Beginner Guide

Level Rewards

Purposely not showing useless rewards here.

15	Bubble Drill
20	Mr. Hauler
40	Sprint 20% speed (Permanent)
60	3x 100k galder check
80	15x White Elixirs 15x Black Elixirs
90	(1 for your class) Myshop Head Accessory Lv 90
100	10x GM Gift Certificates
130	(1 for your class) Myshop Face Accessory Lv 130
140	Sprint 40% speed (Permanent)
160	30x Bonus Egg

180	40x GM Gift cert Box A & B contain 2x exp booster
200	Nikarium
220	2x Adamantite 2x Alexandrite
240	3x Master's Authority
300	2x Nikarium
320	20x God's Anvil
360	20x Amethyst Elixir 20x Pink Elixir
380	5x Adamantite 5x Alexandrite
400	Trickster Ring Trickster Cape Build Graph Reset Point Back All

Trickster Ring and Cape bonus set:
AP: +680, AC: +32, DX: -1, MP: +740, MA: +32, MD: +210, DA: +32, LK: +32, HP: +820, DP: +180, HV: +32.

Leveling and types of quests

You can acquire your first skills in Paradise, marked on the map ➤➤

Power	Magic	Sense	Charm
Master Louis	Magician Sephira	Genius Cochma	Glamour Tiphreth

Best way to level up for a 1st char is through questing, follow the wiki.
https://wikimirror.lifeto.co/trickster/Category_Quests_by_Location.html

Skip any quest that is taking too much time to complete, quests don't give any good reward, the experience is similar among different quests in the same region, so there is no point in wasting time with the ones that consume more time than usual. Reaching high levels is easy, so it's not necessary to complete everything.

Normal quests: These are side quests given by various NPCs, and they usually have 5 cycles. Generally easy to complete if it requires items dropped by monsters. Drilling quests can be skipped because sometimes it asks for a huge amount of items that have very low drilling rate, making players waste a lot of time that could be used to do other easier quests instead.
Besides experience, Normal quests give region items (e.g. Caballa Slate) that can be exchanged for region equipment sets with Mint NPC. It also gives stickers to complete key quests. Unfortunately the majority of them don't give any TM experience, except for a few quests (e.g. Monkey's T requests for Grass).

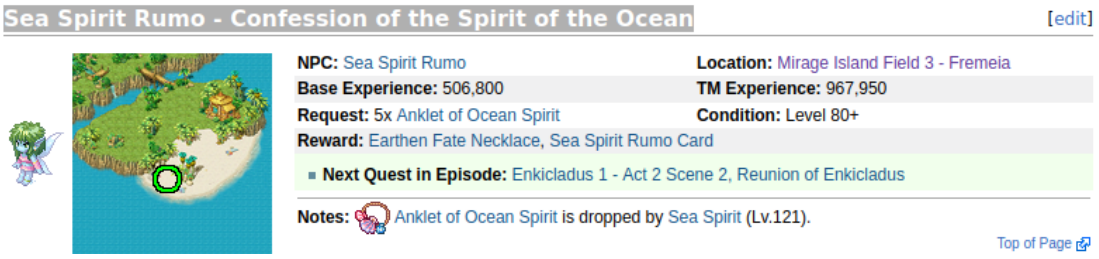
Key quests: Related to Adventurer's book and stickers, they're irrelevant, and forces players to complete a lot of annoying normal quests in order to get all the necessary stickers. Also, Key quests can only be done if you completed them in the previous region. It's not worth doing it.

Card quests: These are really good to complete, even though some cards have low drop rate. Reward a lot of TM experience and many arcana cards. The wiki shows some card quests that are not available in this server, so refer to the card quests topic in this guide instead.

Daily quests: Gives a bit of experience, but most important they give daily coupons which are necessary to obtain the driller boy pet. They reset at Midnight, time is based on EST/EDT time zone. If you're not sure, you can just google "what time is in Virginia USA now". Check the daily quest topic.

Party quests: Check the topic about it further in the guide.

Story/Episode Besides being the main quests, they give good normal and TM experience, and usually are easy to complete, with a few exceptions. Bloody rune of faith is too rare. If you wanna skip it, stop at this quest from Sea Spirit Rumo in Episode 2. This quest gives a free Earthen fate Necklace and instead of giving it to Nefertiti, you save it for episode 3. Bear in mind that when you skip a story quest, you can't progress in the same Episode since they're chain quests, but you can start the next Episode as long as you have access to the maps where the NPC is located. If you wanna read the story, you could try getting a driller boy first to have an easier time drilling. Episode 4 and 6 also needs a lot of drilling.



Driller Boy pet is really good for leveling up too. Drilling gives both normal and TM experience when you find an item, and only normal exp if no item is found. Notice that the game has a visual bug on the TM bar because of the server bonus experience, it levels up around 25~30%. To check accurate TM experience numbers you can open Myview and hover the mouse cursor over the TM Level.

Drilling experience is based on the Depth, and the Stage of a drill.
The best map to afk drill is Tapasco Mine (can only enter after level 120).

Tank drill has good cost benefit and it's a good choice for when you will be afk for a while.

Speed drill is the fastest at drilling but to benefit from this speed you must be available to check your char often to see if it's still drilling or not, otherwise the tank is better.

Other Myshop drills are not worth it. NPC shop drills are slow and give low exp. There are tank and speed drills for levels 60/120/180, if your goal is to get more experience and drill faster you should buy the highest level, as long as you can equip it, the difference in price doesn't matter since you will actually make profit by selling the ores drilled.

Card Quests

Find **Card Girl** NPC on these maps. Each quest requires only 1 monster card. The right column is the amount of arcana cards given as reward.

Card quests	Smart
Southeast Forest	
Level 35: Sppo	2
Level 40: Forest Mantis	3
Level 42: Koom	4
Mermaid Palace Field 4	
Level 75: Mermaid Little	4
Level 80: Water Weed Witch	5

Card quests	Brave
Gate of Caballa Relics	
Level 45: Mimic	3
Level 55: Chibcha	4
Level 60: Chimu	5
Gate of Ghost Blue	
Level 90: Armor squirt	2
Level 100: Pirate Ghost	3
Level 100: Nora Mummy	4

Card Quests	Love
Gate of Phantom School	
Level 50: Inky Muck	2
Level 80: Shadow	3
Level 110: Daze	4
Gate of Snow Hill	
Level 165: Bug Bear	3
Level 165: Ice Cream	4
Level 170: Freyja	5
Level 180: Great Coolem	6
Gate of Tapasco Volcano	
Level 235: Red and Blue Salamander	7
Level 240: Funky Orc	8
Level 250: Fire Golem	9

Card Quests	Dream
Rose Field 4	
Level 120: Beast Vincento	3
Level 125: Kerberos	4
Level 125: Bone Magician	5
Gate of Black Swamp	
Level 140: Electric Snail	2
Level 140: Mud Bigfoot	3
Level 160: Myconid	4
Level 180: Stoor Worm	5
Gate of Techichi	
Level 200: Roaster	4
Level 210: Orpeo	5
Level 230: Dekumanus	6

Daily Quests

2x Crystal
Drilled in Coral beach and Desert
Condition: **Level 5+**
NPC: Indiana John - **Blooming Cora**

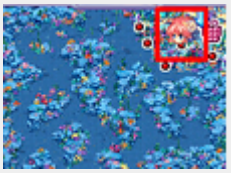
1x Sleeping socks
Dropped by Punisher Cannonshelll
Condition: **Level 20+**
NPC: Monkey T - Location: **Paradise**

1x Shtella's Profile
Dropped by any monster in Desert, Caballa, Oops wharf, and Mega.
Condition: **Level 35+**
NPC: Star Gazer Stella - **Megalopolis**

1x Staff of Purification
Dropped by Punisher Aposis
Condition: **Level 50+**
NPC: Pharaoh Boy - **Azteca**

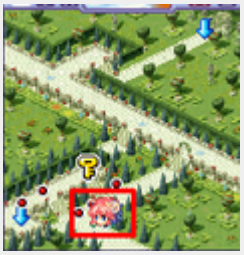
2x Thick Rope
Drilled in any Oops Wharf Field
Condition: **Level 65+**
NPC: Marinel - Location: Oops Wharf

