



The definitive Guide to Pocket Legends

Welcome to Pocket Legends! On the web (and specifically the website of Space Time Studio's) there are many guides to be found. However, most of these guides handle a specific issue and are therefore limited in scope. To get a good grip on the game, you'd need to read multiple guides. This guide is an attempt to bring together many other guides into one, overall, easy to download and read guide.

For the content, I heavily steal, swipe, copy and paste from other guides. Little of the content is therefore my own. I merely try to gather everything in one place and organise it such that it provides a good overview for the beginner and the intermediate players. Real advanced stuff for the hardcore players I generally leave out of this guide. Those interested in investing that much time into the game probably don't mind reading the various specific guides available.

For more info, check out the pocket legends forums from SpaceTimeStudio's:

<http://www.spacetimestudios.com/forumdisplay.php?4-Pocket-Legends-Forums>

Especially the 'player guides' section has a lot of info. This is actually where most of the info in this guide is 'farmed' from.

This guide has been made at the time that Pocket Legends is in version 1.7.4.

So, lets get started.

Creating a Character

Step one: choosing a character

At the start of the game, we choose in which persona we want to play the game. There are three choices. The warrior, the enchantress and the archer, each with their own particular strengths and weaknesses.

The Warrior

Is the basic 'fighter' type. The Tank who goes toe-to-toe with the enemy and deals and takes large amounts of damage.

Pros for the Warrior

- Has a great Survivability rate when attacking mobs.
- Kills mobs in the least amount of hits (takes two)
- Can go away from phone without dying.

Cons for the Warrior

- Absolutely no range with attacks whatsoever.
- Takes the longest to Grind

I Would recommend this Class for a person new to the game. He's a close-up Tough character, and only requires an inch of brain power to use.

The Enchantress

This is the all round 'mage' type. Also has healing and resurrect abilities. Also several area damage spells.

Pros for the Enchantress

- Has Ranged attacks.
- Has good Area Effect spells
- Kills Enemies fast for Grinding.
- Can "Strafe", thus making it easier to not be hurt whatsoever.

Cons for the Enchantress

- Tested this character and found that it dies the easiest when AFK
- Doesn't handle when mobbed

I would recommend this character to the general public, not too hard to play but for sure not the easiest.

The Archer

This is the 'ranger' type. Specializes in ranged attacks.

Pros for the Archer

- Has the widest range of all characters of attacks.
- Good for Kiting bosses
- Handles itself well when mobbed.

Cons for the Archer

- Takes the longest to kill a single opponent. (3 shots)
- Takes Longest to get Quests done.

I would recommend this Class for the advanced players who know what they are doing. Trust me, if you are not familiar with the quests, this account will take ages.

Step 2: Naming Your character

The chosen character will be given a generated name. This can be changed. If you want an original name, you should do this now. Changing your name later on in the game costs a whopping 50 platinum. So consider this step carefully. To change your name, tap on the name and a window will open up. Remember. Most 'cool' names from movies etc. are taken. Forget Gandalf or Godzilla. Think of something a bit more creative.

You will next be asked whether you want to buy a premium package. This package contains special gear and character improvements (such as extra slots for items and auctions). Some of this stuff cannot be gotten without the package, and the gear is generally speaking pretty good. Buying this now will save you a lot of platinum later on, if you would want these benefits anyway. However, this is only relevant if you intend to play this game for the long run and don't mind spending real money on the game.

Once you have successfully made your new character and named it, you will be directed to the Tutorial. This one pretty much speaks for itself. Just do as you're told soldier...

Playing the Game

The General Idea

The general idea of the game is to go out there, explore the world, do quests, kill monsters and take their stuff. All the while, your own PC gains experience and after gaining a specific amount of experience for killing monsters, you level up. As you gain levels, new powers and equipment become available and you increase in power and attributes (a word on those later).

Getting to know your character

Your PC is built up with a set of attributes. Primary attributes, which go up as you level up, and secondary attributes, which follow based on the amount of points you have put in the combination of primary attributes. The stats are further influenced by the gear you have equipped.

Primary Attributes: Strength (STR), Dexterity (DEX), and Intelligence (INT)

Secondary Attributes: Hit, Critical, Dodge, Health, HP regen (HP/s), Mana, Mana regen (MP/s), Damage, Weapon speed, DPS, and Armour

So what do they do? Let's look at the secondary attributes:

Hit: standard % chance of scoring a hit. Buffs / debuffs can influence this during play.

Critical: chance of scoring a critical hit. Critical hits do double damage. With the way armour works, this can be very powerful

Dodge: a chance to completely dodge certain attacks / effects

Health: the amount of damage you can take before you die...

H/s: regeneration of health in points per second

Mana: the amount of energy you have to power spells and powers

M/s: regeneration of mana in points per second

Damage: a range of minimum and maximum damage (sans effects such as critical strikes or combo's) done per attack

Weapon speed: how many times per second the weapon strikes

DPS: damage per second, basically a combination of the average damage done and the weapon speed

Armour: the amount of armour you have. Armour deducts from damage you take

This will give you some idea of how your character is built. There are several ways to influence your attributes:

- gear
- vanity faces
- assigning points in your primary attributes as you level up

As you level up, you get to assign points to three main stats, each has different effects and is of different importance depending upon your class.

STR: Adds damage, adds health and adds armor

DEX: Adds damage, adds to hit % and adds to dodge

INT: Adds damage, adds to mana and mana regen

Next, the PC will have gear. Gear is divided into several categories. Headgear (helmets, crowns etc.), a weapon (can be one or two handed), 'chest' armour (basically what you are wearing as clothes), shield (you can only equip a shield when using one-handed weapons), rings (at the moment only to be bought using platinum), crafting gear and finally vanity items. Vanity items are usually bought using platinum (or in the consignment store) and some have nice added benefits besides looking cool. Vanity items add bonuses on top of regular items.

Then the PC has skills. These are spells or powers that are class specific. As you level up you get skillpoints to assign to skills. This way you can specialize. Currently, skills max out at 6 points and with 12 skills to choose from, you generally have all skills available at pretty much maximum power by the time you are at maximum level.

Knowing your 'job' in the team

The Warrior

Your job is to "tank". All that STR you're pumping up? Well, it's not really for damage (yes, it helps, but that's not your main job) -- it's to increase your hit points and armor so you can take more damage. You go in first, and get the attention of the enemies. Make them attack you. Use Taunt continuously... it's free in terms of mana cost and it increases the chance that enemies will focus on you.

Get the best armor rating and H/s regen rates you can. Yes, a two-handed sword looks cool and does more damage, but in a group, that's not your job. A shield will serve you better and some of the 1-handed weapons have nice effects that can help offset their lower damage.

Warrior (Bear or Ursan) rules of engagement:

- Should always be the first to run into a mob
- Spam taunt as much as you like! It has no mana cost and it's your duty to keep enemies on you!
- Don't let enemies attack your mages or archers! Mages especially!

The Enchantress

You are the kings (queens?) of area-of-effect damage. Single-target? Not so much. At higher levels, you will literally be able to blast apart "trash" mobs with your standard battery of area-of-effect spells, especially if you time them correctly for combos.

But for now, early on? You're going to maximize exactly 2 skills: Lightning and Heal. And Heal is vitally important. That bear tanking for you? Keep it healthy, because if the bear dies, you're probably next. That means you've got to close in a bit tighter than the bird, to keep your tank inside the effect range. You can also soften up enemies or finish them off with some Lightning strikes.

Like birds, your best defense if you become the hunted is to run. Since the game forces you to take a rank in Frostbite, you can use this to freeze a pursuer in its tracks, at least for a second, to buy yourself some time.

Heal is important for more than just hit point recovery; in a pinch, everyone can (and should) use potions for that, allowing you to save mana for later. But many negative statuses can be cured by Heal, in addition to hit points -- broken armor is the most common at low levels. Keep an eye on the icons next to character names, and you'll soon learn when to patch them up before they take big damage.

Enchantress (Elf) rules of engagement:

- Heal and buff yourself AND YOUR TEAMMATES!
- Revive any dead party members
- Keep your team alive with heal

The Archer

Ok, see everything above about bears? Do the opposite. You want to hang back, using long-range attacks, focusing on the enemy causing the biggest problem. No one, repeat, no one is better than you at dealing damage to a single target, and your presence will help greatly in boss fights.

But beware, you're squishy and taste like chicken. The last thing you want to do is stand toe-to-toe with any enemy, let alone a boss. If they decide to target you, run. Literally, you can run circles around the bad guys while continuing to fire away at them. Discretion is the better part of valor, and cowardice is the better part of discretion, so valiantly run like a scared child. Thorn root can also hold them still while you make a brave dash for safety.

Your long-range attacks can be used to "pull" single targets toward the group, allow the team to split up encounters into more manageable chunks. Once you've pulled, though, stop firing until the tank draws enough hate to keep you from being turned into a chicken nugget snack.

Archer (Bird) rules of engagement:

- Deal damage to enemies!

- Try not to get ahead of ursans because most archers are fragile!
- Root mobs with your thorn skills
- Pull out single enemies
- Debuff shields

Teamwork

Teamwork means understanding what you and your team members are supposed to be doing, and executing accordingly. Use tactical positioning and skills to control the battlefield to let the tanks draw enemy aggression ("aggro") while the others deal the main damage and debuffs. Learn what skill combos exist, and know when to contribute part of the chain and when to hold off because someone else is setting something up. And whatever you do, **stay with the group**. If you go wandering off on your own, it likely won't turn out too well. Also, you are taking XP away from the others. That is not nice. In addition to the notes below, everyone will want to invest in skills for self-preservation (e.g., Evade for bears and birds).

Bears

Taunt and Beckon. Even without the stun effect, drawing groups of enemies toward you make the bird and elf jobs a lot easier. Stomp, while quite useful early on, becomes a lot less useful because it has the nasty habit of breaking up the others' combos as well as scattering all of those enemies you want to group together. Still, Stomp can be useful to trap enemies in a corner, but it requires good positioning and working well in timing with your team.

Birds

As tempting as some of the skills may look, you are most valuable to the team when you are focused on boss killing. This means ranks in Focus to do more damage, Blast Shot and Blinding Shot to debuff them, and Thorn Wall to slow down pursuit (and set them up for a Nature Strike combo).

It can be hard to be patient, but know that even if you fell like a "hanger-on" during routine mob clearing, you will get a chance to shine with bosses.

Elves

One you've got some skills built up and some pretty good mana regeneration going, it's up to you to handle most of the routine "clearing" work by dropping area-of-effect skills pretty much as fast as they recharge. Throw out a Heal as soon as it will help anyone, to avoid letting them drop into danger realms. You'll want at least 1 rank in both Blessing skills to keep the team buffed.

Against bosses, you want to ensure the team is buffed with Blessings, that you keep the enemy debuffed with Nightmare and Weakness, and that you spam Heal as often as possible. Any damage you contribute is generally secondary, though be ready to jump in with a combo when the opportunities present themselves. You'll want to use your area skills to mop up the "entourage" of mobs around the boss so the team can focus on the boss by itself.

A few words to the wise

When you go up in level, you get to assign attribute points and skill points. If you know where you'd want to assign them, do so as quickly as possible, this way you are more effective for the rest of the map. If you don't know which attributes or skills to choose, it is better to wait than to waste. If you want to reassign attribute points or skills, you need to pay platinum...

When you gain drops, check whether it is an item that is better than the stuff you have on you now. Especially for lower levels, a few points more armour or increased H/s or M/s can make a lot of difference... For higher levels all dressed up in pink gear, you prolly know what item you need to get better, then this is less important.

The cool stuff drops at the boss. So make sure you are there when he goes down. Don't linger defeating straggler mobs, they generally trail you (aggro) anyway, so kill them when they near you again. Stay with the group. The herd provides protection. Damage is spread about and especially the bosses require multiple teammates to bring down at the lower levels (unless you are on elixir steroids or burning pots of healing at prodigious rates).

When others offer you to trade stuff, beware. Just as in the real world, there are unfriendly folk out there. They may scam you completely or offer you prices way below the worth of items. Make sure you understand the worth of items before selling them. The funny thing is, rare low level items are much more valuable (generally speaking) than rare high level items. So exchanging a low level 'pink' for a higher level 'pink' is rarely a good idea...

Be nice. This is a social game. People play games to have fun. Say thank you when appropriate. Don't get mad because somebody does not react to a message 'quickly' or at all. Accept that some people are simply more adept at this whole experience than others and people have different 'things' they want to 'get out of' the game.

Forms of play

To better understand your fellow players, here are a few ways that the game can be played. It may provide you with some ideas of goals to set yourself, but most of all, hopefully understanding the different forms creates more understanding and thus respect for other people's actions in game.

Depending upon personal preferences, there are several ways to play the game. These are some 'typical' forms:

- The 'normal' way, where you play the storyline by following up on the quests given to you by the NPC's. This way, you will travel pretty much the whole 'world' and see all the sights, levelling up and acquiring loot as you go along.
- Playing for advancement. Trying to gain levels and power as quickly as possible. These folks look for those dungeons where the xp gain per hour is the highest. They generally remake before hitting difficult bosses as these provide limited XP but cost a lot of time.
- Playing for gold. Also called 'farming'. Killing mobs and bosses to accumulate gold and rare items to sell at the consignment store. Farming is also done to gather potions.
- Playing as a collector. These people try to collect rare items, cool looking items etc. Often follow a farming strategy to find the items themselves or accumulate enough gold to buy special items in the consignment store.
- PvP players. These players try to optimize for a specific level and then enter the arena to beat the crud out of other player characters
- Social players. These players play with friends (or make them on the spot) and generally chat a lot on the background. For them the world is a place to meet (new) friends and socialize while along the way doing a little of any of the above
- Solo play. Some people prefer to play solo. In general they will make their own game and password protect it. However, if they forget, they may boot others out of their game. Solo play can be done to up the difficulty (threat level), or to get gear specifically for that level. The gear that drops is usually conform the highest level in the group, or the highest level of the dungeon /map if there are PC's of a level higher than the recommended level for the map.

