

Complete an Apprenticeship

Short Description

1. A Master and an apprentice can start an apprenticeship together.

	Master	Apprentice
Conditions	<ol style="list-style-type: none">1. You must have played through the 'Elios Master Qualification' quest.2. Character level 70+	<ol style="list-style-type: none">3. You cannot have a character with level 70+ on your account.4. Your character's level must be below 70.

2. When in an apprenticeship together, Master and apprentice will get perks for playing together in the same group.

Master	<p>In a group with the apprentice:</p> <ul style="list-style-type: none">- Consumption of Will Points Will Points won't be used in the field or in the dungeon- Regeneration of Will Points Also, the apprentice will not regenerate Will Points from defeating monsters.
Apprentice	<p>In a group with your Master:</p> <ul style="list-style-type: none">- The apprentice will get a 50% bonus to the EXP they collect.- If the apprentice and the master are both playing the same character, then the EXP bonus is increased by another 30% (total of +80%).- If the apprentice and the master are also playing the same class, then the EXP bonus is increased by another 20% (total of +100%).

3. Special quests will be added for the apprenticeship.

Details

- ① The following circumstances will prevent the [Enter Apprenticeship] button from being displayed after right-clicking a character:
- 1) You already have an apprentice.

- 2) You already have a Master.
- 3) This character cannot become a Master or an apprentice.

- ② Once the apprenticeship has been entered, neither player can rescind it for 48 hours. If the apprenticeship is rescinded after this time, then neither character can take on a new apprentice nor ask a new master for a certain time (per character).

Scenario 1 - Master clicks on 'Rescind Apprenticeship': The master must wait at least 2 hours and up to a maximum of 24 hours.

Scenario 2 - Apprentice clicks on 'Rescind Apprenticeship': The apprentice must wait 2 hours before asking a new master.

Scenario 3 - The apprenticeship is rescinded because the apprentice has reached level 70: Neither the master nor the apprentice have to wait.

- ③ An appropriate message will be displayed when a player that has an active apprenticeship logs in.
- ④ You can send a request for a master via the interface (cooldown 60 sec.).
- ⑤ When in an apprenticeship together, each player can summon their apprentice/master to themselves, wherever they are (no cooldown).
(Only possible in the same channel and in Village/Rest Area/Hot Springs, not possible in Guild Headquarters.)

Master Qualification Quest

Category	Details
Start Requirements	The player must have at least one character at level 99 (Solace/Gajar together).
Completion Requirements	Can only be completed at level 99.
Quest Type	Once per account (regardless of server)
Quest Name	Elios Master Qualification
Contents	► Play through Secret Dungeon 5x, Hero Dungeon 5x, Dark Portal 5x

	▶ Use CoBo Express 5x
	▶ Upgrade to level 6, collect 20x Magic Crystal
	▶ Win in PvP 3x
	▶ Collect 20x Roast Fish, 20x Water Spirit Potion pull

Added an Epic Quest with which the player can take their own master qualification exam.

Once a player has played through this quest they can make every character that has completed the 2nd Class Change and is level 70+ in their account a master.

Special quests for Masters

Category	Start NPC	Quest Name	Contents	Quest Type	Reward
Dungeon	Storybook (Book icon)	Master: Special Improvement Training	Play through dungeon with a matching level for the Apprentice 30x	Repeat	1x Elia's Blessing (7 days)
PvP	Storybook (Book icon)	Master: Great Teamwork	3x 1v1 PvP with Apprentice	Repeat	1x Elia's Blessing (7 days)
Class Change	Storybook (Book icon)	Master: The First Step on the Way to the Top	Collect 1x Beginner Insignia	Repeat	1x [CoBo] Potion of Resolve
	Storybook (Book icon)	Master: The Joy of Improving	Collect 3x Improvement Insignia	Repeat	1x Elia's Blessing (7 days)

1. The master quests are repeat quests.
2. The quests are also visible when you're not currently in an active apprenticeship.