2x Executioner Gills
Dropped by Punisher Merman Ale
Condition: **Level 80+**
NPC:Entertainer Elicia - Mermaid field 4



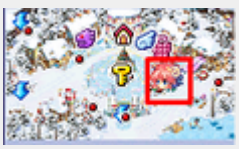
2x Stella's Profile
Dropped by any monster in Mermaid, Ghost Blue, Rose Garden, Swamp.
Condition: **Level 100+**
NPC: Star Gazer Stella - **Aquarius**

2x Punisher B.V. Claws
Dropped by Punisher Beast V.
Condition: **Level 120+**
NPC: Homeless Ian - **Rose Field 1**



2x Swamp Leaf
Drilled in any Swamp field
Condition: **Level 140+**
NPC: Hair of Rosetta - **Carbigal**

2x Icicler's Crystal
Dropped by Punisher Icicler
Condition: **Level 170+**
NPC: Winnie - **Laplanoel**



2x Stellar's Profile
Dropped by any monster from Techichi and Tapasco.
Condition: **Lv.220+**
NPC: Star Gazer Stella
Techichi Town Neil's Camp

2x HP Recovery Potion
Dropped by Punisher F. Golem
Condition: **Level 270+**
Guardian Kerberos - **Gate of Tapasco**

2nd Job Advancement

Condition: **Level 60**, and **TM level 50**.

Request: **3x 100k galder check**, **Growth Badge**, **Character Badge**

100k galder check is received as a level 60 reward, check your mail. Growth Badge and the Badge for your character are dropped by **Kaboom**.

Talk to the NPC for your respective class, and click on Advance option. All these NPCs sell skills for 2nd job too.

Bunny: Boxer Jeanne
Buffalo: Warrior Kei
Sheep: Bard la Fimmel
Dragon: Magician Louie
Lion: Inventor Gale
Fox: Explorer Reina
Cat: Entertainer Elicia
Raccoon: Card Master Taniel

All NPCs can also be found at Room of Job Administrator, inside Garden of Skill Master - Megalopolis.

- **Kaboom** - Location: Caballa Relics Dungeon 4

Drops: (Growth badge always drop, the other badges are random)

- Growth Badge

- Brave Bunny Badge

- Strong Buffalo Badge

- Smart Fox Badge

- Clever Lion Badge

- Wise Dragon Badge

- Pure Sheep Badge

- Cool Raccoon Badge

- Pretty Cat Badge

Tips: this monster cast Guard Break which makes any char vulnerable to melee attack (you can't dodge or block). Just need to bring good potions and it will be easy to overheal the damage, try **pink potion C** or **herb potions**.
It's better to kill the low HP monsters around Kaboom first (especially Naranjo), otherwise you will take too many hits at once when they use guard break.
Save the map with a memory port for quicker teleport if you need to get back.

3rd Job Advancement

Condition: **Level 130** and **TM level 120**

For all characters jobs except Dark Lord, follow this:
Third Job Advancement - ggFTW Trickster Wiki

This is the updated version exclusive for Dark Lords:
New Dark Lord Job Advancement - ggFTW Trickster Wiki

How to Obtain 3rd Job Skills

Tips for the Monster quests:
Monsters have high resistance to all sources of damage, especially on the last monster quests. Damage will always be underwhelming for most chars, so it will take a bit of time to kill the monsters but that's not a problem.

- You need around **7k HP** (depends on DP) to not get one shot by some of them;
- Wait for them to spread out, and lure one to the bottom corner to fight 1 by 1;
- Buy **Hyperium pink potions** (even for magic types, potion is much better than cure for chars with low MAX HP);
- Buy a couple **resurrect scrolls** in Megalopolis shop;
- Don't worry if you fail or log out, It's not necessary to repeat the quests that have already been done;
- Using **stat scrolls** can be good if you're having a hard time. **HV scrolls** increase dodge chance, or use main stat scroll for more damage. It's not really necessary, but if you have money, why not? They're cheap anyways.

Harkon is obtained by completing Blacksmith Marx quests from Snow hill, Techichi Volcano, and Tapasco Volcano mines. Snow hill is the easiest to drill. Tapasco extra ores can be sold to Item girl NPC shops, they're worth around 8k~9k Galders each. Or just ask players for the ores, a lot of people afk drill there.
Location: Tapasco Mine - Silent Lava (Entrance at Tapasco field 1)
Request: 3x *pure scolecite and* *3x flawless chrysocolla per cycle*.
You'll need 15 of each Pure Scolecite and flawless chrysocolla.
Reward at 5th cycle : **Harkon**

To access the mining lot just talk to Bunny Maid. You need a drill that can reach 300m Depth. Either buy a tank or speed drill from Myshop if you can afford, or buy **NEO SEA drill No.8** from Item Girl in Abyss Town - Platonia.

Where to get better Equipment?

In-game equipment is pretty scarce and has low stats, so to get good stuff it's necessary to farm some galders and buy Myshop, especially when you're lv 100+. Boss equips are a waste of time.
Don't worry about getting the next higher level equip all the time, the game is generally easy. The difference in stats are not noticeable, unless there is a big level gap between both items. Myshop Equipment has inflated stats compared to monsters stats, which means players can keep using the same items for a while. If you're having an easy time killing normal monsters then you don't need to buy better items, simple. You should be killing most enemies in 1 or 2 hits, except for high HP/Resistance monsters.

Compounding is also a great way to increase your stats. It's faster to farm galders and buy Myshop stones than waste time trying to farm in-game stones, due to their low drop rate. If you can't farm galders yet, you could farm some miscellaneous items instead because most of them have high drop rate:
On this link you can check possible compounding items for every stat.
https://wikimirror.lifeto.co/wiki.ggftw.com/trickster/Maturing_Compound.html

Tempering and **Refining** are not recommended early. Only bother with these features when you're level 250+ and have end game equipment.
For end game equipment you can check specific char guides, or ask on Discord.

Pets: All in game pets are trash, so buying a good pet from Myshop should be a priority. Go to the Pet tab, you can check stats by left clicking on them. Hardant is also cheap and adds a good amount of stats when equipped into pets.

Speed Accessory: High Priority item. Minimum Level 90, max 230. Increasing your char speed is the best investment you can possibly make. Although you receive 2 from mail rewards(Lv 40 and 140), they have crappy stats and low speed. Myshop accessories give 80%~90% speed, compared to 20% and 40% speed from the free accessories. The downside is they're time limited, but the cost of recharge is cheap. Don't make long recharges for low level items though. Wait until you get an Orange/Red Shoestring to make long recharges, since they're the best in the game. You can left click on the accessories to check if it says "Increase moving speed", but usually it's the items named as Mystic Flavor, Sign of Charisma, Angel/Demon charm, Objet D'art, Shoestrings. Kitty earring is a good option too, but it's not always available, and has only 60% speed.

Weapon, shield, and hat: These pieces are easy to obtain in the game.
The NPC Mint is available in every town and she exchanges equipment for items that you receive from local quests. These sets also have bonus stats if you get all the pieces. Unfortunately there are no sets for lions besides the Mermaid Palace. Many people keep using the region sets till Lv. 200+. But if you really wanna buy myshop, then It's better to purchase the full set + Pet, instead of buying each piece separately.

Innerwears: Commonly obtained from either GM_SSi or Leonardo in the Megalopolis shop. They have items for level 100+. GM_SSi offers worse stat items with only 2 slots, but they're easier to get because 10x GM certs are given at level 100 for free. While Leonardo offers items with better stats and 3 slots, you will need to buy Bonus eggs off other players. Don't worry, they're cheap.
Innerwears can also be obtained from a few Myshop boxes like char boxes (Lina's Bunny, Vulpine, Raccoon, Cat, Dragon, Sheep), but they're often unavailable.

Capes: Every char receives a cape after completing the 2nd job advancement, this cape is good enough to use till high level or whenever you feel like more stats are needed.
- One way is by buying bonus eggs from other players then purchasing a cape from Egg shop (Leonardo in Mega shop). These capes have really good stats, and you don't need to gamble.
- The other way requires gambling by buying any myshop seasonal box that contains capes, preferably char themed boxes (e.g.Buffalo, Inventor Lion, Bard Sheep, Card Master Raccoon boxes).
You will get the best cape in the game after reaching lv 400 anyways.

