

Nec System: Player Guide

Everything about Nec marks: how to get them, how to upgrade them, and how to awaken the 17 beast link powers.

1 What is Nec?

Nec gives your character **8 extra gear parts**: Main Hand, Helm, Pauldrons, Armor, Gloves, Belt, Greaves and Boots. You fill each part with a **Nec mark**, a beast mark that adds stats.

You make your marks stronger in four ways:

- **Strengthen** a mark from +0 to +15.
- **Advance** it from White to Purple quality. Every new quality adds one more attribute.
- **Activate links** with Holy Lights on Gold and Purple marks.
- **Awaken link powers**. When you collect all 4 links of one beast on your worn marks, you awaken that beast's power: a strong buff you can cast.

2 Getting started (level 130)

When you reach **level 130**, you receive the **Nec Mark Gift Pack** and the **Nec Tome**.

- **Nec Mark Gift Pack**: 10 Sealed Nec Marks, 10 Strengthen Stones, 15 Advance Charms and 20 Nec Raw Stones.
- **Nec Tome**: free one bag slot, then use the Tome to receive your **Descent** item, which you cast your link powers with. Keep the Tome.

Two NPCs stand **next to the Valkyrie**:

- **Nec Master**: all operations on your marks (strengthen, advance, holy lights, refine, transfers, discard).
- **Nec Artisan**: crafting and a gold shop for Nec materials.

Open the **Nec window** with the Nec button or **Ctrl+N**. It shows your 8 parts, your Nec bag, the stats, the **Codex** (all 17 powers and your link count for each part) and **Descent** (your active powers). You can also inspect the marks of your party members.

3 Nec marks

There are **60 marks**: 15 beasts × 4 marks. Each beast's 4 marks are made for 4 different parts.

The 15 beasts are White Tiger, Behemoth, Wild Bull, Savage Bear, Earth Dragon, Demon Ape, Silver Wolf, Horned Beast, Giant Scorpion, Phoenix, Falcon, Owlbeast, Snow Fox, Thunder Serpent and Dragon Turtle.

How to get marks:

- A **Sealed Nec Mark** gives one random mark (White quality).
- A **Beast Nec Mark Box** gives one mark of that beast (White quality).

Using a mark:

- When you use a mark from your inventory and its part is empty, it is worn right away.
- Otherwise it goes into your **Nec bag (8 places)**. When the Nec bag is full, discard a mark first.
- In the Nec window you move marks between the Nec bag and your parts. Wearing a new mark puts the old one back into the Nec bag.

Trading rule:

- A mark that only sat in your Nec bag (never worn and never upgraded) can be taken back to your inventory as a **tradeable** item.
- Once you **wear** a mark, it is bound to you for good.

4 Strengthen (+0 to +15)

Each level raises the mark's stats.

- **Failure keeps the level**, but the stones and gold are used.
- Up to +10 you need **Nec Mark Strengthen Stones**.
- From +10 you need **Advanced Nec Mark Strengthen Stones**.

STEP	CHANCE	MATERIAL	GOLD
+0 → +1	60%	1 Strengthen Stone	10,000
+1 → +2	50%	2 Stones	10,000
+2 → +3	40%	3 Stones	10,000
+3 → +4	30%	4 Stones	10,000

STEP	CHANCE	MATERIAL	GOLD
+4 → +5	20%	5 Stones	10,000
+5 → +6	10%	6 Stones	20,000
+6 → +7	8%	7 Stones	20,000
+7 → +8	5%	8 Stones	20,000
+8 → +9	3%	9 Stones	20,000
+9 → +10	1%	10 Stones	20,000
+10 → +11	100%	1 Advanced Stone	50,000
+11 → +12	70%	1 Advanced Stone	50,000
+12 → +13	50%	1 Advanced Stone	50,000
+13 → +14	20%	1 Advanced Stone	50,000
+14 → +15	10%	1 Advanced Stone	50,000

Advanced Stone: combine one **Dream**, one **Life** and one **Power Illusion Shard** (right-click a shard).

5 Advance (White → Purple)

The quality order is **White** → **Green** → **Blue** → **Gold** → **Purple**. Each advance attempt costs **1 Nec Mark Advance Charm** plus gold.

