



Dal makhani sanjeev kapoor video

Remember that class guides are a rough explanation of the class, designed to give you an idea of the class and what you should aspire to. You really need to customize the guide and follow your own instincts to match your class as possible before deciding what's best for you and how you play. The class discords are a great place to start, most have their own guides and resources, as well as plenty of experienced players willing to help with questions. The Archer class uses a crossbow as their primary weapon and a Ra'ghon as their secondary weapon, which is an arm guard. Unlike other classes, Archer begins their awakening weapon, which is a Greatbow and can also unlock the use of the Dandelion Awakening Weapon. The Archer class has a lot of movement and agility, allowing you to share your goal kite and damage at long distance distances. They have high attack damage but very low defenses and are considered a glass cannon class that should rely on kite flying and keeping their distance until the right time. Archer is toptier in PvE with a fast clear speed because he can easily blow whole packs with a single possibility at high range. In high-end PVE spots, such as Mirumok, Gyfin and Hystria, Archer can clearly do well and has no problems. He's particularly good at Aakman because he can take down packs and commit attacks. Archer also has multiple skills to regenerate it. He does have some problems with stamina however and you may find it difficult to manage your stamina at first. In small-scale PvP, an Archer can be good as long as you know what you're doing and playing well. You'll have the most trouble against people who take down 100% resistance, and some other classes, such as Valks/Warriors, or duelist classes like Ninja that excel in 1v1s. Large scale is where an Archer really shines though, with the right positioning you tackle a lot of damage and make a huge impact in a node war with your high goal and high range knock downs. You also have a cure that can help your allies in the middle of a fight. You just have to be careful of Ninjas/Kunos/Tamers who are trying to get on the backline and upset you because you're an easy target for them. Watch the videos below to see some examples of the Archer in action. Source: PROS Many protected mobility Highest range class High DPS and burst skills Easy PvE grinding Nice to Play Good HP rain and AoE cure Easy to learn CONS Very squishy class Requires protection in node wars Does not hold weaker in 1v1 situations Stamina issues / management PVE can can Repetitive follow-up Unlike other classes, Archer has no set of follow-up skills. The official answer to why can be found in the Thai Pearl Abyss Q&A (translated below). Skills unlike all other classes, Archer begins their awakening weapon and skills at level 1. The level 56 awakening quest line is needed to unlock the use of the Dandelion weapon and yellow grade awakening weapon. Low-Tier skill build – Level 56 (545 skill points): skill build – Level 60+ (1378 skill points): skill build – Level 60+ (1704 skill points): skill build – Level 60+ (1954 skill points): prioritize Awakening skills before leveling your Absolute Skills. Keys in square brackets [] mean that you tap the key. For example, [Q] means tapping Q once. Keys in the brackets () mean that you are holding the key. (HOLD Q) means, for example, that you hold Q until the next step. (PERMAHOLD Q) means you're holding Q throughout the combo. Keys separated by a + symbol should be used at the same time. For example, [Q] + [LMB] means tapping Q and LMB at the same time. Keys separated by a > symbol show the order you should follow the steps. For example, [Q] + [LMB] > [F] means that you tap Q and LMB at the same time, then tap F [LMB] refers to right clicks with the mouse. Red skill names are optional. Blue skill names are ascension skills (level 56+). GENERAL Spirit Arrow [LMB] This skill is your automatically proficient in and is your car attack. It is a low damage skill that is used for regenerating your mana or collecting samples. You also use the skill with [W]+ [LMB] Piercing Cry [LMB] after certain skills This skill can be used by pressing LMB after skills such as Glide. It is usually used as a defensive skill if your opponent gets too close because it has super armor when moving and can be useful to CC. Ra'Ghon's Spirit [RMB] + [A] OR [D] This skill is a mediocre skill with low damage to dodge. It has no protection or CC and is generally quite useless. It can be used to cancel some skills, but I would actually recommend locking this skill to avoid conflicts with other combos. Breath of the Spirit Quickslot This skill actually does nothing, but is used to select which buff effects you want to use with Exhale (more information below). You must add skill to your hotbar and then press a directional key (A/D/S) to select the effect. For example, to use the Restore effect, use this skill on your hotbar and press [A] to select it. This effect is applied to Exhale when you use the skill until it changes. Exhale[E] This skill applies the effect of whichever buff you've chosen using Breath Breath the Spirit (effects below). You use [E] + [A] OR [D]Breath: Restore[A] after Breath of the Spirit If selected, this effect MP and HP will rain for you and your allies within your reach. This can be very useful in node wars or other large-scale PVP, as well as a good source of sustain in PvE. Breath: Stun[S] after Breath of the Spirit If selected, this effect will give you a higher chance of stunning goals. It is especially useful in 1v1 to iniciate or if you want to set CC targets in large-scale PVP. Breath: Delay[D] after Breath of the Spirit If selected, this effect has higher damage and will also debuff enemies with a 20% attack/cast speed debuff. This effect is most useful in large-scale PVP, as well as giving you