Head and Mask accessory: One head accessory is given when you reach level 90, and one mask at level 130. They're good enough to be used till lv 200+. To buy a new one just check the head and mask tabs in Myshop, they cost about 8.4M Galders each.

Accessories 1 and 2: there are not many free accessories, besides some quest rewards like job advancement quests, and lv 180 box reward.
Pouches and elemental rings can be bought directly from the accessories page.
Permanent accessories are only obtained through gambling from Myshop seasonal boxes, but a lot of them are worse than pouches.
Pouches give high stats for any class, and also huge WT which is a very important stat for farming.
Elemental rings are excellent for power types or any melee attackers in general, it's one of the few sources of elemental attribute in the game, and it has great damage scaling.
Time limited is not a problem, recharging is cheap.

Driller boy pet

Driller boy pet is basically a bot. It allows your character to drill automatically, it picks up all drilled items, and equip a new drill every time the actual drill runs out of life. It works better if you have 90 DA which is the threshold to guarantee the char will always detect an empty spot, and not waste time drilling on it. Driller boy will stop drilling if either your character hits 99% WT, or if all drills in your inventory have been depleted. Driller boy has 15 days duration, and there is no way to recharge it. You must keep doing daily quests to have 50x daily coupons whenever the actual pet expires to get a new one.

It's obtained through an exchange with Miranda Watty in Megalopolis.
The best exchange for a new player is the Quest 4. 1 and 3 are good too.
Ignore Driller Girl, she just cost more coupons to do the same job.

Materials needed for Driller Boy Quest 4:

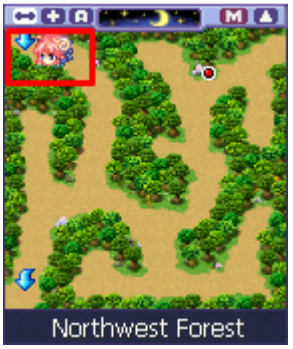
3x Card Hunter Crest

50x Daily coupons

(50x) 50 Galder Coupon

50 galder coupon is dropped by Thiefmon in Coral Beach field 3, also can be drilled on many maps.
Card Hunter crest is given by Card Hunter Eugene in exchange for Arcana cards. You get Arcana cards from **Card Quests,** and Card Girl skill packs (e.g., Ken).

Card Hunter Eugene appears on 2 different maps:
at daytime (in game) at nightime (in game)



In Northwest forest he is hidden among the trees, but you can see his name.

Daily coupons are rewards from daily quests. 1 coupon is given per quest, and there are a total of 12 quests available, which means you can get a maximum of 12 coupons per day. Technically it's 13, but Abyss has a terrible drop rate, so it's not worth it.

Useful Items

Bubble drill: can make alt to level 15 to get multiples of these.

Chaos and Diamond drill: good drills for low level maps. Can be bought in the Gate of Black Swamp.

Tank and **Speed drill:** Best drills in the game, if you can afford it.

500 Galder coupon: They can be used to exchange for elemental crystals.

Arcana cards: Used for Driller boys and other stuff.

Monster cards: Always loot every card, they can be used for skill masteries, card ID to obtain secret cards, and some are used for card quests.

Bonus egg: Can be exchanged for Innerwears, Capes and Splish Splash Yupika pet, the rest is not worth it. Talk with Leonardo in Megalopolis shop. Bonus eggs are obtained from Daily rewards on the website.

GM Gift Certificate: Obtained from Level rewards and daily rewards, can be exchanged for Innerwear or boss brooms with GM_Ssi in Megalopolis shop.

Nikarium: Used to make powerful equipment. It's better to keep them. Obtained from level rewards, and rarely from daily rewards.

Multiple items from Item Girl in megalopolis shop:

Hyperium Pink/Blue potions: 1 weight. Recover 4000 HP and 3500 MP. Other potions are too heavy compared to this, this is a must use for everyone.

Portable port AD: Quicker Teleport to various Gates/towns.

Memory port: Can save up to 5 locations. You can save specific spots on maps that are far away from the gate/town to get there faster. Some places can't be saved.

Resurrect scroll: Revive your character. A must have for bossing, harkon protector, and 3rd job advancement.

Basic Detection Scroll: It shows where items are located for drilling. Can detect items up to 80m depth, so only works in low level regions.

Super Detection Scroll: It shows where items are located for drilling. Can detect item spots on any map in the game.

Myshop Scrolls:

Warp Defense Scroll: Protect you from being forcefully teleported during boss fights by their banish skill. Also useful for PQs.

Stat scrolls (LK/DA/HV/MA/AP): Flat addition by 25% of your level. At level 400 this scroll gives +100 stat, except for AP which is 16x times higher than other stats, so in this case +1600 AP.

Party scrolls (LK/DA/HV/MA/AP): Flat addition by 15% of your level. At level 400 this scroll gives +60 stat, AP x 16 = 960.

(Magic MA+LK) (Power AP+AC) (Sense DA+LK) (Charm HV+DP) scrolls: Flat addition by 17.5% of your level. At level 400 this scroll gives +70 stat, AP x 16 = 1120AP.
None of the scrolls are affected by char buffs.

Links

Trickster Wiki:
https://wikimirror.lifeto.co/wiki.ggftw.com/trickster/Main_Page.html

LifeTO Forum + guides:
https://guides.lifeto.co/c/general/7

Database to check the content of any myshop box, and their equipment stats:
Equips without random stats use 0.75~1.35 multiplier for min/max temper range.
https://knowledge.lifeto.co/boxes

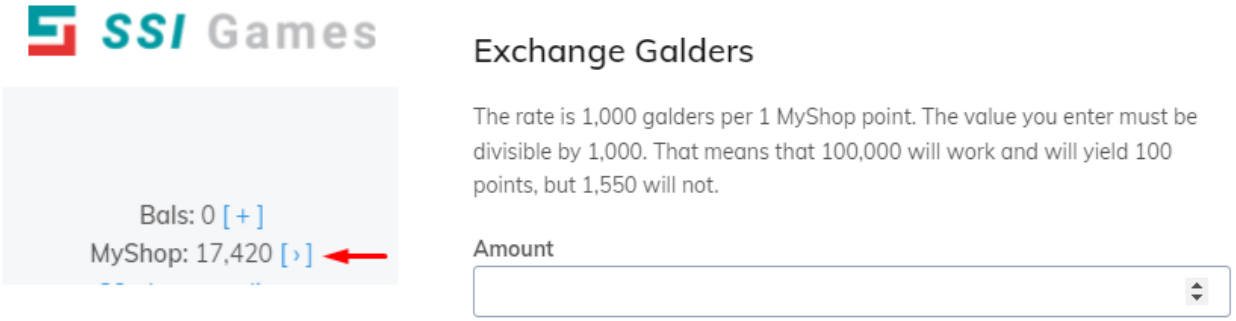
Gacha Boxes content: (from Eclipse in Megalopolis shop)
https://knowledge.lifeto.co/items?filter%5Bitem_type%5D=&sort=&filter%5Bquery%5D=gacha+box

