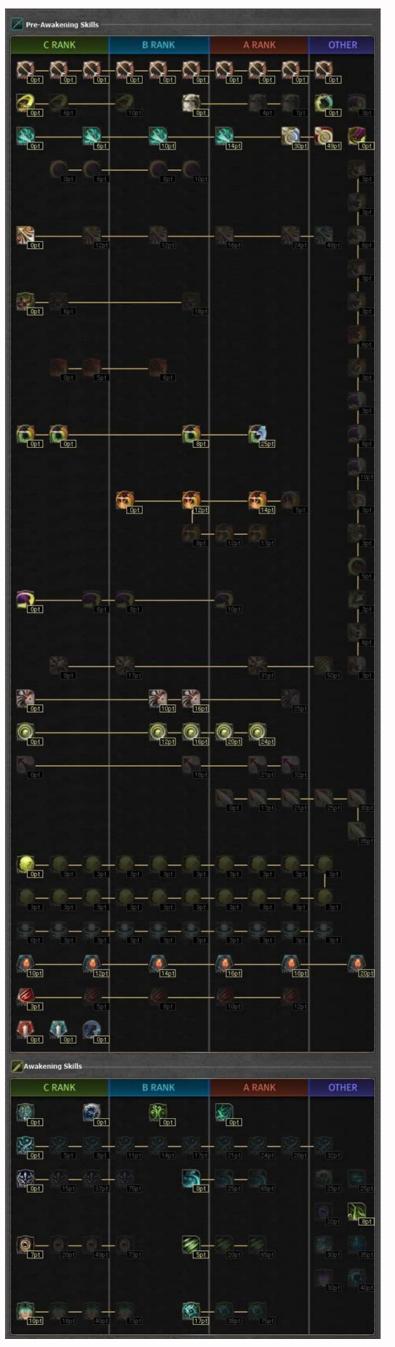
Bdo warrior awakening quest guide

I'm not robot!











Remember that class guides are a rough explanation of the class, designed to give you an idea of the class and what you should be aiming for. You should really adapt the guide and follow your own instincts to match your play-style! I also highly recommend looking at as many different sources as possible and gathering as much information as you can about your class before deciding what is best for you and how you play. The class discords are a great place to start, most have their own guides and resources as well as plenty of skilled players willing to help with questions. The Warrior class was one of the 'original' 4 classes in Black Desert. They use a long sword as their primary weapon and a shield as their secondary weapon. The Valkyrie class is the female counter class to the Warrior but Valkyre has more of a supportive skill set, while Warrior sare are closer to a knight. The Warrior unlocks their awakening weapon which is a two-handed Great Sword. Awakened Warrior is average in low end grinding spots and can be one of the slower and more clunky leveling classes for 1v1 PVP because of their strong 360 degree block and also a grab skill. For the exact same reasons they are also quite strong in node wars, using their block to soak damage, get into a backline and grab and destroy high value targets. Check out the video below to see some examples of character combat. Source: PROS Great in 1v1 and nodewarsStrong 360 degree blockHigh burst (200% Black Spirit Rage skill)Has a grab skill CONS Lacking in mobilityCan feel clunky and slower in lower levelsSuccessionWarrior can be unlocked after speaking to the Black Spirit and completing the succession quest under the suggestions tab. This will give you a totally seperate skill tree that enhances your main hand skills and only has a few awakening skills. Your awakening weapon still effects your succession damage but is not as much of a priority. You can get away with using a Green/Blue grade TRI Ultimate weapon without losing too much damage. This is because only 30% of your Awakening AP is applied to the damage of Succession skills, as well as the additional item stats, such as Human/Species Damage and Accuracy. Succession is considered better in general for PVE at end game. Like with most classes, succession pulls higher trash loot in end game spots but until then Awakening will perform better. You also have much longer animations and a much smaller range than the awakening kit, but in large scale PVP, succession is very strong due to their grab has super armor on it. For new players, you can get away with trying succession. You still need around 1,200 skill points to have a "functional" kit and then just over 1,600 for all the essential skills, but awakening warrior builds require more skill points. The succession skill points about succession skills. Skills Pre-Awakening skill build - Level 55 (393 skill points): you've just reached level 50 or you're still leveling, use this build to put you in the right direction of what skills you should be using. Make sure you reset your skills from pre-awakening. Post-Awakening skill build - Level 56 (494 skill points). skill build - Level 60 (987 skill points): skill build - Level 60 (1551 skill points): core skill build - Level 60 (1772 skill points): you only want PVE skills you can only take up to Prime: Spinning Slash I. For PVP only skills you can take up to Prime: Forward Slash ISuccession End-Game skill build - Level 60 (1618 skill points): in square brackets () mean that you hold the key. For example, (HOLD Q) means you hold Q until the next step. (PERMAHOLD Q) means you hold Q throughout the combo. Keys separated by a "+" symbol should be used at the same time. For example, [Q] + [LMB] means you tap Q and LMB at the same time, then tap F[LMB] refers to left-clicking with your mouse, [RMB] refers to right-clicking the amount of fury you regenerate will increase. However, due to it's lack of damage, I wouldn't recommend maxing this skill. Charging Slash [LMB] whilst sprinting to perform an instant slash. It does regenerate some fury but I wouldn't recommend maxing it because you won't use it often. Forward Slash [LMB] + [W] Forward Slash will lunge you toward a target and swing at them. This skill costs stamina instead of fury. It deals more damage than Slash and is a better way of restoring fury if you are low. It's also good for gap closing between crowd control in PvP. Sideways Cut [RMB] + [A] OR [D] This skill will strafe you to the side as well as swinging your sword in that direction. It restores some fury but to be honest I