	520
2	2.823.723	70	0	0	0/P0	0	740
3	6.715.536	90	0	0	0/P0	0	1105
4	0	110	0	0	0/P0	0	1625

B.469 - HeavenBlade (type 10310)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	28.028.389	40	0	0	0/P0	100	2500
1	56.976.183	50	0	0	0/P0	100	3500
2	136.801.964	70	0	0	0/P0	100	5000
3	298.009.073	90	0	0	0/P0	100	7000
4	0	110	0	0	0/P0	100	10000

B.470 - Perseverance (type 10311)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.471 - StarArrow (type 10313)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	250.000	40	0	500	0/P0	0	30100
1	450.000	50	0	500	0/P0	0	30104
2	650.000	70	0	500	0/P0	0	30108
3	850.000	90	0	500	0/P0	0	30113
4	0	110	0	500	0/P0	0	30120

B.472 - DragonWhirl (type 10315)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	191.500	40	0	0	0/P0	0	30105
1	758.600	50	0	0	0/P0	0	30110
2	1.564.500	70	0	0	0/P0	0	30110
3	3.685.000	90	0	0	0/P0	0	30115
4	0	110	0	0	0/P0	0	30115

B.473 - SurgingShake (type 10360)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.474 - BloodyBattle (type 10361)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.475 - SoaringLeap (type 10362)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.476 - LightningCrash (type 10363)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.477 - PiercingStrike (type 10364)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.478 - Slash (type 10369)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	100

B.479 - Recovery (type 10370)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	100

B.480 - Metaplasia (type 10372)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.481 - IceBurst (type 10373)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.482 - Heal (type 10374)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.483 - RadiantPalm (type 10381)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	300.000	40	0	610	0/P0	0	30100
1	900.000	50	0	610	0/P0	0	30105
2	2.223.000	70	0	610	0/P0	0	30110
3	4.320.000	90	0	610	0/P0	0	30115
4	0	110	0	610	0/P0	0	30120

B.484 - Oblivion (type 10390)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	0	0/P0	0	33

B.485 - TyrantAura (type 10395)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	20	0	0	0/P0	50	2
1	12.000	40	0	0	0/P0	100	4
2	16.500	60	0	0	0/P0	150	6
3	27.000	80	0	0	0/P0	200	8
4	0	100	0	0	0/P0	250	10

B.486 - Serenity (type 10400)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	40	0	0	0/P0	50	0

B.487 - SoulShackle (type 10405)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	720	90	0	0	0/P0	0	0
1	860	100	0	0	0/P0	0	0
2	960	110	0	0	0/P0	0	0
3	1.010	115	0	0	0/P0	0	0
4	0	120	0	0	0/P0	0	0

B.488 - FendAura (type 10410)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	20	0	0	0/P0	50	2
1	12.000	40	0	0	0/P0	100	4
2	16.500	60	0	0	0/P0	150	6
3	27.000	80	0	0	0/P0	200	8
4	0	100	0	0	0/P0	250	10

B.489 - WhirlwindKick (type 10415)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	167.600	15	0	610	0/P0	0	30065
1	590.000	30	0	610	0/P0	0	30070
2	1.216.800	50	0	610	0/P0	0	30075
3	2.948.000	70	0	610	0/P0	0	30080
4	0	90	0	610	0/P0	0	30085

B.490 - ElementalAuraMetal (type 10420)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	100	0	0	0/P0	50	30
1	12.000	105	0	0	0/P0	100	35
2	16.500	110	0	0	0/P0	150	40
3	27.000	115	0	0	0/P0	200	45
4	0	120	0	0	0/P0	250	50

B.491 - ElementalAuraWood (type 10421)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	100	0	0	0/P0	50	30
1	12.000	105	0	0	0/P0	100	35
2	16.500	110	0	0	0/P0	150	40
3	27.000	115	0	0	0/P0	200	45
4	0	120	0	0	0/P0	250	50

B.492 - ElementalAuraWater (type 10422)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	100	0	0	0/P0	50	30
1	12.000	105	0	0	0/P0	100	35
2	16.500	110	0	0	0/P0	150	40

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
3	27.000	115	0	0	0/P0	200	45
4	0	120	0	0	0/P0	250	50

B.493 - ElementalAuraFire (type 10423)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	100	0	0	0/P0	50	30
1	12.000	105	0	0	0/P0	100	35
2	16.500	110	0	0	0/P0	150	40
3	27.000	115	0	0	0/P0	200	45
4	0	120	0	0	0/P0	250	50

B.494 - ElementalAuraEarth (type 10424)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	100	0	0	0/P0	50	30
1	12.000	105	0	0	0/P0	100	35
2	16.500	110	0	0	0/P0	150	40
3	27.000	115	0	0	0/P0	200	45
4	0	120	0	0	0/P0	250	50

B.495 - Tranquility (type 10425)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	70	0	0	0/P0	100	0

B.496 - Compassion (type 10430)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	100	0	0	0/P0	250	0

B.497 - ShieldBlock (type 10470)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	40	0	900	0/P0	0	10
1	12.000	50	0	900	0/P0	0	15
2	16.500	70	0	900	0/P0	0	20
3	27.000	90	0	900	0/P0	0	25
4	0	110	0	900	0/P0	0	30

B.498 - DeathBlow (type 10484)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	500

B.499 - Snakeman (type 10485)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.500 - HeresySnakeman (type 10486)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4185

B.501 - Macaque (type 10487)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30

B.502 - Macaque (type 10488)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	30

