

Weapon/Armor/Costume Modification Guide

Warning: READ ME!!!

When modifying your weapon/Armor, you will lose your orange or gold stat and be replaced with a Blue stat. You will also lose your slots and onyx.

Part 1 : Modification items

Weapon/Armor Upgrade Scroll

Upgrade Normal Weapon lv 20-39 /Armor lv 10-25 (maxed stats Weapons/Armor only)



Beginner Weapon Upgrade (Green)



Beginner Armor Upgrade (Green)



Beginner Weapon Upgrade (Blue)



Beginner Armor Upgrade (Blue)



Beginner Weapon Upgrade (Orange)



Beginner Armor Upgrade (Orange)

Upgrade Normal Weapon lv 40-50 /Armor lv 26-45 (maxed stats Weapons/Armor only)



Medium Weapon Upgrade (Green)



Medium Armor Upgrade (Green)



Medium Weapon Upgrade (Blue)



Medium Armor Upgrade (Blue)



Medium Weapon Upgrade (Orange)



Medium Armor Upgrade (Orange)

Upgrade Normal Weapon lv 51-70 /Armor lv 46-70 (maxed stats Weapon/Armor only)



Advanced Weapon Upgrade (Green)



Advanced Armor Upgrade (Green)



Advanced Weapon Upgrade (Blue)



Advanced Armor Upgrade (Blue)



Advanced Weapon Upgrade (Orange)



Advanced Armor Upgrade (Orange)

Equipment Mod Scroll



Equipment Mod Scroll (Green) - Boost extra effects on green equipment.



Equipment Mod Scroll (Blue) - Boost extra effects on blue equipment.



Equipment Mod Scroll (Orange) - Boost extra effects on purple equipment.

Insurance Mod Scroll



Insurance Scroll (Upgrade) – Stops weapon or armor loss when upgrading.



Insurance Scroll (Mod) I – Protect weapon or armor loss when modding.



Insurance Scroll (Mod) II – Protect weapon or armor loss when modding and increase success chances by 25% and costume 10%.




Insurance Scroll (Mod) III – Protect weapon or armor loss when modding and prevent downgrading specially on weapon and costume.



Insurance Scroll (Mod) IV – Protect weapon or armor loss when modding, increase success chances by 25% and costume 10% and prevent downgrade on weapon/costume.

How to obtain:

Item Mall

Ying Long NPC – require Raid Token (RT)  from raids.

High level guild merchant in guild cottage.

Casino Night



Part 2 : Upgrade Weapon/Armor



Step 1. Open your Skill interfaces and select everyday skills tab. Click the icon that says Modify like the image on left.

Step 2. Pick the weapon/armor you want to upgrade like the image shown above.

Step 3. It will automatically shown the scroll and ingredients needed for it.

Step 4. Don't forget to put the Insurance Scroll (Upgrade) to prevent equipment loss.



Part 3 : Modification Weapon/Armor



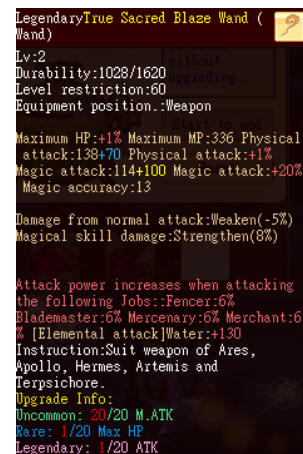
Step 1. Open your Skill interfaces and select everyday skills tab. Click the icon that says Modify like the image on left.

Step 2. Pick the weapon/armor you want to mod like the image shown above.

Step 3. It will automatically shown the mod scroll you needed if you have it in your inventory. In this case since the (green) is 20/20, it will automatically put in (blue) mod scroll.

Step 4. It will automatically show you the gems and ingredients needed.

Step 5. Don't forget to put the Insurance Scroll (Mod) I to prevent equipment loss.



List of Gems and Ingredients for Upgrade and Modification

As a new player you might find gems in your inventory from killing mobs while doing quest and levelling. I would suggest you to sell the gems or keep it in future investment for you gear. Here a list of what gems you needed and how to obtain it.







1. Gems – Divine into 5 parts (A, B, C, D, E)

| | | | | | |
|---|-----------|---|------------|--|-----------|
|  | Citrine |  | Olivine |  | Spinel |
|  | Amethyst |  | Aquamarine |  | Agate |
|  | Ruby |  | Opal |  | Obsidian |
|  | Moonstone |  | Turquoise |  | Tigerseye |

How to obtain:

- A - Raids, Instances, Item mall, Gilda Silva NPC (RNG Boxes to get Gems bag), Firework map, VIP, Mob lv 61+
- B - T3 quest, Gilda Silva NPC
- C - Mob lv 41-50, Demon Tower Instance (Bronze Chest, Silver Chest, Golden Chest rewards)
- D - Mob lv 21-40
- E - Mob lv 1 -19

2. Materials:

| | | | | | |
|---|-------------|---|------------|--|-----------------------|
|  | Red Crystal |  | Cedar Wood |  | 1-Carat Blue Diamond |
|  | Tanned Hide |  | Gemstone |  | 1-Carat Green Diamond |

How to obtain:

Collection skills

Fairy Forager – You can buy the tools from Jezz Marshal X:213 Y:162 and use FF to send the fairy to do the collection for you.

