

Last updated: April 17, 2020

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[[Introduction]]

Hi! I wanted to write a guide for beginners that are entirely new to the server, trying to reach their first Chronicle job 🤖

[[Gameplay Overview]]

[Basic Gameplay]

- Good guide here: http://emilchronicle.com/wiki/index.php/Getting_Started
- For easy Auto-Target (cursor snap), turn on the below setting in the Control section (hold shift to temporarily disable). This helps aiming skills at monsters/targets.



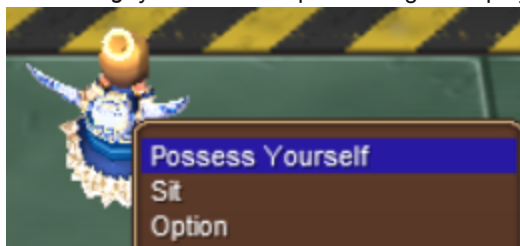
[Key Game Features]

Below are some key game features you should briefly understand if you are new to the game.

- **Element system:** ECO has defense and offense elements separated, meaning you can attack in water element, but your defense is fire element. Elemental modifiers can greatly impact damage inflicted and received. In ECO, water is WEAK against fire.
Fire>Water>Earth>Wind



- **Possession system and multi-clienting:** Unique to ECO. Characters can "possess" equipped gears and be carried around by other players. Certain self-target skills can be cast on the possessed player, creating very interesting combinations of gameplay between jobs! Certain skills cannot be used while possessing others.
Possessed: other players/characters possessing your gear
Possessing: your character possessing other player's gear



Stat Bonus from Possessing (with Expert JLv 30 Spirit skills - Archer Spirit, Elementalist Spirit...etc.)

Possessed Part	Right Hand	Left Hand	Accessory	Armor
P. ATK	14%	7%	8%	5%
M. ATK	14%	7%	8%	5%
Hit(M)	14%	6%	9%	5%
Hit(R)	14%	6%	9%	5%
Def (left)	3%	13%	7%	7%
M. Def (left)	3%	13%	7%	7%
Eva(M)	6%	5%	14%	8%
Eva(R)	6%	14%	7%	6%
Max HP	5%	7%	7%	14%
Max MP	5%	7%	7%	14%

Max SP	5%	7%	7%	14%
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- **Marionette system:** special item that allows players to transform into "marionettes" that have increased stats and HP/MP/SP regeneration. Cannot be used while possessed.
- **Golem system:** an item allowing to buy/sell items while offline. Created from marionette items.

These are only a few of ECO's many unique game features..!

[Recommended Jobs for Beginners]

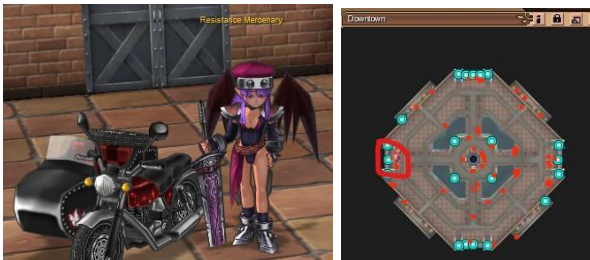
For a typical 4 job combo (multi-client):

- Archer (to Hawk Eye):
 - Blaze/Aqua/Terra/Zephyr Arrow (Archer): strong against the weak element
 - Supportive B/A/T/Z Arrow: modifies mob element. Greatly increases elemental damage modifier
- Warlock (to Soul Taker):
 - Dark element > all 4 nature elements. Dark Shield, Dark Weapon
 - Soul Sacrifice: most OP buff... triples physical/magic attack power, can be used while possessing others!
 - Life Absorption: absorbs HP from physical attacks (blocked when Soul Sacrifice is on)
- Shaman (to Astralist):
 - Elemental attack skills: strong single target skills and AoE
 - Elemental shield and weapon elemental endowment
 - Speed Enchantment (helps Attack Speed get to max 960!)
- Vates (to Cardinal): Heal... resurrect... the usual healer benefits. Heal-bombing is also a good way to speed level for beginners

If you want to prioritize two jobs, I would recommend Warlock and Archer. The above is just my experience/recommendation, let me know if you had success with other combinations!

[Useful NPC's]

- Resistance Mercenary (motorcycle chick - westside of Downtown Acropolis): transports you close to major towns and areas



- Guild Merchant: buy, sell, storage, in all major town maps

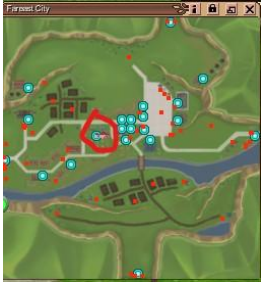


- Appraiser: identifies/appraises unappraised items
- Cafe Employee: for quests

[Maps and Access]

- **World Map:** [http://emilchronicle.com/wiki/index.php/World_Map_\(Acronia\)](http://emilchronicle.com/wiki/index.php/World_Map_(Acronia))
- **Acropolis East Bridge** - where many players gather, AFK and setup shops
- **Enigma Group** - good place to level from 70~90

Enigma Group: Downtown Resistance Mercenary (motorcycle chick) > Fareast City > enter secret house @ 94,114 > talk to NPC and respond with "Friend of Enigma Group" to receive "Enigma Group Pass" > go north of Fareast City > on the bridge, talk to Enigma Group Member and show the "Pass"

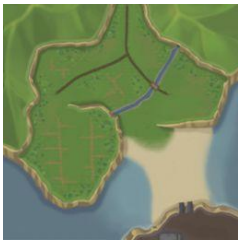


<secret house @ 94,114

Pirate Island (possibly min level 64 required): go to the biggest building in the Fortress, talk to Leader Buru. He will give you a medicine quest item. Go to the open door behind Buru and chose "Saint Island". Deliver the medicine to Buru's mother in the house on Saint Island. You will need to deliver messages between Buru and his mother one/two more times to finish this quest. After that, Buru will now offer you quests. You will have access to Pirate Island by choosing any of the last 3 quests, via the door behind Buru.



