

Black desert archer gear guide

Remember that class guides are a crude explanation of the class, designed to give you an idea of the class and what you should be aiming for. You really should customize the guide and follow your own instincts to suit your style of play! I also recommend looking at as many different sources as possible and collecting as much information about your class as possible before deciding what's best for you and how you play. Class discord is a great place to start, most have their own guides and resources, as well as a lot of qualified players who are willing to help with questions. Archer starts with his wake-up weapon, which is a hand guard. Unlike other classes, Archer starts with his wake-up weapon, which is Greatbow and can also unlock wake-up skills before level 56. However, you will still need to complete the awakening search to unlock the use of dandelion wake-up guns. Archer class has a lot of movement and dexterity, allowing you to put on your goal and carry damage at long-range distances. They have high attacking damage but very low defences and are considered a class of glass guns that must rely on kiting and keeping clearances until the right moment. Archer is a toptier in PvE with fast clear speed as it can easily blow up entire packages with one ability at high range. In high end PVE spots, such as Mirumok, Gyfin and Hystria, Archer can clean up well and has no problems. He's especially good at Aakman because he can bring down packs and inflict attacks. Archer also doesn't have any flaw or HP issues because he has more skills to regenerate. It has some problems with durability at the outset. In a small PvP, Archer can be good as long as you know what you're doing and playing well. The most trouble you'll have against a man who 100% breaks down the resistance, and some other classes like the Valks/Warriors, or a duelist class like Ninje who excels in the 1v1s. Large scales are where Archer really shines, with proper positioning you can handle a lot of damage and make a big impact in the node war with his high goal and high-range collapse. You also have healing that can help your allies in the middle of a battle. You just need to be careful ninjas/Kunos/Tamers who are trying to get on the backline and disrupt you, because you're an easy target for them. Watch the videos below to see some examples of Archer in action. Source: PROFESSIONALS Full of Protected Mobility Highest Class Highps and Bang Skills Easy PvE Grinding Fun Good HP Regen and AoE Treat Easy bis transition in nod wars No grab weaker in 1v1 situations Stamina issues/management PVE can Repetitive succession Unlike other classes, Archer begins with his succession Unlike other classes, Archer begins with his succession Unlike other classes, Archer begins with his succession skills. awakening of weapons and skills at level 1. A level 56 (545 skill points): skill build - Level 60+ (1704 skill leveling absolute skills. Keys in square brackets [] mean you're tapping the button. For example, [Q] means that once you tap Q. Keys in round brackets () mean you hold Q until the next step. (PERMAHOLD Q) means that you hold Q throughout the combination. Keys separated by the + symbol should be used at the same time. For example, [Q] + [LMB] means you're touching Q and LMB at the same time. Keys separated by a > symbol show the order in which you should follow the steps. For example, [Q] + [LMB] > [F] means you're touching Q and LMB at the same time, and then tap F [LMB] refers to left mouse clicking, [RMB] refers to right mouse clicking. Red skill names are optional. Blue skill names are ascension skills (level 56+). GENERAL Spirit Arrow [LMB] This skill is your automatically skilled in and is your car attack. It's a low-harm skill used to regenerate your flaw or collect monsters. You can also use skill with [W] + [LMB] Piercing Cry [LMB] after certain skills This skill can be used by pressing LMB after skills such as Glide. It's mostly used as a defensive skill if your opponent gets too close because it has super armor when moving and can be useful for avoiding CC. Ra'Ghon's Spirit [RMB] + [A] OR [D] This skill is a mediocre skills, but I would actually recommend locking this skill to avoid conflicts with other combinations. Breath of the Spirit Quickslot This skill doesn't really do anything, but is used to choose which buff effects you want to use with Exhale (more information below). You will need to add this skill on your hot bar, and then press [A] to select it. This effect will be exhale when you use the skill until it changes. Exhale[E] This skill applies the effect of any buff you choose using Breath Breath Spirit (effects listed below). You can use [E] + [A] OR [D] Breath: Recover after Breath of the Spirit If you select yourself, this effect will regen MP and HP for you and your allies within your range. This can be very useful in nod wars or other large PVP, as well as being a good source of maintenance in PvE. Breath: Stunning [S] after breath of the Spirit If you choose, this effect will give you a greater chance of astonishing goals. It is especially useful in 1v1 iniciate or if you want CC targets on a large scale PVP. Breath: Slowing down [D] after breath of spirit for a spirit of spirit. If selected, this effect has greater damage and will also expose enemies with a 20% attack/cast speed debuff. This effect is most useful in large PVP, as well as giving you an advantage in 1v1 situations. Grace of Sylvia Passive and increases your critical hit rate and +10 Ranged AP. It's definitely worth leveling when you have enough skill points to do