

05. Events

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- Game-side Events

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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

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.
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✂ 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 fortress 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**
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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

PvP Events

2vs2 PvP Event ~ STR PvP Master ~ INT PvP Master ~ PvP Tournament

2vs2 PvP Event

2vs2 PvP Event



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Event registration time:

every Monday 22:30 servertime

Event start time:

every Monday 23:00 servertime

Rules:

1. Zerk is **allowed**
2. Snow Shield is **allowed**
3. Pain is **allowed**
4. Valentines Buff / Swords of the Legion Buff is **allowed**
5. Offering is **allowed**
6. 20% Attack / Defense Scrolls are **allowed**
7. Devil is **allowed***
8. Socket stones are **not allowed**
9. Balloons are **not allowed**
10. Bless spell is **not allowed** (allowed for Wizard, but the other has to remove it)
11. Iron Shield is **not allowed**
12. Burning Shield is **not allowed**
13. Reflect is **not allowed**
14. Mask is **not allowed** (allowed for Rogue/Warlock)
15. Screens are **not allowed**
16. Earth Fence is **not allowed**
17. Vital increase is **not allowed**
18. Wanted Buff is **not allowed**

19. Guard/Mana Tambours are **not allowed**

Reward:

2x **Honor Buff**

2x **"TheBest"**-Title

2x **Swords of the Legion**

2x **100x Skull Of Each Type**

STR PvP Master

STR PvP Master



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Event registration time:

every Friday 22:30 Server time

every Friday 2:30 Server time

Event start time:

every Friday 23:00 Server time

every Friday 3:00 Server time

Rules:

1. Zerk is **not allowed**
2. Socket stones are **not allowed**
3. Balloons are **not allowed**
4. 20% Attack / Defense Scrolls are **not allowed**
5. Wanted Buff is **not allowed**

for Chinese Characters:

6. Burning Shield is **not allowed**
7. Sun Guard is **not allowed**
8. For Bower: **not** much running around
9. Snow Shield is **not allowed**

for European Characters:

6. Bless spell is **not allowed**

7. Iron Skin is **not allowed**
 8. Vital increase is **not allowed**
 9. Reflect is **not allowed**
-

Reward for the 1st Place:

- 1x **PVP Master Buff**
- 1x **"Chinese PVP Master"** or **"European PVP Master"**-Title
- 1x **Swords of the Legion**
- 4x **100 Skulls**
- 100x **Event Point** (EP)

Reward for the 2nd Place:

- 1x **Swords of the Legion**
 - 60x **Event Point** (EP)
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INT PvP Master

INT PvP Master



Event registration time:

every Wednesday 22:30 Server time

Every Wednesday 2:30 Server time

Event start time:

every Wednesday 23:00 Server time

every Wednesday 3:00 Server time

Rules:

for European INT PvP-Event:

1. Zerk is **not allowed**
 2. Socket stones are **not allowed**
 3. Balloons are **not allowed**
 4. 20% Attack / Defense Scrolls are **not allowed**
 5. Wanted Buff is **not allowed**
 6. Stun + Sleep is **not allowed** for Warlock/Cleric
 7. Swing March is **not allowed** for Bard
 8. "Angel Of The Body" & " Angel Soul" Skills are **not allowed**
 9. Guard/Mana Tambours are **not allowed**
-

Reward for the 1st Place:

- 1x **PVP Master Buff**
- 1x **"Chinese PVP Master"** or **"European PVP Master"**-Title
- 1x **Swords of the Legion**

- 4x **100 Skulls**
- 100x **Event Point** (EP)

Reward for the 2nd Place:

- 1x **Swords of the Legion**
 - 60x **Event Point** (EP)
-



Event registration time:

every Wednesday 22:30 servertime

Event start time:

every Wednesday 23:00 servertime

for Chinese INT PvP-Event:

The event for Chinese INT Characters is a bit different:

It is a **1 vs 1** with **Cape** and a **Unique**.