an advantage in 1v1 situations. Grace or Sylvia Passive and it increases your Critical Hit Rate and Ranged AP. At max rank you can get a total of +10% Critical Hit Rate and +10 Ranged AP. It's definitely worth leveling up if you have enough skill points for it. Greatbow of Light[C] With this skill, you can switch between your head hand and the awakening weapon. You don't really need to use this skill to switch between postures, as there are many other skills that allow you to switch during them. Unlike other classes (such as Ranger), the C swap has no block on it when used. Watcher[Q] This skill is your classes E buff skill. It has super armor when using the skill and gives you a Down Attack Damage +15% buff, as well as Critical Hit Rate +100% for 30 seconds. The skill has a 3 minute cooldown just like the other class awakening buffs. Another important thing to note is that this skill you use Luthraghon's Call and Piercing Light without first charging the skills. Righteous FirePassive This skill is a passive skill that adds additional damage, as well as a -10% motion speed debuff to the following abilities: 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 awakening car attack and is automatically galloped on top of each other for free, apart from the last grade which costs 10 skill points. Light's Path[RMB] This skill provides decent damage and is your snipe skill. You just hold RMB and start firing arrows. The arrows can hit a maximum of 10 targets and will inflict a -15% motion speed debuff on good hits. The skill also gives you a +10 AP buff for a or to snipe 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, Call, Smite or Zephyr Leap. Canceling the skill early can be useful if you just want AP +10 buff at the beginning. MOBILITY Evasion [SHIFT] + [A] OR [S] OR [D] This skill is your strafe. You punish to the sides or backwards using [SHIFT]. You also use this skill by double tapping each direction key. I would recommend locking this skill to avoid conflicts with other skills. Glide[SHIFT] + [A] OR [S] OR [W] This skill is your slide and can move forward or sideways. The skill has super armor and can also be used when awakening posture. It is a fast mobility skill with a move +10% buff and is also an important skill for combos and cancelling long skill animations. Meteor Dive [SPACE] in certain situations This skill can be used after most skills and will somersault you to your enemy. The skill is also useful in PVE because it has super armor while in the air and will inflict stiffness on good hits. You also use this skill to somersault backwards and keep distance, using [S] and [SPACE]. The skill is also useful in PVE because it rains a large amount of your mana to hit and will help if you have no mana problems. The skill is also important for combos and cancelling long skill animations. Zephyr Leap[SHIFT] + [S] This skill will launch you backwards and throw damage in front of you. The skill has forward guard on and can also inflict stiffness on good hits. It can be used as a means to escape, or to close gap. The skill is also important for combos and cancelling long skill animations. Ultimate: Zephyr Leap[SHIFT] + [S] This skill has more damage than Zephyr Leap. The skill is also your 25% Black Spirit Rage Skill, which adds floating to the skill and also makes you invincible when you disappear during the animation. KICKS Earth Kick [F] Earth kick is one of your kick skills. It offers no protection on it and has average damage. The skill may be somewhat useful if used inbetween combos, but I would recommend just locking. Volant Kick [W] + [F] Volant Kick offers very little damage with a forward guard. It has a knockback CC, but it is not considered an effective skill or form of CC. I would recommend simply locking this skill to avoid conflicts with other skills in PVP. Ascending Spirit [S] + [F] Ascending Spirit [S] + [F] Ascending Spirit has average damage with a knockdown CC, but the skill has no protection and is considered too dangerous to use. I would recommend just locking ability to avoid conflicts with other skills in PVP. in PVP. Vine Cutter[F] after Ascending Spirit Vine Cutter can be used after Ascending Spirit to cause additional damage. The skill has a down smash and also gives you forward guard when using it. I would recommend simply locking this skill to avoid conflicts with other skills in PVP. Low Sweep[F] This skill has an average average and can inflict bound or down smash CC. The skill is most effective in the middle of a combo on a target that is already CC'd and is often used in combos to cancel longer skill animations. DAMAGE Purging Shot[F] after Volant Kick, or Vine Cutter Purging Shot has no protection and is an average injury skill. It has tied up it as well as smash down, but is too risky to use and I would actually recommend just locking the skill. Gaping Darkness (Optional)[RMB] Gaping Darkness has average damage and I would only recommend limiting this skill if you already have your core build. You also use the skill by pressing on [W] and [RMB]. The skill has stiffness on it and will also restore MP to hit, as well as giving you forward guard when using the skill. Due to the low damage, the skill is usually used as an extra block when needed, but most Archer players choose to lock this skill has no protection or CC and I would recommend just locking the skill. Flow: Verdure Clout [S] + [RMB] This skill has decent damage and a floating CC. The skill has forward guard and you also rotate your camera to block damage from different directions while you're in the animation. The skill on its own, which can be done using [S] and [RMB]. Ensnare Quickslot This skill gives you a +20% crit rate buff when used and can also be used to debuff targets with a motion speed, attack/casting speed -10% debuff. The skill has super armor on it too and is often used to