In most cases people switch from play style to play style as their mood or the situation requires. For example, some quests require you to be a certain level, so you need to play for advancement before you can continue the storyline. Sometimes you simply want to get better gear for your PC and you need to do some farming to get some yourself or get the cash to buy some, before continuing with the storyline.

In order to 'get along' better it is important to realize that these different styles exist. If someone is playing hard to gain XP, they will not be happy when other players in the group are constantly chatting and goofing about. The other way around is also irritating. The best thing is to find a group of players with similar goals/styles and not get irritated with people who simply want something else from the game at that time. To each his or her own and respect for all types of play.

A word about teams

In general, play is most fun when playing alongside other players. Groups can form of up to five players in the same dungeon. Then that game is full. Sometimes group of known friends will play together and reject or boot out others. It is best practice to create a password protected game if you want to keep out 'strangers'.

Teams work best if the PCs are of comparable level. That way, all contribute evenly. Higher level PC's in lower level dungeons generally are there for a specific purpose (such as finishing quests they didn't do as a lower level PC or to farm potions or drops for other PC's they also own and who are of lower level). They may or may not like lower levelled PC's to tag along. If they do not mind, tagging along with a higher level PC is a good way to gain XP fast. Drops will be less spectacular however, and the levels of the items dropped will be the highest of the dungeon level.

Lower level PCs going to (much) higher level dungeons provide no benefits for the higher level PC's. They DO occupy a slot where a productive member could otherwise join. So, although the lower level PC in a higher level dungeon gets added benefits of gaining more XP and cool loot, do not be surprised if the other higher level PC's boot you out. You are essentially a parasite...

Teams and drops and XP

Teamplay is promoted by PL. A full party gains bonus XP. Also, XP gain is not divided by the amount of PC's in the game. Whether running solo or with a group of three, XP per kill is generally the same...

Drops of items have a similar way of working. Drops are calculated separately for each PC, so you don't need to be afraid of others getting stuff you would otherwise have gotten. Whether there are 1 or 100,000 PC's are in the group makes no difference. Your drop chances are x% and then x% for a certain rarity. The exception is potions and gold. If a potion drops (in addition to other possible drops), it goes randomly to one of the party members. Gold found in chests or on monsters is split among the party evenly.

The level of the item dropped is generally that for the highest level PC in the party. If the highest leveled PC's level is higher then the maximum drop level for the map, the maximum leveled item will drop.

A word on Tactics

The basic idea is to kill monsters and not die to often yourself. This advice is about as useful as 'buy low, sell high'. So, some generic combat wisdom and tactics will be discussed here.

Aggro

Aggro is when a monster has you targeted (and when you target a monster). A monster that has targeted you will come after you and try to hit you when in range (for enemy spellcasters or archers, this range may be longer then your own range...).



There are two ways to get aggro from a monster. Be the first one to shoot him. Be the first one seen by him (if you go into a room all by yourself). Have the highest armour (when entering an area with a group). Sometimes aggro switches (usually from bosses), especially if someone else does a lot of damage and is a bigger threat.

Once you have aggro, best thing to do is to kill that specific monster as quickly as possible. Retarget as necessary by tapping the monster that is after you. If you have aggro on a monster, you will see a dotted line connect you and the monster. If you want to target another monster, tap on the other monster to retarget.

Kiting

Kiting is the process of running in circles around an enemy. This monster continuously tries to catch up with you, but is (hopefully) too slow. Also called orbing or orbiting by some, but I advise against that term not to confuse with the use of 'orbs' (discussed later on). For some enemies this is the only way to kill them without getting killed yourself. Especially archers and mages need to use this tactic.

Pulling

Pulling enemies is separating a few individuals from the group. One person approaches a group (usually in a large room or at a crossroads with a lot of enemies) and attracts aggro. The PC runs away to where the rest of the team waits to blast the crud out of the monsters. This is also needed where a nasty boss is supported by

lieutenants who are minibosses in and of themselves, or when there are multiple bosses in the same room. You need archers preferably for this role, mages can also do this effectively.

Buffing

Getting everyone at maximum effectiveness. Healing up, making sure mana levels are topped off and then casting spells / using powers that increase the power of yourself and your teammates. Some tough fights require this, makes the difference between killing them and getting killed...

Strafing

Running quickly past enemies (who sometimes are late in reacting / noticing you) while blasting area effect spells and powers to kill them before they hit you. Groups of mages are very effective in this, especially if they time their respective spells to get combo effects. With this tactic a group of five mages can clear out dungeons in record times.

Formation and range

Keep an eye out on the range of your spells and powers. When fighting in groups, make sure fellow teammates are within range when casting healing and buff spells. Don't waste spells and powers while the enemy is still too far away. Stay close together (unless one member is intentionally going into an area to pull out single or select enemies) for best survival. Remember. Never split the party.

Quests and how to go about them

Doing quests is easy. Just follow the instructions. If an NPC has a big yellow exclamation mark floating over his or her head, they have a quest to give away. If an NPC has a big yellow question mark floating over their heads, they are ready to accept a finished quest and give you your reward.

Be careful, some NPC's, especially found in a dungeon / level, need to be talked to and give out a quest without having a big honking exclamation mark over their heads. The advice here is: always talk to strangers...

In the quest menu, there is a 'go to' option to be transported directly to the area to finish your quest. This is not always the best route though. Sometimes the same boss is found in multiple maps or dungeons, and another map may be more effective. This 'go to' button can also be used to turn in the quest once it is 'completed'. Just follow the big yellow arrow on the ground that forms... Make sure you have the right quest 'active' in the little quest menu on the side of your screen.

Also, often multiple quests can be finished on a single map. Try to watch out for that. When doing quests, usually the best way is to keep your quest log as full as possible and 'redeem' quests only at the end of a map. Sometimes, especially if you are running in a good group, it is best to stick with the group and do a few more runs / maps with them before turning in your quests. Maybe this way you can finish multiple quests in a shorter time.

If your quest log is full, you can consider abandoning other quests to get a nice one. Especially dailies can be done, well, daily. So abandoning a daily in favour of another quest is usually no biggie. Especially on the lower level quests.

Wanting to level fast?

So. You simply want power? Level up the fastest way? Here is some advice. Go to the 'world' menu, then 'join game'. Find a game that is nearly full (large group) but not yet very advanced (the green bar is short...). Find groups with a high level player in it (the highest level is quoted in the menu). Then join. If the group 'jives' well, stick with them, even suggest a remake. If another is not already calling for one...

Which level in which map? Here's the list:

Level 1-10: Skeleton Cult Crypts

Level 10-13: Dark Forest(Any Dungeon)

Level 13-18: Magic Castle

Level 18-23: Quick Pain!

Level 23-28: Frozen Crossroads/Ice ice baby
Level 28-33: Bayou Boss Brawl/Mardi Growl!
Level 33-38: Sandstorm!
Level 38-43: Plasma Pyramid!
Level 43-48: Crush the Keeper!
Level 48-53: Bandit Boy Hideout
Level 53-61: Haunted Symphony

A word on behaviour

Realise that you are playing in a social game. With other human beings at the other end of the other PC's. So. Be nice. Be polite. Don't be obnoxious. Some general guidelines:

- Do not beg for money or items. This is frowned upon and will result in other people ignoring you. You may ask for help, but do not demand or whine.
- Do not shout out repeatedly. Especially around the CS, yelling you want to buy or sell something. Repeating this every 5 seconds is not useful. It only irritates.
- Keep private conversations private. If you want to have big conversations with your friends, this is fine, and even expected in a social game. Use the 'send message' function. Using the overall chat panel that everybody is reading for a one-on-one with a friend is annoying for others. Their chat-panel fills up and they lose track of those messages that ARE important to them
- Use of profane language is frowned upon. Kids play this game too you know (;))
- Realise that not everybody is a native English speaker. Or a good typist. If ppl make mistakes in chats, do not flame them for it
- Some people ARE noobs. Everybody gotta learn sometime. There is no reason to be arrogant towards noobs. Try to help noobs on their way in stead of ignoring or booting them forthwith. Explain stuff, that way they become valuable members of the community faster and more fun is had by all
- Accept booting. If you ARE a noob, or a low level in a high level dungeon, sometimes your presence is truly annoying for the others. As long as the booting is done in a 'friendly' fashion (explaining why or a quick 'sorry'), it is part of life. We cant all get along all the time. Just don't be an arse about it. Either way.
- Don't take over somebody elses game. If you join 'late' in the party, or you join a 'named game' (the name of the lead PC is in the game name menu), don't go running ahead. Let the present party decide which route they want to take. Don't get mad if they let you lie dead if you don't stick with the group...
- Do not bug about rev continuously. Asking for a rev is fine. Repeating it after a while also. If the rev is not coming, there is probably a good reason...

Levelling up, gaining powers and continued play

Level and Experience

As you kill Enemies and Bosses you gain experience (or xp). When you have enough xp you go up a level. You get between 1 and 2 XP per kill. This is regardless of whether it is a boss or a mob. The only influence on the total XP for the kill is the threat level and a bonus if you are running a full group of 5 players in the party. When you gain a level you get five more attribute points to spend on Str, Dex or Int and one skill point. Sometimes you learn a new skill and your skill point is automatically applied to that skill.

When you gain levels, you won't be able to gain xp in lower dungeons. You will know this by a "!" on the corner of your screen. If it happens, you need to get higher dungeons and fight there for xp to level up. Basically, the multiplier from the threat range is set to 'zero'.

Assigning Stat points

Choose your stats wisely. Respeccing costs platinum. Not a lot, but still. Why waste it. Where you put your stats depends upon the character you play and the style you play. Here's some more info on how the stats actually work out.

Your attributes in depth

Attributes are what makes up your statistics. They decide how effective your character is going to be. All builds that you make are a matter of compromises. The key to building a good character is to build one that adapts to your playstyle, that emphasizes your strengths, and makes sacrifices that you don't mind losing.

It's important to remember that the game rounds things, so the numbers given here may not be 100% accurate. I'm looking for a common pattern, but sometimes it rounds up and sometimes rounds down. What I know for sure is that it isn't to the 5th decimal place and above is rounded up.

The first 3 statistics, str, dex, and int are the amount of points that you have in these attributes. Mostly they are the points that you've spent, but equipment usually does boost them a bit.

Hit % is the accuracy of your attacks. There is a hit cap of about 86% (it's possible for this reason for birds with their 100%+ hit to miss). Having a low hit means that only a small proportion of your attacks will hit their intended targets.

Crit % is the probability that when you hit, that you will have a critical hit, which does double damage. All 3 classes have a buff that increases crit and many types of equipment also increase crit.

Note: Crit damage = 2 x (Your damage - enemy armour)

Dodge % is the probability that when the target does not miss, that you will "dodge" the target. Evade and some equipment buffs dodge. The implication of this, by the way, is that your actual accuracy is (your hit % - enemy dodge %).

Health is the amount of hp that you have. Every time you get a hit that did not miss and you didn't dodge, an amount subtracted by your armour is taken off. If you have the misfortune of receiving a crit, twice that amount is taken off.

H/S: The natural regeneration of your health reserves.

Mana reserves. The amount of mana you have for using skills. Each time you use a skill, the mana cost is taken off this. For mages, mana reserves are like a second hp bar when the mana shield is up. Each time you take a hit, instead of having the hp bar subtracted, the mana reserves are taken off.

M/S: How much you regenerate mana each second naturally. It's possible to have a mana regen rate higher than if you constantly spam spells. In that case, you'll never have to worry about mana again (except for mages when they use mana shield).

Damage: The amount of damage that you do per hit. This will be a range. Some weapons will have a bigger range than others.

Damage per second: People tend to overvalue this. Basically, it's damage / weapon speed. What it is, is a "potential" maximum damage, assuming that you fully debuffed the enemy's armour. I don't recommend that this be a major deciding factor and that damage per hit is more important, especially with enemies with high armour (bosses). It may however, make sense to use a high DPS weapon for farming lower levels.

Weapon speed: Appears to be rounded up. How many seconds each time your weapon strikes. High DPS weapons generally have a low damage per hit but are really fast (ex: daggers and dual wielding). 2h weapons are generally slower, but do more damage per hit.

