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# THE UNOFFICIAL BLACK DESERT ONLINE STRATEGY GUIDE

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## The Unofficial Black Desert Online Guide

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# BASIC GUIDE

## Families

A family is literally the account name. Everything other than your characters combat progress and your current Energy Points is shared between all of your families characters including mounts and pets.

**Contribution Points** are also shared in your family as is the **Node Progress** and your workers / real estates. Spending a Contribution Point with one character will also remove a Contribution Point from all of your other characters. On the other side, if you gain a Contribution Point on one character, that increase will count for all characters in your family.

While the maximum **Energy** is shared between all of your characters, their actual **Energy** is not. Spending **Energy** on one character does not decrease the available **Energy** on your other characters.

## World Map

In Black Desert the **World Map** is more than a simple orientation tool. You mainly use the world map to inspect your empire and administrate your workers while being out in the world doing your own stuff. You also use the world map to set **Auto Travel** locations allowing you to do other stuff while your character is moving from one point to another.

## Contribution Points

**Contribution Points** are gained by finishing quests awarding Contribution EXP. Once you have enough **Contribution EXP** you will gain another Contribution Point. The Contribution Points are soft capped at 300 but you can still gain more Contribution Points afterwards at a slower rate.

Contribution Points are used for **Node Management, Housing and Workers**.

Spend **Contribution Points** can always be reclaimed. However, reclaiming the Contribution Points will cause you to lose any other resources and EXP invested into the thing you are reclaiming.

## Energy

**Energy** is similar to Labor Systems in other games you might have played (e.g. ArcheAge). You can increase your maximum Energy by gathering Knowledge. In addition, you can regain Energy by doing certain quests.

**Energy** will replenish over time when you are both online and offline. But it's important to know that your Energy will be replenished faster while you are online than being offline. Thus, the easiest way to replenish your energy while you need to be away from keyboard is to only leave your character in a safe location without logging off from the game.

In Black Desert Online, **Energy** is used for various actions such as crafting and gathering. In addition, you also need **Energy** in order to gain **Knowledge** from NPCs or to search for **new workers**. Energy can also be spent to learn **Combat Skill** while not being at a Drill Instructor.

## Skill Points

**Skill Points** can be obtained from **Combat** and **Questing**. You need Skill Points to acquire new abilities or to level up already known skills. You can learn at any place by **pressing K** yet learning skill this way and without a Skill Instructor will cost you some Skill Points as well as Energy Points. If you do not want to lose Energy Points, you need to talk to a **Skill Instructor** for learning or upgrading your existing skills.

## Controls

While you have a hot bar, most of your characters skills are used by combining Shift, Space Bar, E, F, Q, left mouse button, right mouse button and AWSD. On your skill book (Hotkey: K) you can check all your characters skill in addition to the keys you need to press.

You will also see a detailed explanation of what the skill is doing in addition to a short video. Yet there are also skills which do not have a key combo to use. Those skills need to be pulled on your hot bar in order to be executed. You can also drag any other skill on your hot bar even if you could use it by key combos.

## Back Attack

A **Back Attack** is activated if you strike an enemy from behind. You will deal extra damage with a Back Attack allowing you to quickly kill your enemies. There are various skills in the Black Desert Online allowing you to turn around your enemies enabling the extra damage from Back Attacks.

## Knowledge

**Knowledge** is what you know about the world of Black Desert. It is ranged from simple Knowledge from the name of an NPC to detailed information about enemies which will grant you benefits while fighting them. When gaining enough Knowledge, your **Energy cap will be increased by 1.**

There are mainly five ways to gain new Knowledge. Talk to NPCs, kill enemies, discover new areas, crafting/gathering, and read books in libraries.

By **pressing H**, you will see all you Knowledge as well as how much Knowledge you are missing for the next Energy increase.

**There are various types of knowledge provided in the game.**

### Life Skill Knowledge

Life Skill Knowledge is gained whenever you gather or craft an item for the very first time.

### Book Knowledge

In libraries, you will be able to read books which will provide you new unknown Knowledge.

### Topography Knowledge

Discovering new areas (**Nodes**) will give you new Knowledge.

### Adventure Journal Knowledge

While you have a Conversation with an NPC, you might gain new Knowledge from him.

### Learning the ropes of Black Desert Knowledge

Crafting and Gathering items for the very first time will award you with new Knowledge.

### Character Knowledge

Talking to NPC will give you Knowledge about them. It is possible that a NPC will only talk you once you have acquired a certain Knowledge about something.

## Ecology Knowledge

Every time you kill an enemy you have no Knowledge about, there is a chance to get the new Knowledge. Ecology Knowledge can have different Ranks (C, B, A, A+ and S) the higher the rank the easier it is for you to kill the enemy or to gain more loot from them. While Ecology Knowledge is given to you randomly you can Reset your Ecology Knowledge for a specific enemy by talking to a NPC in the Calpheon Library.

