

# *The Nite Dream Faction*



*<http://www.pwinightdreams.webs.com>*

*Presents*

# *Advice for the Newbie*

*By Thistle\_Grey*

*with Thanks to: RachelMoore, Tad\_Pole, Dashin, Weebie, TypoVampire, VextraFera, kimicat and Ghost\_Archer*

**Caveat Lector!** That's 'let the reader beware'. The observations and comments contain in this guide are generally the opinion of one player gleaned from nearly three years of play. These methods are not the only methods, nor always the best methods. They are a simple attempt to impart to newer players some of my gaming experiences. Use them or ignore them as you wish.

***Vivo!***

# Contents

<b>The Basics</b> .....	<b>5</b>
1. <b>Pick up you Supply Stash!</b> .....	<b>5</b>
2. <b>Quests</b> .....	<b>5</b>
3. <b>What Next?</b> .....	<b>5</b>
4. <b>Pick Up Everything!</b> .....	<b>5</b>
5. <b>Pots</b> .....	<b>5</b>
6. <b>Use it if it is Better!</b> .....	<b>5</b>
7. <b>Pick Up Your Genie!</b> .....	<b>5</b>
8. <b>Pick Axe!</b> .....	<b>5</b>
9. <b>Repeating!!</b> .....	<b>5</b>
10. <b>It's YOUR FB!</b> .....	<b>6</b>
11. <b>Extra Inventory Slots</b> .....	<b>6</b>
12. <b>Extra Bank Slots</b> .....	<b>6</b>
13. <b>Flying</b> .....	<b>6</b>
14. <b>What is Cultivation?</b> .....	<b>7</b>
15. <b>How to form a Squad</b> .....	<b>7</b>
16. <b>A Few Odds and Ends.</b> .....	<b>7</b>
<b>Stats Point Basics</b> .....	<b>8</b>
17. <b>What are Stat Points</b> .....	<b>8</b>
18. <b>What to do with Stat Points</b> .....	<b>8</b>
<b>Fighting Stuff</b> .....	<b>8</b>
19. <b>Bosses</b> .....	<b>8</b>
20. <b>Rules for Grinding</b> .....	<b>9</b>
21. <b>Your Attack Effect Others</b> .....	<b>10</b>
22. <b>How Do I Keep From Dying?!</b> .....	<b>10</b>
<b>Things to Use</b> .....	<b>11</b>
23. <b>IDENTIFY!!!!</b> .....	<b>11</b>
24. <b>Protective Gear, i.e. armor, necklaces, and belts.</b> .....	<b>11</b>
25. <b>Ornaments: Rings, necklaces and belts.</b> .....	<b>11</b>
26. <b>Shards, part 1</b> .....	<b>11</b>
27. <b>Shards part 2.</b> .....	<b>11</b>
28. <b>Shards part 3</b> .....	<b>12</b>

29. Which is Better? part 1 .....	12
30. Which is Better? part 2 .....	13
31. Which is Better? part 3 .....	13
<b>Making Things .....</b>	<b>13</b>
32. Crafting .....	13
33. Life Powder .....	14
34. Focus Powder .....	14
35. Celestones .....	14
<b>Genie Stuff .....</b>	<b>14</b>
36. Genies .....	14
37. Genie Pulling .....	15
<b>Advice .....</b>	<b>15</b>
38. Range and the Squishy .....	15
39. Stacking Bounty Hunts .....	15
<b>About Clerics .....</b>	<b>16</b>
40. Clerics .....	16
41. The Care and Feeding of Your Squad's Cleric .....	16
42. Clerics Revive! .....	17
43. Cleric Etiquette .....	17
<b>Merchandizing .....</b>	<b>17</b>
44. MOBs and Drops .....	17
45. The Auction House .....	17
46. Pricing .....	18
47. Those Useless Drops .....	18
<b>Other Stuff .....</b>	<b>18</b>
48. Rank Insignia .....	18
49. Rank Gear .....	18
50. Reiteration concerning Rank Gear .....	19
51. Leveling REALLY FAST! .....	19
52. The Hammer .....	19
53. Dragon Quests .....	20
54. Dragon Quest Points .....	20
55. Meditating and AFK .....	20

<b>56. Light Armor Builds.....</b>	<b>21</b>
<b>Races/Classes.....</b>	<b>21</b>
<b>57. Elves.....</b>	<b>21</b>
<b>58. Archer.....</b>	<b>22</b>
<b>59. Cleric.....</b>	<b>22</b>
<b>60. Humans.....</b>	<b>25</b>
<b>61. Blademaster.....</b>	<b>25</b>
<b>62. Wizard.....</b>	<b>26</b>
<b>63. Untamed.....</b>	<b>27</b>
<b>64. Barbarian.....</b>	<b>27</b>
<b>65. Venomancer.....</b>	<b>31</b>
<b>66. Pets and the New-born Veno.....</b>	<b>32</b>
<b>67. Tideborn.....</b>	<b>32</b>
<b>68. Assassin.....</b>	<b>32</b>
<b>69. Psychic.....</b>	<b>32</b>
<b>70. Earthguard.....</b>	<b>32</b>
<b>71. Mystic.....</b>	<b>33</b>
<b>72. Seeker.....</b>	<b>33</b>
<b>Abbreviations.....</b>	<b>33</b>

# The Basics

## 1. Pick up your Supply Stash!

Where? That **NPC** that gives you your first quest! DO NOT sell it or drop it. It gives you something every five levels starting at level five and everything in it is free up until LEVEL 50.

## 2. Quests

Learn to use your **Quest Finder**. When I started this game it didn't exist, talk about annoying. Here I am a shiny new **Cleric** with visions of MOB slaughter and guess what? I don't know where to find the quests. Anyway, learn to use it.

Once you've got that down, the best advice I can give is '**stack your quests**'. What do I mean by stacking? Get all of them you can before you start doing them. For example, the VERY FIRST TIME I ever died was **Broken Bow**, fighting **Werewolf Spearmen**. It wasn't until I had finally finished off that quest that I found out I had to kill MORE spearmen just one Level later . . . grr . . . Now that I am all grown up, I know you get to kill a number of MOBs multiple times.

## 3. What Next?

Okay, you have all these pieces of advice, when can you start killing things? Now let's talk about this. The **Thistle** method is to take that first quest that tells you to kill 10 of whatever and do it. Turning it in will get you a new weapon! Cool, huh? Now go back to what you were doing. Keep killing the starting stuff. Why? DROPS! Coins, armor, ornaments, ammo, grease, limestone, and pots! Use the armor, rings, belts, hats, necklaces etc. if they are an improvement on your current gear. Sell the limestone and ammo, a good source of coin. Save the grease, someone will either buy it from you in a cat shop for a better price than an **NPC** OR you can use it to make weapons at the **Blacksmith** and improve your smithing Level. SAVE the POTS!! USE the POTS!!

Last, by continuing to kill these low Level MOBs you gain **XP** and Levels. When you reach about Level 3, you'll want to pause and head to the city to buy new skills/spells that come available at that point then go back to more killing. This is the easiest grinding you will EVER do!

## 4. Pick Up Everything!

Okay, seems like stupid advice but I can't tell you how many times I seen piles of stuff just lying around the starter point of all the races. Yes, pick up the lead shot, and grease, and everything else. It

is all worth coin, coin you WILL need to buy new gear, ammo and increase your spells.

## 5. Pots

**What are they:** Those little red or blue bottle looking things

**What do they do:** the red ones heal **HP** while the blue ones regenerate **MP**

**Acquired:** Dropped from MOBs or bought from an **Apothecary**

**Note:** These things are Level specific meaning you have to be a certain Level before you can use them.

**Thistle Note:** I never buy them. Pick up every one that drops, then pick up the ones the newbies around you don't. Even with a squishy **Wizard** you shouldn't have trouble collecting them.

## 6. Use it if it is Better!

When you pick up gear, weapons, rings, belts etc from MOB drops, use it if it is better than what you are using! Save everything else to sell later!

Okay, I know the next question . . . "How do I know if it is better?" Well, jump on down to [27](#), [28](#) and [29](#)!

## 7. Pick Up Your Genie!

On your first trip to your home city, pick up your **Genie**. Where? Look for the guy with the pillar of light coming out of his head, that's the **Watcher of the Earth**. You have no choice of which **Genie** you get but there is no 'bad' **Genie** nor is there a **Genie** just for your '**Class**'. Oh, always keep it equipped so it will gain **XP** as you do.

**NOTE:** No, the **Genie** does not steal your **XP**. All the **XP** gained by the **Genie** is separate from anything you gain.

## 8. Pick Axe!

On your first trip to your home city, sell all that junk you've been collecting and buy a **Pick Axe** (2000 coin) from one of the two **Merchants** in the city. THEN USE IT! You will find stuff you can farm all over your starter area some of which you will need for later quests. i.e. **Logs, Pig Iron, Sandstone etc.** Also farm Herbs i.e. **Nectar, Golden Herbs, Salvia Root etc.**

## 9. Repeating!!

Okay, so this week-end I wandered down to Plume to visit home. Naturally I stopped off at Battlemark to watch the new-born elves come out of their cabbage patch and start killing bugs and flowers. Feeling like a little fun, while helping the newbies, I started **Siren's Kiss** and **Razor Feathers** all over the place. Killed HUNDREDS of bugs and flowers in a few minutes, the whole time advertising all the drops were FREE and available to anyone who wanted to pick them up.

**Thistle's Thoughts:** Pick up everything! And if some gorgeous elf **Cleric** in blood red comes by and kills a bunch of stuff, PICK UP what she leaves! See [4](#).

Note: When gathering these quests, try to stick to a local area, like get all the **Broken Bow** stuff before going up to **Hidden Orchid Temple**, it will save you some running around (flying if you are an elf).

Note AGAIN: If you have any questions about your quests, ask the **Faction**, someone proly knows something.

Seven or eight elves running around. Got ONE taker and then only *Red Jade* drops! And that because he had no idea you could buy *Red Jade* from a merchant for like 30 coins.

## 10. It's YOUR FB!

One important thing about an **FB**, whether you are the one needing it or the one helping; any 3 **Star** items and any **Mold** drops are supposed to belong to the **Tabber!** Everything else is just luck of the pick-up. If you are the **Tabber** and you've managed to gather a squad of non-Faction people, make sure everyone understands your **Rights!** Most have no problem with it but there's always some jerk out there that's going to rob you. Don't let it get to you, just tell the Faction and we'll spread the word. If you are in a squad with the Faction you better not have to worry about anything like that. We are not here to steal from anyone, especially those in our Faction and if someone does rob you, you can bet they'll be banned forever in the wink of an eye.

By the same token, if you aren't the **Tabber** and in a squad of non-Faction people, you had better turn

over what is rightfully the **Tabbers** because if I hear you didn't, I'll ban you! There's no reason to cheat someone. Of course if the **Tabber** says you can keep it, that's cool.

</soap-box>

## 11. Extra Inventory Slots

See things are working already! Ok, so I am on the *PWI Forum* where I was reading responses to my posting this little project and a new player, *mystofy*, was asking a bunch of question, one of which involved expanding Inventory space. The fastest way is to buy an *Expansion Stone* from the *Cash Shop*, as I recall, 2 Gold. If you don't have 2 Gold, you can buy the gold with in-game coins at the *Auction House* but the price of gold varies like any market. Currently I think gold is like 800k to 950k. An alternate route, also involving in-game coin, is to search the *Cat Shops* for *Expansion Stones* being sold there by *Cash Shoppers*. This price also varies. The last option I know of, again in-game coins, is to buy *Tokens of Luck* from the myriad of *Cat Shops* and trade in 40 of them to the *PW Boutique NPC*.

## 12. Extra Bank Slots

An easier and cheaper way to expand your storage space is to talk to any banker and take the **Bank Expansion Quest**, the **Materials** one. This involves farming six different types of mats from various MOBS. These are all drops. The MOBs listed are the lowest level I could find but are not the only source. Also my source does not include either the TB or EG area MOBs.

You will need five of each:

Mystical Meat: Tuskmoor Doft, Plainswalker Tuskmoor, Riverside Tuskmoor (all lvl 8).  
Disguise Skin: Pyrogoth Kolbold, Roaming Pyrogoth, Wandering Pyrogoth (all lvl 8)  
Element Dust: Wastelands Torch, Jaden Elfire, Spectral Flame. (all lvl 6)  
Soft Fur: Waspy Ursog, Stingtail Ursog, Emerald Viper King (lvl 6-8)  
Antennas: Nonastral Beetle, Petite Sawfly (lvl 8), Dumb Kuhu (lvl 14)  
Rhino horns: Boondock Rhinodrake, Billabong Rhinodrake

This group will get you eight extra bank slots.

Now go take the Quest again, this time you need ten of the following:

**Thistle Note:** Always increase your bank slots!! It is free!

Complete Sacks: Pyrogoth Apprentice, Skeleranc Craftsmen  
Element Fragments: Arboride Dryad, Frail Blob  
Dew of Herbs: Not sure but I think many lvl 20 to 25 MOBs around Archosaur and Broken Bow.  
Dull Claws: Lyncean Hunter, Heartless Wolf, Treeline Wolfkin  
Honey Juice: Longlegged Toxicon, Brambleback Centipex King  
Mystical Claws: Werewolf Spearman, Adalwolf Archer

This group will get you a further eight bank slots!

## 13. Flying

We all wanna do it but we all can't. Not to begin with. Okay, so my little friend *mystify* was asking how he can fly . . . Well, *mystify*, if you aren't an elf, you can't at the beginning. Everyone else has to wait until level 30 when you get a quest based on you race. Now the Earthguard is a little different since *PWI* drops a temporary kite into the Supply Crate at like level 10 or 15, not sure. Also I am not sure if this is now standard with all Supply Crates or just EG since I haven't started any other toons in a while. As with just about everything, if you are willing to spend a little real cash you can get a method at like level 20 through the Cash Shop. This level requirement can be reduced with Spurs or Widgets also available in the Cash Shop.

## 14. What is Cultivation?

Sometime before lvl 10 you are going to get a pop-up that starts you on the road to Cultivation. Cool, soon you'll be able to plow a field and plant . . . What? Or, sorry, not that type of cultivation! This type of Cultivation is a Spiritual Cultivation. As you advance in levels you will be tasked with completing a series of tests to prove your worthiness for higher level spells and skills. Yup, your spells/skills are not all automatically available. For some, you need to complete the spiritual quest before you are allowed to learn those super new spells! The good thing is, these are generally the longest and most difficult quests you'll ever do! Cool, huh? Trust me, you are gonna get REALLY tired of these but you need them, especially at level 49+. Just suffer thru them like the rest of us and ask for help from your faction.

## 15. How to form a Squad

Okay, reading in the PWI forum I ran across the question, 'How do you go about finding and recruiting other players to form a squad for dungeons?' So, let's talk about this. The first 'instance', pardon the pun, which will require a squad is FB19. What's this? If you've only played the new races, **Tide Born** and **Earth Guard**, ya don't get one! But for the older races it is the '**Call to Duty**' quest. These wonderful little adventures are your first decent into the caves/dungeons of PWI and cannot be solo'd by ANY class at level 19, even a veno with a Herc. So, what you need to do is gather up a group of like-minded adventurers and go whack some MOBS. Let's see your options . . .

Hang around the home city and ask everyone that passes if they need FB19 too. Good luck with that. For the older races newborns have become a rarity, sadly, so it will probably be hard if not impossible to gather up a squad of six level 19 – 20s ready to take the plunge.

Teleport/fly to Archosaur and go to the center of the city. There is a large round platform held up by four dragons. This is Bounty Hunt Central for PWI. Start asking there if anyone is willing to help with an FB 19. Going this route will prolly net you some high level toon that can waltz through the FB in about five minutes. Cool if you are in a hurry, sucks if you want to LEARN how to run an instance.

Join a helpful Faction. This is prolly the best way to do it. With faction mates even if you get a high level to run it, odds are good they will be willing to take the time to teach you how to run an instance. Also see [10](#) above. Ownership of an FB and the drops should NOT be a problem with a good faction.

## 16. A Few Odds and Ends.

- You can find arrows, bolts and shot at the **Blacksmith** under **Ammo**.
- **Red Jade** is commonly dropped by beginner MOBS but can also be purchased at any **Merchant** for just a few coin.

- **Limestone** is not used for any crafting so sell it. It is a good source of income at the beginning.
- If you get tired of your toon's look, don't go out and buy a **Makeover Scroll** from the **Cash Shop**. Just be patient, you will get a quest around 30<sup>th</sup> level that will give you one for free.
- If you buy fashion from the **Cash Shop**, you will probably NOT get the color you want. Like everything else in this game, it is random.
- All **Fashion** tells you the number of dyes needed to change the color of an item. It is possible to dye an entire set of clothing the same color but it consumed TWICE as many dyes.
- There are two types of dye, **Random** and **Hot Color** but there is very little difference in the two. With **Random** dye's you have no idea what color you are going to get until you use it. With the **Hot Color**, while you know exactly what color the dye is, you have no idea the color until you BUY it. Sounds random either way to me!
- The alternative to the randomness of the **Cash Shop** dyes would be to buy your dye from a **Cat Shop**. You always know exactly the color you are getting but you PAY for it. Dyes will run from 100k for crappy colors to 2 million for black, red, or white. And these prices are EACH! So, to get enough white dye to color your **Sapphire Dress** you'll need as much as 28 million coins!