Advanced Stat info

What 1 point of each stat will do:

1 point of DEX = +0.167 hit%, +0.032 crit, +0.0125 dodge, +0.01 h/s, +0.15 damage, +0.125 DPS

1 point of INT = +0.1 hit%, +0.02 crit, +0.005 dodge, +0.005 h/s, +0.02 m/s, +0.08 damage, +0.067 DPS

1 point of STR = +0.03 crit, +0.025 dodge, +0.02 h/s, +0.02 damage, +0.0167 DPS

(Decimal values are not rounded. For example, 6.88 = 6)

Warrior

Hit% = $65.303 + (\text{DEX} \times 0.167) + (\text{INT} \times 0.1) + \text{Hit\% from equipments}$

Crit = $1.508 + (\text{STR} \times 0.03) + (\text{DEX} \times 0.032) + (\text{INT} \times 0.02) + \text{Crit from equipments}$

Dodge = $1.5025 + (\text{STR} \times 0.025) + (\text{DEX} \times 0.0125) + (\text{INT} \times 0.005) + \text{Dodge from equipments}$

H/s = $0.8 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.01) + (\text{INT} \times 0.005) + \text{H/s from equipments}$

M/s = $0.68 + (\text{INT} \times 0.02) + \text{M/s from equipments}$

Damage = $7.35\text{--}13.35 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.15) + (\text{INT} \times 0.08) + \text{Damage from equipments}$

DPS = $7.8741 + (\text{STR} \times 0.0167) + (\text{DEX} \times 0.125) + (\text{INT} \times 0.067) + (\text{Damage from equipments} / \text{weapon speed})$

Enchantress

Hit% = $65.456 + (\text{DEX} \times 0.167) + (\text{INT} \times 0.1) + \text{Hit\% from equipments}$

Crit = $1.496 + (\text{STR} \times 0.03) + (\text{DEX} \times 0.032) + (\text{INT} \times 0.02) + \text{Crit from equipments}$

Dodge = $1.49 + (\text{STR} \times 0.025) + (\text{DEX} \times 0.0125) + (\text{INT} \times 0.005) + \text{Dodge from equipments}$

H/s = $0.685 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.01) + (\text{INT} \times 0.005) + \text{H/s from equipments}$

M/s = $0.78 + (\text{INT} \times 0.02) + \text{M/s from equipments}$

Damage = $7.47\text{--}13.47 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.15) + (\text{INT} \times 0.08) + \text{Damage from equipments}$

DPS = $8.8143 + (\text{STR} \times 0.0167) + (\text{DEX} \times 0.125) + (\text{INT} \times 0.067) + (\text{Damage from equipments} / \text{weapon speed})$

Archer

Hit% = $65.391 + (\text{DEX} \times 0.167) + (\text{INT} \times 0.1) + \text{Hit\% from equipments}$

Crit = $1.472 + (\text{STR} \times 0.03) + (\text{DEX} \times 0.032) + (\text{INT} \times 0.02) + \text{Crit from equipments}$

Dodge = $1.4825 + (\text{STR} \times 0.025) + (\text{DEX} \times 0.0125) + (\text{INT} \times 0.005) + \text{Dodge from equipments}$

H/s = $0.785 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.01) + (\text{INT} \times 0.005) + \text{H/s from equipments}$

M/s = $0.78 + (\text{INT} \times 0.02) + \text{M/s from equipments}$

Damage = $8.38\text{--}14.38 + (\text{STR} \times 0.02) + (\text{DEX} \times 0.15) + (\text{INT} \times 0.08) + \text{Damage from equipments}$

DPS = $9.5246 + (\text{STR} \times 0.0167) + (\text{DEX} \times 0.125) + (\text{INT} \times 0.067) + (\text{Damage from equipments} / \text{weapon speed})$

Depending upon your class and 'build' choices, you can choose where to assign your attribute points.

Remember, should a certain build not be to your liking, you can always respec your attributes anytime. This does cost platinum, but at 2 plat for a respec, the can be financed easily using platinum earned for free through the 'earn platinum for free' program with TapJoy.

Effects from equipment

Reading all of this, you'll quickly notice something. Equipment tends to have a much bigger impact on a person's stats than their build. However, the contributions to their stats from distributions of str, dex, and int should not be ignored as they are quite significant.

Whenever you have equipment, generally they will add certain attributes. Weapons always add damage for example and virtually all shirts, caps, or shields (plate, leather, and robes), add armour. Carefully read what equipment adds and decide if you like what you see.

Why are pinks so valuable? The reason is because they tend to add on average, the most amount of skills. However, pinks are not always the best. Pinks don't always add skills in the areas that you may want. Or they may not be as useful under various situations.

A word on Builds

The term 'build' is used to describe the use of attribute points to 'build' your character. Assigning them in a different way makes for a different build. Simple. There are several 'archetypal' builds that many people use and have experience with. The most common ones are described below. So, when assigning you attribute points, these ideas may help you...

Warrior Builds

Tank (Str 100%)

A tank is a warrior that carries a lot of armour and can absorb a lot of damage. The tank is generally the front guy, the first one in and is not generally a damage dealer. The tank's main tactic is to keep the enemies attacking it and so allow the rest of the party to safely attack the enemy. This is known as gaining or keeping aggro. The primary stat for a tank is Strength. The more strength the tank has the higher its health and health regeneration is, allowing it to take more damage. Strength also increases armour, which reduces the power of enemies attacks and dodge, which reduces the chance of the enemy hitting the tank.

Dexterity Bear (75% Str, 25% Dex)

A Hybrid bear attribute build (str: dex 3:1) which increases hit rate, dodge and critical hit chance (and therefore dps) with the trade off of less health and far less health regeneration and armour. Hit first, and try not to get hit yourself...

Holy Bear (25% Str, 75% Int)

This bear basically adds Int to the stats to allow bears to use Enchantress weapons to attack from range. Since bears already have some defence skills to reduce damage taken, using an enchantress weapon increases the bear's range and aoe damage. One of the downside of this build is that some bear attack skills are useless as they are melee only.

Enchantress Builds

Nuke Mage (Int 100%)

Pump all points into intelligence stats. This build provides the maximum firepower and healing for the class. However, the downside is that the survivability of the enchantress is low. This is the 'classical' mage. When looking at the amount of mana gain versus the win in damage from Dex, I personally doubt the efficacy of this build over the long run. Personally, I prefer the Hybrid Mage build, though the pally looks really cool...

Hybrid Mage (Int 60%, Dex 40%)

The hybrid mage splits the points allocation between intelligence and dexterity. This allows the mage to have better damage and hit from the main weapon while still having enough spell power. Full int is generally not necessary, as M/s from higher level items is so high, that you pretty much never run out anyway. Looking at the secondary attributes, dex has better impact then int across the board, except for Mana and M/s. Just keep your int high enough to qualify for good gear.

Paladin Build (Int 50%, Str 50%)

Similar to the hybrid build, this allows the enchantress to wear heavier armor. The enchantress uses the blessings and magic shield to tank enemies and bosses.

Archer Builds

Sniper Build (Dex 100%)

Recommended build for most archers. This build gives the highest damage per second (dps) and makes killing enemies fast. The downside of this is that your armor suffers. Some points could be allocated to INT as well if you find that you are running out of mana fast.

War Bird (Str 50%, Dex 50%)

This build allows you to wear 2 kinds of armor near the end-game levels. You can equip some better armor and use melee weapons and go up-close and personal or you can use range weapons and still maintain high survivability. The downside of course is your damage will drop significantly.

Skills

An important part of your character are the skills they take. Especially at lower levels, it matters which skills you invest in (at higher levels, you pretty much have enough skill points to get everything...). Sometimes it pays to refrain from investing newly earned skill points in order to put them in a skill you will get at a higher level.

Skills max out at 6 points, so that is the max. Damage done from skills is influenced by your level, your attributes as well as the amount of skill points invested in them. Using skills costs mana. So Mana and M/s are important for all classes, not just the enchantress. Below all the skills are shown per class.

Each time you level, you will be given 5 points to spend on strength, dexterity, or intelligence. You will also be given one skill point to spend on any of the skills of your character. How you spend these points can have significant consequences on how effective your character will be. It will affect their attributes, skill damage, and what equipment they can wear.

Skill damage

Skill damage is the amount of damage that you get from using your skills (ex: stomp or slashes for bears, blast shot for birds, fire blast or lighting for mages, etc.). Skill damage is important because skills and not weapons, even in the post-GCD world are the main damage dealer. Naturally, you'll want the highest possible skill damage in any given situation.

Effects

What effects skill damage? There are four basic factors:

1. Distribution of skill points (int/dex/str): Different classes will have different amounts of skill damage from dex, int, and str. See the section below for more details.
2. Weapon choice: All weapons boost skill damage. Generally speaking, higher damage per hit has better skill damage (DPS is irrelevant). Generally, int and dex for weaponry, 1h weapons give 90-100% of their damage per hit to skill damage. For int and dex, 2h weaponry offer about 70% of their damage to skill dmg. The relationship between skill dmg and str weapons remains a mystery. For 1h, swords appear to give more skill damage than axes. I believe at this point that the Gurgox Hammer of the Rift is the overall best choice, as it offers the highest damage per hit (and thus should offer the highest skill dmg). Needs verification - need a fortified bear to confirm. Lances are known to give a fairly low proportion of their weapons damage to skill damage.
3. Other equipment choices: Other equipment can also boost skill damage when they boost damage. All of the damage specified for shirts, shields, and hats go into skill damage. Buffs (rage and blessings of might) also offer an increase in skill damage during the time that they are active.
4. Rank of skill: Higher ranks will offer more skill damage. They can have other effects too, for example a higher rank on super mega slash will cause a stronger "knock" beffect.

Distribution of skill points

Different classes will reap different benefits from the amount of skills.

For bears, dex adds the most skill damage. Str is number two. Compared to strength, dex has a lower minimum damage, but higher maximum damage. However, dex only adds about 1-2 more skill damage per 100 points of strength or dex. Bears are unique in that their core attribute doesn't add the most skill damage.

For birds, dex adds the most skill dmg. Str also adds a bit of skill dmg, but not as much.

Int adds the most for mages. Dex is number two. Compared to int, strength has a lower minimum damage, but higher maximum damage.

Equipment

Because equipment has such a high impact on your stats and therefore effectiveness, it is important to get good gear (unless you don't mind dying a lot and taking forever to get through maps...)

So. Check those drops you get, to see if there is better stuff in it. Once you get some gold going, go to the merchants to get better stuff, or go to the Consignment Store or trade with others. Trading is a good idea, especially if you have a nice group and you noticed the Bird got a Bear drop while you recently got a Bird drop (and you happen to be a bear). Ask for an exchange. That way, you are both more effective. As long as the drops are 'orange' or lower, there is pretty much no risk of a 'bad trade'. At lower levels, orange items can be quite powerful compared with the white or grey stuff you start out with...

At higher levels, you really need good gear just to survive. Good armor is key to soaking attacks from mobs and high damage per strike is important to take down bosses. If your damage is too low, you might not be able to put any dent in the boss, as his armor absorbs it all.

A good idea is to get the best gear you can afford before moving on to a new zone on the map. That way, you are beefed up to take on the more powerful mobs and bosses you will encounter there. Don't spend too much at the lowest levels though, levelling is very quick in the beginning.

What's better: high DPS or high damage per strike?

Kinda depends upon what you want. High DPS means you deal a lot of damage per second. However, armour deducts from damage done. For example: you do 50 pts of damage, but the opponent has 10 armour, your strike does 40 damage. Now, if you do one strike of 100 or two of 50, with the armor of 10, you do 90 per second with the high strike damage, and only 80 with the lower strike damage per second...

So, over time, high damage per strike is better if the opponent has high armour. Hitting more often is better for clearing lots of mobs, if you want to go after the big guys, hitting hard but less often is usually better...

Again, it depends upon the role you choose to have as a teamplayer. When you plan on trying to solo, you'll have to try to hit hard to take on the boss, so going for a high average damage per strike is probably better. You'll have to take on mobs piecemeal anyway.

Threat levels; what are they?

Color icons beside enemy health bar indicate the threat level of the enemy. If you look at the health bars of the enemies, you may notice there are small color circles on the left side of the enemy health bars. They actually mean something.

The negative level difference means you are higher level than the enemies. Also, the color is determined by the highest or total party levels in the area. The threat level is an indication of drop rates AND the amount of XP you receive per kill. The higher the threat level, the better the XP gain and drops are. Not so much the chance OF a drop, but chances of getting a good drop appear to be affected mostly by this. That way, a high level PC running amok in a low level map has very little chance (pretty much none) of getting a purple or pink drop.

Color	Level Diff	Item Drops	Drop Rate	
Grey	-15 and below	Normal Level	Very Low	
Green	-12	Normal Level	Low	
Blue	-10	Normal Level	Average	
White	0	Same Level	Above Average	
Yellow	+2	Slightly Higher Level	Good	
Red	+5 and above	Higher Level	Excellent	

A word on Loot and rarity

The items in Pocket Legends are classified by tier. Different colors represent the tier of the equipments. The highest tier items have the best bonus stats but are also the rarest. Pink items are the highest tier while grey items are the lowest tier.

Color	Tier
Pink	Legendary
Purple	Epic

Green	Rare
Orange	Uncommon
White	Common
Grey	Trash or Vendor Items

Remember this however; **just because stuff is more rare does not mean it is more expensive**. Real rarity also stems from how often items drop, which exact level the item is for etc. Some rules of thumb. Items associated with special, limited time, events (such as Christmas and Halloween) are more expensive. Also, lower level items are rarely rare in terms of color-tiers. A lvl 4 green is more rare in reality than an average lvl 45 pink. So be sure to get to know the REAL rarity of items before trading or selling stuff...

About Potions

Potions allow players to regain health or mana they lost. Potions can be purchased in Forest Haven or through the platinum store. Ellie the enchantress will sell these potions to you. Potions do not require platinum, they can be bought with gold. The red potion heals health, while on the other hand blue potions heal mana. each potion adds about 150-250 points in it's appropriate type. Potions are also gained as drops.

A word on Platinum

There comes a point in the game where you really want to use platinum. To get cool stuff. To get access to specific area's. To get your hands on those handy elixirs to lever faster. If you are able to contain yourself and not spend a lot, then going through the process of getting free platinum is quite nice. Sure, it takes awhile, but just install those silly apps, run them once (notice that there are some apps that allow for additional platinum gains if you played them for X time / achievements, keep those around for a short while...) and then delete them... And another platinum piece is earned.

If you do this, and keep a heads up for new arrivals / new deals, then you can easily gather about 30-40 plat without much hassle. This is enough to get a few cool items, get that special face or ring and access to some cool area's. If you are working on a budget, wait for the daily deal. Pretty much all stuff you can acquire with platinum comes up for sale at some point. So, if you have the patience, never pay full price. It can save you a lot of real money.

