elemental-cabal







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Topic: Icefall rewards (Read 132 times)

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☐ Fischer

Forum Mod

T6





Posts: 387 Karma: +22/-0 [applaud] [smite]



« on: November 22, 2015, 08:46:09 PM »

Quote Modify

Remove

Split Topic

Here's what I can see that we can buy from Icefall points. (Note: You can see more items and some of the prices are lower after you complete Icefall2.) FYI, you start out getting 10 points per run (10 for IF 1, 10 for IF 2).

(EDIT: AWARDS WERE UPDATED DEC 3, 2015, AND REQUIREMENTS UPDATED DEC 4, 2015. EDITED BELOW.)

(CENTER SHOP)

| PRIZE | + DETAILS - | C0ST |
|--------------------------|------------------------------------|------|
| [ENHANCEMENTS] | | |
| Chilled Icefall Ore | Extremely high quality! | 10 |
| A Burst of Illumination | Maximum illuminate cast. + | 150 |
| [RANK EQUIPMENT] | | |

| | iceiaii iewaius | |
|--|--|---------------|
| İ | RANK SLOT HR DR STR INT DEX CON RES HP | į |
| Shadow's Silhouette (req 75 IF1 runs) | 4 Back 14 50 7 7 7 7 45 350 | 200 |
| (_)==Slick's Cuffs==(_) | 5 Wrist 20 40 5 5 5 5 45 300 | 250 |
| (req 130 IF1 runs) | | |
| Flux Ring of Termination (req 130 IF2 runs) | 5 Finger 20 40 5 5 5 5 45 300 | 250 |
| Classy Top Hat (req 75 IF1 runs) | 4 Hold 50 50 10 45 350 | 200 |
| Howling Flare | 4 Light 50 12 11 12 ?? 350 | 200 |
| (req 75 IF2 runs) ->??? ???? ?????>> | Collect all balloons to show this prize. | Ralloons + |
| [^^ This is portal. ^^] | | 250 |
| | 5 Eyes 56 11 10 10 11 50 400 | 250 |
| (req 130 IF2 runs) | | |
| [MISCELLANEOUS] | | |
| • | Powerup mobs will repop every 5 minutes. Base duration is 30 minutes. Each run on extreme will add a minute up to 150 runs. | i |
| Avalanche Slalom: | Access the three powerup slopes. | |
| • | Cheapest option for temporary visits! | 500,000 |
| • | Two days free with a weekly pass! | 2,500,000 |
| [250 Uses Pass] | No expiration date! Leech paradise! | 2,500,000 |
| <-L-> [Lifetime Pass] | Complete IF2 100 times or S rank IF2. | |
| (?) Icefall Mystery Egg | What could possibly be inside? | 50 |
| | Buy this if Yowza creates a new epic. | |
| + | | ۱ + |
| NOTE: Slalom pass prices listed a | re AETER you complete IE2 goal. Refore that, they're dou | ıhle |

NOTE: Slalom pass prices listed are AFTER you complete IF2 goal. Before that, they're double.

Item costs are in Icefall Points or gold.

(EAST SHOP)