The **Unique Killer** is the **winner**.

All buff + Scrolls are **allowed**, **except** any Defense Scroll

Reward for the 1st Place:

- 1x **PVP Master Buff**
- 1x "**Chinese PVP Master**" or "**European PVP Master**"-Title
- 1x **Swords of the Legion**
- 4x **100 Skulls**
- 100x **Event Point** (EP)

Reward for the 2nd Place:

- 1x **Swords of the Legion**
 - 60x **Event Point** (EP)
-

☐☐ PvP Tournament

☐☐ PvP Tournament

Time to wake up, stretch and be ready for a **new version** of **PvP Tournaments**.

This tournament is quite **different** from the other events on Legion, which means **more difficult** challenges.

Every single build can participate in this tournament and **prove themselves**.

This is **not** a battle of **Chinese vs European**, its a battle of **everyone**.

It will be a **test of skill and knowledge**. So, do you think you have whatever it takes to become the **Warrior of Courage**?

If you do, do not hesitate in register.

Next Registration period:

-

next Tournament Start:

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How to register:

To register, send a message to any supporter containing:

1. Your **Character Name**
2. Your **Character Build**
3. The **times** you are **online** (servertime)

Reward for the 1st Place:

- 1x "**Warrior of Courage**"-Title
- 2x **Swords of the Legion**
- 5x **Styria Key**
- 500 **Event Point** (EP)
- 4x **600 Skulls**

Reward for the 2nd Place:

- 1x **Swords of the Legion**
- 1x **Styria Key**
- 300x **Event Point** (EP)
- 4x **200 Skulls**

Reward for the 3rd Place:

- 1x **Swords of the Legion**
 - 100x **Event Point** (EP)
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Quarter PVP Championship

Quarter PVP Championship

✂ Our brand new **long-term event** starts on 1st October for all PvP event players.

Quarter PVP Championship

Watch out champs! We are introducing you to a **long-term event** for all PvP event players.

Event procedure:

- 1.) Every **PvP-Event Winner** will be listed
- 2.) At the end of the duration we **count** each player's **wins**. Like a **PvP-Event-Winner-Ranking**
- 3.) The player with the most pvp events won, is our "**Quarter PVP Champion**"

Event Duration: 01. January 2024 - 31. March 2024

Reward Top 3: : **1.000 Silk + Special Title + 3x Swords of the Legion + Gold Honor Buff** (14-day)

: **1x Premium Plus + 1x Gods Blessing + 2x Swords of the Legion**

: **500 Silk + 1x Swords of the Legion**

Daily Supporter Events

Small and easy Events by the Supporters throughout the day.

Reward is 1x Styria Key per Round and 10x Rounds per Event.

Stay online to not miss it!

Level Guess

Level Guess Event

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with a **Monster-Name**.
3. You have to send a message to the Supporter with the **correct Answer**.
4. The player with the **first correct** answer wins.



Event duration:

~ 20 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

☐ Trivia / Q & A

☐ Trivia / Q & A

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with a **Question**.
3. You have to send a message to the Supporter with the **correct Answer**.
4. The player with the **first correct** answer wins.



Event duration:

~ 30 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

Hide & Seek

Hide & Seek

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with a **hint** of his whereabouts.
3. Now you have to **search** for the Supporter.
4. When you have found then Supporter, you must send him a **exchange request**.
5. The player who sends the **first exchange request**, wins.



Event duration:

~ 40-60 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.

You can only win **ONCE** per Event.

☐☐ Lucky Party

☐☐ Lucky Party

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with a **Party-Number**.
3. You have to reform a party which has the **exact Party-Number** the Supporter wrote in the global.
4. The player who reforms the party with the **correct Number** wins.



Event duration:

~ 20 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

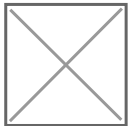
There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

☐☐ Scrambled Word / Scrabble

☐☐ Scrambled Word / Scrabble

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with some **letters**.
3. All you have to do, is to put the letters in the **right order**.
4. You have to send a message to the Supporter with the **searched word**.
5. The player with the **first correct** answer wins.



