



1. Game Introduction





- Blade & Soul is an Oriental fantasy massively multiplayer online role playing game (MMORPG) developed by NCSOFT.
- Blade & Soul was released on Jun 30, 2012 as a premium membership service, but turned to free-to-play service on December 14, 2016.




2. Zones

- The game offers various play zones such as Heaven's Reach, Viridian Coast, The Cinderlands, Moonwater Plains, Silverfrost Mountains, Khanda Vihar, and Gunwon City. Each zone has towns, dungeons and field bosses for players to explore and interact with.
- Players can quickly travel to previously discovered zones by Windwalking.
- Discovered locations are indicated by a green Windwalking icon. Grey icons indicate undiscovered locations that players must travel to first in order to unlock the ability to Windwalk to it later.

Blade & Soul Overworld Map	The Cinderlands Zone Map and Windwalk Points
	

Introduction to Zones

Zone	Zone name	Description
	Viridian Coast	The starting zone for beginners located in the Southern Continent. This zone is suitable for Lv. 1 - 20 players.
	The Cinderlands	A giant desert located in the north of the Southern Continent. This zone is suitable for Lv. 21 – 36 players.
	Moonwater Plains	A watery region located in the south of the Eastern Continent. This zone is suitable for Lv. 37 - 45 players.
	Silverfrost Mountains	Great frozen mountains to the north of Moonwater Plains. This zone is suitable for Lv. 45 - 50 players.

	Khanda Vihar	An island located in the southwest sea of the Southern Continent. This zone is suitable for Lv. 50+ players.
	Gunwon City	The capital of the Stratus Empire, located in the west of the Southern Continent. This zone is suitable for Lv. 50+ players.
	Seolak	The zone was newly developed on December 14, 2016.

- Make use of GeoZoneTypeCode in the game logs to see which zones are frequently visited by players.

3. Character Levels / Classes

- The current maximum character level is 55. Players who reach the maximum level can progress to a Mastery Level called Hongmoon Arts up to 25 stars, which are effectively additional Levels.
- Characters acquire experience points by hunting enemy monsters, completing quests, and using EXP charms. Accumulating a certain amount of EXP increases a character's level.
- There are currently 9 classes: Blade Master, Kung Fu Master, Destroyer, Assassin, Force Master, Summoner, Blade Dancer, Warlock, and Soul Fighter.

Introduction to Classes

Class name	Description
Blade Master	A maneuverable fighter that uses a sword in battle.
Kung Fu Master	An unarmed warrior that specializes in combo attacks.
Destroyer	A powerful fighter that wields an enormous axe in battle.
Assassin	A sneaky warrior that ambushes enemies using stealth skills.
Force Master	A mystical fighter that fights at long range with elemental attacks.
Summoner	A duo of Summoner and Familiar that fight together.
Blade Dancer	A nimble warrior that uses both sword and supernatural powers.
Warlock	A powerful conjurer that fights using mystical charms and a demonic Thrall companion.
Soul Fighter	An unarmed warrior that uses both Kung Fu Master skills and Force Master elemental abilities.

4. Skills

4.1 Acquiring Skills

- Skills are automatically acquired as the character reaches certain levels.
- Basic skills are available for all characters at starting levels. Characters learn more advanced skills as they level up, and special powerful skills by completing certain tasks.


4.2 Training



- Characters Level 15 and above can select an attribute to train after completing a required main quest.
- Each skill comes with attributes such as increased damage or added effects. Players can select an attribute from the Skills tab and learn the skill by consuming Training Points.
- Selected attributes can be reassigned at any time and players can have multiple pages of different trained skill sets.

5. Items

- Characters can equip weapons, costumes, accessories, soul shields and gems to enhance their abilities and appearance.

Character's Inventory




First The first section features two main buttons for switching between the  equipped items/inventory and the  **Alternative Soul Shield** view.










It also shows the current equipped items, **Soul Shields** and **money**. The two-arrowed button switches between the current and the alternative Soul Shield.