| Blue [Ring] | + | + | ++ |
|--|---------------------------------------|--|---------------------------------------|
| Red [Ring] | Blue [Ring] | +1 Icefall Point per run. | 500,000,000 |
| House Hous | | | · · · · · · · · · · · · · · · · · · · |
| Not stack. Old ring gets destroyed. | · · | · | • |
| U Money Magnet U Doubles the drop rate of gold items 75 | İ | Must be bought in order. Effect does | i i |
| on powerup mobs in Icefall. | İ | not stack. Old ring gets destroyed. | i i |
| on powerup mobs in Icefall. | İ | İ | İ |
| on powerup mobs in Icefall. | 1 | | |
| /\Mangled Inferno Horns/\ 50% damage from an inferno wyrm's | U Money Magnet U | Doubles the drop rate of gold items | 75 |
| exploding lost soul attack. | 1 | on powerup mobs in Icefall. | |
| exploding lost soul attack. | | | |
| 8-Twisted Ice Knuckles-8 Blocks the maledictions from a frost 50 drake's cough. | /\Mangled Inferno Horns/\ | • | 50 |
| drake's cough. | ! | exploding lost soul attack. | |
| drake's cough. | | | |
| +(((Gnarled Shock | 8-TWISTED ICE KNUCKTES-8 | • | ן טכ |
| Absorber | 1 | l condition | |
| Absorber | +/// Gnarled Shock | l LΔ lightning dragon's chain attack | I I I 50 I |
| : Drain Insulator : 33% drain reduction against hoists. 75 A Glowing Shield Grants various benefits in Living 50 of Fire Orbs Death's room. | • | • | 30 |
| A Glowing Shield Grants various benefits in Living 50 of Fire Orbs Death's room. | | | ! ! ! ! |
| A Glowing Shield Grants various benefits in Living 50 of Fire Orbs Death's room. | : Drain Insulator : | l33% drain reduction against hoists. | i 75 l |
| of Fire Orbs Death's room. | i | İ | i i |
| -=Destined Gift 25% damage reduction from Old Man 40 of the Chosen=- | A Glowing Shield | Grants various benefits in Living | 50 |
| of the Chosen=- | | | i i |
| of the Chosen=- | I | | l I |
| | -=Destined Gift | 25% damage reduction from Old Man | 40 |
| <pre>[**_] Steel Mana Ward mana drained by OrRuby. 50 [***_] Platinum Mana Ward Wards must be purchased in order. 75 [****] Ruby Mana Ward < S rank goal two to buy. 100 Arcane Scripture Allows you to cast while Lisyn is in 50,000,000 YrelQath's room! Expires in one day. Orbury Fantasy Series Lord OrittiHynes deals 50% damage 50 </pre> | of the Chosen=- | Asvarien and his cohorts. | |
| <pre>[**_] Steel Mana Ward mana drained by OrRuby. 50 [***_] Platinum Mana Ward Wards must be purchased in order. 75 [****] Ruby Mana Ward < S rank goal two to buy. 100 Arcane Scripture Allows you to cast while Lisyn is in 50,000,000 YrelQath's room! Expires in one day. Orbury Fantasy Series Lord OrittiHynes deals 50% damage 50 </pre> | | | |
| <pre>[***_] Platinum Mana Ward Wards must be purchased in order.</pre> | | • | • |
| [****] Ruby Mana Ward < S rank goal two to buy. 100 Arcane Scripture Allows you to cast while Lisyn is in 50,000,000 YrelQath's room! Expires in one day. | · — | , | • |
| Arcane Scripture Allows you to cast while Lisyn is in 50,000,000 YrelQath's room! Expires in one day. | · - — - | · | |
| YrelQath's room! Expires in one day. | [[****] Ruby Mana Ward | <pre> < S rank goal two to buy.</pre> | [100] |
| YrelQath's room! Expires in one day. | | | 50 000 000 |
| | I | • | |
| | 1 | | I I |
| | lOrbury Fantasy Series | lLord OrittiHvnes deals 50% damage | i I 501 |
| ++ | · · · · · · · · · · · · · · · · · · · | • | |
| | + | + | ++ |

Item costs are in Icefall Points or gold.

Most items are level 200 with gameload stats. All items must be worn except for Money Magnet. Most items are hold slot.

(WEST SHOP)

| WEAPON LOOT | DETAILS | | C0ST |
|----------------------|-------------------|---|------------------------|
| | BONUS HP DAMAGE | SPECIAL FUNCTION | - |
| Mystic Staff | | Restores 1000 mana when bonus damage activates. | • |
| Maelstrom Whip | | Dizzy Wrap against Flux and Icefall's Eyeballs. | • |
| Ice Sickle Stiletto | | +25% damage on Talon. Toothpick against Icefall's Teeth. | 120 |
| Meteor Bomb Axe | | Meteor Bomb against Snowman King's forms. after S rank IF1 run. ^^; | 500,000,000 |
| Abyssal StormSword | 4500 | For wealthy newcomers! Expires in one day. | |
| | weapon to assemb | | Relics + 250 |
| [^^ I believe this : | is a Lost Ruby Sv | vord. ^^] | |

« Reply #1 on: November 22, 2015, 08:50:13 PM »

Re: Icefall rewards

Report to moderator 68.187.252.64 (?)

Split Topic

Remove

☐ Fischer

Forum Mod T6



Also, Thunderax keeps a spreadsheet to determine who has dibs on getting relics/balloons for the highest-end purchases (one's a portal, think the other's a weapon)....see here:

Quote

Modify



Posts: 387 Karma: +22/-0 [applaud] [smite] $\mathbb{A} \boxtimes \mathbb{Q}$





« Last Edit: December 12, 2015, 05:25:13 PM by Fischer »

Report to moderator 68.187.252.64 (?)