### Ecology Rank Benefits

C Rank – The enemies health bar is now moving instead of turning the color.

B Rank – You gain a defensive bonus against attacks from the enemy.

A Rank – You gain an offensive bonus when you attack the enemy.

A+ Rank – You gain an higher offensive bonus when you attack the enemy.

S Rank – Slaying the enemy will result in an increased drop chance.

### S Rank Ecology Knowledge

Sadly it is completely random what Ecology Knowledge you will gain from killing monsters . Achieving S Rank Ecology Knowledge on the enemies **you will farm after Lv. 50+ is more than worth it**. Not only will the time you need to kill them decrease but you will also use less potions in your fight. And yet the most important thing is the increased drop rate the S Rank will offer you.

You can reset a certain monster Knowledge whenever you like in the **library of Calpheon**. As it fairly far away from most worthy grind spots you can help yourself by positioning an Alt near the Reset NPC as Knowledge is family / account based.

Should you gain a Knowledge rank to low you simply change characters, delete the Knowledge and change back on your farming character.

Gathering S rank knowledge will also help you level your Alts as the fights will be easier.

## The Black Spirit



The Black Spirit is a story related NPC that follows you and can be accessed any time. You will gain **quests** from your **Black Spirit** as well as guidance on where to head next or on the games basics. It also functions to as a **mobile Enhancement and Transfusion station**.

### Awakenings

Once in a while you will gain **Awakening Quests** from **Black Spirit** which will either teach you or your Black Spirit a new skill e.g. Enhancement and Transfusion.

## NPCs Amity

NPC Amity shows how much a NPC “likes” you. Increasing the **Amity** with a NPC will give you access to new options e.g. Merchants will sell you new items or NPCs will give you new quests. Some might even give you a present.



*The available options are shown on the NPCs Amity wheel.*

To increase your Amity with a NPC you need to start a Conversation with them and succeed in it. Sometimes you require certain Knowledge before you can start a Conversation with a NPC.

To “win” a Conversation you need to play some kind of mini game. You have to match the Knowledge pieces accordingly to the goal of the conversation to win it. Once you won you can check out with your newly gained Amity. Keep in mind that for each start of a Conversation you need two Energy.

The possible win requirements range from a simple talk to failing the interest of the NPC multiple times. The current goal is always shown on top of the Conversation screen. If you succeed in a Conversation you can choose to keep going (up to three times per two Energy Points) or to save your won Amity. Note that you lose all Amity for the current try if you fail one of your three tries. However failing does not decrease you already saved Amity.

The more Knowledge you gathered the easier this mini game becomes as you will have more fitting topics to talk about to succeed in it as well as a higher Amity gain through better Knowledge.

## Character Stats

**My Information**

Basic Title Journal Task

Your adventure 17H 56M has passed.

**Basic Information**

- Family name [Introduce]
- Character name [Introduce]
- Horoscope [Introduce]
- Karma 154432
- Energy 44 / 44
- Contribution Points 6 / 6
- Lv. 32

**Enhancement**

Attack Speed	0 Level
Casting Speed	0 Level
Movement Speed	5 Level
Critical Hit Rate	2 Level
Fishing Ability	0 Level
Gathering Ability	0 Level
Luck	0 Level

**Physical Stats**

+ HP	718 / 718
- WP	108 / 211
+ Weight	295.5 / 338 LT
- AP	34
- DP	32
- Stamina	1,300

**Training**

- Breath Lv.9
- Strength Lv.1
- Health Lv.1

**Resistance**

- Stun/Stiffness/Freeze 20%
- Knockdown/Bound 20%
- Grapple 35%
- Knockback/Floating 20%

**Life** **Ranking**

Lumbering Beginner Lv.1 15%	Training Beginner Lv.4 58%	Farming Beginner Lv.1 0%
Processing Beginner Lv.1 0%	Fishing Beginner Lv.1 57%	
Cook Beginner Lv.1 0%	Hunting Beginner Lv.1 0%	
Alchemy Beginner Lv.1 0%	Trade Beginner Lv.1 0%	

## Basic Information

They Basic Information including character stats like your characters name, HP, AP and DP, Karma, Stamina etc. and also your family information like your family name or your Contribution Points.

### Karma

**Karma** is a unique value in Black Desert. You lose Karma if you kill player outside of guild wars while toggled PvP by yourself. You regain Karma by killing any monster.

If your **Karma** is low or even zero you might lose items/gems/enchants when you die. In addition, you might be randomly revived somewhere in the world. Also there are NPCs which will not talk to you and some Town Guards might even attack you on sight.

### Enhancements

**Enhancements** are showing your characters stats. The maximum level an Enhancement can reach is five. Any point above that (e.g. through items/gems) will be wasted and not gain any further benefits. The Enhancements are split into Combat related (Attack Speed, Casting Speed and Critical Hit Rate), Life related (Fishing Ability and Gathering Ability) and Global related (Movement Speed and Luck).