quickly buff up before you get into PVP, or during your rotation in high-end PVE. Coverage Fire [F] + [A] OR [D] This skill has average damage and is completely unprotected. It can be used with other skills as additional damage, but is usually locked by most Archer players. Storm of Light (Optional) [S] + [E] This skill also has stiffness and a knockdown as you land the last hit. However, the skill requires that you stand on the spot for a long time and you are completely vulnerable. This skill can be useful in some situations, but is too risky to use most of the time. It is also important to note that you spam this skill, and if you also cancel the skill by pressing on [S]+[RMB]. Winged Strike [LMB] + [A] OR [D] This skill is often to start an engagement and appears in most combos. It has a low cooldown and decent damage, but it's the knockdown that is most useful. The skill can knockdown a maxium of 7 targets and can be spammed, but I don't recommend spamming the skill because it will quickly drain your stamina and leave you vulnerable. The skill can be used in both awakening and preawakening and can also be used to between the two using [C] or [Q] after each shot. Wrath of Nature (Optional) [SHIFT] + [Q] This skill has a high damage to a distance AP +4 buff and down smash. However, the skill can sometimes be useful in certain situations, such as the middle of a combo when the target is already CC'd. It also has some potential in 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 build your core skill. Earth Shatter [SHIFT] + [E] Earth Shatter has a high damage and a knockdown (PVE only) as well as a knockback (PVP only) and a down smash. The skill is can be useful during a combo as well as extra CC because of the high damage, but it is completely unprotected and you should be looking for the right opportunity to use it, if at all. The skill also shackles well with other skills in a combo, such as Flow: Verdure Clout. The skill also shackles well with other skill before using it (such as Glide or Ascending Spirit) than using Earth Shatter and firing the first shot. You also cancel the skill after the first shot only with Glide. Earth Shatter is also your 200% Black Spirit's Rage skill that gives extra damage and super armor when using the skill and invincible when your character disappears. Bolt or Radiance [SHIFT] + [RMB] Bolt or Radiance is a high injury skill with knockback CC. The skill can wreak havoc in PVE and can be used to quickly erase packets of mobs from a distance. However, the skill has no protection and is too risky to use in PVP. Bolt or Radiance is also your 100% Black Spirit's Rage skill that gives extra damage and super armor when using the skill. Arrow Explosion [SHIFT] + [F] Arrow Explosion targets high damage and can be used in PVE to quickly clear packs of mobs. But in PVP the skill lacks CC and has no protection. It can be good to use in some situations, such as when the enemy is already on the floor. Radiant Explosion[SHIFT] + [LMB] This skill has considerable damage and will debuff a DP -15 at up to 10 targets for 10 seconds, as well as with super armor. The skill can be used in both awakening and preawakening 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 a high damage and a motion speed debuff as well as a knockdown. The skill is often used in the middle of a combo when the target is already on the floor, to cause high damage. You Be very close for this skill however to hit them with all the arrows and do the most damage. The skill after the first hit with Glide, Zephyr Leap, Strike, Uproot, Glissade or Meteor Dive. Cancelling the skill animation is useful if you need to quickly dodge CC or cancel it immediately after firing the 2nd shot with the knockdown CC. Full Bloom is also your 200% Black Spirit's Rage and can hit up to 1 goals, as well as applying a knockdown and down smash. The skill restores a large amount of mana when used and can flow from different skills. You use the skill after Upfoot, Low Sweep, Glissade 3rd hit, Zephyr Leap, Ultimate: Zephyr Leap, Luthhon's Call. Also, after Ravenous Talon, press [W] + [E] to use this skill. Righteous SmiteQuickslot This skill can be used from the quickslot or by pressing on [RMB] OR [F] after Light's Trail. The skill does a high amount of damage and can hit up to 10 targets. However, the skill has no protection and should only be used if the target is already on the floor in 1v1 battles. Righteous Smite is also your 50% Black Spirit's Rage skill that gives extra damage and super armor while using the skill. Light's Mark (Optional)Quickslot This skill is probably the last skill you should get when completing your core skill build. The skill can be useful in some situations, as it can expose hidden names and prevent stealthers around you and put a evasion debuff on them. The skill can be quite unreliable however and has no protection or CC as well as lack of damage. Tactical Strike is an average damage skill because it requires you to fire out multiplying shots to do high damage. During this time it is completely unprotected and your character should also stand still in one place. However, when the skill is first used, there is a short i-frame at the beginning that is very important and is often used to evade incoming CC or damage. The first arrow that fires can also knockdown your target so it's a great defense skill to use with a quick knockdown CC that can hit up to 10 targets. You also use this skill directly from your crossbow by pressing on [RMB] + [Q] + [A] OR [D] and the skill can be spammed, but does not have the i-frame or knockdown if it is used on cooldown. Glissade[RMB] + [W] This skill has a high damge and forward guard while using the skill. On the 3rd shot fired, there is a knockdown CC that can hit up to 10 targets at once. Glissade is used in many for PVP and can also be useful in PVE because