

9 Dragons Tome



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GAME GUIDES WRITTEN BY GAMERS

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Foreword

This guide is intended for new players as an all-in-one resource but does not cover all aspects of game play. This guide is really nothing more than a polished version of notes that I took early on. Some vital functions such as mob combat have been excluded intentionally in order to encourage new players to take the in-game tutorial.

Terminology

At first, 9 Dragons (9D) may seem somewhat counter-intuitive. But not necessarily due to the game mechanics, but due to the language used to describe those mechanics. It is imperative that you understand some of the basic terms used in 9D or you will soon be lost.

Cheng: Means “level”. Since there are many types of Cheng, this term can apply to more than a single subject such as character cheng, skill cheng, or mastery cheng, etc... In this guide both “Cheng” and “Level” are used interchangeably.

Chi: Chi is sometimes used to refer to your Vital Energy alone but Chi also refers to all your attributes (Strength, Dexterity, Essence, Wisdom, and Constitution) and the points used to increase them are called “Chi Points”. Since Chi is used to increase your attributes and therefore affect all Skills, on occasion Chi is used to describe the overall power of a character. Chi is also sometimes used to describe your XP gain towards your next level. As you can see, overuse of this term alone can cause much confusion.

Chi Kung: Chi Kung is *most commonly* used to describe an energy attack. Some Chi Kung skills have a cool down period between “casts” whereas active attacks have none and are *usually* referred to as “Kung Fu” skills. In this guide physical skills may be referred to as “Kung Fu” and are differentiated from energy skills called “Chi Kung”. (See Kung Fu) (See Skills).

Clan: A Clan is an NPC controlled community of players that share the same ideals and goals. Clans should not be confused with player made guilds called Hero Bands.

Deviant Clan: Mobs, critters, creatures, etc...

Epithet: A title displayed over your character. Epithets offer buffs while activated.

Faction: The term used to distinguish between White and Black clans.

Hero Band: Player made guilds sometimes referred to as “guilds” in this guide. (See Hero Bands)

HUD: Heads up Display; the name given to the graphical user interface or “GUI” within 9D.

Kung Fu: Kung Fu is a physical attack and with the exception of “smashing” attacks are *active* which means that the attack will repeat automatically. The term “Kung Fu” is often used by other players to refer to any type of combat skill, which might also include Chi Kung. In this guide Kung Fu skills refer to physical attacks including active and smashing. (See Skills)

Mask: Masks are used to hide your identity. When you are masked your name, guild name, and karma title will not be displayed. (See Masks).

Mob: See Deviant Clan.

Pigeongram: A feature of the game used to send messages to players when they are offline.

Restat: This refers to the act of redistributing your Chi and mastery points. This is done when you choose a role at OC1 (Level 25) and can be done again one time only before RL12 (100%). Beyond RL12 the only way to redistribute your Chi Points is to purchase an upgrade using the Acclaim store.

Role: *Class*; Professions within clans. The term “role” and “class” are interchangeable in this guide. (See Classes & Clans)

Technique: The animation sequence associated with any specific type of Kung Fu or Chi Kung skill. (See Skills) Each Kung Fu skill has a unique technique at skill levels 1, 3, and 5.

Creating Your Character

Your 9D desktop icon launches the 9D home page, from there you must login using the 9D web page and then click “play”: this will launch the 9D application.

Server Selection

There are currently 3 servers to choose from: “Bardo” for those near the European Union, “Nirvana” for those in the United States, and “Asura” is the dedicated PvP server. At the time of this writing, all servers reside in the U.S. but there is a plan to relocate the EU server at a later date.

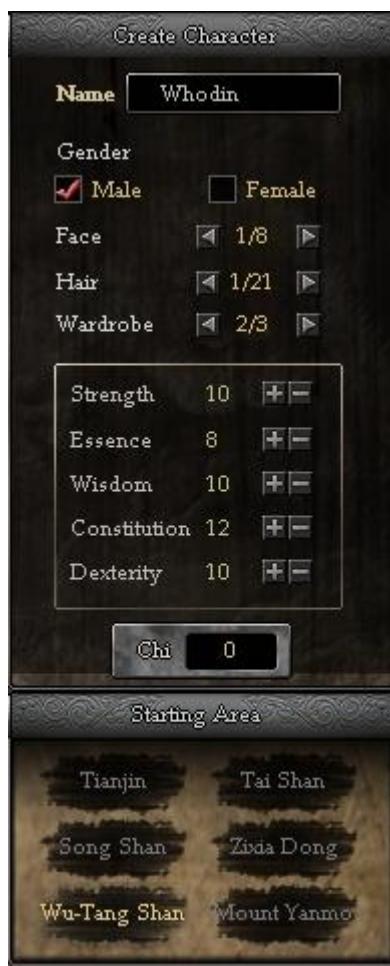
Initial Chi Distribution

While creating your character you will be prompted to distribute 10 “chi points”. Unless you intend to remain a Vagabond, don’t worry too much about making a distribution error because you will get a chance to redistribute all your Chi points (restat) after joining a clan and choosing a role. Note that most players put emphasis on Strength, Dexterity, and Constitution while a vagabond to speed up their progress.

No class selection during character creation

Players do not select a class during the character creation phase, instead they select a starting town. Each of the 6 starting towns is home to 1 of 6 “clans”. Once in the realm, you can begin the quests necessary to join the local clan and subsequently select a role (class). (see Classes & Clans). Most players have a clan and role in mind prior to creating their character so that they can pick the appropriate town and save time from running to another town from within the game. However there is nothing wrong with running from one location to another if you have not yet decided on a clan, just make sure you are good at mob dodging.

After creating your character, be sure to complete the tutorial, this will help you to understand the basics including how to interact with NPC's, how to use your mini-map, how to meditate, how to complete a Chi Breathing exercise, how to equip a weapon, and how to engage in combat.



Classes & Clans

In 9D, you begin as a clanless (classless) “Vagabond” in the starter town of your choice. Clans are formal organizations that players can join and should not be confused with player-made

guilds called Hero Bands. Clans offer the benefit of special Kung Fu and Chi Kung skills specific for clan members only.

There are two types of clans, "White" and "Black". These terms do not necessarily mean "good" and "Evil" but define character political roles. Black clans are against over-powered government represented by the white clans and this opposition results in warfare. When viewing clan types, it might make it easier if you think of the white clans as the established order and black clans as the aggressive rebels.

Players join clans by completing a series of quests and each clan has unique quests rendering some clans easier to join than others. The two most time consuming clans to join include Heavenly Demon (Black) and Wu-Tang (White).

Classes

Classes are tied to clans in the form of "roles". Once in a clan, players can choose from 1 of 4 roles within the clan. Roles define the class for the player and often determine their primary weapon type, though this is not always the case. For example, those that join the Wu-Tang clan can join the "Blue Swords", using swords as their weapon of choice while members of the Heavenly Demons could join the "Blood Demons" and use sabers as their primary weapon type.

Though Wu-Tang and Heavenly Demon may often be presented as examples in this guide, **players should carefully consider the several additional choices in clans available to them.** The 4 primary classes in 9 Dragons not including Vagabond, which is technically classless, includes the Warrior, Holists (Hybrid) Chi Kung User (Caster), and Strategist (Healer).