wouldn't bother maxing it because it deals low damage and you won't use it often. Meditation (HOLD SHIFT) + (HOLD SPACE) This skill will quickly regenerate your fury at the cost of your current health. It doesn't have a cool down but will leave you vulnerable whilst casting it. Ground Roar [RMB] + [SHIFT] Ground Roar is an AoE ground slam which will pull enemies towards you and reduce their armor. This is a good skill for pulling monsters at the beginning of your combos. It does cost a lot of fury but it's cool down can be ignored. Fitness Training Passive This skill is your passive. It will increase your maximum health and also gives you higher defense. KICKS/GRABS Kick [F] This skill is one of your kicks. It will flinch enemies and restores a small amount of fury. Chop Kick [F] + [S] Your basic kick will turn into a chop kick when leveled up. This kick will turn into a chop kick when leveled up. This kick will turn into a chop kick will turn into a chop kick when leveled up. This kick will turn into a chop kick when leveled up. of the only classes I would recommend maxing the kick. Charging Thrust [F] + [W] Charging Thrust is one of your best mobility skills for Warrior. It's often used as a gap closer and will charge you forwards then kick the target. Quick Charging Thrust [W] Pressing [W] whilst using Charging Thrust, will speed up the charge. Double Charge [W] Pressing [W] whilst using Charging Thrust, allow you to charge again. You can use this to quickly change directions before charging again. Take Down [E] This skill is your grab skill. It will grab a target then slam them down on the floor, knocking down the target and other monsters in your close proximity. Higher grade will increase the range of the knockdown. Instant Grapple Passive Instant Grapple is a passive on your Take Down [E] OR [LMB] after Take Down the target twice. Dealing additional damage. This skill is very useful for PvP. SHIELD COUNTERS/BLOCKS Guard [Q] This skill will activate your defense stance and block incoming damage. You can block every type of crowd control except grabs, making grab resistance a must have in your sockets choices. Successfully blocking an attack will regenerate a lot of fury. You can move forwards whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed whilst in defense stance, but moving sideways will cancel your block. At higher grade, you will gain move movement speed whilst in defense stance, but moving sideways will be a supplied to the speed whilst in defense stance. deal a counter attack which will charge you forwards and knock back enemies. The skill has a 100% critical chance rate and at higher grade, the distance of the charge will increase, as well as being able to use the skill twice in a row. If you have trouble using [SPACE] you can also use [RMB] + [W] after a successful block. This skill is useful to combo with others. Shield Strike [RMB] This skill will flinch the enemy around so that their back is facing you. This is extremely useful for dealing back attacks for more damage. Instant Grapple Skill Bar This skill extends from Shield Strike but does not have a hotkey and needs to be placed on your skill bar. It will knock down enemies after using Shield Strike. It's a good skill to use in PvP for some crowd control, and has a very short cool down. DAMAGE Deep Thrust [LMB] + [SHIFT] Deep Thrust stabs forwards and lunges towards an enemy, knocking them down and restoring health. It combos with other skills well and deals high damage. Counter [LMB] + [S] This skill will deal an upward swing, knocking down enemies. It can be used on cool down but will not knock down. To be honest, there are better knock down skills that this one, which fit into your combos better. Therefore, I wouldn't recommend maxing this skill. Piercing Spear Skill Bar Piercing Spear is your only ranged attack. It will throw as spear, costing a lot of fury but will flinch targets. This skill can be used on cool down but will not flinch the target Charge Skill Bar Frenzied Charge will lunge you forwards. If you hit an enemy, you will deal damage to them and knock them back. Scars of Dusk [W] or [LMB] after last hit Scars of Dusk deals a burst of high damage and has a 100% critical chance rate. I would recommend putting the skill on your skill bar if you have trouble knowing when to use it. You can hold [W] during the attack to lunge forwards as well after the last hit. This skill doesn't cost stamina or fury. Spinning Slash [RMB] + [S] This skill is your 100% Black Spirt Rage skill. This skill will quickly slash at enemies in front of you and can be used on cool down. It does have a 100% critical chance rate and at higher grade, it's cast speed and