Forum Mod T6





Posts: 387 Karma: +22/-0 [applaud] [smite]





Re: Icefall rewards

« Reply #2 on: February 07, 2016, 08:29:35 PM »

Quote

Modify

Remove

Split Topic

It can be hard to keep track of these fights and what Icefall items will be most helpful at first, so I'm writing this in case it helps.

<u>Icefall 1</u>

WEST

This starts with three rounds of "pacman" in which the leader drags the group around, destroying !s while avoiding \$s. The fourth round consists of four phases fighting Shadow. At 75%, 50% and 25% he teleports the group to a section consisting of either "hide and seek," "rat maze" or killing balloons. In hide-and-seek or ratmaze, can't quaff so bring pills.

Helpful items:

- --Weapon (vs. Shadow: Staff for mana, other for more damage)
- --Horns (occasionally, wyrms spawn in the Shadow area)

EAST

This is the "slider" puzzle. The leader will maneuver the group along the ice, manipulating statues in the area that change the direction in which the group slides. The goal is to test the perimeter rooms to find Boss Shade hiding randomly in one of them. Once found, the group attacks but he warps out to a new perimeter room at 75%, 50% and 25% health. (He never warps to a room where he was previously.) Each time Shade is found, he teleports part of the group to an isolated room where mobs (including lightning) spawn.

Helpful items:

- --Shock absorber (for if you get teleported to the lightning room)
- --Weapon (Staff for mana, other for more damage)

NORTH

This is a slalom path leading to the boss, Flux. Along the path are many mobs per room, including but not limited to wyrms, lightning dragons and frost drakes. The pattern of rooms/mobs is: (1) misc (2) drakes (3) lightning (4) wyrms (5) misc (6) drake/lightning/wyrms (7) drake (8.) medic (9) misc (10) misc (11) Flux. Versus

Flux, party members mostly just need to blast. At the end, you'll need to "fight back" then "unleash power".

Helpful items:

- --Horns (reduce damage vs wyrms)
- --Shock Absorber (reduce damage vs lightning)
- --Knuckles (prevent drake maledictions)
- --Weapon (Staff for mana, other for more damage, Whip for extra vs Flux)

BOSS

Talon calls adds every so often (90%, 70%, 50%, 30%, 10%). I don't have the order of mobs called memorized, but I know he calls wyrms at 90% and a hero at 10%. Otherwise, it's basically a mix of priests, lightning dragons, frost drakes and more wyrms.

Helpful items:

- --Horns (reduce damage vs wyrms)
- --Shock Absorber (reduce damage vs lightning)
- --Knuckles (prevent drake maledictions)
- --Drain Insulator (reduce damage vs Icefall Hero)
- --Weapon (Staff for mana, other for more damage, Stiletto for extra vs Talon)

<u>Icefall 2</u>

SHADE

Boss fight, spawns Silhouette Zeros, Shadow Puppets and Ink Dragons every 10% he drops, also spawns Icefall Heroes at 30% and 10%.

Helpful items:

--Drain Insulator (reduce damage vs Icefall Heroes)

SNOWMAN

Boss fight in 4 rounds: Snowman King, then fight his limbs and torso, then fight his head, then fight a rabbit that jumps out of his hat. Sometimes spawns wyrms during first round. For head and rabbit, spawns a ton of mobs.

Helpful items:

- --Horn sometimes (when wyrms spawn)
- --Meteor Axe (500k gold after IF1 S run)

ICEFALL

Energized ruby fragments spawn and work their way north, which has to be prevented (partially by players standing in their path and but ultimately by killing them). Their rate/speed is apparently reduced by killing lcefall's eye(s) and/or tongue and/or (rarely) teeth.

Helpful items:

--A weapon for fighting the body parts (Staff for mana, other for more damage, Whip for extra vs. eyeballs,

Stiletto for extra vs. teeth)

ORRUBY

During first two phases, cannot quaff mana. Eat heal pills if need heals. Also, mana is drained every time through the center room (reduced by wards).

Phase 1: Let the leader drag you and "pacman" the !s while avoiding \$s. This goes for 4 rounds.

Phase 2: Orruby activates bombs that are countered by pushing spawning statues to key positions 2w/2n/2e/2s of Orruby.