Available Roles by Clan

Clan	Warrior	Strategist (Healer)	Holists (Hybrid)	Chi Kung User
League of Beggars:	Vanguard Beggar	Strategy Beggar	Spirit Beggar	Dragon Beggar
Shaolin: (Male only)	Luohan Monk	Diamond Monk	Deva Monk	Exorcist Monk
Wu-Tang:	Blue Dragon	Red Phoenix	White Tiger	Black Turtle
Brotherhood of Thieves:	Warrior Bandit	Strategist Bandit	Taishan Bandit	Armored Bandit
Sacred Flower: (Female only)	Mistress of War	Mistress of Heaven	Mistress of Cloud	Mistress of Spirit

Heavenly Demon:	Blood Demon	Phantom Demon	Fire Demon	Storm Demon
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Can't decide which clan or role to choose? Each server allows three characters ... have fun and experiment.

Shortcut keys

Open/Close Character Window [C]
 Open/Close Inventory [I]
 Open/Close Kung Fu Window [S]
 Open/Close Attributes Window [D]
 Open/Close Quest Window [Q]
 Use Quickslots [0~9]
 Change Quickslot Page [`]
 Open/Close Option Window [O]
 Maximize/Minimize Mini-Map [M]
 Zoom In/Out Mini-Map [Keypad - / +]
 Open/Close World Map [N]

Combat

Switch Combat/Peace Mode [Tab]
 Activate Lightfoot Technique [Choose Lightfoot from Quickslot, then press and hold Left Alt]
 Pick Up Items [Space Bar]

Chatting

Activate Chat Window [Enter]
 Deactivate Chat Window [Enter again or Esc]
 Change Chat Mode [While chat window is activated, press Tab]

Helpful Functions

Open/Close Help [F1]
 Hide/Show User Interface [F5]
 Reset Interface [F6]
 Open/Close Messenger [F7]
 Enter Messenger Message [Ctrl+Enter]
 Open/Close Pigeongram [F8]
 Toggle Background Music [F9]
 Quit Game [F12]

Angle of View

Face Camera North [Delete]
 Face Camera North [Wheel Double Click]
 Zoom In/Out Camera [Home/End]
 Field of View Zoom In/Out [Page Up/Down]
 Move Camera [Directional Key]

Others

Take Screen Shot [Print Screen] (saved to the 9D folder)

Close Recently Opened Window [Esc]
Expressions [Keypad 0~9]

Using Chat

To use chat, press the "Enter" key. Normal chat will be seen by nearby players. Whisper chat is used to send a private message to another player. Party chat is used to communicate with members of your party only, and Hero Band chat is used to communicate with members of your guild only.

To use normal chat hit the "enter" key followed by the line of text you wish to send. To use whisper mode hit the "/" key followed by the name of the person you wish to whisper to (note that there should be no space between the "/" character and the name of the player). To use party chat press the "!" key and then your message. To use guild chat press the "@" key followed by your message.

You can reply to the last person that sent you a whisper by pressing the "r" key otherwise "/" will bring up a list of the last three people you sent a whisper to.

Expressions

Expressions let you animate your character to display an emotion such as a cheer, laugh, or cry. You must be in peace mode to use expressions. To use expressions while in chat mode, press the "tab" key and then select your choice of expression using the mouse pointer or the up and down arrow keys followed by the "enter" key. You can also express yourself when not in chat mode by pressing the 0-9 buttons on your numerical keypad when your numlock is active.

Friends

Adding friends lets you chat with them in-game using a special chat box much like an instant messenger. Using your options, you can also see whenever a friend logs in or out of 9D and you can change your displayed online status if you wish.

Viewing Mobs & Players

To view mobs or other players, left click on them and an interaction box will appear near the top center of the HUD.



Mobs

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The red bar (shown at 3% above) indicates the current life level of the mob and the smaller bar below the life bar (con bar) indicates the mobs level relative to your own.

The con bar is color-coded:

Red: 5 or more levels above you.

Orange: 3 or 4 levels above you.

Yellow: 1 or 2 levels above you.

White: Your level.

Green: 1 or 2 levels below you.

Light Blue: 3 or 4 levels below you.

Dark Blue: 5 or more levels below you.

The name of the Deviant Clan (DC) appearing over the mob is also color-coded.

Also note that the position of the color-coded con bar roams further to the right when encountering a more difficult mob and further to the left when encountering easier mobs, this makes it possible for those with color vision deficiencies to evaluate mobs too.

Player Interaction

Names of other players appear directly over their characters and are encapsulated within a semi-transparent color-coded box; these colors indicate how other players relate to you. A gray box indicates that the player is a member of the same clan. A green box indicates that the player belongs to your faction, but is not in your clan. A yellow box indicates that the player has no clan affiliation. A red box indicates that the player is a member of an opposing faction. And a blue box indicates that the player is currently a member of your party. The following table illustrates sample names and the color codes described above:

Same Clan	Same Faction, different Clan	No Clan	Enemy Faction	Party member
Consequence	Ricin	XenSho	Nashaye	Gandalf[Br]

To view the stats of other players, click the human shaped icon located on the interaction box. For additional interaction options press the triangle icon located next to the human shaped icon.

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If you request to view the stats of another player, then you also concede to share your own stats should they agree. For example, if you use the interaction box to request an inventory list and the other player agrees, then that player will also see your inventory.

Basic stats can be seen without permission, the degree of information made available will depend on the differences in your two levels.



Parties

You can create and join parties to share XP and mob drops. Parties can contain up to 9 members and they are visible as blue dots on the mini-map. You can also view the Life & Vital Energy of other members in your party. Joining a party does not restrict your location and you can come and go as you wish. The party leader sets the distribution of all shared XP and mob drops.

Leveling up & Character Development

To level up you must collect XP. XP is collected by killing creatures and completing quests. There are 18 major levels with each level containing 12 sub-levels. The 18 major levels are named rather than numbered. Raising your character one sub-level in 9D is like raising your character any normal level in other games. The following is a list of the 18 major chengs:

- Level 1 Losing Self (LS)
- Level 2 Gathering Chi (GC)
- Level 3 Opening Chi (OC)
- Level 4 Revolving Chakra (RC)
- Level 5 Raising Light (RL)
- Level 6 Five Dragons (FD)
- Level 7 Sun and Moon (SM)
- Level 8 Golden Blossoms (GB)
- Level 9 Elemental Crown (EC)
- Level 10 Floral Crown (FC)
- Level 11 Crimson Snake (CS)
- Level 12 Golden Lotus (GL)
- Level 13 Humble Master (HM)
- Level 14 Little Master (LM)
- Level 15 Hermit
- Level 16 Projected Soul (PS)
- Level 17 Dissolved Body (DB)
- Level 18 Immortal

Each major cheng sub-level is numbered 1 - 12. For example, the third sub-level for "losing self" would be called "Cheng 3 of Losing Self", or LS3. If you find this awkward, then mouse over the text of your level located in the upper left corner of the heads up display (HUD) and you will see your actual numerical level with sub-levels included. The following image depicts the results of dragging your mouse pointer over your character level:



Distributing Chi points and Mastery points

Each time you level up, you gain 4 chi points and 1 mastery point. Likewise, each time you complete a Chi Breathing session and advance to the next major Cheng, you will gain an additional 6 chi points and 3 mastery points. Mastery points are used to increase your mastery levels for any given type of weapon mastery you choose to increase. Chi points are used to increase any of your attributes; Strength, Dexterity, Essence, Wisdom, and constitution.