*Rachel Moore*

# Stats Point Basics

## 17. What are Stat Points

Every Level we all gain 5 points to spend to increase our stats, you know, **STR**, **VIT**, **DEX** and **MAG**. Regardless of how you spend them, please do one thing before you do. Check the availability of new gear or weapons for you new Level. Like when you go from 19 to 20 we all get two new weapons, one for completing our **Call to Duty (FB19)** and the other from our **Supply Crate**. Now I am not going to argue the merits of either weapon, I am here to talk about stat points so, the first thing you need to do is check out the Stat requirements for these new weapons. Now, take ALL your gear off so you can see your ACTUAL Stats rather than your stats adjusted by whatever stat bonuses in your gear. Now, do you have enough **STR**? Or **DEX**. Or **MAG**? If you don't, use your brand new stat points to raise the required Stat to the Level you need.

**Thistle Note:** If you look at the new weapon or ring or armor or whatever and see any line of **RED text**, it means you don't have enough of whatever that line says. If it is a **STAT**, use some of those brand new Stat Points to increase what you need.

This goes for new armor as well. Check the **Tailor** for new armor availability. Do you have enough **STR** or **DEX** or **MAG**? Use these new stat points to bring up the stat you need. Once you have done this for your any new armor and any new weapons, spend the remaining points as you see fit.

## 18. What to do with Stat Points

I have encountered a number of people of all Levels that have never been told a few basic truths concerning the distribution of the five stat points we get every Level. I am not talking whether you want a **Pure Magic Build** or a **Vit Build** or a **Heavy Armor Build**, there are plenty of examples in the class part of the forums. What I am talking about is **MAG** on a **Barb**, or **DEX** for a **Wizard**.

So, simply, the following rules are true unless you plan on a non-standard build.

**Clerics, Wizards, Venomancers, and Psychic**, you will never need to add **DEX** unless you are going for a **Light Armor Build!** For you it takes 20 points of **DEX** to gain a +1% crit. That's 20 points in **MAG** you could have and that increases your damage and your **MP** recovery.

**Barbs, Assassins, Blademasters and Archers**, you will never need to add **MAG**. In your case the only advantage I can see in adding ANY **MAG** is to increase your **MP** recovery and increase your **MP**. Is it worth it to reduce **STR** or **DEX** or **VIT**?

**Thistle Thoughts:** ANY bad build can be recovered to a degree without a **Reset Stone**, it just takes a

long time. If you are like a Level 20 **Cleric** with 30 **DEX** or an **Archer** with like 30 **MAG**, I'd suggest you dump the toon and start over. Making 20 Levels is not a problem. But if you are like Level 50 . . . yes, I have encountered this . . . it is going to take time to at least partially correct the problem. Just start spending your stat points 'properly'. You will get better, but you'll prolly never be able to match the same class that used a conventional build from Level 1. Just don't despair, kk?

## Fighting Stuff

### 19. Bosses

I am not talking about **FB** bosses, I am talking about the ones you get quests for outside an Instance, **Elder Tortoise, Charr, Bloodrage, Haggist, Farnag, Yansheng, Krixix**, etc. The EARLY ones, not **Gouf**, and so on. This first bunch of bosses centered around Archosaur. We ALL get them, regardless of race or class so let's look at them.

**Elder Tortoise.** (Quest lvl 23) This monster can be found on the west side of the bridge out the south gate of Archosaur. It has a long respawn time, like 5 to 10 minutes. I have discovered it is possible to solo him with any class I've tried if you just remain calm. First, make sure you have any buffs up and running, take Life Powder and have HP pots handy. Melee types, make sure you have up-to-date gear. Ranged classes use any knockback skill you have as often as possible. Clerics and Mystics, remember to heal yourself!

**Charr,** (Quest lvl 24 CULTIVATION) This is pretty easy especially for a ranged class. Just hop up on top of one of the tent things, this keeps you out of MOB range, and go to work. **Charr** can still hit you, a magic attack, but his little melee MOB buddies can't. You melee types, all you can do is wade in and do what you do best. Odds are you'll draw agro from at least one of the **Cutlasses** floating around so the best advice I can give is to watch your HP closely and use your pots.

**Florafang** (Quest lvl 24 CULTIVATION) Poison, two escorts, easy for a cleric but not hard for any other class. Kill the escorts first then make sure you are topped off on **HP** and **MP** then dive in. She'll go down easier than you think

**Bloodraged Cadaver** and **Haggist Geezlot** (Quest lvl 26) These two are pretty much identical in their attacks, Wood, which means POISON. So, buffs, Life Powder then KILL the escorts! Do this by pulling with a genie if you aren't a veno, or wait until one is a little separated from the boss before you attack. Doing it this way will prolly agro both escorts but hopefully not the boss. Don't misunderstand; these escorts can be a pain since they suck HP from you so make sure you've recovered before tackling the main target. The biggest worry with these two is the poison effect but even my archer had little trouble keeping ahead of the damage since it doesn't stack. Just keep an eye on the HP and pop

your pots as soon as they reset. Use Metal attacks if you have 'em and the knockback for those that have them.

**KunKun** (Quest lvl 28) If you are a caster, you are gonna HATE this one. See, he's immune to ALL magic attacks! AND he LOVES to run! So, first, get to the south side of him, that's the big mountain side, and try to chase him toward the Silver Pool. Second, you will draw agro from about everything in the area but you have to stick to him and ignore the other stuff, use your pots. One good thing, sorta, is that he never attacks you so you're safe in that respect. Now, how to attack him . . . Melee guys, just keep charging him. Archers just keep up with him and fire NORMAL arrows. **Clerics**, **Plume Shot** only and running to keep up, a lot of running to keep up. **Venos** and **Mystics**, normal pet attacks. **Wizards**, **Psychics** . . . you guys are screwed. You have two options, run up and hit it with your weapon (VERY little damage) or pick up a bow and shoot him (VERY little damage). A couple things that can help you is to pick up a pair of **Might Rings** to increase your physical damage with your weapon or bow. Pick up a melee weapon or bow and see if you can find one with a socket, then drop a garnet shard into it. Or, see if you can find some of those charm things that add to your physical attack instead of magic attacks. You know, the ones that can be made at an apothecary . . .

**Bolden Goldwing** (Quest lvl 28) Just like **Bloodrage** and **Haggist**, escorts first then the big bird himself. He uses **Metal** so poison him if you can.

**Yansheng** (Quest lvl 29) Okay, get help. This guy's tough AND he has an AOE (area of effect) attack. So even if you aren't right up on him, he can kill you. MAYBE a veno with a good tanking pet can take him solo but don't bet on it. There are usually a group of people standing around him waiting, see if you can join them or get them to join you.

**Farnq** (Quest lvl 29 CULTIVATION) This guy is FAST and physical but keep him back with knockback if you have them and pop pots every chance you get. I have solo'd him as an **archer**, **psychic** and **cleric**. Of course you **Heavy Armor** types are gonna be just find and so is a **veno** with a good tanking pet and proly a **Mystic**. **Wiz** . . . not sure.

**Shade Eido** (Quest lvl 32) This guy can be solo'd by a **Cleric** with purify but be careful. Everyone else, a little help is all you need, maybe one or two others. Poison!

**Krixxix** (Quest lvl 32 CULTIVATION) Get help. The toon with the agro determines his attack type. If you are in melee range, it will be physical. Great for tank types. If you are a ranged attacker, magical. Great for magic types. If you are an archer, well, since you are at range, you get magic attacks so you're proly gonna get pounded. Get help no matter what class.

**Gouf** (Quest lvl 39 CULTIVATION) This guy LOVES melee. If you are a ranged fighter, you are toast!

**Wizard, Cleric, Mystic, Psychic, Archer** . . . get a tank, a REAL tank and get help.

## 20. Rules for Grinding

Everyone hates it but everyone will end up doing it at some point. This is potentially the most boring part of the game; I mean, how many hours can you stand whacking the same MOB over and over? Well, here's my 'rules'.

The most important thing is to select a MOB you are comfortable with! As I have mentioned before, for a **Cleric** that's generally **Wood MOBs** but not always. I loved grinding **Dazzlewings** and they're **Metal** while my **Archer Daisy** will grind about anything. Make sure you are at the right Level for the MOB to maximize not only the **XP** you gain but the drops. The general wisdom is +/-3 Levels. Truthfully, I am now 8 over **Dazzles** but I still don't feel like I am getting a nerf grinding them but that's just me. Ask a Faction **Cleric** for **Squad Buffs**. I have NO problem giving these out but it is polite to come to me rather than asking me to fly across the board to you.

My **Bufs** provide two very important things, +10 **MP** and +10 **HP** recovery per second and this is a huge help, especially at lower Levels. For those of you 60+ or so, the effect is not as noticeable since the recovery is now a far smaller percentage of your total **HP/MP**. For you guys, I'd suggest **Life Powders** and **Focus Powder**. (Look, I know it seems dumb to be telling a 60+ this kinda stuff, but all you 60+ that use **Life/Focus Powder** raise your hand or paw. The rest of you, please learn what they are and use them.)

Have **Pots, HP** and **MP**, on hand. If you have been selling them or throwing them at the wall, shame on you! If you have been buying them, I am sorry, come talk to me, I'll get you a better deal and ALL proceeds go to the Faction). And if you have a storehouse full of pots you've out-Leveled think about donating them to the Faction.

Develop a **MACRO** just for your target MOB. Why? 'Cuz in doing so, the requirements on your attention are reduced! This will allow you to listen to music, read a book, watch TV, etc. Something that keeps part of your mind occupied and so reduces the boredom factor.



*Dilligas*

Farm the area as you grind. Why? I know I harp on farming, but one advantage to doing it while grinding is a break from combat that allows your **HP/MP** to regenerate and nets you a few **Herbs/Mats**.

Be patient with others. **Your grinding spot is not yours**; anyone can come in and start killing too. Don't get upset and start giving them hell for being in YOUR spot, it ain't. And expect the occasional **KS**. As a grinder, sometimes I miss someone else starting an attack when I hit something just as sometimes they don't notice me winding up. It happens so, unless they make a serious point of **KSing**, let it go and move on to the next MOB.

You are GRINDING! This means you are there for two things **XP/SP** and coin! The **XP/SP** you get automatically but the coin . . . you have to collect that. That means picking up every coin, pot, item, bolt, mat or **Shard**. All of it means coin in your pocket. Another thing, if you leave something lying around and someone swoops in and grabs it; shut the hell up, it was your own fault for not picking it up. It's not like you don't have plenty of time after the MOB drops. Even at my Level, I will still drop in on a pile of coin and pick it up. It might only be 14 but its more coin than I had.

Grind with a friend. *Rachel* and I talk while we grind, makes the day go by a lot faster.

**Thistle Thoughts:**  
Grinding is a necessary evil, get used to it.

## 21. Your Attack Effect Others

This for those of you with an attack that knocks a MOB away. You guys skills that can be a bad thing in a squad. Things like **Knockback**, **Wild of the Phoenix**, **Atmos Strike** and **Landslide**. Why? 'Cuz ya knock the monster out of the range of the Tank! Don't do that! Now they gotta chase 'em! If, however, you are working in a squad without melee classes, god knows what might cause that, **Knockback**, **Will of the Phoenix**, **Atmos Strike** and **Landslide** is GOOD!

## 22. How Do I Keep From Dying?!

I get asked this DAILY! Truthfully, I have no idea. Everyone is different and everyone has their own style of play but the best thing I can offer is to KNOW YOUR ENEMY!

*Willow* had a quest to kill like 50 **Pyrogoth Hierachs** things south of **King's Feast** so she drops in and scopes the place out looking for a good vantage point. Along comes *Blade Prince*, **BM** extraordinaire. He asks to join. Cool. Says he also has to kill **Pyrogoth Emissarys**. Okay, *Willow* doesn't have that one so she finally kills the **Rattus** that drops the right thing and collects the **Emissary** quest too. Back down to start killing.

*Willow* got the impression *Blade* was flabbergasted with her killing speed. He said he was always dying. Hmm...So, scope out the gear. All of it behind by 15 to 20 Levels. Problem one. Weapon

about 10 Levels out-of-date. Problem two. Going fist . . . um Problem three. No macros . . . Problem four. No **Life Powder**. Problem five. No idea how to pull. Problem six. Look, I don't want to sound like I am picking on *Blade*, really, he's trying hard to learn in two months what I've take 27 months to learn. There is next to nothing **PWI** provides at even attempts to teach what my dad calls 'tactics'. So I'm gonna try to explain what to do to limit your dying.

I've said it before . . . KEEP YOU GEAR UP-TO-DATE! Nothing is more important at lower Levels.

Utilize EVERY POSSIBLE ADVANTAGE! This means know you skills, know how to use them. Know about buffs, ask people to buff you . . . POLITELY! Use **Life Powder**, use **Focus Powder**, use **POTS**, use **Charms** if you can afford them.

Know your target! Don't jump in and start whacking a MOB unless you know what to expect! If you are a melee kinda guy and you see the MOB has a bow, expect it to run! If you are a melee kinda guy and the MOB is on fire, expect MAGIC! If you are a magic type and the MOB has a bow, expect physical attacks! Sometimes you can't avoid killing something that seems impossible but there are always ways. No matter what class you are consider two sets of ornaments (belt/necklace). Pick up a nice set for physical MOBs and a nice set for magical MOBs. You can place them in the short-cut boxes for easy swapping back and forth.

Pick on the easy ones! Before you pull that trigger to attack, read the MOB. Is it **Extra Life**? **Increases Magic Defense**? **Increased Speed**? Think before you launch. Know what you can handle.

Play the edges! If there is a group of MOBs, play the edges. Don't go jumping into the middle of the group unless you have serious thrill issues or a death wish.

Battlefield awareness! Know what's around you. Know which way to drag a fight so you don't agro something else.

Don't run, FLY! If things get too much and you have to flee, do it straight up! Be aware of #6 though, so there's no flying MOBs over you.

Put **Pots**, **Genie** healing and stuff like that into the short-cut keys! This one is really vital. You don't want to be forced to bring up you inventory in the middle of a battle. Most of the time you'll end up a corpse.

Keep an eye on you **HP** Level. Sounds basic, huh? Some people forget that in the heat of combat (*Rachel*, my bunny, that's you). Figure out at what point to need to extract yourself from the mess. For squishies, I recommend 50%.

Always know what **Pot/Genie/Spell** to use and when. *Willow* has about 1500 **HP**, if she gets to like 1000, I hit a pot. If she gets lower than that, **Genie**

**Thistle Thoughts:** We all die. It happens. You get too much agro, you get too close to too many MOBs, you hit the wrong short-cut (that would be me) but you can reduce the number of times you die just be being careful. My brother is a **Tank's Tank**. He believes in full speed ahead. He dies a lot. That's him. Me, I'd rather not be dead.

healing and maybe a pot on top of it. Watch to cool down on pots and **Genie** stuff, especially the **Genie**! Unless you increase your **Genie** recovery rate it will seem like it takes forever.

KNOW WHEN TO RUN! Don't wait until the last second because that MOB is gonna get two more hits on you before you get out of range so if you are overmatched make sure you have enough HP to take those extra shots.

Learn to PULL with your **Genie**. Unfortunately you need a **Zeal** for this but it's a life saver.

Patience!

## Things to Use

### 23. IDENTIFY!!!!

Ok, pet peeve for *Thistle*. You know that piece of gear you just picked up as a drop? The one that says '**Unidentified**'? It doesn't do you a damn bit of good if you don't carry your butt over to a **Merchant** and **Identify Item**! Who knows, it might be something great and you are just ignoring it. I can't tell you how many times I have seen this! Gawd, it is SOO annoying and SOO simple to fix! If you come over and ask me to look at your gear and I see this, expect a lecture!

**Thistle Note:** the reason this ticks me off some much is that until you **Identify** an item, whatever benefit the **Unidentified** trait provides is inactive . . . you get nothing!

**IDENTIFY! IDENTIFY!! IDENTIFY!!!**

### 24. Protective Gear, i.e. armor, necklaces, and belts.

I can't tell you how many times I have seen people, even Level 50+ people, running around with gear they should have dumped 20 Levels ago. Ya gotta keep your gear as close to your Level a possible! Naturally, there can be a few exceptions, like -% **Channeling** stuff but in general . . . get new gear.

Also, protective gear has six possible defenses, **Physical, Wood, Metal, Fire, Earth** and **Water**. Now you will ALWAYS have physical defenses, so ignore that for now. This leaves the five magical defenses. If you gear has a number in all five, your gear is **Balanced**, anything else is **Out of Balance**.

**Thistle Note:** if it is not balanced, sell it! I don't care if its three **Star** with four **Sockets**, no combination of **Sharding** will make up for whatever defense is lacking. Why would anyone want armor with a hole in it, which is exactly what that missing defense represents!

### 25. Ornaments: Rings, necklaces and belts.

Okay, easy stuff first. Rings.

If you are an **Archer, Barb, BM** or **Sin**, use **Rings of Might**. Why? 'Cuz you duz mostly physical

damage so why wear something that only added to your attack if you are casting spells?

If you are a **Cleric, Wizard** or **Psychic**, use **Rings of Magic**. Why? 'Cuz your weapons do terrible melee (physical) damage. Besides, which of us wants to get close enough to a MOB to whack it with a wand?

Now, **Venos** are different. Since they DO cast spells and use magical weapons you can argue for **Rings of Magic** but when they go foxy, they get all up close and personal and this argues for **Rings of Might**. My suggestion is to invest in two sets of rings if you use fox form a lot.

Now, necklaces and belts . . .

