

START ON ETERNAL SERVER QUICK + EFFECTIVE

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INTRODUCTION, WHICH IS BETTER NOT TO IGNORE

About the server

Dear, we understand the trend that has developed around game servers for over 20 years of the game's existence.

Starting race, non-stop PvP, crowded spots, ideological big war. We, to some extent, have become popularizers of overloaded servers with the highest online.

However, there is also a downside to the game when people just want to chill and fight mobs.

No extra stress.

No worries about the future.

Will the project close or will it continue as if nothing had happened?

Will new friends and foes enter the game once more?

That is what Eternal Server is best for, with annual support.

True, online here is not too high, but it exists and people will stay. Stay forever, kekw :)

Main links:

1. [Eternal server promo](#)
2. [Main site](#)
3. [Registration](#)
4. [Personal account](#)
5. [Store](#)
6. [Wikipedia, knowledge here](#)
7. [Telegram bot with subscription reward](#)
8. [Project forum](#) | [Server discussion](#) | [Recruiting](#)

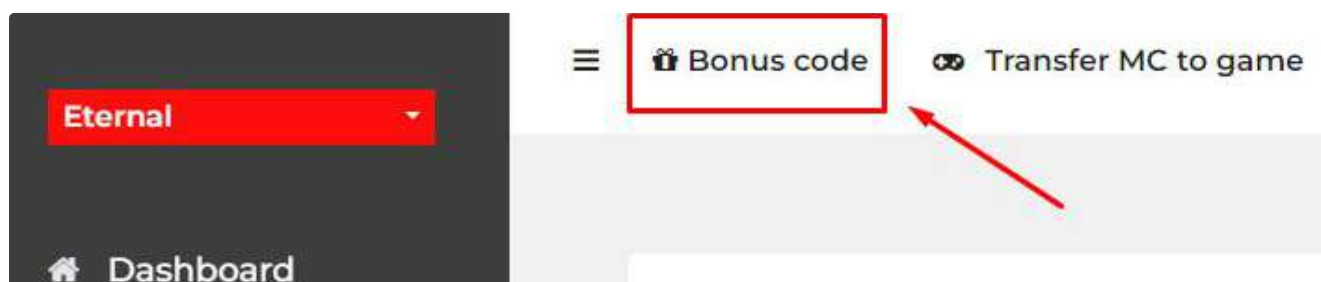
Don't skip free boosters

We are the most generous project in the whole Lineage2 world.

Here are a few meeting points with bonuses, that you definitely shouldn't ignore:

1. Promocode that must be entered in your personal account.
2. Performing a subscription task in a Telegram bot. Other promotional codes are also published in our media.
3. In-game achievements.
4. In-game missions.
5. In-game calendar.

Visit personal account <https://masterwork.space/panel> and enter promocode, by pressing the button on top: **WELCOME-TO-ETERNAL**



If the character is not visible, click below on the main page on the "Update list" button, under the list of accounts. Entering a promotional code is only available after character creation!

Chat Telegram-bot https://t.me/EGlobal_Master_Bot and complete the task.