of the HP rain. In a 1v1 mirror matchup against another Archer, if you use this skill, you have to wait a second for their first shot fre and then use Glissade yourself. If well timed, the skill will end and fire a one Just like your opponent comes out of the forward guard. Ravenous Talon[E] + [W] Ravenous Talon is a counterattack used in melee range. The skill has a stun on good hits and will restore some HP. It covers decent damage but can be very risky to use in the PVP because it has no protection on it and will leave you vulnerable to incoming damage/CC. Sylvia's spear [SHIFT] + [O] Sylvia spear is a high damage skill with Super Armor and also brings Bound on good hits, as well as giving a Dodge Debuff to the goal. The skill has a long animation and can be useful for trading due to the Super Armor, but it's more of a luxury/flashy skill that I wouldn't focus on leveling right away. It may be helpful to just ring ring early on for the Super Armor and use it as a defense skill until you get extra skill points to level higher. It is also possible to cancel the skill animation with Glide, Zephyr Leap, Tactical Strike, Uproot, Glissade or Meteor Dive. This will only inflict the evasion debuff, but greatly shorten the long animation of skill. Uproot[S]+ [F] This skill is a high damage skill with floating CC on the first hit. It has no protection on it however and can be risky to use in the PVP. Luthraghorn's Call[SHIFT] + [RMB] This skill has a high damage and 100% Critical Hit Rate as well as HP recovery on hit. The skill has forward guard when it is charged (hold up RMB to charge) and has a knockback CC when the arrow hits. The charge animation is quite long and the longer you charge the higher the range will go. The load can also be skipped by using this skill after a number of other skills (such as Glide, Low Sweep and Uproot). The skill is generally quite effective in both PVP and PVE, as it is versitle and can be used to either prevent a rapid burst of damage, long-range attacks, or to block incoming damage. It's also your 200% Black Spirit Rage skill and has super armor when used as well as adding a knockdown CC to its latest good hit. Piercing Light[E]+[S] This skill is a high malicious skill with Super Armor and a knockdown or stun, depending on how long you have the skill for. Press [E] and [S] to start charging, then [LMB] to fire the arrow. The range of skill also increases the longer you charge it and it is one of your longest ranged skills. The skill is pretty fresh due to his Super Armor and knockdown CC. It can be used in a combo in 1v1 situations or used as a large AoE attack on a large scale. The skill has less damage attacks of more than 2 targets at once, but can still do considerable damage and be a useful skill in large-scale PVP. Skill Combos The following skill combos are basic combos and some extra tips/tricks for your class. I recommend using video guides to learn more complex skill combos because it's much easier to see exactly what you need to do, rather than of reading and trying to wrap your head around it all. There are a number of recommended skill combos because it's much easier to see exactly what you need to do, rather than of reading and trying to wrap your head around it all. in square brackets [] mean that you tap the key. (HOLD Q) means, for example, [Q] means tapping Q once. Keys in the brackets () mean that you are holding Q throughout the combo. Keys separated by a + symbol should be used at the same time. For example, [Q] + [LMB] means tapping Q and LMB at the same time. Keys separated by a > symbol show the order you should follow the steps. For example, [Q] + [LMB] refers to left clicks with your mouse, [RMB] refers to right clicks with the mouse. Required skills: Glide, Zephyr Leap, Piercing Cry, Verdure Clout, Meteor Dive [SHIFT] + [A] > [SHIFT] + [S] > [LMB] > [S] + [RMB] > [S] + [RMB] > [S] + [RMB] > [S] + [RMB] > [S] + [SPACE] This combo is a basic motion combo that can be repeated in a loop as long as you have the stamina, but it will consume quickly. The combo is usually used if you get caught with your positioning and you need to create distance between yourself and the enemy. It is useful because of its high mobility and is also fully protected with Super Armor or Forward Guards. You also use Zephyr Leap and Piercing Cry in the oppositive order, and Verdure Clout is completely optional, depending on whether you need the extra proction and mobility. You should also do a camera flip during these skills to move in the desired direction. Required skills: Tactical Strike, Luthraghon's Call, Arrow Explosion, Bolt or Radiance [A] + [RMB] > [SHIFT] > Explosion. Required skills: Radiant Explosion, Meteor Dive, Low Sweep, Luthraghon's Call, Flow: Light's Trail, Arrow Explosion. [SHIFT] + [RMB] > [SHIFT] + [F] This combo is a basic PVP combo designed to bring down the target and damage high target damage. You should cancel Meteor Dive immediately as you land, using Low Sweep from your hotbar. Luthraghon's Call is also cancelled with Flow: Light's Trail. It may be harder to pull out, but is a good combo to use when the enemy is trying to go at you and you need to fly them out. Required skills: Glide, Luthraghon's Call, Flow: Light's Trail, Glissade, Low Sweep, Uproot, Radiant Explosion + [A] > [SHIFT] + [RMB] > [SHIFT] + [A] > [SHIFT] + [A] > [SHIFT] + [A] > [S] + [F] > [S] + [F] > [SHIFT] + [A] > [S] + [F] > [S] + [is fired. Rabam Skills Level 56: Radiant Storm (requires Arrow Explosion VI + Storm of Light V) 14s cooldown motion speed debuff on target bleeding damage Stiffness CC Deadly Explosion VI + Covering Fire V) 19s cooldown Knockdown CC I recommend taking the Deadly Explosion VI + Storm of Light V) 14s cooldown motion speed debuff on target bleeding damage and a great AoE knockdown CC which is much more useful for an Archer. The skill is especially useful in large-scale PVP beccause you use it to CC multiple targets on a engage, but can be somewhat tricky to pull out 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 to take the Radiant Ensnare Rabam skill. The skill has good damage and has forward guard when used, but overall is not really widely used in PVP. It can be useful if your enemy is already on the floor or can be used as an additional forward guard to block incoming damage without wasting some of your better skills. These are the skills I recommend locking: Earth kick, Ascending Spirit, Volant Kick, Ascending Spirit, Covering Fire, Gaping Darkness**, Flow: Shadow Hack, Vine Cutter, Purging Shot, Storm of Light, Watcher**, Earth Shatter, EvasionTo lock a skill, press the lock icon on the top of each skill icon in the skill window (K).