



Event pokušení štěstěny / the temptation of fortune event

Výměnou za Coins of Luck, Mantry a Rune, či nákupem v In-game Shopu, získáš skvělé enchantovací svitky, různé potiony či Life Stones
In exchange for Coins of Luck, Mantras and Rune, or by shopping in the In-game Shop, get great Enchantment Scrolls, various Potions or Life Stones.

Item to open

Small fortuna box
Middle fortuna box
Large fortuna box
Small fortuna cube
Middle fortuna cube
Large fortuna cube

a,Has a chance to contain an Ancient Weapon Enchant Crystal or a Scroll: Enchant Weapon with 10 % improved success rate. Cannot be exchanged or dropped.\0
a,Has a chance to contain a high-grade Ancient Weapon Enchant Crystal or a Scroll: Enchant Weapon with 10 % improved success rate. Cannot be exchanged or dropped.\0
a,Has a chance to contain a Divine Weapon Enchant Crystal and a high grade Ancient Weapon Enchant Crystal. Cannot be exchanged or dropped.\0
a,Has a chance to contain a Ancient Armor Enchant Crystal and Armor Enchant Scroll with 10 % improved success rate. Cannot be exchanged or dropped.\0
a,Has a chance to contain a high grade Ancient Armor Enchant Crystal and Armor Enchant Scroll with 10 % improved success rate. Cannot be exchanged or dropped.\0
a,Has a chance to contain a Divine Armor Enchant Crystal and a high grade Ancient Armor Enchant Crystal. Cannot be exchanged or dropped.\0

Reward

Scroll: Enchant Weapon (D-Grade)

a,10 % increase in enchant success rate. \nAttack power for D-grade sword, one-handed blunt, one-handed dagger, spear, other swords, two-handed sword, two-handed blunt, dualsword, and combat/two-handed weapons increases by 2 when enchanted. Attack power for bow weapons increases by 4. Magic power for all weapons increases by 2. Attack and magic power increase two times after +4. No exchange/drop are allowed.\0

Scroll: Enchant Weapon (C-Grade)

a,10 % increase in enchant success rate. \nAttack power for C-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0

Scroll: Enchant Weapon (B-Grade)

a,10 % increase in enchant success rate. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0

Scroll: Enchant Weapon (A-Grade)

a,10 % increase in enchant success rate. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0

Scroll: Enchant Armor (D-Grade)

a,10 % increase in enchant success rate. \nDefense power for D-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0

Scroll: Enchant Armor (C-Grade)

a,10 % increase in enchant success rate. \nDefense power for C-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0

Scroll: Enchant Armor (B-Grade)

a,10 % increase in enchant success rate. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0

Scroll: Enchant Armor (A-Grade)

a,10 % increase in enchant success rate. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0

Ancient Weapon Enchant Crystal (B-Grade)

a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0

Ancient Weapon Enchant Crystal (A-Grade)

a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0

Ancient Armor Enchant Crystal (B-Grade)

a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0



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| Ancient Armor Enchant Crystal (A-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| Divine Weapon Enchant Crystal (B-Grade) | a,Enchant success rate is 100%. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| Divine Weapon Enchant Crystal (A-Grade) | a,Enchant success rate is 100%. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| Divine Armor Enchant Crystal (B-Grade) | a,Enchant success rate is 100%. \nDefense power for Grade B armor or accessory increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| Divine Armor Enchant Crystal (A-Grade) | a,Enchant success rate is 100%. \nDefense power for Grade A armor or accessory by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |
| High + or Top Grade Life Stones 46-70 level | a,A mineral that has been petrified by a creature's physical or magical damage. |