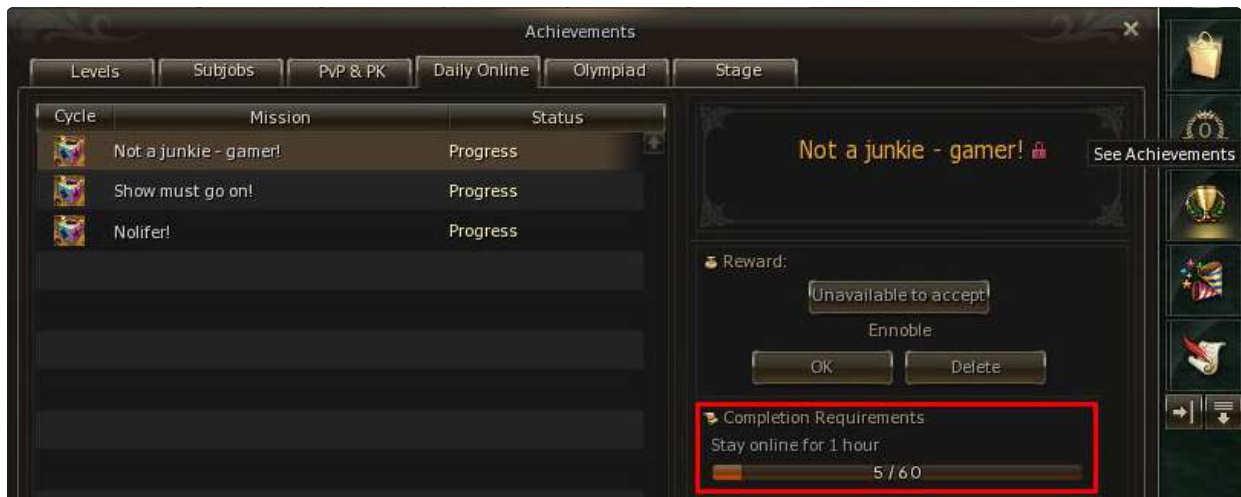
By subscribing to our public pages, you improve your skill and dominance in the game, by being aware of when and what update is coming out, which clans are looking for players, and so on.

https://t.me/diary_of_shilen
<https://t.me/SaferoStreamInfo>
<https://t.me/MasterWorkFM>

Daily in-game rewards

Rewards sections occur on the right side of the screen.

1. **Achievements** are a reward for achievements within the game, the advancement of your character. The most frequently used achievement is for online. It gives a +30% experience buff for 20 minutes, which works during raids and instances.



2. **Missions** are a clear "Action Plan", by completing which you will be at maximum combat capability. It consists of daily and weekly tasks that relate to hunting in a specific location, completing instances, farming raids, completing quests, etc.



3. **The Calendar** is a daily reward for visiting the project. You can pick it up only after 30 minutes of being online.



BEGINNER'S QUEST

Beginner's quest, that rewards with level 79 and S-grade +6/8
The main thing is don't miss it from the first second

When creating a character and entering the game, you should not make unnecessary movements or attack mobs!

You will see a window where you click "YES". You will begin the starting quest, at the end of which the character will be level 78, in an enchanted S-grade with a third class.

If this window is not visible, then press **ALT+L** to reset interface settings



Main NPCs' in the quest

We moved to the room, where the key NPCs are located. The quest NPC **Kanna** will give you tasks and teleport you to the target locations.



Butler is a store, where you can purchase PA and useful goods

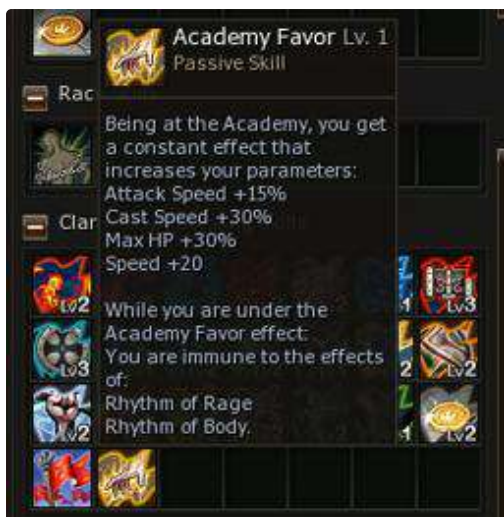


Club manager **Adventurers' Guide** can give you a full buff of second professions, and move to any point on the map.

Note. Rhythms (Dances/Songs) provide half of the original effect.

Academy is essential

Step number 0: Join the academy by pressing **Alt+N**, then **Clan Entry**. Check the **Public Academy** list, then join.



In addition to delicious rewards at levels 40 and 61, we receive clan skills, including several passive rhythms.