If you DO want to spend on loot, and consider playing the game for a longer time period, the more plat you buy, the cheaper each coin is... Once you start spending, money runs out fast. So if you are willing to spend, spend big from the getgo. Sure it hurts, but if you compare it with the cost of a single (new) PS/DS/PC game, it's not so bad. Really. Just keep reminding yourself that...

About Elixirs

Using gold or platinum players can purchase a number of different elixirs which do things like increase movement, experience gain, damage, armour, and even item drops! Elixirs last for five minutes and don't stack on top of each other. Elixirs expire once you exit a dungeon or you die. Also, they can only be used in the story mode so players don't have to worry about buying elixirs to be competitive in PvP.

Elixir	Cost (Platinum)	Description
Insane Playa's Potion	10	3x Experience for 5 min
Power Levels' Liquid	6	2.5x Experience for 5 min
Hardcore Playa's Potion	1	2x Experience for 5 min
The Lucky 'Lixir	6	35% chance to re-roll for better loot!

Elixir of Luck!	3	25% chance to re-roll for better loot!
Greater Potion of Speed	3	+30% to movement rate for 5 min
Crazy Melee Meade	3	2x Damage for 30 min (it applies to all damage)
Crazy Tanker's Ale Elixir	3	2x Armor for 30 min
Insane Trash Can Punch	5	3x Combo Elixir for 5 min.
Dumpster Punch	20	Premium Elixirs mixed together. Gives many effects in one elixir 2.5 times XP, 2x Damage, 2x Armor, 35% chance to re-roll items, faster movement speed
Crazy Playa's Potion	5	2x Experience for 30 min.
Loco Playa's Potion	20	4x Experience for 30 min.
Loco Playa's Drank	30	4x Experience for 60 min.
Thrasher Pwnage Punch	40	4x Combo Elixir for 60 min.
Crazy Dumpster Punch	8	2x Combo Elixir for 30 min.

About Alterra

The world is divided into area's The map below shows most. Nuri's Hollow is not yet added, nor is Mount Fang. Each area is meant to be challenging for a specific range of levels for your character. Each area has its own quests, with the last quest often being to look up somebody in the next area. Most area's are free. These string together to form the main story arc. Several area's (that have a pile of platinum coins next to their name) need to be bought using platinum to unlock. These are special area's providing added challenges and often providing better loot. They are not necessary to enjoy the game, so if you don't want to splurge on platinum, then don't bother.

Forest haven includes:

Bennu the trader (buy bows, one handed swords, and warrior shields all up to level 5)

The CTF sign-up (where you can buy or join a capture the flag game)

Amira (stash your items, gold, and potions here)

Ozz the merchant (buy all types of items up to level 10 from weapons to armor however there are no mage weapons)

Burke the blacksmith (forge all types of low level items)

Ellie the enchantress (where you can buy all your mage weapons and shields and also buy potions here for the cheapest bundle value).

The Forest Haven campaign contains thirteen story dungeons split into three groups.

Group 1:

- Trouble in Forest Haven
- Trail of Undead
- Zombie Castle
- Crypt of the Zombie King
- Zombie Invasion

Group 2:

- The Knights of Dorkwood
- Dorkwood Fortress
- The Crypts of Dorkwood
- Dorkwood Invasion

Group 3:

- The Road of Bones
- Bone Castle
- The Bone King
- Mission Accomplished

Two special dungeons are included:

- Meathead's Deli
- The Skeleton Cult Crypts

Two player-vs-player dungeons are also included:

- Forest Manor
- Rockwall Forts

Dark forest includes:

pvp sign-up (get player vs. player games here or join one here)

Marlon (buy weapons for all classes from level 11 to 15 here)

Jackson (buy armor for all classes from level 11 to 15 here).

The Dark Forest campaign contains five story dungeons:

- Trail of Thieves
- The Root of all Evil
- Money for Nothing?
- It Must be Magic
- The King of Bling

Two special dungeons are included:

- Quick Cash

- The Kings' Forest

Towne Dungeon included:

- Hidden Passage 1 – accessed via Hidden Gate. The Hidden Gate is located behind a cemetery. The cemetery is located behind Krowe.

Wyldwood includes:

There are 3 dungeons in this campaign:

- Wyldwood
- Goblin Stronghold
- Shaleroockstone Valley

Balefort castle includes:

Darada (stash your items, gold, and potions here)

Sinbad (buy all level 16 to 20 goods here except mage weapons and shields)

Artie/arthur/arnold (this is the bulk of balefort castle, here you can place an item to be sold or buy items from other characters, this is the consignment shop or CS).

The Balefort Castle campaign contains five story dungeons:

- Broken Hearted Halls
- Sad Little Knights
- Love Conquers All?
- Tower of Sorrow
- The King of Hearts

2 special dungeons are included:

- Quick Love!
- The Magic Castle

Towne Dungeon included:

- Hidden Passage 4 – accessed via rusty grate in Balefort Castle on the road to Glumdoll Cemetery

Fathom crypts includes:

Sarcophagus (fight a battle against some old enemies like skeller crunch here by entering the sarcophagus)

Slim (buy all level 21 to 45 weapons and gear here, for mages he only sells helmets)

The Fathom Crypt campaign contains five story dungeons:

- Bring on the Pain
- Deeper Shade of Pain
- Demon's Bane
- Big Red's Revenge
- The King of Pain

Two special dungeons are included:

- Quick Pain!
- Mega Maze Mash-up

Towne Dungeon included:

- A Secret Passage... – accessed via a Sarcophagus in the cemetery. 5 bosses are at the end of the passage.

Sandstone caves includes:

Trader hearst (buy a worshipper mask here)

Dungeons included:

- Underground Desert
- Sandstorm!
- Magic Rocks
- Trembling below the earth
- The Black Rock
- Golem Gauntlet!

Lost expedition includes:

Ryom (buy armor for all classes from level 25 to 30)

The Lost Expedition campaign contains five full dungeons:

- The Missing Explorer
- A Frozen Secret
- Cold Days and Colder Knights
- Ice Ice Baby
- Bang a Gong

Two minidungeons are included:

- The Frost King
- Frozen Crossroads

One town-dungeon is included:

- A Hidden Ice Cave accessed via the Icy Grate in Snowpeak Base Camp

Frozen Nightmares includes:

There five main story dungeons (dungeons 2-5 can only be unlocked by completing the previous ones):

- Elite Dungeon Campaign
- Big Bill
- Frooztrax the Demon
- Snowball
- Return of tha' King!

Ancient swamps includes:

Jack (buy all weapons and armor here from level 31 to 36)

The Ancient Swamps campaign contains 5 story dungeons:

- Blood on the Bayou
- Le Chomp!
- Bad Lieutenants!
- Hellfire Swamp!
- Bye Bayou!

2 special dungeons are included:

- Mardi Growl!
- Bayou Boss Brawl!

The Croc Fued minicampaign adds the following dungeons:

- Scalefield's Still Farm
- Scalefield's Homestead
- McCroc's Still Farm
- McCroc's Homestead

Alien oasis includes:

Ghost of malik (forge your mystery helm here after you finish his quest)

Blacksmith (forge your mystery weapon here after finishing the quest from ramala)

Jones (craft your mystery armor here after you complete the quest)

Alien Oasis I

There are 5 story dungeons:

- Desert Marauders
- Sand and Flame
- God of the Dunes
- Sobek's Blade
- The Great Pyramid

A special dungeon is also included:

- Sand Storm!

Alien Oasis II

There are 5 story dungeons:

- A Strange Find
- The Sandstone Hall
- Tombs of Mynas
- Chariots of the Goons
- Vicious Visitors

A special dungeon is also included:

- Plasma Pyramid

Alien Oasis III

There are 5 story dungeons:

- Close Encounters
- Crush the Keeper!
- Captive Audience
- Intergalactic Combat
- This Ends Now!

There is a special dungeon included:

- The Victory Lap

Balefort sewers include:

Farrow the forger (forge everything for you high levels here)

There are 5 dungeons:

- Bandit Boy Hideout
- Bandit Boy Stronghold
- The Catacombs
- Roach Motel
- Swill Pitz

Advanced Play Information

Orbs-What they do?

Double Armor!



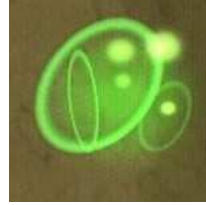
Double Damage!



Double Speed!



Restores Health



Restores Mana



Orbs: of the same type do NOT stack. Orbs last 20 seconds, this starts as soon as you touch them, not once they appear on you. Their one second animation when they appear on you is part of the time.

Then there's Gurgox's Orb. One you take it, you'll have a 3 second buff where you are immune from Gurgox's blast. His scream is 5 seconds long, so time it.

Orbs take exactly one minute (60 seconds) to respawn. Gurgox's orbs take only 15 seconds to respawn.

The ins and outs of farming

Farming is basically known to be running a dungeon over and over in search of objects to sell or just direct gold. There is no such thing as a good farmer. There is however, something called a dedicated farmer. If you want to farm, you cannot just expect to do a few runs and get dozens of pinks and then go sit in the Alien Oasis Spa. You must dedicate many hours and have a lot of will to keep running the dungeon. One can say you can farm anywhere. That is true. But for common sense, who would farm level 10 oranges?

To be a dedicated and experienced farmer, you must have four things.

1. Time: You must have some time on your hands to be able to farm. Sure, a few minutes accumulates and you might get a pink, but for real farming, an hour should be a minimum.
2. A good party: For higher level dungeons, you MUST have a good party that is just as patient as you, with low level dungeons, remember to passcode lock
3. Patience and perseverance: Whenever you see a pink drop to someone else, don't be all giving up and jealous. Simply keep farming and you will get your share eventually.
4. Good Focus/Knowledge: When you farm, it is not a little game. You will NOT get things accomplished by talking to buddies every 10 seconds or so. You must be focused too, don't be doing the dishes while farming. The other very important key fact is called knowledge. You want to know about farming! You need to find the most efficient place and STAY WITH IT. Don't be doing one sewer run, then switching for Forest Haven, then switching to Alien Oasis.

Common Farming Places

1. Bank Vault. Do fast runs by killing only the Beargular. You want to keep some HP pots at bay, you'll have few mobs attacking you too. Sell the orange/green/purple drops to NPC for extra cash. If they are level 53 or 51, sell them to players/CS/merchants. To get in by Hideout entrance, you need the quest from Agent Smith-Daily Quest. After killing Beargular run out of entrance and re-enter.

The best combination is a Fortified Bear and an Enchanted Mage.

Focus: Beargular

Drops: All Sewer Recipes

2. Frozen Nightmares- Return of Tha' King/Snowball

This is a hard dungeon, two mages and a bird are perfect for this place. You will have lots of yetis who hit hard, so bring HP pots. Pinks drop pretty often, so they are low sales, but acumulates quickly. Sell the non-pinks to NPC for cash.

Focus: Ice Trolls(blue fat elmos), Snowball, The Frost King

Drops: (Brain Freeze, Shivering, Iceberg) Level 30 Pink Sets

3. Ancient Swamps- Bayou Boss Brawl

Simple, get a level 45 or any character that can solo this dungeon with ease. Just wipe every monster if your way, but don't go back if you miss one. Kill all bosses, the drop rate here is a bit low and hard, but is decent.

Focus: All Bosses

Drops: Ancient Swamp Pinks

4. Croc Feud-Homesteads

This place is easily farmable with one method, and is most easily farmed with a mage.

The method to be used is, use a torch to run faster and past all enemies to the mini-bosses and the boss.

Freeze any crocs in your way or just knock with firestorm.

Focus: Boss and two Mini-Bosses

Drops: Croc Feud Pinks

5. Sandstone Caves-All dungeons except last one

Just go clear enough mobs to get to boss and follow through with the specific boss technique.

Focus: Clear enough mobs to make boss spawn, then boss

Drops: Sandstone Cave Pinks

6. Forest Haven- Skeleton Cult Crypts

Kill bosses on the left and right side, then remake. Just walk through mobs or kill them.

Focus: Skeller Krunch and Meathead

Drops: Gems, Level 29 Pinks, Forest Haven Recipes

Uncommon Farming Places

Here are some places to farm if you are bored and are not ready for some extreme farming.

1. The Forbidden Crypt

Simply enter to the Forbidden Crypt through an entrance in Balefort Castle Towne. You want to farm only one item here, from Vyxnaar, a yellow monster with a yellow orb that has a spawn rate. He will randomly spawn anywhere, or he could simply not even have spawned.

Focus: Vyxnaar

Drops: Conqueror's Vyxnaar Helm L.25 Pink, Vyxnaar Helm of Legend L.25 Pink

2. Forest Haven Gauntlet

Simple, just kill all bosses. Remember to passcode lock.

Focus: All Bosses

Drops: Forest Haven Recipes, Fiery Weapons of Doom

3. Lost Expedition- A Hidden Ice Cave

You are looking to farm rare level 32 pinks, that people who twink at levels 30-35 buy. The pinks are three weapons, one to each class. These pinks have the same appearance as the level 30 Elite Frozen Nightmare Weapons. They were coined as "Green Ice Pinks" by the community because of their appearance having green ice instead of the blue ice which their level 30 versions have. These pinks are very hard to find and are about as rare as Vyxnaar Helms but way harder to farm because of the monster that drops them. To enter to Hidden Ice Cave, go behind Ryom in the Lost Expedition "Frost Hollow" Towne and you will find an Icy Grate. Climb down, clear the dungeon to the end and you will see a boss called "Fridge". He hits hard, so kite him. After killing him, enter the sparkle of light and you will be teleported back to "Frost Hollow". Just remake over and over. You cannot boot here so if a low-level joins, either play with him and share the loot if it drops or don't risk the chance of him getting a pink and go try another town.