The Max character level is set at 216; 199 minor chengs and 17 major chengs. This means that the max number of chi points you can obtain is $948 (199*4)+(17*6)+(50)=948$. Total mastery points at level 216 would be $250 (199)+(17*3)=250$. (See Masteries).

Important Note: As a Vagabond, don't worry about making mistakes in your Chi and mastery point distribution because later on when you join a clan and choose a role, you will undergo a *Chi redistribution* process in which you redistribute both your chi and mastery points. This redistribution process includes the Chi points spent during character creation. However, if you intend to remain a Vagabond, then you might wish to become familiar with how stats work prior to spending those chi points or else you might be stuck with a character that could have been developed a little better.

Chi Breathing

As previously mentioned, each of the 18 major Chengs consists of 12 Cheng sub-levels. At each new major Cheng achievement Level you must complete a new Chi Breathing exercise before you can advance to the next major cheng. Be sure you are in a safe spot free from attack before you initiate your Chi breathing exercise or you may suffer from deadly wounds should you be attacked. Instructions for how to complete the exercise will appear after pressing the option to begin and it is essentially a mini-game.

Veteran Tips

Take advantage of Chi Breathing. There are times when perhaps it is better not to level up. Use the fact that you won't gain XP to level up your skills or pharm for items.

Stats

There are several types of stats in 9D and due to the confusion regarding the terminology used to describe them, they often get lumped together. This guide presents stats in hierarchy form to include *attributes*, *abilities*, *skills*, and *masteries*.

Abilities

Abilities are available to all players and define the basic mechanics of game play; these include abilities like dodge, damage, and critical rate.

The following list describes all abilities and how they affect your character. To view the value of your abilities press the “c” key. Some abilities are not available for view from within the game.

Life: Your total number of hit points or “health”. (See Death)

Life Regeneration: How quickly your life increases after suffering from health loss.

Damage: Determines the base damage dealt during *physical* (Kung Fu) combat.

Defense: Determines the base damage absorbed (Armor class) during physical (Kung Fu) combat.

Attack Rating: Determines physical attack accuracy or chance to hit when using Kung Fu.

Dodge: Determines the base evasion rate for physical combat (Kung Fu). As more mobs attack you, your dodge level will decrease.

These Abilities are debated!

Critical Dodge: Ability to evade a critical physical (Kung Fu) strike. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Critical Rate: Determines your chance of launching a critical strike during Kung Fu Combat. A critical strike results in greater damage and can cause wounds. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Balance: Determines chance to avoid getting wounds.

Vital Energy: Also called "Chi", not to be confused with "Chi Points". This determines your Maximum Vital Energy level. All characters need Vital Energy to use Kung Fu and Chi Kung.

Chi Kung Damage: Determines the base damage dealt during Chi Kung (Energy) combat.

Chi Kung Defense: Determines the base damage absorbed during Chi Kung combat.

Chi Kung Dodge: Determines the base evasion rate for Chi Kung Combat.

Chi Kung Attack Rating: Determines Chi Kung attack accuracy or chance to hit.

These Abilities are debated!

Chi Kung Critical Dodge: Ability to evade a critical energy (Chi Kung) strike. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Chi Kung Critical Rate: Determines your chance of landing a critical strike during Chi Kung combat. A critical strike results in greater damage and can cause wounds. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Block Rate: The purpose of this ability is unknown. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Manual Reading Ability: The purpose of this ability is unknown. Due to the arrangement between Acclaim and Indy21, the validity of this skill, whether or not it really exists, and/or information regarding its' governing attribute is debated.

Unconscious Timer: The rate in which you approach coma when in a state of near death; this determines how much time others have to revive you and prevent your death. (See Death)

Movement Speed: Walking speed.

Note that *body*, *soul*, *yin*, and *yang* abilities have not yet been implemented.

Skills

Skills include “Kung Fu” and “Chi Kung”.

Kung Fu skills include “smashing skills” and “active skills”. Active skills are automatically employed anytime you select one from your quickslot (see quickslot) and then attack a mob. With active skills you will continue to attack a mob until it is killed, until you are killed, or until you cancel the attack by running away, entering peace mode, or selecting yourself by pressing the “u” key. Smashing skills require more VE than active skills but both are physical attacks and immune to a debuff called “Silence” which prevents you from using Chi Kung skills.

Veteran Tips

Avoid training too many active skills at once. If you spend your time leveling each one, you won't be doing as much damage as you could if you focused on one skill alone.

Chi Kung skills are energy attacks and do not repeat automatically. Chi Kung will typically require a greater amount of Vital Energy (VE) than Kung Fu. For example, using a Kung Fu active attack might require 3 VE per move but a Chi Kung attack might require 20 VE per cast. Using Chi Kung against a mob will automatically follow up with a Kung Fu active attack using your selected Kung Fu skill or last used Kung Fu skill.

Other forms of Chi Kung skills include meditation, lightfoot (running), and various forms of buffing. One example of a Chi Kung buff is called “Steps” and is used to increase your attack rating and dodge. All Kung Fu and Chi Kung skills are increased by using them and can be leveled up to cheng 10.

Some Kung Fu and Chi Kung skills are available to all players but these skills are generally weaker than skills that become available to you after you join a clan and select a role.

Veteran Tips

Active skills of the same weapon type usually deal a similar amount of damage at Cheng 10 and most players choose their primary skill based on the animation sequence.

The Quickslot

The quickslot is the bar appearing at the bottom of your HUD. (See following image.)



The quickslot bar is used to create shortcuts that you can use to invoke your skills or consumables quickly. Each skill on the quickslot is activated by pressing its corresponding quickslot shortcut key 1 - 0. You can access your skills by pressing the "s" key and then right click any skill and it will appear in the next available slot. You can left click and hold on a quickslot skill and then drag that skill to another spot if you wish.

You have three sets of quickslots available to you and you can rotate though them by pressing the tilde "~" key.

Veteran Tips

Keep meditation and steps activated at all times, only turn them off when necessary. This allows you to slowly level up these skills. Once leveled, use them only when needed.

Mastery

To access your masteries, press the "d" key. Each weapon type has an associated weapon mastery. For example, a sword user would invoke his sword mastery level whenever using a sword. Applying mastery points to your chosen basic masteries will improve them up to cheng 20. Mastery points are earned by leveling up. (See Leveling Up & Character Development) You can spend your mastery points on any mastery you wish but most players choose to focus their mastery points on their primary weapon type first. Increasing your mastery level increases the damage range of the weapon type when used. Some believe that future advanced masteries will become available to us.

Chengs 1-10 for each *basic mastery* requires 1 mastery point. Chengs 11-20 require 2 mastery points each so reaching the max Cheng available for any given basic mastery will require a total of 30 mastery points.

Stats Stack

Abilities, skills, and masteries stack. For example, if your base *ability* range for **damage** is 12 - 14, and your *basic fist* skill is at damage range 22 - 44, and your *fist mastery* is at damage range 14-18, then your total damage potential when using the *basic fist* skill would be 48 - 76, the sum total of all stats combined. Add to that a pair of gloves with a damage rating of 42 - 56 and your total damage range would then be 90 - 132. (*Note that these numbers serve as an example only and may not represent real ranges within the game.*)

Attributes

All characters have 5 attributes including Strength, Essence, Wisdom, Constitution, and Dexterity.