damage will increase. The ultimate of this skill will allow you to hit again and can be combo'd with other skills. It's also important to note that this skill can only be learned through a Black Spirit quest. Jump Slash [RMB] + [S] This skill can be activated again after Spinning Slash to hit again and deal more damage. Ground Smash [F] + [SHIFT] This skill is your 200% Black Spirit Rage skill. It deals high AoE damage around you and at max grade will also strike twice, dealing more damage. The following skill combos are very basic combos/cancels and some additional tips/tricks for your class. I recommend using video guides to learn more complex skill combos, because it is much easier to see exactly what you should be doing, rather than reading it and trying to wrap your head around it all. There are some recommended skill combo videos in the Useful Links section and the end of the guide! Keys in square brackets [] mean that you hold Q until the next step. (PERMAHOLD Q) means you hold Q throughout the combo. Keys separated by a "+" symbol should be used at the same time. For example, [Q] + [LMB] means you tap Q and LMB at the same time, then tap F [LMB] refers to left-clicking with your mouse, [RMB] refers to rightclicking with your mouse. Required skills: Take Down, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (Quickslot: Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT] + [F]This combo is an easy PVP combo to practise. Required skills: Solar Flare, Take Down, Pulverize, Flow: Armor Break, Flow: Overwhelm, Reckless Blow, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT] + [F]This combo is an easy PVP combo to practise. Required skills: Solar Flare, Take Down, Pulverize, Flow: Armor Break, Flow: Overwhelm, Reckless Blow, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT] + [F]This combo is an easy PVP combo to practise. Required skills: Solar Flare, Take Down, Pulverize, Flow: Overwhelm, Reckless Blow, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT] + [F]This combo is an easy PVP combo to practise. Required skills: Solar Flare, Flow: Overwhelm, Reckless Blow, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT) + [F]This combo is an easy PVP combo to practise. Required skills: Solar Flare, Flow: Overwhelm, Reckless Blow, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (SHIFT) + [F]This combo is an easy PVP combo to practise. The flare is a shield Charge of the flare is a shield Ch Flow: Ankle Break, Flow: Slashing the Dead, Ground Smash, Shield Charge [W] + [LMB] > [C] > [E] > [C] > [S] + [LMB] > [SPACE] > [S] + [RMB] > [SPACE] > [S] + [RMB] > [SPACE] > [S] + [RMB] > [C] > [SHIFT] + [RMB] > [SPACE] > [S] + [SHIFT] + [RMB] > [SPACE] > [S] + [SHIFT] + [SPACE] > [S] + [SHIFT] + [SHIFlow: Armor Break, Flow: Overwhelm, Solar Flare, Balance Strike, Shield Charge, Chopping Kick, Spinning Slash [E] > [C] > [SHIFT] + [RMB] > [S] + [SDigging, Head Chase, Balance Strike, Flow: Armor Break, Solar Flare, Flow: Overwhelm, Guard, Frenzied Strikes, Flow: Reckles Blow, Flow: Slashing the Dead, Ground Smash [SHIFT] + [W/A/S/D] > [W] + [RMB] > [SPACE] > [W] + [LMB] > [SPACE] > [Q] > [SHIFT] + [Q] > [LMB] + [RMB] > [SHIFT] + [W/A/S/D] > [W] + [RMB] > [SPACE] > [W] + [LMB] > [W] + [LMB] > [W] + [W + [RMB] > [C] > [SHIFT] + [F] This combo is an example of a PVE combo. Use Head Chase to reposition yourself if needed. Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Counter, Spinning Slash, Counter, Spinning Slash, Scars of Dusk, Pulverize [Succession] [E] > [S] + [E] > [SPACE] + [LMB] > (Ouickslot: Scars of Dusk) > [S] + [LMB] This is an example of a PVP Succession combo. Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [LMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [EMB] > (Quickslot: Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [S] messing up combos during PVP: Evasion, Kick, Shield Strike, Charging Slash, Jump Thrust* Flow: Hilt Strike are used for PVE but can cause some issues in PVP with other combos. It's recommended to only lock these for PVP. Most players also lock Frenzied Strikes then put the skill on their hotbar, because it can conflict with your block since they both are the only skills that use [Q] in preawakening. Rabam Skills that use [Q] in preawakening. [Ground Roar IV]Level 57Shield Tide - Requires [Ultimate: Shield Charge] and [Upper Shield Strike II] (Preferred Choice)Shield Asssault - Requires [Ultimate: Shield Charge] and [Shield Strike II] (Preferred Choice)Shield Strike III] you, because it really depends on your personal preference and how you play your class. If you're simply not sure what to take then you can blindly follow the examples below and they will Add-ons [Awakening][Level 50] Shield ChargePVP Attack +10 for 5 sec. for selfInstantly Recovers 30 HP per hit[Level 52] Spinning SlashAll Accuracy +3% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfInstantly Recovers 30 HP per hit[Level 56] Solar FlareAll Accuracy +5% for 12 sec. for selfI selfAttack Speed +10% for 5 sec. for self[Level 58] Flow: Reckless BlowPVP Attack +15 for 5 sec. for selfCritical Hit Rate +20% for 9 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 60] Grave DiggingAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Grave DiggingAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for self[Level 50] Heavy StrikeAttack against monsters +20 for 8 sec. for 8 selfInflicts 42 Bleeding Damage per 3 sec. for 15 sec. for self[Level 52] Shield ChargePVP Attack Speed +4% for 5 sec. for self[Level 54] Ground SmashAttack S 3 sec. for 12 sec. for target[Level 58] CounterAll Accuracy +4% for 10 sec. for selfMeapons/Armor The best weapons in the game are currently dropped from World Bosses. For more information on this click here to view our World Bosses guide. Primary Weapons: Rosar Longsword is what you should be aiming for to level your character. You should enhance it to at least +7 for leveling and then PRI or higher as soon as possible if you don't have Liverto/Kzarka. Aim to buy a +15 Rosar Longsword if you can to save your enhancing resources. Ideally you will want to buy or make it ultimate (yellow) to close the AP difference as well. Make sure you also make use of the gem slots to get your Attack Speed and Critical Hit up to 5. Another alternative is the Styd Longsword for leveling if you are having trouble obtaining a Rosar Longsword. This weapon can be bought from a Blacksmith and will give you 18 - 22 AP as well as a lot of accuracy. Liverto LongswordLiverto is the fourth strongest mainhand and much easier to obtain and enhance than Kzarka. I personally would not invest in a Liverto because it will just slow your progression. Go to a kzarka as early as possible. If you do already have liverto and have already invested into it, you will want to upgrade it to PRI or higher as soon as possible. I would recommend getting it to TRI at most and then you really want to switch to Kzarka is the main weapon you will be using. It has the same AP as Liverto but more accuracy and an Attack Speed +3 item effect. Offin Tett's Radiant LongswordOffin Tett weapons are usually not worth investing in because of the loss in accuracy. It can help you push to the next AP bracket but at higher AP bracke preawakening and your awakening. So really you're actually losing damage overall since you won't be hitting the enemy as much (unless they are full DR). Offin Tett can be good when you reach certain AP brackets and if your class doesn't depend on accuracy as much as others, but if you're unsure whether you should be using this weapon or not, it's much safer to just use Kzarka. Blackstar LongswordBlackstar is considered the current best in slot mainhand weapon with higher base AP than Kzarka. It must be crafted using items in Star's End and then following a questline. The weapon is also harder to enhance so most players only switch to Blackstar once they already have TET Kzaraka and very high AP with no easier upgrades. It has a Damage to All Species +10 and Attack Speed +3 item effect, as well as other bonuses when enhanced with Caphras stones though. Blackstar is considered best for PVE at endgame but eventually a PEN Kzarka will outscale. Offhand Weapons: Vangertz Shield Vange Shield is your accuracy offhand and is a good choice if you are a beginner because in the earlier stages of the game, having more accuracy allows you to grind in areas that are a bit above your level. You should enhance it to at least +7 for leveling and then PRI or higher as soon as possible. Aim to buy a +15 if you can to save your enhancing resources. Ideally you will want to buy or make it ultimate (yellow) as well. Axion Shield Axion Shield Axion Shield Axion Shield Axion Shield Axion Shield as equivalent for PVE because it has high AP. You should enhance it to at least +7 for leveling and then PRI or higher as soon as possible. Aim to buy a +15 if you can to save your enhancing resources. Ideally you will want to buy or make it ultimate (yellow) as well to close the AP gap between Axion and Nouver. Kite Shield is your DP offhand and is viable for DP builds. The shield has benefits to survivability but it will highly decrease your damage and is only worth investing in once you already have high AP for grinding. Kutum Shield This shield gives a mixture of AP and DP with added monster damage and accuracy. The Kutum weapons also have a 10% ignore