B.503 - TripleAttack (type 10490)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	5	0	610	0/P0	0	0
1	12.000	40	0	610	0/P0	0	0
2	16.500	50	0	610	0/P0	0	0
3	27.000	60	0	610	0/P0	0	0
4	0	70	0	610	0/P0	0	0

B.504 - Immolation (type 10500)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.505 - BladeGhostMessenger (type 10501)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.506 - BladeStorm (type 10502)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	500

B.507 - BladeStorm (type 10503)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	500

B.508 - SwordBeam (type 10504)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.509 - RevengePunch (type 10505)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	300

B.510 - BladeVortex (type 10506)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	100

B.511 - FatalCrash (type 10508)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	150

B.512 - IcyTouch (type 10509)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.513 - Fumigate (type 10510)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.514 - RosySpell (type 10511)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	125

B.515 - RomanticStrike (type 10512)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.516 - LoverHug (type 10513)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.517 - Pheasant (type 10514)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.518 - DivineHare (type 10522)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3081

B.519 - GoldenHare (type 10523)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3082

B.520 - SilverHare (type 10524)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3083

B.521 - HareGuard (type 10525)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3084

B.522 - GoldRabbit (type 10526)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3081

B.523 - SilverRabbit (type 10527)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3082

B.524 - Pheasant (type 10528)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.525 - Freeze (type 10529)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.526 - Frenzy (type 10530)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.527 - Stunt (type 10531)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.528 - DragonTail (type 11000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	40	0	561	0/P0	0	30095
1	300.000	50	0	561	0/P0	0	30100
2	741.000	60	0	561	0/P0	0	30105
3	1.440.000	70	0	561	0/P0	0	30110
4	0	0	0	561	0/P0	0	30115

B.529 - ViperFang (type 11005)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	100.000	40	0	560	0/P0	0	30095
1	300.000	50	0	560	0/P0	0	30100
2	741.000	60	0	560	0/P0	0	30105
3	1.440.000	70	0	560	0/P0	0	30110
4	0	0	0	560	0/P0	0	30115

B.530 - WingedSnake1 (type 11010)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.531 - Bandit1 (type 11011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.532 - Ratling1 (type 11012)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.533 - Macaque1 (type 11013)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2611

B.534 - GiantApe1 (type 11014)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2612

B.535 - Snakeman1 (type 11015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.536 - SandMonster1 (type 11016)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2613

B.537 - Rockmonster1 (type 11017)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2614

B.538 - BladeGhost1 (type 11018)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	17

B.539 - HareGuard (type 11019)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3084

B.540 - PumpkinSpell (type 11020)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3058

B.541 - PirateOctopus (type 11021)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2659

B.542 - DoomSlash (type 11022)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	400

B.543 - HeavenSlash (type 11024)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.544 - EarthSlash (type 11025)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1000

B.545 - FrostBurst (type 11026)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	300

B.546 - BreathRecovery (type 11027)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	100

B.547 - MagicStones (type 11028)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	700

B.548 - EagleEye (type 11030)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	300.000	40	0	612	0/P0	0	30028
1	900.000	50	0	612	0/P0	0	30030
2	4.446.000	70	0	612	0/P0	0	30032
3	12.960.000	90	0	612	0/P0	0	30034
4	0	110	0	612	0/P0	0	30036

B.549 - ScurvyBomb (type 11040)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	40	0	0	0/P0	0	30010
1	12.000	50	0	0	0/P0	0	30012
2	16.500	70	0	0	0/P0	0	30014
3	27.000	90	0	0	0/P0	0	30017
4	0	110	0	0	0/P0	0	30020

B.550 - CannonBarrage (type 11050)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	15	0	611	0/P0	0	30500

B.551 - Blackbeard'sRage (type 11060)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	628.464	40	0	612	0/P0	0	30025
1	1.071.730	50	0	612	0/P0	0	30030
2	2.823.723	70	0	612	0/P0	0	30030
3	6.715.536	90	0	612	0/P0	0	30035
4	0	110	0	612	0/P0	0	30035

B.552 - GaleBomb (type 11070)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	20	0	0	0/P0	0	30020
1	12.000	40	0	0	0/P0	0	30022
2	16.500	60	0	0	0/P0	0	30024
3	27.000	80	0	0	0/P0	0	30027
4	0	100	0	0	0/P0	0	30030

B.553 - Soul-IceSpell (type 11083)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.554 - Soul-IcyClaw (type 11084)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.555 - Soul-IcyStun (type 11085)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.556 - Soul-IcyPunch (type 11086)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.557 - Soul-Transform (type 11088)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.558 - Soul-FreezingCall (type 11089)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.559 - Kraken'sRevenge (type 11100)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	70	0	612	0/P0	0	0
1	12.000	80	0	612	0/P0	0	0
2	16.500	90	0	612	0/P0	0	0
3	27.000	95	0	612	0/P0	0	0
4	0	100	0	612	0/P0	0	0

B.560 - BladeTempest (type 11110)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	167.600	15	0	611	0/P0	0	30095
1	590.000	30	0	611	0/P0	0	30100
2	1.216.800	50	0	611	0/P0	0	30105
3	2.948.000	70	0	611	0/P0	0	30110
4	0	90	0	611	0/P0	0	30115

B.561 - BlackSpot (type 11120)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	40	0	612	0/P0	0	0
1	12.000	60	0	612	0/P0	0	0
2	16.500	80	0	612	0/P0	0	0
3	27.000	100	0	612	0/P0	0	0
4	0	110	0	612	0/P0	0	0

B.562 - AdrenalineRush (type 11130)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	40	0	0	0/P0	0	0
1	12.000	50	0	0	0/P0	0	0
2	16.500	70	0	0	0/P0	0	0
3	27.000	90	0	0	0/P0	0	0
4	0	110	0	0	0/P0	0	0

