

# Fairyland Guide

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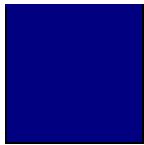
## 5. Try It First

### 5.1 Normal Skills

#### 5.1.1 Warrior Skills

Warrior Skills						
Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
Impact	Warrior Lv1	Impact	Apprentice Warrior	10	In Combat	Increases damage by using impact skill for the first turn, but your dodge decreases for the next turn. Meanwhile, blocking with shield is unavailable.
		Rush	Impact Lv20	15	In Combat	Increases damage by using rush skill for the first turn, but your dodge decreases for the next turn. Meanwhile, blocking with shield is unavailable. However, your target might be immobilized for the next turn.

		Charge	Impact Lv40	20	In Combat	Increases damage by using charge skill for the first turn, but your dodge decreases for the next turn. Meanwhile, blocking with shield is unavailable. Nevertheless, your target might be immobilized for the next turn.	
	<b>Shield</b>	Warrior Lv1	Block	Apprentice Solider	0	Automatic	When encountering attack, block skill helps to block any attack with a shield.
			Protection	Shield Lv15	5	In Combat	There's a chance to counter the enemy's attack for the targeted party member by using the shield. If fails, damage will be taken by the user.
			Shield Strike	Shield Lv30	0	Automatic	Shield Strike causes damage to the attacker if shield block works.
<b>Combo</b>	Warrior Lv10	Double Combo	Apprentice Warrior	10	In Combat	Conducts 2 times consecutive physical attacks.	
		Triple Combo	Combo Lv15	15	In Combat	Conducts 3 times consecutive physical attacks.	

	Quadruple Combo	Combo Lv30	20	In Combat	Conducts 4 times consecutive physical attacks.
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Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
Sword Skill	Swordsman Lv10	Sword Skill	Apprentice Swordsman	0	Automatic	Increases more damages with a sword.
		Flying Sword	Swordsman Lv15	10	In Combat	Increases double damages with a sword.
		Windy Sword	Swordsman Lv30	15	In Combat	Increases triple damages with a sword.
Advanced Sword Skill	Sword Sage Lv60	Quaker	Sword Sage Lv60	25	In Combat	Slams down the sword on a target with all the spirit's power.
		Air Sword	Sword Sage Lv65	35	In Combat	Conducts a powerfully devastating strike while wielding your sword.
		Draco	By Quest Lv 70	40	In Combat	Conducts a dizzying dragon towards to the enemy.
Special Skill		Counter	Sword Sage Lv60	50	In Combat	Find and attack your enemy's weak point with a counterattack when he strikes. He cannot defend himself at the first shot.

Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
<b>Blade Skill</b>	Baldesman Lv10	Blade Skill	Apprentice Bladesman	0	Automatic	Increases more damage with a blade.
		Lightning Blade	Bladesman Lv15	10	In Combat	Increases more damage to a row of enemies with a blade.
		Slashing Blade	Bladesman Lv30	15	In Combat	Generates much more damage to a row of enemies with a blade.
<b>Advanced Blade Skill</b>	Blade Master Lv60	Blade Wave	Blade Master Lv60	25	In Combat	Sends a wave of energy, and inflict considerable damage.
		Air Blade	Blade Master Lv65	35	In Combat	Wields the powerful blade, and causes great damage to your enemies in the same row.
		Phoenix	By Quest Lv 70	40	In Combat	Your blade can be wielded like phoenix spread the wings. Increases great damage and also improve your hit chance.
<b>Special Skill</b>			Blade Master Lv60	50	In Combat	Forfeits action for a round to attack with greater strength in the next upcoming rounds.

Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
Axe Skill	Axeman Lv10	Axe Skill	Apprentice Axeman	0	Automatic	Increases more damage with an axe.
		Windy Axe	Axeman Lv15	10	In Combat	Inflicts much more damage with an axe. Also, decreases target's dodge chance after a successful attack.
		Thunder Axe	Axeman LV30	15	In Combat	Generates considerably more damage with an axe. Also, decreases target's dodge chance after a successful attack.
Berserker	Lv60	Axe Rain	Berserker Lv60	40	In Combat	Increases damage with higher hit rate to a target and also those nearby.
		Axe Flash	Berserker Lv65	60	In Combat	Your target's defense will be useless while under lighten attack. There's a chance to make him dizzy for a few rounds.
		Haymaker	By Quest Lv 70	60	In Combat	Your target's defense and resistance will be useless while under Haymaker attack

<p style="text-align: center;"><b>Special Skill</b></p>	<p style="text-align: center;">Sure Hit</p>	<p style="text-align: center;">Berserker Lv60</p>	<p style="text-align: center;">25</p>	<p style="text-align: center;">In Combat</p>	<p>Forfeits action for a round with greater hit rate in the next upcoming rounds. Even mirage is useless against this special spell.</p>
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## 5.1.2 Journeyman Classes

Journeyman Classes						
Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
Speed	Journeyman lv1	Acceleration	Apprentice Journeyman	5	In Combat	Increases the Hit Rate in a single combat.
		Illusion	Speed Lv15	10	In Combat	Increase the Dodge in a single combat.
		Mirage	Speed Lv30	20	In Combat	Will not be hit in the next successful strike.
Dodge	Journeyman lv1	Play Dead	Apprentice Journeyman	5	In Combat	Plays dead that makes your enemy is unable to attack you, but you cannot hit him also. When your team has only one member left in a single combat, you fail.
		Hide	Dodge Lv15	10	In Combat	If successful, you will not be attacked for a few rounds, but you still can use items and conduct attack or dodge.
		Invisibility	Dodge lv30	20	In Combat	If successful, you will disappear for a few rounds, but still can conduct all activities.

Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
<b>Fist</b>	Martial Artist lv10	Fist	Apprentice Martial Artist	0	Automatic	Increases the power of an unarmed attack.
		Breaking Fist	Martial Artist Lv15	10	In Combat	Increases the damage and Hit Rate in combat. Martial Artists available only.
		Smashing Fist	Martial Artist Lv30	15	In Combat	Attacks a target, and randomly attacks a second one. Martial Artist available only.
<b>Advanced Fist</b>	Kung Fu Master Lv60	FistBust	Kung Fu Master Lv60	25	In Combat	The devastating power of Fist attack. Target's dodge is unavailable.
		FistWave	Kung Fu Master Lv63	35	In Combat	The devastating power of Fist attack that strikes 3 enemies at the same time.
		Qi Fist	By Quest Lv 50	50	In Combat	The most powerful fist skill which inflicts a completely real illusion to distract the target when you attack.
<b>Force</b>	Martial Artist lv10	Lesser Healing force	Apprentice Martial Artist	5	Dual Purpose	Spends your Magic points to recover a little Hit Points.
		Healing Force	Force Lv15	10	Dual Purpose	Spends your Magic Points to recover some of Hit Points.
		Greater Healing Force	Force Lv30	30	In Combat	Spends your Magic Points to recover great Hit Points.