- **Weapon**
- **Outfit (1)**
- **Head Adornment (2)**
- **Hat (3)**
- **Face Adornment (4)**

- **Necklace (1)**
- **Earring (2)**
- **Ring (3)**
- **Belt (4)**
- **Bracelet (5)**

- **Soul (1)**
- **Pet (2)**
- **Soul Badge (3)**

Item Category	Description
Weapons	<ul style="list-style-type: none">• Each class has a weapon exclusively for their class to use skills. Characters cannot use a weapon of another class.• Grade: Basic, Refined, Superior, Heroic and Legendary weapons are available. Weapons in higher grade have a higher attack power, critical hit and piercing stats with trigger-at-rate effect.• Gem Socketing: Special effects can be added by equipping gems to a weapon. More powerful weapons have a higher number of gem socket.• Item Repair: Weapons accrue damage as they're used and eventually break, rendering them useless. Damaged weapons can be repaired at designated places or by using Field Repair Tools.
Outfits	<ul style="list-style-type: none">• Outfits affect the appearance of a character or a Familiar, but do not affect their stats.• Faction Outfit: Wearing the outfit of either primary PvP Faction or NPC factions allows characters to be attacked by the members of the opposite faction.• Types: The different pieces of clothing a character can wear are the Outfit, Face Adornment, Head Adornment, and Outfit Adornment. Familiars can wear the Familiar Outfit, Familiar Hat, and Familiar Adornment.
Accessories	<ul style="list-style-type: none">• Accessories boost the attributes of a character and are vital for characters to become stronger and more competitive in the game.• Types: The different accessories a character can equip are the Necklace, Earring, Ring, Belt, Bracelet, Soul, Pet Aura, Soul Badge, and Mystic Badge• Soul: Sacred Oil can enhance the stats of a Soul.
Soul Shields	<div></div> <ul style="list-style-type: none">• This 8-piece item is the core equipment used to maximize the skills and attributes of each class.• The pieces are numbered according to their position. It is possible to mix different Soul Shield pieces from different sets to fit a player's needs. Slots for an alternate set of Soul Shields are also available for players to switch it with the primary set as necessary.• A character must be wearing an Outfit to activate the effects of the equipped Soul Shields.• Set Effect: Equipping Soul Shield pieces from a single set grants a beneficial set bonus. There are different set bonuses for 3, 5, and 8 equipped pieces.• Salvaging Soul Shields: Soul Shield pieces can be salvaged into materials for fusion. The pieces can be fused and upgraded for enhances stats.• Fusing Soul Shields: Fusing Soul Shield pieces adds 1 type of attribute. If fusing with a Soul Shield Primer of a different attribute, the existing attribute is removed.• Upgrading Soul Shields: The attribute of the main Soul Shield can be upgraded by using a Soul Shield piece with the same number as an upgrade material. Unlike fusion, using this method repeatedly allows increasing the stats of multiple attributes to the maximum level. The Soul Shield upgrade system is only

	applied to some of the Soul Shields with a random upgrade system.					
Gems	<ul style="list-style-type: none"> Gems have options such as additional damage, freezing enemies, draining HP, and HP recovery. They can be used when equipped to a weapon. Equipping: Weapons have slots to equip a number of gems into. Some weapons can have their number of gem sockets increased. Gem Fusion: The attributes of a gem differ by its color and shape. Gems can be upgraded by fusion. Gem Types: Gems come in different materials and shapes. The more points they have, the more powerful the gem is. A gem's color determines its type of effect. 					
	Image	Category	Image	Category	Image	Category
		Diamond		Emerald		Ruby
		Aquamarine		Amethyst		Citrine
		Peridot		Sapphire		Obsidian

5.1 Item Upgrade

- Upgrading an item means enhancing its attributes, such as improving weapons, accessories and Soul Shields, by fusing other items as upgrade materials.
- There are two types of upgrade: Evolution and Breakthrough.
- **Evolution:** Converting a Level 10 base item into a new kind of base item. The evolved item can be upgraded further to have better stats. LogID 2126(Resultof Transform) is logged when a player attempts evolution.
- **Breakthrough:** Upgrading a Level 5 item to Level 6 by using a specific material. The Level 6 item can be upgraded up to Lv. 10. LogID 2127(ExccedItemLimit) is logged when a player attempts breakthrough.

