Bdo mystic awakening quest guide

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Please log in to add the correct location of this object. - markers added by other players. - Token from the base Remember that the class guide is a rough explanation class designed to give you an idea of the class and what you should be aiming for. You have to really adapt the guide and follow your instincts to match your style of play! I also highly recommend looking at as many different sources as possible and gathering as much information as you can about your class before deciding what is best for you and how you play. Class contention is a great place to start, most of them have their own guides and resources, as well as a lot of qualified players willing to help with the issues. The mystical class uses Gauntlets as its primary weapon and Vambrace as its secondary weapon. At level 56, Mystic opens his weapon of awakening, which is cestus and kicks. It specializes in martial arts and has many sophisticated combos that can wreak havoc over time while keeping its target locked. Mystic can also play as a tank class and is generally considered a strong class. The combos are designed to be very tricky, and players may find Mystic is considered a strong class. The combos are designed to be very tricky, and players may find Mystic hard to master, but not too hard to pick up if you are a new player. Mystic is considered a high tier in PvE as a low-end grind spot, and high-end grind spots such as hysteria. They have a fast clear speed with different skills that offer a steady damge for PVE. They also rarely use potions when grinding, even with desert debaff, because of their strong CC support. They can shine under several roles such as front line, defense and flank. Check out the video below to see some examples of Mystic in action. Source: PROS Good support damage Many Super Armor Tanky Class Many CC Chains Short Mobility Range, which is useful during PVP and PVE Self Healing - no pots needed to grind Adaptation to various Siege/Knot War roles Very strong on a small scale PvP CONS Lack of long-term mobility, making it difficult to keep up with other classes complex combo Difficult to master The Disadvantages of Explosion damage The Witch of the Dark Knight is the Witch of the Weak vs.: Mystics are weaker or more evenly matched with melee/range damage classes with high mobility, explosion and crowd control. Musa The Berserker Mystic Ranger Mystic Succession can be unlocked after level 56 after speaking to the Black Spirit and completing a succession quest under the suggestions tab. This will give you a completely separate tree of skills that are Your basic hand skills and has only a few waking skills. Your weapon awakening still affects your succession damage, but not many priorities. You can get away with using green/blue class TRI Ultimate weapons without losing too much damage. This is because only 30% of your AP Awakening applies to damage-damaging inheritance skills, as well as additional item statistics such as human/damage types and accuracy. Succession is considered best for PVE at the end of the game spots, but until then The Awakening will work better and it's safer to stick to waking up if you're not sure what to go for. In each section of the guide you can find more information about succession skills. Pre-Awakening Skill Build - Level 55 (827 Skill Points): you've just reached level 50 or you're still aligning, use this build to put you in the right direction what skills you should use. Priorities of the following skills: Flash Step, Fist of True Force, Silent Step, Soul Basher, Triple Flying Kick, Thunder Pound, Flow: Death Clout, Roaring Tiger, Burning Hammer, Crouching Wolf, Prey Hunt, Binding and Mount Aura. Make sure you reset your skills at level 56 though, because you need skill points to wake up skills and will only need the skills to wake up. Post-Awakening skill build - Level 56 (652 points qualification): skill to build - Level 50 (1632 skill points): priorities Awakening skills to your level Absolute Skills.Succession Skill Build - Level 56 (987 Skill points): Points): High Level Skill Build - Level 60 (1590 Skill Points): End of The Game Skills Build - Level 60 (1881 Skill Points): Keys in square brackets mean that you hold the key. For example, (HOLD) means that you hold on until the next step. (PERMAHOLD) means you keep throughout the combo. Keys separated by the I symbol should be used at the same time. For example, LMB means that you click on LMB at the same time. For example, LMB means that you click on the button and LMB at the same time, and then click F (LMB) on the left click with your mouse, RMB means right click with your mouse. Red skill names are optional. Blue skill skilled in when you level up and your automatic attack. The Fighting Spirit Fast Slot Fighting Spirit is passive, which allows you to use the battle fragments of the Spirit. They are absorbed automatically when you use the skill and will enhance your skill. You can also consume Martial Spirit shards to use Flash Step when it is on cooling without using stamina. The Howling WolfPassive, which gives you all dodging Bet No 10. Binding (E) This skill is your only capture skill. This is an important skill to have and can be used in your wake-up position as well by clicking on E. Skill also has a Super Armor on it. This gives the mix a Ranged DP/Melee DP/Magic DP/All DP when you level it up, giving a