B.563 - Windstorm (type 11140)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	5	0	611	0/P0	0	0
1	12.000	40	0	611	0/P0	0	0
2	16.500	50	0	611	0/P0	0	0
3	27.000	60	0	611	0/P0	0	0
4	0	70	0	611	0/P0	0	0

B.564 - Deer (type 11154)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2680

B.565 - UndeadSoldier (type 11155)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5045

B.566 - Phantom (type 11156)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5046

B.567 - Revenant (type 11157)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5050

B.568 - DefensiveStance (type 11160)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	27.000	70	0	900	0/P0	0	30200
1	0	100	0	900	0/P0	0	30300

B.569 - BloodyScythe (type 11170)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	167.600	40	0	511	0/P0	0	30080
1	590.000	50	0	511	0/P0	0	30085
2	1.216.800	60	0	511	0/P0	0	30085
3	2.948.000	70	0	511	0/P0	0	30090
4	0	100	0	511	0/P0	0	30090

B.570 - MortalDrag (type 11180)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	20	0	511	0/P0	0	30012
1	12.000	40	0	511	0/P0	0	30015
2	16.500	60	0	511	0/P0	0	30018
3	27.000	80	0	511	0/P0	0	30022
4	0	100	0	511	0/P0	0	30025

B.571 - ChargingVortex (type 11190)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	191.500	30	0	50000	0/P0	0	30070
1	758.600	50	0	50000	0/P0	0	30075
2	1.564.500	70	0	50000	0/P0	0	30080
3	3.685.000	90	0	50000	0/P0	0	30085
4	0	110	0	50000	0/P0	0	30090

B.572 - MagicDefender (type 11200)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	950	40	0	900	0/P0	0	0
1	1.190	50	0	900	0/P0	0	0
2	1.442	70	0	900	0/P0	0	0
3	1.690	90	0	900	0/P0	0	0
4	0	110	0	900	0/P0	0	0

B.573 - Immolation (type 11210)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.574 - BladeStorm (type 11211)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.575 - BladeStorm (type 11212)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	250

B.576 - SwordBeam (type 11213)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.577 - RevengePunch (type 11214)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	150

B.578 - BladeVortex (type 11215)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.579 - Slash (type 11216)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.580 - Heal (type 11217)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	25

B.581 - GapingWounds (type 11230)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	5.400	1	0	601511	0/P0	0	30020
1	12.000	50	0	601511	0/P0	0	30025
2	16.500	70	0	601511	0/P0	0	30030
3	27.000	90	0	601511	0/P0	0	30035
4	0	110	0	601511	0/P0	0	30040

B.582 - Pheasant (type 11304)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.583 - Apparition (type 11305)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2102

B.584 - Ratling (type 11306)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.585 - WingedSnake (type 11307)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	6

B.586 - Minotaur (type 11308)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	92

B.587 - SurgingShake (type 11309)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.588 - BloodyBattle (type 11310)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.589 - LightningCrash (type 11311)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.590 - LightningCrash (type 11312)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.591 - PiercingStrike (type 11313)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	500

B.592 - Recovery (type 11314)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	150

B.593 - SurgingShake (type 11315)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.594 - BloodyBattle (type 11316)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.595 - LightningCrash (type 11317)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.596 - PiercingStrike (type 11318)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	1200

B.597 - Recovery (type 11319)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	800

B.598 - Recovery (type 11320)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	50

B.599 - SoaringLeap (type 11321)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.600 - SurgingShake (type 11322)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.601 - FruitMonster (type 11324)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	32

B.602 - Fox (type 11520)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7026

B.603 - KineticSpark (type 11590)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	37.056	50	0	613	0/P0	0	0
1	66.011	60	0	613	0/P0	0	0
2	116.140	70	0	613	0/P0	0	0
3	192.800	80	0	613	0/P0	0	0
4	0	0	0	613	0/P0	0	0

B.604 - DaggerStorm (type 11600)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	900.000	100	0	613	0/P0	0	30140
1	3.500.000	105	0	613	0/P0	0	30150
2	8.000.000	110	0	613	0/P0	0	30160
3	12.000.000	115	0	613	0/P0	0	30170
4	0	0	0	613	0/P0	0	30180

B.605 - BladeFlurry (type 11610)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	40	0	613	0/P0	0	30300

B.606 - PathOfShadow (type 11620)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	40	0	613	0/P0	0	0

B.607 - BanditZero (type 11630)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7

B.608 - Snakeman (type 11631)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.609 - BlisteringWave (type 11650)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	900.000	70	0	613	0/P0	0	30280
1	3.500.000	80	0	613	0/P0	0	30300
2	8.000.000	90	0	613	0/P0	0	30310
3	12.000.000	100	0	613	0/P0	0	30330
4	0	0	0	613	0/P0	0	30350

B.610 - MortalWound (type 11660)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	900.000	40	0	613	0/P0	0	30400
1	3.500.000	60	0	613	0/P0	0	30430
2	8.000.000	80	0	613	0/P0	0	30450
3	12.000.000	100	0	613	0/P0	0	30480
4	0	0	0	613	0/P0	0	30500

B.611 - SpiritFocus (type 11670)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	37.056	90	0	613	0/P0	0	30250
1	66.011	95	0	613	0/P0	0	30260
2	116.140	100	0	613	0/P0	0	30280
3	192.800	110	0	613	0/P0	0	30300
4	0	0	0	613	0/P0	0	30320

B.612 - LittleBird (type 11682)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3147