Personally I carry two sets, one set I wear fighting magic thingies and one set for those damned physical attack types. Remember, whatever magic defenses you have in an ornament, make sure it is balanced for the same reason you want your protective gear that way.

**Thistle Suggestion:** two sets of belts and necklaces, a set of each type. For squishies, it is almost mandatory you have some good **Protection** (physical defenses) gear. For you physical types, an **Elemental** (magic defense) set isn't nearly as important.

**Daisy Suggestion:** pretty much what *Thistle* suggested but in an Archer's case, get a set each of **Essence** gear and **Elemental** gear. The **Essence** stuff increases your **Evasion**, this reduces the chances of you being hit by any **Physical** attack but does not help against **Magical** attacks hence a second set. When you are fighting **Magical** type MOBs, switch over to the **Elemental** gear for the defensive boost.

### 26. Shards, part 1

How many Shabby Shards does it take to make an average? Or a Beautiful? Or whatever? I'll tell you!

Level 1 Shabby: 1 = 530 coins

Level 2 Rough: 3 = 1590 coins

Level 3 Blemished: 9 = 4770 coins

Level 4 Common: 27 = 14310 coins

Level 5 Average: 108 = 57240 coins

Level 6 Beautiful: 432 = 227900 coins

Level 7 Flawless: 1728 = 915840 coins

Level 8 Immaculate: 8640 = 4579200 coins

Level 9 Perfect: 43200 = 22896000 coins

Level 10 Incomparable: 216000 = 114480000 coins

### 27. Shards part 2.

When I first got started, I was told 'never **Shard** your gear until Level xx'. 'It is too expensive' they said. 'You don't use that gear for more than a few Levels' they said. Well, my daddy didn't raise me to let others do my thinking. I asked why? Then promptly dumped all that advice into the river.

**Shards** are not expensive at low Levels, in fact, they are right cheap. SOOOO . . . I **Shard** every chance I get. In fact, I crafted low Level gear until I get **Sockets** to **Shard**! Heck, I made a set of **Arcane Armor** for myself, you know the ones I mean, the sexy black stuff below Level 20 . . . All of it is at

least a **Balanced 2 Star**, all of it **Refined** to **+2**, all of it **Socketed** (VERY CHEAP to do at that Level) and all of it **Sharded**. It's my disguise armor for when I go play around **Broken Bow**. The evil thing is people challenge me to a duel because my armor is so low Level. Mean **Thistle** . . . really mean. So don't challenge people you think are defenseless! My point is, **SHARD!**

## 28. Shards part 3

Getting bored yet?

Types of **Shards**! There are THREE and ONLY THREE! **Garnet** for physical defense or physical attacks, **Citrines** for **HP** and **Sapphires** for magical attack. PERIOD. Everything else is crap.

**Thistle Thoughts:** I prefer **Citrines** because extra **HP** affects ALL damage I take, magic or physical, so I am harder to kill 'cuz I'z got more **HP**. If you do **Garnets**, that extra physical defense only affects physical attacks so you gain nothing if attacked with magic.

**NOTE:** the only time I have EVER used any other type **Shard** is when I had a 3 **Star** +2 piece with no **Earth** Defense. I thought I could make up for that lack with **Shards**. WRONG! Not EVEN close! Get balanced gear!!

**Garnets** are your only choice when **Sharding** melee weapons or **Archer** stuff. Why? Cuz it gives a physical attack bonus, o' course! But **Thistle**, why not put a **Ruby** in for some added **Fire** damage? Well, see, that **Fire** damage only works when you cast a spell using that weapon, not when you smack the MOB with in hand-to-hand! Really, trust me, I read it in the **PWI** forums.

By the same token, the **Sapphire** is your only choice in a magical weapon. But why **Thistle**? 'Cuz you put that **Ruby** in there and get bonus **Fire** damage, right? Well, yes. The thing is, see, it doesn't add to your main attack unless that main attack is ALSO **Fire**. Let's see, that would be **Wizards** . . . but still, you get extra damage, right? Well, sorts.

What happens is **Thistle** tosses a **Wield Thunder** at the nearest **Dazzlewing** and it does all this **Metal** damage and this **Fire** damage. Trouble is the **Metal** damage is reduced by the **Metal** defense of the **Dazzle**, the **Fire** damage is stopped by the **Fire** defense. You total damage is split and applied to two different defenses, so the total over all is less that if you used a **Sapphire** which adds to ALL magical damage and takes on the effect of the base spell. Gawd I hope that is understandable!

Anyway, **Sapphire** for magic weapons! Trust me, I am still reading **PWI** junk!

Now, the really hard one. **Garnets** vs. **Citrines** in defensive gear. Both have their good points, neither has a bad point. Extra physical defense for a squishy is good, right? Extra **HP** for ANYONE is good, right? So, which to use? It is really up to you.

**GARNETS! CITRINES! SAPPHIRES!**

## 29. Which is Better? part 1

This weekend I was giving a newborn **Archer** a little help and advice and something came up I decided to address. Which is better? This can mean armor,

weapons, rings, necklaces, belts, anything with a bunch of numbers displayed when you mouse over it. So here goes.

First, **Stars**. Everything will have a \* at the beginning of the name [\*\*\*Amazing **Cleric**-only Leggings] for example. Those little **Stars** indicate the relative quality of same type items. This means a two **Star** item will have better stats, defenses, attack, etc., than a one **Star** item and a three **Star** will be even better. Pretty simple, huh?

Then there's color. This is a little harder to figure out., A white named item is pretty much a standard 'you can buy it at the NPC' type thing but add color and things get better. A

**blue/purple** item can be identical to the **NPC** thing stats-wise but will

have one or more unique additional goodies. Things as inconsequential as **+50% Endurance**. (That is the ITEM'S **Endurance** which determines the point at which it will break.) Or this extra might be something great like **-6% Channeling**. (This means it takes less time to channel a skill or spell making your attacks faster.) Some common additions are **+HP**, **+MP**, **+Stat**, **+Magic Damage**, **+Physical Damage**, **+Magic Defense** of one or more elements, **+Physical Defense**, **+Evasion**, **+Accuracy** and so on. As you can see there are a lot of useful bonuses you can receive just by picking the right gear. This extra generally makes a colored item more desirable than a white item. Some colors, **gold**, **green** and **red** indicate origin, such as **Legendary** (from a **Mold**), **Twilight Temple**, **Frostcovered**, **Sage/Demon** and **Nirvana**.



**Bobynette**

### 30. Which is Better? part 2

Next thing, as I mentioned in an earlier post, gear (armor, ornaments, etc) have 6 **Defenses** including **Physical, Earth, Wood, Water, Fire** and **Metal**.



*Friendship*

The ideal when evaluating a piece of gear is an equal value in the five **Magic Defenses** defined by the elements. And as I said, by not doing so you literally leave a hole in your protection. This makes armor etc. pretty easy to evaluate. A one **Star** with 34 in all five elements is not as good as a two **Star** with 42 in all five elements. The difficulties come from those interesting extras provided by the various colored gear. I believe this boils down to a personal preference.

Example: *Weebie* and I have differing preferences in our gear. *Weebie* prefers **+VIT** equipment. This means for a Level 90 **Cleric**, she would rather have **TT90** armor since it provides a nice **VIT** bonus on nearly every piece of gear. On the other hand, I prefer **+MAG** equipment. This means for

me, the **Frostcovered** gear available at Level 85 as each piece gives me a nice little **+MAG** bonus. Neither of us is right or wrong because we have our own way of playing.

You have to determine what exactly fits your play style. **+VIT** for more **HP** and better survivability, **+MAG** for increased **MP** and attack/healing power, **+DEX** for a higher **Crit** rate and better **ACC** or **+STR** for higher physical damage and physical defense. AND you don't even have to pick just one. There is nothing to stop you from mixing and matching. Another common extra is **+Defense**. This can be **+Earth Defense**, **+Fire Defense**, etc. **Magic Defense** or **Physical Defense**. (To me these are not nearly as vital as a **+STAT** but again, personal preference though any **+Physical Defense**, to me, is a great selling point.

### 31. Which is Better? part 3

Weapons, and isn't this what we are most concerned with? Everyone put up your hand or paw, as the case may be, that knows how to figure out which weapon does more damage. Okay, for those still

sitting on your hands it is really easy. Hit the C key and pull up your Character Info window. Look down the left side of the bottom section. See those items marked **Phy Att** and **Mag Att**. That's the damage you do. So, to compare, look at the number with your current weapon then change weapons. See

the numbers changed. Which is better? Gee, I hope you can figure that out just comparing the two numbers. Sometimes it isn't as easy as pure numbers because a weapon can **+STAT** or **+Att** or **+DamMax**. All this is factored into that number you were just watching change. This goes for any **Shards** that might be imbued in the weapon.

Some things are highly desirable such as **+Att**, **+Crit**, **+DamMax** and **+STATS** that affect your toon. I say that **STAT** thing because as a **Cleric** who cares if there's **+DEX** unless it pushes me up one **CRIT** Level. Try to get weapons with a **+STAT** that will be useful to you.

Finally, sockets, in weapons or gear, can be a deciding factor for using an item. In the case of identical items, always use the one with more sockets but if the items are not identical, it all comes down to the extras and your play style. Some prefer extra sockets while others might forego them for a **+STAT**. Remember, neither is right or wrong so don't let someone dictate what you should or shouldn't be looking for in gear.

**Thistle Thoughts:** As many know I hold onto just about anything I feel might be useful in the future and not just for myself. I also consider the possibilities for use by those in the Faction. I try to weed out gear as I find something better and aim to have nothing but 3 **Star**, **Legendary** or **TT** gear available. Occasionally someone will donate something and I am very grateful for this but when you donate, consider the usability of the Item. Sure a 3 **Star** is great and I love them, but a 3 **Star** with only two **Element Defenses** is not something I will loan out. Keep it yourself, sell it or decomp it for stones and thanks for the thought.

## Making Things

### 32. Crafting

Do you need it? No, not really, though **Apothecary** is REALLY good to have at least to Level 2 if for nothing but **Life Powder** and **Focus Powder**. So what good are the others? Well, you can make stuff, armor, rings, weapons . . . and if you're lucky, and it is ALL luck, not skill, you can come up with some nice 3 **Star** gear. Let me warn you, it can be frustrating and expensive! Expensive? Yeah . . . farming mats like pig iron and sandstone is easy, and free, so Leveling any Craft to Level 2 is pretty simple. It's what comes after that's a pain. When you start needing oils and silk and LEATHER, stuff that only drops from MOBs, your crafting can come to a halt . . . unless you buy what you need from the cash shop or a cat shop . . . expensive either way. Consider your options before committing.

### 33. Life Powder

**What it does:** +50 **HP** recovery per second for 10 minutes

Skill Required: Level 1 Apothecary

Material Required: 15 Nectar + 10 Golden Herb = 5 Life Powder

**Acquired:** Farming with the **Pick Axe** I told you to buy.

**WHY?** 'cuz we **Clerics** can't be everywhere!

### 34. Focus Powder

**What it does:** +50 **MP** recovery per second for 10 minutes

Skill Required: Level 2 Apothecary

Material Required: 15 Crane Herb + 10 Salvia Root = 5 Focus Powder

**Acquired:** Farming, remember that **Pick Axe** thing?

**WHY?** So you don't out of **MP** so often. *Tad* LOVES this stuff!!

### 35. Celestones

What are they and what do you do with them? First, they are pieces of a larger stone called a **Mirage Celestone**. You can go to the **Gem Merchant NPC** and combine the pieces you receive for completing quests into **Mirage Celestones**. It takes 25 **Celestone Fragments** or 3 each **Earth, Human** and **Heaven** to make a single **Mirage** stone. I know a lot of people sell these things as fast as they get them but you should really hold on to them to make **Mirage** stones.

Why? **Mirage Celestones** are used to **Refine** your weapons, gear or ornaments . . . you've seen that little **+1** or **+2** on stuff? That's how you get that. Take your **Mirages** to any **Elder** and take your chances. Yeah, like everything in **PWI**, it's a lottery.

The only worse lottery is those **Pack** things you buy from the cash shop hoping for a 'god' weapon or armor. It takes one **Mirage** to **Refine** anything except a weapon, and two for a weapon. The TERRIBLE problem with this process is that if you FAIL, and the odds are REALLY good, you lose ALL **Refinement** you've done to that point. Just imagine refining to like +9 then

blowing it on +10 . . . I'd quit playing.

**Refining** adds little bonuses depending on Level and what you **Refine**. For weapon it increases the damage you can do, for armor it adds **HPs** and for ornaments it adds defenses.

## Genie Stuff

### 36. Genies

On your first trip to your starter city, seek out the **Watcher of the Earth** and get your first **Genie**. You do not get to pick which you get but it isn't really all

that important to begin with. Once you have your **Genie**, equip her so she can gain **XP** while you quest. Note: the **Genie** does not reduce the **XP** you get . . . just like a **Veno's** pet, she earns her own.

Your starter **Genie** has its own particular starter spell depending on which **Genie** you receive. The most popular is the **Zeal**. Why? 'Cuz her starter spell can be used to 'pull' a MOB. (I'll talk about pulling in the next post.) The other three are not any less useful just you have to wait a bit before they can become so.

Basics: Every time your **Genie** goes up a Level, she will automatically receive one point that can be used just like a character's stat points. You can increase one of the four stats, **STR, DEX, VIT, MAG**. Also, every TENTH Level, she will receive a random number of these point from 1 to 10. That random number also determines her **Luck Points**. Increasing a particular stat affects the **Genie's** skill in various ways but **VIT** will always increase the **Genie's** Level of **Energy** (sorta like our MP), **MAG** will always increase the **Genie's Energy** recovery rate (like our **MAG** does for our **MP**). **STR** and **DEX** affect individual spells in different ways. I'd suggest you check out the skills on your **Genie's Skill Tree**. Every FIFTH Level she will also receive 1 **Affinity Point** that can be 'spent' to increase her **Affinity** to a particular element, **Earth, Fire, Metal, Water** or **Wood**.

Now, learning spells. This is the meat of the **Genie** . . . no comments about food, you **Barbs** . . . By placing your **Genie's Affinity points** in the proper places, the **Genie** will be able to learn specific spells. The **Affinity Level** is also your **Genie's** skill Level, so if she has 1 in **Metal**, 2 in **Earth** and 1 in **Fire**, she can learn spells up to **Level 4**.

Now, skills. This is HIGHLY subjective! Everyone has their own preferences and theories and none of them are wrong. Since I am trying to impart information to newbies, I am going to just concern myself with the first skill or two you give your **Genie**. As you can figure by the rate Affinity points are gained (1 every 5 Levels and I think you start with 1) by the time your **Genie** is Level 20, she should have **5 Affinity Points** and be able to learn skills up to that Skill Level tier. Just this morning I finally did something with my **Archer, Daisy\_Darke's Genie** (both are Level 15) I put 1 **Affinity Point** into **Metal, Wood, and Water**. Why? 'Cuz I wantz **Leaf Dance!** What **Leaf Dance** does

**Thistle Thoughts:** SNOWMEN!!! Go kill some, pick up those gems they drop then drag the gems to your **Genie**. See what happens? Her STAMINA goes up! Ya can't use a **Genie** if her stamina is zero. Ya gotta feed her! This is the only way to refill her STAM. And gather gems while you can, 'cuz after the snowmen all melt you are gonna have to buy food for her.

**NOTE:** While all skills can be leveled up to **Level 10** at the cost of YOUR **SP**, the **Genie's** starter skills cannot be increased other than benefits gained from increasing the various stats. Another thing, if you If you unlearn your **Genie's** starter spell, you cannot get it back! I made this mistake with my **Zeal** and regret it to this day. NEVER NEVER NEVER unlearn your **ZEAL's** Earthflame spell!

**Thistle Note:** Refining is really a matter of preference, some start at low Levels others wait until 70+. Personally, I **Refine** anything I'll be using for more than five or six Levels.

for my little **Archer** is to increase the **Crit** rate by 2%. Cool, huh? Next I dropped an **Affinity Point** into **Earth**. Why? 'Cuz I wantz **Tree of Protection!** What this skill does is increase my **HP** and heals every 3 seconds! Cool part two, since she was not blessed by being a **Cleric!** This'll help keep her alive!

Okay, got the skills, now I have to think about spending my stat points . . . one thing I have learned is when you use that **Genies** skill you are always waiting for your energy Level to recover so you can fire it again! This is not a problem with **Leaf Dance**, since it lasts 30 seconds but **Tree of Life?** A girl could DIE waiting for enough **Energy** to fire it again! Well, see, increasing the **Genie's MAG** increases the energy recovery rate! Cool, 5 into that, leaving me 11. Next, I see on **Leaf Dance** that for every **DEX** point you have the duration increases by a second. Hmm . . . ok, 5 into that. now **Leaf Dance** lasts 35 seconds. Excellent! One point left. Okay, into **VIT** to increase my Energy by 1, woo hoo, 106 instead of 105!

Point is, a **Genie** can be a huge asset, you need to take advantage of it. Research your skills, ask others, then use them!

### 37. Genie Pulling

As I mentioned earlier, I screwed up my first **Zeal Genie** by 'unlearning' her base spell. Since then I have acquired a new **Zeal** and Leveled her up to 60 now. What I want to talk about is how wonderful this spell IS! I think of all the MOBs I could have pulled and kick myself!