Phase 3: Minibosses (each kill weakens Orruby and/or lowers his defenses):

- --N: kill junk mobs then Old Man Asvarien
- --W: kill 3 brats then Lord Orittihynes
- --E: kill troopers then Living Death
- --S: kill Yrelqath and Lisyn

Phase 4: Orruby: blast, sometimes flee to kill Icefall Heroes that spawn

Helpful items:

- --Mana Wards (reduce mana drop in center room by 25/50/75/100 percent)
- --Weapon (vs. minibosses/Orruby/heroes: Staff for mana, other for more damage)
- --Drain Insulator (reduce damage vs Icefall Heroes)
- --Destined Gift (reduce damage taken against Asvarien)
- --Collector's Card (reduce OrittiHynes damage)
- --Shield (benefits in Living Death room)

SUMMARY OF HELPFUL ITEMS:

In case it helps, here's the order that I recommend to start, although your needs or preferences may vary (so feel free to ignore me):

- ---Shock Absorber (damage mitigation group-wide by stopping the lightning)
- ---Mangled Horns (damage mitigation against wyrms, which hit hard)
- ---Drain Insulator (damage mitigation during hoists, i.e., Icefall heroes)
- ---Mana Wards (losing mana in the last part of IF2 is annoying)
- ---Staff (I lose a LOT of mana from phealing, this has paid for itself)
- ---Knuckles (prevents frost drake maledictions)

« Last Edit: February 07, 2016, 08:54:38 PM by Fischer »

Report to moderator 68.187.251.209 (?)

☐ Fischer

Forum Mod T6 Re: Icefall rewards

« Reply #3 on: February 07, 2016, 10:01:50 PM »

Ouote

Modify

Remove

Split Topic



Posts: 387 Karma: +22/-0 [applaud] [smite]



Icefall Point math:

I've noticed some discussion of how many total Icefall Points (IFP) players think they'll need. I decided to write and post this, in case it provides anyone a useful starting point.

I invented some lingo:

- -- "Runs" means one epic (e.g., Icefall1 OR Icefall2), so a "run" is worth 10 points.
- -- "Days" means IF1+IF2 (assuming you do both every time out). So a "day" is worth 20 points.
- -- "Tcost" is the total IFP cost so far at that point in the table.
- -- "Truns" is the total runs so far at that point in the table.
- -- "Tdays" is the total days so far at that point in the table.

I ignored the effect of rings; if you buy rings, you'll obviously earn points more quickly. You also might choose not to buy everything listed or in this order, but I had to assume these things. Anyway, here it is. I rounded up on Truns and Tdays.

| ITEM | Ī | COST | Ī | RUNS | Ī | DAYS | П | TCOST | | TRUNS | l |
|---------------------------------------|---|------|---|------|---|------|-------|-------|--------------|-------|---|
| TDAYS | | | | | | | | | | | |
| Four mitigators | | 225 | | 23 | | 12 | Π | 225 | Τ | 23 | |
| 12 | | | | | | | | | | | |
| (absorb, horn, insul, knucks) | | | | | | | | | - | | |
| <u> </u> | | | | | | | | | | | |
| 1. | | | I | | ı | | П | | | | |
| · · · · · · · · · · · · · · · · · · · | | | | | | | | | | | |
| • | ı | 250 | 1 | 25 | | 12.5 | Ш | 475 | | 48 | 1 |
| 24 | | | | | | | | | | | i |
| (plastic, steel, platinum, ruby) | ı | | ı | | ı | | | | ı | | I |
| (must buy ruby after IF2 S-run) | ı | | ı | | ı | | П | | ı | | 1 |
| | ' | | ' | | ' | | ' ' | | ' | | 1 |
| · | | | | | | | | | - | | 1 |
| | | | | | | | | | | | |
| Staff (weapon) | | 100 | | 10 | | 5 | Π | 575 | \mathbf{I} | 58 | |
| 29 | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| More mitigation | | | | | | | | | | | |
| | | | | | | | | | | | |
| Destined Gift/Chosen | | 40 | | | | | | | | | |
| | | | | | | | | | | | |
| Glowing Shield/Fire Orbs | | 50 | ı | | | | | | | | |