5.2 Item Salvage







- Unnecessary items can be salvaged to get materials for item upgrading and crafting.
- When players salvage items, the salvaged item information is logged as LogID 2108(DecomposeItem) and the obtained material information is logged as LogID 2109(GetItemByDecompostion).

5.3 Weapon Skins

- A player can customize their weapon by extracting the appearance of one weapon and applying it to another.
- Weapon Skinning costs nominal fee and some material items.
- The feature is only available for weapons.
- With this feature, the items used in skinning can be used again for another weapon. The main weapon becomes bound to the player.
- LogId 2141(ChangeItemLook) is logged when player attempts to modify their weapon's appearance or salvage an applied weapon skin.

6. Quests

- Players receive quests from various sources and gain rewards upon completion.
- Quests are categorized into different types based on their source. Refer to Entity_id and MetaData of LogID 5004(CompleteQuest) to find out what type of quest a player has.

Quest Types	Description
 Campaign Quests	Main quests that follow the plot of the story and progress through game zones.
 Side Quests	Optional quests. There are often many Side Quests surrounding each Campaign Quest.
 Daily Quests	Optional Side Quests that can be performed once per day.
 Training Quests	Quests required to unlock different Windwalking abilities or to learn how to use attack combinations.
 Faction Quests	Faction-related quests. Players must wear their faction outfit to start the quests.
 Daily Faction Quests	Faction-related quests that can be performed once per day.
Attraction Quests	These are special sub-quests that only occur in dungeons and other specific areas, giving the player the chance to earn additional rewards by completing certain goals.

- Blade & Soul quests are usually given by NPCs, but some are initiated automatically by delivered letter or obtained items when the player meets the required condition.
- After completing a quest, players will receive rewards for their effort by turning the quest for EXP, money, and/or items. The player can return to the NPC they received the quest from, turn in the quest via delivered letter at a nominal fee, or visit a Noticeboard in a town.

7. Combat

7.1 Combat Mode

- Characters switch to combat mode from normal mode when they are attacked or use a skill. A character in combat mode will draw their weapon and assume a battle stance. They will return to standing at ease when resuming normal mode.
- HP can be restored by consuming food in normal mode and drinking potions in combat mode.

7.2 Death in Combat

- If a character's HP drops to 0 during combat, the character falls into a "Near Death(Exhausted)" state where they become helpless. The character can crawl to safety and revive themselves with skills or items for a limited period of time. If the character does not revive during that time, they die. While in a Near Death state, the player has four skill options they can use:
- **Chi Recovery** (Self-Revival) : Characters meditate to regain their strength and resurrect with 70% HP restored after 20 seconds.
- **SOS** (Help-Revival) : Characters may request help from other nearby characters. The Resurrect button is activated for a non-Near Death character if they are close enough. The revived character resurrects with 10% HP after 20 seconds.
- **Surrender** (Resurrect-unequipped) : This option is only available when wearing a faction outfit. The character resurrects in the nearest town with 100% HP and the faction outfit unequipped.
- **Resurrect** : Characters resurrect with 100% HP in the nearest town.
- **The difference between Near Death(Exhausted) and Death(Die)** : When Near Death, a character can still return to the battle by selecting Chi Recovery or SOS. When Dead, a character can only select from Surrender or Resurrect. If a character is attacked during Chi Recovery, the character instantly dies.

7.3 Factions

- Players can join a faction through a quest. A character allied to a faction can perform faction quests by wearing their Faction Outfit and fight characters from the opposite faction to gain Prestige Points.
- Faction Contribution Points can be obtained if a character defeats another player from the opposite faction, so long as both have their Faction Outfits equipped. Points are reset to zero if players unequip their Faction Outfit, Windwalk, move to another channel, exit the game or get killed by another player.
- Accumulated Prestige Points can be exchanged with the Faction Contribution Points by visiting a faction points exchanger.