STEP	CHANCE	GOLD	NEW ATTRIBUTE
White → Green	60%	10,000	1st: Strength, Vitality, Dexterity, Intelligence or Spirit
Green → Blue	50%	20,000	2nd: HP, MP, Physical/Magic Defense, Critical Block or an element defense
Blue → Gold	40%	30,000	3rd: Lucky Hit, an element attack or a penetration, plus a sealed natal link
Gold → Purple	30%	40,000	4th: Physical/Magic Attack, Lucky Block, Critical Hit, Basic Damage, Accuracy or Evasion, plus a sealed mutated link

- **Every mark has only 7 advance attempts in total.** A failed attempt keeps the quality, but it counts as an attempt.
- Purple is the highest quality.

6 Holy Lights and links

The 3rd and 4th attributes come **sealed**. Open them at the Nec Master with a Holy Light (**1,000,000 gold** each time). The result is a **link**: one of the 4 pieces of a beast's power, with a link count.

HOLY LIGHT	MARK NEEDED	WHAT IT GIVES
Natal Holy Light	Gold or Purple (3rd attribute)	A link of the mark's own beast
Mutated Holy Light	Purple (4th attribute)	A link of any of the 15 beasts
Dragon King Holy Light (rare)	Purple (4th attribute)	A link of Dirsas (Horn, Eye, Armor or Claw)
World Serpent Holy Light (rare)	Purple (4th attribute)	A link of Jormungandr (Heart, Tail, Body or Foot)

Using another Holy Light on an open attribute **re-rolls** its link.

7 Link powers

How to awaken a power:

- **Link all 4 pieces of one power** on the marks you wear. Example: White Tiger Fang, Claw, Whiptail and Stride.
- The **Codex** shows which pieces you have.
- **Uses per day** = your total link count for that power, up to 12 a day.
- You cast powers with the **Descent** item. Every cast costs **EXP**.

Limits:

- **Up to 4 powers can be active at once.**
- Powers in the same group **do not stack**. Only one of each group works at a time.
- To switch to another power in the same group, confirm with the Nec Tome within 30 seconds.

GROUP	POWER	EFFECT (SHORT)	LASTS	COOLDOWN	EXP PER CAST
A	White Tiger Blood Rite	Critical Block +8%, chance to leech 3% Max HP on attack	10 min	10 min	20M
A	Behemoth Sky Rend	Lucky Hit +8%, Four-Element Penetration +15%	10 min	10 min	20M
A	Wild Bull's Gaze	Max HP +8%, chance for a 15,000 Holy Strike	10 min	10 min	20M
B	Savage Bear Ferocity	Physical Attack +5%, Physical Resistance +5%	10 min	10 min	15M
B	Earth Dragon Magic	Magic Attack +5%, Magic Resistance +5%	10 min	10 min	15M
B	Demon Ape Roar	Four-Element Resistance +25%, Critical and Lucky Block +5%	10 min	10 min	15M
C	Silver Wolf Snowstep	Move Speed +10%; attackers get Speed and Hit –25% (20 s)	10 min	10 min	15M
C	Horned Beast Edge	Attackers are Confused, Magic Resistance and Physical Attack –10% (20 s)	10 min	10 min	15M
C	Scorpion Venom	Attackers are Poisoned, Physical Resistance and Magic Attack –10% (20 s)	10 min	10 min	15M
D	Phoenix Rebirth	5 s untouchable, then full HP and Fire Defense +50% for 5 min	5 s + 5 min	10 min	20M
D	Eagle Skystrike	Move Speed +10%, Hit +10%, Four-Element Penetration +15%	10 min	10 min	20M
D	Owlbeast Hurricane	Damage Reduction +10%, Healing Received +15%	10 min	10 min	20M
E	Snow Fox Phantom	Attackers get Physical and Magic Attack –12% (20 s); +2,000 MP every 2 s	20 min	20 min	15M

GROUP	POWER	EFFECT (SHORT)	LASTS	COOLDOWN	EXP PER CAST
E	Thunder Serpent Disruption	Attackers lose 1,000 MP per hit, Stun Resistance –50% (20 s)	20 min	20 min	15M
E	Dragon Turtle Resolve	Attackers lose 1,000 MP per hit, Silence Resistance –50% (20 s)	20 min	20 min	15M
free	Dirsas's Dragon Majesty	Attack, Four-Element Damage, Critical Hit and Lucky Hit +10%	15 min	15 min	30M
free	Jormungandr's Mortal Heart	Max HP +12%, Critical and Lucky Block +8%, full HP/MP at start and end	15 min	15 min	30M

Dirsas and **Jormungandr** stack with everything. Their links come only from the rare Dragon King and World Serpent Holy Lights on Purple marks.

8 Other operations

All operations below are at the Nec Master. The ones that use up something ask you to press again **within 60 seconds** to confirm.