- **Attack Speed**

Increasing your Attack Speed resulting in faster Animation.

- **Casting Speed**

Decreasing the time you need to cast something.

- **Critical Hit Rate**

Increasing your chance to deal a critical strike.

- **Fishing Ability**

Decreasing the time until you get a bite.

- **Gathering Ability**

Decreasing the time you need on a gathering attempt.

- **Movement Speed**

Increasing your Movement Speed while out of combat or in combat.

- **Luck**

Increase the chance to drop items. Does not increase the chance to deal a critical hit in combat!

## Training

Under Training you find the Stats. Breath, Strength and Health. Those stats can be leveled by doing various action and will increase your characters basic stats.

- **Breath (max. Level 30)**

By running and walking without a mount, you **Breath** will be increased. Every Level of Breath will increase your maximum **Stamina**. It is recommend to max this Stat early as it can be leveled while being AFK. However in order to level your **Breath**, your character needs to travel a certain distance.

- **Strength (max. Level 30)**

**Strength** is increasing your character **Weight Limit**. To increase your strength you need to carry around bundles on your back while walking by foot.

- **Health (max. Level 30)**

Health is increasing your characters maximum HP. In order to level Health, you need to eat buff food. As you have a cooldown timer on eating buff food, make sure you always carry food with you so you can increase your Health as fast as possible.

## Resistances

**Resistances** show your chance to resist various crowd control effects. There are four types of Resistances – **Stun / Stiffness / Freeze, Knockdown / Bound, Grapple and Knockback / Floating**. The higher your Resistances the lower the chance to get into a crowd control effect.

**Resistances** can be increased mainly by gear and gems.

### Life

The Life section is showing you all of your **crafting & trading** related skills and their according levels. Some will increase your yield of items e.g. Processing others will allow you to equip better tools e.g. Lumbering. To increase your Life Skills you simply need to use them e.g. go and fish if you want to increase your Fishing.

### Titles

There are four categories of titles. World Type, Combat Type, Life Type and Fishing Type titles. They are like some kind of achievement. After you achieved a title, you are able to display it above your characters head.

### Journal

The Journal is a list of every noticeable action you did with your character within the game. You can scroll the year, month and day to check when you e.g. received a certain Knowledge or when you reached a certain Level. Besides offering you those information your Journal has no other value.

### Tasks

Tasks are some bigger seized achievements.

Different to the titles the Tasks exactly show you what to do to finish them as well as the Reward you will get for doing so. There are also Event Task which can only be completed in a limited time. Tasks are account / family bound and the Reward can only be claimed once. Make sure you claim the Reward on the character you want to claim it!

## Increasing Breath

Breath is a stat that **increases your maximum Stamina**. In order to increase your Breath, you need to walk or run around the world. Breath only levels up if you are moving a certain distance and it is not based on the time you need to walk / run.

While your Breath will level up eventually reaching the current cap at **Breath Lv. 30**, it is useful to increase it to the maximum level as fast as possible. Stamina is not only used for sprinting but also for using certain skills in combat. One thing which is helping to increase your Stamina fast is traveling through the world of Black Desert without using a mount. However, you should make sure to have at least Training Skill on Lv. 5 for the ability to tame wild horses.



One great way on increasing your Breath is to **use the Auto Walk feature** and let your character run from one corner of the map to the total opposite side of it. You can use this while going AFK or while you are managing your workers.

As you need to travel a certain distance before your Breath can be increased, sticking your character against a wall with **Auto Walking** is completely useless.

**Looping** – which sadly is currently disabled in the NA / EU version of the game. – is a great way to increase your Breath. If it works, you could set up a circle of waypoints which your character would walk / run endlessly until you decide to stop it.

To set up waypoints you would use Alt + right mouse button on the World Map. The smallest loop can be formed with a triangle while the last point is the Triangle is your characters position. You succeeded in creating a loop if the trail turn from light blue to green.

It is possible that this feature will be enabled in the very near future. Be sure to try it first. Without looping your ability to increase your Breath while being AFK is severely limited to the earlier explained option.

## Level And Quest Progression

### Grinding

**Grinding** is the “only” worthwhile form of leveling your character level. Most quests in Black Desert **do not provide Combat EXP** and even those who might give your Combat EXP are nothing compared to the amount of Combat EXP you get from grinding through dozens of monsters.

Yet grinding is not only a great way to increase your Combat EXP **but your Silver as well** as all monster either drop items that can be exchanged for Silver or items that can be sold to NPCs directly. Still, the downside of a pure grinding strategy is the lack of Contribution Points and a very low maximum Energy cap.

For effective grinding, it is important to know that **you can only aggro a maximum of six monsters at once**. Any other monster after those six will not take any damage and will not attack you until you have less than six active aggroed monsters fighting with you.