The first pack of mobs and EXP boosts

Talk to NPC **Kanna** and find yourself in the first location. Mobs under the full buff are dying very quickly, at this time you can add new skills to the shortcut bar.

Activate HP and CP potions auto-use, in case of AoE farm or crazy PvP with newbies for the windmill near Dion.

When you have collected all the quest items, use the special SoE in your inventory.



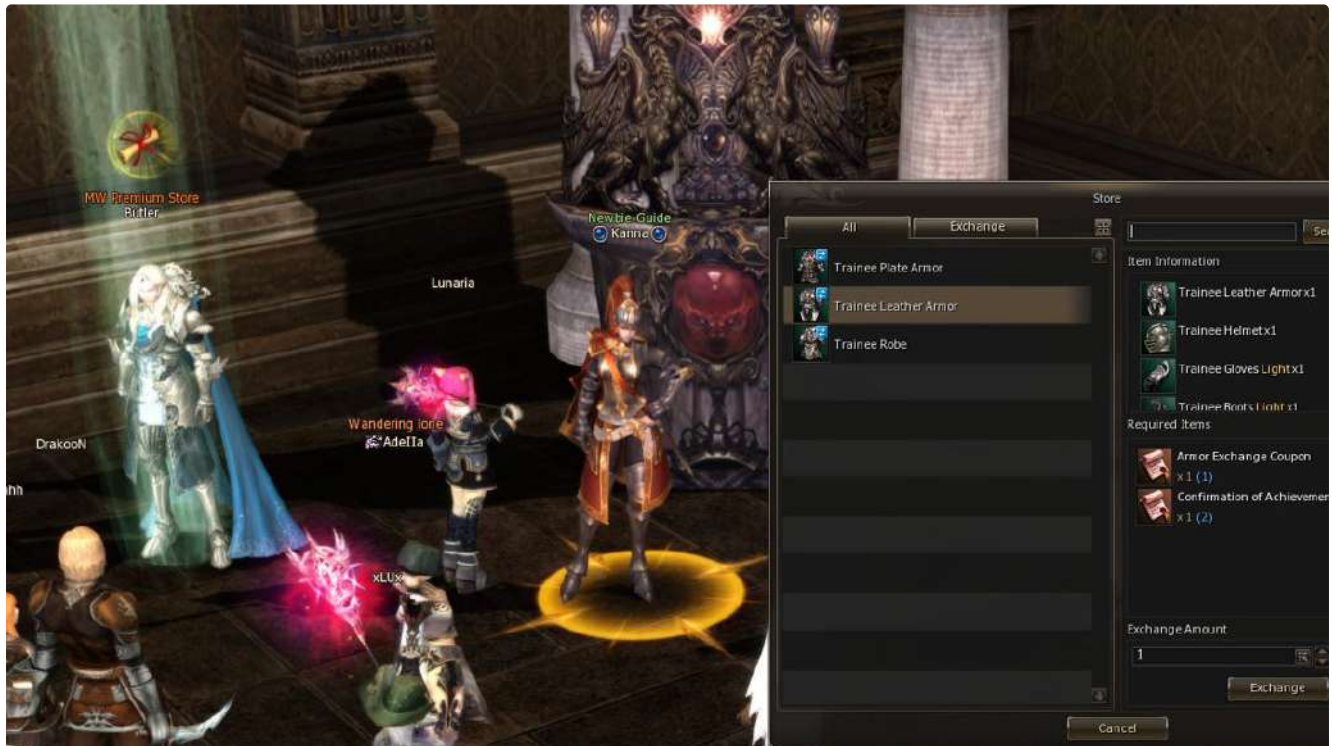
The NPC will now ask you to learn how to use achievements and missions, exchanging equipment only if you have taken the gift content.

We provide so many boosts, as your character develops, that you can start on MW at any time of the year.



Trainee gear and enchant

Next, pick up training equipment and weapons. You will receive 3 enchant scrolls, which hint at the essence of the quest, which is to try to enchant the weapon as high as possible.