Small fortuna box

| chance in % | name | description |
|-------------|---|---|
| 10,000 | High-Grade Life Stone - Level 46 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 46 and above.\0 |
| 8,300 | High-Grade Life Stone - Level 49 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 49 and above.\0 |
| 6,900 | High-Grade Life Stone - Level 52 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 52 and above.\0 |
| 2,000 | Top-Grade Life Stone - Level 46 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 46 and above.\0 |
| 1,700 | Top-Grade Life Stone - Level 49 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 49 and above.\0 |
| 1,400 | Top-Grade Life Stone - Level 52 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 52 and above.\0 |
| 20,600 | Scroll: Enchant Weapon (D-Grade) | a,10 % increase in enchant success rate. \nAttack power for D-grade sword, one-handed blunt, one-handed dagger, spear, other swords, two-handed sword, two-handed blunt, dualsword, and combat/two-handed weapons increases by 2 when enchanted. Attack power for bow weapons increases by 4. Magic power for all weapons increases by 2. Attack and magic power increase two times after +4. No exchange/drop are allowed.\0 |
| 14,020 | Scroll: Enchant Weapon (C-Grade) | a,10 % increase in enchant success rate. \nAttack power for C-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 6,200 | Scroll: Enchant Weapon (B-Grade) | a,10 % increase in enchant success rate. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 0,900 | Ancient Weapon Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0 |
| 3,200 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 6,400 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 5,800 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 12,800 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |



Middle fortuna box

| chance in % | name | description |
|-------------|---|---|
| 9,100 | High-Grade Life Stone - Level 55 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 55 and above.\0 |
| 7,900 | High-Grade Life Stone - Level 58 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 58 and above.\0 |
| 6,600 | High-Grade Life Stone - Level 61 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 61 and above.\0 |
| 1,800 | Top-Grade Life Stone - Level 55 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 55 and above.\0 |
| 1,600 | Top-Grade Life Stone - Level 58 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 58 and above.\0 |
| 1,300 | Top-Grade Life Stone - Level 61 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 61 and above.\0 |
| 27,300 | Scroll: Enchant Weapon (C-Grade) | a,10 % increase in enchant success rate. \nAttack power for C-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 9,000 | Scroll: Enchant Weapon (B-Grade) | a,10 % increase in enchant success rate. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 5,000 | Scroll: Enchant Weapon (A-Grade) | a,10 % increase in enchant success rate. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 0,900 | Ancient Weapon Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0 |
| 0,300 | Ancient Weapon Enchant Crystal (A-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0 |
| 3,800 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 7,500 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 5,600 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 12,500 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |

Large fortuna box

| chance in % | name | description |
|-------------|----------------------------------|--|
| 9,800 | High-Grade Life Stone - Level 64 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 64 and above.\0 |
| 8,100 | High-Grade Life Stone - Level 67 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 67 and above.\0 |
| 6,800 | High-Grade Life Stone - Level 70 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 70 and above.\0 |
| 2,000 | Top-Grade Life Stone - Level 64 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 64 and above.\0 |
| 1,600 | Top-Grade Life Stone - Level 67 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 67 and above.\0 |
| 1,400 | Top-Grade Life Stone - Level 70 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 70 and above.\0 |
| 27,000 | Scroll: Enchant Weapon (B-Grade) | a,10 % increase in enchant success rate. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 15,000 | Scroll: Enchant Weapon (A-Grade) | a,10 % increase in enchant success rate. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |



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| 0,800 | Ancient Weapon Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0 |
| 0,300 | Ancient Weapon Enchant Crystal (A-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. Cannot be exchanged or dropped.\0 |
| 0,008 | Divine Weapon Enchant Crystal (B-Grade) | a,Enchant success rate is 100%. \nAttack power for B-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 3 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 4. Attack power for bow weapons increases by 6. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 0,003 | Divine Weapon Enchant Crystal (A-Grade) | a,Enchant success rate is 100%. \nAttack power for A-grade sword, one-handed blunt, one-handed dagger, spear, and other weapons increases by 4 when enchanted. Attack power for sword, two-handed blunt, two-handed dualsword, and combat and dual-handed weapons increases by 5. Attack power for bow weapons increases by 8. Magic power for all weapons increases by 3. Attack and magic power increase two times after +4. No exchange/drop available\0 |
| 3,750 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 7,500 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 4,500 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 12,500 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |

Small fortuna cube

| chance in % | name | description |
|-------------|---|---|
| 9,500 | High-Grade Life Stone - Level 46 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 46 and above.\0 |
| 7,900 | High-Grade Life Stone - Level 49 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 49 and above.\0 |
| 6,600 | High-Grade Life Stone - Level 52 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 52 and above.\0 |
| 1,900 | Top-Grade Life Stone - Level 46 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 46 and above.\0 |
| 1,600 | Top-Grade Life Stone - Level 49 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 49 and above.\0 |
| 1,300 | Top-Grade Life Stone - Level 52 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 52 and above.\0 |
| 20,200 | Scroll: Enchant Armor (D-Grade) | a,10 % increase in enchant success rate. \nDefense power for D-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 13,800 | Scroll: Enchant Armor (C-Grade) | a,10 % increase in enchant success rate. \nDefense power for C-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 6,100 | Scroll: Enchant Armor (B-Grade) | a,10 % increase in enchant success rate. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 0,700 | Ancient Armor Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| 3,500 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 6,900 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 6,300 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 13,900 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |

Middle fortuna cube

| chance in % | name | description |
|-------------|----------------------------------|---|
| 9,500 | High-Grade Life Stone - Level 55 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 55 and above.\0 |
| 8,300 | High-Grade Life Stone - Level 58 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 58 and above.\0 |
| 6,900 | High-Grade Life Stone - Level 61 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 61 and above.\0 |
| 1,900 | Top-Grade Life Stone - Level 55 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 55 and above.\0 |



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| 1,700 | Top-Grade Life Stone - Level 58 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 58 and above.\0 |
| 1,400 | Top-Grade Life Stone - Level 61 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 61 and above.\0 |
| 26,500 | Scroll: Enchant Armor (C-Grade) | a,10 % increase in enchant success rate. \nDefense power for C-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 8,800 | Scroll: Enchant Armor (B-Grade) | a,10 % increase in enchant success rate. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 4,900 | Scroll: Enchant Armor (A-Grade) | a,10 % increase in enchant success rate. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 0,900 | Ancient Armor Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| 0,300 | Ancient Armor Enchant Crystal (A-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| 3,800 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 7,500 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 5,600 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 12,500 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |

Large fortuna cube

| chance in % | name | description |
|-------------|---|---|
| 9,600 | High-Grade Life Stone - Level 64 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 64 and above.\0 |
| 8,000 | High-Grade Life Stone - Level 67 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 67 and above.\0 |
| 6,700 | High-Grade Life Stone - Level 70 | a,A high-grade mineral that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 70 and above.\0 |
| 1,900 | Top-Grade Life Stone - Level 64 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 64 and above.\0 |
| 1,600 | Top-Grade Life Stone - Level 67 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 67 and above.\0 |
| 1,300 | Top-Grade Life Stone - Level 70 | a,The highest-grade mineral available that has been petrified by a creature's physical or magical damage. Key component used in weapon Augmentation by characters level 70 and above.\0 |
| 26,300 | Scroll: Enchant Armor (B-Grade) | a,10 % increase in enchant success rate. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 14,600 | Scroll: Enchant Armor (A-Grade) | a,10 % increase in enchant success rate. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 0,700 | Ancient Armor Enchant Crystal (B-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for B-grade armor and accessories increases by 1. It increases by 3 after +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| 0,200 | Ancient Armor Enchant Crystal (A-Grade) | a,10 % increase in enchant success rate. \nWhen enchant fails, the existing enchant value is retained. \nDefense power for A-grade armor and accessories increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. Cannot be exchanged or dropped.\0 |
| 0,006 | Divine Armor Enchant Crystal (B-Grade) | a,Enchant success rate is 100%. \nDefense power for Grade B armor or accessory increases by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 0,002 | Divine Armor Enchant Crystal (A-Grade) | a,Enchant success rate is 100%. \nDefense power for Grade A armor or accessory by 1 and by 3 starting from +4. It can safely be enchanted up to +3. For one-piece armor, it can safely be enchanted up to +4. No exchange/drop available\0 |
| 4,000 | High grade potion which improves attack speed | a,Magic potion which increases attack speed by 33%. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 7,900 | Greater Haste Potion | a,Magic potion which increases moving speed by 33. It is very light. Cannot be exchanged, dropped, or sold. Item to be stored in a private warehouse.\0 |
| 4,800 | Quick Healing Potion | a,Magic potion that instantly recovers HP by 435. No reuse time. Cannot be exchanged, dropped, or sold.\0 |
| 13,200 | Greater Healing Potion | a,Magic potion which quickly recovers HP. Lasts for 15 seconds. No exchange/drop/sale available\0 |