

Ancient Crystal

The purest form of the condensed, gaseous energy that create the mysterious Crystals, Ancient Crystals exist in a wholly unaltered state. Like stem cells, they have yet to evolve into their mature state by coming into contact with a symbiotic energy source. The Ancient Crystals, strangely enough however, pose the greatest threat of all to space-goers. Their energy signal, nearly nonexistent, is the most difficult for pilots to detect from long distances, while the gaseous energy they are able to release upon any craft that nears their vicinity is stronger than that of any other Crystal ever encountered, even the enigmatic Rive Crystal.



Locations

Ancient crystals are found exclusively in the Pardus Core, Dubhe, Menkar, and Gomesia.

Stats

Skills

| | |
|--------------|------|
| Tactics | 60 |
| Hit accuracy | 50 |
| Maneuver | 105 |
| Weaponry | >100 |
| Engineering | 65 |

Health

| | |
|--------|--|
| Hull | |
| Armour | |

| | |
|---------------------|--|
| Armour strength | |
| Armour type | |
| Shield | |
| Shield regeneration | |
| Total health | |

Other

| | |
|------------------------|--------------------------|
| XP for killing | 2050 |
| Loot from killing | |
| Spawn type | Fixed, within a 3x3 area |
| Roams? | |
| Cloaks? | |
| Retreat hold frequency | |
| Retreat hold rounds | |
| Respawn time | |
| Old age death time | |

Weapons

Guns

| Gun | Base damage | Shots per round | Total damage | Weapon type |
|---------------|-------------|-----------------|--------------|-------------|
| Ancient Shock | 225 | 1 | 225 | Pardus |
| Ancient Shock | 225 | 1 | 225 | Pardus |

Missiles

| Missile | Base damage | Average reload time |
|---------------|-------------|---------------------|
| Ancient Sting | 900 | 19 |

Skilling guide

Ancient crystals are considered one of the best end-game skilling NPCs for weaponry.

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