| Fantasy Collector's Card | 50 | I | 1 | П | I | 1 |
|--|-----|---|---------|------|------|-----|
| TOTAL OF THESE THREE | 140 | I | 14 | 7 | 715 | 72 |
| | I | | 1 | 11 | | 1 |
| Stiletto (weapon) | 120 | 1 | 12 | 6 | 835 | 84 |
| 42 Whip (weapon) | 60 | | 6 | 3 | 895 | 90 |
| 45 | 1 | | 1 | П | 1 | 1 |
| Rank 4 items (after 75 T-runs): | 1 | | 1 | П | 1 | 1 |
| Top Hat (rank4 IF1 hold) | 200 | | 1 | П | 1 | 1 |
| Silhouette (rank4 IF1 back) | 200 | | 1 | П | 1 | 1 |
| Flare (rank4 IF2 light) | 200 | | 1 | П | 1 | 1 |
| TOTAL RANK 4 (ALL 3 PIECES) | 600 | | 60 | 30 | 1495 | 150 |
| 75 *** | I | | 1 | П | 1 | 1 |
| Rank 5 items (after 130 T-runs): | 1 | | 1 | 11 | 1 | 1 |
| Cuffs (rank5 IF1 wrist) | 250 | | 1 | 11 | 1 | 1 |
| Cuffs (rank5 IF1 wrist) | 250 | I | 1 | 11 | I | 1 |
| Mask (rank5 IF2 eyes) | 250 | | 1 | 11 | 1 | 1 |
| Flux Ring (rank5 IF2 ring) | 250 | | 1 | 11 | 1 | 1 |
| Flux Ring (rank5 IF2 ring) | 250 | | 1 | 11 | 1 | 1 |
| TOTAL RANK 5 (ALL 5 PIECES) | 125 | 0 | 125 6 | 52.5 | 2745 | 275 |
| 138 *** | 1 | I | 1 | 11 | I | 1 |
| Portal (need balloons) 150 | 250 | | 25 3 | 12.5 | 2995 | 300 |

| | | 1 | 1 | П | 1 | 1 |
|-----------------------------------|-----|-----|--------|-----|------|-----|
| Ruby Sword (need relics) 163 | - 1 | 250 | 25 1 | 2.5 | 3245 | 325 |
| | I | 1 | 1 | П | I | 1 |
| Lifetime slalom pass | 1 | 175 | 18 | 9 | 3420 | 342 |
| (must buy after IF2 S-run) | 1 | 1 | I | П | I | 1 |
| | 1 | 1 | I | П | I | 1 |
| Not included: | I | 1 | 1 | П | | 1 |
| Money magnet, ores, orbs, egg | I | 1 | I | 11 | I | I |

So you probably see that if you buy EVERYTHING I list and NOTHING else, you'll have just barely enough to buy all of the rank 4 gear after 75 runs (IF1+IF2) but will be short a few runs to afford all of the rank 5 gear upon reaching that rank. Of course, one might buy rings, skip purchases, or buy ores along the way, so there is a lot of potential variability. Again, this was intended as a starting point.

Split Topic

« Last Edit: March 03, 2016, 02:14:47 AM by Fischer »

Re: Icefall rewards

Report to moderator 68.187.251.209 (?)

Remove

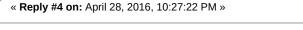
■ Khazala

Clannies T3



Posts: 64 Karma: +10/-0 [applaud] [smite]





Modify

Quote

Thanks a lot Fischer, I come back to your post again and again, cos it is really helpful.

As for the points, one of the strategies with no rings could be the following:

assuming at least 130 runs for IF1 and 130 for IF2 which are required to get all the rank eq, one has to make 130*2 runs and will get 2600 points. Could be less if IF1 goes in hard mode (6 points per run), but for now I assume only extreme runs.

In order to buy all rank 4 items, according to Fischer's table we need 600, rand 5 items --> 1250, so totally 1850 --> we still will have 750 points in excess.

Plus after so many runs you probably will have enough rank in the IF group to get the portal (250 points) --> 500 points left

The last 500 one can spend for buying equipment which helps the IF runs, maybe not necessarily to buy all of it. For example, one can buy Horns + Absorber + Knuckles + Insulator = 225 points and 2 stilettos = 240 points -->

still fit in those 500 points we have left.

Or the ruby sword 250 + 1 stiletto 100 + Horns 50 + Absorber 50 + Knuckles 50 = 500 (and make 8 more runs for the insulator).

I think the rings are still cool, cos with them one can buy everything, including the orbs and the ore.

I thought also maybe would be cool to paste here the full stats of the IF items, so people could get an idea about level, weight, exact stats, etc.