So, pulling with a **Zeal**. First thing I did was put all of my **Genie's** spells into my F key short-cuts. F1 is my **Earthflame**. Next, look around you, plan your running route, and make sure it is clear of other MOBs that might agro on you. Now, sidle up to your target. Sidle is to kinda approach it slowly. Since I am not sure of the range on my **Earthflame**, I move a little, hit F1, if it doesn't go off, move a little more and repeat until you flame the MOB. Now run. Follow that clear path until you're confident your MOB is far enough away from his little MOB buddies. Attack as normal.

**Thistle Thoughts:** This method can be slower than just attacking and taking your chances because you have to wait for the **Earthflame** to recharge but I like that, since it allows my MP to recover a little at the same time. Also, you might be tempted to toss in Holy Path or some other 'speed' thing to get clear . . . I don't know about anyone else, but I have trouble enough going in a straight line under a 'speed'. Trying to maneuver is totally out of the question for me. Stick to regular running . . . unless you're a **BM** and we all know **BM's** run everywhere at hyper speed.

## Advice

### 38. Range and the Squishy

Point one . . . 9 times out of 10 any ranged class will out-range their target.

Point two . . . the best way to kill any MOB is in such a way as to not get hit.

Point three . . . I just like points . . .

One trick I have learned is to start you attack on a target at a range greater than your attack's range that way you automatically move up into range before you start. This will make sure you are at your maximum range and maybe give you a little extra time to get in another attack before the MOB can. I know it works great for me with **Dazzles** and **Cadevils**.

### 39. Stacking Bounty Hunts

God I hate these things but you know what I hate even worse? Helping someone with a **Bounty Hunt** that doesn't know how to stack them.

What is stacking, **Thistle?**

Stacking is the art of manipulating the game to maximize gain with minimal effort.

Yeah, that came out of me . . . but really, stacking is gathering your **Bounty Hunts** is such a way as to have three at once. For those just starting the **BH** crud, it is very easy.

**First Day:** Pick up your **Bounty Hunt** to kill **Qingzi** then go kill him. Once you do that, run back the **Head Hunter** and turn it in. Guess what you get, **Bounty Hunt II**, kill **Qingzi**. Didn't you just do that? Sure you did! Now, here's the really HARD part. Do not kill **Qingzi**, just save that **BH II** until the next day.

**Second Day:** Guess what, you can go pick up a new **Bounty Hunt!** Guess who you gotta kill? **QINGZI!** Yay! Oh, look, now you have **BH II** from the day before AND **BH I** for today! Now, go kill **Qingzi**. Oooo, XP! Back to the **Head Hunter**. Turn in your **BH II**, guess what you get? **BH III!** **Qingzi** AGAIN! Turn in your **BH I**. Goodie, another **BH II!** STOP, do NOT kill **Qingzi!** We will do that tomorrow.

**Third Day:** Go pick up the new day's **Bounty Hunt!** **Qingzi**, again! Now you have a **BH III**, **BH II** AND a **BH I**, all to kill poor **Qingzi**. Go kill **Qingzi**. Wheeee, one kill accomplishes THREE **Bounty Hunts!** Turn in your **BH III**, no you don't get a **BH IV** in return, that one is done and gone but don't worry. Turn in your **BH II**, get you **BH III**. Turn in your **BH I** and get your **BH II**. Now go do something else and wait until tomorrow. Now repeat Third Day until you out Level **Qingzi Bounty Hunts**.

Easy, huh? You only need to do ONE **BH** per day and get credit for THREE!

Now, as you go up to the next **BH** Level, do the same thing with **Fushma** and company. It's a little more complex because now you have three bosses, but it's really the same thing.

**Thistle Thoughts:** So you manage to beg me into a **BH** run for you. Make sure you have your **Bounty Hunts** stacked, please. Nothing more annoying than sitting around waiting while everyone runs out to turn in and get the next **Bounty**. Do that to me too many times and see what response you get next time you ask for **BH** help.

**Daisy Thoughts:** Okay, don't get all upset with others running out to turn in a **BH**, I do it simply because I hate the stupid things and rarely get around to making a run. And usually, if I DO make a run, I'll provide the wine for free so shut up while I go out and turn in, okay?

# About Clerics

## 40. Clerics

This isn't about how to be a **Cleric**, it is about what a **Cleric** can and cannot do when you are in a squad with them.

A **Cleric** is your healer, you all know that. They provide **Bufs**, **Purify** and, Heaven forbid, **Revive**. They can use **Seals** to reduce the target's **Physical Defense**, or **Magical Defense**. They can **Sleep** a target and if no one attacks, it is passive for those seconds. They can also **Stun/Freeze** a target but it can still attack, just not move (that's the time to RUN!). And they can do a surprisingly large amount of **DD** damage.

The trouble with a **Cleric** comes in the form of **Healing Agro**. What's that? A prime example would be the **Barb** dies or loses agro because a **DDer** overdoes it. The **Cleric**, not aware of the change in agro heals the new agro holder . . . guess who has agro now . . .

Okay, now the whole 'party wipe' thing. Just because the party is wiped, it does not mean it was the **Cleric's** fault for not healing. Everyone has to understand a few basic truths about a squad.

The **Barb/Tank** is the PRIMARY target of all the **Cleric's** attention. They will NOT be able to answer every cry for healing because of this fact.

A **Cleric** should be made aware of AOE attacks and so they can counter the damage with their **Chromatic Healing** as soon as they possible.

A **Cleric** in a **BB** must be protected from MOBs by anyone except the Tank! Losing a **BB** is easy but getting it back is a huge pain in the butt. When that **Bubble** goes up, if

you want to live, keep things off the **Cleric**.

Not every **Cleric** has experience with every boss or MOB. Heck, **Pole** has killed me five times because no one told me about his **Debuffs**. Once I found that out and **Tad** figured out how to read **Pole's** attacks, it got simple! If you know something, make sure the **Cleric** does too!

If you aren't the Tank and draw agro, don't scream for healing, a wise **Cleric** should ignore you until you lose agro. Another thing, run toward the **Cleric**, not away! Run toward the Tank, not away . . . odds are he's trying to get agro back and if you are out of range, you are out of luck. Remember this too. If YOU die, the **Cleric** can **Revive** you with very little **XP** lost to you. If the **Cleric** dies, not only does she have to go all the way out and run all the way back in but

**Thistle Notes:** I have been told by a 'higher level' cleric that the **Barb/Tank** should NOT be the primary target of a **Cleric** but I think it is true in the beginning when the **Clerics** is new. They haven't learned the more interesting spells like **Seals**, **Chromatic Healing** and **Purify** yet, so until they do, they should prolly concentrate on the tank.)

**Thistle Notes:** Again, I have been told by a higher level **Cleric** that a **Cleric** should not ignore someone that is in the process of dying, and heal them. Well, sorry, but I'd rather **Revive** you then draw agro and end up next to you on the floor. If possible I will toss out a squad heal to help keep you from dying but don't expect my undivided attention.

she also loses the maximum amount of XP just for dying.

If your **Cleric** dies and it is not a party wipe, don't start in on something new. She's trying to get back as soon as possible but we are the slowest running class in the game. Be patient. If you are still engaged with the boss, run around to buy time for the **Cleric** to get back. I've seen **Tad** and **Dash** do this in a **Trench** run where they were the only ones left alive. They ran around with a boss and a bunch of MOBs on their tails until I got back, then I was able to run in and **Revive** the others. After that we 'rescued' the two **Barbs**. A fun and interesting run. Unless you've played a **Cleric** for a while, you really have no idea how busy they are in a fight. In one **TT1-1** run, fighting the last boss, the one in the pit with the invisible walls, I was the only **Cleric** and was stunned watching squad chat. It wasn't that it was mostly in German, it was that everyone else could actually CHAT while fighting! I couldn't get in two words without missing something vital, I was too busy keeping an eye on everyone's hit points as well as my own. In something like **Eyes** or **Pole**, its worse, I have to worry about **Purify** too. No, we don't have a **MACRO** for healing! Too many variables!

Almost forgot this one . . . USE YOUR OWN DAMN POTS AND HEALING ABILITIES! Just because you have a **Cleric** does not relieve you of the responsibility to HELP YOUR SELF! And shut up about healing just because your **HP** drops a little!

Last note. I have heard **Clerics** being called 'lazy' for using a **Blue Bubble**. Yes, it is easier, a lot easier and yes, I'll pop one up in a heartbeat but it isn't because I am lazy, it is because I can heal the entire squad at once. Don't make judgments on us unless you've been one and even then, everyone is different.

**Thistle Thoughts:** Never piss off the Cleric!

## 41. The Care and Feeding of Your Squad's Cleric

This is really more logical than many people think. I am not talking about how to protect the **Cleric**, or how to avoid drawing agro from the **Tank** . . . I am talking about the poor **Cleric** that dies and has to run all the way back in. ESPECIALLY in the case of a squad wipe!

Picture this, squad wipe, everyone dead, **FB 51**. I release my corpse . . . I hate that term . . . then head back into the **FB** to **Revive** everyone else. Mind you, this was before I was in a Faction . . . On my way in, I encounter some of those damn wandering MOBs the place is notorious for. Dead, part two. So, I come back again . . . dead part three . . . **come on, people!** Is it too much to ask that you kill EVERYTHING as you go? Think of the poor **Cleric** trying to get back and save your lazy butts some XP! But **Thistle**, why didn't you buy a **Revive** scroll?

Coin. At the time, 50k was a spell Leveled up for me. Now I know better.

### Save a Cleric, Kill the MOBs!

#### 42. Clerics Revive!

This is another of those 'simple' things many new players tend to forget. **Clerics** can **Revive** you! I know it's almost second nature just to hit 'release corpse' but take a moment to consider nearby **Clerics**. If one is in your squad and you 'release corpse' . . . hey, it's YOUR **XP** going down the drain. If you are working alone, ask if one is nearby. Most of the time one will show up and **Revive** you. A couple things you might want to do when you ARE looking for a **Revive** . . . give coordinates AND altitude if you are in the air. If one responds, offer an invite to your squad since it is the easiest way to find you OR accept their invite if they ask first. Most of the time this will not only get you **Revived** but **Squad Buffs** as well.

**Thistle Thoughts:** I have no problem reviving people, especially since I got Sage, but don't expect every **Cleric** to have a Level 11 **Revive**. One of the most annoying and disrespectful thing that has ever happened to me was when I stopped to Revive and I was asked what Level my **Revive** was. Like ANY **Revive** isn't good enough? So you lose a few more XP, big deal . . . try a '**Release Corpse**' next time, Bozo!

#### 43. Cleric Etiquette

More **Cleric** stuff but this time, how **Clerics** should treat others. So you've got all these cool buffs, particularly **Celestial Guardian's Seal**. This is the one that increases the targets **HP/MP** recovery by up to 10 points per second. I know we're giving, caring little elves but you know, sometimes, we screw up just like all the other classes. For example, here I go, south of **Archosaur**, across the river to that spot EVERYONE kills **Densgoth Tuskmore** and stuff, the spot with no agro . . . I see a toon, doesn't matter what the class was, killing things so, like always, I drop my buff macro on him . . . and get chewed out for it. Why? 'Cuz I over-wrote his **Life Powder**. I can see his point, I mean, a lousy 10 points per second killing off a 50 point per second **Life Powder**. So, I apologize and offer him some **Life Powders**, I ALWAYS carry a bunch, but he turned me down, politely. From that point on I began to look at my target first before using that macro. If I see the little red and/or little blue buff marker, I always ASK first if they are using a powder before I **Buff**.

**Thistle Thoughts:** This goes for any **Buffs** I might see on a potential target . . . though not so much at my Level. Those of you that are still in your 20s to somewhere in your 60s, might want to check on people that are already buffed to make sure you don't over-write some **Demon/Sage Buffs**. That could get really annoying for the one you are trying to help. Just 'cuz a toon down at **Broken Bow** has **Buffs**, it doesn't mean they got them from a Level 24 **Cleric**, some of us like to wander out that way and give away free **Cleric** lovin'.

## Merchandizing

#### 44. MOBs and Drops

MOBs drop stuff. Some useless, some useful only to sell to an **NPC** and some stuff, really great to sell. I just wanted to put together a little list of drops to look for if you want to make good money.

- Threads, any and all.
- Glues, all except the lowest, it's useless.
- Skins, any and all, especially LEATHER!
- Oils, any and all.
- Glaze
- Element Fragments, needed for two quests.
- Element Essences, needed for a quest.
- Dull Claws, needed for at least two quests
- Hay, used to increase pet slots, 20 required.
- Fruit, used to increase pet slots, 50 required.
- Fungus, used to increase pet slots, 100 required.
- Wild Ginseng, used to increase pet slots, 150 required.

All of these items sell for many times the cost shown on the description, particularly the pet slot stuff. I have seen hay for 10k or more each.

#### 45. The Auction House

This place is handy for finding the illusive item you simply MUST HAVE. It is also pretty nice to selling the stuff you have no need for or just want to get as much coin as you can for. Playing the **Auction House** aka **AH**, is a matter of timing and patience and watching prices. It is not for everyone but that's not why I am here. I do the **AH** all the time, daily, over and over and because of that I can pick up a **+2 Elemental Belt, Level 85, FCC Green**, for 50k. Timing. Shut up, **Thistle**, you're bragging. I want to warn you newbies, and please remember I say 'newbies' in a loving way since we waz all one once, all that stuff that hits the ground as you are killing MOBs? Don't carry it all to the **AH** and try to sell it. First, until what you have to sell is actually worth something, you are cheating yourself out of coin. Let's say a MOB drops a set of **Mediator's Robes**. You look at the robe and right there at the bottom it says Sell: 125. You think, cool! I can take this to the **Auction House** and sell it for 250! Oops. The biggest problem with that is the **AH** is going to CHARGE you 500 coin to sell it! Hmm . . . negative profit anyone? That is one thing a LOT of sellers fail to take into account . . . the **AH** costs coin to sell! That means your asking price must be set high enough so you can actually make a profit by

**Thistle Thoughts:** I love the **Auction House**, I use it a LOT! If anyone has questions about it, or needs me to keep an eye out for something, just ask or send me a mail in-game, I'll be happy to help. It is a quick way to make coin or to get something you need or want but you can also get seriously ripped off.

**Caveat emptor!** ('Let the buyer beware' for those of you that don't have a dad with an encyclopedia for a brain.)



**Jrixstet**

using the **AH** and not selling it outright to a **NPC**. Also you might want to note the Sell price listed on all those drops you pick up, that price is about HALF what you can buy it for at a **NPC**! Ripoff! The **NPCs** gotta make coin too!

### 46. Pricing

This last week I happened upon a Faction mate's cat shop. Not really unusual, especially with *Dill* and *Cyrana* in the Faction but in this case I took notice. The items our Faction mate had for sale were some pretty useful powders and stuff. Cool. Thing was . . . WAY TOO CHEAP. I don't say this to gouge our buyers but to help our Faction mate make a little more coin. After speaking to her and suggesting a bit higher prices, she was amazed to

get about five times what she originally asked. She sold cheaper than the competition in the area, made a satisfactory return on her stuff AND gave her buyers a little break on the prices.

### 47. Those Useless Drops

Imagine my surprise the other day when *Rachel* asked me what to do with those useless drops.

"What useless drops?" I said.

"You know, oil and silk and junk."

After I managed to release the grip I had on my heart I came to realize I'd never directly addressed that particular matter with her. Bad *Thistle*!

So, for *Rachel* and anyone else that isn't aware of the value of certain things I've compiled a quick list of neat little things MOBs drop that came be REALLY valuable. List for each section is the general Level range that allow the highest likelihood of a drop. Any and all of these things can be cat shopped for coins, sometime a LOT of coins, like leather. I never see it for less than 10k each and sometimes see it for 15k. ALL of these items will be snapped up in an instant if priced

right. Also you can sell them to other cat shops for at least double the description price but I would not do that unless you are in instant need of coin.

#### **Thistle Thoughts:**

Check prices from other sources. Ask those in your Faction. Check in the **Auction House** or wander the cat shops in **West Archosaur**. When I sell stuff in a cat shop, a rarity indeed, I am not out to gouge someone, just to make what I feel is a comfortable profit.

**Thistle Gripe:** STOP ASKING ME FOR A PRICE CHECK! I am not the one that sets prices nor am I an oracle into the merchandizing world. Drag your lazy butt over to the Auction House and look it up yourself!

Wander over to the auction house if you don't believe me. Anyway, the list:

- **1st to 20th:** cotton thread, grease and animal fur
- **20th to 35th:** purified oil, concentrated glue, rough fur, hay, dull claw, elemental fragment
- **35th to 50th:** compound thread, compound oil, strong glue, leather, fruit, elemental fragment
- **50th to 89th:** glaze, azure worm silk, colored glue, reinforced leather, fungus, elemental essence
- **89th+:** compacted glaze, vega string, super glue, superior leather

Some of these things can be dropped if you are outside the Level range I've listed, of course, so don't take it as carved in stone.

**Thistle Thoughts:** One of the reasons I have like 14 alts is because of the Level limitations on farming certain mats, especially the lower Level stuff. Currently I have a 27th **Cleric** I use just to farm hay from rhinos/antelopes and 44th Level **Psychic** I use to farm fruit from **Vipions** at the rainbow of Etherblade. I got so used to killing **Dazzlewings** myself that I have 400 azure worm silk stored up. So, if you want to make coin, just sell this stuff in a cat shop or auction house, unless you feel like donating it to the *Thistle Grey NiteDream Faction Co-operative*.