Server Information:
https://kb.lifeto.co/Introduction/Server-Specific-Changes

LifeTO Website Features

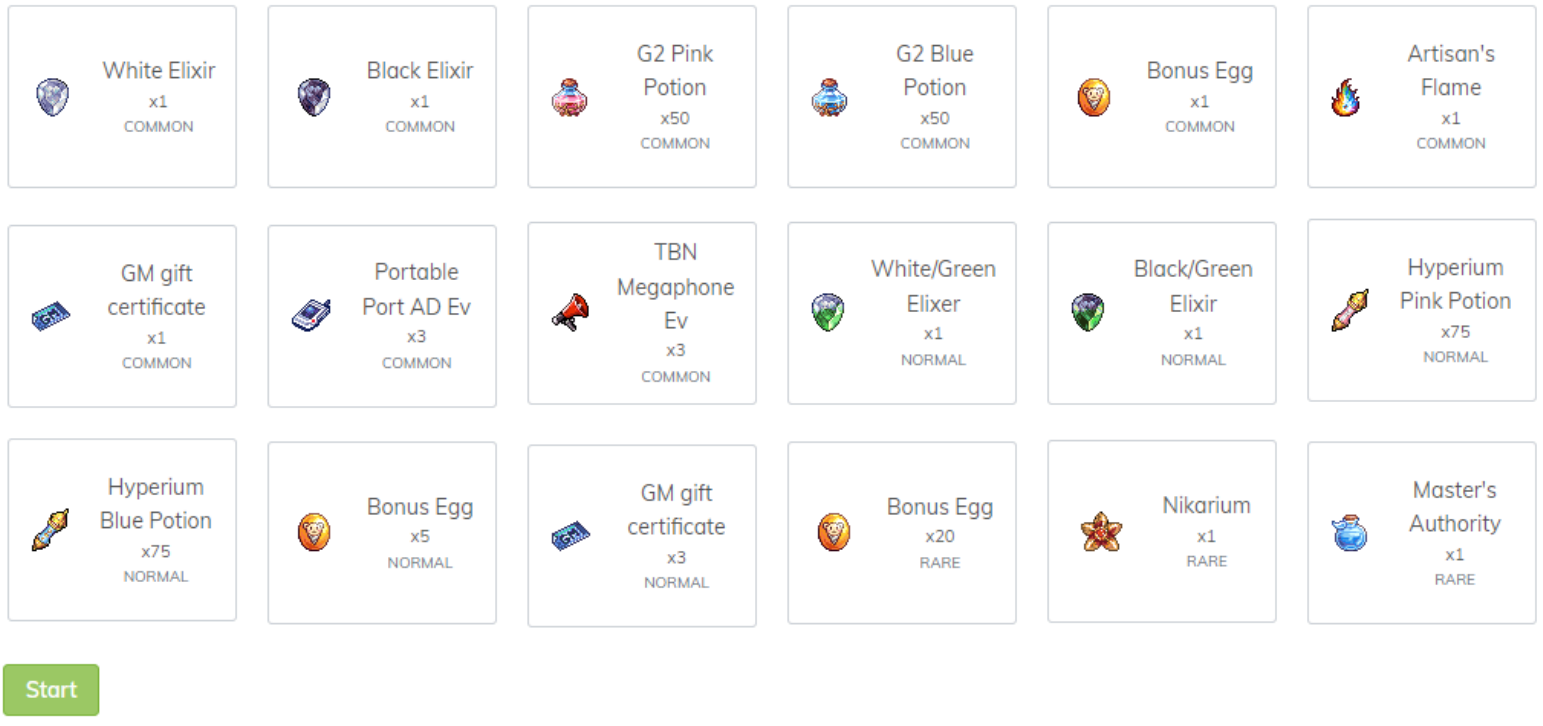
Exchange Galders for Myshop

Log in to the website, click on the [>], choose the character then set the amount of galders you want to exchange.
Besides that, you can donate to the server, for $10 spent you receive 10,000 bals, which can be exchanged for myshop points at the rate of 1:4, so 10 USD = 40,000 myshop points.



Daily Rewards

Make sure to use this every day, it gives useful items. It resets at 2AM EST. Some of these items can be sold to other players for some little money:
White/green(at least 1M), Black/Green elixir(at least 1M), White(700k) and Black Elixir (600k), GM certificate (700k).
It's better to keep the Nikarium and bonus eggs if you're new. Other items are kinda worthless.



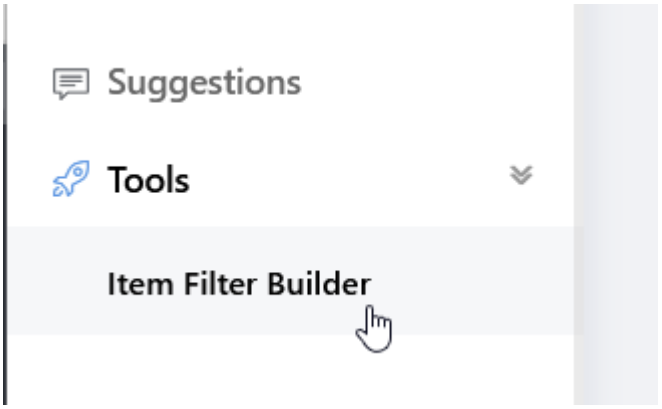
Alt Key Item and Item Pickup Key Filters

This version of the client introduces a new system that allows you to filter out the items that show up when you hold down the **Alt key**, as well as choose the items that you pick up when you press an item pickup key **(Z/J/etc.).**

There are three modes to the filters, for both the Alt key and the pickup keys:

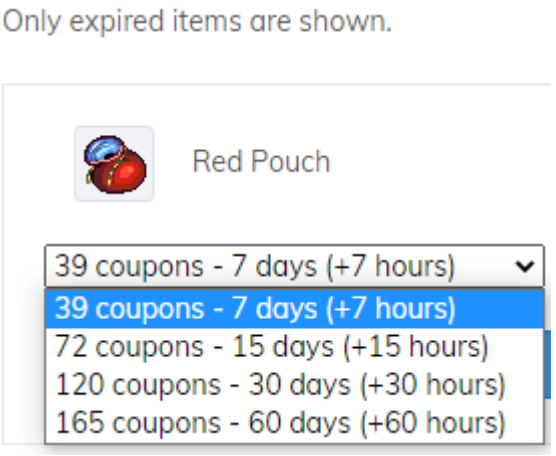
- **Off:** The default behavior, where all items show up and are picked up
- **Whitelist:** Only the selected items will show up and be picked up
- **Blacklist:** The selected items will not show up and will not be picked up

The builder that lets you configure this system is located in the sidebar of the main control panel after logging in:



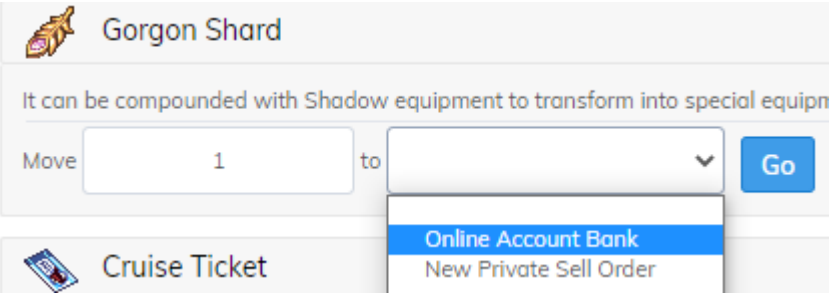
Recharging timed items

You can only recharge timed items through the website.
Every coupon cost 50pts = 50k galders.
Click on (+)Recharge Item > Purchase, type the amount of coupons you want, click again on (+)Recharge Item, choose your account > character. These are the duration options, with “60 days and 365 days” being the best cost benefit.



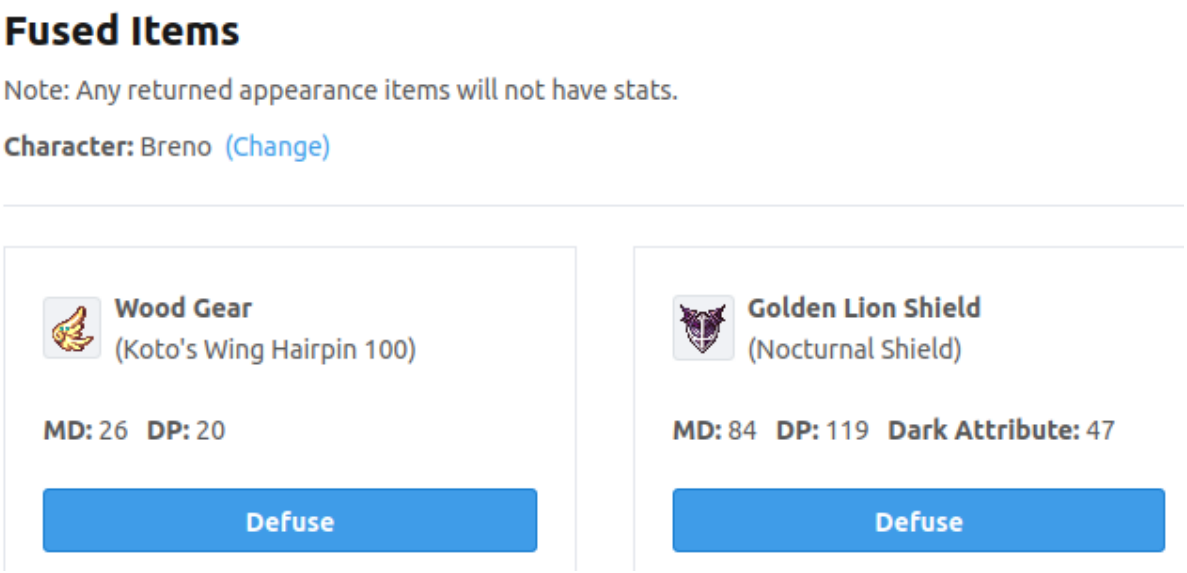
Online bank

Can store as many items as you need. In-game bank is faster though.
Access it through Item Manager > Account > Character.