So far I have only Absorber, so here it is:

```
+----+
| Keywords : icefall gnarled shock absorber
       : +((( Gnarled Shock Absorber )))+
      : 1578975930
l ld
      : Armor
                        Level: 200
| Type
| Worth : 7,777
                        Weight: 25
| Wearable : hold
| Score : 390
| Material : electricity
l Flags
      glow, hum, magic, nosell, held, burn-proof,
      : nolocate, nosac, nosteal, noreown, heroonly, V3
Owned By : Khazala
+-----+
Stat Mods: Strength: +4
                         Intelligence: +4
       Wisdom
                       Dexterity: +4
               : +4
       Constitution: +4
                       Hit roll : +10
       Damage roll: +20
Resist Mods: All physical: +11 All magic: +8
```



Report to moderator 5.249.116.125 (?)

☐ Fischer

Forum Mod T6



Re: Icefall rewards
« Reply #5 on: April 28, 2016, 11:42:21 PM »

2:21 PM »

Quote Mo

Modify

Remove

Split Topic

Khaz asked me to post stats of what I have so far, so here goes:

Your bones will no longer be too chilled to move if you hold these knuckles when a frost drake is terrorizing your group.

-----+



Posts: 387 Karma: +22/-0 [applaud] [smite]



```
: icefall twisted ice knuckles
 Keywords
 Name
          : 8-Twisted Ice Knuckles-8
 Ιd
          : 1624739022
 Type
          : Armor
                                  Level :
                                            200
          : 7,777
                                  Weight :
                                            25
 Worth
          : hold
 Wearable
 Score
          : 350
 Material
          : ice
 Flags
          : glow, hum, magic, nosell, held, burn-proof,
          : nolocate, nosac, nosteal, noreown, heroonly, V3
 Owned By : Fischer
 Found at : Icefall
 Stat Mods : Strength
                     : +4
                                Intelligence : +4
                      : +4
· +4
                                Dexterity
            Wisdom
                                            : +4
            Constitution: +4
                                Hit roll
                                            : +10
            Damage roll : +20
 Resist Mods: All physical: +11 All magic
+-----
```

Holding these FOUL horns when an inferno wyrm is tearing apart your group will grant you special protection from the exploding souls.

```
+-----+
 Keywords : icefall mangled inferno horns
 Name
          : /\ Mangled Inferno Horns /\
 Id
          : 1579900003
 Type
          : Armor
                                   Level :
                                            200
          : 7,777
                                             25
 Worth
                                  Weight :
          : hold
 Wearable
 Score
           : 350
         : fire
 Material
           : glow, hum, magic, nosell, held, burn-proof,
 Flags
           : nolocate, nosac, nosteal, noreown, heroonly, V3
 Owned By : Fischer
 Found at : Icefall
 Stat Mods : Strength
                                 Intelligence: +4
                       : +4
            Wisdom
                       : +4
                                 Dexterity
                                            : +4
            Constitution: +4
                                 Hit roll
                                            : +10
            Damage roll : +20
```

```
[absorber omitted; Khaz already posted]
Enemies hoisting their sword to drain your hit points will fail
to extract a third of your health. Every ounce of protection counts!
+-----
 Keywords : icefall drain insulator
 Name
        : :|| Drain Insulator ||:
         : 1596547526
 Ιd
 Type
       : Armor
                              Level :
                                      200
                                       25
 Worth
         : 7,777
                              Weight :
 Wearable : hold
 Score
         : 350
 Material : energy
 Flags
         : glow, hum, magic, nosell, held, burn-proof,
         : nolocate, nosac, nosteal, noreown, heroonly, V3
 Owned By : Fischer
 Found at : Icefall
 Stat Mods : Strength : +4 Intelligence : +4 Wisdom : +4 Dexterity : +4
           Constitution: +4 Hit roll: +10
           Damage roll : +20
 ______
 Resist Mods: All physical: +11 All magic: +8
4-----
Wielding this staff grants you 1250 bonus damage against most
Icefall bosses and 1000 mana whenever your weapon activates its bonus.
+----+
 Keywords : mystic staff icefallmana
 Name
       : Mystic Staff
         : 1603848224
 Id
                                      200
Type
         : Weapon
                              Level :
 Worth
         : 1,000
                              Weight :
                                       10
 Wearable : wield
 Score
         : 0
 Material : wood
```

```
Flags
            : glow, hum, magic, nosell, held, burn-proof,
            : nolocate, nodisarm, nosac, nosteal, noreown,
            : heroonly, V3
 Owned By : Fischer
 Found at : Icefall
 Weapon Type: mace
                                     Average Dam :
                                                      475
 Inflicts
           : thwack
                                     Damage Type : Bash
 Specials : frost
This stiletto deals 2800 bonus damage against most Icefall bosses,
25% extra damage against Talon. Toothpick when you are fighting
Icefall's Teeth.
           : ice sickle stiletto icicle icefall
          : Ice Sickle Stiletto
 Name
            : 1624738430
 Ιd
 Type
            : Weapon
                                        Level :
                                                   200
 Worth
            : 1,000
                                        Weight :
                                                     5
 Wearable
           : wield
            : 0
 Score
 Material
           : ice
 Flags
            : glow, hum, magic, nosell, held, burn-proof,
            : nolocate, nodisarm, nosac, nosteal, noreown,
            : heroonly, V3
 Owned By
           : Fischer
 Found at : Icefall
 Weapon Type: dagger
                                     Average Dam :
                                                      475
 Inflicts : stab
                                     Damage Type : Pierce
 Specials
           : sharp
An excellent piece of loot, OrRuby will find it very hard to drain
your mana. For perfectionists, there is one more upgrade to obtain.
| Keywords : icefall platinum mana ward
           : [*** ] Platinum Mana Ward
 Name
| Id
            : 1608440143
```

```
Type
           : Armor
                                      Level :
                                                200
Worth
           : 7,777
                                     Weight :
                                                 25
Wearable
          : hold
Score
           : 350
Material
          : energy
Flags
           : glow, hum, magic, nosell, held, burn-proof,
           : nolocate, nosac, nosteal, noreown, heroonly, V3
Owned By
          : Fischer
Found at
          : Icefall
Stat Mods : Strength
                         : +4
                                    Intelligence: +4
            Wisdom
                         : +4
                                    Dexterity
                                                : +4
            Constitution: +4
                                    Hit roll
                                                : +10
            Damage roll : +20
Resist Mods: All physical: +11 All magic: +8
```