**Gaping Darkness is down to preference, most people choose to lock the skill on your hotbar, this is your Q buff skill, but it can be at odds with many skills, which is why it is used from hotbar only. Hotbar only. Hotbar Skills These are the skills I recommend to place on your hotbar and use hotbar: Ensnare, Spear or Sylvia, Bolt of Radiance, Gaping Darkness, Watcher, Righteous Smite, Low SweepYou also other skills on your hotbar places to keep track of cooldowns. Skill Add-ons Below are some examples of viable skill add-ons that you take. I recommend experimenting with your add-ons and figuring out what's best for you, because it really depends on your personal preference and how you play your class. If you're just not sure what to take then you blindly follow the examples below and they will still be effective. PVP Skill Add-ons[Level 50] Arrow Explosion20% chance of Down Smash for targetPVP Attack +15 for 5 sec. for self[Level 52] Winged StrikePVP Attack +5 for 5 sec. for selfMovement Speed -7% 7 sec. for selfInflicts 50 Bleeding Damge per 3 sec. for target[Level 56] 56] +4% for 5 sec. for self[Level 54] Flow: Verdure CloutPVP Attack +5 for 5 sec. 5 sec. for selfAll Accuracy +4% for 12 sec. for self[Level 60] Spear or SylviaPVP Attack +10 for 5 sec. for selfInflicts 54 Pain Damage per 3 sec for 12 sec. for selfInflicts 54 Pain Damage per 3 sec for 12 sec. for selfAttack Speed +4% for 5 sec. for self[Level 54] Winged StrikeAll Accuracy +3% for 12 sec. for selfAttack against samples +20 for 8 sec. for themselves[Level 60] Radiant ExplosionAttack Speed +4% for 5 sec. for selfAttack against samples +20 for 8 sec. for themselves[Level 60] Luthraghon's CallAll Accuracy +4% for 12 sec. for self-Attack against monsters +25 for 8 sec. for itself Weapons/Armor The best weapons in the game are currently sunk from World Bosses. For more information on this click here to view our World Bosses. For more information on this click here to view our World Bosses. to level your character. You should improve to at least +7 for leveling and then PRI or higher as soon as possible if you don't have to save your improving resources. Ideally you want to buy or make it eventually (yellow) to close the AP difference. Make sure you also use the gem slots to get your Attack Speed and Critical Hit to 5. Liverto CrossbowLiverto is the fourth strongest mainhand and much easier to obtain and improve than Kzarka. I personally wouldn't invest in a Liverto because it will just slow down your progression. Go to a kzarka as early as possible. If you already have leverto and have already invested in it, you want to upgrade it to PRI or higher as soon as possible. I would recommend taking it to TRI at most and then you really want to switch to Kzarka. The liverto has slightly more AP than Rosar, but it also has a Critical Hit Rate +3 item effect. Kzarka Crossbow Kzarka is the most important weapon you're going to use. It has the same AP as Liverto, but more accuracy and an Attack Speed +3 item effect. Offin Tett's Radiant CrossbowOffin Tett weapons are usually not worth investing in because of the loss in accuracy. It may help you to move to the next AP bracket, but with higher AP bracket, but with higher AP brackets, the extra AP is smaller and your hit chance % at the same time at both your pre-

education and your awakening. So really you're actually losing damage in general because you won't hit the enemy as much (unless they are full DR). Offin Tett can be good if you're not sure if you're losing damage in general because you won't hit the enemy as much on accuracy as others, but if you're not sure if you're not sure if you're actually losing damage in general because you won't hit the enemy as much on accuracy as others, but if you're not sure if you're actually losing damage in general because you won't hit the enemy as much on accuracy as others, but if you're not sure if you're not sure if you're not sure if you're CrossbowBlackstar is considered the current best slot mainhand weapon with a higher base AP than Kzarka. It should be created using items in Star's End and then following a questline. The weapon is also harder to improve, so most players only switch to Blackstar if they already have TET Kzaraka and very high AP without easier upgrades. It has a damage to All Species +10 and Attack Speed +3 item effect, as well as other bonuses when improved. However, the weapon cannot be strengthened with Caphras stones. Blackstar is considered best for PVE on endgame, but eventually a PEN Kzarka will be outscale. Offhand Weapons: Ganatte Ra'ghon Ganatte Ra'ghon is your AP offhand and is the best offhand to go with if you're a beginner. You also use the Roaring Magical Ra'ghorn as an offhand placeholder, which is obtained from your Black Spirit as a reward for completing the questline Magic Ra'ghorn as an offhand placeholder, which is obtained from your Black Spirit as a reward for completing the questline Magic Ra'ghorn as an offhand placeholder, which is obtained from your Black Spirit as a reward for completing the