B.613 - LittleRabbit (type 11683)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3082

B.614 - LittleMonkey (type 11684)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7224

B.615 - BirdmanMsgr (type 11685)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.616 - Snakeman (type 11686)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	13

B.617 - BullDevil (type 11687)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	92

B.618 - RoaringApe (type 11688)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	31

B.619 - PinkPiglet30s (type 11689)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4058

B.620 - KungFuBunny30s (type 11690)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3320

B.621 - BloodyDevil30s (type 11691)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	88

B.622 - Eidolon30s (type 11692)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5051

B.623 - UltimatePluto30s (type 11693)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4030

B.624 - FireRatA30s (type 11694)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	9020

B.625 - Siren30s (type 11695)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3584

B.626 - Temptress30s (type 11696)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	5053

B.627 - Cateran30s (type 11697)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	3031

B.628 - FurySkeleton30s (type 11698)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4031

B.629 - MaleGhost130s (type 11699)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2430

B.630 - FemaleGhost130s (type 11700)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2431

B.631 - BirdKing130s (type 11701)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	4035

B.632 - Pheasant (type 11704)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.633 - Robin (type 11705)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2101

B.634 - Ratling (type 11706)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	8

B.635 - SandMonster (type 11707)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7288

B.636 - BladeGhost (type 11708)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	17

B.637 - Birdman (type 11709)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	18

B.638 - BloodyDevil (type 11710)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7289

B.639 - Pheasant (type 11716)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2100

B.640 - HawkDefender (type 11717)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7316

B.641 - NightDevil (type 11718)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	2030

B.642 - RoaringApe (type 11930)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	31

B.643 - RedFox (type 11940)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	7026

B.644 - AzureShield (type 30000)

Classe/escopo: Geral • Treinável. Use a skill em alvos válidos para acumular EXP; na R3.12 vale o rebalance R3.11: ganho de skill x4 e Training Ground com ganho por uso a 50% do valor ajustado.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	950	40	0	0	0/P0	80	0
1	1.190	50	0	0	0/P0	123	0
2	1.442	70	0	0	0/P0	169	0
3	1.690	90	0	0	0/P0	280	0
4	0	110	0	0	0/P0	405	0

B.645 - IceBolt (type 30010)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.646 - IceShock (type 30011)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.647 - Avalanche (type 30012)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.648 - ArrowHail (type 30013)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.649 - FrostClaw (type 30014)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0

B.650 - ArrowHail (type 30015)

Classe/escopo: Geral • Fixa/sem EXP tradicional. Skill fixa/especial: não possui progressão natural por EXP nesta definição.

Lv	Need EXP	Lv char	Prof.	Weapon	Subclass	MP	Power
0	0	0	0	0	0/P0	0	0
0	0	0	0	0	0/P0	0	0

Apêndice C - Mount Armors especiais

119 Mount Armors no dump atual. A coluna Origem mostra compra/quest quando o cruzamento encontrou uma rota pública; “Somente catálogo” significa que a definição existe sem aquisição confirmada pelo dump atual.

ID	Mount Armor	Status	Origem / preço
200000	PurpleTiger	catalog	Somente catálogo
200001	ScarletTiger	buyable	Honor Store / Merchant (500.000 Honor)
200002	SigilTiger	buyable	Honor Store / Merchant (800.000 Honor)
200003	BlazeTiger	catalog	Somente catálogo
200004	InfernoTiger	catalog	Somente catálogo
200005	ChaosTiger	catalog	Somente catálogo
200006	SapphireTiger	buyable	Honor Store / Merchant (300.000 Honor)
200007	FuriousTiger	buyable	Honor Store / Merchant (2.000.000 Honor)
200008	RunedTiger	catalog	Somente catálogo
200009	GoldenTiger	catalog	Somente catálogo
200010	CloudTiger	catalog	Somente catálogo
200011	RageTiger	catalog	Somente catálogo
200012	ThunderTiger	catalog	Somente catálogo
200015	EmeraldTiger	catalog	Somente catálogo
200016	AbyssTiger	catalog	Somente catálogo
200017	JasperTiger	catalog	Somente catálogo
200018	SoulTiger	catalog	Somente catálogo
200019	IcyTiger	catalog	Somente catálogo
200100	RedDeer	buyable	Honor Store / Merchant (900.000 Honor)
200101	MarshDeer	buyable	Honor Store / Merchant (550.000 Honor)
200102	SikaDeer	catalog	Somente catálogo
200103	EmeraldDeer	buyable	Honor Store / Merchant (1.300.000 Honor)
200104	GoldenDeer	catalog	Somente catálogo
200105	JoyDeer	catalog	Somente catálogo
200106	CelestialDeer	catalog	Somente catálogo
200107	CloudDeer	buyable	Honor Store / Merchant (2.000.000 Honor)
200108	IcyDeer	catalog	Somente catálogo
200109	AmethystDeer	catalog	Somente catálogo
200110	SaintDeer	catalog	Somente catálogo
200111	DreamDeer	catalog	Somente catálogo
200120	CrimsonDeer	catalog	Somente catálogo
200121	CeriseDeer	catalog	Somente catálogo
200122	GlowingDeer	catalog	Somente catálogo
200123	PhantomDeer	catalog	Somente catálogo
200124	MirageDeer	catalog	Somente catálogo

ID	Mount Armor	Status	Origem / preço
200125	JasperDeer	catalog	Somente catálogo
200126	CelestialDeer	catalog	Somente catálogo
200200	SoulTiger	catalog	Somente catálogo
200201	IcyTiger	catalog	Somente catálogo