Focus: "Fridge"

Drops: Level 32 Pink Iceberg Frozen Longsword/Brain Freeze Ice Blast Staff/Shivering Ice Auto-Crossbow

4. The Sarchopagus

Just enter Fathom Crypt and enter the black box. Clear through the winding path and get to the end where you will see one boss. Kill him, another spawns. Kill this one, and another spawns. Then, go through the portal and remake.

Focus: Three Bosses at End Room: Meathead/Xaxis/Skeller Krunch

Drops: Level 25 (Purple) Demon Claw of the Eagle, Level 25 (Pink) Sniper's Demon Claw

Party Dungeons

You'll need a full party for these dungeons, preferably two mages, two birds, one bear, all pures.

1. Balefort Sewers- Catacombs, Hideout, Stronghold, Motel, Swill Pits

Grab a good fast level 55 or above party of 5 and kill on a straight path to mini-boss and boss. Kill the Quest Mini-Boss if it spawns. Bring HP pots.

Focus: Mini-Boss, Boss, Quest Mini-Boss

2. Victory Lap

Grab a party of level 50 or above and farm in this order: Keeper, Mynas(optional), Gurgox, and then Overlord. Make sure the party knows how to kill Gurgox and Overlord correctly. Clear mobs on the way to boss for extra drops to sell to NPC. Bring HP pots.

Focus: Keeper, Mynas(optional), Gurgox, Overlord

3. Shadow Caves-Elite Dungeon

Grab a party of mostly level 55/56. You will need two mages, two birds, and one bear or two mages, two bears, and one bird to survive this place. This is an elite dungeon, and will have high hitting bosses. Be sure to buff mana shield, heal, and revive, mages. Bears, defense and tanking is important. Birds, throw all you have and unload your damage onto the mini-boss/boss. This is currently the hardest dungeon to clear in Pocket Legends.

Focus: Boss/Mini-Boss

Drops: Boss drops Shadow Cave Elite Sets Items. It is unconfirmed whether mini-boss drops any Shadow Cave Elite Sets Items.

Twink Farming

Twinks are low level characters with super gear for their level. Many twinks are for farming under leveled items. Bring some HP pots and a Damage Elixir helps speed up things.

Note: To be able to attain the correct level under-level drops, you must check the threat level of the monster to see if it will drop the item you are farming for.

1. Shalestone Rock Valley-for level 15 twinks

Kill mobs until you have 17 remaining or so, then kill the boss which spawns near the Gravestone NPC.

Focus: kill enough mobs to spawn boss, Boulderfist

Drops: Level 15 Pink Weapons

2. Secret Passageway in Dark Forest- Level 10-12

Be sure to be the only one there. Just enter an empty Dark Forest town, go to the grate and enter.

Take the right path straight to boss. After the first boss dies, another one with some new mobs will spawn, so be careful.

Focus: Two Bosses

Drops: Level 10, 12, and above pink armors

3. Sandstone Cave- all dungeons except last one: Level 21 Twinks

Get a group to farm, and just clear mobs to make boss spawn, then go kill boss.

Focus: Kill enough mobs to spawn boss, then boss

Drops: Level 21 Sandstone Cave Pink Sets

4. Sewer Farming: for level 52 twinks

Farm the mini-bosses or bosses, bank vault also works

Focus: Mini-Boss, Boss

Drops: Level 51/53 sewer oranges/greens/purples/pinks

5. AO3 Farming: Level 45 Twinks

Go kill mobs and such to get a good drop.

Focus: Mobs/Mini-Boss/Boss

Focus: Level 45 AO3 Pinks

Merchanting

Be smart, buy low, sell normal.

You should have a lot of CS slots and be a smart marketer. As Evolt said, buy em all. This is just like Pokemon. When merchanting you want to merchant popular demand items. You want to be able to make at least 5-10% more from the buying amount. You also want to think about not overbuying, unless you know for certain that you can sell the stock. Also be sure to have "daily buyers", who buy items from you daily. Lastly, get to know some experienced farmers and attempt to merchant with them. Nothing else to say but also watch the market price values, or else you'll get a whole stock crashing down on you.

Special Event Rares and Hording

One last case of making gold is called hording. Basically you just farm an item from a special event and wait until it long passes. The item's value will now rise, causing inflation of the price. Take one example: During the Winter Event, you farm lots of level 10 Launchers. The stock is very huge, so the price for a single unit is as low as 50,000. Wait a few months and it rises to 300,000. Wait another few months and it nearly doubles, 500,000. However wait another few months, and the price deflates to 100,000. It is because the event is coming back again. To make gold successfully, you must know when to sell and buy, and what items are of value.

All about Combos

Combos are combinations of skills and item powers that produce new effects. Usually, they do additional damage. The various combo's and how to achieve them are listed below:

Host Flash

Only requires Enchantress; Spell Order is Ice Storm + Fire Storm = Hot Flash! Group Combo. The Single Target Hot Flash! Spell Order is Frost Bite + Fire Storm = Hot Flash! Single Target Combo. Effects: Blasts target back temperately stunning them. Also adds 10%-30% extra damage to Fire Storm.

Nature Strike

Requires both Enchantress and Archer; Spell Order is Thorn Wall + Lightning = Nature Strike! Group Combo. The Single Target Nature Strike! Spell Order is Thorn Root + Lightning = Nature Strike! Single Target Combo. Effects:Stuns target temperately and reduces Dodge. Also adds 10%-50% extra damage to Lightning damage.

Terror (Enchantress, Warrior Combo)

Requires both Enchantress and Warrior; Spell Order is Nightmare + Hell Scream = Terror! Group Combo. Effects: Debuff is 10-25% more effective.

Face Melt

Requirements: Keeper Staff of the Cosmos; This is more of a weapon bonus then a combo but it appears the same way combos do so I will post here. Face Melt! is additional fire damage casted from Keeper Staff, Its the weapons special ability. I notice it usually only happens if Keeper Staff is not attacking any other targets around the main target (Splash Damage).

Humiliate

Requirements: A barrel; If you blast a barrel while a enemy is near it. The enemy will take large amounts of fire damage, Loose all Buffs, blasted back and temperately stunned. Your character will automatically cast the Laugh emote.

Ice Melt

Requirements: Fire Weapon; Once you cast Frostbite or Ice Storm on a enemy they will be frozen. Once you attack them with a Fire Weapon, they will take 1-5/10ths extra damage of the weapon base damage.

Shattering Blast

Requires both a Enchantress and Bear; Spell Order is Ice Storm + Stomp = Shattering Blast! Group Combo. The Single Target Shattering Blast Combo Spell Order is Frost Bite + Stomp = Shattering Blast! Single Target Combo. Effects: Blasts enemies back temperately stunning them. Casts 1-5/10ths extra damage of the Stomp attack.

Fearless

Requires only a Enchantress; Survive near death by casting Heal spell. Effects: Heal is slightly more effective; effects stack until death or level end.

Rejuvenate

Requires only a Enchantress; Restore your Healthpool completely by either Drain Life or Heal while taking damage. Effects: Temporary Self Buff +1 H/S for 20 seconds.

Super Freeze

Requires Apep Sunkiller Staff of Thoth; Freeze the enemy by attacking with the staff. Then Cast Frost Bite + Ice Storm = Super Freeze! Single Target Combo. Effects: Renders the enemy completely useless for 5 seconds, stuns the enemy from moving for 10 seconds. Hot Flash! damage is amplified when cast with Super Freeze!

Cruel Blast

Archers can perform this combo alone. Use Shattering Scream followed by Blast Shot. You need to wait at least one second between both skills or the combo won't register. The result is an incredibly damaging AoE attack.

Nature Strike

This is used with a mage. You will need to use either Thorn Wall or Thorn Root and have the mage use their lightning attack for massive AoE damage.

Terror (Warrior, Archer Combo)

The archer uses Shattering Scream followed by warrior using Hell Scream, separated by 1 second.

Smash

Warrior skills used to achieve this. Beckon and Stomp used to produce this combo. It first brings all enemies near you to you, then stomp will knock them back with stun.

Mega Combos

Mega Combos are 3 stack combos. They are produced by stacking 3 skills together within a short time.

Mega combos provide extra damage and special graphics appear when mega combos are created.

3 Mega Combos were added to the game:

- Nature Strike + Hellscream
- Shatter + Break Armor
- Crushed + Drain Life

To get a mega combo, first use the skills needed to get Nature Strike, Shatter or Crushed.

Then, perform one more skill within 1-2 seconds of the first combo to get the mega combo version.

Vanity Items

Vanity items are items generally bought with platinum, although the antenna's can also sometimes be gotten as a gift for greeting developers who are running around in-game. Others may be gotten as aprt of special events.

Some vanity items are just that. They look cool, but add no benefits. Some add significant benefits, such as 'Big Luck' providing a chance to reroll for better loot. They superimpose on your normal items for that category, but the underlying helmet (in the case of antennae) is still equipped and active. Even if you don't see it on the avatar.

Faces and the magic mirror

In most town area's you can find a large 'magic mirror'. There you can change the 'look' of your character. This costs platinum to do, but some faces allow for added benefits (bonuses). For low level Twink characters, the bonuses are significant enough to be interesting. For higher level characters, it is more a matter of style.

Ursan Faces

5 Plat (No Extra Stats)

Classis Ursan: (The Original!)

Brown Bear: (The powerful ursan legend!)

Lady Bear: (A Ferocious Feminine)

10 Plat

Krazy Bear: 3 STR, 1 CRIT (WOOO! HOOOOOO!!!)

Koala Bear: 3 STR, 1 DODGE (Way more dangerous than you think.)

Polar Bear: 3 STR, 7 HEALTH (Bi-polar? More like bi-winning.)

Mecha Bear: 3 STR, 2 HIT % (More machine than bear!)

Rocky Bear: 3 STR, 1 ARMOR (Strong as stone!)

T. Edward Bear: 3 STR, 1 DEX, 1 INT (Cuddly and curious!)

Cyber Bear: 3 STR, 5 MANA (The high-tech tank!)

Panda Warrior: 3 STR, 2 DEX (The Beast from the East!)

Rock Fighter: 3 STR, 1 DAMAGE, 1 DPS (The heavy metal warrior!)

Shaggy Bear: 3 STR, 2 INT (A Grizzly Sight!)

Avian Faces

5 Plat (No Extra Stats)

Classic Avian: (The Original)

Crimson Cardinal: (The red badge of distinction!)

The Crow: (For dark and stormy adventures!)

10 Plat

Killer Canary: 3 DEX, 1 DODGE (A sweet tweet!)

The Dove: 3 DEX, 1 ARMOR (For peace and understanding!)

The Duck: 3 DEX, 7 HEALTH (Ku-waack!)

The Eagle: 3 DEX, 1 CRIT (Strong and proud!)

War Hawk: 3 DEX, 1 DAMAGE, 1 DPS (The meanest bird-face of all time!)

The Parakeet: 5 Health (What beautiful plumage!)

The Penguin: 3 DEX, 1 DODGE (What do you think heist-face?)

The Pigeon: 3 DEX, 2 INT (In some countries, you'd fly.)

Shooting Star: 3 DEX, 2 STR (Rockin'!)

Enchantress Faces

5 Plat (No Extra Stats)

Ms. Natural: (Enchantress' default look.)

Sun Elf: (A fresh summer look!)

Sunkissed Elf: (Tan trickery!)

10 Plat

Fierce!: 3 INT, 1 CRIT (A fiery look for you!)

Dark Elf: 3 INT, 2 HIT% (That 'brooding ancient' look!)

Darker Elf: 3 INT, 7 HEALTH (A late fall look!)

Geisha Face: 3 INT, 5 MANA (Magical ancient beauty!)

Goth Glamor: 3 INT, 1 ARMOR (Dark and mystical!)

Lady Lynx: 3 INT, 1 DODGE (Inspired by mystics of the high plains!)

Skeleton Mask: 3 INT, 1 DEX, 1 STR (A skeleton mask for you!)

Orcish Elf: 3 INT, 2 STR (Thas' a MEAN face baby.)

Red Elf: 3 INT, 2 DEX (Awesome redness!)

Tattooed Elf: 3 INT, 1 DAMAGE, 1 DPS (The mark of greatness!)

Guilds

As of this writing, guilds do not do very much. They are a social aspect of the game, where people can form associations. An icon next to the avatar in game shows up when the PC is member of a guild. A silver icon denotes a 'regular' member, a gold icon someone who is a officer or master, someone who is able to invite somebody to join.

The main in-game benefit of being a member of a guild is that the guild hall has a store for potions (elixers) with a rebate price. So if you plan on doing a lot of runs burning elixers, Guild membership can save you a lot of money over time.

There are plans to do more with guilds. Guild vanity items. Added bonus for a party consisting of members all from the same guild. PVP events where guilds can take eachother one. These are some ideas floating about. But, as of now, nothing is certain...

APPENDIX I: Enemies

The health and defense(armor) of the enemy are estimated as close as possible due to overkill damage and RNG. Max Armor refers to the maximum armor you should have before the minimum enemy damage takes effect. The minimum enemy damage is the damage the enemy will hit you for, no matter how much armor you have.