Most* base abilities are governed by attributes. The following table lists each attribute and the abilities they govern.

Strength: Damage, Defense, Balance

Essence: Vital Energy, Chi Kung Damage, Chi Kung Defense

Wisdom: Chi Kung Dodge, Chi Kung Attack Rating, Chi Kung Defense, Unconscious Timer

Constitution: Life and Life Regeneration

Dexterity: Attack Rating, Dodge

*Movement Speed has no governing attribute and the base value is the same for all players.

This information is debated!



The following relationships between Attributes and Abilities is based on veteran observation and speculation but no hard data is available yet:

Wisdom: Chi Kung Critical Dodge, Chi Kung Critical Rate, Chi Kung Damage for Chi Kung skills Cheng 5 and above (Damage value varies)

Dexterity: Critical Rate, Critical Dodge

No opportunities for testing possible uses for Block Rate or Manual Reading Ability has yet surfaced. You can view the values of most Abilities by pressing the "c" key on your keyboard.

The affect of adding one point to any given attribute is illustrated in the following chart:

Attribute	Ability	Value Gained Per Attribute Increase				
		Vagabond	Warrior	Hyrbid	Caster	Healer
Strength	Damage	1-2, 3	1-2, 3	1-2, 3	1-2, 3	1-2, 3
	Defense	6	6	6	6	6
Essence	Vital Energy	14-17	34-37	24-27	34-36	30-32
	Chi Kung Damage	4, 4	4, 4	4	4, 4	4, 4
	Chi Kung Defense	2	2	2	2	2
Wisdom	Chi Kung Attack Rating	2-3	2-4	2-3	2-4	2-3
	Chi Kung Dodge	2	2	2	2	2
	Chi Kung Defense	1	1	1	1	1
Constitution	Life	18-22	38-42	34-37	23-27	38-42
Dexterity	Attack Rating	4	4-5	4-5	4-5	4-5
	Dodge	4	4	4	4	4

Tireless data collection courtesy of Warda.

A hyphen indicates a range of possible increases. A comma separates the lower value from the upper value for abilities that have a range (Damage and Chi Kung Damage).

Hero Bands

A Hero Band is a player made guild of up to 40 members. You can view the members of your Hero Band by pressing the "v" key.

Creating a Hero Band

In order to form a Hero Band:

1. You must reach Cheng 1 of Raising Light (level 49).
2. You must finish the Road of Heroes quest.
3. You must be a member of a clan.
4. You must have at least 5000 clan contribution points.
5. You must be the leader of a party containing at least 5 members of the same clan.

Veteran Tips

Check the clan contribution point value on items you intend to sell to a merchant. You may prefer to donate an item to gain clan contribution points instead of selling it for gold.

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Carefully choose the name for your Hero Band as it cannot be renamed.

Joining a Hero Band

To join a Hero Band, accept the invitation sent to you.

Quests

Quests can be found by pressing “m” to bring up your map and then looking for the [!] and [?] marks within the map.

To begin a quest, find an NPC with a “!” over her head and double click on her. Follow the instructions given to you. Rewards for completing quests include gold, XP, items, and Epithets. NPC’s that follow-up quests have a “?” displayed over their head. You can access a quest log by pressing the “q” key. Your quest log displays information about present and past quests.

Quests are divided into five types including: Roads to The Dragon; Roads to Enlightenment; Roads to Karma; Roads to Fate; and Heroic Episodes. Many of the Heroic episode quests are repeatable.

Items

To view the stats of an item left click on it. All items include a list of their related stats including enhancements. Items stats include a durability score and as the item is used their durability will decrease. **If the items durability score is reduced to 0 then the item is destroyed.** If you do not meet the recommended minimum character requirements to use the item, or if you are in a near death state, then your items will wear out much faster and may result in damage reduction. Visit a seamstress to have your clothing repaired or a blacksmith to repair your weapons.

Normal items are items available for purchase from merchants or dropped by mobs.

Precious Items are better than normal items and on rare occasions can be obtained from mobs, these items can also be bought from the black market. (See Black Market). *Precious Items of The Land* are less common and have a Karma requirement.

Artifacts are very rare.

A *masterpiece* is an item made by master craftsmen.

Set Items are items that belong together. Individually they are not that powerful but when combined they can become very powerful. Set Items include weapons, clothing, and accessories.

Bags

Bags are used to carry items you find within the realm. Right click on an item to use it, equip it, or sell it. Left click on an item to view it or drag it.

In addition to the default bag all players have, you may also equip two additional bags. Press “I” to open your bag and then use the drag feature to move items between bags.

Temporary bag

If your bags are full then a temporary bag will spawn to hold accessories whenever your clothing wears out. You must find new clothing containing pockets and return your accessories before logging out or your items will be lost.

Clothes

Clothes include shirts, pants, jackets, wristbands, headgear, and shoes. Bags are not clothing, but some are made to match clothing. Only shirts, jackets, pants or skirts can have pockets up to a maximum of 4 pockets each (8 max per character). You place accessories into pockets to benefit from their buffs.

Weapons

You can use any weapon you find but unless you have a mastery level for that weapon then damage dealt will be reduced. (See Mastery)

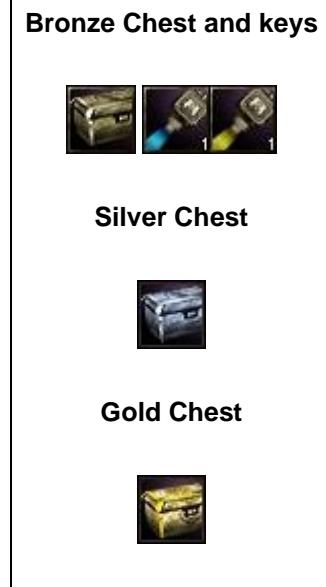
Weapons can have stat requirements or in some cases combinations of stat requirements. If you choose to use a weapon despite failing to meet the requirements then the items durability will reduce much faster than usual and may result in a decrease in damage output.

Weapons are ranked based on craftsmanship. For example, a short staff would be weaker than a bamboo staff but a superior short staff is better than a bamboo staff.

Conqueror's Chests

A Conqueror's Chest is a treasure chest containing random items. Chests are ranked from Bronze, to Silver, to Gold, and Gold (c).

You can force open a chest but using keys will net you a better reward. Key colors increase your probability of gaining a specific reward type. Red keys improve your chance of gaining a weapon, green keys improve your chance of gaining clothing, and blue keys improve your chance of gaining accessories. More than one key can be used on a chest.



To open a chest right click on it and then select the method you wish to use to open it. You can force a chest open but this will reward you with loot no better than a random mob drop. You can also use a key, or a combination of keys.

Accessories

Accessories can improve any stat. Accessories are used by placing them in pockets. Accessories can be gained by completing quests, through purchase from other players, from clans (relics), found in Conqueror's Chest, or from boss drops.

Note that some accessories may have prerequisites such as an achievement level or stat requirement.

Relics

Relics are a specific type of accessory gained only through clans or rare mob drops and can be worn by members of the associated clan only. Some relics are better than others.

As you gain greater rank within your clan, or upon completion of special quests, your clan relic may automatically be replaced with better clan relics. You may only have one relic equipped at a time. Some relics may have Karma requirements. (See Karma).