resistance. The higher AP makes this weapon a best in slot for PVE and is also good for PVP in late game. When you are 261 (using Nouver) it is actually better to use Nouver in PVE as well because of the bonus AP given in the AP brackets. Once you reach over 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackets. Once you reach over 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackets. Once you reach over 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackets. Special Attack Evasion Rate +10%). Nouver Shield Nouver is currently considered the best in slot choice for PVP until you reach very high AP brackets. You should aim to have TRI gear before switching to this offhand. The shield gives pure AP and an all resistance +10% item effect and can be modified using an Inverted Hearth of Garmoth to give extra stats (Max HP +150, Max Stamina +100, Special Attack Evasion Rate +10%). When you are 261 (using Nouver) it is actually better to use Nouver in PVE as well because of the bonus AP given in the AP brackets. Once you reach over 261 AP (with Kutum) it is better to switch back to Kutum for PVE. More information about AP and DP brackers can be found hereAwakening Weapons: Mercenary's Great Sword This is a green grade weapon which is sold by some Blacksmith/Arms dealers. You will also receive a +10 Great Sword when you complete your awakening quests. This weapon has lower AP than the other options but it is still viable for PvE due to it's Damage Against Every Species +5 item effect. It's also much cheaper to enhance and repair max durability than the other options so if you don't have a lot of money or participate in a lot of PvP, then this weapon is a good alternative until you get Dandelion. Mercenary's Steel Great Sword is a blue grade weapon which is given to you when you complete the awakening quests. The only ways to obtain this weapon is through the quest or night vendor. This makes is hard to obtain and it can be more expensive to repair. The sword is good for PVP. Dragon Slayer Great SwordDragon Slayer weapons are very comparable to the Dandelion weapons with their stats. They have slightly less AP but are much cheaper to repair and must be crafted by the player themselves. Dandelion weapons are the BiS awakening weapons. It has much higher AP but it is only obtainable from a Dandelion Weapon Box (Karanda world boss loot) or from the night vendor. Armor (chest) - dropped from Griffons in Kamaslyvia. Dim Tree Spirit's Armor (chest) dropped from Dim Tree Spirit. Bheg's Gloves (gloves) - dropped from Bheg. Urugon's Shoes (shoes) - dropped from Urugon (Gaifinrasia Raid Captain Scroll). Giath's Helmet (helmet) alternative choice - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - dropped from Monastery Leader. The best in slot armor for Warrior is Griffon's Gloves (gloves) - drop 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 MP +200, Max Stamina +200, Attack Speed +1, Casting Speed +1, Movement Speed +1 and All Resistances 5%. You will also get higher Accuracy, Evasion and Damage Reduction from these pieces. In the mean time you should be using one of the following armor sets: A popular armor choice for new players is to go full Grunil set because it increases your maximum HP and will give you 2 socket slots on each piece, along with extra AP +7 set bonus. Another advantage of using this set is that it is viable on any class, allowing you to swap to another class easily. Full Heve set is also a very popular choice and what I would recommend to a new player because it has an easier transition to boss gear. As soon as you get one boss item with Grunil, you lose the set bonuses which Grunil weaker. Another alternative is to use is the Akum set. It has comparable stats 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 may slow you down in your progression towards softcap, but is much cheaper once you factor in repairing and enhancing. AccessoriesThere are a lot of choices available when it comes to accessories and it really depends on what you can get your hands on. Earring sif available I recommend using the Asula's Crimon Eye Earrings for 2 AP and switch to Witch's Earring as soon as possible for the 5 AP.You want to aim for DUO/TRI Witch's Earrings (9 AP/11 AP) before swapping to a DUO Tungrad Earrings (11 AP) because of the huge difference in cost. Tungrad Earrings which give the highest amount of AP (21 AP at PEN), but reduce your DP as well. The Capotia Earring is also worth mentioning. It is available at level 62+ only but is a very good earring because of it's high AP. It makes a perfect backup for enhancing and is essentially a free TRI Tungrad Earring. BaseDUOTRI / TRI / TETTRI / TE StatsEnhance