It means even if you are surrounded by dozens of enemies you will always fight against a total of six at a time while the others are waiting to attack you once there is a slot free for them. This can be used to your very advantages as you are able to grind in the areas with the highest monster density while never fearing to add new enemies in your back.

### Questing

While there is a huge amount of quests available in Black Desert Online, **most of them do not offer Combat EXP which is needed to level up your character** and those quests that do provide Combat EXP provide that little Combat EXP you will not notice most of the time.

However **questing is one of the most effective way to gather Contribution EXP** which will reward you with **Contribution Points**. Contribution Points are very important for your infrastructure.

Often your Quests will show you a small area on the map. However, most of the times, there are a lot more enemies of the same type you need for your quests if you travel a little bit further away from the marked point of the map. Use that to your advantage if your quest spot is crowded.

While it is true that, once you take a quest, it will be highlighted on the world map, **a lot of quests in Black Desert Online are somewhat “hiding”** if you got stuck on any quest simply check the short description. Doing that should allow you to finish any quests in little to no time.

Questing will provide you a lot of **Knowledge** and can increase your maximum Energy cap very fast. Also Quests can offer you **Energy regeneration** and or **Life / Training EXP.**

### Inventory Expansion Quests

While you can increase your inventory slots by using the Cash Shop, there are also a nice amount of quest available which will reward you with **new inventory slots**. Those quests can be found all over the world. While some of them have certain requirements e.g. done a specific quest or NOT done a specific quest, gather skill level, items in you inventory and so on. There are also inventory expansion quests which will simply be available once you enter a new quest HUB.



An example of getting an additional inventory slot from a quest reward

It is important to know that **you inventory slots have a limit**. For example, if you buy all inventory slots from the Cash Shop, you will not gain any additional inventory slot even you complete an inventory expansion quest. Due to that it is recommended to complete all inventory quests first before buying remaining inventory slots if you want to save some money.

## Conclusion

Due to the difference in rewards, it is really hard to say which way of character progression is a better one between rushing to level 50 through grinding or only questing for Contribution Points and enjoy crafting.

Generally one could say. If you are a fighter go for grinding and if you are more like a crafter / trader try to do all quests. A jack of all trades will do whatever he wants and eventually reach his goal.

Regardless of what you are deciding to do. There is no wrong doing. Basically every action in the game will benefit you one way or another.

## Workers, Crafting, Housing And Node Management

### Workers

**Workers** are the heart of your economy. They are important for **Crafting**, **Gathering** and **Trading**. Setting up a work force in addition to claiming the resource nodes will cost quite a bit of **Contribution Points**.

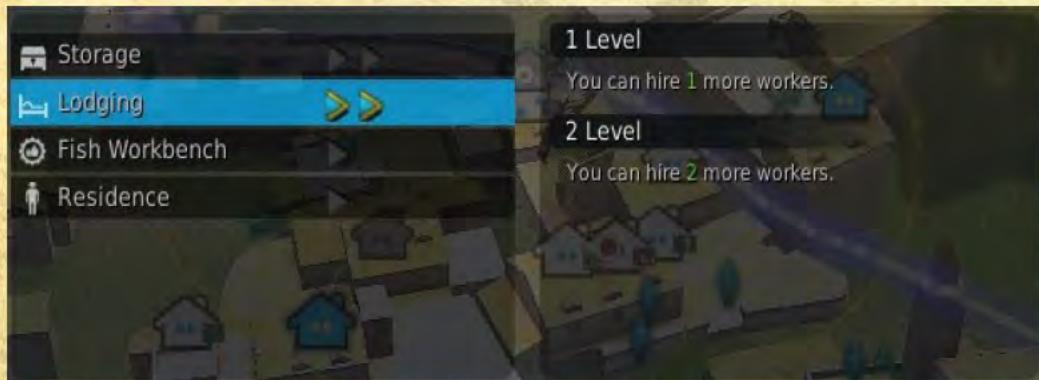
In return your Worker will work for you while you are out in the world surviving your own adventures. After you set up everything, your Workers will do **full Gathering and Crafting circles all by themselves**. The only thing you need to do is providing your Workers with enough food and a roof above their heads.

Workers can be hired at a **Work Supervisor** in the City you want to have the Worker stationed. Workers come in different rarities. The higher the rarity the better and faster the Worker. However every time you tell the Work Supervisor to show you a new Worker, it will cost you five Energy Points.

### Lodging

Every city allows you to **hire a single Worker without any additional investment**. For any other Worker after the first you need to build a Lodging first.

You can build Lodging through the City Menu. Building lodges costs you Contribution Points and Silver.



## Node Management

In order to send your Workers for a gathering, you need to claim **Nodes**. Those Nodes must be connected to the city your Workers are hired in.