total of about 8 additional DP. You only have to level it when you have basic build and spare skill points because it takes a lot of OT level it for a small increase in DP. Awakening: Buenya's Cestus C This skill is taken automatically and allows you to change between your main hand and the awakening of the weapon. Draconize SHIFT - this skill is your wake-up buff (e buff), it is used automatically and can be used every 3 minutes to give you a 30-second buff, All DP No50, Attack Speed 30% and All Resistance 30%. The skill is also to instantly recover 500 HP and super armor when used. You should use your positive wake-up effect just before you participate in the PVP, or as often as possible when grinding for a speed attack bonus. Calm SHIFT SPACE This skill will restore some MP, as well as give you 3 battle fragments of the Spirit. They are absorbed automatically when you use the skill and will enhance your skill. You can also consume Martial Spirit shards to use Flash Step when it is on cooling without using stamina. You can only use this skill with a fast slot. The skill has super armor and protection while using it, and you can also use LMB or SPACE during Infinite Resistance to explode instantly and cause damage around you. Cestus Training LMB is your roll. You can roll to the sides or backwards. You can also double-touch the W to roll forward, or double the faucet in any other direction. You definitely have to block this skill because if you use it in PVP by accident, then it can make you vulnerable. Flash Step (HOLD SHIFT) - W or S This skill makes you invincible when you use and is one of your main iframes. It also gives a 20% motion rate positive effect for 10 seconds and should have a skill. SILENT Step (HOLD SHIFT) - A OR D This skill makes you invincible when using the skill. Adamantin RMB Skill has a forward guard as well as apply stiffness to your goal and recover a lot of WP. It also has quite a bit of range compared to other skills and can be combo'd with Flash Step to throw it back. However, this skill has slow animation and its expanding skills, so Forward Guard is a risky skill to use compared to some classes. In some situations (such as against a ranger or archer in 1v1), a rotating Super Armor can be useless because they will just blast you down, and Adamantin will be useful to use to block that incoming damage along with Thunderpound. Flow: Mass Destruction Flow: Mass Destruction has super armor and doesn't clash on its short range to evade, which is really useful for getting behind your target to stun them. Double Flash Procceding Skills: Flash Step, not just one that has a lot more mobility. You have super armor when using this skill as well. DAMAGEScissor Kick (W) - This skill is one of your strike skills. It has super armor and also applies floating on the last good kick. He can hit a maximum of 7 goals and also has WP recovering on every good kick as well. However, the skill has low damage and I would recommend blocking it so that you can use Spiral Torpedo (W and F) directly from the pre-awakening to go to the awakening Crouching Wolf SPACE when using certain skills Crouching Wolf is an important skill and you need to make sure that you also take the flow: Prey Hunt as well. The crouching wolf has super armor, but the stream does not. The skill also gives you a positive attack rate effect and a greater positive effect if you have 30 spirit shards. You can use this skill from your quickslot when waking up to go to awakening instantly and use the skills. Triple Flying Strike (optional) LMB or D This skill build. This gives you an increase in evasion speed, which you can quickly use before a fight if you have the time. Wolf's Frenzy (SHIFT) - This skill is really useful to give you a few seconds to get your cooldowns back or when you're low HP because of this iframe while driving. You can get knocked out of it, but it takes someone with very good time or luck. Good for chasing players as well because it will teleport you to them and you can use your E capture right after as well. Elbow Edge (Optional) SHIFT LMB This skill is an optional skill and you don't need to take this skill up to absolute/slave skill is difficult to use and you have to be careful when and how you use it. The problem is that it can leave you vulnerable because it has no protection on it. Flow skills are also very useful because they have super armor on them, CC, and debuff the purpose of either a DEBAff DP or douff douff depending on which one you use. You can also use this skill when waking up to go to wake up instantly and use your skills. Roaring Tiger (LMB) This skill is your 100% Black Spirit Fury skill that adds super armor to the craftsmanship. It is definitely worth taking and should have skills. It restores your HP and has a lot of damage as well as Knockdown, Down Attack, Down Smash and Air Smash. This is a good skill for chain combos and HP recovery can be used at any time without the need for a goal. Fury Hammer SHIFT Rage Hammer is a good skill for PVE especially when aligned to 56. It pulls your enemies towards you and also has super armor, making it great for collecting monsters. It's also great to use in PVP because of its having 3 seconds of lingering super armor. You can call this by clicking on the SHIFT button and then standing still and doing nothing for 3 seconds. Dragon Shatter (optional) RMB This skill is an additional attack that you can use in certain situations