How to obtain Diamond:

Demon Tower Instance
Raids

3, NPC Material

| Item | Price |
|-----------------|-------|
| Antler | 700 |
| Tusk | 700 |
| Niter | 700 |
| Fossil Ornament | 775 |
| Sharp Teeth | 775 |
| Fowl Fillet | 775 |
| Rose Petals | 850 |
| Angelica | 850 |
| Royal Jelly | 850 |
| Snowdrop Seed | 925 |
| Cirrus Silk | 925 |
| Flame Sand | 925 |
| Wild Peony | 1000 |
| Strangleweed | 1000 |
| Violet Glacite | 1000 |
| Lightning Lapis | 1075 |
| Gustite | 1075 |
| Earthstone | 1075 |

Siamak Marshall




Information

Race: Human
Gender: Male

Locations

Darkdale (X:248 Y:264)

Costume Modification

Pretty much the same with modification weapon/ armor, you can add certain stats in your costume of choice. Require 1 premium silk  through each modification up to level 20.


How to obtain:

Other player

Mai Golai NPC – Exchanges your costume into premium silk

- Body perm = 25 silk
- Head perm = 15 silk
- Face perm = 10 silk

B

If you don't like the stat u get, you can buy Super Bleach  from the Dry Cleaner NPC to restart the process or reset the failed costume into clean again.

List of the ingredient needed for levelling costume modification

| | | | |
|--|--|---|---|
| Level 1 Premium Silk x 1 Maple wood x1 Vine rope x1 Animal fat x 1 | Level 2 Premium Silk x 1 Copper bar x 1 Wild hide x 1 Red silk thread x 1 | Level 3 Premium Silk x 1 Pig oil x 1 Sugar x 1 Brewer's yeast x 1 | Level 4 Premium Silk x 1 Blue powder x 1 Beast fang x 1 Cow cord x 1 |
| Level 5 Premium Silk x 1 Willow wood x 1 Hemp rope x 1 Cotton cloth x 1 | Level 6 Premium Silk x 1 Iron Bar x 1 Itching powder x 1 Black spider juice x 1 | Level 7 Premium Silk x 1 Knitting wool x 1 Conch shell x 1 Bat wing x 1 | Level 8 Premium Silk x1 Green Powder x1 Snakeskin x1 Charcoal x1 |
| Level 9 Premium Silk x1 Laurel Wood x1 Split Bamboo x1 Wolfskin x1 | Level 10 Premium Silk x1 Lead Bar x1 Lacquer x1 Prickly Belt x1 | Level 11 Premium Silk x1 Silk x1 Poisonous Fang x1 Antler x1 | Level 12 Premium Silk x 1 Violet Powder x1 Tusk x1 Niter x1 |
| Level 13 Premium Silk x 1 Pear wood x 1 Fossil ornament x 1 Sharp teeth x 1 | Level 14 Premium Silk x 1 Tin bar x 1 Fowl fillet x 1 Rose petals x 1 | Level 15 Premium Silk x 1 Rabbit fur x 1 Angelica x 1 Royal Jelly x 1 | Level 16 Premium Silk x 1 White powder x 1 Snowdrop seed x 1 Cirrus silk x 1 |
| Level 17 Premium Silk x 1 Cedar wood x 1 Flame Sand x 1 Wild Peony x 1 | Level 18 Premium Silk x 1 Gemstone x 1 Strangleweed x 1 Lightening lapis x 1 | Level 19 Premium Silk x 1 Tanned hide x 1 Violet glacite x 1 Gustite x 1 | Level 20 Premium Silk x 1 Red crystal x 1 Earthstone x 1 Turtle Shell x 1 |

Dry Cleaner



Information

Race: Human
Gender: Male

Locations

Eversun City (X:158 Y:217)



Step 1 : Open your Skill interfaces and select everyday skills tab. Click the icon that says Modify like the image on left.



Step 2 : Pick the costume you want to mod and it will automatically show the ingredients you needed for every level to max 20.

Note : The higher the level is, the higher chance of failure. Don't forget to use insurance to avoid loss and only decrease level.

I suggest using Insurance Mod I/II until you reach lv 10 and use IV all the way to 20 to get a guarantee higher change of success.

Stat table that you can get from costume modification

| | Rank 1 (1-5) | Rank 2 (6-10) | Rank 3 (11-15) | Rank 4 (16-20) |
|------------------------------------|--------------|---------------|----------------|----------------|
| Max HP | ✓ | ✓ | ✓ | ✓ |
| Max MP | ✓ | ✓ | ✓ | ✓ |
| HP Recovery | | ✓ | ✓ | ✓ |
| MP Recovery | | | ✓ | ✓ |
| Physical Attack | | | ✓ | ✓ |
| Magic Attack | | | ✓ | ✓ |
| Physical Defense | | | ✓ | ✓ |
| Magic Defense | | | ✓ | ✓ |
| Accuracy | | | ✓ | ✓ |
| Evasion | | | ✓ | ✓ |
| Damage Increase to Boss Enemies | | | | ✓ |
| Damage Reduction from Boss Enemies | | | | ✓ |
| Attack Speed | | | | ✓ |
| Critical Rate | | | | ✓ |