## Other Stuff

### 48. Rank Insignia

Yesterday I get a panicked IM from *Mody* . . . 'Where's my **Rank 2** insignia . . .' Gee, I don't know, *Mody*, let me look in your bank. Well, thank god he found it so let's drop a little memo to the newbies . . . and the 'experienced' people that have been ignoring **Rank**.

As you complete quests, you receive **Reputation Points**, these are displayed on your **Character** window in the top right side. Once you reach 300 **Rep**, you can go to the **Commander-in-Chief** and collect your **Rank** insignia. DO NOT SELL THIS OR DROP IT! It is a unique, one-time-only, special purpose, freebie. When you go up to the next rank, you will need to trade it in to advance and receive your next rank insignia. If you lost it or sold it or dropped it, you will NEVER be able to advance in Rank, EVER. And there is no recovering it! The **GM's** will just laugh and tell their friends, who will laugh and tell theirs. Unfortunately this is not made clear to newbies, or oldbies . . . poor *Mody*, I think he's heart is still pounding.

### 49. Rank Gear

Okay, I have come across too many Level 30+ toons, in the Faction and out, that have never picked up their Rank gear.

This is what you need: Level 30+ and 300+ Reputation points.

**This is what you do:** go to the **Commander-in-Chief** across the forge courtyard from **General**

**Summer** in **Archosaur** and take the **Rank** quest. This will get you your **Rank 1** ring. After you collect the ring, go to the **NPC Chun Hua** on the **C-in-C's** right. She has three pieces of gear for sale at 10k each. One Plate/Robe, one leggings and one belt. These items will all be better than whatever you have unless you've got something **Legendary**.

**Thistle Suggestion:** Be sure to **Shard** them if you use them!

## 50. Reiteration concerning Rank Gear

Okay, so I am answering a call for help by **kill**, a 34th Level **Barbarian** in need of his **FB29**. Cool, I love killing **Qingzi**, it makes me feel powerful and awesome . . . what? I KNOW I'm like a million Levels above him but give a girl a little bit of time to at least pretend she's an all-powerful fighting machine. I mean like **Barbs** get to feel that all the time . . . what? Oh, **Rank Gear**. So, as always, I scope **kill** out and am, as usual, horrified at the gear he is using. I mean Level 12 leggings? Ok, poor little **Barb** don't know better and whose fault is that? **PWIII!** Yeah, they don't exactly advertise the important stuff, like how to get your **Rank** gear so here's what you do.

Once you reach 30th, and that's ANYONE not just **Barbs**, go to the area **General Summer** stands around shouting orders. Now, walk due south from him. Yeah, between all those forge thingies. You'll find a guy named **Commander-in-Chief**. If you are Level 30 AND you have at least 300 **Rep** points (find those listed on your **Character Info** page) you will see the little golden shield over his head. Talk to him until the shield changes to a gold pennant then talk to him again to get your **Rank** ring. That's free.

Right next to him is **Chun Hua**. See that gold shield over her head? Talk to her. She will offer you three items that you can buy for 10k coins each so you need 30k to get them all. Buy just one of each. Now put them on. Poof, you just got all powerful again. Cool, huh? Once you no long need

that gear, sell it to any **NPC** since no one else can use it (not even in an **Account Stash**). You'll get more than half your coin back.

## 51. Leveling REALLY FAST!

God, the next person that asks me how to Level REALLY FAST is going to get my own personal permanent buff ban. I will NEVER buff you again! Look, if you want to Level really fast, DO YOUR QUESTS!!! And DO THEM YOURSELF!!! I have a **Wizard**, Poppy\_Darke. I took her from Level 14 to Level 30 in EIGHT hours of game play during x2 **XP**. I didn't use oracles or hypers

or anything else, I just did my quests. If 16 Levels in one day isn't fast enough, GET OUT! Even without the x2 **XP**, you should be able to do the same thing in just a couple of days.

**Thistle Thoughts:** I am constantly asked to help with lower Level quests, usually below 30 or so, and I really don't mind because I can go through MOBs like a lawnmower. BUT! For those of you asking, you are missing out on a couple things. I WILL nerf your drops and I WILL nerf your **XP/SP**, BADLY! This is a case of speed over substance. By letting me nuke everything in sight your Leveling will be significantly slowed since you will no longer be getting all the **XP** available. I don't nerf your quest rewards but if you are getting 1000 **XP** for killing 25 of a MOB, you have to remember you will also be getting nearly that much during the fights. With me there, you will most likely get 25 **XP** period. Also if you are griping about coin, half of all your coins automatically goes to me! And forget about drops . . . My advice, do your own quests or do them with someone your Level.

## 52. The Hammer

Now you have reached Level 50 and you hit your **Supply Chest**. Lo and behold it suddenly requires a **Perfect Hammer** to open it! Hey, **PWII's** gotta make money, right? So now you have two choices. Get a hammer, or don't get a hammer. The 'don't get a hammer; is pretty easy to handle, just ignore the box from now on. The first option though, that take a little consideration.

If you have access to cash, i.e. you can just go online and plop down \$5 USD, you got a **Perfect Hammer!** That, however, isn't always possible, either through lack of a credit card or access to a pay system that uses US Dollars. Same thing goes for pre-paid cards we Americans can pick up at **7-Eleven** or **Target**.

So, without that option, you are the left with buying one in-game, either at a cat shop or at the auction house. The biggest problem here is the fluctuation



**Cyrana**

in the price of gold. When I started playing, one GP was like 120k so for 600k in coins, I could pick up my **Perfect Hammer** and get my **Supply Chest** 50th Level weapon. I would say that it was worth it . . . then. Over the last week or so, gold prices have shot up to over a million coins a piece! Now to get that same **Perfect Hammer**, you need somewhere around 5 million coins! Suddenly that 50th Level weapon doesn't seem worth it since you can get a comparable weapon from the Auction House for less than half a million. The **Perfect Hammer** has become useless.

**Thistle Thoughts:** Save your coin and your IRL cash. The Hammer has become a big rip-off so unless you have some driving need for a glowy blue weapon at Level 50, come see me and let's see what I can craft for you or hang out in the Auction House and find a great deal.

But, **Thistle**, what about all the stuff you get in the Supply Box for free every fifth Level until 80th? Well, that's up to you. Are 500 perfect stones and a couple of **Shard** as well as a couple of charms, very low Level charms, worth it to you? Probably not. Oh, and that OTHER purpose for buying a **Perfect Hammer** . . . the million coin treasure chests . . . oh, yeah, that's a waste of money. Spend the equivalent for 5 million coins to get a "free" one million? Not this little elf **Cleric**! We elves are seen as flighty but we can do math! BTW if you want a couple of million coin chests, ask **Dash**, he'll prolly GIVE them to you for nothing.

And lastly, the Level 80 open for the supply box. A tome that gives you +1% Crit. For about 5 million coin . . . blech! You can pick up a tome in the AH that will give you +5 MAG or +5 VIT or +5 STR or +5 DEX for less than 1.5 million.

### 53. Dragon Quests

Okay, I just want to warn you, this quest is bull! Unless you are willing to spend a LOT of time and coin to gather Gold dragon thingies, you are wasting your time. Take the DQ items and sell them to a NPC or cat shop them.

Recently I ran across one of our Faction mates looking for drops, honey if I recall. Now I gather and hold on to a LOT of mats, including honey and such for the primary reason of having the mats required to increase the number of bank slots my alts and anyone in the Faction. Expecting 'a bank quest' as an answer I questioned this **Archer** and was told Dragon Quest so I wanna talk about that particular quest.

**Thistle Thoughts:** I didn't figure out how useless this quest was until I'd completed three of them and for nearly two years those three Copper Orders sat taking up space in my bank. Recently I got tired of it and sold them for like 10k each.

First what it is . . . by completing this quest you are awarded a Dragon Order . . . yippee . . . Then you have to hold on to that and do the dragon quest again to get a second Dragon Order . . . now repeat that a couple hundred times.

Eventually you gather enough copper ones to make a silver one . . . then you gather a bunch more copper ones to make a second silver . . . one day, in

the far future, you will get a gold one. What are they good for? Well, you can get a mount, like the Silver Mane for only 50 Copper AND 50 Silver Dragon Orders, or for 20 Gold Dragon Orders. OMG! That's HUNDREDS of Dragon Quests! I'd rather grind!

So, what I am saying is unless you are prepared for a LONG, LONG, LONG series of quests, don't waste your time.

### 54. Dragon Quest Points

Ok, this is sorta a follow-up from my last post. There are uses for DQ items . . . sell them for coin being the obvious but recently PWI has begun awarding DQ Points for each DQ item you sell to an NPC. Yeah, you have to sell it to get any credit and it has to be to an NPC. There are a couple of things you can get that might be worth it. Make-over scrolls for 1000. Random dye for all your new '10 hour' fashion, 500 each. I can't speak to the pets though I am pretty sure the Cerberus puppy is an all pet, but I'm not sure about the flying piggy. And last, Event Gold.

This is the one I saved up for and I've used it to buy a bunch of fashion. This fashion can be traded only between toons of the same account. You can also use it to get mounts, swords and wings. You might wanna note that while it uses 'gold prices' these prices are three times the cost of the same items in the cash shop.

**Thistle Thoughts:** This is a great way for people that can't afford to spend 'real money', or that refused to spend 'real money' on a 'free to play' game to get some of the things they see in the cash shop, especially the wings/swords/mounts.

### 55. Meditating and AFK

Okay, another 'duh' moment but I see this all the time. Flying along around Broken Bow, dead bodies laying in the middle of a pack of those stupid werewolves. So I drop down and hit the **Revive**. Generally I'll wait for the body to pop up and heal them then hit them with buffs. Then I usually ask "What happened?"

I can't count the number of times the response was "I was afk."  
\*facepalm\*

Before you go afk, take a look around. Are there any MOBs that could agro on you? Are you standing in an area where a MOB is likely to respawn? If the answer to either question is YES, MOVE! Don't meditate near MOBs, don't go afk near MOBs, don't stop to change the song on your MP3 player near MOBs. You will end up hoping a **Cleric** will drop by and **Revive** you or you'll be running back from the respawn point in some city.

**Thistle Thoughts:** Just the other day **Willow** was despairing how easy it was for an elf to find a place to go afk simply by jumping into the air. Very true. My favorite place to be when not attending to my surroundings. Of course not all air space is safe but the odds are better than on the ground. In the Water is another handy place to ~



*Sisters*

## Races/Classes

### 57. Elves

I am an elf and wouldn't have it any other way. Why? 'Cuz I canz fly at Level 1! That's not the only reason but one of the best. What advantages does this give us? For one, we can fly ANYWHERE we want from the beginning. No running blindly through MOBs in a hope of not being attack. No struggling up tall mountains or swimming across hostile waters. Oh, and from the air we can see herbs and mats others might miss.

One of the first things you need to do is open up the Skills window then drag and drop your **Fly** icon into the **Shortcut** slots. Now you can instantly access it instead of having to open the **Skill** window every time.

Another thing great about flying is the ability to get the heck out of the way of a ground based attack. Practice this . . . double jump straight up, open your wings at the top and just keep going up until you are out of range. Now hover until the MOB leaves then go back to what you were doing.

Please remember, any attacks you make from the air on ground or Water targets are at half power and the MOBs can regenerate so don't bother unless you feel like wasting MP or are so powerful you can afford the damage reduction and kill the target anyway. (I do this on most boss escorts, like **Khewy, Ch'in, Kong**, etc.)

Being able to fly immediately gives us another advantage, we can do our quest for that **HP/MP Charm** easily. I HATE JUMPING QUESTS!!!!!!!!!!!!!! My brother could jump and land on the head of a pin, I'd miss the city! Anyway . . . and about that **Charm**. You get the choice, **MP** or **HP**. Trust me, take the **HP** one, it will help keep you from dying and the **MP** charm you can burn through in five minutes. My **Quest HP** charm lasted me like 10 Levels.

*Rachel* and I talked yesterday about wings. She's just started her own **Cleric** and is going to be brilliant at it but she was a little disappointed that wings like mine cost so much (Thanks, *Unca Tad!*). As an elf you have your basic wings, the white angel wings, and at Level 30, like all the races, get new wings, the eagle wings. The difference? Eagle wings don't cost **MP**. A good thing for an **Archer** but useless to a **Cleric** as our **MP** recovery quickly outstrips any drain caused by flying with the angel wings. Also the eagles give you a bit more speed, I think +0.5 mps. Ooo . . .

. zoomie! I prefer buying **Flight Master** skill. Why? 'Cuz at max it gives you +2 mps, or quite a bit faster than the eagles. All a

### 56. Light Armor Builds

Blech . . . how can I express my distaste for the idea of a **Light Armor Cleric**, or **Wizard**, or any other class that relies on **MAG** to do damage. This is *Thistle's* take on the idea . . . What are we designed to counter? Other magic throwers. What are we terrible at defending against? Physical attacks of any type. This means **Arcane Armor** is going to give us fantastic **MAG Def** and we will have terrible **PHY Def**. Let's look at my case. My **MAG Def** is something like 12k with my buffs up and running but my **PHY Def** is like 1500 at the same time. Okay, so I have a belt and necklace I can swap that drops my **MAG Def** to like 10k or so and brings my **PHY Def** up to like 3k. It still means **MAG** MOBs are gonna have a heck of a time killing me and **PHY** MOBs are gonna pretty much knock me out of my boots.

Ok, so I go with **Light Armor**. I figure my **PHY Def** will be up around 5k to 6k and my **MAG Def** will drop to like 4k to 5k. Now I iz getting my butt kicked by everyone! Also being forced to buy lots of **DEX** means I have less to spend on **MAG** . . . so I don't do as much damage, which means it now takes me longer to kill something, which means that something gets longer to beat on me with my newly 'balanced' armor, so this means a **PHY** MOB doesn't do as much damage but gets to hit me longer and a **MAG** MOB does MORE damage AND gets to hit me longer, see the pattern? Some will say 'but your increased **DEX** makes you harder to hit!' anyone ever tell you magic doesn't miss? Ever? No matter how high your **Evasion** is? Now THAT sucks! Of course you DO get the increased **Crit** chance! 8 or 10% instead of 1%. Gee, I am all excited . . . That MIGHT get me up to the point I'd be if I had spent my points on **MAG** instead of **DEX**! If there is an advantage for a **non-Archer/Sin** in using **Light Armor**, someone PLEASE enlighten me!

**Thistle Note:** Flying around **Plume** you are going to encounter a couple scary MOBs. **Vipions** over **Battlemark** and **Bamboo**, **Foxwing Supreme** near **Battlemark** and various bug types elsewhere. Those **Vipions** over **Battlemark** don't agro, nor do those over **Bamboo**. Bugs are usually passive and but watch out for the flying head things over the shipyard. Some **Foxwings** are passive but the ones toward **Tusk Town** are not.

matter of tastes. If you find yourself running short of **SP** to get your next Level of a spell, you will prolly forego the **Flight Mastery** and that's okay. Later, when you are swimming in **SP**, you can max it out. Me? I am impatient, I maxed mine . . . then *Tad* gave me my red and blue wings and all my **SP** was wasted . . .

## 58. Archer

Stats; 1 **STR**, 4 **DEX** every level.

As you level if you slip a point of **VIT** in now and then it can't hurt nor will it reduce your effectiveness by much, but yes, it WILL reduce the damage you do and slow the progression of your **CRIT** %. My **Archer**, *Daisy*, is level 70 and I have yet to apply a single point into **VIT** and don't regret it for a moment.

As for **MAG**, really, leave it at 5. I have discovered my favorite gift for my **Archer** has been her platinum **MP** charm which I expect to last until at least level 80.

Archer Stuff

When *Daisy\_Darke* was a brand new **Archer**, only Level 14, but she had a few suggestions she wanted me to add. I was going to drop it into the **Archer** forum but since this forum is for newbies, I decided to put it here.

**Take Aim**: This is your hardest hitter right at the beginning so make use of it! Use it as your opening attack only! If you try to use it elsewhere in your attack stream it pretty much freezes you and leaves you open to attack during the channeling period. That will get you killed.

**Blazing Arrow**: Adds extra **Fire** damage all of your attacks but since this little bit of magic attack doesn't go against the same defenses as your main attack the effect is diluted. It can't hurt, mine you, to use it, but I think PWI should change this to a bonus to your **PHYSICAL** attacks instead!

**Winged Shell**: OMG! I love this spell! Not only does it protect you from attacks but it also recharges your **MP**! We **Clerics** would kill for this spell! I suggest you fire this thing up at the start of a fight but do NOT use **Take Aim** as your opener since it burns some of the time your shell is up as you channel. Optionally you can fire your **Take Aim** THEN cast the **Winged Shell** before getting on with your attack. If you plan to use this method, use a **MACRO**.

**Frost Arrow**: A lot of **Archers** use this one as an opener, that's cool . . . pun . . . bad . . . It does reduce your target's speed by 50% for a couple of seconds. In general, this is a good thing, since **Archer's** hate getting up close and personal but you need to consider your target. If the **MOB** is a melee

type, hell yeah! But if the **MOB** is ranged? What real use is it? I'll stick with **Take Aim** to open in that case.

**Quickshot**: You are going to be tempted to use this over and over, beware, do not give in to the temptation! You will burn through your **MP** in seconds. I use this sparingly and I am not really all that sure about the usefulness after Level 10 or so. It does great on low Level **MOBs** but I'll reserve judgment on it for higher Levels.