Ornaments

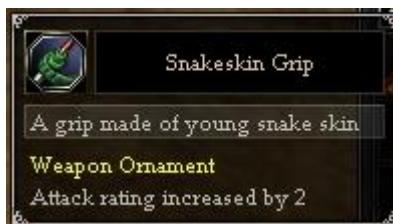
9 Dragons Tome

Ornaments are different than accessories. Ornaments are attached to clothing and weapons to give you stat boosts when equipped. Ornaments can be attached to items that contain an ornament slot up to a max of two slots. An ornament slot appears below the item when viewing it. (See image below). Once an ornament has been bound, it cannot be removed.



To attach an ornament to an item you must have: 1) A special tool called a Combining Tool. 2) An ornament. 3) An item with an ornament slot. Your ornament and combining tool will be used up once it is applied to an item.

In this example we're going to attach an ornament called a *Snakeskin Grip* to a *Crude Scarlet Dagger* using a *Combining Tool*:



Right click the combining tool found in your bag and the combining tool action window will open:

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Even though you are prompted to select an ornament, you must select your item first by right clicking on it:



Next, right click on the ornament:

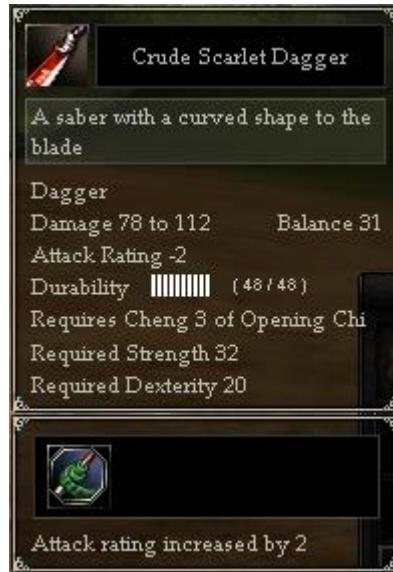
9 Dragons Tome



Next, click the "Bind Ornaments" button:



Confirm and enjoy your newly enhanced item:



Ornaments that can be attached to weapons include grips, embroidery and tassels. Ornaments that can be attached to clothing include embroidery, insignias and talismans.

In the future it may be possible to add more slots to an item.

Weapon Refinement

9D features a form of tinkering called refinement. Refinement is similar to crafting but instead of crafting from scratch, existing weapons are improved.

Weapons can be refined up to 9 times with the chance of failure increasing with each new refinement attempt. If you fail at an attempt, your weapon is destroyed. Your chances of improving a weapon through refinement are better with normal weapons than with colored weapons.

Effects of Refinement

The effect of refinement varies depending on the weapon type. Very powerful and rare weapons cannot be refined.

A weapon refined 3 times or more will display an illumination effect.



Normal weapons are easier to refine than famous weapons and precious items and artifacts are more difficult to refine than normal weapons.

How to refine a weapon up to level 2

The first time refinement is applied to a weapon you will need a material called *Blood of Sleeping Dragon*. For your second refinement you will need *Blood of Crouching Dragon*. Both of these materials can be found at the *Hefei General Store* managed by Su Shangruo. *Blood of Sleeping Dragon* costs 1000 gold and *Blood of Crouching Dragon* will cost you 3000 gold.

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When you have obtained your material, see Master Refiner Mo Tailan also located in Hefei and she will refine your weapon; just follow the prompts as she gives them to you. Note that in addition to the material costs, Mo also requires a payment of 1000 gold for a level 1 refinement and 3000 gold for level 2 refinements. The following images show the weapon before and after a level 1 refinement.



Blood Essence

Refinement materials used to refine weapons beyond level 2 are made from Blood Essence (BE) sometimes referred to as Dragon's Blood. On rare occasions, you can obtain Blood Essence as random drops from Disciples of Deviant Clans. You can also obtain Blood Essence by killing XP awarding mobs without dying until your *blood count* reaches 999. Stronger mobs tend to increase the blood count by more. Your current blood count is located near the bottom right corner of your HUD just above the *System Message Box*. In this sample the player has 470 kills towards his BE award:



Once your Blood Count reaches 999, your Blood Count shown on screen will change into a button. Click it to receive your Blood Essence.



How to refine a weapon using Blood Essence

To refine a weapon beginning with level 3, first obtain Blood Essence (BE) and then visit Luo Renqiu the *Refinement Material Merchant* located in Hefei:



For a level 3 refinement you will need one BE used to gain *Blood of Mist Dragon*. Each subsequent attempt to refine your weapon will demand more BE to obtain the required material.



Luo will convert your BE into the material you need but he will not refine your weapon, for that we need to head back over to Master Refiner Mo Tailan still located in Hefei. If you are not sure which material listed above you need next to refine your weapon then visit Mo Tailan first and show her your weapon and she will tell you which item she is expecting.

Books, Scrolls, & Notes

Click the right mouse button to read books, tomes, scrolls, and notes. The contents of media range from the mundane to the vitally important. As a general rule of thumb, you should investigate anything that can be read.



Manuals

A Manual is a book that you can read that will cause skill levels to rise faster over a period of time. The effectiveness of a manual is measured by how well it is able to raise your skill level.

Basic manuals can be obtained from clan trainers and increase your learn rate x2. Better manuals can increase your learn rate up to x5 but are more difficult to obtain. The learn rate bonus will last for 30 minutes so don't use them unless you are ready to use your skills thereafter.

Kung Fu Manuals raise the skill level of the various Kung Fu or Chi Kung techniques. Clan Manuals help you to gain rapid growth for clan specific Kung Fu and Chi Kung. Role Manuals raise role-specific skills and can be found throughout the land as random drops?

It's important to note that role manuals available through your clan will only increase your learn rate between chengs 1-3 and chengs 1-5 respectively. If your skill is already at or near these levels then there is no need to purchase manuals. The level 1-3 manuals cost 700 gold and the level 1-5 manuals cost 1400 gold. An example of a role manual follows:



Better manuals can be found as random drops. Some of these manuals will work up to Cheng 10 and are ranked from "Beginner" to "Advanced":

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Manual Type	Beneficial until:	Multiplier
Beginner (I)	Cheng 3	x2
Beginner (II)	Cheng 3	x3
Beginner (III)	Cheng 3	x4
Beginner (IV)	Cheng 3	x5
Intermediate (I)	Cheng 5	x2
Intermediate (II)	Cheng 5	x3
Intermediate (III)	Cheng 5	x4
Intermediate (IV)	Cheng 5	x5
Advanced (I)	Cheng 10	x2
Advanced (II)	Cheng 10	x3
Advanced (III)	Cheng 10	x4
Advanced (IV)	Cheng 10	x5

An example of a *Beginner x3* manual and an *Advanced x2* manual:



Consumables

Consumables are one-time use items such as food and medicines. Though consumables are taken to improve your character, some can have adverse effects on your character.

Ambrosia

Ambrosias are consumable items that offer a temporary stat buff. Some ambrosia can also increase your intoxication level. It's possible to lower your stats using too much Ambrosia. See image below for an example of ambrosia.



Selling & Trading Items

Most items can be sold to merchants or traded with other players. You can also drop an item on the ground by dragging it from your inventory bag to any open space outside of the bag. To initiate trade with another player double click on them and select the items you wish to trade. Items up for trade will swap when both players click the "confirm" button.