Item Name	Description	Category	Account Bank	Trade	Sell
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Beginner Insignia	An insignia for masters who have accompanied their apprentices to the 1st class change.	Quest Item	X	X	O
Improvement Insignia	An insignia for masters who have accompanied their apprentices to the 2nd class change.	Quest Item	X	X	O

Special quests for Apprentices

Category	Quest Name	Contents	Conditions	Quest Type	Reward
Dungeon	Apprentice: Starting an easy fight	Play through Elder dungeon with your Master 2x	Level 10 - 19	Once	10x [CoBo] Recovery Potion
	Apprentice: How to overcome obstacles	Play through Besma dungeon with your Master 3x	Level 20 - 29	Once	30x [CoBo] Recovery Potion
	Apprentice: How to fight Nasod	Play through Altera dungeon with your Master 4x	Level 30 - 39	Once	Cube containing Resurrection Stones (10)
	Apprentice: How to fight Demons	Play through Peita/Belder dungeon with your Master 5x	Level 40 - 49	Once	1x [CoBo] Potion of Resolve
	Apprentice: Underwater fight	Play through Hamel dungeon with your Master 6x	Level 50 - 59	Once	Cube containing Resurrection Stones (20)
	Apprentice: New fighting techniques with the aid of the wind	Play through Sander dungeon with your Master 7x	Level 60 - 69	Once	2x [CoBo] Potion of Resolve
	Apprentice: Random Mission Challenge	Complete Random Mission with your Master 20x	Level 20+	Once	10x [CoBo] Potion of Resolve

	Apprentice: Protect Elios!	Play through Dark Portal with your Master 10x	Level 35+	Once	50x Vitality Potion
PvP	Apprentice: Great Teamwork	3x 1v1 PvP against Master	Level 10+	Once	10x [CoBo] Recovery Potion
	Apprentice: Excellent Teamwork	1x win in 1v1 PvP against Master	Level 10+	Once	Glorious Warrior's Complete Set Cube with new PvP accessories (7 days)

1. Each apprentice quest can only be played through 1x with each character. (They are not repeat quests.)
2. The quests can only be played if you are currently in an active apprenticeship with someone (Always able to accept).
3. Once you reach level 70, you can no longer play through these quests, even if you're currently part way through playing one.

Elia's Blessing

Item Name	Description	Category	Use	Account Bank	Trade	Sell
Elia's Blessing (7 days)	The creator Elia gives the adventurers power with her blessing. Gives the active character +5 Resonance Grade for 7 days upon use. Only for characters who have unlocked the Resonance Grade. (Can be increased from the current point in time up to a max. of 30 days.)	Special	Right-click to use.	X	X	X

Elia's Blessing can only be used by characters who have unlocked the Resonance Grade.

(This includes characters who unlocked the Resonance Grade via the shop item 'Writings on Eldrit Resonance'.)

You can invest the 5 points you receive from Elia's Blessing as shown in the interface above.

(If there are no points available to be invested, then the points window is not displayed. See above: 'Activation probability for all attributes +0.2%'.)

If you invest points in the same buff twice, then its duration is increased. (Example: Investing in 'Transcendence Skill Damage +0.35%' -> Investing in 'Transcendence Skill Damage +0.35%' again)
If you invest points in different buffs, the duration of each buff is 7 days. (Example: Investing in 'Transcendence Skill Damage +0.35%' -> Investing in 'Defence and Magic Defence +5')

You will not regain any temporary points that you received from Elia's Blessing via regular point-reset items.

Eldrit Resonance Grade Reset Writ (Resets the corresponding category): You will regain all points that you invested into this category, apart from those received from Elia's Blessing.

Eldrit Resonance Grade Reset Coins (single reset): You will regain points you invested in the order in which you invested them, apart from those received from Elia's Blessing.

This is an item that is applied to each character.

Completing the Apprenticeship

Once the apprentice reaches level 70, their apprenticeship is automatically marked as complete via their Master.

The active apprenticeship ends immediately and the apprentice receives their 'Graduate Insignia' via post.

This post is deleted automatically 7 days after the apprenticeship is completed.

Title Options
Attack +10% (for dungeons)
Magic attack +10% (for dungeons)
Attack speed +5% (for dungeons)
Critical hit +10%

Achievements

5 new achievements have been added.

Achievement Name	Requirements	Reward	Grade (Number of	Achievement
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			stars)	Points
I'm a Master!	Use Elia's Blessing 1x	1x Elia's Blessing (7 days)	1	10
Keep improving yourself!	Use Elia's Blessing 5x	2x Elia's Blessing (7 days)	2	20
Ensnared by the Resonance Grade	Use Elia's Blessing 10x	3x Elia's Blessing (7 days)	3	30
No one can stop my lessons!	Use Elia's Blessing 50x	4x Elia's Blessing (7 days)	4	40
I live to teach!	Use Elia's Blessing 100x	5x Elia's Blessing (7 days)	5	50