**Knockback Arrow**: This is so a must have! As all **Archers** know, or SHOULD know, the closer the **MOB** is, the less damage you do, hence the value of this shot. Like **Landslide** for the **Psychics**, this shot is best used as your third or fourth shot in a string of



*Astharoth*

a **MACRO**. **Take Aim**, phew, phew, **Knockback**, phew phew. The **Take Aim** hits hard, a couple of normal attacks as it runs up on you, the **Knockback** to give you back range and increase your damage. Conventional wisdom says 'do not level **Knockback** past Level 1'. I don't believe in that . . . If I am going to use it as an attack, I want it to hurt as well as push the **MOB** back.

Passive Skills: **Bow Mastery** and **Winged Mastery**, keep them Leveled! One gives you increased range, a **GOOD** thing, the other increases the damage you do at range, **GOOD** thing part two.

About range: Even more than other ranged classes, Range is vital to an **Archer**. Learn how to target a **MOB** at a range greater than you can attack. You will automatically move up to your maximum range before firing and this will give your target a little further to travel in order to hit back. This might be a matter of life and death to you. Use your superior range!!!

## 59. Cleric

Stats; 1 **STR**, 9 **MAG** every two levels.

Okay, so this one I know. I have dropped the occasional point into **VIT** and with gear, *Thistle* is up to like 80 **VIT** with 3600 **HP** at level 91. Some might think she needs more but I find I have very little trouble staying alive just by knowing my limitations and watching what I am doing.

As for **DEX**, 5, period. Any more is a waste of points better used for causing more damage and increased healing. Put it into **MAG** instead, unless you are afraid you can't keep from getting killed, then do the **VIT** route.

Cleric Stuff

At last, something I might be familiar with!

So, you're a brand new **Cleric** . . . welcome! Now, you are lost for what to do. I assume you've read all the previous posts so I won't have to repeat anything.

Now, what do we have to work with? Hmm . . . **Plume Shot** and **Blessing of the Purehearted**. The first is an attack spell, the second a healing spell. Good, we are **Cleric**, we are ready for anything.

Like any caster/ranged class, the first thing you need to do is figure out how to fire off that cool **Plume Shot**. I suggest you open up your Skills window and drag **Plume Shot** into one of those Shortcut boxes along the bottom of the screen. See that little sword icon? Drop **Plume Shot** on top of that. Yeah, I know, it replaces it. So what. If you start using the little sword icon, you are already a fail **Cleric**! Why do I say that? 'Cuz that wand of yours is a STICK! Magic goes through it REALLY easy! Now go hit that beetle bug or flower thing with your stick. Hehe. USE YOUR MAGIC!!!

**Blessing of the Purehearted** . . . well, to tell the truth, it SUCKS! Why? 'Cuz it takes so long to cast! That's okay for after-battle actions when time isn't important, but in combat, your **Barb Tank** is libel to die and that really makes them all huffy. It is all you have to work with in the beginning, and really, it is prolly all you will need until you get **Ironheart**. Just don't try casting it on yourself in combat if you are about to die. You're will die. Running is a better

option if you don't have a **Pot**, so run! **Plume Shot**: I loves me some **Plume Shot**, every **Cleric** does. Why? 'Cuz it is FAST to cast and you can SPAM it! What's SPAM? That's when you hold the Shortcut button down, ON THE KEYBOARD!! and fire one after another. Cool, huh? What else about the **Plume Shot**. . .

Oh, it does **Physical Damage**. You will learn to love that because at some point you are going to run across a **MOB** with **Increased Magic Resistance**, feared by every caster, except **Clerics**. Watch a **Wizard** or **Psychic** battle a **Magic Resistant MOB** and try not to laugh. Another good point about a **Plume Shot** is *Kun Kun*. You'll meet him later. Let's just say a **Wizard** or **Psychic** HATES *Kun Kun* 'cuz he is fully immune to all magical attacks . . . but not your **Plume Shot**!

So, at first being a **Cleric** is a piece of cake. See something hostile?

**Plume Shot** until dead. Simple. If

you take damage, AFTER the battle is over, **Blessing** on yourself. Now just repeat that. When you finish your first quest and get your first new weapon, use it! By that time you will prolly be at least Level 3. Good. Go to *Plume* and visit the **Cleric Trainer** on the south side of the swimming pool. Buy **Greater Cyclone**. Now we have two attacks!

**Greater Cyclone**: Wheeeee . . . a **Metal** attack! Look out you **Wood MOBs**! Always remember that,

**Wood MOBs**! You slaughter them! And the added bonus of **Cyclone**? It can, but not always, slow your target down. This alone makes **Cyclone** the preferred opening attack at lower Level. Normally you attack string boils down to alternating **Cyclone** and **Plume Shot**. I have two MACROs. One is for most anything especially **Wood MOBs** . . . **Cyclone, Plume, Cyclone** until dead. The other is for **Magic Resistant** or physical types . . . **Plume, Cyclone, Plume** repeat. Prolly the better option for **Magic Resistant** is SPAM **Plume Shot** though.



*Weebie, Nite Dream Leader*

Comments on a Cleric by **Weebie**

Cleric is mostly known for being the main healing class in PWI. Other classes have healing skills but cleric has the best and most heals. They also have 4 buffs that are often asked for. Cleric is the only class with Revive. Clerics are heavily sought after for squads.

Clerics also have several ranged attacks. They are magic based but also have a physical damage spell. That makes them versatile and useful in PvP. The Cleric class also has a debuff tree, including sleep, decreasing defenses and movement stop. They can be used for support, PvP or solo play. Clerics also have a few shields which can save them in a bad situation.

Though Clerics have the ability to damage deal, they are rarely used for this purpose and do not do the damage of other magic classes such as Wizard.

Reasons to play Cleric:

- Balanced, fun class. Self healing makes solo play fairly easy
- Easy to find squads. Everyone needs a Cleric

**Thistle Note:** I have heard talk of **Clerics** being so squishy at the beginning that they die a lot. BULL! I was 23rd Level before my first death and then I was ganged by **Werewolf Spearmen** on the west end of **Broken Bow**. I can't tell you HOW to stay alive, I think it is a matter of patience, but just so you know, you don't HAVE to die a lot! What I can suggest is like I already mentioned patience. If the MOBs are agroing, work the edges of the crowd and always remember, unlike every other race, you can FLY from the beginning. If you are in trouble, straight up is your best option 'cuz runnin' just makes 'em madder and they can catch you on the ground.

-Ability to fly at level 1. (Archers are only other class that has this ability)

-Gift of Life. Who else can bring players back to life?

-Helpful and Feared class (Never anger the Cleric who's healing you!)

Reasons Not to play Cleric:

-Expensive class to play. Requires a lot of money in pots, food and later on Sage/Demon Books.

-Support Class, if you like the spotlight, this isn't the class for you.

-Repetition. In squads, clerics mostly heal.

-Can have trouble with physical mobs and bosses.

-Can be bombarded by requests for heals/buffs/Revive

Cleric Gear:

The Cleric uses only magic weapons. There are several choices in this category. Wand, Sword, Pataka, Glaive. Each has it's pros and cons. It's a personal choice.

The armor itself is normally the Arcane Armor, though there are some who arrange stats to use Light Armor. I recommend sticking with Arcane so not to lose points from magic. With Arcane gear, your physical defense will be lower than other gears but your magic defense will be very high. This can be somewhat countered with Garnet gems. Using Light Armor will give you more physical defense, you will lose magic. Heavy Armor is not recommended because that will cost you too much magic and make you inefficient as a cleric.

Ornaments:

-Rings: Magic rings only. No use for physical attack rings. If you can find them with added Vitality/Magic/Magic Attack/Channeling go for it. Which you want is a personal choice.

-Belts and Necklaces: I recommend starting with physical defense for both until you are higher level. Then either physical defense or elemental with channeling. Again, personal choice.

Stat Distribution:

(Written per 10 points or 2 levels)

Pure Magic:

9 points Magic

1 point Strength (for gear requirements)

High Magic but very little HP's so incredibly squishy.

Magic Build:

8 points Magic

1 point Strength

1 point Vitality

This gives you HP's and still very high magic. Still squishy though.

Balanced Build:

7 points Magic

1 point Strength

2 Vitality

More likely to survive, good for new players or those who have trouble surviving. More for solo play.

Light Armor build:

5 points Magic

2 Points Strength

2 points Dexterity

1 point Vitality

This is if you intend to wear Light Armor. Magic suffers which makes heals less effective but your survivability higher.

Skills:

\*\*Heals

- Blessing of the Purehearted-- slow casting, low healing. Leveling this skill not recommended.

- Wellspring Surge-- fast burst heal. Good for dire situations. Level after Ironheart Blessing.

- Ironheart Blessing-- fast cast, over time heal. This is your most used heal. Level First. This healing can be stacked.

- Stream of Rejuvenation-- slower cast than Ironheart Blessing, but gives both instant heal and over time heal. Useful to have.

- Chromatic Healing Beam-- AoE heal. It's a slow cast time but it comes in handy for aoe bosses. Does not need to be leveled right away.

- Regeneration Aura-- Aka: Blue Bubble. Channeling spell. Nothing else can be cast when using this. AoE heals and cuts damage taken by 50%. Necessary!

\*\*Other Necessities

- Revive-- A resurrection spell that reduces xp loss. Level as soon as possible

- Purify-- Clears all debuffs off a friendly target. Essential in boss fights and PvP.

\*\*Buff spells (all necessary, level as soon as possible. After fully leveled, there are group versions of these skills available. Single buffs last 30 mins, Group lasts 1 hour.)

- Vanguard Spirit (Greater Protective Aura)-- A buff that increases physical defense by a percentage.

- Magic Shell (Aegis Spirit)-- A buff that increases elemental defense by a percentage.

- Spirit's Gift (Arcane Empowerment)-- A buff that increases magical attack by a percentage.

- Celestial Guardian's Seal (Exalted Renewal)-- A buff that increases HP and MP regeneration.

\*\*Attack spells

- Plume Shot--Fast casting physical damage spell. Level as soon as possible. Most used attack.

- Great Cyclone-- Fast casting metal damage spell, with a speed debuff. Level when possible. Good attack

- Wield Thunder-- Slower casting metal damage spell. Heavy Damage, good for first hit against bosses.
- Thunderball-- Split between instant damage and damage over time. Slow to cast. Level if desired, not necessary.

#### \*\*AOE Attack Spells

- Razor Feathers-- Slower casting physical damage area of effect skill. Level if you enjoy the skill. Personal Choice.
- Siren's Kiss-- Fast casting AoE metal spell. It has a wide area of effect range, but it's centered on your character. Cost one spark to cast. Personal Choice to level.
- Tempest-- Slow casting AoE metal spell. Does insane damage and slows down its targets. Costs 2 sparks to cast. Level when affordable. (My personal Favorite skill.)

#### \*\*Debuff spells

- Elemental Seal/Dimensional Seal-- These skills decrease your enemy's magical/physical defense, while also decreasing your own. Not necessary to level right away. Nice for PvP and support.
- Silent Seal-- It prevents an enemy from moving, but not from casting. It also decreases your magical attack for a while, making it impractical for grinding. It does have its uses in groups and PvP.
- Chromatic Seal-- It puts an enemy to sleep, preventing him from initiating any action. Charms are not affected, however. The sleep breaks if the target is hit before its duration runs out. It also decreases your movement speed. The most useful debuff, allowing you to put an enemy out of combat, while you can get away, heal yourself or cast your more powerful spells undisturbed. Good for support and PvP.

#### \*\*Other Skills

- Heaven's Wrath-- Channeling skill. Increases group channeling speed and weapon attack bonus. Cannot cast other skills when using so only good in multiple cleric squads.
- Plume Shell-- A shield that prevents you from received damage by subtracting it from your mana pool instead. A powerful survival skill. Good for PvP and PvE. More useful at higher levels so can be leveled later.
- Spark Ignition-- A self-buff that uses chi to greatly increase your damage and healing for 10 seconds. The sp cost is negligible. Get it and use it, no discussion. There are 3 of these. 1, 2 or 3 spark.

#### \*\*Passive skills

- Metal Mastery-- Increases the damage of your metal damage spells by a percentage. Level when possible.
- Flight Mastery-- Increases your flying speed. Get only if you plan to use starter wings throughout game.

#### \*\*79/100 Skills

- Wings of Protection (79)-- A protective shield that can be cast on others. I recommend this one
- Guardian Light (79)-- Another shield with increased movement speed. Not necessary to get but helpful in dire situations.
- Seal of the God (100)-- Seals and Freezes target. Making it receive less damage. (I know nothing of these skills. VERY expensive to acquire)
- Elvin Boon (100)-- Attack skill. Can seal target or heal caster (Again VERY expensive, I know nothing about it)

This is just a basic overview on the Cleric Class. There is much more to learn, some which is best learned in game. Although there are guidelines here, it's up to you on how you play your character.

## 60. Humans

How did normal old humans get caught up in all this mess?

## 61. Blademaster

Stats; 3 **STR**, 2 **DEX** every level.

I have only toyed with a **BM** but I can see the advice about **VIT** pretty much stays the same as a **Cleric** or **Archer**. If you feel more comfortable with a few extra **VIT**, do it. Just make sure you keep you **STR** and **DEX** up to your weapon's requirements FIRST! It is great to have extra **HP** but if you have to use a weapon that's ten levels out of date, you're just killing yourself.

See the **Archer** concerning **MAG**, ok?

Comments on the BM by **TypoVampire**

Although I play an archer, I played a BM for most of my PWI life, so I'm here to explain some things I learnt along the way. This applies for all weapon paths.

### 1. Jack of all trades

As a BM, Don't hesitate to do what is necessary. Does the tank die? Take his job for as long as you can. DD is missing? Take his job. You can do a lot. Don't hesitate because hesitation leads to disaster.

### 2. Stuns, Stuns and More Stuns

As a BM, Your stuns and you AoEs are your "Specialty". BMs are famous for their stun locks. Your stuns should always be leveled as a major priority. They DEFINATELY help. Stunning a mob to save a cleric can save a squad wipe.

### 3. AoEs are FUN!

Your AoEs are important too. You have a huge variety of 'em. Axes are primarily 360 degree AoEs, while poles are Straight-Line AoEs. They are great for crowd control and will make it great for grinding.

### 4. You come LAST.

As a BM, You are important, But don't try and save yourself if it will cost you a cleric, a barb, or any other person. You don't "Specialize", so the squad

CAN get by without you. This doesn't mean you're useless, It means you need to worry about other more than yourself."

Comments on the BM by **VextraFera**

I'm an ultimately newbie level 31 BM but I thought I'd throw my 3 cents in here (yes 3, I'm just generous like that).

1. STUNNING MAKES YOU MORE THREATENING (to mobs) - starting out as a low level BM I was baffled why I couldn't seem to hold agro against my Cleric friend of the same level. It was only recently that I learned that instead of the Stream Strike which they SAY increases threat level, it works better if I just hit them with a DOT first and then stun them, suddenly huzzah cleric doesn't draw agro despite dealing almost double my damage.

2. Team up - BM's are extremely difficult to level. You level slowly, very, very slowly, spamming pots helps but be prepared to spend many a time staring at the scenery while meditating. So to help you along try to squad with people grinding the same mobs in your area, this will save you time and boredom, most people will be happy to squad up if you ask nicely.

3. Be stingy with your skills - I don't know about high levels but I am ALWAYS running out of MP, BM's just have too many skills and almost non-existent mag. To save on having to buy MAG pots I tend to stick with Draw Blood first which is DOT and then a lot of manual hack and slash with one or two Aeolian Blades thrown in. This will save you some MP as well as getting the job done without losing a chunk of your hp. Remember as a BM you'll have more points in VIT than you will likely ever have in MAG which means your health will recover fast while your MAG goes slower than a snail in slow mo.

## 62. Wizard

Stats; 1 **STR**, 9 **MAG** every two levels.

Hey, it's a magic class, these I do. All I can offer is pretty much the same as a **Cleric**, **VIT** if you gotta and no **DEX** under any circumstance.

Comments on **Wizards**: Okay, I think this class is one of the hardest classes to play at the beginning. Unlike my **Cleric**, **Archer**, **Psychic** and **Mystic**, my poor *Poppy\_Darke* died all the time! While I have built *Poppy* up to like 41<sup>st</sup> level, I'll never become a fan of the class. Those of you that stick with it to the higher levels, I gotta say you have my respect for tenacity. *Lenestro*, *Dilligas*, you guys are demi-gods!

Comments on Wizards by **kimicat**

Well this isn't supposed to be too detailed.... just saying why I believe that wizards rock! It's very hard starting out in PWI as a wizzy.... mobs hate us... hp hates us (it runs away when mobs hit >.<😞) But! In the end WE ROCKS YOUR SOCKS!

DISCLAIMER!!! This guide is meant as a fun look at the wizard class as I have seen it though my time playing PWI (please don't take it TOO serious =P) FIRST OFF!

AA (Arcane Armor)-Pure Magic

Basically put enough str for armor and the rest into magic.... (roughly 9 mag-1str every two lvls) still haven't figured out if its ok to cheat a little with vit 😊

**PROS**- LOTS O DAMAGE!! keel dem mobs 😊

**CONS**- squishy squishy (i can tell you from experience its gonna be HARD when you first begin, i died so much i almost quit haha BUT hang in there little buddy! it gets better :D)

LA (Light Armor)- Less Squishy

Enough str and dex for armor and such but the rest in magic! (remember! magic is your FRIEND!)