Open Stand

A Stand is a player-made store that will permit you to sell items to other players. You can open a store anywhere you wish but you must be in peace mode first and you will not be able to move. Your stand will remain open for as long as you are logged into the game, until you close it, or until all your selected items are sold.

To open a stand press “L” key. Enter the items you wish to sell along with their sell prices.

To close a stand, open the stand window and then press the “close” button. Your stand will automatically close if you are attacked or after all your items have sold.

Elixirs

Elixirs are medicines that have a **permanent effect** on your attributes. Attribute adjustments from elixirs are shown next to your base attribute values:

Strength	1	89	+	Strength	1	189	+5
Essence	1	35	+1	Essence	1	37	+2
Wisdom	2	25	+2	Wisdom	2	19	+2
Constitution	1	37	+	Constitution	1	40	+2
Dexterity	1	89	+1	Dexterity	1	81	+2
Chi				Chi			
1				0			

Elixirs are made from various materials or obtained as boss drops and can be bought and sold to other players. Known elixirs can enhance your 5 attributes; Strength, Essence, Wisdom, Constitution, and Dexterity.

Elixirs are categorized by level and type. The level of the elixir determines the max possible benefit gain and the type indicates which attribute will be improved.

Elixirs don't always work and their effects can be random or have side effects. The effects of Elixirs depend on the type, your constitution level, and random luck.

When you drink an elixir, any one of the following could occur:

1. You could receive the max benefit of the elixir.
2. You could receive a small bonus to your stat, but not the max.
3. You get no effect.
4. You receive a negative effect.

The maximum benefit for taking elixirs depends on the level of the elixir. The following chart illustrates the **max possible benefit** from taking an elixir:

Level 1 = +2 to your attribute
 Level 2 = +3 to your attribute
 Level 3 = +4 to your attribute
 Level 4 = +5 to your attribute
 Level 5 = +6 to your attribute

You must consume lower level elixirs of the same type before consuming upper level elixirs of the same type. You can easily determine if you have the max benefit from any given level of elixir by dragging your mouse over the elixir values located on your character screen:



Elixirs of the same level cannot be stacked. For example, if you consume a level 1 Wisdom elixir and gain the max possible benefit (+2 to Wisdom) then consuming another level 1 wisdom elixir will not stack with the first. However it is possible to improve or *reduce* your previous application. For example, if you only get an improvement of +1 then you can consume another elixir of the same type and level and hope for a +2 improvement. **You may consume higher-level elixirs and they will stack with lower level elixirs.** For example, it's possible to consume one level 1 wisdom elixir and get a +2 improvement followed by consuming a level 2 elixir to get a +3 improvement for a total improvement of +5; It's possible to consume level 1 – 5 elixirs of the same type and raise a stat by a total of 20. If you did this for all attributes then you would have a combined total stat improvement of 100.

Supplements

Supplements help when consuming an elixir. **Only one supplementary can be applied prior to consuming an elixir.**

Softeners: Softeners improve the chance of success when consuming an elixir. *Lotus Leaf* will improve your chance to succeed by 20% and *Bamboo Leaf* will improve your chance by 150%. Softeners can be found in dungeons, the Valley of Death, and the Valley of Hell areas.

Fortifiers: *Mushrooms* increase your chance of obtaining the max benefit of an elixir. A *Red Blood Mushroom* will increase your chance by 30% and a *Blue Stone Mushroom* will increase your chance by 50%. Mushrooms do not improve your success rate, only the chance of a max increase *when successful*. Mushrooms can be found as rare mob drops and from chests found in the Choice of Fate (CoF) dungeon.

Neutralizers: Consuming elixirs can have side effects that will reduce your stats instead of improve them. Soups decrease the side effect of losing stats when consuming an elixir. **One type of soup** will prevent you from losing more than -3 and *Nine Times Boiled Soup* will prevent you from losing more than -5. Soups can be found as rare drops and in dungeons.

It's possible to correct negative effects of elixirs by taking another one of the same type. By retaking elixirs of the same level, lost stats can be recovered and you gain the true effect of the elixir.

Obtaining Elixirs

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Elixirs can be obtained through drops (though rare), from completing quests, as a purchase from other players, from specific NPC's at your clan base, or through collecting materials used to make elixirs.

Most new players will prefer to use the collection method. To view which materials you need press the "L" key on your keyboard and select the *Resource Collection* tab. The elixirs are listed beginning with *Violet Flower Fruit*, a level 1 elixir used to raise strength.



You can view the details of each elixir by left clicking on the name of the elixir located at the top of the right panel.

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As you can see from the list of materials above, a level 1 elixir will require 100 big pouches (kill thieves), 50 viper skins, 100 cotton pouches (kill bandits) 20 golden cases, 50 giant spider shells, 50 tough cobwebs, 100 leopard skins, 100 bear skins, 50 red fox skins, 50 red fox tails, and 1 iron glove.

Once you have obtained all the necessary materials, go see the elixir merchant Jiang Xiaoqi in Hefei:

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After selecting the elixir you wish to obtain, Jiang will display the materials you need and distinguish between those you have and lack. In the following example, I have 100 cotton pouches but I'm still short on all other material requirements.



Assuming you have the required materials, click the “trade” button to complete the transaction and receive your elixir.

Veteran Tips

For level 1 elixirs don't bother with supplements. At level 2 consume bamboo or lotus leaf. At level 3 eat a *Red Blood* mushroom, and at level 4 and up eat a *Blue Stone* mushroom.

Muling

In traditional MMORPG's players often create additional characters for the purpose of holding items for their main character; these additional characters are called mules. In 9D, the *Courier's Guild* renders mules obsolete.

The Courier's Guild offers storage of your items for a fee. Using this service, you can exchange items between multiple characters on the same server anywhere there is a Courier's Guild member present.

Black Market

Black market merchants sell precious items. (See Items). Black market merchants cannot be seen on the mini-map.

Black Market merchants have been discovered in Hefei, Shi Zang, Datong, Zhengzhou, Jinan, and Nanchung.



PvP

PvP is available on the Bloody Plains and the Cave of the Conqueror (found in the Bloody Plains) on all servers. On the Asura server, PvP is also available in Jinan, Datong, Nanchang, and Hangzhou. Duel grounds are found in Hefei.

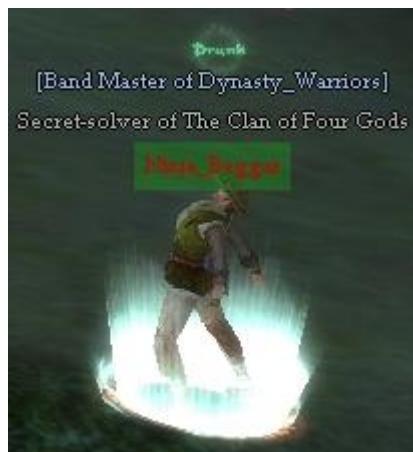
Open PvP

PvP can be engaged openly in the Bloody Plains (BP), the Cave of the Conqueror (CC) on all servers and in Jinan, Datong, Nanchang, and Hangzhou on the Asura server.

Anytime you engage another player in PvP combat a PvP indication box will appear on your screen along with a target box and relative difficulty bar compared to your own level. (See Mobs).



Additionally, other players will see your name in red indicating that you are in a PvP confrontation or have been recently. Your name will remain in red until your PvP counter counts down to 00:00:



While in PvP mode your skills will be reduced and you will not be able to log off, use Lightfoot, or use any summoning techniques. Once killed by another player, you will not be able to revive on the spot or use any reviving Chi Kung.