questline Magic Ra'ghorn as an offhand placeholder, which is obtained from your Black Spirit as a reward for completing the questline Magic Ra'ghorn as an offhand placeholder, which is obtained from your Black Spirit as a reward for completing the questline Magic Ra'ghorn as an offhand gives a mix of AP and DP with added monster damage and accuracy. The Kutum weapons also have a 10% is actually better to use 261 (using Nouver) it is actually better to use Nouver in PVE and is also good for PVP in the late game. When you use 261 (using Nouver) it is better to use Nouver in PVE also because of the bonus AP given in the AP brackets. Once you reach more than 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackers can be found hereit also has 2 crystal slots. The Kutum dagger can also be modified using a reverse fireplace from Garmoth to provide additional statistics (Max HP +150, Max Stamina +100, Special Attack Evasion Rate +10%). Nouver Ra'ghon Nouver is currently considered the best slot choice for PVP until you reach very high AP brackets. You should aim to have TRI gear before you switch to this offhand. The offhand gives pure AP and an all resistance +10% item effect and can be modified using a reverse fireplace from Garmoth to give additional stats (Max HP +150, Max Stamina +100, Special Attack Evasion Rate +10%). When you use 261 (using Nouver) it is actually better to use Nouver in PVE also because of the bonus AP given in the AP brackets. Once you reach more than 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackets can be found here Awakened Weapons: Cadhoit Greatbow This is a green grade arch that is being sold by some Blacksmith/Arms dealers. This arc has a lower AP than the other options, but it is still viable for PvE due to the Damage against any kind of +5 item effect. It is also much cheaper Improve and repair max durability than the other options, so if you don't make much money or participate in a lot of PvP, then this weapon is a good alternative until you have Dandelion. Saiphir Greatbow This weapon is a blue grade arch that is obtained obtained the night vender, but you should be able to also buy from the market. The bow is good for PvP and has a higher AP than the Cadhoit Greatbow, and it has a Damage Against Human +7 item effect. You also need to ultimately connect this weapon to the AP difference to Dandelion until you are able to upgrade to the Dandelion Greatbow. Dragon Slayer Greatbow Dragon Slayer weapons are very similar to the Dandelion weapons with their statistics. They have slightly less AP, but are much cheaper to repair and much less hassle. However, the Dragon Slayer weapons cannot be marketed and must be manufactured by the player himself. Dandelion Greatbow Dandelion weapons are the BiS awakening weapon. It has much higher AP, but it is only available from a Dandelion Weapon Box (Karanda world boss loot) or from the night seller. Armor: The best armor in the game is currently dropped from Box (Karanda world boss loot) or from the night seller. Kamaslyvia. Dim Tree Spirit's Armor (chest) - dropped from Dim Tree Spirit. Bheg's Gloves – dropped from Bheg. Urugon's Shoes – dropped from Giath. Muskan's Shoes (shoes) alternative choice- dropped from Bheg. Urugon's Shoes – dropped from Bheg. Urugon's Shoes – dropped from Giath. Muskan's Shoes – dropped from Urugon (Gaifinrasia Raid Captain Scroll). Giath's Helmet (helmet) alternative choice - dropped from Bheg. Urugon's Shoes – dropped from Bheg. Urugon' Griffon's Helmet, Dim Tree Spirit's Armor, Bheg's Gloves and Urugon's Shoes. The full set gives you maximum MP/WP/SP +100, Maximum HP +200, Max Stamina +200, Attack Speed +1, Motion Speed +1, M should be using one of the following armor sets: A popular armor choice is to go full Grunil set because it increases your maximum HP and gives you 2 socket slots on each class, so you can easily switch to a different class. Full Heve set is also a very popular choice and what I recommend for new players because it has an easier transition to boss gear while. Once you get a boss item with Grunil, you lose the set of bonuses that make Grunil weaker. Another alternative is to use is the Akum set. It has similar statistics to boss armor and also a very useful set effect that gives Damage Reduction and Hidden AP. If you are unable to 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 your progression to softcap, but is much cheaper once you factor in repairing and improving. Accessories There are many choices when it comes to accessories and it really depends on what you get your hands on. Earrings: If available I i Using the Asula's Crimon Eye Earrings (Asula Set) if you are new to the game, this gives you 7 AP and switch to Witch's Earring as soon as possible for the 5 AP. You'll want to aim for DUO/TRI Witch's Earrings (9 AP/11 AP) before switching to a DUO Tungrad Earrings (11 AP) due to the huge difference in cost. Tungrad Earrings are one of the best earrings which give the highest amount of AP (21 AP at PEN), but also reduce your DP. The Capotia Earring is also worth mentioning. It is available at level 62+ only, but is a very good earring because of the high AP. It makes a perfect backup for improving and is essentially a free TRI Tungrad Earring. Basic DUO TRI/TRI/DUO TET/TRI/TET TRI/TET TRI/ Bonus: Attack +10Accuracy 2Hidden Evasion 1 Can't Be Improved Asula's Crimon Eye Earring (Asula Set) 7 APHealth 25 3-Piece Set Bonus: Health +300 5-piece Set Bonus: Health +300 5-piece Set Bonus: Acurracy +4 Witch's Earring 4 AP Max MP/WP/SP +25Accuracy 2 Red Coral Earring 2 AP Accuracy 14 Max Stamina +50 2 AP Accuracy +4 Witch's Earring Blue Whale Molar Earring 5 AP Fugitive Khalik Earring 5 AP Max Max Stamina +50 Max MP/WP/SP +50Accuracy 2 2 AP Max Stamina +20 Max MP/WP/SP +20Accuracy 2 Capotia Earring 13 APAccuracy 2 Capotia Earring 7 AP Black Spirit Rage +10%Accuracy 