In general, the entire quest will consist of similar tasks, that are mixed with demonstration of some custom in-game features.

Second occupation and tattoos

After killing the next portion of mobs, you receive the second class and the first award for the academy.

At MasterWork, the academy consists of several stages, so the player receives more rewards and the buff lasts longer.

Receive 3 coupons for +4/-4 tattoos. Change them at NPC **Pepper** and draw them for 100 Adena.



Did you know that the **Academy Circlet** on characters of levels 40-75 allows you to lose 50% less experience when dying? It turns out to be a useful item for levelling up sub-classes!

First raid and tough AOE skills

Time to kill the raid boss. All of them in the quest are quite simple and right-clicky, but mage classes may run out of mana. Fortunately, the boss periodically drops herbs. Pick them up and finish it.



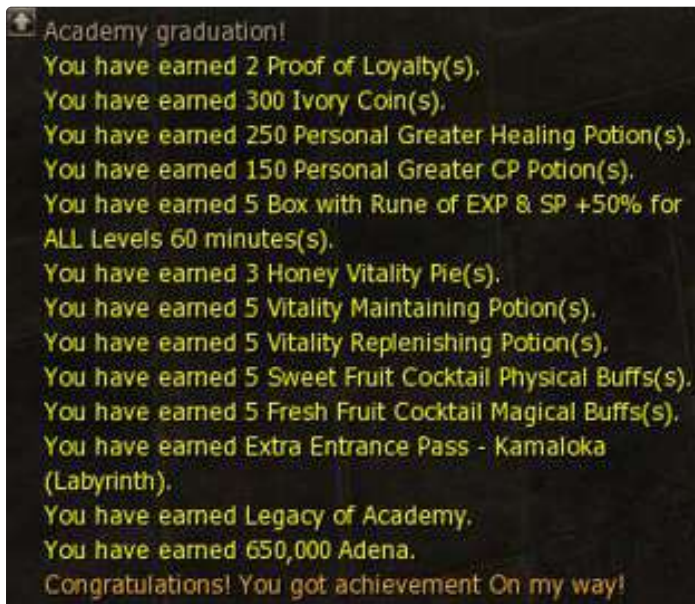
Reach level 52 and head for the next portion of mobs.

There are 3 niceties here, which are best not to be ignored:

1. Most classes now have effective AoE skills. Don't ignore this opportunity.
2. Use textures to intelligently trigger mobs or take less damage from them.
3. Loot the herbs right under the mobs to survive, fortunately, the locations were selected with herbs.

We remind you that the main experience gained here comes from progressing through the quest. No need to use any runes, pies, boosts, etc.

We do all this only after finishing the quest, when we go to the high-end content.



Now you have received level 61 and the second portion of the academy reward.

By the way!

Don't forget about the **Daily Rewards Calendar**, because about ~30 minutes have already passed and you can receive the reward. If you go online every day and pick it, then over a distance of 2 weeks there will be a decent amount of different consumables.



At the same time, finish completed achievements and missions, and you will receive a huge amount of EXP boosts!

Approach NPC **Kanna** once again, and she sends us on a new hunt, go kill 150 mobs.

Don't forget to clean your inventory by selling extra pieces of B-grade to the merchant on the opposite side.