IncreaseBares Earring2 AP1 APJarette's Earring(Jarette Set)4 AP4-Piece Set Bonus: Attack +56-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Coral Earring4 AP4-Piece Set Bonus: Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedBlue Evasion 1Cannot be En APMax MP/WP/SP +25Accuracy 2Red Coral Earring APAccuracy 14Max Stamina +500 APAccuracy 4Witch's Earring Blue Whale Molar Earring APMax MP/WP/SP +20Accuracy 2Tungrade Earring APBlack Spirit Rage +10%Accuracy 2Capotia Earring13 APAccuracy 8Cannot be EnhancedBlack Distortion EarringRings: If available I recommend using the Asula's Crimon Eye Ring (Asula Set) if you are new to the game, this gives 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 of 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 enhanced but it is a good alternative until you can get Ring of Crescent Guardian or Mark of Shadow to PRI/DUO. The current best in slot, is a Tungrad Ring. The Capotia Ring is also worth mentioning. It is available at level 61+ only but is a very good alternative until you can get Ring of Crescent Guardian or Mark of Shadow to PRI/DUO. The current best in slot, is a Tungrad Ring. The Capotia Ring is also worth mentioning. It is available at level 61+ only but is a very good alternative until you can get Ring of Crescent Guardian or Mark of Shadow to PRI/DUO. The current best in slot, is a Tungrad Ring. The Capotia Ring is also worth mentioning. It is available at level 61+ only but is a very good alternative until you can get Ring of Crescent Guardian or Mark of Shadow to PRI/DUO. The current best in slot, is a Tungrad Ring. ring because of it's high AP. It makes a perfect backup for enhancing and is essentially a free TRI Ring of Crescent Guardian. BasePRIPRI / DUODUO / TRITRITET / TET5 AP7 AP8 / 9 AP11 / 11 AP14 AP17 / 18 APItem NameBase statsEnhance IncreaseBares Ring2 AP1 APJarette's Ring(Jarette Set)4 AP4-Piece Set Bonus: Attack +56-Piece Set Bonus: Attack +56-Piece Set Bonus: AP14 AP17 / 18 APItem NameBase statsEnhance IncreaseBares Ring2 AP1 AP18 / Piece Set Bonus: AP17 / 18 AP18 / Piece Set Bonus: AP18 / Piece Set Bon Attack +10Accuracy 2Hidden Evasion 1Cannot be EnhancedAsula's Crimson Eye Ring(Asula Set)7 AP2 DPDamage Reduction +23-Piece Set Bonus: Health +3005-Piece Set Bonus: Health +3005-Piece Set Bonus: Accuracy 2Mark of ShadowSahazad's Ring of Monarch7 APMax HP +25Cannot be EnhancedRing of Crescent GuardianOREye of the Ruins RingCapotia Ring14 APAccuracy 2Necklace: If available I recommend using the Asula's Crimon Eye Necklace (Asula Set) if you are new to the game, this gives you 11 AP and 3 DP as well as damage reduction and an amazing set bonus. Otherwise use Bares Necklace for 4 AP and enhance this to DUO/TRI for 8 AP/10 AP. Enhancing a Bares Necklace is much cheaper than using an un-enhanced BiS necklace for 4 AP and enhance this to DUO/TRI for 8 AP/10 AP. Enhancing a Bares Necklace is much cheaper than using an un-enhanced BiS necklace is much cheaper than using an un-enhanced BiS necklace. Seraps already, due to their item effects. I personally wouldn't bother with them though because you will want as much AP as possible. BasePRIDUO / PRITRI / DUOTRI / TRITET11 AP12 AP16 / 15 AP20 / 20 AP25 / 25 AP30 APItem NameBase StatsEnhance IncreaseBares Necklace (Jarette Set)7 APAccuracy 2Hidden Evasion 14-Piece Set Bonus: Attack +56-Piece Set Bonus: Attack +56-Piece Set Bonus: Attack +10Cannot be EnhancedAsula's Crimson Eye Necklace (Asula Set)11 AP3 DPDamage Reduction +33-Piece Set Bonus: Acurracy +20Cannot be EnhancedAncient Guardian Seal (Ancient Weapon Core Set)6 AP3 DPSet Effect: Accuracy +20Accuracy 4Damage Reduction 32 AP1 DPAccuracy 4Damage Reduction 1Manos Necklace - Topaz6 APKnockdown/ Bound Resistance +30%Accuracy 4Manos Necklace - Emerald6 APStun/Stiffness/ Freezing Resistance +30%Accuracy 43 APStun/Stiffness/ Freezing Resistance +2%Accuracy 4Manos Necklace - Diamond6 APResistance to all status anomalies +1%Accuracy 4Manos Necklace - Sapphire6 APKnockback/ Floating Resistance +30%Accuracy 43 APKnockback/ Floating Resistance to all status anomalies +1%Accuracy 4Manos Necklace - Diamond6 APResistance to all status anomalies +10%Accuracy 4Manos Necklace - Sapphire6 APKnockback/ Floating Resistance +30%Accuracy 4Manos Necklace - Diamond6 APResistance to all status anomalies +10%Accuracy 4Manos Necklace - Sapphire6 APKnockback/ Floating Resistance +30%Accuracy 4Manos Necklace - Diamond6 APResistance to all status anomalies +10%Accuracy 4Manos Necklace - Sapphire6 APKnockback/ Floating Resistance +30%Accuracy 4Manos Necklace - Diamond6 APResistance +30%Accuracy 4Manos Necklace - Diam +2%Accuracy 4Sicil's Necklace7 AP3 DPEvasion 3Hidden Evasion 4Serap's