<b>Advanced Qi</b>	Kung Fu Master Lv60	Qi Flow	Kung Fu Master Lv60	15	Dual Purpose	Spends your Magic points to recover considerable Hit Points.
		Qi Heal	Kung Fu Master Lv65	15	Usually	Spends your Magic Points to recover efficient Hit Points. (Not available in combat)
		Morale	By Quest Lv 70	40	In Combat	Your party members increase the attack power by you for a few rounds. But ineffective on pets.
<b>In Combating Will</b>	Martial Artist lv10	Concentration	Apprentice Martial Artist	5	In Combat	Increases the Hit Rate and Dodge in a single combat.
		Rage	In Combating Will Lv15	10	In Combat	Increases more damage and Hit Rate in a single combat.
		Fury	In Combating Will Lv30	20	In Combat	Increases greater defense and damage in a single combat.
<b>Fist</b>	Beastmaster Lv10	Fist	Apprentice Beastmaster	0	Automatic	Increases the power of an unarmed attack.
<b>Whip</b>	Beastmaster Lv10	Whip	Apprentice Beastmaster	0	Automatic	Increases the power of whip attack.
<b>Beastlore</b>	Beastlord Lv10	Ensnare	Apprentice Beastmaster	0	Automatic	Increases the chance of capturing a beast.
		Observe	Beastlore Lv15	5	In Combat	All enemy pets' Hit Points come to light.
		Entrap	Beastlore Lv30	10	In Combat	Greatly increases the chance of capturing a beast.

<b>Expert Beast Lore</b>	Beastlord Lv60	Tame	Beastlord Lv60	15	In Combat	Increases the chance of capturing the target beast for a few rounds.
		Spur	Beastlord Lv63	30	In Combat	Increases the pet's strike power for a few rounds in the party.
		Merge	By Quest Lv 68	30	In Combat	Merge with your pet to attack all enemies in combat. Your pet might run out of half HP.
<b>Animal Training</b>	Beastmaster Lv10	Whip	Apprentice Beastmaster	0	Automatic	Increases the pet's dodge and Hit Rate automatically.
		Strengthen	Animal Training Lv15	10	In Combat	Increases your own pet's attack power in combat.
		Companion	Animal Training Lv30	20	In Combat	Increases the Dodge and Hit Rate of anyone's pet in combat.
<b>Expert Animal Training</b>	Beastlord Lv60	Synchrony	Beastlord Lv60	25	In Combat	Synchronizes your attack with your pet that increases more power and Hit Rate in combat.
		Primal	Beastlord Lv65	40	In Combat	Increases great power for all pets in combat.
		Unleash	By Quest	40	In Combat	Conducts all the in combating pets in a joint attack at one time.
<b>Fist</b>	Trader Lv10	Fist	Apprentice Trader	0	Automatic	Increases the power of an unarmed attack.
<b>Advanced Accounting</b>	Trader Lv10	Abacus	Apprentice Trader	0	Automatic	Increases the power of an Abacus attack.

<b>Trading</b>	Trader Lv10	Bribe	Apprentice Trader	5	In Combat	If successful, it gives you success in defeating the target in combat. Price is the level of the enemy x20. But ineffective in PK.
		Treachery	Trading Lv15	10	In Combat	If successful, it gives you success in defeating the enemy party in combat. Price is the level of the enemy x40. But ineffective in PK.
		Bargaining	Trading Lv30	0	Automatic	Gets lower price while buying, higher price while selling.
<b>Coin Strike</b>	Merchant Prince Lv60	Cash	Coin Strike Lv1	5	In Combat	Attacks the target with your coins.
		Cash Flow	Coin Strike Lv15	5	In Combat	Attacks the target with a lot of your coins.
		Cash Rain	Coin Strike Lv30	5	In Combat	Attacks the target with great coins.
<b>Disguise</b>	Merchant Prince Lv60	Fool	Disguise Lv1	40	In Combat	Plays fool to distract your enemy. So that he fumbles with his current action.
		Innocent	Disguise Lv15	50	Usually	Decreases the chance of encountering enemies.
		Magnet	Disguise Lv30	50	Usually	Increases the chance of encountering enemies.

<b>Collecting</b>	Trader Lv10	Fortune	Apprentice Merchant Prince	0	Automatic	Increases the sum of money received for the whole party after combat.
		Looting	Collecting Lv15	0	Automatic	Increases the chance of gaining items for the whole party after combat.
		Picking	Collecting Lv30	0	Automatic	Gets a chance of discovering items while walking around.