**PROS**-is able to withstand a bit more damage than pure

**CONS**- in stretching your precious magic points into dex for armor you lose a bit of magic attack,

Vit or Balanced

This type of build is basically 'do what you see fit'. You may add mag, str, dex, and vit at your leisure. Typically wears any type of armor... tho i have seen the dreaded HA wizzys GAH D:

**PROS**-May add a bit o'vit depending on how you see to it to distribute your points

**CONS**-WHAT AM I DOING!!?!? This statement may come across your mind sometimes.... just make sure to have a plan of action in case your build doesn't work for you. (reset is your FRIEND)

## MAGIC SKILLS

Fire Type

Pyrogram

Crown of Flame

Divine Pyrogram

The Dragon's Breath

Will of the Phoenix

Blade Tempest

Pyroshell- HP Regeneration Increase and Extra Fire

Resistance

Fire Mastery

Water Type

Gush

Hail Storm

Frostblade

Glacial Snare

Black Ice Dragon Strike PRETTY PRETTY! my personal fav 😊

Glacial Embrace- MP Regeneration and Extra Water

Resistance

Water Mastery (Aqua Spirit)

Earth Type

Stone Rain

Pitfall  
 Sandstorm  
 Mountain's Seize  
 Stone Barrier- Boosts Physical Defense and Extra Earth Resistance  
 Earth Mastery

Special Skills  
 Morning Dew- our healing spell (slow as Christmas >.<😞)  
 Frostblade- adds water attack to your weapon (also our only buff we can give to others)  
 Wellspring Quaff- you get more max mp for a about 30 mins YAY!!!  
 Distance Shrink- propels you forward  
 Force of Will- makes enemies run hehe  
 Undine Strike  
 Essential Sutra- no channeling for a few seconds YAY  
 Elemental Shell  
 Sporific Whisper  
 Manifest Virtue  
 Elemental Invocation

HOPE YOU ENJOYED 😊

REMEMBER GET OUT THERE AND NUKE SOME BUTT!!

**MAGs?** We don't need no stinkin' **MAGs**. We ain't got no stinkin' **MAGs**! Get an **MP Charm** or use **Focus Powders** like *Tad!*

### Barbarian Stuff by *Dashin*

Well, here it is after much deliberation, the **Barbarian Guide**. A **Barb** for me was a fun build to do and challenging. First question I'll get is what type is *Dashin*? *Dashin* is a hybrid. He's got decent **HP**, not as high as a **Heavy Tank** build and great damage. So without further ado give you the **Barbarian's Bible**:

#### Pros and Cons

Pros:  
 High **HP**  
 High **HP** Recovery Rate  
 Good Physical Defense  
 Skills to help keep aggro/hate of monsters  
 Best Tank / Wanted in Parties  
 Catapult Pullers = Essential in Territory Wars  
 Great damage at endgame

Cons:  
 Low accuracy (due to low **DEX** in most builds). Can be solved at later levels with the skill *Blood Bath*, as well as +50% accuracy rings  
 Low damage in the beginning/mid levels. (Truth to tell I died quite a bit in beginning of game, and found it hard to do damage to MOBs. But stick with it you'll get better skills to overcome this.)  
 Low Magic Defense  
 High repair cost  
 High potion/charm cost  
 Requires patience. Many give up before reaching level 89+ due to high costs & other classes excelling more in terms of damage. (**Barbarians** rock at endgame though.)

#### Attributes

How each stat affects your other attributes?

**STR**: Strength (+4 **STR** adds +1 **DEF**; +6 **STR** adds +4 **DEF**)

Increases attack power for melee weapon  
 Increases physical defense  
 Armor stat requirement: Usually 0.5 **STR** every level for magic robes, 1 **STR** for light armors, and 2.5 **STR** for heavy armors.

**DEX**: Dexterity (+1 **DEX** = Accuracy +8 and Evasion +8)

Increases attack power for range weapon  
 Increases evasion  
 Increases accuracy  
 Increases critical hit rate (Every 20 **DEX** gives 1% more critical hit rate)

### 63. Untamed

I learned rather quickly was not to discuss the odd reproductive method of the Untamed. I unilaterally decided there ARE male Venos and female Barbarians but like the female dwarves in the Lord of the Ring, these are sequestered and guarded more jealously than all the gold in Smaug's horde. To say that PWI has stubbornly refused to offer opposite genders for these two is a mild understatement that seems to border on heresy.



### 64. Barbarian

Stats; **STR/DEX** to match weapon, all else into **VIT**.  
 Not much I can say here, there are so many ways to make a **Barb**. If you got this path listed, you'll be exactly what everyone expects, a tank. To go **APS** just drop the extra points into **DEX** instead if **VIT** and

wail away.

Armor stat requirement: Usually 1 **DEX** every level for light armors, 0.5 **DEX** for heavy armors, and of course 0 for magic robes.

**VIT**: Vitality (+1 **VIT** = Max **HP** +17)

Increases physical defense

Increases magic defense

Increases **HP**

Increases **HP** regeneration rate

(NOTE: **HP** regeneration is reduced by 75% when in combat mode)

**MAG**: Magic (+1 **MAG** = Max **MP** +7)

Increases magic attack power

Increases magic defense

Increases **MP**

Increases **MP** regeneration rate

(NOTE: **MP** regeneration is reduced by 75% when in combat mode)

Level up Bonus: Max **HP** +34, Max **MP** +14

How much Strength, Dexterity, Vitality, and Magic does a Barbarian need?

The amount of **STR** in any build is simply the latest axe/hammer requirement for your level, nothing more & nothing less. There's no point adding more **STR** than necessary because the **STR** requirement of axes/hammers are already so high, that you'll barely have enough points to put in other Stats.

I recommend adding at least 1 **DEX** every 2 levels until you get 60 **DEX** no matter what build. And remember, try to keep **DEX** in terms of 20s (+20 **DEX** = +1% critical hit rate). Most **Barbarians** try to have only 62, 80, or 104 **DEX** end game; depending on your gear. A **DEX** of 62 is the heavy armor requirement for Level 100; a **DEX** of 104 is the last light armor requirement.

A **DEX** of 80 is the max you should have unless you're going for a pure PK build, then maybe around a **DEX** of 104. Any more than that is a waste.

Add as much points in **VIT** as you can (after all, more **VIT** = a better tank, which is the whole purpose of a **Barbarian**. Also, more **HP** = higher *Armageddon* damage -> more dead people).

**Barbarian** builds do not add any **MAG**. Why? Because **Barbarians** don't have any magic attacks and the magic defense you get from **MAG** is too little; you might as well add those points to **VIT** instead. Don't raise your **MAG** for **MP** either. **MP** can easily be recovered with **MP** potions and charms

Main Stat Builds of the **Barbarian**

NOTE: All builds focus first on fulfilling weapon/armor requirements, then differentiate, based on how you spend the remaining status points.

Choose the build best suited for your play style; and there's no need to follow one build the whole way through.

You can try a hybrid build first (to level quickly), then move toward a tank build at higher levels (to survive in dungeons/TW/PVP), and lastly add a little more **DEX** before you reach max level (for PKing).

STR-Based Damage Dealer;

Armor: Heavy

**VIT** = 1 each level

**STR** = 3 each level

**DEX** = 1 each level

Comments: Levels quickly at low levels, but the low **HP** will kill you later. If you're looking for high damage, you might as well be a **Blademaster** instead.

Hybrid

Armor: Light for magic opponents, Heavy for physical opponents

**VIT** = 1 each level

**STR** = 2.5 each level

**DEX** = 1.5 each level

(or 2 **VIT** / 5 **STR** / 3 **DEX** every two levels)

Comments: same comments as Build A, except that you will have a decent base accuracy and critical hit rate. Works well in PVP if you go with the *Demon* path at level 89. Also, being able to switch from heavy to light armors will allow you to tank magic damage better than Build 1. Still not as useful as a tanker build though.

Tanker (Recommended Build)

Armor: Heavy

**VIT** = all points left over

**STR** = follow equipment requirements

**DEX** = follow equipment requirements

Notes: Parties and Territory War factions love this type. Great for tanking bosses/MOBs and as a catapult puller in **TW**, but don't expect to kill things as quickly as other classes until you're at a very high level. Once you get *Armageddon* level 10 and very high **HP**, you'll pwn in **PvP**, but that's if you don't miss. Using *Blood Bath* helps.

Equipment

Accuracy Rings and Soul Gems

All builds will benefit greatly with the *Blood Bath* skill level 10 (reduces maximum **HP** and current **HP** by 16% to increase accuracy by 200% for 10 minutes) and +50% accuracy rings. *Blood Bath* easily solves the low accuracy problem. The +50% accuracy rings (can be used at Lv. 77?) are not a necessity, but it helps a lot in **PVP** at high levels, when you start to miss **Archers** and **Blademasters** most of the time. A note on the +50% accuracy rings (aka *LingYun* rings): *LingYuns* are almost worthless if the base accuracy of a **Barbarian** isn't at least moderately

high. *LingYuns* don't benefit from *Blood Bath* at all, which is their biggest downside. However, they become irreplaceable once your **Barbarian's** base accuracy is high. Also, you won't be able to get these rings until around level 70; and even then, they are quite expensive and rare.

Also, if you get to level 90, you can replace *LingYun* rings with TT 90 gold rings (each +30% accuracy and +2 % crit) for more damage. Works best with the Demon path because this path adds more critical hit rate to some skills and +100% more accuracy for *Blood Bath*.

It's best to slot accuracy gems on your weapons and HP gems for your armors. +**VIT** and +**DEX** bonuses are nice too. Some may choose to use Physical/Magic defense gems, but **HP** gems will make you much more well-rounded, and *Armageddon* and *Beast King's Inspiration* are better with higher **HP**.

Magic defense jewelry to balance out the defenses when using heavy armor is also recommended. Hell, a top **Werebeast/Barbarian** player in **PW-MY**, has stated, in his view, that "heavy armor **WB** with magic defense jewelry is the best most balanced way to equip one's **WB**."

#### Skills

##### A. Which Skills to Learn

In the beginning levels, there will be more than enough skill points to train all skills, but after that, it becomes so overwhelming that you cannot keep up. That is why it is best to focus on maximizing certain skills first before others. Try to learn all of the skills though. You will be able to max them all at level 89+. It's all a matter of preference and whether or not you do more PVPing or tanking. Tiger mode is best for tanking due to the increased **HP**/physical defense, as well as many useful PVE/aggro skills.

*True Form* - Personal choice whether to max or not. At max skill level, you gain 30% movement speed & 20% max HP more, but lose 30% more attack than if you had not trained the skill. Note that if you took the *Demon Path* at level 89, *True Form's* damage penalty will be taken out once you get the skill book.

*Flesh Ream* and *Roar* (aka *Talk is Cheap*) - should be maxed ASAP. Those are your two most useful skills in PVE parties. The higher it is, the easier it is to maintain aggro.

*Alacrity of the Beast* - very useful to cancel the MOB's skills. Train this whenever you have extra *Spirit* to spend. More damage from this skill will help maintain aggro, and the shorter cooldown = more times to spam it. Level 7 is a good time to stop because its cooldown time can help tell you when to cancel a MOB's casting.

*Shape Shifting Intensify* - try to max this as well. More defense = better tank

After focusing on the skills above, work on *Frighten* and *Sunder* next. The rest, you can leave at level 1 until you have more *Spirit*/Coins to spare.

The Humanoid skills are mainly PVP-based, with a few stun and AoE skills as well as buffs.

Your first priority is to max *Beast King's Inspiration*, *Strength of the Titans*, *Axe & Hammer Mastery*, and *Blood Bath*. Then focus on the attack skills.

*Beastial Onslaught*, *Mighty Swing* and *Penetrate Armor* are your 3 best single-target attack skills.

Save the rest of your *Spirit* points to max *Slam* if you plan on AoE training, or *Armageddon* for PVPing. The others aren't as useful in terms of damage.

*Sage* or *Demon Path* at level 89?

Both are equally good... *Sage* is best for defense, *Demon* is best for damage dealing. Choose which one you'll do more of.

However, it's also good to choose the one that will balance your build (offset your weaknesses)

In general:

Humanoid (more offensive) + *Sage* (more defensive) = balanced

Tiger (more defensive) + *Demon* (more offensive) = balanced

Some major benefits of each path:

*Sage* version of *Armageddon* reduces **HP** and **MP** cost to 35% of your current total.

*Demon* version of *Armageddon* does 10% extra damage

*Sage* version of *Blood Bath* reduces *HP* sacrificed to 10%

*Demon* version of *Blood Bath* increases accuracy by 300%

*Sage* version of *True Form* always increases maximum *HP* by 40%

*Demon* version of *True Form* lets tiger mode attacks do full damage

*Sage* version of *Shape Shifting Intensify* always increases physical defense gain to 120%

*Demon* version of *Shape Shifting Intensify* gives a critical hit rate increase of 2%

*Sage* version of *Beast King's Inspiration* increases duration to 1 hour

*Demon* version of *Beast King's Inspiration* lets affected party members gain 50% more **Chi**

Many **Barbarian** players do recommend *Sage* path though, since it allows better survivability and tanking. Staying alive in **Territory Wars** and **Dungeon** parties is much more important for a **Barbarian** than dealing more damage.

### Tips on Using Skills:

Make sure you're always buffed with *Beast King's Inspiration*, *Strength of the Titans*, and *Blood Bath* (if you miss a lot) no matter what you're doing. Also have *Beastial Rage* activated if you need **Chi** for skills.

### Tanking - Always Use Tiger Mode:

Your main focuses are to Stay Alive, Constantly Build Up Chi, and Keep the MOBs Aggro'd.

SPAM *Flesh Ream* to make the MOBs attack you and not your fragile party members. *Flesh Ream* does stack bleeding damage, which is what helps maintain aggro over time. Try adding a couple attacks/skills that don't consume **Chi** in between *Flesh Reams* to prevent your **Chi** bar from being empty.

You could use *Roar* if there are multiple monsters you have to tank. However, it sets the aggro to a set level, usually much lower than if you were spamming *Flesh Ream*. Plus, *Roar* has a long cooldown time (60 seconds), so use it only when you get mobbed.

Use *Devour* only when you have aggro'd the MOB previously (*Devour* only creates greater hate if you are the one it is attacking). It's also great for reducing the enemy's physical defense, but use it sparingly because it costs quite a bit of **Chi**, which can run out quickly when used in combination with *Flesh Ream*.

Use *Sunder* to recover lost **HP**.

Use *Surf Impact* once in awhile to reduce the MOBs' speed, in case they choose to run away from you and attack your party members. That way, you'll have more time to lure the MOBs back to you.

Also use *Frighten* if the MOBs are tough/dealing a lot of damage to your party. It's a great way to gain **Chi** as well.

Whenever an enemy is casting a skill (especially magic), quickly use *Alacrity of the Beast* to cancel them.

Constantly have *Beastial Rage* activated to build up **Chi** for skills.

*Invoke the Spirit*, which reduces damage by 90%, helps a lot when tanking tough bosses.

### Soloing:

If you're poor, use Tiger Mode.

First use *Alacrity of the Beast* to cancel monster skills, then use normal attacks.

Cast *Sunder* whenever you're running out of **HP**.

If you're rich with lots of potions/charms and decent gears, use Humanoid Mode to kill MOBs faster.

Here's a nice combo for melee MOBs:

First use *Mighty Swing* to stun, followed by *Slam* to knockback the target.

Next, use *Beastial Onslaught* to reduce Evasion while the MOB is coming back to you, then *Penetrate Armor* to reduce defense

And finally, normal attacks.

Repeat

AoE partying (level 60+)

A "Zhen" party or a "perfect" AoE party consists of 3-6 squad members using continuous damage and healing arrays, and 2-3 "lurers" who pull high level MOBs into the array at an extremely high rate. This results in a high exp/sp gain at the cost of the players' **HP/MP** charms.

The **Barbarian's** role is to be the lurer and also to give the HP buff (*Beast King's Inspiration*) to the party whenever it runs out.

Luring for AoE squads as a **Barbarian** does take a bit of practice. Your job is to round up many MOBs just by running near them, using attack skills occasionally to keep the MOBs following you, while leading them back to where the **wizards/archers/clerics** have their AoE set up. This can be done in humanoid or tiger mode. Humanoid is easier because you'll have more AoE skills to use, but tiger mode is faster due to higher movement speed.

As you know, the MOBs will usually follow you when you get close to them. However, the MOBs will stop following you after they travel a certain distance. What you gotta find out is how much distance the MOBs travel before they stop following you (usually 5-8 seconds of running). Once you find that out, all you have to do is use an attack AoE (*Roar*, *Sunder*, *Surf Impact*, **Slam**, *Swell*, or *Firestorm*) on them before that time, while luring them to the Damage Dealers.

You can also lure using a land mount as long as the MOBs keep following you. Just note that if you travel too far without using skills on the MOBs, they will stop following you.

Try to lure in a circle if possible, or lure from the farthest point inward.

Additional Tips - Read if you dare!

In-depth guide to Tanking - a **Barbarian's** #1 role in PVE parties

Spamming *Flesh Ream* definitely is the #1 rule for tanking. Just remember that your **Chi** will run out if you keep spamming *Flesh Ream* continuously without also adding in extra attacks/skills (*Frighten*, *Alacrity of the Beast*, and *Surf Impact* for example) that do not consume **Chi**. This becomes more important later on (level 60+), when you need to build up your **Chi** to use highly useful skills such as *Invoke the Spirit* and *Sunder* (requires 2 Spark each). Keep *Beastial Rage* activated while tanking to help build up **Chi**.