by clicking on the RMB skill has no protection on it, and I personally wouldn't bother to take it until you have all your basic build. Tidal Blast (optional) SHIFT RMB This skill is a kick skill that hits up to 4 times and each hit has a different CC effect. He can strike stiffness on a good 1 kick, floating on a good 3 hit and air attack and Air Smash, as well as on the 3rd and 4th hit. The skill is completely unprotected however and is usually not aligned or used because of it. Spiral Torpedo W This skill will make you jump forward through the air to perform a spin attack. The ability to bypass the block, knock down targets on a good kick, and has no character of collision. You'll also get all the AP buffs as well when you use the skills when in a pre-wake to go straight to the awakening. The skill is also your 25% Fury Skill Black Spirit, which increases the damage from skill, as well as a critical hit rate of 10% positive effect within 20 seconds. Fast Stream SHIFT LMB This skill hits up to 3 times, and each beat has a different CC effect. He can strike a good one kick and float/knockback on the 3rd kick. The skill also has a forward guickly to launch an attack that can involve goals on good hits (PVE only). The skill has super armor while you are in the air and is a good skill for safe use The skill can also be used when in a pre-awakening to go straight to the awakening by good hits for the PVP. Rising Dragon SHIFT - This skill will make you hit the ground with a powerful punch and the enemies that get hit will float in the air. The skill has a Super Armor on it and it's also your 100% Black Spirit Fury skill. You have to charge the skill to cause damage. You can use the skill without charging it with Flash Step in front of it. You can also use this skill while in pre-awakening, using S LMB and RMB to put you straight into the awakening. It will put a burst of energy right in front of you that will stun the targets on good hits, as well as debuff them with attack/casting/speed movement -10% for 10 sec debuff with up to -30% for 10 sec at the maximum level. The skill has a forward guard when charging it, so you can time it perfectly to defend yourself, and if used with 200% Black Spirit Fury, it will have a Super Armor. This skill also has flow skill Flow: Wave Orb, which unlocks at level 59 and is automatically activated when using the skill have a Super Armor. This skill have a Super Armor. This skill also has flow skill Flow: Wave Orb, which unlocks at level 59 and is automatically activated when using the skill have a Super Armor. This skill ha HP recovery. You have to take this skill to restore HP, but be careful when you use it because it will leave you vulnerable. The skill, as well as HP Recovery 10 pounds per kick. Improvement: Wolf Madness SHIFT F This skill allows you to use Wolf Madness in awakening. The skill is really useful to give you a few seconds to get your cooldowns back or when you're low HP because of this iframe while driving. You can get knocked out of it, but it takes someone with very good time or luck. This is good for chasing players as well because it will teleport you to them and you can use your E capture right after as well. Dragon Pitk Slot This skill should be placed in your fast slot. It will be instantly cast without animation characters and will cause a sea dragon that will debuff any players caught inside. Debuff is very strong with attack/casting/traffic speed debuff -30% for 10 seconds. You have to use this skill as often as you can in the PVP to keep your opponent debuffed Dragon Rip'S or RMB This skill will cause a ball that will pull in the goal and then cause damage when it explodes. The skill has quite a far range in front of you and also has super armor on it. Last kick, skill will strike down the attack and has a chance down to smash as well. It's a great skill to use in both PVE and PVP because of its pull effect, and can also be used from preawakening to switch switching awakening and immediately use the skill. If you have 100% Black Spirit Fury, you can use this skill and then The Rising Dragon. The vacuum effect will linger for most of the skills and is great for PVP. You may want to consider blocking this skill and only using it with quick. It depends entirely on the preferences of the players, but in some situations you can use Block S and then want to go for a grab that will use Rip Dragon and can put you in a vulnerable position. The following combo skills are basic combos/cancellations and some extra tips/tricks for your class. I recommend using video guides to learn more complex combo skills because it's much easier to see exactly what you should be doing rather than reading it and trying to wrap your head around it all. There are some recommended video combo skills in the Useful Links section and a late guide! The keys in brackets mean you click on the key. For example, this means that you will hit once. The keys in the circular brackets mean that you hold the key. For example, (HOLD) means that you hold on until the next step. (PERMAHOLD) means you keep throughout the combo. Keys separated by the I symbol should be used at the same time. For example, LMB means that you click on LMB and LMB at the same time. For example, LMB means that you click on LMB and LMB at the same time. For example, LMB means that you click on LMB and LMB at the same time. For example, LMB means that you click on LMB and LMB at the same time. For