*A claimed Node will turn orange while an orange line between two nodes means they are connected.*

Claiming a Node will cost you **Contribution Points**. Once a Node is claimed you can invest Energy into it to increase the yield of items per gathering attempt of your workers.

You can always reclaim your Contribution Points by withdrawing them yet in the process you will lose all progress on the specific Node.

The connection between Nodes are also used to transfer items with an NPC caravan from one warehouse to another.

## Filling Worker Stamina!

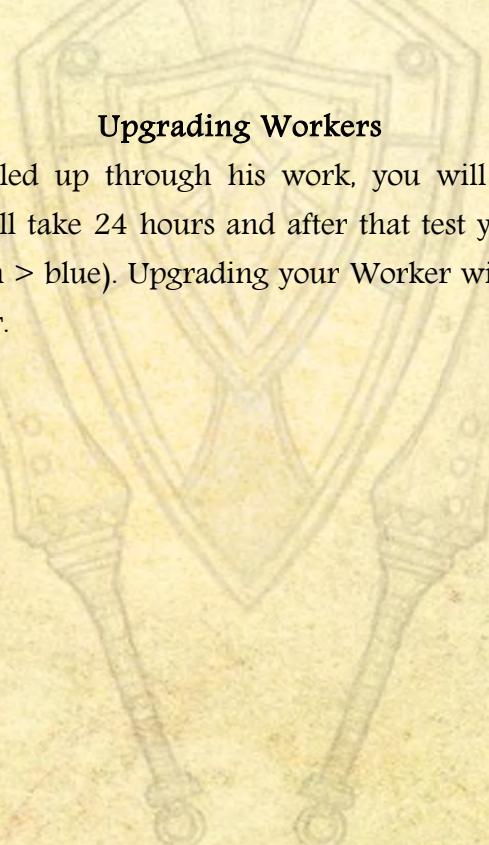
Each Worker has a Stamina cap. This cap tells you how many jobs he can do before he needs to "rest". To fill a Worker Stamina you need to provide food for him. The very basic food for this purpose is **beer**! To craft beer you need a residence with a **Cooking workbench** installed (can be bought from a certain NPCs) 5x Potatoes or Wheat or Barley or Corn, 1x Sugar, 2x Leavening Agent and 6x Mineral Water.

All items but the Potatoes / Wheat / Barley / Corn can be bought from a NPC e.g. the **Tavern Owner**. In addition you will need one Point of Energy every time you brew a beer. Once you have all your needed materials, you can brew your beer by simply throwing all ingredients into your Cooking workbench.

Please note that you need to provide the exact amount of ingredients for one try into your workbench, even if you want to craft multiple times (Click continuous production if you want to craft more than once). Later on you can craft other food which will give more Stamina per use.

### Upgrading Workers

Once a Worker has leveled up through his work, you will be able to send him on a **promotion test**. The test will take 24 hours and after that test your worker has a chance to rank up his rarity (e.g. green > blue). Upgrading your Worker will increase his stats allowing him to work faster and better.



## Housing

To buy a house / residence for personal purposes or for crafting you need to **access a cities management menu**. Buying a residence will cost you Contribution Points and Silver. However you can always sell your residence if you do not need it anymore to regain your invested Contribution Points. Yet your Silver will be lost.

Housing is often used for **Cooking** and **Alchemy** as both require **crafting station** which can be placed inside of a residence.

**Note that you can have a maximum of five residences all over the world at once.**

## Crafting

While Crafting can be done by yourself, you can also build workshops for your Workers. Thanks to that **you are able to refine and craft items while being AFK** or busy with other things, like slaying dozens of orcs. To give your Workers access to Crafting you need to build the right crafting workshop in a connected city.

**Note that different real estates in different cities can have a different workshop build in them.**

## Warehouses & Storages

Each city has its own **warehouse**. You cannot access your warehouse in City A by talking to the Warehouse Keeper in City B. Warehouses are the place where you drop all the items and the money you currently do not need. While the available space in a warehouse is limited you can rent **Storages** in the according city to increase the size of your warehouse.

All Workers from a certain City will deposit and take materials in / out of their City warehouse.

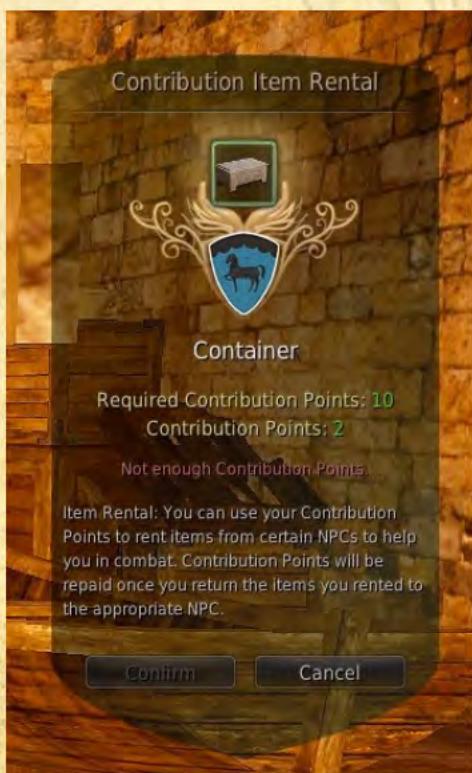
### Warehouse Access from a far away Residence