Defuse Equips and Pets.

Here you can defuse any Equip/pet and recover the item used as Image.
They don't return with stats though.



Farming Galders

If you're low level, you can try selling these to other players: (Remember to check current prices, because the numbers here might be outdated.)

Black and White elixir that you receive from lv 80. Usually 600~700k each. Daily quest items (Sleeping socks, staff of purification, etc...) are also easy to farm and can be sold for 300k.

GM certs from level 100 reward, you could get an innerwear for level 100 and then sell the rest of certs for 1M each, or whatever currently market price.

Bad Fury card: can be sold to other players for 100k each.

Sea Tiger card: Can be sold for 500k each

Master Foe card: Can be sold for 500k each

Mystery card: Can be sold for 150 million galders or more.

Mystery card is very rare, there is a 1% chance to be found in Neid packs from any region. When you're manually drilling (no driller boy) on any map, there is a small chance that you find a Poseidon treasure which drops this Neid pack.

Monster cards in general can be sold for 100k, be careful with cards for skill masteries or card quests, better keep these or sell for a higher price.

WT is the best stat: It increases the weight limit. All classes need this to farm, so resetting the build graph to 4 in Sense when you're high level is great, in case you started with a different build graph. WT is essential for carrying a lot of equipment or ores without going to shop so often, which can be annoying.

Pouches are the only item that increase WT by a large amount. You can temper them to increase the WT, but the cap is 32767, higher than that it goes negative, so you must temper again to fix it. Chars can equip 2 pouches, as long as they're not exactly the same item. Players can either use Beige and Red pouch, or use one from lv 250 and one from level 230 that gives stats for your class.

How to sell equips faster

Press and hold the left mouse button while using the mouse scroll to scroll up/down. It helps a lot after farming in Phantom Dungeon or Gloom. Careful to not sell wrong items, always save your items in the bank before starting farming. Equipped items don't show in inventory, so don't worry about them.

Current WT and Inventory Limit

Save any heavy item in your bank.
You can check your current WT on the icon below the MP bar.
When it reaches 90%, your movement speed will be reduced.

Carry the least amount of items as possible, during farming a player can pick up more than 150 equips. Cards take too many inventory slots and through the game you will collect a lot of them from quests and monsters.
You can create a char Lv. 1 in another account and store all cards in it. It's faster than using the online bank since you can just drop all the cards from the main char to the alt char and vice versa.

Tapasco Mine - Silent Lava (Lv.120+)

Here you can make money by drilling, better if you have a driller boy pet.
Mine is a safe zone, so any char can drill there. Its entrance is located at Tapasco Volcano Field 1. After entering the Mine, talk to Bunny Maid to send you to Mine 1 or 2.

On both maps you can drill ores that can be sold to NPC shops for some money.
Don't sell **Adamantites** and **Alexandrites**! They're rare, keep them for refining your equipment.

Ores from tapasco mine 1 are sold for **8,050 ~ 9,352 galders.**
Ores from tapasco mine 2 are sold for **8,692 ~ 9352 galders.**

Not only the ores from tapasco mine 2 are worth more on average but also they have less WT, therefore you will get more ores until reaching 99%WT if you're AFK using the driller boy pet.

Tapasco Mine 1
Adamantite
Scolecite Fragment/Impure/Pure
Pyrrhotite Fragment/Impure/Pure
Jadarite Fragment/Impure/Pure
Ori-Harkon

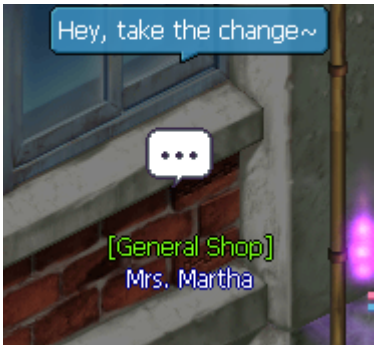
Tapasco Mine 2
Alexandrite
Chrysocolla Fragment/Gem/Flawless
Jacinth Fragment/Gem/Flawless
Cassiterite Fragment/Gem/Flawless
Zircon

Phantom Dungeon, aka PD

Phantom Dungeon is best suited for classes with good AoE skills. But don't worry, you can still farm decently even if your class has no AoE skill.
If that's your case, check the next option: **Gloom Farming**.

Go to Gate of Phantom School, talk to Shaman Girl Jia at the stairs so you can enter the dungeon. People usually start farming there after level 100, but there is no way to tell at what level you should start because it depends on your stats and class. So just go there and try it.

There is a NPC shop in the gate of phantom school, in case you missed it.



There are 6 maps inside the Dungeon, and you should avoid 2 maps:
The toilet and the dungeon **"1-2"**.
In both maps monsters will always explode even if you don't attack them.

The Silent Hallway is the first map you're gonna farm, and it's the only map with PvP disabled. Every other room has PvP enabled, but most people don't PK.
Hell book is the weakest monster, it has only 7,165 HP.

You can also try to farm on the map **"1-1"**, but they are tankier.
Bully Marie has 9,770 HP, and Bully Maro has 10,310 HP.

Hell Book, **Bully Marie** and **Bully Maro** drop these equips:

Phantom Hand Cannon Phantom Black Dragon Rod

Phantom Pugio Phantom Wakizashi Phantom Defender

They all can be sold to NPC shops for the same price: **46,250 galders.**

The best dungeons to farm are **1-3** and **1-4**, drops are the same on both maps.

Dungeon **1-3**:
This can be a bit tricky for weaker magic types chars. Both monsters have mana reflector, which reflects any magic damage. You can reduce some of the reflected damage with elemental resistance, but it's better to just try the room 1-4 instead if you're struggling here.
Dungeon **1-4** requires a bit more damage though.

Blanket Ghost, Undead Stranger, Haunted Straw, and **Picture Ghost** can drop equips Lv. 215, and equips Lv. 275:

Phantom Sky Blade Phantom Poignard Phantom Mithril Helm
Phantom Stinger Gun Phantom Mithril Shield Phantom Stick

Lv. 215 equips can be sold to NPC shops for the same price: **53,750 galders.**

Phantom Broadsword Phantom Khanjar Phantom Arcstick
Phantom MJS-G5 Phantom Helm of Honor

Lv. 275 equips can be sold to NPC shops for the same price: **68,750 galders.**

Gloom Farming (Lv. 180+)

This is the best farming method for a single char, and where you get more galders per time spent. There are less monsters than in Phantom Dungeon, but the drop rate is way higher, for that reason any class can farm well here since you don't rely on AoE skills to farm fast. Only available for players who have completed the enlightenment process, since Mind's Eye skill is needed.
If you don't have it, go check the Guardian Guide.

You will need tons of cards, farm them there:

Bad Fury in **Coral Beach field 2**: It's the place where you will get the most cards per time spent. Preferable if you have a char with good AoE skills.

Queen Yamu in **Southeast Forest**: They can drop a stack of 10 cards, it's a rare drop though. Preferable if your char doesn't have AoE skills.

If you have done the Enlightenment process, you're ready to farm.
Activate Mind's Eye skill in order to see all shadow monsters.

Their spirit looks different from their normal version, as you can see below.

The best map for farming is **Path to Snow Hill**:

Shadow Bug Bear

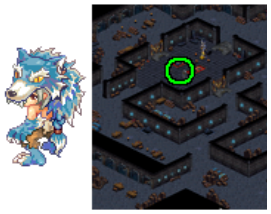
Shadow Snowkid

Both monsters drops **Shadow Equipment box D** which can be sold for **78,925 galders** each.