example, LMB means that you click on LMB and LMB at the same time. example, LMB means that you click on the and LMB button at the same time, and then press F (LMB) on the left tap with your mouse, RMB means right click with your mouse. Necessary Skills: Twisted Collision, and will also miss the animation of a sea burial. You want to hold W and RMB right as you start a twisted clash. This cancellation is used in many combo skills, including the examples below, so you should practice it. Necessary Skills: Flow: Mass Destruction, Crouching Wolf, Scissors Punch, Fury Hammer, Dragon (RMB) (Fast Spot: Crouching Wolf) (Fast Sling: Scissors Strike) (GT; (SHIFT) in the (RMB) (Fast Spot: Crouching Wolf) (W) Somewhere in the middle of this rotation you have to land a CC or look for the right time to use your grip. Necessary Skills: Binding, Fast Stream, Flow: Mass Destruction, Twisted Collision, Sea Burial, Perfect Strike, Roaring Tiger, Wave Orb (E) for PVP. Necessary Skills: Binding, Rising Dragon, Perfect Strike, Spiral Torpedo, Vito Collision, Sea burial, unbridled anger, roaring tiger, wave ball (E) zgt; SHIFT (SHIFT) (W) qgt; (W) qgt; (W) qgt; (W) qgt; (HOLD W) Locked Skills These skills that I recommend locking to help prevent the combo from spoiling the combo during PVP, Splinter Thud, Virgo queen, ankle hook, KickYou Scissors can also block the skill of Dragon Rip and use it only from the quickslot. It depends entirely on the preferences of the players, but in some situations you can use Block S and then want to go for a grab that will use Rip Dragon and can put you in a vulnerable position. To block the skill, click the lock icon at the top of each skill icon in the skill box (K). Absolute Skills Below Recommended Absolute: Twisted Clash - Requires Level 57 (25 Skills Points) Absolute: Roaring Tiger - Required Level 59 (35 Skills Points) Additional Absolute Skills You Can Take If You Have Extra Skills Points: Absolute: Absolute: Absolute: Absolute: Absolute: Absolute: Rage Hammer - Requires Level 50 (40 Skill Points) Rabam Skills Level 56 (18 Skill Points) Absolute: Absol VNature's Wrath - Requires Rage Hammer V and Triple Flying Strike V (Preferred Choice) It really comes down to personal preferences. Nature's Wrath is a more popular PVP choice because of its evasion, accuracy and attack speed, although Unbridled Anger inflicts cleaner damage with a large AoE area and 100% crit. Level 57Iron Fist of Fury - Requires Fist of True Power III and Fist of Fury IVPerfect Blow - Requires Fist of True Power III and Elbow Edge III (Preferred Choice) Both Rabam skills have low damage in PVE and will rarely be used. For PVP however, The Iron Fist Fury is considered a good choice because of the knock down and super armor on the skill. Perfect Blow is also a good choice because it is a mobility skill that has a front guard and a CC. All in all, Perfect Blow is the preferred choice because of its flexibility, but you should experiment below are some examples of viable skill supplements you can take. I recommend experimenting with your add-ons and what's best for you because it really depends on your play your class. If you're just just sure to take, then you can blindly follow the examples below and they will still be effective. It's worth noting that continuity of supplement skills is still very subjective depending on how you play and combo so these are just examples. PVP Skill Add-ons Awakening Level 50 Wolf Speed FrenzyAttack 4% in 5 seconds. to attack selfPVP 5 in 5 seconds. For Target Level 54 Elbow EdgePVP Attack No. 10 in 5 sec. For selfAll Precision 3% for 12 seconds. For self Level 56 Rise DragonCritical Hit Rate 10% in 9 sec. For selfAttack Speed 7% in 5 seconds. Sea BurialPVP Attack No.10 in 5 seconds. For selfAttack speed of 7% for 5 seconds. for the self-pVE Skills Supplement Awakening Level 50 Thunder PoundAttack vs. Monsters No.20 for 8 sec. for selfInflicts 50 Burn Damage in 3 seconds. For the target level of 52 Roaring TigerAll Dodging 4% in 10 seconds. For selfInflicts 50 Bleeding Damage for 3 seconds. For the goal Level 54 Twisted CollisionAll Precision 3% for 12 seconds. For selfInflicts 50 Bleeding Damage for 3 seconds. for the target level of 52 Roaring TigerAll Dodging 4% in 10 seconds. For the target level of 52 Roaring TigerAll Dodging 4% in 10 seconds. 15 seconds. For the goal Level 56 Dragon ShatterAttack vs. Monsters 20 for 8 sec. for a self-critical hit rate of '10% for 9 sec. for yourself Level 60 Sea BurialAll Precision 3% for selfCritical Hit. Rate 10% within 9 seconds. For the PVP Skill Add-ons (Succession) Level 50 Thunder PoundPVP Attack No. 10 for 5 seconds. for selfInflicts 60 Burn Damage in 3 seconds. for 9 seconds. for the self-level 54 Rage HammerAll Defense 15 for 10 sec. for selfAll Dodging 4% for 10 sec.: Wave OrbPVP Attack No 10 in 5 sec. for selfAll defense No 15 in 10 seconds. for self Level 58 Prime: Sea BurialAttack Speed 7% in 5 sec. For selfCritical Hit Rate 20% for 9 vs. Monsters 20 in 8 sec. For selfAttack speed -4% for 7. 