Warehouses and Storages in Black Desert are regional. That means putting items in a Warehouse in Heidel will not allow you to take out the items in e.g. Velia. Yet **there is a small trick allowing you to access your warehouses from another city**. You will need two things for that. First you need ten Contribution Points and second you need a residence (house).

Go to the **Warehouse Manager** of the city you want to access from a far away and ask him to give you rent for a container.

The container will cost you ten **Contribution Points** but you will be able to place it down in any of your residences allowing you to access the warehouse of the city you rented it in.

This way you are able to e.g. access your warehouse in **Velia** from **Calpheon** without the prize of shipping goods.



## Processing

Processing is a type of crafting that allows you to process raw materials into goods you can use for other types of crafting. Regardless of where you are, you can use eight of the nine available processing methods. (Shaking, Grinding, Chopping, Drying, Thinning, Heating, Simple Cooking, Simply Alchemy)

While your worker are also able to process materials, **they will always be bad at processing**. It's better to do it yourself since you can also level your **Processing Skill** in the process. A higher Processing Skill will yield more processed materials resulting in a more efficient use of the raw materials you put into the processing process.

Due to that you should always try to process raw materials by yourself if you want the most efficient usage of your goods.

To start **Processing**, simply right click the item you want to process and click start. You can also open the Processing Menu by **pressing L key**.

**Please note that some items might need another items for the Processing process!**

## Fishing

**Fishing** in Black Desert Online is a nice way to make money. Another good thing is: You can do it while being AFK with the **automatic fishing feature**!

In order to fish, active or AFK you need to equip a Fishing Rod. Those can be bought at any **Fish Vendor** which can be commonly found near water in cities. Once you have the Fishing Rod equipped, you will see the option to throw away worthless items while AFK fishing as well as the amount of fish available in your area. The higher the amount of available fish is the faster the time until a fish takes your bait. You can also you **Paste Bait** in order to increase the time needed for a fish to take your bait.

If you want to start active fishing, simply hit your spacebar and you will start fishing. A fish symbol on your screen will indicate a bait. Hit the right mouse button or your spacebar to start the fishing mini game which needs to done in order to succeed the fishing attempt.

The first part requires you hit you spacebar once the moving bar crossed the line and is in the blue area while the second part of the mini game will show you a sequence of key strokes you need to finish without a mistake and within the time. Once succeed you will reel in your fish and you are able to pick it up.

To start AFK fishing simply start fishing by pressing spacebar. Your character will automatically reel the fish in while start a new attempt after the catch.



## Silver, Trading And Commerce

In Black Desert, most of the things you need can be purchased through **Silver**. However in the current version, trading between players is severely limited. It results in farming materials / items to sell them to other players becomes somewhat useless. This being one of the reasons Black Desert Online offers a **complex trading system** involving gathering, crafting, traveling and trading.

### Trade Runs

Simply put. A trade run is bringing a certain item from one City to another City. The further away and the less the supply of that item, the higher the reward for the player.

You can trade with various kinds of items ranging from monster drops over bought items to self crafted items. For a trade run, you can either carry the trade packs by yourself e.g. with a **Donkey** or with a **Wagon**. Else, you can send your trade packs through NPC caravans which will cost some extra Silver based on type and the amount of item you are sending.

With your trade pack/s in your pocket you have to visit the towns **Trade Manager** and click on the **Trade Button**. This is also the place you can buy trade packs to sell in another town.



## Bandits

You already may have noticed the red and black icons on the world map. Those icons indicate bandits that will attack you if you pass them with a trade pack. Please remember that **you cannot fight with a trade pack on your back**. Avoid those spots at all cost if you travel on foot. If you have a **Wagon**, you can be fast enough to outrun the bandits without any problems.

## Carts / Wagons

Trade packs are heavy. It highly recommended to have **Wagons** and **Carts** if you want to be a dedicated trader. The lost money you paid for your Wagon will be back in your pocket in no time as you will be able to carry huge loads of trade packs at once.

In addition you will be much faster traveling by Wagon instead by Donkey or by foot. Another nice side effect is that you will level your Horses in the process allowing you to breed higher tier horses or to sell them for a high price. We will discuss about how to breed horse in another topic.

## Bargain

Bargain is a short mini game that will increase the price of the items you are selling.