Power Leveling for multiple chars

What is needed?
- One 2nd job sheep at level 110
- A lot of Galders to make a good set for the level 110, which is easier if you already have a high level char to farm.
- At least 680 MA with Mist of Mana casted. (Around 469 from Equips+build)
- Survivability depends on how much you wanna invest, you can just have some decent HP (6k~8k) to not die from multiple hits and use potions eventually, or invest on good DP equips (around 3.5k DP) and take 0 damage. Both work.
- Skills: Invincible casting, Mist of Mana, Wind blade + Cleaving terra or just wind blade if you prefer. (And all the prerequisite skills obviously)
- 1 friend finder for every alt, and 1 lapis lazuli for every char (including sheep).
- Hyperium Pink and Blue potions + Resurrect scrolls for the sheep.
- Around 90 mins of free time to get all 5 chars from level 1 to 120. It's not worth doing it for level 120+ since there are more effective ways of leveling after that, like Party quests (fastest), or Driller boy (Slower but AFK)

Process:
- Create a party with all the chars, and get them 5 alt chars to level 11. The difference in levels can't be higher than 99 between your main sheep and the alts. I usually level dozens of sheeps to 110 first, so they can be ready to level other chars in the future. I don't know your goals, but at least one of these 5 alts should be another sheep if you plan on leveling more chars in the future.
- Add the sheep as a friend to everyone, this is necessary to use the friend finder.
- Gives 1 friend finder and 1 lapis lazuli to every char.
- Wait for Night time in the game (7:00 PM) and move the main sheep to Vamp dungeon 4, and stay near the Lycan NPC.



- Use the friend finder with every char so they can teleport to where she is.
- Make sure to kill nearby monsters first so they don't kill the low level chars, but if they die there, you can use a resurrect scroll from the sheep and click on their dead body to revive.
- Talk to Lycan on every char so he can transfer them to another map.
- This next map (Lower gate) has a safe area, so none of the chars will be attacked there.
- Now while using the sheep, you will talk to the guardian kerberos and it will send the sheep to the area where all kerberos are located. Start grinding!
- The party will be Beginner type while any char is below level 30, **you must change the experience share to Equal** after everyone is above level 31.

Party configuration:
Special and **Royal** parties are the only types that give a huge experience bonus.
They have the same bonus, but different requirements.
In Special party all chars must be from the same gender.
Royal party needs at least 1 char of every type (Power, Magic, Sense, Charm).

Since one char will always be a sheep, all others 5 chars must be a female to turn it into a Special party. As for Royal you would need 1 char of sense/charm/power and the other 2 chars could be anything.

Equipment:

The goal is 469MA from build + equips. (Not counting mist of mana)
Build at level 110 gives 76 MA or 104 MA if you added all points into MA.
I usually add all points in WT to use the char to drill later, but I'll consider full MA sheep for the calculations, that means you will need 365 MA from equipment.

Minimum compound with elixirs for lv 80 and 95 is 6MA. For level 110 is 7MA.
There are a total of 21 compound slots for MA, and 1 hardant for pet.
I'll ignore the mask because for most people it will be impossible to get it.
Lowest base stats of items and staff refine level 8, total 193 MA.
Minimum compound on every slot, 144 MA, minimum hardant 4 MA.
So, in the worst case scenario (which is realistically impossible, you will always end up with some good rolls even with only one try per slot) that would be a total of 341 MA. Recompound a bit more to reach 365MA is fairly easy. Can even use MA scrolls if you're lacking stats, and HV scrolls to increase dodge chance.
Even with the lowest stats here and without a mask, it's feasible.
That means it's not necessary to pick the harder items like Powerful staff or other seasonal items that are hard to find if you're new.

Staff (Refine them to level 8 at least)

Powerful Battle rod Lv.110 - Mirage Island black market

Stave of Tears 110 (Can compound MA) - Box of regret 110 (Seasonal)

Orchid wand lv 110 - Always available in Myshop.

Shield

Powerful Knight shield Lv.110 - Mirage Island Black Market

Coldvice's Bulwark 90 - Raccoon box 90 (Seasonal)

Guardian's Soul Shield (lv 90) - Only if you already have it, it's not worth buying or hunting tombeth for it.
Any random HP/HV shield works, if you wanna go cheap.

Hat

Comfy Sheep hat 90 - Sheep box 90 (seasonal)

Orchid Hat lv 110 - Always available in Myshop.

Mask

Vindicator Visage 110 - Box of regret 110 (Seasonal)

Rudolph Glasses lv 100 - (Seasonal)

Cross tattoo Lv 90 - (Seasonal)

Head

Beagle 90 - Level 90 reward

Olympic flags lv90 - Olympic flag box (seasonal)

Speed Accessory

Kid's Demon wing charm lv 110 - Always available in Myshop.

Accessories 1-2

Black Dog pouch 110 - Always available in Myshop.

Grand Dark or Earth ring 110 - Always available in Myshop.

Requi's Bed Slippers 100 - Bedtime Requi box 100 (seasonal)

Gelatina Juicy ring 110 - Gelatina's Dessert box 110 (seasonal)

Innerwear

Plate armor belt lv 110 - Egg shop (Leonardo in Mega shop)

Cape

Assiduous Adventurer cape 110 (Magic) - Egg shop (Leonardo in Mega shop)

The Mantle of Vengeance 110 - Box of regret 110 (Seasonal)

Pet

Corvid 110 - Box of regret 110 (Seasonal)

Scholar Andrew 110 - Always available in Myshop.

Party quests in Mines (Officer Tera):

Available for level 120+.
This is the fastest way to level up, however, it's not very beginner friendly because the monsters are like mini bosses who hit hard and have high resistance. Classes that naturally have low damage scaling and no debuffs, might struggle a bit. Requires good investment on equipment, but people can easily go from their current level to 400 in a day, so it's worth it.
Optionally you could make a full AP set, with some equips with elemental attribute. AP scrolls can be used. Melee attacks are universal, which means this same set can be used to level up any character.

To maximize experience, the party must have 5-6 members to increase the number of monsters. Experience is not equal for all members, it's based on the amount of kills each char gets. Usually 1 char does all the killing and the rest are fillers. After the 30th run, the reward will drop by 90%. You shouldn't fill the party for other people before doing each quest at least 25~30 times, but a filler char can quit the party after the quest starts and before all monsters are killed, then the quest won't register for them. Which is a way to fill the party with chars that never did quest, however, a party still needs 2 members to exist, so can't kick everyone. High level players are willing to fill the party since they will be rewarded with Chaos feathers while being afk. Just ask around.

Party Quest	Token	Exchange for
Lv. 120+ Desert Beach Mine Crystal Copper	Chaos' token - Crystal copper	Chaos' Feather 110 Chaos' Feather 125 Chaos' Feather 140
Lv. 150+ Caballa Relics Mine Jade Steel	Chaos' Token Jade Steel	Chaos' Feather 140 Chaos' Feather 155 Chaos' Feather 170
Lv. 180+ Swamp Mine Silver Jewel	Chaos' Token Silver Jewel	Chaos' Feather 185 Chaos' Feather 200 Chaos' Feather 215
Lv. 200+ Snow Hill Mine Precious Jewel	Chaos' Token Precious Jewel	Chaos' Feather 230 Chaos' Feather 245 Chaos' Feather 260
Lv. 230+ Techichi Volcano Mine Golden Ash	Chaos' Token Golden Ash	Chaos' Feather 275 Chaos' Feather 290 Chaos' Feather 305
Lv. 260+ Tapasco Volcano Mine Silent Lava	Chaos' Token Silent Lava	Chaos' Feather 320 Chaos' Feather 335 Chaos' Feather 350

Making Powerful equipment

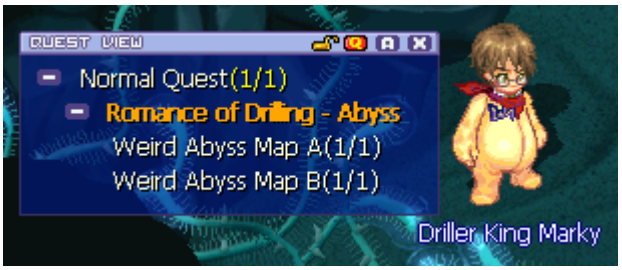
Powerful equipment is the best in the game for most classes, usually made for level 305+. These are examples of powerful equipment:

Materials needed:
1x Nikarium + 2x old equipment (for every attempt)
1x weird Abyss map A and **1x weird Abyss map B** (for the map quest)

You get nikariums at level 200 and 300, and from daily rewards on the website.
Old equipment drops from all monsters in Abyss.
Weird map A and B can be drilled on any Abyss field map.
Bear in mind the compound can fail, so it's better if you have materials for more than 1 attempt. The compound slots can vary from 1 to 4.