52 Soul BasherCritical Hit Rate 10% for 9 sec. For selfAttack speed '4% for 5 seconds. For selfAttack speed speed 7% for 5 sec. : Sea BurialAttack vs. No 20 for 8 seconds. For selfCritical Hit Rate 20% for 9 sec. For the self-weapon/armor featured weapons in the game now dropped from World Bosses. For more information click here to view our World Bosses guide. Main Weapon: Rosar Glove Rosar Gauntlet is something you should be aiming for at your character's level. You want to buy No.15 Rosar Gauntlet if you can keep your resources improving. Ideally you want to buy or make it the ultimate (yellow) to close the AP difference as well. Make sure you also use gem slots to get attack speed and critical hit up to 5. Another alternative to Styd Gauntlet is to align if you are having trouble getting Rosar Guantlet. This weapon can be bought from a blacksmith and will give you 18 - 22 AP as well as a lot of accuracy. Liverto GauntletLiverto is the fourth strongest mainhand and much easier to get and raise than Kzarka. I personally will not invest in Liverto because it will just slow down your progress. Go to the barracks as early as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. If you already have a liverto and have a liverto and have already have all have a liverto and have already have a livert getting it into the TRI in the most and then you really want to switch to Kzarka. Liverto has a little more AP than Rosar, but it also has a critical effect of hitting No.3 points. Kzarka Gauntlet Kzarka is the main weapon you will use. It has the same AP as Liverto, but has more accuracy and attack speed no.3 element effect. Offin Tett's Radiant GauntletOffin Tett weapons are generally not worth investing in due to loss of accuracy. This may help you click on the next AP brackets the extra AP you'll get less and you'll lose the chance to hit % while at the same time as on preawakening and your awakening. So in fact you're actually losing damage altogether, since you won't be hitting your opponent as much (unless they're full of DR). Offin Tett can be good when you reach a certain AP bracket, and if your class doesn't depend on accuracy as much (unless they're full of DR). Offin Tett can be good when you reach a certain AP bracket, and if your class doesn't depend on accuracy as much as others, but if you're not sure whether you should use that weapon or not, it's much safer just to use Kzarka. Blackstar is considered the best currently in the mainhand weapon slot with a higher AP base than Kzarka. It should be created using elements in Star's End and then after the quest. The weapons are also harder to boost so most players only switch to Blackstar once they already have AET Kzaraka and a very high AP without easier upgrades. It has damage for all kinds of No 10 and the attack rate of the No.3 point effect as well bonuses when increased. The weapon can't be extended with Caphras stones though. Blackstar is considered the best for PVE in the endgame, but eventually PEN Kzarka will be outscale. Offhand Weapon: Skin Vambrace Vambrace Leather Vambrace is now considered the best by hand to go with if you are a beginner, especially if you do not have Bheg gloves or Liverto/Kzarka, because of its accuracy. This is a good choice, especially for PvP oriented players, and also offers a small amount of evasion and damage reduction. If you don't want to go for a complete evasion/damage reduction, then it's a hand you should use. You should raise it to at least 7 pounds to align and then PRI or higher as soon as possible. The goal is to buy 15 pounds if you can keep your resources improving. Ideally you want to buy or make it the ultimate (yellow) as well. Vambrace sealed magical powers freely available to get from Black Spirit quests as well as a weaker version of Leather Vambrace. If you're new it might be worth checking out if it's being updated, but eventually you'll need a leather Vambrace anyway. Rosar Vambrace Rosar Vambrace is the best defensive build offhand if you want to go for a full DP tank build because it has an extra AP and 2 crystal slots. This build is good for a full DP tank build because it has an extra AP and 2 crystal slots. This build is good for a full DP tank build because it has an extra AP and 2 crystal slots. This build is good for a full DP tank build because it has an extra AP and 2 crystal slots. you a large amount of evasion and a small amount of damage reduction and AP as well. Kutum Weapons also have 10% ignore resistance. The higher the AP makes this weapon the best in the slot for PVE, and is also good for the PVP at the end of the game. When you're 261 (using Nouver) it's actually better to use Nouver's PVE as well because of the AP bonus given the AP brackets. Once you reach over 261 (using Nouver) it's actually better to use Nouver's PVE as well because of the AP bonus given the AP brackets. Once you reach over 261 (using Nouver) it's actually better to use Nouver's PVE as well because of the AP bonus given the AP brackets. the help of the inverted Garmoth hearth to give additional statistics (Max HP 150, Max Stamina 100, Special Speed of Evasion of attack 10%). Nouver Vambrace Nouver is currently considered the best in choosing a slot for Mystic for PVP until you reach the very high AP brackets. You should aim to have TRI gear before you go to this by hand. vambrace gives a clean AP and all resistance 10% point effect and can be modified with the help of the inverted Garmoth hearth to give additional stats (Max HP 150, Max Stamina 100, Special Speed Evasion 10%). When you're 261 (using Nouver) it's actually better to use Nouver's PVE, and because of the AP bonus, given in AP brackets. once you reach over 261 AP (with Kutum) it's best to switch back to Kutum for PVE. More details on AP and DP brackers. Cestus is a green class weapon that is sold by some Blacksmith/Weapon