2 Capotia Earring 7 AP Black Spirit Rage +10%Accuracy 2 Capotia Earring 13 APAccuracy 2 Capotia Earring 5 AP Max Max Stamina +20 Max MP/WP/SP +50Accuracy 2 Capotia Earring 13 APAccuracy 2 recommend using the Asula's Crimon Eye Ring (Asula Set) if you are new to the game, this will give you 7 AP and 2 DP as well as damage reduction and strong set bonuses. Otherwise use Bares rings for 2 AP and switch to Mark or Shadow as soon as possible for the 5 AP. Sahazad's Ring of Monarch is also available through the Valencia Part I and II quests. It can't be improved, but it's a good alternative until you get Ring of Crescent Guardian or Mark of Shadow to PRI/DUO. The current best in slot, is a very good ring because of the high AP. It makes a perfect backup for improving and is essentially a free TRI Ring from Crescent Guardian. Basic PRI PRI/ DUO DUO/TRI TRI TET/TET 5 AP 7 AP 8/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP Jarette's Ring (Jarette's Ring (Jarette's Ring 1/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP 3/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP 3/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP 3/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP 3/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9 2 AP 1 AP 3/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 AP 14 AP 17/18 AP Item Name Base stats Enhance Increase Bares Ring 9/9 AP 11/11 (Asula Set) 7 AP2 DPSchade Reduction +2 3-Piece Set Bonus: Health +300 5-Piece Set Bonus: Acurracy +20 May Not Be Blue Coral Ring 5 AP Max MP/WP/SP +5Accuracy 2 Mark of Shadow Sahazad's Ring of Monarch 7 Max AP HP +25 Can't Be Improved Ring of Crescent GuardianorEye of the Ruins Ring Capotia Ring 14 APAccuracy 18 Accuracy 18 Accuracy 18 Accuracy 1 (alternate) AP 1 (alternate) Tungrad Ring 6 APAccuracy 2 3 APAccuracy 2 Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye Necklace: If available I recommend using the Asula's Crimon Eye and improve it to DUO/TRI for 8 AP/10 AP. Improving a Bares Chain is much cheaper than using a non-improved BiS chain. You'd like to swap for a DUO Seraps yet, because of their item effects. I personally wouldn't bother with them though because you want as much AP as possible. Basic PRI DUO/PRI TRI/DUO TRI/TRI TET 11 AP 12 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP Jarette's Necklace 4 AP 2 AP Jarette's Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Name Base Stats Enhance Bares Necklace 4 AP 2 AP 16/15 AP 20/20 AP 15/20 A Crimson Eye Necklace (Asula Set) 11 AP3 DPSchade Reduction +3 3-piece Set Bonus: Health +300 5-piece Set Bonus: Acurracy +20 Can't Be Improved Ancient Weapon Core Set) 6 AP 3 DP Set Effect: Accuracy +20 Accuracy 4C 3 2 AP 1 DPAccuracy 4C 3 2 AP 1 DPAcc Resistance +30%Accuracy 4 3 AP Knockdown / Bound Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 3 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +30%Accuracy 4 3 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 3 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Stiffness/ Freezing Resistance +2%Accuracy 4 Manos Chain - Emerald 6 AP Stun/Sti Diamond 6 AP Resistance to All Status Anomalies +10%Accuracy 4 3 AP Resistance +2%Accuracy 4 3 AP Resistance +2%Accuracy 4 3 AP Knockback / Floating Resistance +2%Accuracy 4 3 AP 4 Serap's Chain 8 AP 4 APAccuracy 4 Ogre RingORLatenn's Power Stone Tungrad Necklace 10 AP Black Spirit Rage +0 20% Accuracy 4 5 AP Accuracy 4 swap to Tree Spirit Belt as soon as possible for more AP and high accuracy. You want to aim for a PRI/DUO Tree Spirit Belt you exchange to Duo Basilisk's Belt and Valtarra are very good belts, but Tungrade is is the best in slot. Basic DUO TRI/PRI DUO TRI/TRI TET 6 AP 7 AP 9/8 AP 11 AP 14 /14 AP 17 AP Item Name Base Stats Enhance Bares Belt 2 AP Weight Limit +40 1 AP Jarette's Belt (Jarette Set) Accuracy 2 Hidden Evasion 1 4-piece Set Bonus: Attack +5 6-piece Set Bonus: Attack +5 (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LT 2 AP Accuracy 2 Set Effect: Accuracy +20 1 AP 1 DP Weight Limit +80 LT 2 AP Accuracy 2 Valtarra Eclipsed Belt 5 AP Health 0 Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Weight Limit +80 LT 2 AP Accuracy +10 Basilisk's Belt 5 AP Accuracy +10 Basilis Limit 80LT Accuracy 2 Tungrad Belt 6 AP Black Spirit's Rage 20% Weight Limit 80LT Accuracy 2 Sockets (Crystals) These are an example of the best sockets for your class. There are several crystals that you go for depending on your gear setup. These are an example of the best sockets for your class. There are several crystals that you go for depending on your gear setup. Ignore All Resistance 10% Corrupted Magic Crystal - Hoom x2 (helmet) Hoom 4 set - 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 BON Evasion 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) Hoom 4 set – 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Evasion These are an example of some cheaper crystals for your class if you don't have much to spend. This example is for a Liverto weapon, you should always aim for 5 attack speed and may need to use food buffs. Magic Crystal of Infinity – Precision x2 (weapon) Extra Critical Hit Damage +1 Ancient Magic Crystal of Enchantment – Agility x2 (helmet) Evasion 20 Magic Crystal of Infinity – Evasion x2 (chest) Special Attack Evasion Rate +10% Magic Crystal of Infinity – Assault x2 (gloves) Attack Speed 2 Black Magic Crystal – Hystria x2 (shoes) Weight Lmit 20LT, Motion Speed 1, Endurance 150 I recommend using BDOPLANNER.COM to help you plan your build and track your progression. The build you choose depends entirely on your playing style and what role you want to play in PVP. Below are some sample builds to help you decide what's best for you. Leveling build - [LINK]Here's what to aim for when leveling and before Your boss gear. You need to focus on improving your weapons first and then your armor. Also, try