Forest Haven

Name	HP	ATT	DEF	Max Armor	Note
Zombie	320	24-29	4	21	
Elite Zombie	320	28-35	4	26	
Rogue Knight Melee	350	28-35	5	28	chance to debuff armor
Rogue Knight Swordsman	350	28-36	5	25	chance to debuff armor
Rogue Knight Spiked Club	370	30-35	5	26	
Rogue Knight Archer	370	21-26	5	18	
Rogue Mage	350	22-28	6	19	
Skull Knight 2H-Swordsman	370	28-40	8	22	chance to self-buff for more damage
Skull Knight 1H-Swordsman	370	28-37	5	24	chance to debuff armor
Skull Knight Archer	370	21-25	6	18	chance to self-buff for more crit% & hit%
Skull Knight Club	370	30-34	6	26	
Skeleton Swordsman	330	32-36	4	27	
Skeleton Archer	330	21-25	3	18	
Skeleton Swordsman w/Shield	330	35-48	4	28	
Skeleton Mage	330	22-28	6	19	can self-heal and other enemies around it
Troll (Green Beast)	2300	28-36	8	25	
Meathead (Boss)	2300	31-40	7	28	
Silknights the Sorceress (Boss)	2300	30-37	7	27	
Brom Dandy (Boss)	2300	31-41	8	29	
Skeller Krunch (Boss)	2300	24-33	8	28	
Babrax the Demon (Boss)	2300	33-50	8	26	may occasionally pierce your armor for massive damage

Dark Forest

Name	HP	ATT	DEF	Max Armor	Note
Rogue Knight Club	470	40-44	7	33	
Rogue Knight Archer	470	31-36	7	27	chance to self-buff for more crit% & hit%
Rogue Knight Swordsman	470	40-54	7	43	chance to debuff armor
Rogue Knight Melee	470	38-55	7	35	chance to debuff armor
Rogue Mage	440	32-37	7	28	

Troll (Green Beast)	3000	41-50	10	36	
Skull Knight 2H-Swordsman	410	38-51	6	33	chance to self-buff for more damage
Skull Knight 1H-Swordsman	410	38-48	6	33	chance to debuff armor
Skull Knight Club	450	40-45	6	33	
Skull Archer	450	31-36	6	27	chance to self-buff for more hit% & crit%
Yeti	420	39-53	5	35	
Miniyeti	420	37-42	6	32	
Miniyeti Mage	400	38-45	5	34	
White Mage	430	32-38	6	28	
Silknight the Sorceress (Boss)	3000	44-50	9	39	
Lowell the Troll (Boss)	3000	42-48	10	36	
Viny Taur (Boss)	3000	41-49	9	37	
King of Bling (Boss)	3000	51-63	9	47	
Babrax the Demon (Boss)	3000	45-63	12	41	may occasionally pierce through your armor for massive damage
King of Hearts (Boss)	3000	50-67	14	47	
Forest King (Boss)	3000	46-54	10	41	
King of Trolls (Boss)	3000	45-53	9	38	
Skeller Krunch (Boss)	3000	39-54	10	39	

Balefort Castle

Name	HP	ATT	DEF	Max Armor	Note
Rogue Knight Melee	560	48-58	11	43	chance to debuff armor
Rogue Archer	550	41-45	11	34	
Rogue Mage	540	43-47	11	36	can self-heal and other enemies around it
Rogue Knight Swordsman	540	48-58	11	43	chance to debuff armor
Skull Knight 2H-Swordsman	540	48-52	17	40	chance to self-buff for more damage
Skull Archer	550	41-45	11	33	chance to self-buff for more hit% & crit%
Skull Knight 1H-Swordsman	550	50-58	11	44	chance to debuff armor
Goblin Swordsman w/Shield	550	52-59	11	44	chance to debuff armor
Goblin Mage	550	41-47	11	36	
Slime Monster	480	47-53	9	40	does not count to "enemies remaining" kill
Rock Golem	640	68-75	14	57	
Brom Dandy (Boss)	3700	56-67	14	53	
Merk the Jerk (Boss)	3700	57-65	14	49	

King of Hearts (Boss)	3700	62-79	14	55	
Vinny Taur (Boss)	3700	56-63	17	47	
Sir Furio (Boss)	3700	59-76	17	51	
Harpo (Boss)	3300	34-41	14	25	chance to self-buff for more hit% & crit%
Groucho (Boss)	3300	54-62	14	46	
Goblin Warchief (Boss)	3800	60-69	14	51	chance to debuff your armor
Goblin Witch Doctor (Boss)	3800	54-60	14	46	
Goblin King (Boss)	18800	56-64	14	51	summons 5 groups of 3 suicide bombing goblins
Boulderfist (Boss)	3200	55-63	29	46	
Zyla Doom (Boss)	3800	53-57	13	44	chance to debuff your hit% & crit% can self-heal and other enemies around it
Spirit of Fire (Boss)	3800	48-63	12	45	chance to debuff your damage and armor
Bad Mojo (Boss)	-	-	-	-	-

Fathom Crypt

Name	HP	ATT	DEF	Max Armor	Note
Skeleton Swordsman	540	62-66	11	51	
Skeleton Swordsman w/Shield	540	65-80	19	57	
Skeleton Mage	540	52-57	11	44	Can self-heal and other enemies around it
Skeleton Archer	540	51-55	11	42	chance to self-buff for more hit% & crit%
Cap'n Bones (Boss)	4500	68-100	up to 150	65	chance to lower your damage by up to 80% chance to pierce your armor for massive damage
Dead Eyes (Boss)	4500	69-77	17	58	chance to self-buff for more hit% & crit%
Sparky (Boss)	4500	71-90	19	64	
Babrax the Demon w/ Pitchfork (Boss)	4500	71-79	18	61	
Skeller Krunch (Boss)	4500	70-80	18	61	
Xaxis (Boss)	4500	67-75	17	59	
King of Pain (Boss)	4500	74-89	18	66	
Meathead (Boss)	4500	70-80	20	59	
Vyxnaar (Boss)	-	-	-	-	-

Lost Expedition

Name	HP	ATT	DEF	Max Armor	Note
White Knight 2H-Swordsman	730	69-72	17	56	chance to self-buff for more dmg and def
White Archer	730	61-65	17	50	occasionally increased dmg with strong knock-back attack
White Mage	730	62-68	16	52	
White Knight 1H-Swordsman	730	68-77	17	58	chance to debuff armor
White Knight Melee	730	69-78	18	58	chance to debuff armor
Miniyeti Mage	620	71-77	61	59	
Yeti	1100	69-84	14	60	
Blue Beast	5200	89-96	23	74	
Miniyeti	620	71-76	61	58	
Lil' Bill (Boss)	5200	90-96	22	75	
Ernesto the Yeti (Boss)	5200	99-110	20	84	
Frosty Fred (Boss)	5200	89-107	21	77	
The Frost King (Boss)	5200	77-97	22	70	
Fridge (Boss)	-	-	-	-	-

The Ancient Swamps

Name	HP	ATT	DEF	Max Armor	Note
McCroc Spear w/Shield	820	79-87	20	67	chance to debuff armor
McCroc Melee	820	98-106	79	82	chance to reduce your dmg and armor
Brown Croc Mage	840	97-115	73	83	
Scalefield Croc Mage	840	97-101	77	79	can self-heal and other enemies around it
Scalefield Croc Mage w/Hooch	840	97-100	78	79	can self-heal and other enemies around it
Scalefield Croc Spear w/Shield	840	99-107	83	82	chance to reduce your dmg and armor
McCroc Melee w/Hooch	840	102-110	88	86	chance to reduce your dmg and armor
Beaux Beaux (Boss)	5900	100-109	24	84	ability to thorn root you
Le Chomp (Boss)	5900	98-105	21	81	converts all damage from attacks to health in 1:1 ratio!
Fabio the Fireblaster (Boss)	5700	97-115	22	84	
Zeke (Boss)	5700	96-99	23	78	can self-heal and other enemies around it chance to reduce your hit% & crit%
Monsieur Lebow (Boss)	5900	100-107	22	81	can occasionally damage you

					with strong knock-back attack
Goat T. Ere (Boss)	5900	97-105	22	81	
Frogmar the Witch (Boss)	5500	98-103	22	80	can self-heal and other enemies around it
Scalefield Hoochmiester (Boss)	5900	99-105	22	81	converts all damage from attacks to health in 1:1 ratio!
Pappy Scalefield (Boss)	5900	97-104	24	79	can stack damage and armor reducing debuffs can do up to triple non-crit damage converts all damage from attacks to health in 1:1 ratio!
Swamp Hag (Boss)	5900	97-100	23	78	
McCroc Brewmaster (Boss)	3000	110-128	23	93	
Ma McCroc (Boss)	5900	98-104	23	81	spawns highly damaging bombs in each corner of the room converts all damage from attacks to health in 1:1 ratio!

Alien Oasis: Part 1

Name	HP	ATT	DEF	Max Armor	Note
Blue Marauder Archer	900	81-85	24	67	chance to self-buff for more hit% & crit%
Red Marauder Swordsman w/Shield	800	95-105	52	78	chance to self-buff for more dmg
Black Marauder Spear w/Shield	950	112-124	53	92	chance to debuff armor
Green Marauder Mage	800	81-86	58	66	can self-heal and other enemies around it
Pitati (Boss)	11200	106-113	28	88	chance to self-buff for more hit% & crit% chance to reduce your damage and armor
Bastet (Boss)	11200	106-111	30	87	can self-heal and other enemies around it
Ptah Ptooeey (Boss)	11200	119-126	30	98	chance to self-buff for more damage
Seth (Boss)	11200	106-114	28	87	converts all damage from attacks to health in 1:1 ratio!
Ohak Fel (Boss)	11200	105-110	26	84	can self-heal and other enemies around it
Sobek (Boss)	11200	106-122	28	88	converts all damage from attacks to health in 1:1 ratio!
Anubis (Boss)	11200	112-132	28	99	

Alien Oasis: Part 2

Name	HP	ATT	DEF	Max Armor	Note
Blue Marauder Archer	1000	92-96	25	74	chance to self-buff for more hit% & crit%

Red Marauder Swordsman w/Shield	850	106-112	68	86	chance to self-buff for more dmg
Black Marauder Spear w/Shield	1020	128-138	61	108	chance to debuff armor
Green Marauder Mage	850	91-96	60	75	can self-heal and other enemies around it
Mummy Melee	850	112-119	21	92	chance to reduce your dmg and armor
Mummy Archer	1000	91-95	25	74	chance to self-buff for more hit% & crit%
Lesser D'jinn	14200	120-128	34	98	
Blue Alien Shooter	1040	115-124	61	96	chance to self-buff for more hit% & crit%
Blue Alien Mage	1040	122-131	61	103	can self-heal and other enemies around it
Blue Alien Swordsman	1040	134-152	62	112	
Nizara (Boss)	14200	106-122	38	84	
Zankura (Boss)	14200	115-134	31	99	
Sobek (Boss)	14200	119-135	30	100	converts all damage from attacks to health in 1:1 ratio!
Z'MOXX (Boss)	14200	118-135	31	101	casts a defensive shield that increase defense by about 100 points
Anubis (Boss)	14200	120-143	31	104	
R'LOXX (Boss)	14200	115-128	38	94	casts a defensive shield that increase defense by about 100 points
B'TOXX (Boss)	14200	118-122	30	96	chance to decrease your hit% & crit% can self-heal and other enemies around it

APPENDIX II: Sets

As you accumulate stuff, you'll notice that some items have 'similar names'. These can form 'sets' providing additional bonus benefits if equipped concurrently. This is a list of all sets (except for Nuri's and elite crafting sets), written up per area where they can be found.

Sandstone Caves

Crystalline DEX Dagger Set Jewel Thief's Crystalline Hat, Jewel Thief's Crystalline Leather, Jewel Thief's Crystalline Dagger, Jewel Thief's Crystalline Wing +1 Damage, +3 Armor
Crystalline DEX Bow Set Jewel Thief's Crystalline Hat, Jewel Thief's Crystalline Leather, Jewel Thief's Crystalline Bow +3 Damage, +1 Armor
Earthquake DEX Set Jewel Thief's Earthquake Hat, Jewel Thief's Earthquake Jacket, Jewel Thief's Earthquake Dagger, Jewel Thief's Earthquake Wing +4 Armor
Onyx DEX Set Jewel Thief's Onyx Hat, Jewel Thief's Onyx Leather, Jewel Thief's Onyx Bow +4 Damage
Crystalline INT Wand Set Dreamer's Crystalline Circlet, Dreamer's Crystalline Robes, Dreamer's Crystalline Wand, Dreamer's Crystalline Golem Doll +1 Damage, +3 Armor
Crystalline INT Staff Set Dreamer's Crystalline Circlet, Dreamer's Crystalline Robes, Dreamer's Crystalline Staff +3 Damage, +1 Armor
Earthquake INT Set Dreamer's Earthquake Hood, Dreamer's Earthquake Wraps, Dreamer's Earthquake Wand, Dreamer's Earthquake Bracer +4 Armor
Onyx INT Set Dreamer's Onyx Crown, Dreamer's Onyx Cloak, Dreamer's Onyx Staff +4 Damage
Crystalline STR Sword Set Conqueror's Crystalline Helmet, Conqueror's Crystalline Mail, Conqueror's Crystalline Sword, Conqueror's Crystalline Shield +1 Damage, +3 Armor
Crystalline STR Axe Set Conqueror's Crystalline Helmet, Conqueror's Crystalline Mail, Conqueror's Crystalline Axe +3 Damage, +1 Armor
Earthquake STR Set Conqueror's Earthquake Helm, Conqueror's Earthquake Plate, Conqueror's Earthquake Hammer, Conqueror's Earthquake Shield +4 Armor
Onyx STR Set Conqueror's Onyx Helm, Conqueror's Onyx Platemail, Conqueror's Onyx Battlesword +4 Damage