it. Greatbow of Light[C] This skill allows you to swap between attitudes because there are many other skills that allow you to switch during them. Unlike other classes (such as Ranger), the C replacement does not have a block on it when used. Watcher[Q] This skill is your class E buff skill. It has super armor when using the skill and will give you Down Attack Damage and Critical Hit Damage +15% buff, as well as Critical Hit Rate +100% in 30 seconds. Skill has a 3 minute cooldown just like second-class awakening buffs. Another important thing to note, is that this skill allows you to use Luthraghon's Call and Piercing Light without having to charge for skills first. Straight FirePassive This skill is a passive skill that adds additional damage, as well as -10% debuff speed movement with the following skills: Radiant Explosion, Luthraghon's Call, Piercing Light, Tactical Strike, Ultimate: Zephyr Leap, Light's Path, Glissade, Flow: Light's Trail, Uproot (consecutive attacks) and Winged Strike. Greatbow Training[LMB] This skill is your automatic wake-up attack and is automatic wake-up attack and is your sniff of skill. Simply hold the RMB and you will start firing arrows. Arrows can hit a maximum of 10 targets and will make a -15% correction of the speed of movement to good shots. Skill also gives you +10 AP buff and can sometimes be useful for a quick buff before a fight, or for crunching targets on a large scale from a safe distance. The skill can also be cancelled using a variety of other skills, such as Glide, Meteor Dive, Luthragon's Call, Smite or Zephyr Leap. Early cancellation skills can be useful if you just want an AP +10 buff at the beginning. MOBILITY Evasion [SHIFT] + [A] OR [S] OR [D] This skill by double-tapping any direction key. I would recommend locking down this skill to avoid any conflicts with other skills. Glide[SHIFT] + [A] OR [S] OR [W] This skill is your slide and can go forward or sideways. The skill has super armor and can also be used when the attitude awakens. It's a fast mobility skill animations. Meteor Dive[SPACE] in certain situations This skill can be used after most skills and somersault will make you forward to the enemy. The skill can be used as a gapcloser or for inclusion, as it has super armor while in the air and will cause stiffness with good kicks. You can also use this skill to somersault backwards and keep your distance, using [S] and [SPACE]. Skill is also useful in PVE because it regents a large amount of your flaws on the hit and will help you if you have any flawed questions. Skill is also important for combinations and cancellation of long skill animations. Zephyr Leap[SHIFT] + [S] This skill will launch you backwards and throw damage in front of you. Skill is also important for combinations and cancellation of long skill animations. Ultimate: Zephyr Leap[SHIFT] + [S] This skill has more damage than Zephyr Leap and is otherwise basically the same as Zephyr Leap. Skill is also your 25% black spirit rage skill, which adds floating to skill and also makes you invincible when you disappear during animation. KICKS Earth Kick [F] Earth kick is one of your kick skills. It offers no protection on it and has average damage. Skill can be somewhat useful if used between combinations, but I recommend only locking. Volant Kick [W] + [F] Volant Kick [W] + [F] Volant Kick offers very little damage with the front guard. It has knockback CC, but is not considered an effective skill or form of CC. I would recommend just locking up this skill to avoid conflicts with other skills in PVP. Ascending Spirit [S] + [F] Ascending Spirit has average damage with knockout cc, however skill does not have any protection on it and is considered too dangerous to use. I would recommend just locking up this skill to avoid conflicts with other skills in PVP. Vine Cutter[F] after vine cutter's ascending Spirit can be used after Ascending Spirit to address additional damage. Skill has down to break and also gives you forward guard when you use it. I would recommend locking only skills to avoid conflicts with other skills in the PVP. Low Sweep[F] This skill has an average average and can apply tied or down to break CC. The skill is most effective in the middle of a combination on a range that is already CC'd and is often used in combinations. DAMAGE Cleaning shot [F] after Volant Kick, Earth Kick, or Vine Cutter cleaning shot has no protection and is an average harm skill. It's tied to it as well as down break, but it's too risky to use and I'd actually recommend just locking skills. Gaping Darkness (Optional)[RMB] Gaping Darkness has average harm skill. It's tied to it as well as down break, but it's too risky to use and I'd actually recommend just locking skills. core build. You can also use the skill by pressing [W] and [RMB]. Skill has stiffness on it and will also recover MP on hit, as well as giving you forward guard when using skills. Due to the low damage, skill is mainly used as an extra block when needed, but most Archer players choose to lock in this skill. Flow: Shadow Hack[RMB] after Gaping Darkness This skill has no protection or CC and I would recommend just locking skills. Flow: Verdure Clout [S] + [RMB] This skill has decent damage and floating CC. The skill has a front guard, and you can also turn the camera to block damage from different directions while in animation. The skill has a front guard, and you can also turn the camera to block damage from different directions while in animation. The skill has a front guard, and you can also turn the camera to block damage from different directions while in animation. using [S] and [RMB]. Ensnare Quickslot This skill gives you +20% crit rate buff when used to correct targets with speed of movement, attack/casting speed -10% debuff. The skill has average damage and is completely unprotected. It can be used with other skills as an added harm, but is usually locked in by most Archer players. Storm of Light (Optional) [S] + [E] This skill seems to do decent damage and also has a 100% cryeta speed, as well as bleeding damage and debuff speed of movement. Skill also has stiffness and knockout if you land on the last hit. However skill requires you to stand on the spot for a long time and to remain completely vulnerable. This skill can be useful in some situations, but it is too risky to use most of the time. It is also important to note that you can spam this skill, and if it can also cancel the skill by pressing [S] + [RMB]. Winged Strike [LMB] + [A] OR [D] This skill is often used to initiate engagements and featured in most combined. It has low cooling and decent damage, but the knockout is the most useful. The skill can bring down a maxium of 7 goals and can be used both in wake-up and in the wake-up call, and can also be used for between the two of them using [C] or [Q] after each shooting. Wrath of Nature (Optional) [SHIFT] + [Q] This skill has high damage in the AP + 4 buff range and down break. However, the skill is often locked because it is too risky to use because it does not have any protection based on it. Skill can sometimes be useful in certain situations, such as the middle of a combination when the goal is already CC'd. It also has some power on a large scale because it can hit up to 7 goals, but I would only recommend taking this skill and experimenting with it if you already have your basic skill to build. Earth Shatter has high damage and knockout (PVP only) as well as knockback (PVP only) as well as knockback (PVP only) and breaking. The skill can be useful during the combination as an additional CC we have your basic skill to build. due to its high impairments, but it is completely unprotected and you should look for the right opportunity to use it, if at all. The skill before it (such as Glide or Ascending Spirit), and then using Earth Shatter and firing the first bullet. You can only cancel a skill after the first hit by using Glide. Earth Shatter is also your 200% Black Spirit's Rage skill that gives extra damage and super armor when you use skill, as well as invincible when your character disappears. Bolt of Radiance [SHIFT] + [RMB] Bolt of Radiance is a high-damage skill with knockback CC. The skill can carry high damage in PVE and can be used to quickly clean a pack of mobs from a distance. However, the skill has no protection and is too risky to use in PVP. Bolt of Radiance is also your 100% Black Spirit's Rage skill that gives extra damage and super armor when using skill. Arrow Explosion [SHIFT] + [F] Arrow Explosion has high damage and can be used in PVE. Bolt of Radiance is also your 100% Black Spirit's Rage skill that gives extra damage and super armor when using skill. no protection whatsoever. It can be well used in some situations, such as when the enemy is already on the floor. Radiant Explosion[SHIFT] + [LMB] This skill has decent damage and will put dp -15 debuff on up to 10 targets in 10 seconds, as well as have super armor. The skill can be used both in waking up and in predawakening, and can also be used by pressing [F] after Low Sweep. Radiant Explosion is also your 100% Black Spirit's Rage skill that gives extra damage. Full Bloom[SHIFT] + [E] This skill has high damage and debuff speeds of movement as well as a knockout. Skill is often used in the middle of the combination when the target is already on the floor, in order to be based on high damage. You have to be pretty close for this skill, however, to hit them with all the arrows and carry the most damage. The skill can also be used in the same way to quickly clean the mob package. You can also cancel it immediately after firing 2. Flow: Light's animation is useful if you need to avoid CC quickly, or you can cancel it immediately after firing 2. Flow: Light's Trail[LMB] after Radiant Explosion or Glissade's 2nd hit This skill has good damage and can hit up to 1- goals as well as apply a knockdown and down smash. The skill after Radiant Explosion or Glissade by pressing [LMB], or you can press [RMB] or [F] after Upfoot, Low Sweep, Glissade 3rd hit, Zephyr Leap, Ultimate: Zephyr Leap, Luthraghon's Call. You can also press [W] + [E] after Ravenous Talon to actively this skill can be used from quickslot or by pressing [RMB] OR [F] after Light's Trail. Skill does a huge amount of damage and can hit up to 10 goals. The skill, however, does not have any protection and should only be used if the target is already on the floor in 1v1 fights. Righteous Smite is also your 50% Black Spirit's Rage skill that gives extra damage and super armor while using skill. Light's Mark (Optional)Quickslot This skill is probably the last skill you should get when completing your core skills. Skill can be useful in some situations because it can expose hidden names and prevent thieves around you, as well as put debuff evasions on them. However, the skill can be quite unreliable and does not have any protection or CC, as well as a lack of damage. Tactical strike is an average damage skill because it requires you to fire plural shots to do high damage. During this time it is completely unprotected and your character must also stand still in one place. However, when the skill is first used, at the beginning there is a short i-frame that is very important