dealers. You'll also get a 10 pound Kamalam Sest when you complete your awakening quests. This weapon has a lower AP than other options, but it is still viable for PvE because of its damage against each type of No.5 item effect. It's also much cheaper to enhance and repair maximum strength than other options, so if you don't have a lot of PvP, then this weapon is a good alternative until you get a dandelion. Baconaua Cestus Baconaua Cestus is a blue-class weapon that is given to you as you complete the awakening of quests. The only way to get these weapons is through a quest or night vendor. This makes it difficult to get and it can be more expensive to repair. Awakening Weapons is good for the PVP. Dragon Slayer Cestus Dragon Slayer is very comparable to a dandelion weapon in its statistics. They have a little less AP, but much cheaper to repair and much less hassle. However, Dragon Slayer weapons cannot be placed on the market and much less hassle. However, Dragon Slayer weapons cannot be placed on the market and much less hassle. only get from a dandelion weapon box (Karanda world boss loot) or from a night vendor. Armor: The best armor in the game is being dropped from the Griffins in Kamasly. Dim Tree Spirit's Armor - fell from Dim Tree Spirit. Bhega's gloves fell off Bhega. Urugon's shoes (shoes) fell from Urugon (Gaifinrasia Raid Captain Scroll). Giata's helmet (helmet) is an alternative choice - dropped from Giath. Muskan shoes (shoes) an alternative choice - dropped from the Monastery Leader. The best in slot armor for mysticism is Griffon's helmet, Dim Tree Spirit armor, Bhega gloves and Urugon's shoes. The full kit will give you maximum MP/WP/SP No100, Maximum HP 200, Max Stamina No.200, Attack Speed No.1, Casting Speed No.1, Speed No.1 and All Resistance 5%. You will also get higher accuracy, evasion and reduced damage from these parts. In the meantime you have to use one of the following armor sets: The popular choice of armor for Mystic is to go full Grunil set because it increases your maximum HP and will give you 2 slot sockets on each part, along with the added bonus of the AP No.7 set. Another class. The full Heve set is also a very popular choice because it has an easier transition to boss gears while. Once you get one boss item with Grunil, you will lose a set of bonuses that Grunil is weaker. Another alternative is to use the Akum set. It has comparable statistics Boss armor, then The Akum kit is a good cheap alternative that will be good for both PVP and PV. Investing in this kit can slow you down in your progression to a softcap, but much cheaper once you factor in repair and enhancement. Accessories there are many options when it comes to accessories and it really depends on what you can get your hands on. Earrings: If available I recommend using Asula's Crimon Eye Earrings (Asula Set), if you're new in the game, it gives you 7 AP and also has a very good set of bonuses. Otherwise use Bares earrings (9 AP/11 AP) before exchanging for DUO Tungrad earrings (11 AP) because of the huge difference in value. Tungrad earrings are one of the best earrings you can get. Another alternative is Black distortion earrings, which give the highest amount of AP (21 AP in PEN), but it is a very good earring because of its high AP. It makes the perfect backup for enhancement and is essentially a free TRI Tungrad earrings. BASE DUO TRI/TRI/DUO TET/TRI/TET 7 AP 9 AP 10/11/8/11 AP 10/13/13 AP 15/15 AP Item Title Base Stats Raising Bares Earring 2 AP 1 AP Jarette in Earrings (Jarette Set) 4 AP 4-Piece Set Bonus: Attack No. 5 6-Piece Set Bonus: Attack No. 10Accuya 2Idden Dodging 1 Can't Be Improved asula in Crimon Eye Earring (Asula Set) 7 APHealth 25 3-Piece Set Bonus: Health No. 300 5-Piece Set Bonus: Acurracy No 20 Can't Be Improved Blue Coral Earring 4 AP Max MP/WP/SP No 25Accurachia 2 Red Coral Earring 5 AP Frecision 14 Max Stamina No 50 2 AP Precision No 4 Witch Earring Blue Whale Molar Earring 5 AP Frecision 14 Max Stamina No 50 2 AP Precision 14 Max Stamina No 50 2 AP Precision No 4 Witch Earring 15 AP Frecision No 4 Witch Earring 16 AP Max MP/WP/SP No 25 Accurachia 2 Red Coral Earring 16 AP Frecision No 4 Witch Earring 16 AP Frecision No 50 2 AP Precision No 50 2 Max Stamina No50 Max MP/WP/SP No50Accuration 2 2 AP Max Stamina No20 Max MP/WP/SP No50Accuration 2 Tungrade Earring 7 AP Black Spirit Fury 10%Precision 2 Capotia Earring 13 APAccuracy 8 Precision 1 (variable)DP 1 (alternating) Black distortion earrings rings: If any, I recommend using Asula in crimon Eye Ring (Asula Set), if you're new in the game, it gives you 7 AP and 2 DP, as well as damage reduction and a strong bonus set. Otherwise, use Bares rings for 2 AP and switch to Mark of Shadow as soon as possible for 5 AP. The ring of the monarch of Sahazada is also available through the quests of Valencia I and II parts. It may not be extended, but it's a good alternative until you can get the Guardian Crescent Ring or the Pri/DUO Shadow Sign. The current best in the slot, is the Tungrad Ring. The Capotia ring is also worth mentioning. It is only available at level 61, but it is a very good ring because of its high AP. This makes the perfect backup to enhance по сусеству бесплатно TRI Кольцо Полумесяца Guardian. Базовый PRI / DUO DUO / THREE THREE TET / TET 5 5 7 AP 8/9 AP 11/11 AP 14 AP 17/18 AP Item Title Base Stats Raising Bares Ring 2 AP 1 AP Jarrett Ring (Jarette Set) 4 AP 4-Piece Set Bonus: Attack No. 5 6-Piece