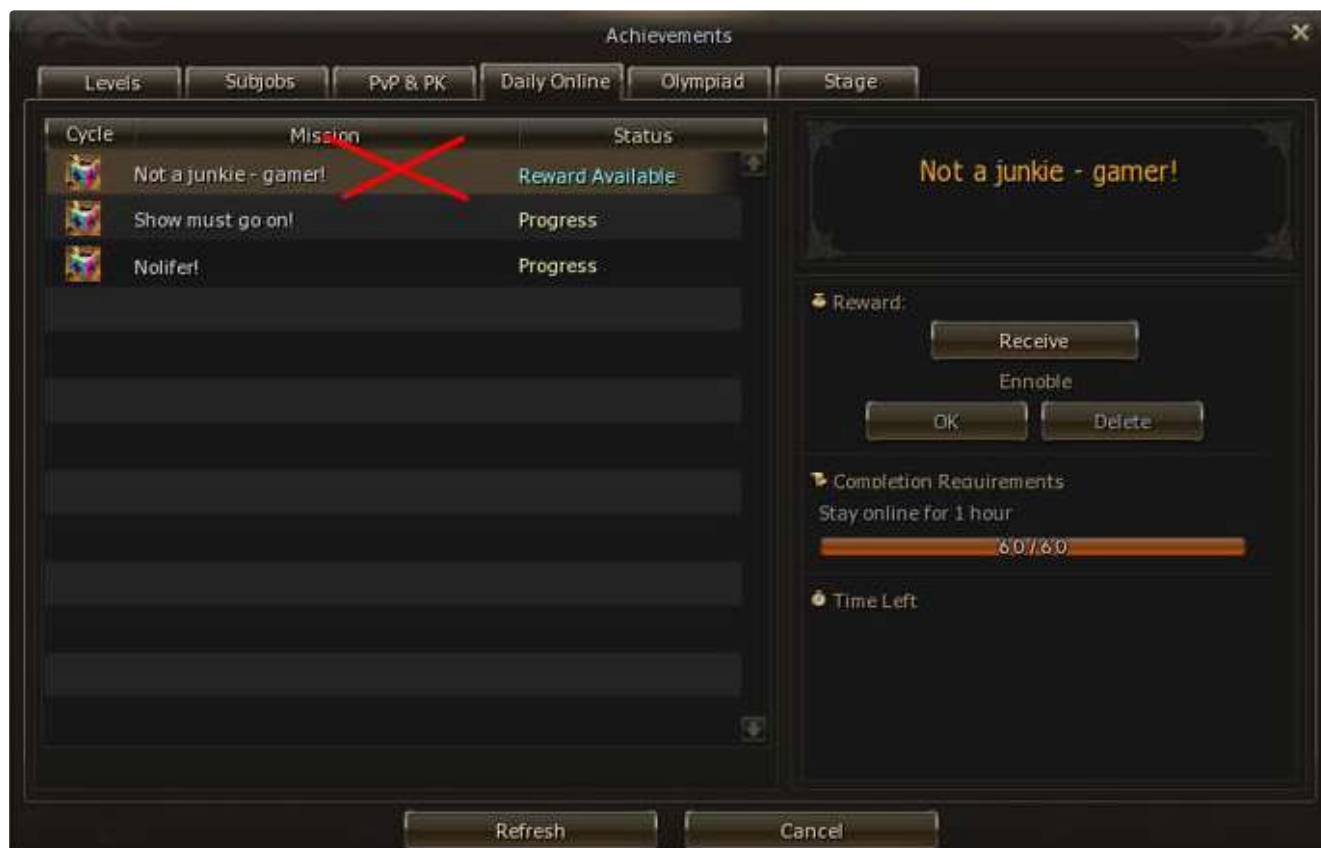
Store consumables from achievements and missions into the **Warehouse**. You will need all these 9999+ A-grade soul shots from coupons to level your sub-classes.



At level 70, give preference to **Garden of Beast** as a location. You will have the opportunity to simultaneously complete one of the daily missions and receive an extra Book of Giants.



During the hunt, DO NOT USE your online achievement, save it for instance zones or turbo exp with the full usage of all runes.



Quick profession at level 79 and S-grade +8

You were promoted to level 76 and provided with a choice:

- Complete 3rd class manually and get extra reward (no, thanks)
- Farm the raid and get a profession and level 79

Since we are sure that you know the lore of this wonderful game, choose the option where it saves you time.



If you enchanted your weapon to +12, then at the end you will get an S-grade set +6 and a weapon +8. Collect the rest of the missions and achievements.

Enter the promotional code in your personal account:

WELCOME-TO-ETERNAL

Also, you receive a coupon for an additional S-grade weapon +7.



