



\*Buy - Acquiring base weapon/armor/jewels

Action Legend

\*Enchant - Adding enchants to an existing weapon/armor/jewels, must have the base item.

\*Exchange - Receiving credit for previous donated or current item and upgrading to a better weapon/armor/jewels

\*Level Up - Adding levels to a current or new generated character, includes SP or skills if last class change is done.

Item Grade	Action	Description	Price (\$) USD
C	Buy	Top C Grade Weapon or Top C Grade Set	35
C	Buy	Top C Grade Weapon & Top C Grade Set	60
C	Enchant	Existing C Grade Weapon +10	30
C	Enchant	Existing C Grade Weapon +20	65
C-B	Exchange	Top C Grade Set to Top B Grade Set	65
C-B	Exchange	Top C Grade Weapon to Top B Grade Weapon	65
C-B	Exchange	Top C Grade Weapon +20 to Top B Grade Weapon +20	75
B	Buy	Top B Grade Weapon or Top B Grade Set	100
B	Buy	Top B Grade Weapon & Top B Grade Set	175
B	Buy	Top B Grade Jewelry Set	35
B	Buy	B Grade Cloak	75
B	Buy	Top B Grade Jewelry Set +10	75
B	Enchant	Existing B Grade Jewels +10	50
B	Enchant	Existing B Grade Weapon +10	35
B	Enchant	Existing B Grade Weapon +20	75
B	Enchant	Existing B Grade Set +10	75
B-A	Exchange	Top B Grade Set to Top A Grade Set	50
B-A	Exchange	Top B Grade Weapon to Top A Grade Weapon	50
B-A	Exchange	Top B Grade Jewelry Set to Top A Grade Jewelry Set	25
B-A	Exchange	Top B Grade Jewelry Set +10 to Top A Grade Jewelry Set +10	30
B-A	Exchange	Top B Grade Set +10 to Top A Grade Set +10	50
B-A	Exchange	Top B Grade Cloak Set +10 to Top A Grade Cloak Set +10	50
B-A	Exchange	Top B Grade Weapon +20 to Top A Grade Weapon +15	75
A	Buy	Top A Grade Weapon or Top A Grade Set	150
A	Buy	Top A Grade Weapon & Top A Grade Set	275
A	Buy	Top A Grade Jewelry Set	60
A	Buy	A Grade Cloak	75
A	Buy	Top A Grade Jewelry Set +10	100
A	Enchant	Existing A Grade Jewels +10	50
A	Enchant	Existing A Grade Weapon +10	40
A	Enchant	Existing A Grade Weapon +15	75
A	Enchant	Existing A Grade Set +10	75
A-S	Exchange	Top A Grade Set to Top S Grade Set	100
A-S	Exchange	Top A Grade Weapon to Top S Grade Weapon	100
A-S	Exchange	Top A Grade Jewelry Set to Top S Grade Jewelry Set	25
A-S	Exchange	Top A Grade Jewelry +10 to Top S Grade Jewelry Set +10	25
A-S	Exchange	Top A Grade Set +10 to Top S Grade Set +10	100
A-S	Exchange	Top A Grade Cloak Set +10 to Top S Grade Cloak Set +10	100
A-S	Exchange	Top A Grade Weapon +15 to Top S Grade Weapon +15	100
S	Buy	Top S Grade Weapon or Top S Grade Set	225
S	Buy	Top S Grade Weapon & Top S Grade Set	400
S	Buy	Top S Grade Jewelry Set	80
S	Buy	S Grade Cloak	100
S	Buy	Top S Grade Jewelry Set +10	125
S	Enchant	Existing S Grade Jewelry +10	60
S	Enchant	Existing S Grade Weapon +10	80
S	Enchant	Existing S Grade Weapon +15	100
S	Enchant	Existing S Grade Set to +10	100