Old Man Asvarien is far from retired. The special attacks from him and his minions will be dampened to help aid you in drowning OrRuby.

```
+-----+
         : icefall destined gift chosen
 Keywords
          : -=Destined Gift of the Chosen=-
 Name
          : 1593767515
 Ιd
Type
          : Armor
                                  Level :
                                            200
          : 7,777
                                             25
 Worth
                                  Weight :
 Wearable : back
 Score
          : 350
 Material
          : water
 Flags
          : glow, hum, magic, nosell, held, burn-proof,
          : nolocate, nosac, nosteal, noreown, heroonly, V3
 Owned By : Fischer
 Found at : Icefall
 Stat Mods : Strength
                       : +4
                                Intelligence: +4
            Wisdom
                       : +4
                                Dexterity
                                            : +4
                                Hit roll : +10
            Constitution: +4
            Damage roll : +20
 Resist Mods: All physical : +11 All magic
```

(goofy ident text omitted) Keywords : icefall shadow shade silhouette rank4back Name : Shadow's Silhouette Ιd : 1654322362 Worn : Back Type : Armor Level : 211 Worth : 5,000 Weight : 30 : back Wearable Score : 730 Material : ather Flags : unique, glow, hum, magic, nosell, held, : burn-proof, nolocate, nosac, solidified, resonated, : illuminated, nosteal, noreown, heroonly, V3 Owned By : Fischer Found at : Icefall Stat Mods : Hit roll : +14 Damage roll : +56 Intelligence : +7 Strength : +7 Dexterity : +7 Constitution: +7 Hit points : +350 Luck : +6 : +4 Wisdom Resist Mods: All physical: +45 All magic Enchants: Illuminate : Luck +4 (removable by enchanter) : Wisdom +4 (removable by enchanter) Resonate : Luck +2 (removable by enchanter) Solidify : Damage roll +6 (removable by enchanter) Keywords : icefall classy top hat tophat rank4hold Name : Classy Top Hat Ιd : 1654322373 211 Type : Armor Level : Worth : 5,000 Weight : 30 Wearable : hold