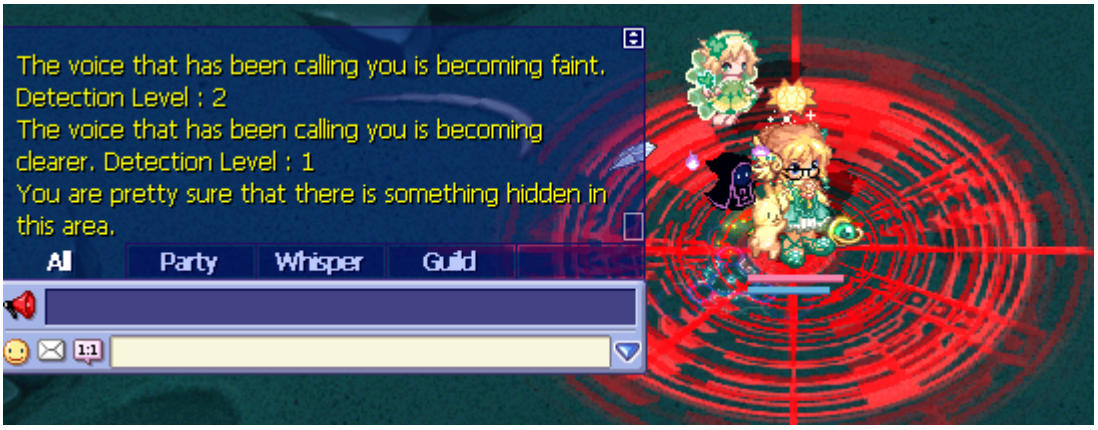
First go to Southeast Forest near Megalopolis, talk to Indiana John. Now you're able to accept treasure map quests.

Teleport to Gate of Abyss and accept a quest from Driller King Marky.
Do it before drilling the maps, having a quest in the quest log will increase the drill rate of items.

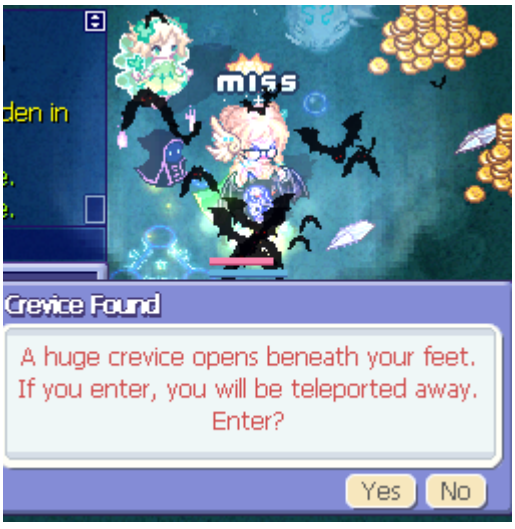


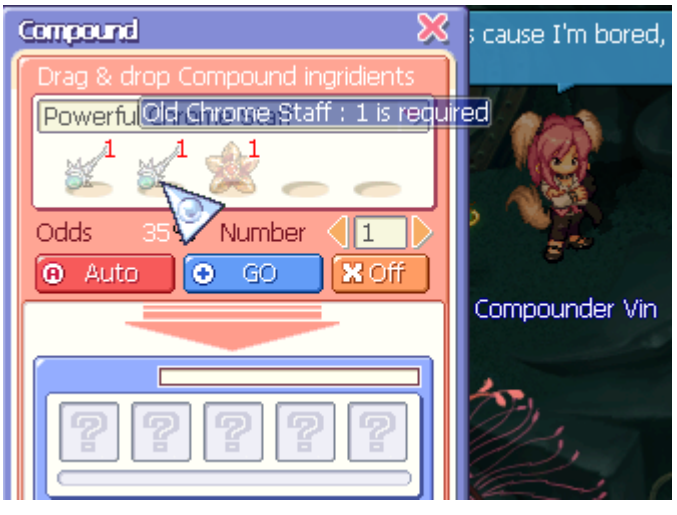
You receive Weird Abyss Treasure map after completing the quest. Double click on it.
A chest icon will appear below your MP bar. Hover the cursor over it to see where you must go.

When you enter the map, the game will start giving hints to you, so check the chat to see how close you are to the correct spot. Detection level 5 means you're far away from it, while detection level 1 means you're close.
Keep doing some little steps till the last message appears
"You are pretty sure that there is something hidden in this area".



If you click on the correct spot, *"SURPRISE"* will pop up. Keep drilling then click on yes to enter. Now talk to Compounder Vin and select the equipment you wanna make.

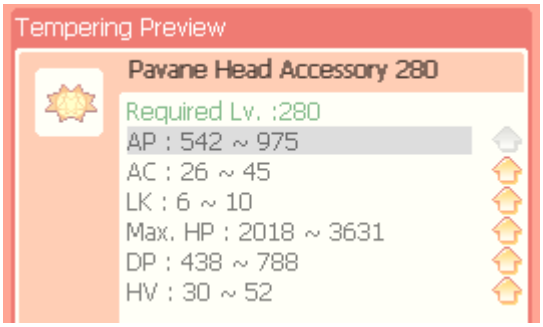




Increasing Equipment stats

Tempering

Tempering system is used to modify the **base stats** of an equipment.
It rerolls the base stats of an item randomly. Focus on increasing your main stat, it doesn't matter if others are being reduced. Potential is irrelevant, ignore the % shown on your equip. Tempering is done by Alan, which can be found in most shops.



Materials used for tempering:

3x Chaos's Feather (respective equipment level)

Gold Tempering gem. (You can temper without it)

Gold tempering gem increases the min and max of one stat range by 15%.

Chaos Feathers can be acquired through an exchange with Miranda Watty. This NPC is located at Megalopolis next to the central statue.
For every chaos feather, you need one chaos' token.

Chaos' tokens are a reward from Officer Tera's Party quests in all mines.

Party Quest	Token	Exchange for
Lv. 120+ Desert Beach Mine Crystal Copper	Chaos' token - Crystal copper	Chaos' Feather 110 Chaos' Feather 125 Chaos' Feather 140
Lv. 150+ Caballa Relics Mine Jade Steel	Chaos' Token Jade Steel	Chaos' Feather 140 Chaos' Feather 155 Chaos' Feather 170
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Lv. 230+ Techichi Volcano Mine Golden Ash	Chaos' Token Golden Ash	Chaos' Feather 275 Chaos' Feather 290 Chaos' Feather 305

Refinement

This system is used to upgrade Weapons, Shields and Hats. These equipment have one preset stat that can be refined. The base stat is multiplied by a certain number depending on the level of its refinement (which goes from 1 to 13) and how many stars an equipment has. Refinement and tempering have great synergy.

When refining, you're looking for equipment that has high base stats.. Weapons are priority number one to be refined, shields are #2, but don't waste money on shields/hats that have low DP.

Example:
A powerful staff has its base MA multiplied by 4.2 refine at level 13. The base MA varies from 25 to 158 on tempering, the higher the better. At level 13 this staff would have a minimum of 105 MA and a maximum of 659 MA.

Materials used to refine are drilled in mines, you can see more info here:
https://wikimirror.lifeto.co/wiki.ggftw.com/trickster/Refinement.html

Unlike tempering, refinement can fail. You can't use equipment after failure. It's necessary to buy repair powders in Myshop to fix it. The quantity of repair powders depends on the level of refinement, if it breaks at lv 10, you will need 10 repair powders to fix it.
You can check below the **success rate** by level, and its **multiplier*** .