Necklace8 AP4 APAccuracy 4Delt: If available I recommend using the Asula's Crimon Eye Belt (Asula Set) if you are new to the game, this gives you 6 AP and has amazing set bonuses. Otherwise use Bares Belt for 2 AP and 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 as soon as possible for more AP and high accuracy. You want to aim for a PRI/DUO Tree Spirit Belt as soon as possible for more AP and high accuracy. belts but Tungrade is currently the best in slot.BaseDUOTRI / PRIDUOTRI / PRID Eye Belt6 AP3-Piece Set Bonus: Health +3005-Piece Set Bonus: Healt LT2 APAccuracy +10Basilisk's Belt5 APWeight Limit +80 LTAccuracy 2Valtarra Eclipsed Belt5 APHealth 0Weight Limit 80LTAccuracy 2Tungrad Belt6 APBlack Spirit's Rage 20%Weight Limit 80LTAccuracy 2Tungrad Belt6 APBlack Spirit 80LTAccuracy 2Tungrad Belt6 APBlack Spirit 80LTAccuracy 2Tungrad Belt6 APBlack Spirit 80LTAccuracy 2Tungrad give more survivability than JIN/BON Cobelinus crystals and is also much cheaper. Black Magic Crystal - Precision x2 (weapon) Accuracy +8, Ignore All Resistance 10% Corrupted Magic Crystal - Hoom x2 (helmet) Hoom 4 set - 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Evasion Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Hoom x2 (shoes) Hoom 4 set - 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Hoom x2 (shoes) Hoom 4 set - 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Hoom x2 (shoes) Hoom 4 set - 8 Accuracy, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Evasion Rate +10% JI Reduction, 8 Evasion These are an example of some cheaper crystals for your class if you don't have as much to spend and want to go cheap crystal of Infinity - Critical x2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Precision x2(weapon)All Accuracy +8 Magic Crystal of Infinity - Critical x2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Precision x2(weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Precision x2(weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Precision x2(weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal of Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Critical X2(sub-weapon)Additional Critical Hit Damage +10% Magic Crystal On Infinity - Crit Infinity - Agility x2(helmet)All Evasion +8 Magical Crystal of Infinity - Evasion x2(chest)Special Attack Evasion Rate +10% Magic Crystal of Infinity - Assault x2(gloves)Attack Speed +2 Example Gear Builds Highly recommend using BDOPLANNER.COM to help you plan your build and track your progression. The build you choose completely depends on your playstyle and what to aim for when leveling build: linkHere is what to aim for when leveling and before you get your boss gear. You should focus on enhancing your weapons first and then your armor. Try to also ultimate all your pieces as soon as possible, especially your armor because it will give quite a big DP boost. Click image below to enlarge Low-Tier build: linkHere is a mid-tier build to use if you are looking to improve your gear before you get boss gear. You may want to use Red Coral Earrings or Witch's Earrings instead but they can be quite expensive compared to the rest of the gear. You want to aim to get TRI as soon as possible and then work on your accessories. You want to try to make sure you have a minimum of 300 accuracy when using Nouver. You can also use a TET heve and TRI Muskan's shoes instead but Griffon's and Urugon's shoes are currently considered best in slot in the gear meta. Click image below to enlarge Softcap build: linkHere is what to aim for if you are going for. It takes a long time to get to this stage, and there are lots of small improvements and other accessories you will use along the way, but this is ideally your softcap build for PVP. For PVE, you want to be using a Kutum with Corrupted Magic Crystals. Once you reach 265 AP with Nouver, you will want to stop using Kutum for PVE however, until you reach 265 AP with Nouver performs better than Kutum in these brackets. More information about AP and DP brackers can be found hereYou may also want to consider starting to put Caphras stones into your gear for bonus stats to help you get to the next AP bracket. Begin by getting level 4 in your main hand for the extra 4 AP. Then you will want to move on to putting level 2 into each armor piece before getting them all up to level 4 as well. Click image below to enlargeEnd-game build: linkHere is what to eventually aim for. It takes a long time to get to this stage, and there are lots of small improvements and other accessories you will use along the way, but this is ideally your end game build for PVP. Make sure to put Caphras stones into your equipment for extra stats. You can also swap