and is often used to avoid incoming CC or damage. The first arrow that fires can also bring down your goal, so it's a great defensive skill to use with a quick knockdown CC that can hit up to 10 goals. You can also use this skill directly from the crossbow by pressing [RMB] + [Q] + [A] OR [D] and the skill can be spammed, but will not have an i-frame or knockdown if used in many combinations for PVP, and can also be useful in PVE due to HP regen. In a 1v1 mirror matchup against the other Archer, if you see them use this skill, you should wait for the second for their first shot for fre and then use Glissade yourself. If it is well timed, the skill will end and release Just like your opponent comes out of the front guard. Ravenous Talon[E] + [W] Ravenous Talon is a counterattack used in crowd range. Skill has a stun to good hits and will recover some HP. It deals with decent damage, but it can be very risky to use in PVP because it does not have any protection on it and will leave you vulnerable to incoming damage / CC. Spear of Sylvia is a high-harm skill with Super Armor and also inflicts Bound on good hits as well as giving debuff evasion to the finish line. Skill has a long animation and can be useful for trading because of its Super Armor, but it's more of a luxury/cheap skill until you get extra skill points to level it over. It is also possible to cancel skill animation with Glide, Zephyr Leap, Tactical Strike, Uproot, Glissade or Meteor Dive. This will only inflict evasion debuff, but greatly shorten the long animation skills. Uproot[S] + [F] This skill is a high-damage skill with floating CC on the first hit. However, it does not have any protection and may be risky to use in PVP. Luthraghorn's Call[SHIFT] + [RMB] This skill has high damage and a 100% critical hit rate, as well as an HP recovery on hit. The skill has a front guard when charging (hold the RMB for charging) and has knockback CC when the arrow hits. The charge animation is quite long and the longer you charge it, the higher the range will be. The charge can also be skipped using this skill after some other skills (such as Glide, Low Sweep and Uproot). Overall, the skill is very effective in both PVP and PVE, as it is versitle and can be used for rapid onslaught of damage, long-range attacks or to block incoming damage. It's also your 200% Black Spirit Rage skill is a highly damaging skill with Super Armor and knockout or stun, depending on how long you charge for the skill. Press [E] and [S] to start charging, and then press [LMB] to fire the arrow. The skill range also increases the longer you charge it and it's one of your longest skill ranges. Skill is pretty versitile because of its Super Armor and knockdown CC. It can be used in combination in 1v1 situations or used as a large AoE attack on a large scale. Skill has less damage when attacking more than 2 goals at a time, but it can still carry decent damage and be a useful skill in large PVPs. Skill combinations are basic combinations of skills, as it is much easier to see exactly what you would work, not not reading it and trying to wrap your head around it all. There are some recommended skill combination videos under Useful links and end of tutorial! Keys in square brackets [] mean you hold the key. For example, (HOLD Q) means that you hold Q until the next step. (PERMAHOLD Q) means that you hold Q throughout the combination. Keys separated by the + symbol should be used at the same time. For example, [Q] + [LMB] means you're touching Q and LMB at the same time. Keys separated by a > symbol show the order in which you should follow the steps. For example, [Q] + [LMB] > [F] means you're touching Q and LMB at the same time, and then tap F [LMB] refers to left mouse clicking, [RMB] refers to right mouse clicking. Skills needed: Glide, Zephyr Leap, Piercing Cry, Verdure Clout, Meteor Dive [SHIFT] + [A] > [S] + [RMB] > [S] + mainly used if you are caught with your positioning and have to create a distance between yourself and the enemy. It is useful because of its high mobility and is also fully protected by Super Armor or Forward Guard. You can also use Zephyr Leap and Piercing Cry in the opposing order, and Verdure Clout is completely optional depending on whether you need additional proctiation and mobility. You will also need to make a camera flip during these skills to move in the desired direction. Skills required: Tactical strike, Luthraghon call, Arrow Explosion, Bolt of Radiance [A] + [RMB] > [SHIFT] + [R] > [SHIFT] > over a large range. Make sure he cancels Luthraghon's call with an arrow blast. Skills needed: Radiation Explosion, Meteor Dive, Low Sweep, Luthraghon's Call, Flow: Light's Trail, Arrow Explosion. [SHIFT] + [RMB] > [SHIFT] > and cause high damage to the target. You'll need to cancel meteor dive as soon as you land, using Low Sweep from your hotbar bar. Luthraghon's Call was also canceled using Flow: Light's Trail. It can be more difficult to perform, but it is a good combination to use when the enemy is trying to engage with you and you need to dragon them. Skills required: Glide, Luthraghon's Call, Flow: Light's Trail, Glissade, Low Sweep, Uproot, Radiant Explosion [SHIFT] + [A] > [S Glissade with Low Sweep immediately after the first arrow is shot. Rabam Skills Level 56: Radiation Storm (requires Arrow Explosion VI + Fire Cover V) 19s cooldown Knockdown CC recommend taking deadly blast Rabam skill. Skill has decent damage and a great AoE knockdown CC that is far more useful to Archer. The skill is especially useful in large PVP beccause you can use it to CC multiple goals on engagement, but it can be something tricky to perform in 1v1 situations. Level 57: Ultimate: Verdure Clout (requires flow: Verdure Clout II + Wrath of Nature V) 13s cooldown Floating CC Super Armor Ranged AP +10 for 10 sec Radiant Ensnare (requires Flow: Verdure Clot II + Ensnare III) 12s cooldown Floating CC Forward Guard I recommend taking radiant Ensnare Rabam skills. The skill has good damage and has a front guard to block incoming damage, without shuthing some of your better skills. These are the skills I recommend locking:Earth kick, Ra'ghon's Spirit, Volant Kick, Ascending Spirit, Volant Kick, Ascending Spirit, Volant Kick, Ra'ghon's Spirit, Volant Kick, Ra'ghon's Spirit, Volant Kick, Ascending Spirit, Volant Kick, Ra'ghon's Spirit, Volant Kick, Ascending Spirit, Volant Kick, Ra'ghon's (K).