Event duration:

~ 20 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

☐☐ Supporer says

☐☐ Supporer says

Event procedure:

1. The Supporer who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will write a Global with a **sentence**.
3. You have to check if the sentence is **ture** or **false**.
4. If the sentence is **ture**: Send a message with "**True**" to the Supporer.
5. If the sentence is **false**: Send a messagte with "**False + the correct answer**" the the Supporer.
6. The player with the **first correct** answer wins.



Event duration:

~ 30 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

Mixed

Mixed

Event procedure:

1. The Supporter who runs the event, will send a **notification** at Global-Chat and Discord, **10 minutes** before the event starts.
2. When the event starts, the Event-Host will choose a **different Event** for **each Round**.
3. He will choose between: Level Guess, Trivia/Q&A, Hide & Seek, Lucky Party, Scrambled Word/Scrabble, ...
4. The player with the **first correct** answer wins.



Event duration:

~ 30 Minutes

Event start time:

Different, stay online to not miss it

Reward:

1x **Styria Key**

Things to note:

There will be 10 Rounds per Event.
You can only win **ONCE** per Event.

Special Events

Events which are hosted by a EM, GA or GM. Often their reward is a bit higher than the rewards of the daily Supporter Events.

Special Events

⚡ 1vs1 Unique Deathmatch

⚡ 4vs4 Unique Deathmatch

Looking to prove who the strongest is?

Then bring your folks and join us in this 4vs4 battle in which only the survival of the fittest will prevail!

The Event consists of 4 players (everyone is welcome) who will try to kill a unique and prevent the other team to Kill Steal it. Once the unique has been killed by any player during the battle, that player's team will automatically win the event.

Event Rules:

- Zerk is **allowed**
- Snow Shield is **allowed**
- Pain is **allowed**
- Valentines Buff / Swords of the Legion Buff is **allowed**
- +20% Attack / Defense Scrolls are **allowed**
- Hero / Devil / Angel Spirit is **allowed**
- Socket Stone Buffs are **allowed**
- Ballons are **allowed**
- Bless Spell is **allowed**
- Attack Rate / Parry Rate Scrolls are **allowed**
- Mask is **not allowed**
- Screens are **not allowed**
- Earth Fence is **not allowed**
- Vital Increase is **not allowed**
- Iron Shield is **not allowed**
- Wanted Buff is **not allowed**
- Reflect is **not allowed**

Rewards for the Winner-Team:

☐☐ Sword of Legion

☐☐ Achievement Quest Reward (30 AP)

☐☐ 4x 100 Skulls

☐☐ 50x Event Points (EP)

If you and your team are ready to prove your strength and teamwork, then come and join this funny and exciting event with your Team.

Lucky Crit Event

🐾 Last Horse Standing

🐾 Last Horse Standing 🐾

Looking for a free-for-all Event? Not gear? Low level? New to the server? Worry not! This is the perfect event for you!

In this event, the host of the Event will provide everyone with lvl 45 Horses and some pots, or may ask you to buy these in order to participate.

How it works:

- First, the event master will spawn an Uruchi Unique every 10-20 seconds depending on the amount of players in each round.
- Players must try to avoid getting their horse killed, or else they will be sent to town.
- Players who won will be sent to town, but can't participate again for that day.
- Do not use secondary accounts, or else you will disqualified and won't participate in the event for that day.

🐾Winners may receive rewards such as Valentine Buffs, Styria Keys, AP achievements quests, 100 skulls of each, EP🐾

This event have been designed for all type of players (Old and New players).

Come and Join us in this fantastic and entertaining event, you will enjoy it!!

Search and Kill

Search and Kill event, is an event where the GM or the Event Maker spawns a unique and you have to search in the place that will be mentioned by the host and kill it, and the winner will receive a reward.