Ancient Swamps

Swamp Rat Set Swamp Rat's Dead-Eye Derby, Swamp Rat's Croc Scale Leather, Swamp Rat's Swampy Shiv, Swamp Rat's Blackbird Wing +5% Crit, +5 Damage, +5 Armor
Voodoo Master Set Mamboza's Voodoo Master Helm, Zombie's Voodoo Master Robe, Copperhead's Voodoo Master Staff +5 M/s, +10 Damage
Copperhead Set Copperhead's Bullfrog Helm, Copperhead's Croc Scale Plate, Copperhead's Swampy Trident, Copperhead's Sainly Shield +3% Dodge, +2 H/s, +10 Armor

Alien Oasis

Mystery DEX Set Mystery Armor of the Ancients, Mystery Helm of the Ancients, Mystery Assault Bow of the Ancients +1 Crit, +8 Damage, +3 Armor
Mystery INT Set Mystery Armor of the Ancients, Mystery Helm of the Ancients, Mystery War Staff of the Ancients +12 Damage, +4 Armor
Mystery STR Set Mystery Armor of the Ancients, Mystery Helm of the Ancients, Mystery Battlesword of the Ancients +1 Crit, +1 H/s, +7 Damage, +1 Armor

Trials of the Galactic Overlord

Void Set I Jacob's Helmet of the Void, Wraith Armor of the Void, Mega Blaster of the Void +5% Hit, +5% Crit, +2 H/s, +2 M/s, +10 Damage, +5 Armor
Void Set II - "Sunblessed Archer" Overlord's Helmet of the Void, Wraith Armor of the Void, Sunblessed Bow of the Void +3 h/s, +10 DMG, +7 Armor
Cosmos Set I Overlord's Helmet of the Cosmos, Mirage Robe of the Cosmos, Mirage Staff of the Cosmos +5% Hit, +5% Crit, +3% H/s, +50 Mana, +5 M/s, +8 Damage, +4 Armor
Cosmos Set II - "Keeper's Enchantress" Jacob's Helmet of the Cosmos, Mirage Robe of the Cosmos, Keeper's Staff of the Cosmos +3 M/s, +10 Damage, +7 Armor
Rift Set I Overlord's Helmet of the Rift, Power Armor of the Rift, Sunblessed Scimitar of the Rift, Screaming Skull Shield of the Rift +5% Dodge, +50 Health, +5 H/s, +3 M/s, +5 Damage, +12 Armor
Rift Set II - "Gurgox Rift Champion" Overlord's Helmet of the Rift, Power Armor of the Rift, Gurgox Hammer of

the Rift+5 H/s, +5 Damage, +10 Armor

Cyber Void Set Cyber Skull of the Void, Cyber Armor of the Void, Cyber Blaster of the Void +2% Hit, +1% Dodge, +1 H/s, +9 Damage, +3 Armor

Cyber Void Set II Cyber Skull of the Void, Cyber Armor of the Void, Laser Talon of the Void, Cyber Wing of the Void +1% Hit, +1% Crit, +1 H/s, +5 Damage, +6 Armor

Cyber Cosmos Set Cyber Skull of the Cosmos, Cyber Armor of the Cosmos, Cyber Staff of the Cosmos +1% Hit, +6 Mana, +1 M/s, +11 Damage, +5 Armor

Cyber Cosmos Set II Cyber Skull of the Cosmos, Cyber Armor of the Cosmos, Laser Wand of the Cosmos, Cyber Doll of the Cosmos +2% Hit, +5 Mana, +1 M/s, +6 Damage, +5 Armor

Cyber Rift Set Cyber Skull of the Rift, Cyber Armor of the Rift, Cyber Sword of the Rift, Cyber Kite Shield of the Rift +3 H/s, +1 Damage, +8 Armor

Cyber Rift Set II Cyber Skull of the Rift, Cyber Armor of the Rift, Plasma Battlesword of the Rift+1 Crit, +3 H/s, +7 Damage

Shadow Caves

Sentinel Gun Set Sentinel's Helmet of Death, Sentinel's Armor of Death, Sentinel's Shotgun of Death +2 Crit, +2 M/s, +8 Damage

Sentinel Talon Set Sentinel's Helmet of Death, Sentinel's Armor of Death, Sentinel's Talon of Death, Sentinel's Wing of Death +2 Dodge, +2 H/s, +8 Armor

Sentinel Slicer Set Sentinel's Helmet of Death, Sentinel's Armor of Death, Shadow Slicers of Death +2 Hit%, +2 Crit, +2 M/s, +7 Damage

Shadow Glowstick Set Keeper's Helmet of Shadows, Keeper's Armor of Shadows, Glow Stick of Shadows, Creepy Doll of Shadows +1 Hit, +1 Crit, +4 H/s, +1 Damage, +8 Armor

Shadow Staff Set Keeper's Helmet of Shadows, Keeper's Armor of Shadows, Crystal Staff of Shadows +2 Hit, +5 M/s, +9 Damage

Shadow Swords Set Keeper's Helmet of Shadows, Keeper's Armor of Shadows, Mage Swords of Shadows +2 Hit, +5 M/s, +9 Damage

Guardian Hax Set Guardian's Helmet of Hate, Guardian's Armor of Hate, Shadow Hax of Hate, Guardian's Kite Shield of Hate +3 Dodge, +1 H/s, +9 Armor

Guardian Battlesword Set Guardian's Helmet of Hate, Guardian's Armor of Hate, Guardian's Battlesword of Hate +3 Crit, +2 M/s, +8 Damage

Guardian Shadow Swords Set Guardian's Helmet of Hate, Guardian's Armor of Hate, Shadow Swords of Hate +3 Crit, +2 M/s, +8 Damage

Balefort Sewers

Raid Roach Auto-Bow Set Raid Roach's Gemstone Leather, Raid Roach's Gemstone Cap, Raid Roach's Gemstone Auto-Bow +2 Crit, +5 H/s, 4 M/s, +3 Damage

Raid Roach Recurve Set Raid Roach's Gemstone Leather, Raid Roach's Gemstone Cap, Raid Roach's Gemstone Recurve +2 Crit, +4 H/s, +4 M/s, +4 Damage

Raid Roach Talon Set Raid Roach's Gemstone Leather, Raid Roach's Gemstone Cap, Raid Roach's Gem Talon, Raid Roach's Gemstone Wing +2 Dodge, +4 H/s, +4 M/s, +4 Armor

Mega Mage Gemstone Wand Set Mega Mage's Gemstone Robes, Mega Mage's Gemstone Cowl, Mega Mage's Gemstone Wand, Mega Mage's Gemstone Bracer +6 H/s, +6 M/s, +2 Armor

Mega Mage Gemstone Staff Set Mega Mage's Gemstone Robes, Mega Mage's Gemstone Cowl, Mega Mage's Gemstone Staff +4 H/s, +4 M/s, +6 Damage

Mega Mage Gem Blast Staff Set Mega Mage's Gemstone Robes, Mega Mage's Gemstone Cowl, Mega Mage's Gem Blast Staff +4 H/s, +4 M/s, +6 Damage

Fury Fighter Gemstone Mace Set Fury Fighter's Gemstone Plate, Fury Fighter's Gemstone Helm, Fury Fighter's Gemstone Mace +2 Crit, +4 H/s, +4 M/s, +4 Damage

Fury Fighter Gemstone Sword Set Fury Fighter's Gemstone Plate, Fury Fighter's Gemstone Helm, Fury Fighter's Gemstone Sword, Fury Fighter's Gemstone Shield + 6 H/s, +6 M/s, +2 Armor

Fury Fighter Gem Battle Sword Set Fury Fighter's Gemstone Plate, Fury Fighter's Gemstone Helm, Fury Fighter's Gem Battle Sword +3 Crit, +5 H/s, 4 M/s, +4 Damage

Fury Fighter Royal Sewer Hammer Set Fury Fighter's Gemstone Plate, Fury Fighter's Gemstone Helm, Royal Sewer Gem Battle Hammer +5 Crit, 1 +H/s, +10 Damage, +1 Armor

Customized Auto-Bow Set Customized Gemstone Leather, Customized Gemstone Cap, Customized Gemstone Auto-Bow +2 Crit, +5 H/s, +4 M/s, +6 Damage

Customized Recurve Set Customized Gemstone Leather, Customized Gemstone Cap, Customized Gemstone

Recurve +7 Crit, +2 Dodge, +5 H/s, +6 M/s, +13 Damage, +2 Armor

Customized Talon Set Customized Gemstone Leather, Customized Gemstone Cap, Customized Gem Talon, Customized Gemstone Wing +2 Dodge, +4 H/s, +4 M/s, +6 Armor

Enchanted Gemstone Wand Set Enchanted Gemstone Robes, Enchanted Gemstone Cowl, Enchanted Gemstone Wand, Enchanted Gemstone Bracer +2 Dodge, +4 H/s, +4 M/s, +6 Armor

Enchanted Gemstone Staff Set Enchanted Gemstone Robes, Enchanted Gemstone Cowl, Enchanted Gemstone Staff +2 Crit, 50 Mana, +8 M/s, +4 H/s, +10 Damage

Enchanted Gem Blast Staff Set Enchanted Gemstone Robes, Enchanted Gemstone Cowl, Enchanted Gem Blast Staff +2 Crit, +4 M/s, +4 H/s, +7 Damage

Fortified Gemstone Mace Set Fortified Gemstone Plate, Fortified Gemstone Helm, Fortified Gemstone Mace +4 Crit, +4 H/s, +4 M/s, +4 Damage

Fortified Gemstone Sword Set Fortified Gemstone Plate, Fortified Gemstone Helm, Fortified Gemstone Sword, Fortified Gemstone Shield +2 Dodge, +50 Health, +8 H/s, +4 M/s, +16 Armor

Fortified Gem Battle Sword Set Fortified Gemstone Plate, Fortified Gemstone Helm, Fortified Gem Battle Sword +2 Hit, +9 Crit, +4 H/s, +4 M/s, +6 Damage, +5 Armor

APPENDIX III: Price Guide (Hunzzz's)

Note: Prices may change, please check carefully. Only items with a value of atleast 10,000 gold will be included in my guides, All price measurements are in "K" (1K= 1000 Gold). Be aware that 'twink' items of 'odd level' can be more valuable.

FOREST HAVEN PINK ITEMS (unscaled/normal levels)

Funke's Meat Masher of Doom: 50k-70k
Buwanda's Fiery Staff of Doom: 60k-80k
Orcish Wildfire Bow of Doom: 110k-140k

Level 5 Crafted Armors:

Armsman forged plate mail: 15k-20k
Blacksmith forged plate mail: 15k-20k
Armsman crafted chain mail: 18k-25k
Blacksmith crafted chain mail: 18k-25k

Expert Reinforced leather: 60k-80k
Artisans Reinforced leather: 60-80k

Alchemists heavy cloth armor: 18k-25k
Sorcerer heavy cloth armor: 18k-25k

Level 15 Crafted Armors:

Blacksmiths forged plate mail: 35k-45k
Armsman forged plate mail: 40k-55k
Blacksmiths crafted chain mail: 35k-45k
Armsman crafted chain mail: 45k-60k

Artisan's reinforced leather: 380k-420k
Expert reinforced leather: 400k-450k

Alchemist's heavy cloth armor: 60k-80k
Sorcerer heavy cloth armor: 60k-80k

DARK FOREST PINK ITEMS (normal+scaled levels)

Forest chain of Legend
(level 14): 20k-30k
(level 13): 45k-60k
(level 12): 70k-80k
(level 11): 150k-200k
(level 10): Average price: 500k, Rare collectors paying price= up to 2mil from few collectors.

Nature mage robe of Mastery

(level 14): 20k-30k
(level 13): 30k-40k
(level 12): 40k-50k
(level 11): 120k-160k
(level 10): Average price: 500k, collectors price: around 1mil from willing collectors.

Jewel Thiefs dark forest leather

(level 14): 30k-40k
(level 13): 55k-65k
(level 12): 70k-85k
(level 11): 150k-200k
(level 10): Average price: 500k, collectors price: around 1mil-1.5mil from willing collectors.

BALEFORT+WYLDWOOD PINK ITEMS (normal+scaled levels)

All below are prices for level 19 pinks only.

Platinum sword of legend: 1k-3k

Platinum axe of legend: 5k-10k

Conquerors platinum axe: 20k-30k

Gleaming cutlass of legend: 5k

Azure longblade of legend: 3k

Board and Nail: Conquerors/Legend: 5k

Flaming fireblaster of Mastery: 5-10k

Charred staff of mastery: 5k

Stormstrike wand of mastery: 5k

Darkbolt blaster of mastery (quest item): 2k

Dreamers Darkbolt Blaster: 20k-30k

Jewel thieves recon bow: 5k

Jewel thieves Platinum talon: 5k

Snipers Auto-Crossbow: 75k-100k

Armors:

Green mail of legend: 5k

Blue chain mail of legend: 7k

Red chain tunic of legend: 7k

Black chain tunic of legend: 9k

Shields:

Conquerors ironrock Shield: 10k

Conquerors Spiked Wooden Buckler: 30-40k

Below are rare SCALED leveled pinks from balefort castle and Wyldwood:
level 15s

Platinum sword of legend: 20k-30k

Platinum axe of legend: 50k-60k

Conquerors platinum axe: unavailable.

Gleaming cutlass of legend: 20k-30k

Azure longblade of legend: 15-20k

Board and Nail: Conquerors/Legend: 15-25k

Flaming fireblaster of Mastery: 50k-80k

Charred staff of mastery: 10k

Stormstrike wand of mastery: 10k

Darkbolt blaster of mastery (quest item): unavailable.

Dreamers Darkbolt Blaster: unavailable.

Jewel thieves recon bow: 15k

Jewel thieves Platinum talon: 20k-25k

Snipers Auto-Crossbow: unavailable.