**Gaping Darkness is down to preferences, most people decide to lock the skill for PVP and instead use it from the hotbar because it interferes with Glissade.**You also need to lock watch And then put this skill on your hotbar, it's your Q buff skill, but it can conflict with many skills, which is why it's only used by hotbar. Hotbar skills These are the skills I recommend putting on a hotbar and using from hotbar:Ensnare, Spear of Sylvia, Bolt of Radiance, Gaping Darkness, Watcher, Righteous Smite, Low SweepYou you can also put other skills you can take. I recommend experimenting with your supplements and figuring out what's best for you, because it really depends on your personal preferences and how you play your class. If you are simply not sure what to take, you can blindly follow the examples below and they will continue to be effective. PVP Skill Add-ons[Level 50] Arrow Explosion20% Chance of Down Smash for TargetPVP Attack +15 for 5 sec. For yourself[Level 52] Winged StrikePVP Attack +5 for 5 sec. for selfMovement Speed -7% by 7 sec. For goal [Level 54] Flow: Verdure CloutPVP Attack +5 for 5 sec. for selfAttack. selfAttack. selfAttack. selfAttack. selfAttack. selfAttack. selfAttack. selfAttack +5 for 5 sec. for selfAttack. selfAttack. selfAttack. selfAttack. selfAttack +10 for 5 sec. for selfAll Accuracy +4% for 12 sec. For yourself[Level 58] Luthraghon's CallPVP Attack +5 for 5 sec. for selfAttack. selfAttack. selfAttack +5 for 5 sec. for selfAttack. selfAttack +10 for 5 sec. for se 60] Spear SylviaPVP Attack +10 for 5 sec. for selfInflicts 54 Pain damage per 3 sec for 12 sec. For target [Level 50] Arrow ExplosionInstantly recovers 30 hp per hit [Level 52] Gaping DarknessAll Accuracy + 4% by 12 sec. for selfAttack Speed +4% for 5 sec. For yourself[Level 54] Winged StrikeAll accuracy +3% by 12 sec. for selfAttack vs. Monster +20 for 8 sec. For yourself[Level 56] Radiation ExplosionAttack vs. Monster +25 for 8 sec. for selfAttack vs. Monster +25 for 8 sec. For yourself[Level 60] Luthraghon is CallAll Accuracy +4% for 12 sec. for selfAttack vs. Monster +25 for 8 sec. For self weapons/armor The best weapons in the game are currently dropped from World Bosses. For more information about this click, see our World Bosses guide here. Primary weapon: Rosar Crossbow Rosar (or Yuria if not available) is what you should strive to level your character. You should improve it to at least +7 for leveling and then PRI or more as soon as possible if you don't have Liverto/Kzark. I'd get him duo at the highest then target for Liverto/Kzarka. Aim to buy +15 Rosar if you can save your resource increase. Ideally you will want to buy or make the ultimate (yellow) close ap difference. Make sure you've also used the jewel slots to get your attack speed and critical hit up to 5. Liverto CrossbowLiverto is the fourth strongest mainhand and much easier to get and improve than Kzark. I personally wouldn't invest in Liverto because it'll only slow the progression. Go to the checker as soon as possible. I would recommend that you get it the most on TRI and then you really want to switch to Kzark. Liverto has slightly more AP than Rosar, but it also has a critical hit rate of +3 item effect. Kzarka is the main weapon you will use. It has the same AP as Liverto, but more accuracy and effect items Attack Speed +3. Offin Tett's Radiant CrossbowOffin Tett weapon is usually not worth investing due to loss of accuracy. This can help push you to the next AP bracket, but on the higher AP brackets the extra AP you get is smaller and you'll lose your chance to hit % at the same time at both preawakening and waking up. So you're actually actually losing to hit the enemy as much (unless they're full dr). Offin Tett can be good when you reach certain AP brackets and if your class doesn't depend on accuracy like others, but if you're not sure if you need Using this weapon or not, it's much safer to use Kzark. It must be made using items in star's end and then after searching. Weapons are also harder to improve so most players switch to Blackstar only after already having TET Kzaak and a very high AP without easier upgrades. It has damage to all types of +10 and Attack Speed +3 effect items, as well as other bonuses when improved. The weapon cannot be improved with Caphras stones. Blackstar is considered the best for PVE at the end of the game, but eventually Pen Kzarka will be outscale. Offhand weapon: Ganatte Ra'ghon Ganatte Ra'ghon is your AP offhand and is the best offhand to go with if you're a rookie. You can also use the Roaring Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for completing questline Magic Ra'ghorn as an out-of-hand placeholder, which is obtained from your Black Spirit as a reward for complex spirit as a reward for complex spirit as a reward for complex spirit as a reward Kutum