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Item Grade	Action	Description	Price (\$) USD
S - Ancient S	Exchange	Top S Grade Weapon to Ancient S Grade Weapon	35
S - Ancient S	Exchange	Top S Grade Weapon +15 to Ancient S Grade Weapon +15	35
Ancient S	Enchant	Existing Ancient S Grade Weapon +15	100
S - Ancient S	Exchange	Existing S Cloak to Ancient S Cloak	20
S - Ancient S	Exchange	Existing S +10 Cloak to Ancient S +10 Cloak	20
S - Ancient S	Exchange	Top S Grade Set to Top Ancient S Grade Set	40
S - Ancient S	Exchange	Top S Grade Cloak Set to Top Ancient S Grade Cloak Set	60
S - Ancient S	Exchange	Top S Grade Set +10 to Top Ancient S Grade Set +10	40
S - Ancient S	Exchange	Top S Grade Cloak Set +10 to Top Ancient S Grade Cloak Set +10	60
Ancient S	Enchant	Existing Ancient S Grade Set to +10	100
S - Ancient S	Exchange	Top S Grade Jewelry Set to Ancient S Grade Jewelry Set	20
S - Ancient S	Exchange	Top S Grade Jewelry +10 to Ancient S Grade Jewelry Set +10	20
Ancient S	Enchant	Existing Ancient S Grade Jewelry +10	60
N/A	Strider	Level 75 Strider - <b>Not Available Yet</b>	75
N/A	Trade	1 Trade - Item to Item Trades	20
N/A	Book	Codex of Giant (per book) Secret Books of the Giants	10
N/A	Under Garment	HP or MP Under Garment (each) 2 in total.	50
N/A	Under Garment	Resist Cancel - Resist Debuff Under Garment	200
N/A	L2W Dyes	L2W Dyes +5 -3 (10 dyes to make 1 tatoo) 12 Different Types	50
N/A	Party Recall Ring	L2W Party Recall Ring	35
S Grade	Missile Def Necklace	L2W Missile Deflection Necklace 25% Resist Arrows	100
N/A	Master Ring	L2W Clan Master Recall Ring	125
N/A	Child Ring	L2W Child Recall Ring (clan leader must have Master Ring)	35
N/A	Srv - Srv Transfer	Srv - Srv Transfer - 2 Lvl's, 2 Wpns, 2 Arms, 2 Jewels. Adena	100
Trades - eg. Bow of Peril trade to Kris, Nightmare Set trade to Majestic Set, B Cloak trade to A Cloak.			
N/A	Level Up	Level 1 - 76 (Anything below Level 20 is in here.)	50
N/A	Level Up	Level 20 + to Level 76	45
N/A	Level Up	Level 30 +to Level 76	35
N/A	Level Up	Level 40 + to Level 76	30
N/A	Level Up	Level 50 + to Level 76	25
N/A	Level Up	Level 60 +to Level 76	20
N/A	Level Up	Level 70 + to Level 76	10
N/A	Level Up	Level 76 + - 78	20
Level 78 is max for now.			
N/A	Sub Class Change	Char may select 1 allowed sub class change	60
N/A	2 Sub Class Changes	Char may select 2 allowed sub class changes	110
N/A	3 Sub Class Changes	Char may get the 3 maximum allowed sub class changes	150
N/A	Sub Class + Levels	Char may select 1 allowed sub class + Level 76	80
N/A	2 Sub Class + 2 Levels	Char may select 2 allowed sub class + Level 76 x 2	150
N/A	3 Sub Class + 3 Levels	Char may select 3 allowed sub class + Level 76 x 3	200
N/A	Nobless	Char becomes Nobless status, * requires a sub class donation	75
When granted a sub class, you become level 40 by default in the new sub class.			
Nobless status requires a sub class donation + level 76 to be made 1st, it is not donatable on its own.			



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<b>HRS SERVER ONLY - SERVER # 4</b>			
	<b>Action</b>	<b>Description (HRS Server # 4 only)</b>	<b>Price (\$) USD</b>
<i>HRS Only</i>	<i>Package - B Grade</i>	<i>B +10 Cloak Set, +20 B Weapon, +10 B Jewels</i>	<i>100</i>
<i>HRS Only</i>	<i>Package - A Grade</i>	<i>A +10 Cloak Set, +15 A Weapon, +10 A Jewels</i>	<i>150</i>
<i>HRS Only</i>	<i>Package - S Grade</i>	<i>S +10 Cloak Set, +15 S Weapon, +10 S Jewels</i>	<i>200</i>
<i>HRS Only</i>	<i>Package - Ancient S</i>	<i>S +10 Ancient Cloak Set, +15 Anc. S Weapon, +10 Anc. S Jewels</i>	<i>250 *</i>
<i>HRS Only</i>	<i>Under Garment</i>	<i>HP or MP Under Garment (each) 2 in total.</i>	<i>20</i>
<i>HRS Only</i>	<i>Under Garment</i>	<i>Resist Cancel - Resist Debuff Under Garment</i>	<i>80</i>
<i>HRS Only</i>	<i>L2W Dyes</i>	<i>L2W Dyes +5 -3 (10 dyes to make 1 tatoo) 12 Different Types</i>	<i>20</i>
<i>HRS Only</i>	<i>Party Recall Ring</i>	<i>L2W Party Recall Ring</i>	<i>15</i>
<i>HRS Only</i>	<i>Missile Def Necklace</i>	<i>L2W Missile Deflection Necklace 25% Resist Arrows</i>	<i>40</i>
<i>HRS Only</i>	<i>Master Ring</i>	<i>L2W Clan Master Recall Ring</i>	<i>50</i>
<i>HRS Only</i>	<i>Child Ring</i>	<i>L2W Child Recall Ring (clan leader must have Master Ring)</i>	<i>20</i>
<i>If you would like a weapon or armor set only, it is 1/2 price of listed above, jewels are bonus for packages.</i>			
<i>All other things, levels, sublcass etc etc are the same pricing for HRS, only armor/weapons are different.</i>			