to get all your pieces to the ultimate, ultimate, Your armor because bis build - [LINK]Here's a low-tier build to use if you're looking to improve your gear before your gear before your bess gears up. You might want to use Red Coral Earrings or Witch's Earrings instead of Asula Earrings, but they can be quite expensive compared to the rest of the gear. Click on image to view larger Mid-Tier build - [LINK]Here's a mid-tier build to use once you have boss gear. You want to strive to get TRI as soon as possible and then work on your accessories. If possible use a TRI Red Coral Earring and you then exchange your offhand for Nouver in most cases, as long as you have a minimum of 300 accuracy when using Nouver. You also use a TET heve and TRI Muskan shoes instead, but Griffon's and Urugon's shoes are currently considered best in slot in gear meta. Click on image to view largerSoftcap build - [LINK]Here's what to aim for if you're going for it. It takes a long time to reach this stage, and there are many small improvements and other accessories that you'll use along the way, but this is ideally your softcap build for PVP. For PVE you want to use a Kutum with Corrupted Magic Crystals. However, once you reach 265 AP with Kutum. After many tests it is confirmed that Nouver outperforms Kutum in these brackets. More information about AP and DP brackers can be found hereY also want to consider putting Caphras stones in your gear for bonus statistics to help you get to the next AP bracket. Start by getting level 4 in your main hand for the extra 4 AP. Then you want to continue putting level 4 in your main hand for the extra 4 AP. Then you want to continue putting level 4 in your main hand for the extra 4 AP. Then you get to the next AP bracket. [LINK]Here's what to ultimately aspire to. It takes a long time to get to this stage, and there are many small improvements and other accessories that you'll use along the way, but this is ideally your endgame build for PVP. Make sure caphras stones are in your equipment for additional statistics. You also swap out both of the Black Magic Crystal - Precision for Kristal of Elkarr (best in slot), but these are very costly and harder to obtain. For PVE you want to use a Kutum with Corrupted Magic Crystals. However, once you reach 265 AP with Kutum. After many tests it is confirmed that Nouver outperforms Kutum in these brackets. More information about AP and DP brackers can be found hereFor PVP, it really depends. If you do it alone 1 node wars for example, then it's better to stick with Kutum because the node is AP capped anyway and the extra DP can push you to a higher DP bracket. Click image to see larger When you grind, use Simple meal and beast's or Giant's Draught, depending on the area you are grinding. For PVP, it is advisable to use Exquisite Cron meal, as it is now better than using a four food rotation. If Exquisite Cron meal is unavailable for some reason, you use the following: Knight Combat Rations, Kamaslyvia Special, Valencia Special, and then King of Jungle Burger in that order. The recipes for this are: ICON RESULT INGREDIENTS USE Knight Combat Rations Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Heat Croquette x1 All Attack +5, Damage Against human race +5, All Damage Reduction +5 for 120 minutes Special Kamasylvia Meal Rainbow Button Sandwich x1, Coconut Pasta x1, Fig Pie x1, Fruit Wine x2, Rainbow Mushroom Max Button 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 Nullifying all Resistance against all Debuffs +4%, All Evasion +10, Decrease of damages from Monsters -6% for 110 minutes King of Jungle Hamburger Teff Bread x4, Pickled Vegetables x2, Lion Meat x4, Nutmeg x3 Ignores all resistance +3%, Critical Hit Damage +5% for 110 minutes If you don't 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 as long as possible. The recipe for Margoria Seafood Meal is: ICON RESULT INGREDIENTS USE Margoria Meal Seafood Prawn x1, Stir-Fried Oyster x1, Butter-Roasted Lobster x1, Fruit Wine x2 Weight limit +50LT, Movement speed +2, Critical Hit Rate +2, Max HP +100 for 90 minutes For your elixir you want to use the Cron Draught, Giant's Draught. To make this, press L and then select Simple Alchemy and add the ingredients below. You don't need an alchemy/processing appeal level to craft this. Cron Draughts replaces all the elixir buffs you've used and can't be stacked with other elixirs (with the exception of Perfume of Courage, Perfume of Swiftness, Elixir from Deep Sea, Khalk's Elixir, Spirit Perfume Elixir, Whale Tendon Elixir, Whale Tendon Elixir). If you consume a Trek elixir/alchemy) can be used together. Also when making Cron Draughts you replace ingredients with higher quality ingredients. For example, instead of using Elixir from Shock x3, you use Elixir from Strong Shock x1. ICON RESULT INGREDIENTS USE Giant's Draught Elixir from Shock x3, Elixir from Sho Hit +3, Max Stamina +200MStain: 15 Minutes Change Log 05/05/2019 – Updated add-ons section 06/05/2019 – Updated add-ons section 06/05/2019 – Updated skill add-ons section 3 05/2019 – Fixed typos 16/05/2019 – Updated add-ons section 06/05/2019 – Updated add-ons section 06/05/2019 – Updated skill add-ons section 3 05/2019 – Updated add-ons section 06/05/2019 – Updated skill add-ons section 3 05/2019 – Updated add-ons section 3 05/2019 – Fixed typos 16/05/2019 – Updated skill add-ons section 3 05/2019 – Updated add-ons section 06/05/2019 – Updated skill add-ons section 3 05/2019 – Fixed typos 16/05/2019 – Updated skill add-ons section 3 05/2019 – Fixed typos 16/05/2019 – Updated skill add-ons section 3 05/2019 – Succession information, added blackstar weapons, updated accessories, updated game builds and crystals 06/07/2020 - Added hotbar section, modified locked skills, modified weapons section, updated consumables section section

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