weapons also have 10% ignore resistance. The senior AP makes this weapon the best in the PVE slot and is also good for late-game PVP. When you are 261 years old (use Nouver) it is better to return to Kutum for PVE. More information about AP and DP brackers can be found hereAny has 2 crystal slots. Kutum dagger can also be modified using the reverse hearth of Garmoth to provide additional statistics (Max HP +150, Max Stamina +100). Nouver Ra'ghon Nouver is currently considered the best in the PVP slot selection until you reach very high AP brackets. You should weigh three gears before switching to this offhand. The offhand gives a clean AP and all the effect of resistance items +10%, Max Stamina +100, Special Attack Evasion Rate +10%). When you are 261 years old (use Nouver) it is actually better to use Nouver and in PVE because of the bonus that the AP gives in AP brackets. Once you reach more than 261 AP (with Kutum) it is better to return to Kutum for PVE. More information about AP and DP brackets. Once you reach more than other options, but is still viable for PvE due to the effect of damage against each type of +5 items. It is also much cheaper to improve and improve maximum durability than other options so if you don't have a lot of PvP, then this weapon is a good alternative until you get Dandelion. Saiphir Greatbow This weapon is a blue gouam that is obtained night vender, but you should also be able to buy it at the market. The bow is good for PvP and has a larger AP than Cadhoit Greatbow, and has a Damage Against Human +7 effect. You should also eventually close this weapon to ap difference on Dandelion weapons with their statistics. They have a little less AP, but they're much cheaper to fix and much less hassle. However, dragon killer weapons are BiS awakening weapons. There is a much larger AP, but it can only be obtained from the Arms Box dandelion (Karanda's world boss booty) or from a night seller. Armor: The best armor in the game is currently dropped from Urugon (Gaifinrasia Raid Scroll Captain). Giath's helmet (helmet) alternative choice – dropped from Giatha. Muskan's Shoes is an alternative choice – dropped from the Monastic Leader. The best in slot armor is Griffon's helmet, Dim Tree Spirit's Armor, Bheg's Gloves and Urugon's Shoes. The full set will give you Maximum MP/WP/SP +100, Maximum HP +200, Max Stamina +200, Attack Speed +1, Casting Speed +1, Movement Speed +1 and All Resistances 5%. You will also get greater accuracy, evasion and damage reduction than these pieces. In the mean time, you should use one of the following armor: A popular choice of armor is to go full Grunil set because it increases your maximum HP and will give you 2 sockets on each piece, along with an additional AP +7 set bonus. Another advantage of using this set is that it is viable on any class, allowing you to easily replace yourself with another class. The Full Heve set is also a very popular choice and what I recommend for new players as it has an easier transition to boss equipment while. As soon as you get one boss item with Grunil, you lose set bonuses that Grunil underdogs. Another alternative is to use the Akum set. It has comparable statistics with the head of armor and a very useful set effect that gives damage reduction and hidden AP. If you can not get boss armor, then the Akum set is a good cheap alternative that will be good for both PVP and PV. Investing in this set can slow you down in advancing towards softcap, but it's much cheaper once you factor in repair and improvement. Accessories There are a lot of choices available when it comes to accessories and it really depends on what you can get your hands on. Earrings (Asula Set) if you're new to the game, it gives you 7 AP and also has very good set bonuses. Otherwise, use Bares earrings for 2 AP and switch to Witch's Earring as soon as possible for 5 AP. You want to aim for DUO/THREE witch earrings (9 AP/11 AP) before swapping for DUO Tungrad earrings (11 AP) due to the huge price difference. Tungrad earrings that give the largest amount of AP (21 AP in PEN), but also reduce your DP. The Capotia earring is also worth mentioning. It's only available at level 62+, but it's a very good earring because of the high AP. It makes the perfect backup for improvement and is in general a free TRI Tungrad earring. Base DUO THREE / THREE / TET THREE Bares Earring 2 AP 1 AP Jarette's Earring (Jarette Set) 4 AP 4-Piece Set Bonus: Attack +5 6-Piece Set Bonus: Attack +10Accuracy 2 Red Coral Earring (Asula Set) 7 APHealth 25 3-Piece Set Bonus: Attack +10Accuracy 2 Red Coral Earring 4 AP Max MP/WP/SP+25Accuracy 2 Red Coral Earring 2 AP Accuracy 14 Max Durability +50 AA Durability +50 AA Durability +50 A A Durability +50 Max MP/WP/SP +20Accuracy 2 AP Max Durability +20 Max MP/WP/SP +20Accuracy 2 AP Max Durability +50 Max MP/WP/SP +20Accuracy 2 AP Max Durability +50 Max MP/WP/SP +20Accuracy 2 AP Max Durability +50 Max MP/WP/SP +20Accuracy 2 AP Max Durability +20 Max MP/WP/SP +20Accuracy 2 AP Max Durability +50 Max MP/WP/SP +20Accuracy 2 AP Max Du (alternating) Black disfigurement earring rings: If available I recommend using Asula's Crimon Eye Ring (Asula Set) if you're new to the game, it gives you 7 AP and switch to Mark of Shadow as soon as possible for 5 AP. Sahazad's Monarch Ring is also available through Valencian and II tasks. It can't be improved, but it's a good alternative until you get the Guardian Crescent Ring or Mark of Shadow pri/DUO. Currently the best in the slot, the Tungrad Ring. The Shadow pri/DUO. Currently the best in the slot, the Tungrad Ring. The Shadow pri/DUO. Currently the