To attack Vagabonds or members of the same faction, you must select them using <shift-left click>. Once in PvP mode you no longer need to use the shift key and can attack the player just as if you were attacking any other mob. To attack members of an opposing faction just select them as you would with any ordinary mob. You can't attack members of your party, Hero Band, or *clan. *(See Masks).

After attacking another player you will remain in PvP mode from 5 to 60 seconds depending on your actions. If you have been attacked but did not attack back, then you will exit PvP in 5 seconds unless the other player continues to attack you. If you strike at another player then you will not exit PvP mode until 30 seconds after your last strike. If you kill another player then you will remain in PvP mode for 60 seconds.

The Bloody Plains

The Bloody Plains map contains two safe zones at each end of the map and mark the entry and exit points for Black and White clans. You can still suffer from an attack in a safety zone, but the guards will hand out penalties to those that violate the safe zone rules. The safe zone rules indicate that you must not attack another player or enter the safe zone while still in PvP mode. The following chart illustrates the several punishments imposed on players for violation of the safe zone standards:

Offense	Punishment
Minor: Attacking another player within the safe zone or moving to the safe zone while still in PvP mode.	50% Reduced movement speed and Lightfoot disabled for 10 minutes. All guards can also attack you during this time.
Major: Killing another player within the safe zone.	80% Reduced movement speed, 50% reduced dodge rate, and Lightfoot disabled for 3 hours (1 hour for killing a Vagabond). Any guards can also attack you.

On the Asura server, the Jinan, Datong, Nanchang, and Hangzhou maps feature safe zones within towns and the same rules and penalties listed above apply.

Masks

Masks are used to hide your identity and can be bought from the Black Market in Hefei. (See Black Market). To use a mask, right-click on it from your bag.



A mask will hide your name, karma title, Hero Band, and Epithet. Your chats will also appear without a name. While masked you can attack and be attacked by other players including members of your own clan. You cannot earn Good Karma but you will still lose Karma if killed. (See Karma). While masked you cannot increase any Kung Fu or Chi Kung skills and you cannot participate in duels. (See Duels).

It is possible to demask another player using the Revealing Hand Maneuver (RMH) skill obtained from Basic Kung Fu teachers. Getting demasked temporarily marks you as *Clans Public Enemy* and for the duration of 5 minutes you can be attacked and killed by all players including members of your own clan.



Duels

Duel grounds are found in Hefei. Duels are a form of PvP between consenting players. Unlike open PvP, duel mode removes the participants to a private duel ground and the combat is witnessed only by those involved.

To duel, you can choose your own opponent; you can register with an NPC mediator, or both.

Types of duels

There are 4 types of duels: free duels, individual duels, group duels, and duel competitions:

Free Duels

Using a duel ground, you can pay a fee in gold to a duel master and engage in duels without any prior agreements. You can also have duels while joined in a Party.

Individual Duels

Smaller duel grounds are used and players must agree to the terms of the duel in advance.

Group Duels

Group duels involve opposing parties and are initiated by party leaders. Group duels include *battle royales* and *leader battles* and take place in large duel grounds. *Multiple rounds* or *single rounds* are fought in smaller duel grounds.

A *battle royale* ends when everyone in one group has been killed.

Leader battles end when the leader of one group has been killed.

In a *single round* duel, two teams engage in one-on-one combat in an agreed order and the number of winners will determine the outcome.

A *multiple rounds* duel is an elimination event; two teams engage in one-on-one combat in an agreed order and the winner of one round stays on to fight the next challenger.

Duel Competitions

These are official acclaim sponsored events on a large scale. The final winner of the competition will be awarded an Epithet, Karma, and items rated at the artifact level or better.

Death

If your life bar drops to 0 then you will fall to a slumped position and enter into a state of *near death*.



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While in near death, other players can revive you by double clicking on you, likewise you can revive others this way. If you continue on without assistance then you will fall into a state of "coma" (die).



Once in a state of coma you must select a "revival point" (RP) and you will suffer several penalties including XP loss based on your RP selection:

Revival Point	Penalties
Scene of Death	<ol style="list-style-type: none">1. Loss of 15% of your XP.2. 5 Minutes of vitae (loss of stats and movement speed).3. Lose all buffs that are on a timer.4. Blood Count resets to 0.5. Loss of Karma (-10 GK, -2 BK)
Clan Base	<ol style="list-style-type: none">1. Loss of 10% of your XP.2. 5 Minutes of vitae (loss of stats and movement speed).3. Lose all buffs that are on a timer.4. Blood Count resets to 0.5. Loss of Karma (-10 GK, -2 BK)
Registered Inn	<ol style="list-style-type: none">1. Loss of 5% of your XP.2. 5 Minutes of vitae (loss of stats and movement speed).3. Blood Count resets to 0.4. Loss of Karma (-10 GK, -2 BK)

You can increase the amount of time you have for others to revive you from a state of near death by raising your Wisdom.

Wounds

Wounds can be obtained during combat anytime you suffer a critical hit or whenever you are attacked while meditating or performing a chi breathing exercise. External wounds decrease your maximum Life and Internal wounds decrease your maximum Vital Energy. Meditation will not cure wounds. To cure wounds you can consume treatments bought from any NPC doctor, pay an NPC doctor to heal you, or have another player heal you. Wounds appear visually and numerically near the end of your Life and Vital Energy bar (See image below). Some mobs cause more wounds than others.



Having a high *balance* will help reduce the amount of wounds you suffer from. (See abilities)

Karma

Karma, for what it is, is a measuring system in the game, of how “good” or “bad” you’ve been. You earn Good Karma by defending your side, and Bad Karma for betraying your side – or something close to that.

Earning Karma

Good karma

The easiest way to earn Good Karma is through continuous grinding. Grind on mobs, which are light blue – orange for your level to earn Good Karma. The amount of kills needed to earn 1 Good Karma point varies from more or less 50~100. This is a slow but sure way of earning Good Karma.

Important: Your Blood Counter has nothing to do with the amount of Good Karma you gain.

Another way to earn Good Karma is through PK - killing members of the opposite side (i.e. kill White Clans if you are a Black Clan member, kill Black Clans if you are a White Clan member). The player who you are PKing must be light blue-orange on the level bar. You will earn 30 Good Karma and 5 Bad Karma through PK. This is a more dangerous way of earning Good Karma as you can openly be PKed in any PvP map.

PK maps on Nirvana and Bardo are Bloody Plains and Conqueror’s Cave. PK maps on Asura are Datong, Jinan, Nanchang, Hangzhou, Bloody Plains and Conqueror’s Cave.

Certain quests will give you Good Karma as well. One early example is the quest which gives you the Earring quest item. But these quests are quite rare and not a reliable source of Good Karma.

If you get a Penalty in Bloody Plains, you cannot gain any Karma until it wears off.

Bad Karma

Upon character creation, we are all given 1 Bad Karma point. The only other known way of the moment to earn Bad Karma is PK. As stated above, you earn 30 Good Karma and 5 Bad Karma

when you kill a member of the opposite side. You earn more Bad Karma when you kill a member of the same side as you. You lose 50 good Karma and earn 10 Bad Karma per kill of a member of the same faction. That player must be light blue-orange to you on the level bar.