7.4 Dueling (PvP)

- PvP is Blade & Soul's main focus. Unlike open-world PvP using Faction Outfits, Dueling is a timed 1-vs-1 match. The World Martial Arts Tournament is a seasonally-held event for Duel matches.
- Players are rewarded with Duel Points based on the result of the battle. Duel Points can be exchanged for rare and valuable items from specific Duel Exchange NPCs

7.5 Battle (RvR)

- Battle is a Realm vs. Realm contents for Blade & Soul. Players can earn Battle Points by playing the contents and buy

various items with the accumulated points.

8. Guild (Clan)

- Blade & Soul have two factions: Cerulean Order and Crimson Legion. Characters that belong to the same faction can create a guild together.
- There are two types of guild, which are Social and Competitive, which were added after switching to F2P. Competitive Guilds cost more gold to register than Social Guilds.
- **Social Guild** (opened guild): A Social guild is composed of a leader and guild members. Anyone can join and leave the guild without approval. Guild rank is not applied. Guild Battle, Guild Crafting Depot, Guild Crafting, and Guild Wardrobe are not available for Social Guilds.
- **Competitive Guild** (exclusive guild): Competitive Guilds have the same structure as Social Guilds, but require approval from ranked members to join. Guild Rank is applied to Competitive Guilds, according to which the guilds receive different benefits. Competitive Guilds may use Guild Battle, Guild Crafting Depot, Guild Crafting, and Guild Wardrobe.

9. Partying

9.1 Party

- A player who wishes to create a party can send requests to other players to join the party.
- A party can hold up to 6 members and the one who created the party becomes the party leader. The party leader is able to decide the party's structure and loot distribution rules.

9.2 Team (Alliance)

- A Team is an extension of parties used in raid dungeons. It consists of 4 cooperating parties.
- Each party in a Team can have up to 6 members. Thus the maximum number of members in a Team is 24.
- To enter a 24-player field dungeon, players need to form a Team. But entering the dungeon, receiving rewards, and completing the quest is party-based.

10. Trade

10.1 Currency

- The currency units of Blade & Soul include gold, silver and copper coins. 1 gold coin is equivalent to 100 silver coins, and 1 silver coin is equivalent to 100 copper coins.
- The game money recorded in the game log is in copper coins.

10.2 Marketplace

- The cross-server marketplace is a place for players to trade items regardless of which server they belong to.
- The highest price a player can sell an item for is 1,500,000 gold. Each account is limited to sell up to 100 times a day. This limit is reset at 6 AM.

- Instant purchase and main auction are available as trade methods. Most of the trades are done instantly.
- **Instant Purchase:** The item is traded for the price assigned by the seller.
- **Main Auction:** The seller assigns an opening bid and allows others to bid on an item for a period of time. The highest bidder gets the item.

10.3 Party Auction

- While in a party, loot gained can automatically be auctioned among the party. Party members bid on piece of loot and the highest bidder gets the item.
- If a party member wins a loot auction, the gold from the winning bid is evenly distributed to the rest of the party.
- The party leader can decide whether to hold loot auction based on the grade of item for auction and bid price.

11. Other Systems

11.1 Gathering/Crafting

- Players do not craft items by themselves. Instead, they form a contract with NPC crafting guilds and make an order with the required materials and money. The item they requested is delivered after a period of time. Players can have contracts with 2 of each type of guild at a time.
- Previously, there were a total of 14 gathering and crafting guilds, but they were reduced to 6 of each type of guild as of December 14, 2016.

11.2 Inventory & Warehouse

- Inventory is for storing the items the player owns, like carrying a bag.
- There is a vault and wardrobe for storing more items, which is accessed via a specific NPC in towns.
- Slots in the inventory and warehouse can be expanded at nominal fee.

11.3 Changing Channels

- Multiple channels are available to provide a more pleasant game experience for the players. Players can see which channel they are on or move to another channel. Players can switch channels once every 5 minutes.

11.4 Server Maintenance

- To provide stable service, server maintenance is performed from 5 AM to 10 AM every Wednesday. The time and date may vary due to circumstances.
- There may be other temporary maintenances as necessary.
- Game access is limited during server maintenance.