Shields:

Conquerors ironrock Shield: unavailable.

Conquerors Spiked Wooden Buckler: unavailable.

Armors:

Green mail of legend: up to 120k to collectors.

Blue chain mail of legend: up to 160k to collectors.

Red chain tunic of legend: up to 180k to collectors.

Black chain tunic of legend: up to 250k to collectors.

FATHOM+SANDSTONE CAVE PINK ITEMS (normal+scaled levels)

All items below are level 25.

Gem staff of lightning of mastery: 2k
Dreamers Gem staff of lightning: 20k-30k
Pick axe of legend: 30k-40k
snipers demon claw: 120k-150k
Block shield of legend: 120k-160k
Dreamers wicked winker: 40k-60k
Wing shield of legend: 10k
Skull bracer of master: 10k
Jewel thieves avian Helmet: 10k
Snipers avian helmet: 10k
Conquerors ursan helmet: 15k-20k
Dreamers elven helmet: 20k-25k

LEVEL 25 SANDSTONE CAVES PINKS (not including regular pinks such as war hammer and skull bracer etc.

Crystal items in sets:

Conquerors Crystalline SWORD SET: 75k-100k
conquerors Crystalline helmet: 30k-40k
Conquerors crystalline axe: 10k
Conquerors crystalline sword: 15k-20k
conquerors crystalline mail: 10k-18k
conquerors crystalline shield: 10k-15k

Dreamers Crystalline WAND SET: 90k-110k
Dreamers crystalline helmet: 40k-50k
Dreamers crystalline staff: 10k
Dreamers crystalline wand: 10k-15k
Dreamers crystalline robes: 30k-35k
Dreamers crystalline golem doll: 15k-20k

Jewel thieves Crystalline DAGGER SET: 80k-100k
Jewel thieves crystalline hat: 35k-40k
Jewel thieves crystalline bow: 25k-30k
Jewel thieves crystalline dagger: 20k-25k
Jewel thieves crystalline leather: 20k-25k
Jewel thieves crystalline wing: 10k

Onyx items in sets:

Conquerors Onyx SET:90k-100k
conquerors onyx helm: 35k-45k
conquerors onyx battlesword: 30k-40k
conquerors onyx platemail: 30k-35k

Dreamers Onyx SET:90k-100k
dreamers onyx crown: 45k-50k
dreamers onyx staff: 20k-25k
dreamers onyx robes: 25k-30k

Jewel thieves onyx SET:160k-190k
jewel thieves onyx hat: 30k-35k
jewel thieves onyx bow: 30k-38k
jewel thieves onyx leather: 100k-130k

Earthquake items in sets:

Conquerors earthquake SET:300k-330k

conquerors earthquake helm: 130k-160k
conquerors earthquake hammer: 100k-130k
conquerors earthquake plate: 40k-45k
conquerors earthquake shield: 25k-30k

Dreamers earthquake SET: 180k-200k
dreamers earthquake hood: 80k-120k
dreamers earthquake wand: 20k-25k
dreamers earthquake wraps: 25k-30k
dreamers earthquake bracer: 50k-75k

Jewel thieves Earthquake SET: 200k-240k
Jewel thieves earthquake hat: 20k-25k
jewel thieves earthquake dagger: 25k-35k
jewel thieves earthquake leather: 150k-180k
jewel thieves earthquake wing: 15k-20k

FN+ LOST EXPEDITION PINK ITEMS

Weapons level 30:

Dreamers icebolt staff: <3k
icebolt staff of mastery: <3k
Dreamers iceblast staff: <3k
iceblast staff of mastery: <3k
Dreamers ice wand: <3k
ice wand of mastery: <3k
Flameskull fire flinger of mastery: <5k
Frosty hatchet of legend: <3k
Conquerors frosty hatchet: <3k
Frozen mace of legend: <3k
Conquerors frozen mace: <3k
Snipers frost king bow: <3k
Jewel thieves frost king bow: <3k
Snipers frozen bow: <3k
Jewel thieves frozen bow: <3k
Snipers ice auto-crossbow: <3k
Jewel thieves auto-crossbow: <3k

FROZEN NIGHTMARES PINKS (shivering, iceberg and brainfreeze):

Brain-freeze icebolt staff: <5k
Brain freeze iceblast staff: <5k
Brain freeze ice wand: 10k-15k
Brain freeze yeti shaman cloth: 15k-25k
brain freeze yeti eyeball: 15k-25k
Shivering ice auto crossbow: 10k-15k
Shivering frozen bow: 8k-12k
Shivering ice dagger: 5k-10k
Shivering ice talon: 20k-30k
Shivering frozen yeti leather: 25k-30k
Shivering frosty snowbird wing: 10k-15k
Iceberg blizz sword: <5k
Iceberg titanic hammer: <8k
Iceberg frosty hatchet: 15k-25k
Iceberg frozen longsword: 15k-25k
Iceberg frost knight plate: 25k-35k
Iceberg frozen shield: 15k-20k

ANCIENT SWAMPS+CROC FEUD PINK ITEMS

Ancient swamps items:

level 34 helmets (non set):

conquerors bullfrog helm: 15k-20k
bullfrog helm of legend: 15k-20k
witch toad tiara of mastery: 15k-20k
Dreamers witch toad tiara (one with the frog): 55k-70k
jewel thieves dead-eye derby: 15-20k
snipers dead-eye derby: 15k-20k

level 34 and 35 armors (non set):

Croc scale plate of legend: 10k-15k
Conquerors croc scale plate: 10k-15k
Jewel thieves Toad leather tunic: 5k-8k
Jewel thieves Croc scale leather tunic: 10k-15k
Snipers croc scale leather: 10k-15k
Mambozas croc scale leather: 15k-18k
Zombies croc scale robe: 10k-15k
Croc scale robe of mastery: 10k-15k
Dreamers croc scale robe: 10k-15k
mambozas croc scale robe: 12k-15k

Shields (non set):

Conquerors saintly shield: 10k-15k
Zombie saintly shield: 15k-20k
Snipers blackbird wing: 8k-12k
Copperheads voodoo doll: 55k-65k

Weapons (non set):

Conquerors bastard sword: <2k
bastard sword of legend: <2k
Conquerors demon pitchfork: <2k
Demons pitchfork of legend: <2k
Fine ancient sword of legend: <2k
Conquerors fine ancient sword: <2k
Black metal claymore of legend: <5k
Conquerors black metal claymore: <5k
Rusted battle-axe of legend: <5k
Conquerors croc spine: <5k
Croc spine of legend: <5k
Ancient sword of legend: <5k
conquerors ancient sword: <5k
Conquerors swampy trident: <5k
Swamp rats swampy trident: <5k
Snipers demon dagger: <2k
Jewel thieves demon dagger: <2k
Snipers swampy shiv: <2k
Snipers crossbone bow: <5k
Jewel thieves crossbone bow: <5k
Snipers bayou bow: <5k
Jewel thieves impish bow: <5k
Jewel thieves swampthorn talon: 10k-15k
Snipers swampthorn talon: 10k-15k
Copperheads swampthorn talon: 10k-15k
Magestaff of fire of mastery: <2k
Dreamers magestaff of fire: <2k
Dreamers dark wand: <2k
Dark wand of mastery: <2k
Bony fire pin of mastery: <5k
Dreamers bony fire pin: <5k

Zombies voodoo fire staff: 10k-20k
Mambozas voodoo fire pin: 65k-80k

ANCIENT SWAMPS PINK SETS:

Copperheads set: 90k-110k
copperheads bullfrog helm: 40k-50k
Copperheads croc scale plate: 10k-15k
Copperheads saintly shield: 25k-35k
Copperheads swampy trident: 10k-15k

Swamp-rats set: 65k-75k
Swamp rats dead-eye derby: 25k-30k
Swamp-rats croc scale leather: 20k-25k
Swamp-rats blackbird wing: 5k-10k
Swamp-rats swampy shiv: 5k-10k

Mambozas Voodoo set: 250k-270k
mambozas Voodoo master helm: 80k-100k
mambozas Voodoo master robe: 155k-170k
Copperheads voodoo master staff: 15k-20k

CROC FUED PINKS:

Zombies rolling pin: 60k-75k
Swamp rats rolling pin: 60k-75k
Zombies lizard leg: 20k-25k
Swamp rats lizard leg: 20k-25k
Zombies lizard lance: 40k-50k
Swamp rats lizard lance: 40k-50k
Zombies banjo basher: 15k-25k
Swamp rats banjo basher: 18k-28k
Zombies fishing pole: 15k-25k
Swamp rats fishing pole: 15k-25k
Copperheads casting pole: 30k-35k
Snipers casting pole: 30k-35k
Copperheads blunderbuss: 40k-50k
Snipers blunderbuss: 30k-40k
Dreamers banjo blaster: 40k-50k
Mambozas banjo blaster: 45k-55k
Mambozas frog head staff: 15k-20k
Dreamers frog head staff: 15k-20k
Mambozas frog wand: 35k-45k
Dreamers frog wand: 35k-45k

CROC FUED SHIELDS:

Swamp rats brawlers brew: 60k-70k
Zombies brawlers brwe: 60k-70k
Swamp rats washboard: 30k-35k
Zombies washboard: 30k-35k
Snipers hoppin hooch: 50k-60k
Copperheads hoppin hooch: 50k-60k
Snipers croc head wing: 25k-35k
Copperheads croc head wing: 30k-40k
Dreamers swamp juice: 60k-70k
Mambozas swamp juice: 70k-80k

APPENDIX IV: Some Relevant Terminology

Some general terminology

Alterra: the name for the gameworld of Pocket Legends

AoE: area of effect (for spells / powers)

Bear: other name for warrior

Bird: other name for archer

Boss: the big bad evil dude at the end of the level or dungeon (mini bosses are lesser powerful enemies found about the level or dungeon)

Buff (and Debuff): increasing the power of yourself and/or your teammates. Certain spells and powers have these effects. Best done right before entering combat or at the start of combat.

Clearing the level: as opposed to remaking halfway, those who plan on killing all monsters, including the bosses. Done by those who are either fulfilling quests or those farming for rare items

Combo: combination of attacks doing additional damage. Some combo's require multiple types of PC's to accomplish

Consignment Store: the auction house, found in Balefort Castle

Crafting: creating your own gear. Requires a recipe and various ingredients. Crafting is done at a crafting station, in the form of an NPC

CTF: capture the flag, a type of game played between PC's

Drops: stuff that you get for killing monsters. Can be items and/or potions. Gold generally drops for all monsters killed as well

Elf: other word for mage or enchantress

Farming: going through the same level / dungeon again and again trying to score cool items, potions and gold

Gold: coins found in game. Can be used to buy 'regular' stuff from stores, merchants and other players (in the consignment store or through trading). You get gold from drops, quests and from selling stuff

Grinding: doing levels over and over to acquire experience or to farm for good (pink) items

Kiting: circling a monster (usually a boss) trying to hit the enemy without getting hit yourself. Works best with archers and mages

Lag: when the connection with the server is not optimal. Sometimes causes the reactions of the player to come late, causing death to the character...

Mob: a regular 'monster' that can be defeated. Decidedly less powerful than (mini)bosses

NPC: non-player character, or the various characters in the world you can interact peacefully with (in the 'towns', sometimes also within dungeons/levels)

Noob: someone new to something. Used to call those who are not yet very adept at playing the game. Often used derogatory, so watch out using it

PC: player character. Your toon or avatar if you will.

Pink: term for items with the pink color in game. The color for the rarest of items.

Platinum: coins that must be purchased with Real World Money.

Proc: term used for a random additional effect for a drop (i.e. strength bonus)

PvE: player versus environment, stands for playing in the dungeons, doing quests etc.

PvP: player versus player, stands for playing in CTF or tournament games, going up against other players

PUG: pick up group: getting together with strangers who are online at the same time

Quest: assignment given by an NPC. Generally provides a reward in the form of items, crafting recipes and/or gold

Pots: term used for healing and mana potions

Recipe: a recipe is needed in order to craft your own items

Stash: the bank if you will, where you can store gold, items and potions. You need to be lvl 4 before being able to access this. A limited form is free, to store a goodly amount of items you'll need to buy room with platinum

Strafing: running past enemies shooting at them or blasting area effect spells and powers without really going toe to toe, trying not to get hit

Threat Level: an indication of how dangerous the enemy is compared to the level of the PC

Trading: exchanging items for other items or gold between PC's, either done directly or through the consignment store

Twink: a character who has the best gear for their level. Especially difficult at 'in between' levels.

Twink Farming: term used to describe trying to farm for a specific level of item

XP: experience points. You get them for killing monsters. With enough XP, you go up in level.

Some ingame chat abbreviations commonly used:

AFK: away from keyboard (or otherwise distracted...)

ALT: alternate character, some people have more than one...

ATM: at the moment

BRB: be right back. When logging off or leaving the dungeon but intending to get back into the game

GF: Good fight.

GG: Good Game.

GL: Good Luck.

GTG: got to go (real world calls...)

IDK: I don't know

JK: Just kidding.

JP: Just playing.

LOL: laughing out loud

NP: no problem. Used in game chat to answer a thank you for a rev or a gift

OMG: Oh My God!

OMW: on my way

Plz: please

PM: private message (as in, talk directly to one person instead of shouting it out...)

Rev: revive, call to mages to resurrect a dead teammate

ROFL: rolling on the floor laughing

RMK: remake, said by people who intend to stop halfway the level and redo this part. Done by people who only want to amass experience and avoid the bosses who cost more time (but also drop the cool stuff...)

TTYL: talk to you later

TY or THX: thank you or thanks

WT(B/S/T): want to buy/sell/trade

YW: your welcome. Usual reply to a 'thank you'