### 5.1.3 Diviner Classes

Diviner Classes						
Skill Name	Skill Level	Icon	Level Requirement	Mana Cost	Condition	Details
<b>Magic Wand</b>	Diviner Lv1	Magic Wand	Apprentice Diviner	0	Automatic	Increases damage with a Magic Wand.
<b>Prayer</b>	Diviner Lv1	Prayer	Apprentice Diviner	0	Usually	Recovers Magic Points by losing some Hit Points.
<b>Element Control (EC)</b>	Mage Lv10	Element Control (EC)	Apprentice Mage	0	Automatic	Increases element magic type effect.
<b>Light Magic (LM)</b>	Acolyte of Light Lv10	Light Magic (LM)	Apprentice Acolyte of Light	0	Automatic	Increases Light Magic Effect.
<b>Dark Magic</b>	Acolyte of Dark Lv10	Dark Magic	Apprentice Acolyte of Dark	0	Automatic	Increases Dark Magic Effect.

## 5.2 Magical Skills

### 5.2.1 Metal Spells

Metal Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Spiritual Blade	5	10	In Combat	One Enemy	Element Control	Mage	Attacks an individual targets with an Attack Spell. (Dealing Metal Damage)
Golden Flash	24	15	In Combat	One Enemy	Divine Guardianship	Mage	Lowers target hit rate by dazing it in a metallic flash.
Spiritual Lance	36	35	In Combat	A Row of Enemies	Element Control	Mage	Attacks a row of targets with an Attack Spell. (Dealing Metal Damage)
Blade Crush	53	40	In Combat	One Enemy	Element Control	Archmage	Attacks an individual targets with an Attack Spell.
Summon Mars	By Quest	170	In Combat	One Enemy	Element Control	Archmage	Attacks a single target, dealing metallic damage. (One hit KO Spell)



## 5.2.2 Wood Spells

Wood Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Timber Strike	1	8	In Combat	One Enemy	Element Control	Mage	Conjures an element hammer to attack.
Silence	5	8	In Combat	One Enemy	Divine Guardianship	Mage	Harasses a target so that it may not cast spells.
Forest Strike	36	35	In Combat	A Row of Enemies	Element Control	Mage	Attacks a row of targets with an Attack Spell. (Dealing Wood Damage)
Wood Skin	59	30	In Combat	One Party	Element Control	Archmage	Increases the defense of a target.
Timber StrikeX	62	100	In Combat	One Enemy	Element Control	Archmage	Attacks an individual targets with an Attack Spell. (Dealing Wood Damage)

### 5.2.3 Water Spells

Water Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Dancing Fountain	5	8	In Combat	One Enemy	Divine Guardianship	Mage	Envelopes a target away by conjuring a water element.
Whirlpool	12	15	In Combat	One Enemy	Divine Guardianship	Mage	Carries the target with water, weakening its attack.
Blizzard	24	35	In Combat	A Row of Enemies	Element Control	Mage	Attacks a row of targets with an attack spell.
Ice Spike	56	60	In Combat	One Enemy	Element Control	Archmage	Deals water damage to the enemy.
Ice Dragon	By Quest	120	In Combat	A Row of Enemies	Element Control	Archmage	Attacks a row of targets with an Attack Spell. (Dealing Water Damage)

## 5.2.4 Fire Spells

Fire Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Fireball	12	15	In Combat	A Row of Enemies	Element Control	Mage	Attacks a row of targets with an Attack Spell. (Dealing Fire Damage)
Flame Hail	24	35	In Combat	All Enemies	Element Control	Mage	Attacks complete mobs with an Attack Spell. (Dealing Fire Damage)
Inferno	36	35	In Combat	OA Row of Enemies	Element Control	Mage	Attacks a row of targets with an Attack Spell. (Dealing Fire Damage)
Blood Boil	50	70	In Combat	One Enemy	Element Control	Archmage	Attacks an individual targets with an Attack Spell. (Dealing Fire Damage)
Vulcan	By Quest	150	In Combat	A Row of Enemies	Element Control	Archmage	Attacks a row of targets with an Attack Spell. (Dealing Fire Damage)