ID	Mount Armor	Status	Origem / preço
200202	HazeTiger	catalog	Somente catálogo
200203	EmeraldTiger	catalog	Somente catálogo
200204	AbyssTiger	catalog	Somente catálogo
200205	JasperTiger	catalog	Somente catálogo
200206	PurpleTiger	catalog	Somente catálogo
200207	ScarletTiger	catalog	Somente catálogo
200208	SigilTiger	catalog	Somente catálogo
200209	BlazeTiger	catalog	Somente catálogo
200210	InfernoTiger	catalog	Somente catálogo
200211	SapphireTiger	catalog	Somente catálogo
200217	SigilTiger	catalog	Somente catálogo
200218	BlazeTiger	catalog	Somente catálogo
200219	ChaosTiger	catalog	Somente catálogo
200300	CrimsonDeer	catalog	Somente catálogo
200301	CeriseDeer	catalog	Somente catálogo
200302	GlowingDeer	catalog	Somente catálogo
200303	PhantomDeer	catalog	Somente catálogo
200304	MirageDeer	catalog	Somente catálogo
200305	JasperDeer	catalog	Somente catálogo
200306	CelestialDeer	catalog	Somente catálogo
200307	GreenDeer	catalog	Somente catálogo
200308	RedDeer	catalog	Somente catálogo
200309	MarshDeer	catalog	Somente catálogo
200310	SikaDeer	catalog	Somente catálogo
200311	GoldenDeer	catalog	Somente catálogo
200312	EmeraldDeer	catalog	Somente catálogo
200319	RedDeer	catalog	Somente catálogo
200320	EmeraldDeer	catalog	Somente catálogo
200321	GoldenDeer	catalog	Somente catálogo
200322	JoyDeer	catalog	Somente catálogo
200323	WildDeer	catalog	Somente catálogo

ID	Mount Armor	Status	Origem / preço
200407	JadeHare	catalog	Somente catálogo
200409	MoonRabbit	catalog	Somente catálogo
200410	Somesault Cloud	catalog	Somente catálogo
200411	ChaosBull	catalog	Somente catálogo
200412	SilverBeast	catalog	Somente catálogo
200413	GreenEyedBeast	catalog	Somente catálogo
200414	RoyalApe	catalog	Somente catálogo
200415	PolarBear	catalog	Somente catálogo
200416	RoaringChow	catalog	Somente catálogo
200417	AuspiciousKylin	catalog	Somente catálogo
200418	AncientElephant	catalog	Somente catálogo
200419	GoldGlobefish	catalog	Somente catálogo

ID	Mount Armor	Status	Origem / preço
200420	CelestialBird	catalog	Somente catálogo
200421	SaintDragon	catalog	Somente catálogo
200426	RoaringChow	catalog	Somente catálogo
200427	WinebibberPanda	catalog	Somente catálogo
200428	Somesault Cloud	catalog	Somente catálogo
200431	WildCamel	catalog	Somente catálogo
200433	LionKing	catalog	Somente catálogo
200437	GoldGlobefish	catalog	Somente catálogo
200438	Pegasus	catalog	Somente catálogo
200439	IcePhoenix	catalog	Somente catálogo
200440	FieryLion	catalog	Somente catálogo
200441	IcePhoenix	catalog	Somente catálogo
200442	FieryLion	catalog	Somente catálogo
200444	IcePhoenix	catalog	Somente catálogo
200445	FieryLion	catalog	Somente catálogo
200446	SaintDragon	catalog	Somente catálogo
200447	WinebibberPanda	catalog	Somente catálogo
200449	SomersaultCloud	catalog	Somente catálogo
200453	SoulKylin	catalog	Somente catálogo
200454	LionKing	catalog	Somente catálogo
200455	FieryLion	catalog	Somente catálogo
200456	Pegasus	catalog	Somente catálogo
200458	DancingSnake	catalog	Somente catálogo

ID	Mount Armor	Status	Origem / preço
200459	DancingSnake	catalog	Somente catálogo
200461	FieryLion	catalog	Somente catálogo
200463	DancingSnake	catalog	Somente catálogo
200464	SilverBeast	catalog	Somente catálogo
200465	PolarBear	catalog	Somente catálogo
200466	CelestialBird	catalog	Somente catálogo
200467	WildCamel	catalog	Somente catálogo
200474	FlameFox	catalog	Somente catálogo
200475	SnowFox	catalog	Somente catálogo
200476	DrummerPanda	catalog	Somente catálogo
200477	SnowFox	catalog	Somente catálogo
200478	SnowFox	catalog	Somente catálogo
200479	SnowFox	catalog	Somente catálogo
200480	SnowFox	catalog	Somente catálogo

Apêndice D - Garments

286 Garments no dump atual. Preços de itemtype aparecem como referência técnica; a origem pública confirmada depende de cq_goods/quest.