: 700

Score

```
Material
            : leather
 Flags
             : unique, glow, hum, magic, nosell, held,
             : burn-proof, nolocate, nosac, solidified, resonated,
             : illuminated, nosteal, noreown, heroonly, V3
 Owned By
            : Fischer
             : Icefall
 Found at
                           : +50
 Stat Mods : Hit roll
                                      Damage roll : +56
              Constitution: +10
                                      Hit points
                                                  : +350
               Luck
                           : +5
                                      Wisdom
                                                   : +2
 Resist Mods: All physical: +45
                                      All magic
                                                    : +45
 Enchants:
 Illuminate : Luck +2
                                       (removable by enchanter)
             : Wisdom +2
                                       (removable by enchanter)
 Resonate : Luck +3
                                       (removable by enchanter)
 Solidify : Damage roll +6
                                       (removable by enchanter)
 Keywords
           : red ring icefall droprate
 Name
             : Red [Ring]
 Ιd
             : 1605753267
 Type
             : Armor
                                        Level:
                                                   200
 Worth
             : 1
                                        Weight :
                                                     1
 Wearable
            : finger
 Score
             : 0
 Material
            : ruby
 Flags
             : glow, hum, magic, nosell, held, burn-proof,
             : nolocate, nosac, nosteal, noreown, heroonly, V3,
             : noshare
 Owned By
            : Fischer
 Found at
             : Icefall
Have this magnet in your inventory when you powerup in Icefall.
 Keywords : icefall money magnet
 Name
            : U Money Magnet U
| Id
            : 1574097539
```

Type : Treasure Level : 200
Worth : 777 Weight : 1
Score : 0
Material : iron
Flags : magic, nosell, held, burn-proof, nolocate, nosac, : nosteal, V3

Keywords : ruby essence icefall Name : <Ruby Essence> : 1636243418 Ιd Type : Treasure Level : 200 : 1 Worth Weight: 1 Wearable : hold Score : 0 Material : ruby Flags : glow, hum, magic, nosell, held, burn-proof, : nolocate, nosac, nosteal, V3 : Icefall Found at Eggcellent!

Report to moderator \$\frac{1}{2}\$ 68.187.251.209 (?)

☐ Fischer

Forum Mod T6





Posts: 387

Re: Icefall rewards

« Reply #6 on: April 30, 2016, 03:00:52 AM »

Quote Modify

fy F

Remove S

Split Topic

A strange feeling urges you to hoist the sword against Talon, Shade, and OrRuby. This weapon also deals 5000 bonus damage against most Icefall bosses.

| Keywords : lost ruby sword icefall

5/3/2020

Icefall rewards 200 Karma: +22/-0 Type : Weapon Level: [applaud] [smite] Worth : 1,000 Weight: 30 $\mathbb{A} \boxtimes \mathbb{Q}$ Wearable : wield Score : 0 Material : ruby Flags : glow, hum, magic, nosell, held, burn-proof, : nolocate, nodisarm, nosac, nosteal, noreown, : heroonly, V3 Owned By : Fischer Found at : Icefall Weapon Type: sword Average Dam : Damage Type : Slash : slice Inflicts Specials : sharp Report to moderator 68.187.251.209 (?) □ Khazala Re: Icefall rewards Quote Modify Remove « Reply #7 on: July 25, 2016, 09:27:02 PM » Clannies Т3 | Keywords : flux ring termination rank5finger Posts: 64 Name : Flux Ring of Termination Karma: +10/-0 Id : 1688354179 [applaud] [smite] | Type : Armor Level: 211 $\mathbb{R} \square \mathbb{Q}$ | Worth : 5,000 Weight: 30 | Wearable : finger | Score : 687 | Material : ruby | Flags : unique, glow, hum, magic, nosell, held, : burn-proof, nolocate, nosac, solidified, resonated, : illuminated, nosteal, noreown, heroonly, V3

Stat Mods: Hit roll: +20 Damage roll: +46

Intelligence: +5

Constitution: +5

: +4

Wisdom

Strength: +5

Dexterity: +5

Luck

Hit points : +300

: +6

Owned By:

Split Topic

```
| Resist Mods: All physical : +45
                                                                    All magic : +45
                                  +----+
                                  | Enchants:
                                  | Solidify : Damage roll +6
                                                                  (removable with TP only) |
                                  | Resonate : Luck +2
                                                                  (removable with TP only) |
                                                                 (removable by enchanter) |
                                  | Illuminate : Luck +4
                                                                (removable by enchanter) |
                                         : Wisdom +4
                                                                                                            Report to moderator $1.57.56.252 (?)
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                                     LOCK TOPIC
                                                     SET TOPIC STICKY
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                                                                                            LINK TO CALENDAR
                                                                                                              Jump to: => The WATER Faction ▼ | go
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               you would in a normal post.
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