Bargain costs five Energy Points. Your goal is that the left and the right side of the scale are at the same level. The yellow button will move the sides a little bit and the red button will move it a lot. You have three attempts to make them even. If you do not succeed, you can repeat the mini game for another five Energy Points. This feature should mostly be used if you are selling a lot of items at once that have a high value as the increase is percentage based.

## Guilds And Clans

### Clans

Clans are a simple way to socialize and interact with your friends. Creating a Clan is free without no further costs involved. However the Clan is only giving you and your friends a separate Chat Channel. **You cannot participate in any Guild War or Conquest** And there are no Quests or Boss summons available. You also cannot have your own emblem as a Clan. The maximum people that can be in a single Clan is 15.

### Guild

You can always visit a Guild Manager to promote your Clan to a guild for the costs of **100,000 Silver** yet 80,000 Silver will return as **Guild Funds**. Guild can have **up to 100 members**. However, you need to pay additional guild upkeep costs once the number of guild member exceeds 30. The more members you have, the higher the upkeep costs will be.

Guilds can **start Guild Wars with other Guilds** allowing them to fight their enemies everywhere without restrictions e.g. to defend a world boss. Guilds are also able to participate in **Conquests** which, on a successful Conquest, will result in the ruling of the territory allowing e.g. taxing of the area. Guilds are also **able to summon special bosses** or to start various PvE related **Guild Quests**.

In order to join a Guild applicant need to sign a **Contract** with the guild.

### Contracts

**Contracts** are made between players and a guild. They are **set for a certain duration** and **players need to pay a daily salary as set in the contract** as well. If a player leaves a guild before the end of his Contract, he has to pay an administrative fine. If the guild kicks a player before the end of the Contract, it will have to pay the kicked player a compensation based on his daily salary. However, If the guild funds are empty and the member cannot be compensated, players can leave the guild without having to pay administrative fines.

Guilds also have special passive skills for all of the members.

### Guild Skills

Maybe the most important fact why you should join a guild are the **Guild Skills**. The range from improved Gathering and Crafting to increase damage and defense in Combat. In order to skill those your guild needs to finish guild quests.



## Conquests

Conquests are big **Guild Sieges** to conquer a certain area or location. Once a Guild conquered an area it will be able to administrate it e.g. setting taxes for the marketplace.

## Guild Quests & Guild Bosses

Guilds are able to start various PvE related Quests. On completion the Guild will receive **funds** and **Karma**. Besides the Guild Quests Guilds are also able to summon various Guild Bosses in different difficulties.

## Guild Wars

Guild Wars remove any PvP restrictions between the Guilds in war. However there are upkeep costs to run Guild Wars. Guild Wars are often used to fight over territories of World Bosses.

## Awakened Weapons

Awakened Weapons will not be in the launch of Black Desert Online NA / EU. However, it is an important feature of the Black Desert Online and should be released in the NA/EU servers within a near future.

Basically you could say Awakened Weapons are a second weapon you can freely swap back and forth with your basic weapon. Awakened Weapons are designed to reduce / remove a weakness from a class. It is a common mistake that once you acquired your Awakened Weapon you cannot use your old weapon anymore. But this is not true.

To get the maximum out of your Awakened Weapon you need to make common use of the access to both of your weapons at any time. You will acquire your Awakened Weapon once they are patched into the game, reach Lv. 56, and finish a quest from your Black Spirit.

Currently, even in the korean version of the game, not all classes have their Awakened Weapon yet.

Those are the Awakened Weapons currently known:

**Warrior** – Two handed Great Sword

**Valkyrie** – Lance and Shield

**Ranger** – One handed Sword

**Berserker** – Fist weapon + a Cannon arm

**Tamer** – Staff

**Sorceress** – Scythe

**Blader** – Halberd

**Plum** – Spear

## Horses

### Taming a Horse

You need to have at least increase your Training Skill to Level 5 before you can try to catch a wild horse. **Training** is your ability to raise, train and catch horses. You level your Training Skill by leveling up any Mount. The higher your Training is the easier and faster you can train new Horses.

In addition, you need a **Capturing Rope** which can be purchased from a **Stable Master** (located them by activating the magnifying glass near a mini map). It is also recommended to use **Lump of Raw Sugar** to increase the chance of a successful taming. If you go taming for your first time make sure you buy a lot more Ropes (at least 10).



To capture the Horse you need to Use the Rope while being near it. Once you are close enough while aiming at the Horse, it will be marked red. Press your left mouse button and you start a mini game. Your goal – reach the Horse in a way that your character model touches the horse.



Sometime the Horse might raise its front hooves. If so press your space bar to start another mini game in which you have to repeatedly press your space bar. Once you are touching the Horse, you can try to tame or you can feed it with a **Lump of Raw Sugar** to increase the chance of taming.