What is left?

Boosts that will help in levelling:

- Premium, club card, vitality rune, regeneration rune for 14 days
- x44 Rune EXP\SP +50%
- x64 boost vitality
- x20 clovers
- x17 pies
- 7 codexes & 4 mastery
- Autoloot Agathion with Vitality Hold

Equipment:

- B-grade armor set x2 & weapon x2
- A-grade armor set x1 & weapon x2
- S-grade armor set +6 & weapon +8 from quest & +7 from promo code
- Personal AQ\Zaken\Frintezza
- Training equipment with A-grade stats

Consumables:

- Summon bracelet and 6 talismans
- About ~5500 HP & ~3500 CP, ~50 elixirs, 18 cocktails
- 3-4 passes each to Kamaloka and Zaken instances
- 2444 Ivory Coin for valuable goods from Adventurers' Guide



THE SEVEN SIGNS AND PERSONAL EPIC

How to move further

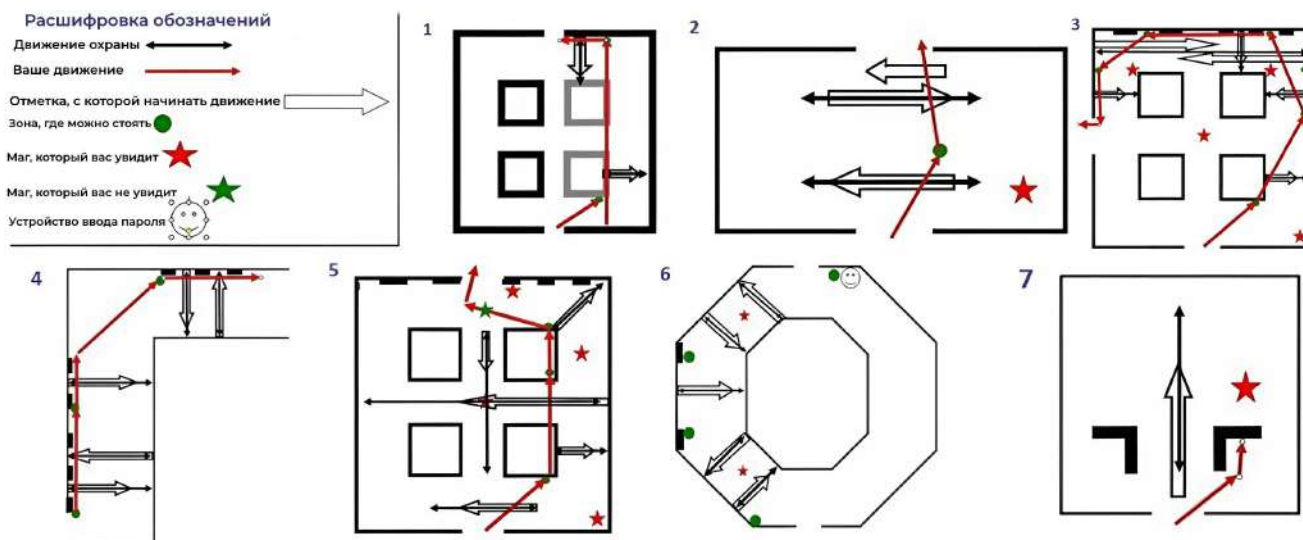
Upon completion of the starting chain, teleport to Oren, where a new stage of quests awaits.



Quest is not as scary as it looks. Yes, twelve quests, but 80% of them - go, talk, come back, complete. The only place where a little patience is required is the library. You may open the article with the answers in the tomb and spend resources correctly in MOS, but only if you are playing a mage. Fighters will use the usual method - hit and run.

In more detail, the first two quests are fetch and serve. During the third, you will have to run a lot without WW but do not forget about other effects that increase speed, such as berserker spirit, and body rhythm (HP + WW), available from the Club Manager. Another great life hack is the ability to teleport to the **Catacomb of the Witch** in the first two stages and to the **Colosseum** in the third, which will cut off most of the journey.