ID	Garment	Preço ref.	Origem
181305	WhitePhoenix	675 CP / 675 BCP	Somente catálogo
181315	WhiteElegance	675 CP / 675 BCP	Somente catálogo
181325	WhiteCelestial	675 CP / 675 BCP	Somente catálogo
181335	WeddingGown	675 CP / 675 BCP	Somente catálogo
181345	ColorfulDress	675 CP / 675 BCP	Somente catálogo
181355	DarkWizard	675 CP	VIP Shop (675 CP); Scarecrow (675 CP)
181365	PrairieWind	675 CP / 675 BCP	Somente catálogo
181375	SongofTianshan	675 CP / 675 BCP	Somente catálogo
181385	RoyalDignity	675 CP / 675 BCP	Somente catálogo
181395	UglyDuck	675 CP	Loja/NPC 9264 (675 CP)
181405	BrownPhoenix	675 CP / 675 BCP	Somente catálogo
181415	BrownElegance	675 CP / 675 BCP	Somente catálogo
181425	BrownCelestial	675 CP / 675 BCP	Somente catálogo
181435	WeddingGown	675 CP	Somente catálogo
181445	ColorfulDress	675 CP	Somente catálogo
181455	DarkWizard	675 CP	Somente catálogo
181465	PrairieWind	675 CP	Somente catálogo
181475	SongofTianshan	675 CP	Somente catálogo
181485	RoyalDignity	675 CP	Somente catálogo
181495	Daisy	675 CP	Somente catálogo
181505	BlackPhoenix	675 CP / 675 BCP	Somente catálogo
181515	BlackElegance	675 CP / 675 BCP	Somente catálogo
181525	BlackCelestial	675 CP / 675 BCP	Somente catálogo
181535	WeddingGown	675 CP	VIP Shop (675 CP); Scarecrow (675 CP)
181545	ColorfulDress	675 CP	Somente catálogo
181555	DarkWizard	675 CP	Somente catálogo
181565	PrairieWind	675 CP	Somente catálogo
181575	SongofTianshan	675 CP	Somente catálogo
181585	RoyalDignity	675 CP	Somente catálogo
181595	Daisy	675 CP	Somente catálogo
181605	RedPhoenix	675 CP / 675 BCP	Somente catálogo
181615	RedElegance	675 CP / 675 BCP	Somente catálogo
181625	RedCelestial	675 CP / 675 BCP	Somente catálogo
181635	WeddingGown	675 CP	Somente catálogo
181645	ColorfulDress	675 CP	Somente catálogo
181655	DarkWizard	675 CP	Somente catálogo
181665	PrairieWind	675 CP	Somente catálogo
181675	SongofTianshan	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
181685	RoyalDignity	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
181695	Daisy	675 CP	Somente catálogo
181705	GreenPhoenix	675 CP / 675 BCP	Somente catálogo
181715	GreenElegance	675 CP / 675 BCP	Somente catálogo
181725	CyanCelestial	675 CP / 675 BCP	Somente catálogo
181735	WeddingGown	675 CP	Somente catálogo
181745	ColorfulDress	675 CP	Somente catálogo
181755	DarkWizard	675 CP	Somente catálogo
181765	PrairieWind	675 CP	Somente catálogo
181775	SongofTianshan	675 CP	Somente catálogo
181785	RoyalDignity	675 CP	Somente catálogo
181795	Daisy	675 CP	Somente catálogo
181805	BluePhoenix	675 CP / 675 BCP	Somente catálogo
181815	BlueElegance	675 CP / 675 BCP	Somente catálogo
181825	BlueCelestial	675 CP / 675 BCP	Somente catálogo
181835	WeddingGown	675 CP	Somente catálogo
181845	ColorfulDress	675 CP	Somente catálogo
181855	DarkWizard	675 CP	Somente catálogo
181865	PrairieWind	675 CP	Somente catálogo
181875	SongofTianshan	675 CP	Somente catálogo
181885	RoyalDignity	675 CP	Somente catálogo
181895	Daisy	675 CP	Somente catálogo
181905	PurplePhoenix	675 CP / 675 BCP	Somente catálogo
181915	PurpleElegance	675 CP / 675 BCP	Somente catálogo
181925	PurpleCelestial	675 CP / 675 BCP	Somente catálogo
181935	WeddingGown	675 CP	Somente catálogo
181945	ColorfulDress	675 CP	Somente catálogo
181955	DarkWizard	675 CP	Somente catálogo
181965	PrairieWind	675 CP	Somente catálogo
181975	SongofTianshan	675 CP	Somente catálogo
181985	RoyalDignity	675 CP	Somente catálogo
181995	Daisy	675 CP	Somente catálogo
182305	SouthofCloud	675 CP / 675 BCP	Somente catálogo
182315	BonfireNight	675 CP / 675 BCP	Somente catálogo
182325	AngelicalDress	675 CP / 675 BCP	Somente catálogo
182335	BlueDream	980 CP / 980 BCP	Somente catálogo
182345	MoonOrchid	980 CP / 980 BCP	Somente catálogo
182355	FeatherDress	675 CP	Loja/NPC 9264 (675 CP)