best in the slot, the Tungrad Ring. The Capotia Ring is also worth mentioning. It's only available at level 61+, but it's a very good ring because of the high AP. This makes the perfect backup for improvement and is in itself a free THREE Ring Crescent Guardian. BASE PRI/ DUO DUO / THREE THREE TET / TET 5 AP 7 AP 8 / 9 AP 11 / 11 AP 14 AP 17 / 18 AP Item Name Base statistics Improve increase Bares Ring 2 AP 1 AP Jarette ring (Jarette Set) 4 AP 4-piece set bonus: Attack +5 6-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1 Can't Improve Asula's Crimson Eye Ring (Asula Set) 7 AP 2 DPDamage Reduction +2 3-Piece Set Bonus: Health +300 5-Piece Set Bonus: Acurracy +20 Can't Be Blue Coral Ring 5 AP Max MP / WP / SP + 5Accuracy 2 1 APMax MP / WP / SP + 25Accuracy 2 1 APMax MP / WP / SP + 5Accuracy 2 1 APMax MP / WP / SP + 5Accuracy 2 1 APMax MP / WP / SP + 5Accuracy 2 1 APMax MP / WP / SP + 25Accuracy 2 1 APMax MP / WP / SP + 5Accuracy 2 1 APMax (alternating) Tungrad Ring 6 APAccuracy 2 3 APAccuracy 2 Necklace: If available I recommend using Asuline Eye Necklaces is much cheaper than using non-improved BiS necklaces. Then you want to switch with DUO Serap's or PRI Ogre/Tungrad. The Manos Necklaces are also an alternative to PvP, if you don't already have DUO Seraps, because of their effects of items. Personally, I wouldn't bother with them because you'll want as many AP's as you can. BASE PRI DUO / AT THREE / DUO THREE / THREE / THREE / THREE / THREE / DUO THREE / THREE / DUO THREE / THREE THREE TET 11 AP 12 AP 16 / 15 AP 20 / 20 AP 25 / 25 AP 30 AP Item Name Base Stats Enhance Increase Bares Necklace 4 AP 2 AP Jarette Necklace 4 AP 2 AP Jaret Health +300 5-Piece Set Bonus: Acurracy +120 Ancient Guard Seal (Ancient Set of Weapons Cores) 6 AP 3 DP Set Effect: Accuracy 4 Damage Reduction 1 Manos Necklace – Topaz 6 AP Knockdown/ Tied Resistance +30% Accuracy 4 3 AP Knockdown/ Bound Resistance +2% Accuracy 4 Damage Reduction 1 Manos Necklace – Ruby 6 AP Grapple Resistance +30%Accuracy 4 3 AP Grapple Resistance +2%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stiffness/ Resistance to All Status Anomalies +1%Accuracy 4 3 AP Stun/Stif Necklace – Sapphire 6 AP Knockback/ Floating Resistance +30%Accuracy 4 3 AP Knockback/ Floating Resistance +2%Accuracy 4 Ogre RingORLatenn's Power Stone Tungrad Necklace 8 AP 4 APAccuracy 4 Ogre RingORLatenn's Power Stone Tungrad Necklace 8 AP 4 APAccuracy 4 Ogre RingORLatenn's Power Stone Tungrad Necklace 110 AP Black Spirit Rage +20%Accuracy 4 5 AP Accuracy 4 as soon as possible for more AP and high accuracy. You want to aim for the PRI/DUO Tree Spirit Belt before replacing duo Basilisk because it's much cheaper and easier to meet. Base DUO THREE / PRI DUO THREE / PRI DUO THREE / PRI DUO THREE / THREE TET 6 AP 7 AP 9 / 8 AP 11 AP 14 / 14 AP 17 AP Item Name Base Stats Enhance Increase Bares Belt 2 AP Weight Limit +40 1 AP Jarette's Belt (Jarette Set) Accuracy 2 Hidden Evasion 1 Four Piece Set Bonus: Attack +5 6-Piece Set AP 4 DP Weight Limit +60 LTDamage Reduction 4Accuracy 2 Set Effect: Accuracy 2 Valtarra Eclipsed Belt 5 AP Health 0 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly toast +6 Weight Limit +80 LT 2 AP Accuracy 2 Valtarra Eclipsed Belt 5 AP Exactly toast +6 Weight Limit +80 LT 2 AP Accuracy 2 Valtarra Eclipsed Belt 5 AP Exactly toast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Weight Limit +80 LT 2 AP Accuracy 2 Valtarra Eclipsed Belt 5 AP Exactly toast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly toast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT 2 AP Accuracy 2 Tree Spirit Belt 5 AP Accuracy 2 Tree Spirit Belt 5 AP Exactly to ast +6 Weight Limit +80 LT Fury 20% Weight Limit 80LT Accuracy 2 sockets (crystals) These are an example of the best sockets for your class. There are different crystals cost a significant amount of silver. Black Magic Crystal – Precision x2 (Weapon) Accuracy +8, Ignore All Resistance 10% Corrupt Magic Crystal x2 (Sub-Weapon) Critical Hit Damge +10%, All AP +2, All damage reduction -2, 2 set: Critical impact damage +2% HAN Magic Crystal – Hoom x2 (helmet) Hoom 4 set – 8 Accuracy, 7% Resistance, 420 hp, 10 Damage reduction, 8 Evasion BON Magic Crystal – Cobelinus x2 (chest) Max HP +150, Weight limit +20 LT, All damage reduction +3 JIN Black Magic Crystal – Viper x2 (gloves) Attack speed +1, Casting speed +1, Accuracy 20 HAN Magic Crystal – Hoom x2 (shoes) Ho set 8 Accuracy, 7% Resistance, 420 hp, Damage reduction 10, 8 Evasions These are an example is for Liverto weapons, you should strive to always have 5 speed attacks and you may need to use food lovers. Magic Crystal of Infinity – Precision x2 (weapon) Accuracy 8 Magic Crystal of Infinity – Critical x1 (sub-weapon) Additional Critical Hit Damage +1 Ancient Magic Crystal of Enchantment – Agility x2 (helmet) Evasion x2 (chest) Special attack evasion rate +10% Magic Crystal of Infinity – Critical x1 (sub-weapon) Additional Critical Hit Damage +1 Ancient Magic Crystal of Infinity – Evasion x2 (chest) Special attack evasion rate +10% Magic Infinity – Evasion x2 (chest) Special attack evasion x2 (chest) Crystal – Hystria x2 (shoes) Weight Lmit 20LT, Speed of movement 1, Endurance 150 I recommend using BDOPLANNER.COM help you plan your style of play and the role you want to play in PVP. Below are some examples to help you decide what's best for you. Leveling build – [LINK]Here's what you need to aim for when leveling and before you get your boss gear. First focus on improving the weapon, then on the armor. Try also to finish parts as soon as possible, possibly, your armor because it will give a pretty