The fourth quest is "The Library". Take all your patience and knowledge, [described in our Wiki](#). If you are too lazy to go on Wiki, then this map will help you with the labyrinth.



The fifth, sixth and seventh quests are again running with elements of fighting.

The eighth to twelfth quests are very lore-rich quests that are pleasant to complete if you read into what you agree with. Not a lot of running, a little more fighting.

After completing the quest chain, you will obtain the relevant level and items necessary to receive PERSONAL EPIC JEWELRY.



HIGH-END CONTENT

Steps into adult life

Now you are in a big game with the best spots, cheap gear and new content. Decide whether to continue levelling main or subclasses to full immersion in the high-end content.

If you decide to continue on the main, then the first thing to do is find a suitable clan. This can be done on the forum, in the game chat, or using the clan search system. The clan will provide allies, an experience buff and passive skills, if available.

Also, the clan will ease party finding for instances, that you can, and even need, to farm them all the time. In addition to the usual drops and experience, there are countless missions, that will help in the rapid development of your character. And don't forget to take the quest to level up your SA, just like the crystal itself, levelling it up is very important.

The next stage is finding your place on the map.

Healers can safely look for a party to the SOA, cooperate to farm with a clan, or farm the undead in the north of the Dragon Valley.



Mages will feel great in the Dragon Valley, there is a drop of attribute, bones to summon RB and a mission.



Fighters can get a good start at the Sel Mahum Training Grounds, which, together with a quest for scrolls and attributes, allow you to boost your character.



Be sure to check the chat and party finder, maybe you may be able to join the party for 7 RB. [This quest is available at level 80 and will reward you with Vesper Weapon.](#)

If you fail to complete the 7 RB quest, after farming all listed below, buy a Vesper weapon in Giran for 7 coins and insert the attribute into it.

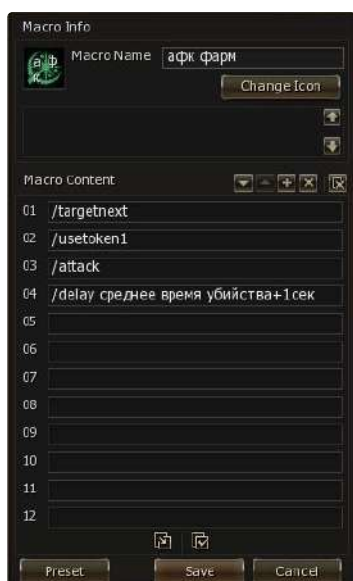
Easiest way

ATTENTION! INSIGHTS DIRECTLY FROM GAME DESIGNERS!

What is needed: You as a DD, take warcryer and BD. Our experts chose the top spot of Giant Cave as the best place to get attributed high-rank weapons, where you can get a good amount of Adena with attributes, completing missions simultaneously.



As soon as you feel the strength of the character, turn on the auto-macros and watch how the characters boost themselves.



A typical macro for **auto farm**, where:

1. Put a token for the boxes so that the warcryer hits and knocks out the GF, and the BD throws a hex/attack
2. Attack
3. Set a delay before repeating. You can calculate it yourself, just note the time you kill the monsters.

After that, move it to the panel and loop it with the right mouse click, [more about macro is written at our Wiki.](#)

Eternal grade - our custom-build

Now there is the opportunity to complete high-level missions and visit the most profitable location on the server - the Forbidden Gate near Aden, but only at night; during the day there are normal monsters there.



In this location, you can hit the jackpot by looting a chest with scrolls, get a good amount of Adena and resources in an hour of real-time and also complete the mission.