Bonus: Health No. 300 5-Piece Set Bonus: Acurracy No. 20 can not be promoted Blue Coral Ring 5 AP Max MP/WP/SP No25Accurase 2 1 APMax MP/WP/SP No25Accurase 2 1 APMax MP/WP/SP No5Accuracy 8 Precision 1 (variable) AP 1 (alternating) Tungrad Ring 6 APAccuracy 2 3 APAccuracy 2 Necklace : If any, I recommend using Asula in Crimon Eye Necklace (Asula Set), if you're new to the game, it gives you 11 AP and 3 DP, as well as damage reduction and an amazing set of bonuses. Otherwise use Bares Necklace for 4 AP and upgrade this to DUO/TRI for 8 AP/10 AP. Improving Bares Necklace is much cheaper than using an un-enhanced BiS necklace. Then you want to swap for DUO Seraps already, because of their item effects. I personally wouldn't bother with them though, because you want as much AP as possible. BASE PRI DUO/PRI TRI/DUO TRI/TRI TET 11 AP 12 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Title Base Stats Raising Bares Necklace (Jarette Set Bonus: Attack No. 10 Can't Be Improved asula in Crimson Eye Necklace (Asula Set) 11 AP3 DPDamage Decline No. 3 3-Piece Set Bonus: Health No. 300 5-Piece Set Bonus: Acurracy No 20 Can Not Be Improved Ancient Seal Keeper (Ancient Weapon Core Set) 6 AP 3 DP Set Effect: Precision No. 20Accuria 4Damage Reduction 4 1 Manos Necklace - Topaz 6 AP Knockdown / Related Resistance 30%Precision 4 3 AP Knockdown / Associated Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 3 AP Stun/Stiffness/ Freezing Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 3 AP Stun/Stiffness/ Freezing Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 3 AP Stun/Stiffness/ Freezing Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 3 AP Stun/Stiffness/ Freezing Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 6 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 8 AP Stun/Toughness/Freezing Resistance 30%Precision 4 Manos Necklace - Emerald 8 AP Stun/Toughness/Freezing Res Necklace - Diamond 6 AP Resistance to All Status Anomalies 10%Precision 4 3 AP Resistance to All Status Anomalies 10%Precision 4 3 AP Resistance 30%Precision 4 3 AP Knockback / Floating Resistance 30%Precision 4 3 AP Resistance 30%Precision 4 3 AP Knockback / Floating Resistance 30%Precision 4 3 AP Resistance 30%Precision 4 3 AP Resistance 30%Precision 4 3 AP Knockback / Floating Resistance 30%Precision 4 3 AP Resistance 30%Precision 4 AP Resistance 30%Precision 4 AP Resistance 30%Precision 4 AP Resistance 30%Precision 4 APAccuracy 4 Ogre RingORLatenn Power Stone Tungrad Necklace 10 AP Black Spirit Fury 20% Precision 4 5 AP Precision 4 If any, I recommend using Asula's Crymon Eye Belt (Asula) New to the game, it gives you 6 AP and has an amazing set of bonuses. Otherwise, use the Bares Belt for 2 AP and swap for the Tree Spirit Belt as soon as possible for more AP and high accuracy. You want to aim for the PRI/DUO Tree Spirit Belt before sharing for DUO Vasilisk because it is much cheaper and easier to get hold of. Belt Vasilisk and Valtarra are very good belts, but Tungrade is currently the best in the slot. BASE DUO TRI / PRI DUO TRI / TRI TET 6 AP 7 AP 9/ 8 AP 11 AP 14 / 14 AP 17 AP Item Title Base Stats Raising Bares Belt 2 Weight Limit No. 40 AP Jarrett Belt (Jarette) Precision 2 Hidden Dodging 1 4-Piece Set Bonus: Attack No 5 6-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 5 6-Piece Set Bonus: Attack No 5 6-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimson Eye Belt 6 AP 3-Piece Set Bonus: Attack No 10 Can't Belt Set) 4 AP 4 DP Weight Limit No. 60 LTDamage Reduction 4Acceacces 2 Set Effect: Precision No. 20 1 AP 1 DP Weight Limit No. 10 Vasilisk Belt 5 AP Precision No. 6 Weight Restriction No. 80 LT 2 AP Precision No. 20 1 AP 1 DP Weight Carriotion No. 10 Vasilisk Belt 5 AP Precision No. 10 Vasilisk Belt 5 AP Weight Restriction No. 80 LT 2 AP Precision No. 10 Vasilisk Belt 5 AP Veight Restriction No. 10 Vasilisk Belt 5 AP Precision No. 10 Vasilisk Belt 5 AP Veight Restriction No. 10 Vasilisk Belt 5 AP Veight Re Limit 80LT Precision 2 Tungrad Belt 6 AP Black Spirit Fury 20% Weight Limit Accuracy 80LT 2 Sockets (Crystal > Precision x2 (weapon) Precision 8, Ignore all resistance 10% Damaged Magic Crystal x2 (sub-weapon) Critical hit Damge 10%, All AP No 2, All damage reduction -2, 2 kit: Critical Impact Damage Reduction No 3 BON Magic Crystal - Cobelinus x2 (breast) Hoom 4 set - All damage reduction No 5, Max HP No 150, All Dodging No 4, All Precision No 8, All Resistance No 3% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed No. 1, Speed Casting No. 1, Precision 20 HAN Magic Crystal - Hoom x2 (Shoes) Hoom 4 Set - All Damage Reduction No 5, Max HP No 150 All dodging No 4, All Precision No 8, All Resistance 3% This is an example of some cheaper crystals for your class if you don't have enough to spend and want to go cheap crystals that will help you while grinding. Magical Infinity Crystal - Precision X2 (weapon) All Precision No.8 Magic Crystal Of Disorder - Dodging x2 (chest) Special speed evasion from attack 10% Magic Crystal Of Infinity - - Swiftness x2 (shoes) Speed Movement No. 2 Example Gear builds I highly recommend using BDOPLANNER.COM to help you plan the build and track progression. The build you choose depends entirely on your style of play and what You want to play PVP. Below are some examples of builds to help you decide what's best for you. Build Level: LinkHere is what to aim for when aligning and before you get your boss gear. You have to focus on raising your