ID	Garment	Preço ref.	Origem
182365	HeavenScent	980 CP / 980 BCP	Somente catálogo
182375	CherryBlossom	980 CP	Somente catálogo
182385	DreaminFlowers	980 CP / 980 BCP	Somente catálogo
182405	SouthofCloud	675 CP	Somente catálogo
182415	BonfireNight	675 CP	Somente catálogo
182425	AngelicalDress	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
182435	BlueDream	980 CP	Somente catálogo
182445	MoonOrchid	980 CP	Somente catálogo
182455	FlyingFeather	980 CP	Somente catálogo
182465	HeavenScent	980 CP	Somente catálogo
182475	DanceofCherry	980 CP	Somente catálogo
182485	DreaminFlowers	980 CP	Somente catálogo
182505	SouthofCloud	675 CP	Somente catálogo
182515	BonfireNight	675 CP	Somente catálogo
182525	AngelicalDress	675 CP	Somente catálogo
182535	BlueDream	980 CP	Somente catálogo
182545	MoonOrchid	980 CP	Somente catálogo
182555	FlyingFeather	980 CP	Somente catálogo
182565	HeavenScent	980 CP	Somente catálogo
182575	DanceofCherry	980 CP	Somente catálogo
182585	DreaminFlowers	980 CP	Somente catálogo
182605	SouthofCloud	675 CP	Somente catálogo
182615	BonfireNight	675 CP	Somente catálogo
182625	AngelicalDress	675 CP	Somente catálogo
182635	BlueDream	980 CP	Somente catálogo
182645	MoonOrchid	980 CP	Somente catálogo
182655	FlyingFeather	980 CP	Somente catálogo
182665	HeavenScent	980 CP	Somente catálogo
182675	DanceofCherry	980 CP	Somente catálogo
182685	DreaminFlowers	980 CP	Somente catálogo
182705	SouthofCloud	675 CP	Somente catálogo
182715	BonfireNight	675 CP	Somente catálogo
182725	AngelicalDress	675 CP	Somente catálogo
182735	BlueDream	980 CP	Somente catálogo
182745	MoonOrchid	980 CP	Somente catálogo
182755	FlyingFeather	980 CP	Somente catálogo
182765	HeavenScent	980 CP	Somente catálogo
182775	DanceofCherry	980 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
182785	DreaminFlowers	980 CP	Somente catálogo
182805	SouthofCloud	675 CP	Somente catálogo
182815	BonfireNight	675 CP	Somente catálogo
182825	AngelicalDress	675 CP	Somente catálogo
182835	BlueDream	980 CP	Somente catálogo
182845	MoonOrchid	980 CP	Somente catálogo
182855	FlyingFeather	980 CP	Somente catálogo
182865	HeavenScent	980 CP	Somente catálogo
182875	DanceofCherry	980 CP	Somente catálogo
182885	DreaminFlowers	980 CP	Somente catálogo
182905	SouthofCloud	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
182915	BonfireNight	675 CP	Somente catálogo
182925	AngelicalDress	675 CP	Somente catálogo
182935	BlueDream	980 CP	Somente catálogo
182945	MoonOrchid	980 CP	Somente catálogo
182955	FlyingFeather	980 CP	Somente catálogo
182965	HeavenScent	980 CP	Somente catálogo
182975	DanceofCherry	980 CP	Somente catálogo
182985	DreaminFlowers	980 CP	Somente catálogo
183305	SandRaider	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
191305	GoodLuck	675 CP / 675 BCP	Somente catálogo
191405	DivineRobe	675 CP	VIP Shop (675 CP); Scarecrow (675 CP)
191505	GoodLuck	675 CP	Somente catálogo
191605	GoodLuck	675 CP	Somente catálogo
191705	GoodLuck	675 CP	Somente catálogo
191805	GoodLuck	675 CP	Somente catálogo
191905	GoodLuck	675 CP	Somente catálogo
185905	PhoenixGown	-	Somente catálogo
183315	SamuraiLegacy	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183325	DuskRomance	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183335	RightStarSuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183345	TaekwondoUniform	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183365	PartyDress(Lady)	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183375	CaribbeanPirate	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183385	Doctor'sJacket	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183395	Delight of Speed	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP); VIP Garment Event (Recompensa de quest)
183405	NobodySuit	675 CP	Somente catálogo
183425	FancyAzure	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)

ID	Garment	Preço ref.	Origem
183465	ChristmasSuit	559 CP	Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183475	FlameRobe	1.588 CP	Somente catálogo
183485	CharmingSuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
183495	CaribbeanPirate	675 CP / 675 BCP	Somente catálogo
184305	FatalAllure	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
184315	ChristmasCostume	559 CP	Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
184325	Evernight	559 CP	Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
184335	PunkRocker	675 CP	Loja/NPC 9264 (675 CP)
184345	BeachSuit	675 CP	Somente catálogo
184355	EveningWear	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
184365	WhiteCollarSuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
184395	Spartan'sPride	675 CP	Somente catálogo
184405	FamilyBusiness	675 CP	Somente catálogo
185305	PhoenixGown	-	Somente catálogo
185315	SwallowtailGown	-	Somente catálogo
185325	WhiteCelestial	-	Somente catálogo
185335	WeddingGown	-	Somente catálogo
185345	MiaoDress	-	Somente catálogo
185355	WarlockRobe	-	Somente catálogo
185365	MongolianDress	-	Somente catálogo
185375	UyghurDress	-	Somente catálogo
185385	ManchuDress	-	Somente catálogo
185395	KoreanDress	-	Somente catálogo
185425	BrownCelestial	-	Somente catálogo
185525	CelestialRobe	-	Somente catálogo
185605	RedPhoenix	-	Somente catálogo
185615	RedElegance	-	Somente catálogo
185625	RedCelestial	-	Somente catálogo
185705	GreenPhoenix	-	Somente catálogo
185715	GreenElegance	-	Somente catálogo
185725	CyanCelestial	-	Somente catálogo
185825	BlueCelestial	-	Somente catálogo
185925	PurpleCelestial	-	Somente catálogo
186305	SouthofCloud	-	Somente catálogo
186315	BonfireNight	-	Somente catálogo
186325	AngelicalDress	-	Somente catálogo
186335	BlueDream	-	Somente catálogo
186345	MoonOrchid	-	Somente catálogo