Losing Karma

You lose Karma every time you die either by mob/guard or PvP.

Death by Mob/Guard - The Good Karma you lose is determined by your level. You lose 10% of whatever level you are, e.g. at level 60 you lose 6 Good Karma, level 70 you lose 7...etc. If you have less than what you can lose for your level, you simply lose what you have left (i.e. only 4 Good Karma at level 50, so you lose all that you have). You always lose 2 Bad Karma points from death by mobs/guard.

Death through PvP - You lose 20 Good Karma and 2 Bad Karma when killed by the opposite side, and is within a 24-level range with you. You lose 10 Good Karma and 2 Bad Karma when killed by the same side, and is within a 24-level range with you. You lose 1 Good Karma and 1 Bad Karma when killed by a player who is higher/lower than you by 24 levels.

Karma and Relics

The only known use for Karma at the moment is to equip special relics that increase and/or decrease your attributes. There are two types of Karma relics – relics that require only for you to have Good or Bad Karma, and relics that require you to have a certain Karma Title.

Types of Normal Good Karma relics

- +Wisdom /+ Dexterity
- +Wisdom / +Constitution
- +Constitution / +Essence
- +Strength / +Essence
- +Strength / +Dexterity

The amount that they add varies from the relic's level. Revolving Chakra relics add 4, Five Dragons relics add 5 and Elemental Crown relics add 6 (these are all the available levels of relics at the moment).

You need more Good Karma than Bad Karma to equip Good Karma relics. You can equip Good Karma relics as long as you have more Good Karma than Bad, regardless of your Karma Title.

Types of Normal Bad Karma relics

- +Strength / -Constitution
- +Dexterity / -Essence
- +Essence / -Wisdom
- +Constitution / -Dexterity
- +Wisdom / -Strength

The amount they add and decrease varies from the relic's level. Revolving Chakra relics add 9 and decrease 1, Five Dragons relics add 12 and decrease 2, Elemental Crown relics add 15 and decrease 3.

You need more Bad Karma than Good Karma to equip Bad Karma relics.

Karma Title relics have a lot of varieties and I cannot list them all. All I can tell you about them is

that you must have certain Karma Titles to equip them.

Karma Titles

When you earn a certain amount of Good or Bad Karma, you earn types of Karma Titles.

Available Karma Titles

Cheng	Good Karma Title	GK Points	Bad Karma Title	BK Points
1	Seeker of Atonement	1000	Minion of The Damned	100
2	Dweller on The Threshold	10,000	Demon on The Threshold	1000
3	Destiny's Hand	20,000	Hell's Spawn	2000
4	Blessed by Fate	40,000	Cursed by Fate	4000
5	Selfless One	70,000	Selfish Fiend	7000
6	Hero of The Land	100,000	Scar of The Land	10,000
7	Awakened Soul	150,000	Captive Soul	15,000
8	Peaceful Warrior	200,000	Savage Warrior	20,000
9	Noble Soul	500,000	Ignoble Soul	50,000
10	Brave Heart	1,000,000	Dark Heart	100,000

Karma Trade

This is a method of “trading” Karma in Bloody Plains with other players, either from your side or the opposite side. Some things to remember when trading karma:

1. Remember to ask nicely for a Karma Trade
2. Be sure the person you are trading with is light blue-orange to you on the level bar.
3. Check In at Bloody Plains (it's at the NPC beside the Hermit)
4. If you have 0 Karma, ask to kill the person first, because he will not be able to earn anything from you if he kills you first.
5. You can only gain Karma from the same person once per hour.

6. You cannot kill members of the same clan, but you can kill members of the same side as you (i.e. no Wu-Tang to Wu-Tang trades, but Wu-Tang to Shaolin trade is possible)

For a Good Karma trade, you must remember to trade only with the opposite side. You will earn 10 Good Karma and 3 Bad Karma after the trade. (You earn 30 Good Karma and 5 Bad Karma when you PK someone from the opposite side, and lose 20 Good Karma and 2 Bad Karma when you are PKed back)

For Bad Karma trade, the easiest way to earn Bad Karma is by killing members of the same side as you, although you also earn Bad Karma from killing members of the opposite side. PKing members of the same side assures you 0 Good Karma and higher Bad Karma gain. After each trade you will earn 8 Bad Karma points (You earn 10 Bad Karma from PKing someone from the same side, and lose 2 Bad Karma when you are PKed back).

Much gratitude is offered to *Mystwyze* for this Chapter on Karma.

Epithets

An Epithet is a small title that appears above your character name (See the image below).

Epithets provide you with additional buffs. You may have multiple Epithets but only one can be applied at a time. An example of an Epithet might be "Demon Acolyte" or "Wu-Tang Student". An advanced Epithet might be "Killer of Shen Mo".



Epithets are gained through duels, advancing in clan ranking, as quest rewards and for defeating bosses:

Example of Bosses that award Epithets
Meng Mian/Shuan Mian the Leader of Death Valley
Mei-San He/Shao Yulang the Leader of Valley of Hell
Shen Mo the Leader of Secret Shadows
Savage Hands/Flaming Bull the Generals of Beast Clan
Golden Shell/Laughing Face the Generals of Coin Clan
True General Wei the Leader of Earthen Soldiers
Zhurong the Leader of Beast Clan
Golden Touch the Leader of Coin Clan

To apply an Epithet, press the "c" key and then click the "Epithet" tab. After selecting an epithet, press the "Apply" button. Once an epithet is applied, it cannot be removed for 2 hours, this prevents you from quickly switching between epithets to suit the situation.

You may only have a certain number of certain types of Epithets and if you exceed this number then a random Epithet will be deleted from your list. To avoid losing a favored Epithet you should remove any unwanted Epithets using the "Remove" button also found under the "Epithet" tab of your character sheet.

Rage

Each time you suffer a strike that results in wounds, a red ring called the *Rage Ring* will progress around your experience circle (the small gray dots pictured in the first image below). When the red ring reaches 100% you will enter *rage mode*. In rage mode your defense is reduced while your damage is increased for a short period of time.



9 Dragons Tome

Once in rage mode you can choose to enter *berserker mode* by double-clicking the rage icon (See image below), this will lower your defense and increase your damage further. While in rage mode, your Rage Ring will slowly decrease until it reaches 0%, and then your period of rage will end.



Lightfoot

The Lightfoot (LF) technique allows you to run very quickly over long distances. Once learned, register LF in a quickslot, press the associated shortcut, and then press and hold the left alt key. To aim your character while running, press and hold the right mouse button while using the mouse to point your character in the direction you wish to run or use the left and right arrow keys on your keyboard. Some objects will interrupt (stop) you and there is a brief cool down period before you can reapply lightfoot. Use LF often and it will rise in Cheng quite fast.

Item Mall

To purchase an item from the item mall click the item mall icon located in the lower right corner of the HUD (indicated in blue in the image below). Select the item(s) you wish to purchase using the options available. Once purchased, you can transfer your premium item(s) to the character of your choice by logging in with that character and selecting the item mall purchase inventory option (indicated in red in the image below).



To view the contents of a premium package in your item inventory move your mouse cursor over it:



Now What?

Though much has been provided for you in this guide, there is still much to discover and your adventure has only just begun!

I would like to offer gratitude to all those eager volunteers that are so quick to offer a helping hand in the [Players Helping Players Forum](#).



Sit obo sit. Good cow.