big DP boost. Click on the image to see a bigger buildLow-Tier - [LINK]Here is low-level construction to use if you want to improve your equipment before you get boss equipment. You may want to use red coral earrings or witch earrings instead of Asula earrings, but they can be quite expensive compared to the rest of the equipment. You want to aim to get THREE as soon as possible and then work on accessories. If possible use TRI Red Coral Earrings, then you can swap offhand for Nouver in most cases, as long as you have a minimum of 300 accuracy when using Nouver. You can use both TET heve and TRI Muskan shoes instead, but Griffon and Urugon's shoes are currently considered the best in the slot in the meta gear. Click the image to see moreSoftcap construction [LINK]Here's what you need to aim for if you're going. It takes a long time to get to this stage, and there are a lot of small improvements and other supplements that you'll use along the way, but it's ideal your softcap build for PVP. For PVE, however, until you get to 265 AP with Kutum. After many tests, it was confirmed that Nouver performs better than Kutum in those brackets. More information about AP and DP brackers can be found here You may also want to consider starting putting Caphras stones in your bonus statistics equipment to help you reach the next AP bracket. Start by getting Level 4 in the main hand for an additional 4 AP. Then you will want to move on to putting level 2 into each armored piece before getting them all the way up to level 4 as well. Click the image to see more game buildingEnd - [LINK]Here's what to aim for in the end. It takes a long time to get to this stage, and there are a lot of small improvements and other supplements that you'll use along the way, but it's ideal your end game build for PVP. Be sure to put caphras stones in your equipment for additional statistics. You can also swap both Black Magic Crystal - Precision for Crystal of Elkarr (best in the slot), but these are very expensive and harder to get. For PVE, you want to use Kutum with corrupt magic crystals. Once you get to 261 AP with Nouver, you'll want to stop using Kutum for PVE, however, until you get to 265 AP with Kutum. After many tests, it was confirmed that Nouver performs better than Kutum in those brackets. More information about AP and DP brackets can be found hereFor PVP, it really depends. If you're only doing tier 1 nod wars, for example, then it's better to stick to Kutum because the node anyway AP is limited and an extra DP can be the picture for higher when grinding, use Simply meal and beasts or Giant's Draught depending on the area you grind. For PVP it is recommended to use Exquisite Cron meals because it is now better than using four food rotations. If the Exquisite Cron meals because it is now better than using four food rotations. If the Exquisite Cron meals because it is now better than using four food rotations. If the Exquisite Cron meal is unavailable for some reason, you can use the following: Knight Combat Rations, Kamaslyvia Special, Valencia Special, and then King of the Jungle Hamburger in that order. Recipes for this are: ICON RESULT INGREDIENTS USE Knight Combat Meals Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Croquet x1 All Attacks +5, Harm Against The Human Race +5, All Reductions in Damage +5 for 120 Minutes Special Kamasylvia Rainbow Button Mushroom Sandwich x1, Coconut Pasta x1, Fig Pie x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1 Max HP +150, Max Stamina 200, Back Attack Damage +5% for 110 Minutes Special Valencia Meal Teff Sandwich x1, King of Jungle Hamburger x1, Couscous x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1, Fig Pie x2, Date Palm Wine x2, Rainbow Button Mushroom Sir Melt x1, Fig Pie x1, Fig P +4%, All Evasion +10, Monster Damage Reduction -6% for 110 Minutes King Jungle Hamburger Teff Bread x4, nutmeg x3 ignores all resistance +3%, Critical damage from hits +5% in 110 minutes If you don't have 5 Critical Hit Rate then you may want to swap Margoria Seafood for Kamaslyvia Meal because it's very important to have a 5 Critical Hit Rate. Make sure you use Margoria Seafood last because it has the smallest duration and you want to keep all your buffs up as long as possible. The recipe for Margoria Seafood Meal is: ICON RESULT INGREDIENTS USED Margoria Seafood Meal is: ICON RESULT INGREDIENTS USED Margoria Seafood Meal Prawn salad x1, Steamed Prawns x1, Stir-Fried Oyster x1, Buttered Lobster x1, Fruit Wine x2 Weight Limit +50LT, Motion Speed +2, Critical Hit Rate +2, Max HP +100 for 90 Minutes For Your Elixir, you'll want to use Cron Draught, Giant's Draught, Giant's Draught, Giant's Draught, Giant's Draught, Will replace all the elixir lovers you've used and can't get along with other elixirs (excluding Perfume of Courage, Perfume of Swiftness, Elixir of Deep Sea, Khalko's Elixir, Spirit Perfume Elixir, Whale Tendon Elixir. Cron meals and Cron Draughts (elixirs/alchemy) can be used together. Also, when making Cron Drafts, you can replace the ingredients with ingredients of a higher grade. For example: instead of using elixir x3, Elixir Penetration x3, Tears of the Falling Moon x1 All AP+10, Max HP +150, All Special Attack Additional Damage ,Speed of movement +3, critical hit +3, Max Stamina +200Duration: 15 minutes Change Log 05/05/2019 – First version of guide published 06/05/2019 – Updated Accessories, Updated accessories, Updated games build and crystals 06/07/2020 - Added hotbar section, altered locked skills, modified arms section, updated section of consumables

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