ID	Garment	Preço ref.	Origem
186355	FeatherDress	-	Somente catálogo
186365	HeavenScent	-	Somente catálogo
186375	CherryBlossom	-	Somente catálogo
186385	DreaminFlowers	-	Somente catálogo
187315	MonkeyKingGown	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187335	GoldenStorm	675 CP	Somente catálogo
187345	FeateredRobe	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
187355	BeachSuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187365	PurePunk	675 CP	Somente catálogo
187405	HolyArmor	-	Somente catálogo
187415	WarriorArmor	-	Somente catálogo
187425	FighterArmor	-	Somente catálogo
187455	AncientBeauty	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187465	AncientGeneral	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187475	BloodThirst	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187515	ChristmasGarment	675 CP	Somente catálogo
187575	AnniversarySuit(Female)	675 CP	Somente catálogo
187605	GracefulBeauty	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
187635	AnniversarySuit(Female)	675 CP	Somente catálogo
187665	SoberDark	-	Somente catálogo
187675	CherryRose	-	Somente catálogo
187685	BeachSuit	675 CP	Somente catálogo
187735	FairyGarment	675 CP	Somente catálogo
187765	BeachSuit	675 CP	Somente catálogo
187775	FairyTale	-	Somente catálogo
187805	RightStarSuit	675 CP	Somente catálogo
187855	BloodThirst	675 CP	Somente catálogo
187865	BloodThirst	675 CP	Somente catálogo
187875	BloodThirst	675 CP	Somente catálogo
187885	BloodThirst	675 CP	Somente catálogo
187905	DelightofSpeed	675 CP	Somente catálogo
187915	Doctor'sJacket	675 CP	Somente catálogo
187925	EveningWear	675 CP	Somente catálogo
187935	PartyDress(Lady)	675 CP	Somente catálogo
187945	TaekwondoUniform	675 CP	Somente catálogo
187955	BeachSuit	675 CP	Somente catálogo
187965	DelightofSpeed	675 CP	Somente catálogo
187975	Doctor'sJacket	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
187985	EveningWear	675 CP	Somente catálogo
187995	FeatherDress	-	Somente catálogo
188005	MonkeyKingGown	675 CP	Somente catálogo
188015	PartyDress(Lady)	675 CP	Somente catálogo
188025	PunkRocker	675 CP	Somente catálogo
188035	TaekwondoUniform	675 CP	Somente catálogo
188045	PekingGeneral	675 CP	Somente catálogo
188055	Spartan'sPride	675 CP	Somente catálogo
188065	BeachSuit	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
188085	HolyArmor	-	Somente catálogo
188095	WarriorArmor	-	Somente catálogo
188105	FighterArmor	-	Somente catálogo
188115	BeachSuit	675 CP	Somente catálogo
188125	ChineseWeddingGown	675 CP / 675 BCP	Somente catálogo
188155	ErrantryRobe	569 CP	Shopping Mall - Catálogo A (569 CP); Shopping Mall - Catálogo B (569 CP)
188165	MatadorSuit	559 CP	Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188175	IvoryRobe	559 CP	Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188205	ChristmasCarnival	675 CP	Somente catálogo
188225	ChristmasGarment	675 CP	Somente catálogo
188245	WesternWeddingGown	1.588 CP	Somente catálogo
188255	PoliceUniform	999 CP	Somente catálogo
188285	DancingDress	559 CP	Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188335	FeatheredRobe	675 CP	Somente catálogo
188345	NobodySuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188355	FamilyBusiness	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188365	PurePunk	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188395	FairyTale	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188405	ChristmasSuit	1.588 CP	Somente catálogo
188435	DarkWizard	-	Somente catálogo
188445	GoodLuck	675 CP	Somente catálogo
188465	SandRaider	675 CP / 675 BCP	Somente catálogo
188475	DuskRomance	675 CP / 675 BCP	Somente catálogo
188485	PunkRocker	675 CP	Somente catálogo
188545	IndianLegend	559 CP	Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
188625	WizardRobe	609 CP	Somente catálogo
192125	DreamyFairySuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
192135	DreamyFairySuit	675 CP	Somente catálogo
192165	AnniversarySuit(Male)	675 CP	Somente catálogo

ID	Garment	Preço ref.	Origem
192185	AssassinSuit	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
192195	AnniversarySuit(Male)	675 CP	Somente catálogo
192230	Beggar'sRags	675 CP / 675 BCP	Somente catálogo
192240	SchoolUniform	675 CP / 675 BCP	Somente catálogo
192250	FairyGarment	675 CP / 675 BCP	Somente catálogo
192260	Beggar'sRags	675 CP / 675 BCP	Somente catálogo
192270	SchoolUniform	675 CP / 675 BCP	Somente catálogo
192280	FairyGarment	675 CP / 675 BCP	Somente catálogo

ID	Garment	Preço ref.	Origem
192300	FairyGarment	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
192310	CollegeSuit	675 CP	Somente catálogo
192311	WizardRobe	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
192325	FrostWizard	-	Somente catálogo
192335	WizardRobe	980 CP	Somente catálogo
192345	FoxSpirit	980 CP	Somente catálogo
192355	FoxyGoblin	980 CP	Somente catálogo
192365	FrostWizard	-	Somente catálogo
192375	CollegeSuit	675 CP	Somente catálogo
192395	CollegeSuit	675 CP	Somente catálogo
193300	Beggar'sRags	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)
194300	SchoolUniform	559 CP	VIP Shop (559 CP); Scarecrow (559 CP); Loja/NPC 9264 (559 CP); Shopping Mall - Catálogo A (559 CP); Shopping Mall - Catálogo B (559 CP)

Notas finais

Esta Wiki foi gerada para o Pulse 6192 R3.12 com foco em precisão: quando há definição no client mas não há evidência suficiente de fluxo ativo no servidor, isso é declarado. A prioridade é orientar jogador e administrador sem inventar conteúdo.

Para alterações futuras de NPCs, quests, Shop.dat, itemtypes ou cq_goods, regenere os JSONs do site e este PDF para manter a Wiki sincronizada.