armor, because it will give a pretty big DP boost. Click the image below to enlarge the low-tier build: linkHere is a low-build build to use if you're looking to improve your gear before you get boss gear. You can use red coral earrings or witch earrings instead, but they can be quite expensive compared to the rest of the outfit. Click the image below to increase the build-level: linkHere is a mid-level build to use once you have a gear boss. You want the goal to get a TRI as soon as possible and then work on your accessories. You want to make sure ou has at least 300 accuracy when using Nouver. You can also use TET heve and TRI Muskan shoes instead, but Griffin and Urugon shoes are now considered the best in the slot in meta gears. Click on the image below to increase the build of Softcap: linkHere is what you're going to aim for if you're going to. It takes a long time to get to this stage, and there are a lot of small improvements and other accessories that you'll use along the way, but it's ideal for your softcap to build for the PVP. For PVE, you want to use Kutum with damaged magic crystals. Once you reach 261 AP with Nouver, you will want to stop using Kutum for PVE however, until you reach 265 AP with Kutum. After many tests, it is confirmed that Nouver works better than Kutum in these brackets. More information about AP and DP brackets to help you get to the next AP bracket. Start by getting Level 4 in your main hand for an extra 4 AP. Then you want to go to put Level 2 in each piece of armor before you get them all up to level 4 as well. Click the image below to zoom in on the Game-Total AP: LinkHere is what the ultimate goal is. It takes a long time to get to this stage, and there are a lot of small improvements and other accessories that you'll use along the way, but it's ideal for your end of game build for PVP. Make sure to put Caphras stones in your equipment for additional statistics. You can also swap both Black Magic Crystal - Precision for Elkarr Crystal (best in the slot) and not, but they are very expensive and Get. For PVE, you want to use Kutum with damaged magic crystals. Once you reach 261 AP with Nouver, you will want to stop using Kutum for PVE however, until you reach 265 AP with Kutum. After many tests, it is confirmed that Nouver works better than Kutum for PVP, it really depends. If you are you making Level 1 knot wars for example, then it's better to stick with Kutum because the AP node is capped anyway and the extra DP can push you to a higher DP bracket. Click on the image below to zoom in on the game to build Full DP: LinkHere is what will eventually aim if you're going to complete a DP build. It takes a long time to get to this stage, and this particular build uses items that are not included in other builds such as Rosar Vambraces, Heve Helmet and Heve Gloves. I wouldn't recommend starting with this build and only trying it yourself when your accessories, you should prioritize the Centauri belt, Benshaw necklace, manos earrings, and finally cadry rings last. This build is full of defense and perfect for protecting your team. If you have glass gun classes on your team such as The Wizard, you should stay close to them and focus on protecting them. This build is mainly used for node wars and siege PVP. Extra Crystals: Boots: Black Magic Crystal - Adamantine / Red Battlefield Crystal: Adamantine Gloves: JIN Magic Crystal - Viper/Black Magic Crystal - SturdinessClick Image below to increase consumables when grinding, I recommend using a simple meal crown. It offers a variety of bonuses and is also the only food that will give you the positive effect of the skills points experience. If crown food is not available, you can use EXP Elixirs and Dairy Tea, then other foods of your choice such as Margoria Seafood and Serendia Special. It really depends on your preferences. For your food rotation into the knot of wars/sieges, I would recommend using Knight Combat Rations, Kamaslyvia Special, Valencia Special, and then The King of the Jungle Hamburger in that order. This requires a 2-hour pre-check. If you are late or lazy, you can use Exquisite Cron Meal. I would also recommend using Giant's Draught or Party Elixir. Recipes for them are: ICON RESULT INGREDIENTS USE Knight Combat Rations Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Croquette x1 All Attack No5, Damage against Human Race No5, All Damage Reduction No5 in 120 minutes Special Kamasylvia Meal Rainbow Mushroom Sandwich x1, Coconut Pasta x1, Fig Pie x1, Fruit Wine x2, Rainbow Max Stamina 200, Rear Attack Damaging 5% for 110 Minutes Special Valencia Food Tef Sandwich x1, King of the Jungle Hamburger x1, Couscous x1, Rice Pie x2, Date Palm Wine x2 Nullifying All Resistance 4%, Resistance Vs. All Debuffs No 4%, All Dodging No 10, Reducing Damage from Damage from Damage -6% for 110 minutes In addition, you can use the perfume of courage (buff lost to death) and hard whale Tendon Elixirs. Elixirs. they are not required for node wars. Other buffs you can collect can be found here: Link Useful Links Change Magazine 07/04/2017 - Published the first version of the guide 07/05/2019 - Fixed typos 15/05/2019 - Updated skills description for scissors kick, added Dragon Slayer weapons and updated armor info 13/06/2020 - Added information on continuity, updated builds skills, outfit examples, accessories, added Blackstar weapons, added new add-on skills

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