This location is unique not only because of the appearance of special monsters at night but also because of the acceleration mechanics, similar to feeding monsters on a farm. Loot Blood Drops and exchange them for Goddess Blood Vessels, which can be used to boost monsters. [More can be found in our Wiki.](#)

	Reward Chest Uncommon (1)
Weight : 0	
A chest with a reward received for completing missions. Double-click for a chance to receive an item. Cannot be exchanged or dropped.	
Guaranteed Items	
Ivory Coin : 50 Turned In Personal Greater Healing Potion : 35 Turned In Personal Greater CP Potion : 25 Turned In Eternal Enchant Supplies(Enchant Scrolls) : 1 Turned In Gemstone S : 1 Turned In	
Main Item Guaranteed	
Chest with Life Stone : 1 Turned In Personal Blessed Scroll of Escape : 1 Turned In Personal Blessed Scroll of Resurrection : 1 Turned In Blessed Scroll: Enchant Armor (S-Grade) : 1 Turned In Blessed Scroll: Enchant Weapon (S-Grade) : 1 Turned In Giant's Codex : 1 Turned In Giant's Codex - Mastery : 1 Turned In MasterWork Crystal: S84-grade(Vesper) : 1 Turned In MasterWork Crystal: S85-grade(Vorpai) : 1 Turned In MasterWork Crystal: S86-grade(Elegia) : 1 Turned In Lambent Stone of Eternity : 1 Turned In	
Can store in private warehouse.	
Unusable Exchange/Drop/Destroy/Private Store.	

About the missions. To the best of our ability, try to close them in all locations with a chest as a reward. This does not mean that other missions are worse or better, it means that at this stage the priority is to quickly gain money with MW Crystal, which is needed to create rare armor. Now sell them at the market, and buy a Morai/Vesper/Vorpai set and weapon that speed up your farm. With all main missions closed, you can switch to those without Chests. In any case, the reward is worth your time and will come in handy someday.

After a couple of raids on the Forbidden Gateway, try your hand at one of the main locations worth striving for. Not far from Schuttgart are the **Pavel Ruins**, and next to them are the **Archaic Laboratory**, also known as the "Disco", and the **Mithril Mines** under the Dwarven Village.

Important features of each location:

1. **Mithril Mines.** There are a small number of monsters in the first rooms, which gives you a chance not to aggro the entire room and die, but to lure out one monster at a time. The further you go, the more fun it is. Suitable for single-target kills in slow mode or macro.
2. **Pavel Ruins.** Here is a large concentration of monsters in the pits and a small one around. Worth a visit after becoming bored in the Mithril Mines and wanting to kill more monsters in solo target.
3. **Archaic Laboratory.** Here the mobs chose enchanted spears. The best spot for AOE farm. It's difficult and painful, but nothing is more profitable yet.

The epilogue in these locations will be a quest [Bring the Fluegegeheimen!](#) You can get it from the dwarf **Legnar** in the Pavel Ruins.



Start from the Mithril Mines near the Dwarven Village. The mobs there are softer and less crowded, which will make farming easier and faster. As soon as you feel free, set up auto macro.



During the quest, you will kill several thousand mobs to obtain quest items and purchase the recipe. Items from different locations can be exchanged with each other, so choose a location based on your personal preferences in strength/beauty/drop.

As the character improves, try new spots and team up with other players. Make a rule, farming in a group is much more profitable and interesting. You came here to have fun and farm. Combo.



After collecting the required number of quest items, exchange them for the Rough Stone of Eternity from **Etelvid** in Pavel Ruins. As part of the quest, you will be able to purchase it once with a 20% discount. Trying to ruin the quest will not work, and all other recipes will be sold at full price.



After the recipe has been received and all the resources have been purchased, it's time to join the Giran market crowd. Here, on the square, look for almost any crafter, and for around 20 million Adena create your first Eternal weapon.



Don't be scared to make a mistake with the choice of Eternal weapons and SA, because we have added the ability to exchange Eternal weapons from one type to another while maintaining the enchantment level, SA (changes to an available one, you won't be able to get a bow with an acumen), attribute, and will even save your LS. MWE is about stability, even in such small things nothing will go to waste here.

That's all, folks!
Good luck in your MasterWork adventure.