- **Undead Castle** - Downtown Resistance Mercenary (motorcycle chick) > Fareast City > go through southern portal > you should see the castle after crossing the beach



- **Water Layer**
- **Light Tower** - good place to level from 40~90

Getting to Light Tower: Downtown Resistance Mercenary (motorcycle chick) > Battleship Island > buy "Morg Land Pass" (5000G) from Black Marketeer > show Pass to Morg Border Guard > take the Morg gondola to quickly move to the westside of the city > enter Morg Merchant HQ > purchase Light Tower ticket from Billionaire Diermant (lvl * 100G) > enter the airship portal at the west end Morg City to arrive at Light Tower



Twinkle hunting zone: weak against Earth, good for fighter type leveling 40-70. Available on the southern "balcony" of the landing level and southern area outside the bottom level of the tower (circled in yellow).

Platinum hunting zone: slightly weak against Earth, good for fighter type and elementalist leveling 60-90. Available on the eastern "balcony" of the landing level and western area outside the bottom level of the tower (circled in blue). For elementalist, I recommend kiting the Hell Drivers far away from the zone, so you grind without triggering their "cast react". They will stay there until the server restarts 😊



- **Abyss Tower** (different from Abyss region)
- **Tiny Island, Titania Beach, Abyss region** (Emil Dragon)

[Other Guides]

How to Gamble/get a nekomata booster

Job change guides: http://emilchronicle.com/wiki/index.php/Job#Jobs_Table

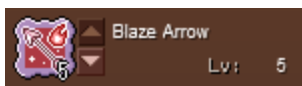
[[LEVELING]]

[Levels 1-15]

- Skip the tutorial when it gives you the option! Not worth doing...
- Fareast Main Street (one map west of East Cape): Go poke some Cuckoos and Pururus at East Cape or any maps around Acropolis (Motorcycle chick can take you there quickly)
- Job change (guide linked above)
- Archer: get INT to 30 and then focus on STR (until STR is 70)
- Warlock/Shaman/Vates: focus stats on MAG (until MAG is 70)

[Levels 16-30]

- Snov Fork: bring some HP and MP supplies. Mobs here will drop Mineral Water (SP+100). One-shot Kool and Crash Ice here (Archer's Blaze Arrow or Shaman's Fire Ball). User Terra Arrow against White Fangs.
- Archer: learn Blaze Arrow 5 > Bow Mastery 5 > Terra Arrow



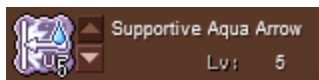
- Shaman: Wind Shield

- Start earning some money from Cafe quests to buy HP/MP/SP supplies: Kool Subjugation

[Levels 31-45]

[Levels 46-70]

- Light Tower - Twinkle zone (see Access guide above for directions). Bring HP, MP, and SP supplies.
- Use Archer's Terra Arrow to hit Twinkles here. You should be close to one-shotting Twinkles. Make sure to have Wind Shield on, Twinkle's Wind magic hits hard. Heal yourself with Potion Throw
- Striker: Support Aqua Arrow > Renowned Archer Stance > Potion Throw



- Job change to 2nd (Expert) Job, see guide linked in "Other Guides" section. Be patient and bring supplies on the quests!
- I would job change Elementalist to Enchanter and Cabalist to Necromancer at Job Level 30. After you learn the Spirit Skills, you can take 3 skills (1 skill per 10 job levels).
- Elementalist: Elementalist Spirit, Zen, Earth Fissure/Fiery Tempest
- Cabalist: Cabalist Spirit, two other skills whatever

[Levels 65-90]

- Light Tower - Platinum zone or Pirate Island (directions in "Access" section)
- User Support Aqua Arrow and then quickly spam Blaze Arrow. Platinum and Pirates all have 4500 HP, and low physical defense. You should be able to defeat mobs with one or two shots. Keep Wind Shield on for Platinums, their wind magic hits hard!!
- Pirate Island might be more efficient based on the density of mobs and it's easier to get to.
- Striker: Multi-arrow
- Enchanter: Water Up, Acid Mist

[Levels 90-99/Chronicle Reincarnation]

- It is a REAL grind..... If anyone has any good suggestions for this level range... let me know...

[[Equipment Guide]]



Platinum (near a merchant in the center of downtown)	
Product name	Event clear character
Form fee	48G
Poison needle	270G
poison	180G
Slow foot medicine	-----
Silence drug	
Confusion drug	
Fainting drug	
Taking assassin	18G
Choking gas	300G
a time bomb	600G
Landmines	600G
Flare gun	150G