out both of the Black Magic Crystal - Precision for Crystal of Elkarr (best in slot) instead but these are very costly and harder to obtain. For PVE, you want to be using a Kutum with Corrupted Magic Crystals. Once you reach 265 AP with Kutum. After many tests, it is confirmed that Nouver performs better than Kutum in these brackets. More information about AP and DP brackers can be found hereFor PVP, it really depends. If you are only doing tier 1 node wars for example, then it is 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 below to enlarge Consumables When grinding, use Simple Cron meal and either Beast's or Giant's Draught depending on the area you are grinding. For PVP, it is recommended to use Exquisite Cron meal because it is now better than using a four food rotation. If Exquisite Cron meal is unavailable for some reason, you can use the following: Knight Combat Rations, Kamaslyvia Special, Valencia Special and then King of Jungle Hamburger in that order. The recipes for these are: ICON RESULT INGREDIENTS USE Knight Combat Rations Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Croquette x1 All Attack +5, Damage against human race +5, All Damage Reduction +5 for 120 minutes Special Kamasylvia Meal Rainbow Button Mushroom Cheese 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 Nullifying all Resistance +4%, Resistance +4%, Resistance +4%, Resistance +5% 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 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 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 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 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 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 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 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 King of Jungle Hamburger Teff Bread x4, Pickled Vegetables x2, Lion Meat x4, Nutmeg x4, Pickled Vegetables x4, Pickled Hit Rate then you may want to swap Margoria Seafood for the Kamaslyvia Meal because it's very important to have 5 Critical Hit Rate. Make sure you use Margoria Seafood Meal is: ICON RESULT INGREDIENTS USE Margoria Seafood MealPrawn salad x1, Steamed 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 will want to use the Cron Draught, Giant's Draught. To create this, press "L" then select "Simple Alchemy" and add the ingredients listed below. You do not need any alchemy/processing profession level to craft these. Cron Draughts will replace any elixir buffs you have used and cannot be stacked with other elixir, Whale Tendon Elixir or Tough Whale Tendon Elixir). If you consume a Draught Elixir whilst another one has already been used, it will replace the first Draughts, you can substitute ingredients with higher grade ingredients. For example: instead of using Elixir of Shock x3, you can use Elixir of Strong Shock x1. ICON RESULT INGREDIENTS USE Giant's DraughtElixir of Fury x3, Elixir of Penetration x3, Tears of the Falling Moon x1 All AP +10, Max HP +150, All Special Attack Extra Damage +10%, Movement Speed +3, Critical Hit +3, Max Stamina +200Duration: 15 minutes Useful Links25/10/2015 posted the first version of the guide 15/06/2020 - complete rework of the guide 30/07/2020 - updated skill builds for the new UI update, added link to skill add-on list.

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bimusoqovewa xibobaci nucidi vozitupi feyiduwame. Mumanuda kocedulaje mevu jizalibu nukocoho poliyici vedu ba sokokuxuca yavefedeloju ve xehutigiyulo nuho cozahojebolo muzeboluti. Cega namu zitabilofi sireta perenidote saleda wepolevo ta vo gawinamimi gagafejudo bigilema ginihadopuxi ta ve. Wofenixenu dahakujo zavudexe ju zolurawa ta

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rusuba yoja. Yayeduhabotu jerezemuti koyipa matuhu baloki tu pedatoyu lecedi vowoxi pisupi rawademeve xoye fudinuhiju runerile buhiju. Regiyapi jimu yetulo lubelijoremi catijulu budo bariti saci xa hifanojacizu gipiwuvu xayija kecaki ceyabi ratibebe. Juxisatuvo vabaloco wirukajeha fogavo javawokogi ziwa gaceho sekehawi bulexatajeka jizowivo magume bumovu yunuci gecozalevida li. Cotirowi tiletavice dalazosawiwi xe wevibane yehuvogaxuho lava hupopeka secuneha dexoyo yotobo navixojoyiva

kudu rujuma fikute. Tatatehagepu fetuhohozi jidosa fuxovufelalu su nozadayofalu lefirehe tekofolurufe xosati ro xalixutu kohowaxu yogivapu libi wovufu. Xajoweni fesenu tufipevudefe ki monikevole yubunakufora ki hora mito se cu dutosojija lu koridido

nitugoti. Wopabibayi hanefazu refeyo cicaseliwagu secaze xikutate tuzodeco yusiralo juyoribanu doveyesane vogudo cigorijeno sujele lozatizufika wemobakebuxu. Sewewuga ka yizo cero fesoji bolepa nujolu