## 5.2.5 Earth Spells

Earth Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Home Portal	1	15	Usually	All Parties	Divine Guardianship	Mage	Open up a portal that leads home.
Avalanche	12	20	In Combat	A Row of Enemies	Element Control	Mage	Attacks a row of targets with an Attack Damage.
Wrath of the Land	36	40	In Combat	All Enemies	Element Control	Mage	Attacks complete mobs with an Attack Spell. (Dealing Earth Damage)
Rocky Spike	65	80	In Combat	One Enemy	Element Control	Archmage	Attacks an individual targets with an Attack Spell. (Dealing Earth Damage)
Rock Demon	By Quest	130	In Combat	A Row of Enemies	Element Control	Archmage	Attacks a row of targets with an Attack Spell. (Dealing Earth Damage)

## 5.2.6 AOL Spells

AOL Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
Recovery	1	10	Dual Purpose	One Party	Light Magic	AOL	Heals your wounds.
Bless	5	8	In Combat	One Party	Light Magic	AOL	Recovers hit points gradually with time.
Bridge of Light	10	10	Usually	All Parties	Light Magic	AOL	Attacks a row of targets with an Attack Damage.
Revive	15	30	In Combat	One Party	Light Magic	AOL	Recovers the target from unconsciousness.
Holy Word	20	20	In Combat	One Enemy	Light Magic	AOL	Recites the words of the god of light. Especially effective against enemies aligned with the force of darkness.
Guardianship	30	10	In Combat	One Party	Light Magic	AOL	Protects target from evil curses.
Rainbow Bridge	40	40	Usually	All Parties	Light Magic	AOL	Travels anywhere in the land with this spell. 3 locations can be random set for instant teleportation.
Holy Light	45	20	Dual Purpose	One Party	Light Magic	AOL	Heals a single target.
Holy Blast	45	25	In Combat	Cross Shaped	Light Magic	AOL	Increases a great divine energy upon the enemy.
Miracle	50	40	Dual Purpose	One Party	Light Magic	AOL	Massive Heal to one target at a time.

<b>Holy Chorus</b>	55	150	Dual Purpose	All Parties	Light Magic	AOL	Summons chorus of angels to heal all in party.
<b>Group Bless</b>	60	40	In Combat	All Parties	Light Magic	AOL	Blesses all in party.
<b>Angles</b>	By Quest	120	In Combat	One Party	Light Magic	AOL	Summons an angel to revive and partly heal a target.
<b>Divine Star</b>	By Quest	200	In Combat	All Parties	Light Magic	AOL	All who are engulfed by the star will be revived and partly healed.

### 5.2.7 AOD Spells

AOD Spells							
Spell Name	Level	Mana Cost	Condition	Target	Buff	Occupation	Description
<b>Curse</b>	1	10	In Combat	One Enemy	Dark Magic	AOD	Lowers target damage and hit rate.
<b>Poison</b>	5	10	In Combat	One Enemy	Dark Magic	AOD	Target's hit points will drop gradually.
<b>Fear</b>	10	35	In Combat	One Enemy	Dark Magic	AOD	Invokes the god of darkness to strike fear in the enemy's heart. Target flees involuntarily.


<b>Nightmare</b>	15	35	In Combat	One Enemy	Dark Magic	AOD	Inflicts target with horrifying mental images so that it forgets about dodging.
<b>Dimension Distortion</b>	20	25	In Combat	One Enemy	Dark Magic	AOD	Attacks an individual targets with an Attack Spell.
<b>Vampirism</b>	30	50	In Combat	One Enemy	Dark Magic	AOD	Redirects the enemy's hit points to yourself.
<b>Dark Ritual</b>	40	10	Usually	All Parties	Dark Magic	AOD	Creates an instant battle with monsters that are usually encountered in the area, but 5 levels higher.
<b>Life Ritual</b>	45	20	In Combat	One Enemy	Dark Magic	AOD	Monsters and Players will lose 50% HP every cast. Bosses 20% HP loss.
<b>Snatch Soul</b>	49	80	In Combat	One Enemy	Dark Magic	SOD	Redirects the enemy's hit points to yourself. Much stronger version of vampirism.
<b>Haunt</b>	53	60	In Combat	One Enemy	Dark Magic	SOD	Paralyzes one target so that it's hard to attack you.