And whenever you need to aggro multiple MOBs quickly, use *Roar* (aka *Talk is Cheap*), then spam *Flesh Ream* on each. You will lose aggro more easily if you do not spam *Flesh Ream* after every few attacks. Max *Flesh Ream* and *Roar* to make your job easier.

I hardly ever use *Devour* because it requires a lot of **Chi** (nearly twice as much as *Flesh Ream*), and *Flesh Ream* is better at keeping aggro. Plus, the physical defense reduction from *Devour* only lasts 10 seconds on regular MOBs and even less on bosses. If you really like using *Devour*, just use it once in awhile - whenever the MOB's physical defense needs to be reduced. If there are no physical attack dealers in your party, then there's no point using *Devour*.

The main focuses while tanking are: **Gaining Chi**, **Maintaining Aggro**, and **Staying Alive**. Let your party members handle the damage dealing/killing. If there's no need for a tank, change back to humanoid form and join in on the mass destruction.

B. Tanking Magic Bosses - Use *Alacrity of the Beast* to cancel their Ultimate Attack. Using *Alacrity of the Beast* is an important part of tanking. If you are able to cancel the boss's skills, especially the AoEs, then you can save your party from certain death. Timing *Alacrity of the Beast* to cancel the boss's skills does take a bit of practice. The general idea is to use it immediately when you see that the boss stops attacking and a casting aura appears underneath the boss. Some bosses, such as the *Myriadial Wyvern* in FB 51, do not have a casting aura, yet you can cancel the skill. All bosses have a set attack pattern they follow every time. A boss's casting time varies, so you may have to time *Alacrity of the Beast* before you notice the boss casting.

Figure that out, as well as how the boss moves before/during/after it's casting skill, to time your attacks. And remember, using *Alacrity of the Beast* too early or too late will not cancel the boss's skill. You've only got a couple seconds or even 1 second to cancel it successfully. A common mistake is when you're in the middle of another skill animation when the boss starts casting. You'll be too late to cancel with *Alacrity of the Beast*. So you need to be prepared to use *Alacrity of the Beast* before the boss begins casting, while also making sure that you don't use it too soon.

Anyways, here's an example:

The 3rd boss of FB51, *Myriadial Wyvern* - it attacks 5 times before it uses its AoE/cursing skill. So use *Alacrity of the Beast* after it does 5 normal attacks. The normal attacks look like head butts and slaps, while the AoE/cursing skill looks like a stomp. So your goal is to prevent the boss from stomping.

Usually, the boss uses its casting spell after the cooldown time of *Alacrity of the Beast*. So this makes it possible to cancel every casting skill that the boss uses. There are some exceptions though, like the bosses that cast continuously (such as that *Herc Trioc* boss in FB39) or re-casts very quickly (like the TT 1-1 squad Drum boss when it's at 5-10% HP). Those are either impossible or very difficult to cancel.

Also, MOBs like to use their casting spell continuously if you have some distance between you and the MOB. So a nice way to set up your timing

for *Alacrity of the Beast* is to stop a few meters away from the MOB, then see if it begins casting. If it does, immediately run up to it and cast *Alacrity of the Beast*. Now you'll know that the MOB will cast again when the cooldown time of *Alacrity of the Beast* is over, so get ready for the next cancel when the cooldown is almost up!



## 65. Venomancer

Stats; 1 **STR**, 9 **MAG** every two levels.

Ooo . . . this one really depends on if you prefer a magic thrower or would rather go into the tank fox mode. Personally, I'll stick to the magic until later levels. One thing different from other classes is that no matter which way you go, your only real option for weapons are the magical ones so **STR** is the only thing you need to consider if going **Heavy Armor**. If you go **Light Armor**, come look me up, bend over and let me knock some sense into you. That means **DEX** should not be necessary.

Pulling

The **MOBs** are milling around in a group and you just know if you attack one you are going to get ganged . . . what can you do? Well . . . when *Tad* and I took in *Rachel*, who is a **Veno** for those that aren't aware, she had no idea what pulling was, let alone how to do it. So simply; pulling is the art of singling out a **MOB** in a group and getting it to come after you without bringing all his little **MOB** buddies with him. For a **Veno**, this is their most important job in a squad. Why? 'Cuz dayz got pets! The **Veno** sends in her pet to attack ONE MOB, then once the pet has the MOBs attention, i.e. it attacks the pet, the **Veno** recalls the pet. As long as the pet only attacks that ONE MOB, the rest will just ignore their about-to-be-former crowd mate and go back to

wandering around. Now the set up according to *Tad\_Pole*.

First, the **Cleric**, that's me, throws a couple of **Ironhearts** on the **Veno**, giving her a good paint of healing love 'cuz she's gonna draw agro all over her body.

The **Tank**, that's *Tad*, positions himself between the **Veno** and the MOB and waits.

Now the **Veno** sends out the pet, who whacks one MOB and disappears back to the **Veno's** waiting arms leaving all the MOBs, but the one attacked, scratching their . . . heads . . . yeah . . . heads.

The wholly insulted MOB with pet spit all over him sees the **Veno** and his eyes go all red in rage. The MOB charges the **Veno**, who at this point screams like a little girl and runs away, usually right past the laughing **Cleric**.

The MOB, thinking his fast food is escaping blindly rushes past the large, heavily armored, heavily muscled, fanged, clawed and armed monument to tigerish (or wolfish, pandaish, lionish) masculinity in an effort to recover said food.

The patiently awaiting **Barb** calmly steps out behind the MOB and POW! Rudely interrupts the MOB's thoughts of foxy dinner.

It's a slaughter! Can we do it again? Huh? Huh?

See, a **Herc** or **Nix** is NOT mandatory for a **Veno**! Heck, *Rachel* uses *Vanilla*, her bunny, sometimes.

So what do you do without a **Veno**? Well . . . it seems to me that **Sins** believe they can pull too. While I am not sure what skill they use, I haven't noticed a great deal of success, especially not on the Level of a **Veno**. Also there is one other

way . . . a **Zeal Genie**. It pretty much works the same way as a **Veno** pulling except any class with a **Zeal** can do it but it doesn't have anywhere near the range a **Veno's** pet does.

What the puller has to do is sorta sidle up to a group of MOBs, kinda like my cat does to Bacon just before he swats the hell out of him, and hit one with a **Zeal's Earthflame**. This just burns them up and they come after the puller. Now the rest of the squad does the same as with a **Veno** and soon it's all over. When you are alone, you just have to expect getting attacked and make sure you can survive it and that you don't suck in some other close-by MOB.

## 66. Pets and the New-born Veno

Any **Venos** can pick up a scorpion or wolfling with no problem. Same goes for the tortoises in the river. One thing that IS hard to get at the beginning though is a flying pet. As *Jinger* suggested to *Willow* when she started . . . ask a senior **Veno** to catch you a flyer, like a **Petite Sawfly**. They are 8th Level and you'll prolly get more use out of them than the tortoise. *Jinger* also informs me by Leveling a fly

from the beginning, they come out pretty darn good at later Levels.

## 67. Tideborn

The best thing about the advent of the Tideborn is the quest chain that starts at about 40 or 50. A huge bump in XP AND coin. Very nice. Other than that, I wish they'd never bothered since I think Assassins have every effectively screwed the whole game up. And the idea of them being 'fish' people? Why not put the city underwater for real instead of just adding coral and seaweed to an obvious surface area?

## 68. Assassin

Stats; 1 **STR**, 4 **DEX** every level.

Okay, if you are contemplating an **Assassin**, stop it now. Just go ahead and start a new toon, you are doing nothing but making work for yourself and annoying others.

Just kidding . . .really . . . really, really . . . ok, not really. But IF you must be an **Assassin**, anything I said about an archer pretty much works here. Also remember that **MP** charm thing. Prolly make a '**sin's** mouth water to have one.

## 69. Psychic

Stats; 1 **STR**, 9 **MAG** every two levels.

Psychics have a bit of an advantage over most of the other magic types in the *Landslide*. The wonderful little spell pushes the MOBs back and gives you a little extra time to kill them. As a result, in my opinion, **VIT** is not a critical for a **Psychic** as other casters. Put everything you can into **MAG** and get the MOB dead before it reaches you.

Okay, comments on the **Psychic** . . . if I had to choose between a **Psychic** and **Wizard**, I'd go **Psychic** every time. These guys hit hard and can keep a MOB out of their face with *Landslide*. I've run one of my **Psychic** up to 62<sup>nd</sup> level and it's been nothing but simple. The only fault I have found it the one typical of caster, a lack of physical attack. This makes *KunKun* and *Staunch Worms* almost impossible. In *KunKun's* case, get a bow, a couple might rings and a hundred physical attack charms and chase him down. In the case of the worms, pray there's a nice **Venomancer** floating around that will let you leech off her kills.

**Thistle Thoughts:** Boy, was I a newbie! First chance I got, I dumped my **Zeal's Earthflame**. Dumb dumb dumb but that goes with not having a great Faction to teach me things! Now I have two **Genies**, my pulling **Genie** and my combat **Genie**. If you don't have a **Zeal** and have put a lot into your current **Genie**, take three **Mirage Celestones** to the **Watcher** and buy a **Zeal**. You don't have to Level it or anything since the starter skill works just fine at 1st Level.

## 70. Earthguard

With the advent of the **Earthguard PWI** in its infinite wisdom has decided to take back a little of what they

**Thistle Thoughts:** I am not a **Veno** at heart but I am exploring the class with *Willow*. So far I've gotten help from *Rachel* and *Jinger* and I thank them both. And if anyone is dying playing a **Veno**, someone tell me HOW! *Willow's* 24th now and hasn't come close to death.

gave us with the *Supply Crate* you get at the beginning. Now rather than a permanent weapon at level 5, 20 and 50, the stupid things have a timer and expire. Personally, I think it sucks since I was able to pass my 50<sup>th</sup> level bow from one archer to the next. I guess this kinda explains WHY **PWI** chose to go this route. Sorta forces you to buy that dumb *Hammer* so your next character can get the weapon. They've also decided to give new toons this wild looking armor that gets stronger the more pieces of the set you wear. Cool. It expires. Uncool. Don't rely on this stuff. Keep an eye on the timer and make sure you have something in the bank ready to replace it. The really sucky part is they don't give bonuses for having complete sets of armor like that at other levels . . . until you get to some of the really high level stuff. So . . . for *Thistle*, having a complete set of 85<sup>th</sup> level *Moonshade* offered no bonus. Pooh!

## 71. Mystic

Stats; 1 **STR**, 9 **MAG** every two levels. As with a **Cleric**, a **Mystic** has no real need for **DEX** so leave it at 5. As for **VIT** it is really up to your style of play. If you find yourself dying regularly, perhaps a point or two of **VIT** somewhere along the line might be in order otherwise just go with this build to maximize your attack power. The faster you kill them, the less time they have to hit cha back! Comments on the **Mystic** . . . I am not as far along with my **Mystic** as I am with a **Psychic** or **Wizard** but I haven't developed much of an appreciation for the class. The healing thing is great, what squad can't use extra healing but as a **Cleric**, don't think you can do a **Cleric's** job all the time. You ain't up to it. And there are things you have to understand about this 'pet' thing. It's not a pet, it is a physical manifestation of your power. As such you don't have to feed it nor can you recall it like a Venó. I have seen a Mystic try to 'pull' in FB69 and all we ended up with is a mob of Mobs all around us. Use a genie or get a **Venomancer**. Otherwise I find the class easy to level, in fact I had to leave the *Tellus* area when I reached 27<sup>th</sup> level out of boredom. All those *Broken Bow* quests you get in *Archosaur* are pretty darn easy when you don't even start on them until you are seven levels higher than everyone else.

## 72. Seeker

Stats; 7 **STR**, 3 **DEX** every two levels. I haz no real idea, just going on what I've read, this is a pretty much standard build. I think 5 **STR** and 3 **DEX** is pretty much a necessity with two extra points left over. Put them into **STR** to increase your damage and into **VIT** to increase your **HP**. **MAG** is the same as other melees, ya don't get none, but spring for an **MP** Charm it'll do ya good.

## Abbreviations

**Add** - An extra monster has joined an existing battle usually called up by some boss.  
**Alt** - A character on your account other than your main character.  
**AoE** - Area of Effect Damage. This is a spell that hurts a group of monsters in an area.  
**Aggro/Agro** - This means the monsters are mad at you and you've 'activated' them to attack you.  
**Aggro/Agro Radius** - The radius around the monsters where they will "wake up" and attack you. Also the range you have to reach once you draw agro and wanna get away.  
**AGI** - Agility  
**AH** - Auction House  
**APS** - Attacks per second. This has become the end all be all of the End Game with 5 APS being the Ultimate in power. This is generally only achieved by **Assassins** or **Archers** because of their high **DEX** and can only be attained with 'interval' gear, an expensive proposition.  
**BH** - Bounty Hunt. A special quest you can pick up daily that tasks you with killing a boss in one of the FBs. It requires you to be level 40. *Thistle Notes*: BH = Bloody Hell.  
**Bio** - To call for a break based on a biological need. This can be food, drink, letting the dog out or a bathroom break. Generally more polite than 'I gotta take a leak.'  
**Buff** - A beneficial spell cast on a monster or player. An example of a 'buff' is the **Cleric's Vanguard Spirit** that increases a toon's physical defenses for 30 minutes.  
**Carebear** - Player that prefers to help other players rather than attack MOBS and do quests. A derogatory term on a PVP server. See *Thistle\_Grey Caster* - A character that cast spells on the enemy, such as a **Wizard**, **Psychic**, **Mystic**, **Cleric** etc.  
**Channeling Gear** - Any gear that reduces the time a spell takes to **Channel**. This effectively increases the speed of attack for **Caster** types.  
**Crazy Stone**: Beginning at level 30 a daily quest that requires the purchase of five shards. Cheap at lower levels but 71000 coins plus above level 81.  
**DD** - Direct Damage. Any attack that does all of its damage in one hit rather than spreading its damage over time.  
**DMG** - Damage  
**DOT** - Damage over time  
**DPS** - Damage per second  
**DeBuff** - A negative spell cast on a unit that makes it less powerful. An example of a 'debuff' is the **Cleric's Dimensional Seal** that decreases the targets **Physical Defense**.  
**FB** - Fuben (Chinese for dungeon), the dungeon quests you have to do starting at level 19. These come along every 10 levels so 19, 29, 39, etc.  
**Grinding** - Staying in the same area fighting the same types of monsters for a very long time to gain XP/SP and/or coin.  
**HP** - Hit Points: if this bar goes to zero, you die.

**Instance** – another term for an FB.

**INT** – Intelligence

**Interval Gear** – Any gear that reduces the amount of time required to make an attack. This stuff effectively increases the APS of a toon.

**Kiting** – Used by most ranged classes to avoid death. This usually means firing several shots then turning to run thus gaining distance allowing the kiter to get off another shot of two before running again. *Thistle Note:* I have personally never bothered to kite, not with a cleric, not with an archer, never. If I can't kill it, I'll escape and reconsider my attack string.

**KS** - Kill Steal. Try to steal another person's kill. *Thistle Note:* This HAPPENS! Do not get all excited about it when it does, just go on about your business. The next time it happens, it will probably be YOU doing the KS, in happens too. The only time you should get upset is when someone purposely camps you and tries to steal your kills consistently. That's when you take a bunch of screenies and send in a report to PWI.

**LF** - Looking for . . .

**Loot** - To take the treasure from a monster that has been killed or from a chest.

**LVL** – Level

**Mats** - (raw) materials used for the crafting skills

**MOB** - MOB is an old programming acronym of Mobile Object Block. Mobs are all computer controlled characters in the game. You should likely use some other term such as monster, creep, or bad guy.

**MP** - Magic Points: the amount of energy you have to cast spells or perform skills. If this blue bar goes to zero, you cannot cast or use skills.

**Nerf** - To downgrade, to be made softer, or make less effective. "X has been nerfed."

**Newbie/Noobie** – To me Newbie means new player. Noobie suggests that a player is not very good. But that is just me.

**NPC** - This is a non player character. The characters are controlled by the computer.

**Nuke** - high damage in one hit, usually magic attack

**PC** - Player controlled character

**Pet** - A NPC controlled by a player such as a Wolf.

**PK** - Player Kill or Player Killer.

**Puller** - Person who pulls monsters for the party.

**Pulling** - One of the players in a party heads out and leads one or more of the monsters back to the party so that the party can attack the monsters. The idea is to prevent too many monsters from attacking at once.

**PvE** - Player vs. Environment. Combat between players and computer controlled opponents.

**PvP** - Player vs. Player. This means for one player to attack another player.

**Res** - Short for Resurrect/Revive

**Re-Spawn** - A monster that has been killed has spawned (been created) again

**Rez** – Resurrect/Revive

**S>..... B>....** which mean Sell and Buy. Usually find this in Personal Shop. Note: The dots stand for any item name.

**SP** – Spirit Points. Earned like XP, with kills and quest completion. SPs are used to purchase new skills/spells or to upgrade old ones.

**Stack** – To pile a group of spells/quests etc. The **Cleric's Ironheart** spell can be Stacked, Bounty Hunts can be Stacked. Certain items can be stacked.

**STR** – Strength

**Tank** - A melee character that can take a lot of damage.

**Toon** - Your character.

**Walker** - Patrolling monster

**WQ – World Quest.** A daily quest involving travel to as many as 30 NPCs across the map. This quest does not involve any combat. You have the option of taking it beginning at level 70.

**WTB** - Want to buy

**WTS** - Want to sell

**WTT** - Want to trade

**XP** - Experience Points