	Lv. 1	Lv.2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	Lv. 11	Lv. 12	Lv. 13
Type	**100%**	**90%**	**80%**	**70%**	**60%**	**50%**	**40%**	**30%**	**20%**	**10%**	**10%**	**10%**	**5%**
⭐⭐⭐ **Region sets, Myshop, Gacha, 4G, Shadow**	* 1.1	* 1.2	* 1.3	* 1.4	* 1.6	* 1.8	* 2.0	* 2.2	* 2.4	* 2.6	* 2.9	* 3.2	* 3.5
⭐⭐⭐⭐ **Ultimate and Powerful equipment**	* 1.2	* 1.4	* 1.6	* 1.8	* 2.0	* 2.2	* 2.4	* 2.7	* 3.0	* 3.3	* 3.6	* 3.9	* 4.2
⭐⭐⭐⭐⭐ **Legendary Unique Equipment (Boss)**	* 1.2	* 1.4	* 1.6	* 1.8	* 2.1	* 2.4	* 2.7	* 3.0	* 3.3	* 3.6	* 4.0	* 4.4	* 4.8

Compounding

Compounding system is used to add stats randomly to your equipment slots. Stats vary based on the level of compounding item.
Here you can find info about all items that can be used:
https://wikimirror.lifeto.co/wiki.ggftw.com/trickster/Maturing_Compound.html

You can farm miscellaneous items for low level equipment. I suggest not wasting time farming stones dropped by monsters, they're too rare. It's better to just farm galders and buy magic stones from myshop.

Merchant Lorena exchanges 500 galder coupons for crystals. Use them to compound elemental attribute on Lv 200+. She appears on a different map every day, with different crystal exchanges. Best way to farm 500 galders coupons is by drilling in the spicy trial map after the monster quest, or gate of Tapasco and Abyss.
https://wikimirror.lifeto.co/wiki.ggftw.com/trickster/Merchant_Lorena.html

You can also buy capsules in myshop, but max level is 200. Capsules and Magic stones are under the tab (USE > Compound Items).

There are some modifiers available: (Myshop > Best > Recommended)

White/Green Elixir: Increase max range by 20%
(supposedly enhances the chance of getting a higher roll)
Black Elixir: Increase Minimum range by 20%
White elixir: Increase Maximum range by 20%
Nate's bottle: Erase one compound item from your equip slot.

Pink and Amethyst are too hard to obtain, so don't bother with these.
Most common combination is White + Black elixir, or White/Green + Black elixir.

Training, Reinforce, Synergy

(Pet trainer Shara)

Training is Tempering for pets. You can find these items in myshop.

Protein candy is used to reroll all stats.

Lock Candy is used to prevent one stat from being rerolled.

Pet Reinforce works like compounding. Elixirs are also used as a modifier.

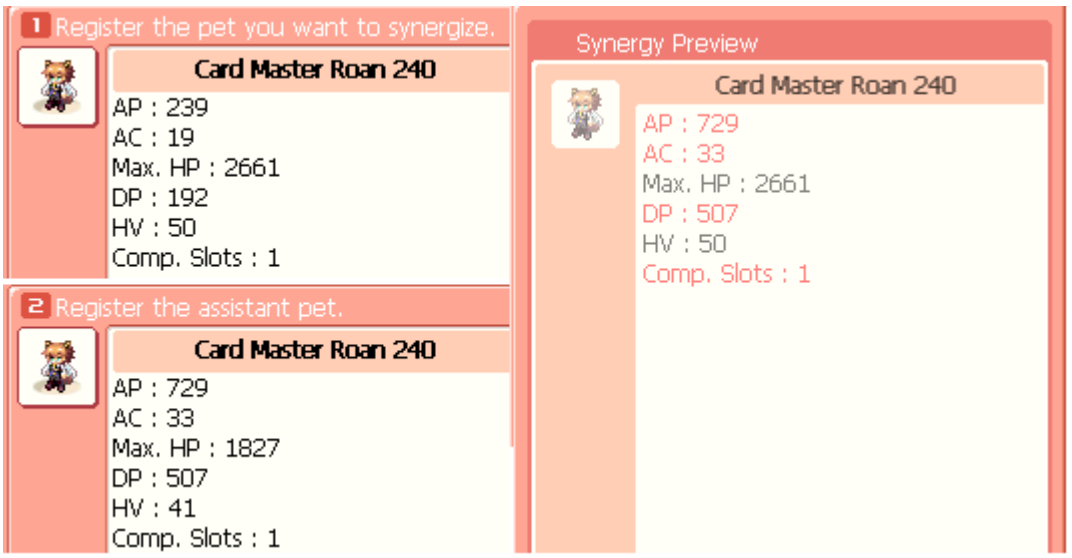
Hardant is used to add one stat randomly.

Shara's Bottle is used to remove a hardant.

Both can be bought from myshop.

Pet Synergy

Only use this system for 5 star pets. Synergy allows 2 identical pets of the same level to be merged, a new pet which inherits the highest stats of both pets will be made. No item required. Any hardants equipped will disappear after synergy.



Pet Leveling and Fusion

(Pet Breeder Erin)

Pet Leveling can be done to just a few pets, they have either E1 or T1 on their names. It goes from E1/T1 to E4/T4. Every upgrade increases the pet level by 30, and stats are also increased.
There are 4 of these pets in myshop: ***Lyr, Afrit, Titania and Silpheed***. They're good pets for late game since they're cheap and always available in myshop, but you will find better pets eventually.

There are 4 of these on Egg shop (Leonardo) in Mega, but only splish splash yupika is worth it.
This is the pet on its final version.

Growth Vitamin is needed for every level up.

Avoid equipping hardants, training the pet, and fusing until you get the pet to the max level.

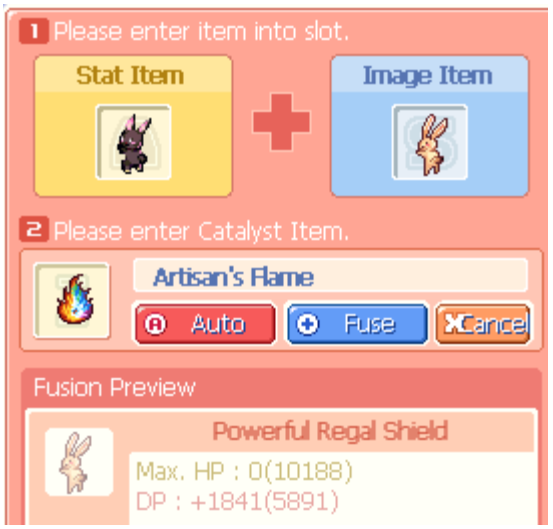
Pet Fusion

This service is used to modify the pet's appearance. The master pet will keep its stats and name, while receiving the image of student pet.
Student pet will be consumed.
You can undo the fusion on the website through the control panel (Defuse Item).

Erin's secret book is needed for pet fusion. Find it in Myshop.

Equipment fusion

Like the pet fusion. Here you can modify the appearance of any equipment, even boss uniques. Exception for 3 types of items that are equipped on Innerwear, Accessory (speed), Accessories 1 and 2 slots.



The service is done by Fusion Master Arlene, you can find her in almost all shops through the game.

Stat item will keep its stats and name, while receiving the image of the 2nd item.
Image item will be consumed.
You can undo the fuse on the website through the control panel (Defuse Item).

Artisan's Flame is required to do the fusion. Players can buy it from myshop.

4G Equipment

4G cards are obtained from **Eclipse** in Megalopolis shop.

4G Card 1: Gorgon Shard (x5) + 1 Million Galder Check (x60)

4G Card 2: Charybdis Shard (x5) + 1 Million Galder Check (x60)

4G Card 3: Scylla Shard (x5) + 1 Million Galder Check (x60)

4G Card 4: Hecate Shard (x5) + 1 Million Galder Check (x60)

4G Card 5: Chronos Shard (x3) + 1 Million Galder Check (x60)

All shards are obtained in Harkon Protector, check the harkon protector guide: https://guides.lifeto.co/t/shannis-harkon-defense-guide/30/4

You can get Chronos shards from Explorer Reina in Blooming Cora too, exchanging 3x of each shard + 1x harkon for it.

4G cards are exchanged for 4G equipment with **Rosemary** in Megalopolis.

4G card 1: Swords/Knives
4G card 2: Gun/staves
4G card 3: Hats
4G card 4: Shields
4G card 5: Capes

Solar Set

Nocturnal Set

Inferno Set

Silver Light Set

Light Set

Morte Set

Reyes Set

Weber Set

Aquarius Set

Tsunami Set

Nereus Set

Bronze Warrior Set

Tempest Set

White Darkness Set