Game-side Events

Capture the Flag ~ Battle Arena ~ Fortress War ~ Deathmatch ~ Tower Defense ~ Job Arena ~ Safe Trade Event ~ Trade Event ~ Special Goods ~ Alchemy Event ~ Zombie Invasion ~ Ghost Event ~ Dancing Clown

- 🏴 Capture the Flag
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🏁 Capture the Flag

Event procedure:

1. **10 minutes** before the start of the match, players will be able to register for the event by talking to **So-Ok** located in each town. There will also be a notice about it.
2. When the Event begins, participants will be summoned to an arena. Stay **near** to the So-Ok NPC.
3. When entering the arena, participants will be wearing either **red** or **blue** exclusive outfit to easily distinguish allies from foes.
4. The match will be proceeded for **20 minutes**. Once the match begins, monsters will be summoned, and certain monster will **drop a key**. When the dropped key is obtained, the door to a room with the flag will automatically be opened.
5. The team with the **flag attached** to their **flagpole** at the end of the match will **win**. If no team succeeds in attaching the flag to their flagpole, the match will end in a draw.
6. When the match ends, only the winning team will remain. The team that has lost or ended in a draw will return to the **town automatically**.
7. Members of the winning team will receive 30 trophies as a reward.
8. If a participant defeats a participant of the opposite team, he/she will receive 1 trophy. Bring to So-Ok in town, and you will be able to exchange to some rewards, like EP, elixir, etc.

Things to note:

1. You may only enter the arena under the following situation:

- a. You are alive in town
- b. You are not wearing a job equipment of free battle cape
- c. You do not have a stall opened
- d. You are not exchanging items

- e. You are not proceeding a movement quest(ie. A quest prohibiting you from using return scrolls and dimensional gates)
- If you die during the match, you will be moved to your camp after 30 seconds, and there will be no experience points penalty regarding the PK rule.
- In order to receive a ticket after winning the match, there must be at least one empty slot in your inventory. Please make sure to empty a slot in your inventory before the end of the match.

⚔ Battle Arena

Battle Arena is the other PvP system coming to Silkroad Online. Just like the CTF-Event, You have to register at the Arena NPC that you can find in town. Entering Battle Arena costs nothing.
In Battle Arena you can do Monster hunt (Hunt monsters and kill enemies to win)

Every game mode can be played 8 vs 8.
At a set time, when enough players registered for the battle, they will be teleported into the arena.

Reward of Battle Arena: Winner team will receive 5 tokens and the losing team receives 1 token.
You can exchange the token in So-Ok NPC and can obtain 10, 20, 30 EP scrolls or 30 AC)

🏯 Fortress War

A fortress war is a guild combat.

All of the guilds in Legion can fight each other to occupy the fortresses.

A guild winning the fortress war is entitled to occupy the fortress for one week.

A guild occupying a fortress is allowed to fix tax rate and levy taxes and with that you can withdraw a good amount of gold, collect from fees.

Reward of frotress war: 200 EP (for each player of winner guild) + weekly gold from fees.

🗡️ Deathmatch

Event procedure:

1. **10 minutes** before the start of the match, players will be able to register for the event from Legion Menu.
2. When the Event begins, participants will be summoned to an arena. Stay **inside town.**
3. When entering the arena, participants will be wearing same outfit with no weapons effects to avoid cheating.
4. The match will be proceeded for **20 minutes**.
5. Players fight eachothers and the player with most kills win the event.
6. Each kill grants you 3 EP with a max cap of 40 EP per match.
7. First three in the rank gets Silver Deathmatch chest, while the other participants will receive bronze deathmatch chest, in addition to quarter of the power up buff.

Things to note:

1. You may only enter the arena under the following situation:

   - a. You are alive in town
   - b. You are not wearing a job equipment of free battle cape
   - c. You do not have a stall opened
   - d. You are not exchanging items
   - e. You are not proceeding a movement quest(ie. A quest prohibiting you from using return scrolls and dimensional gates)
   - If you die during the match, you will be respawned in the same spot after a short period of time.

🏰 Tower Defense

Tower Defense is one of Legion's best auto daily events
which occurs twice a day at 2AM, 10 PM Server Time

Registration for the event starts at 10pm and 2am server time for 10 mins, then the event starts after that for 30 mins.

Players must register from legion menu then Events and select register on tower defense.

When the events starts all players gets divided into two teams facing each others.

Each team have 2 towers on his side of the map

the goal is whoever destroys the two enemy towers first will win the event, or if the time runs out the team with more score will win.

also inside the event every 5 mins there's a powerup stone that appears in the middle of the map the team that kills it, gets a special buff to help thier team to be more stronger

Rewards:

the winner team gets:

1 Silver Deathmatch chest.

100EP point
Quarter of the power up buff

The losing team gets:

30 EP point
Quarter of the power up buff

🔲🔲🔲🔲 Job Arena

Job arena is an enormous event that happens twice a day at 7 pm and 5 am server time.

hunters/traders go against each others to fight over two uniques inside that keep spawning when one dies, for a period of 30 mins.

these uniques drops "styria key & title" and also help in achieving the AP quests.

🛡️ Safe Trade Event

🔲 Trade Event

🛍️ Special Goods

📖 Alchemy Event

The Alchemy event is a daily event to win EP and the "Alchemic" title.

Event procedure:

1. The Event is based on point-calculating. You dont have to register for it.
2. When the Event starts, you have to fuse items to collect points

- between +5 and +10 = +2 points
- between +11 and +14 = +6 points
- +15 and more = +10 points
- every fail = -2 points

Type "!alchemyhour" ingame in General-Chat to see your current points.
the Player with the most points, win the event

Event duration:

30 Minutes

Event start time:

daily 19:00 servertime

Things to note:

- There will be a notice when Event ends which will announce the event winner.
- The first place will be rewarded with 50EP and the "Alchemic"-Title for 24h
- Every participant with 10 point or more, receive 10 Event Point (EP)

🏳‍♂ Zombie Invasion

Event Procedure:

1. After the notice, **ZOMBIE**-Monsters spawn every 5 minutes at random places in the whole **Sky-Temple**.
2. If the monsters stop spawning, you still can kill those who are alive. (They wont disappear)
3. every **ZOMBIE**-Monster drops a "Zombie-Skull". Exchange them at the Event **So-Ok** for Devil spirit stones or skulls.
4. with every picked "Zombie-Skull" you also collect points
5. Type "**!invasion**" ingame in General-Chat to see your current points
6. the Player with the **most points** wins

Event location:

Sky Temple

Event duration:

60 Minutes

Event start time:

daily 20:00 servertime

Reward Top 3 Daily:

- 1st place: **50 Event Points (EP)**
- 2nd place: **30 Event Points (EP)**
- 3rd place: **10 Event Points (EP)**

Reward Top 3 Weekly:

- 1st place: **500 Silk**
- 2nd place: **300 Silk**
- 3rd place: **100 Silk**

🎃 Ghost Event

🤡 Dancing Clown

Dancing clown is an event where a clown randomly appears inside a specific town.

The bot announces which town the Dancing clown appeared in, players must search for clown and press on it, in order to win.

upon winning the round you receive quarter of the power up buff circle

once you complete the circle you get Power up buff.

When does the clown appear ?

It appears on 1AM, 5 AM, 3 PM, 9 PM Server time

Event duration is 1 hour (Each 5 mins a new clown appears if the one spawned before is captured

What is the power up buff?

Its a buff that gives you:
2% Physical damage Increase

2% Magical damage Increase

5000 HP Increase

5000 MP Increase