Refine

- Re-rolls the values of the open attributes of a Green or better mark, within their ranges.
- **Cost:** the mark in the chosen Nec bag place is used up, plus 20,000 gold.

Refine Transfer

- Swaps all refined attributes (values, open seals and links) between a worn mark and a Nec bag mark of the **same quality**.
- **Cost:** 1 Nec Refine Transfer Charm.

Strengthen Transfer

- Moves the higher strengthen level from the Nec bag mark to the chosen mark. The Nec bag mark goes back to +0.
- Free.

Discard

- Destroys a mark in the Nec bag to free its place.

9 Nec Artisan

Crafting:

- **Nec Raw Stone** + 10,000 gold → your choice of a Nec Inscription, Nec Emblem or Nec Solution.
- **Inscription + Emblem + Solution** → 1 Sealed Nec Mark.

Gold shop. Everything here is bound, with a daily limit per character. You can buy ×1, ×10 or ×100.

ITEM	GOLD EACH	DAILY LIMIT
Nec Mark Strengthen Stone	6,000,000	100
Nec Mark Advance Charm	60,000,000	10
Natal Holy Light	200,000,000	3
Mutated Holy Light	350,000,000	2
Nec Refine Transfer Charm	150,000,000	1

10 Where materials come from

Free, from the game. Stones and charms from these sources are bound. The Boss Hunt Sealed Marks and rare lights from Phantom Land are tradeable.

WHERE	WHAT
Tartarus Escape (daily)	Raw Stones 1–3, Strengthen Stones 2–10, Advance Charms 1–3 (by difficulty)
God Constellation Trials (weekly)	1 Illusion Shard per round (enough for up to 12 Advanced Stones a week)
God 100 Trials	+2 Strengthen Stones
Mirage Cloud quest	+5 Strengthen Stones
God Demon Wars bosses	Natal Holy Light, Mutated Holy Light, Sealed Nec Mark, Beast Box, rare chance of a Dragon King or World Serpent Holy Light
Muspelheim beasts	their own Beast Box (rare), Raw Stones, Strengthen Stones

WHERE	WHAT
Mystery World bosses	Sealed Nec Marks, Raw Stones, rare chance of a Dragon King or World Serpent Holy Light
Boss Hunt LV140	Raw Stones, tradeable Sealed Nec Marks
Phantom Land bosses	Dragon King or World Serpent Holy Light (5%)
Illusion World monsters	Illusion Shards (small chance)

Zen mall. Packs open at level 130+. Holy Lights and the ×10 packs from the mall are **tradeable**.

ITEM	ZEN	LIMIT
Strengthen Stone ×10	20,000	–
Strengthen Stone ×100	180,000	–
Strengthen Stone Chest ×1000	1,500,000	1 per week
Advance Charm ×10	180,000	–
Natal Holy Light	60,000	–
Mutated Holy Light	100,000	–
Nec Refine Transfer Charm	50,000	–
Sealed Nec Mark	50,000	–
Beast Nec Mark Box (your choice of beast)	300,000	–
Nec Starter Pack: 300 Stones, 20 Charms, 5 Natal Lights, 1 Refine Transfer Charm, 3 Sealed Marks	1,000,000	once per character
Nec Monthly Chest: 1,200 Stones, 30 Charms, 10 Natal Lights, 5 Mutated Lights, 2 Refine Transfer Charms, 5 Advanced Stones, 1 random Beast Box	3,000,000	1 per month (resets on the 1st)
Nec Fortune Pack: random Nec materials; your 6,000th opening always gives a tradeable Dragon King or World Serpent Holy Light	400	–

11 Quick path and tips

1. Reach level 130, open the Gift Pack and use the Nec Tome to get Descent.
2. Open the Sealed Marks and wear one mark in each of the 8 parts.
3. Strengthen to +5 (cheap and safe), then advance to Green and Blue.
4. Push the marks you keep to **Gold**, then open the 3rd attribute with Natal Holy Lights. Aim for **all 4 links of one beast**.
5. Purple marks with Mutated Holy Lights let you finish a second power or mix beasts.
6. Pick powers from **different groups**, up to 4 at once. Add Dirsas or Jormungandr when you get the rare lights.

Tips:

- Plan the 7 advance attempts. Do not waste them on a mark you will replace.
- Do not wear a mark you might want to sell. Worn marks can never be traded.
- Do the free daily and weekly content (Tartarus, Constellation, Boss Hunt). It is the steady source of stones and shards.
- Link powers cost a lot of EXP per cast, so cast them when it matters (boss, war, PvP).