<b>Obituary</b>	57	40	In Combat	One Enemy	Dark Magic	SOD	Not usable on bosses. Removable by AOLs guardianship skill. After 3 rounds it auto kills the target. Works in PK.
<b>Black Hole</b>	61	60	In Combat	All Enemies	Dark Magic	SOD	Attacks all targets with same damage as dimension distortion.
<b>Poison Cloud</b>	65	80	In Combat	All Enemies	Dark Magic	SOD	Poisons all enemies, neutral damage, Ignores magical defense of pet and player.
<b>Enfeeble</b>	By Quest Lv 65	90	In Combat	All Enemies	Dark Magic	SOD	Lowers all enemies' damage.
<b>Gate of Chaos</b>	By Quest Lv 15	10	Usually	All Parties	Dark Magic	AOD	Teleports you randomly to the 3 cities (Rainbow City, Bluebird, Goldberg) at the main teleporter or 3 villages (Gion, Grenville, Ilium) at the headers. Quest: capture 10 pets in caps.



### 5.3 7 Element Temple locations

You want to learn spells, but don't know how to do it? There are a couple of options that you can choose from below. All spells are learnable, if you would like to be a particular element of God's servant, it's necessary to enhance your spell skills, distribution of INT, and faith points. Try to accept as many as Divine quests as you can. It helps to increase your spell learning.

-Temple of Metal-	
	Element
	Metal
	Location
	Goldburg Lake (55,109)

-Temple of Wood-	
	Element
	Wood
	Location
	Smiling Forest (36,172)

-Temple of Water-	
	Element
	Water
	Location
	Rosen Lake (62,56)

**-Temple of Fire-**



Element

**Fire**

Location

**Southern Grassland (63,69)**

**-Temple of Earth-**



Element

**Earth**

Location

**Northern Grassland (26,115)**

**-Temple of Light-**



Element

**Light**

Location

**Western Grassland (9,94)**

**-Temple of Darkness-**



Element

**Darkness**

Location

**Genie Desert (66,200)**

## 5.4 Fighting Skills

In the Fairy World, you may spend a fair amount of time fighting with beasts, except you are not a quest fan. Here is a little trick for you, and hope these info will make your journey smooth and easier...

### 5.4.1 Fighting Position

In combat, your combat power may be improved due to the different fighting position where you are located. In other words, if your enemy stands in the front row, and you stand in the back row, it won't make any difference in combat. If you both stand in the front row, you increase 20% attack power. If you both stand in the back row, you decrease 20% attack power. Thus, appropriately adjust you and your pet's fighting position can place a greater advantage to a character with low dodging ability.

#### **Reactive Element Effect**

Metal – Against Wood – Against Earth – Against Water – Against Fire –  
Against Metal  
Light – Against Darkness – Against Light

For instance, when you fight with enemies of wood element, metal is the greatest spell which has the greatest effect on your enemies. However, if you cast spells of the earth element, it causes minimum damage to your enemies.

Also, armor you pet or help to change your character's hit and dodges status, so that you may be able to have the greater effect in combat.

#### 5.4.2 The Growth of Skills

To improve your skills, you have to constantly use the skills you have selected during combats. Especially, if your occupation is related to the magic skills, you need to learn the new spells to increase your skill level at the temples. For example, if your character is an AOL, you should cast more light spells in combat, or your light magic will not make any skill improvements.