

Mechanic

Inventive and creative mechanics, right here on Cyntara.

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Stamina in Cyntara

It is very important that you manage and use your stamina to maximize your experience increase.

The maximum amount of Stamina:



While connected to the game in the skill trainer area with the 7 day streak, you will regain 165% stamina per second.

You will turn to **red** Stamina at 06:00 hours left on Stamina. Loot will also be disabled and you will receive 50% less experience.

Stamina Refiller can be purchased from the store or earned through the Dungeon system. This will restore 10 hours of stamina and has a 24 hour cool down. This item is quite valuable on the item market.

Skill trainer can be entered below for additional stamina regeneration with the 7 day reward streak.



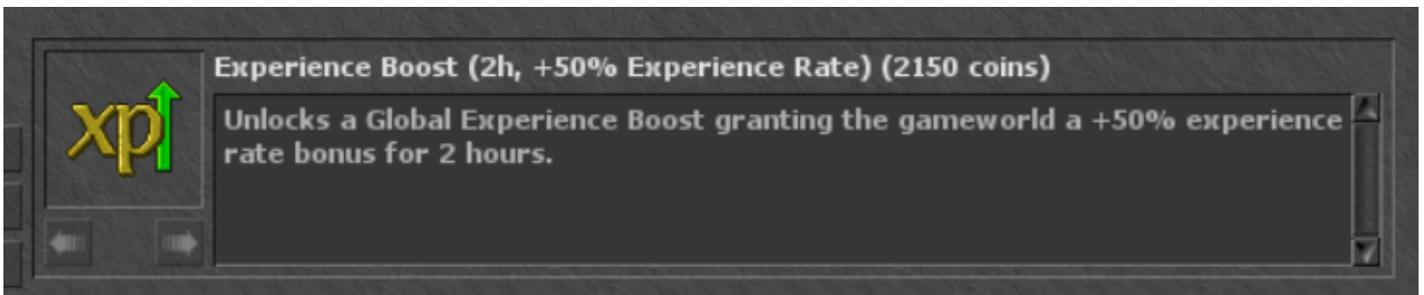
Premium Scroll will help boost your training speed at the training tiles.

1 Premium Scroll (500 coins)

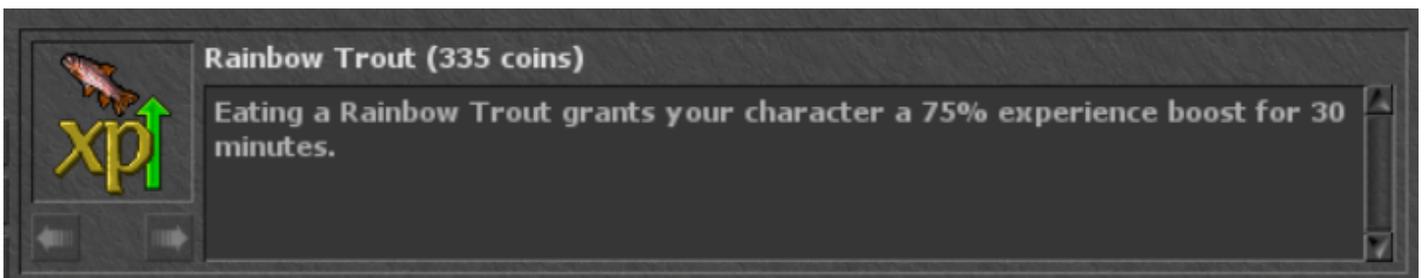
Premium Scroll Benefits:

- 3 hours of 1.5 experience bonus stamina.
- A discount at the magic shop
- 2x training speed at training tiles.
- Both Entrepreneur addons.
- Ability to change with !change sex (once every 24 hours)

Stamina will turn orange after 41 hours. Best to save your experience boosts, and time your hunting during the global experience boost.



You can also use fish in game for the experience boost. Can earn this in game and buy through the store.



More experience:

<https://wiki.cyntara.org/books/game-guides/page/goblin-king---depot-floor-2>

Range Scaling

When using ranged weapons, the damage is scaled based on the range to the target.

At 2, 3 and 4 SQM range, the damage factor is neutral however depending on the difference from that range the damage will be either increased or decreased.

For players in the melee range the damage will be reduced by 30%.

For each SQM the player is farther to the target, the damage will be increased by %5 per.

Additionally an indicator icon will be displayed on the target that will change the color depending on the damage factor: grey for neutral, red for reduced and green for increased damage.

Divination Cards

Divination Cards are a type of items that can be collected and exchanged for a reward once a certain number of cards of the same type have been collected.

Different types of Divination Cards require a different number of cards for an exchange.

Divination Cards can be obtained from raid bosses and dungeons. The type of the cards that can drop depends on the raid tier and dungeon talisman level.

Shrines

Shrines randomly appear on spawns and grant a random buff when used, the shrines will disappear on use.

You will never find more than a single shrine in a certain spawn but the location of the shrine may vary.

You are also not guaranteed to always find a shrine in a spawn as the chosen locations are random. Shrines will have an exclamation mark icon above them to make them easier to notice and will display a tooltip with the name and effects when hovered with the mouse.

Available Buffs

- Experience Rate Bonus
- Health & Mana
- Skills
- Physical Resistance
- Death Resistance
- Holy Resistance
- Ice Resistance
- Fire Resistance
- Energy Resistance
- Earth Resistance
- Life Leech
- Mana Leech
- Critical Chance
- Critical Damage
- Luck

Goblin King - Depot Floor 2

Goblin King is a NPC that will help take gold coins off your hands in exchange for an experience boost. The boost lasts for 60 minutes, and increases your experience by 25%.



The first boost costs 2 million gold coins, and doubles each time after. This can only be done a certain amount of times a week and will reset weekly.

There is also a boost for everyone, which is the Pot. Once it reaches it's maximum, everybody receives an experience boost.