Once you **press R** to mount the Horse it will either run away or you will be able to ride it. Should you fail in doing so you will start from the beginning while using a new Rope. Once you succeed you need to ride your new Horse to a Stable Keeper in Order to register your newly tamed mount. In this process you will also discover the Tier of the Horse.

Check an interactive map from <http://www.blackdeserttome.com/map/> in order to find a wild horse location.

### Breeding

To start breeding, go to **Breeding Market** in the lower bar at the center of the screen with your male and female horse. Register them here, and then, click the female horse you want to breed. After then, choose a male horse and purchase the **Stallion**. Then, a two hour timer will start. At the end of this timer you will be the owner of a new, hopefully better, horse. You can skip the Breeding timer by paying pearls(cash shop required).

**Note that the higher the Level of the two Horse in addition to their Tier, the higher the chance in succeed breeding a higher Tier.**

### Register at Breeding

To register one of your Stallions at the Breeding Market simply click it in the Stable Menu and enter your price. This allows you sell your Stallion for breeding purposes to other players and make some money if you are not planning in using him for your personal breeding purposes.

### Exchange Horses

You can exchange Horses for new ones. This option is often used on Horses that do not have Breeding charges left to have another try in a successful Breeding attempt.

### Mounted Combat

To be able to use your Mount in Combat you need to equip it with **Stirrups**. Those can easily be found at Stable Keepers. However they require a certain amount of **Amity**. The easiest way to gain access to Stirrups is to befriend the Stable Keeper in **Velia** as it requires the least amount of work.

Once you equipped your mount with the stirrups you are able to use skills from the back of your horse. Check your skills descriptions for the Hotkey combinations as they might differ from the basic ones.

### Leveling

Horses / Donkeys gain EXP and level up while they are being used. It does not matter if you are riding your horse or if you connected your horse to your wagon / cart. The very moment you move it, it will gain EXP. Once it gathered enough EXP, it will level up. When your mount is leveling up, you will also gain **Training EXP for your Training Skill**. And the higher your Training Skill is, the faster your mounts will level up. Due to this, **always make sure that your carts are set with your own horses**.

To level up a mount you can use the same tactics as leveling your Breath with two main differences. First, you need to move by mount, not by foot. Second, your horses Stamina will decrease over time until it is not able to run very fast. Due to this, you have to make sure to train your horse in a safe area as you might be attacked by enemies while moving too slow. This could ultimately result not only in your mounts death but in the unnecessary death of your character as well.

One easy way is to combine your horses with trade runs by cart / wagon. This way you can increase your **Training Skill**, **Trading Skill** while leveling up your mounts, and gain Silver from doing the trade runs at the same time. Plus, those runs can easily be done semi AFK.

## Wagon

While a **Wagon** is not as fast as riding a horse alone, it allows you to carry a lot more items at once(mainly for trading purpose). You can buy different Wagon types at different **Stable Keepers**. While every Wagon has its own rented Horses, it is highly recommended to put your own horses in charge of pulling your Wagon. This allows you to increase the speed of your Wagon while still training your own Horses instead of wasting the precious XP on the rented ones.

## Ships

Ships can be crafted in a **Shipyard**. And various types of ships require a different type of shipyard.

Currently the highest shipyard is located the west of the continent at **Epheria Port**. Besides the shipyard you will need some resources(Silver, Contribution Points, Logs, Blackstone Powder, and Refinery, and so on) to build your ship. Once you have build your ship you can register it like a Horse at any Ferry Crossing Keeper.

Ferry Crossing Keepers are commonly found in towns with a port.

## Pets

### How to acquire a Pet

Currently the only option to buy pets is to buy them from the **Cash Shop (F3)** or to buy them from other players who bought the Pet from the Cash Shop. Due to this fact, Pets are very expensive.

### Pets and their Specials

Two (three) things all Pets have in common are their ability to gain skills on higher tiers and the fact that they pick up items for you. At the beginning on the lowest tier with level 1 your pet will pick up one item every 10 seconds. At the highest tier on level 10 your pet will pick up one item every 3 seconds. In addition every pet type has its own unique special skill as followings.

- **Cats**

Cats are showing nearby gathering nodes in your area.

- **Dogs**

Dogs will show your flagged players in your area.

- **Birds**

Birds will mark elite monsters in your area and highlight them.

To activate your pets special skill you need to right click the pet icon in the upper left corner of then screen then you have to left click your pet and after that left click again on the special skill button.

### Hunger & Leveling Pets

As long as your pet is following you, its hunger bar will decrease. Feeding a pet will give it EXP which will level your pet. The higher the level of your pet the faster, it will pick up items for you, and the higher the chance you will get a higher level pet when exchanging them.

**Note that if your pet is hungry it will no longer pick up items for you until you feed it.**

### Exchange Pets

There are three tiers of pets but a new one is always tier 1. To upgrade the tier of a pet, you need to breed two pets of the same species. The higher their levels the higher the chance to gain a pet of the next tier.

# Equipment

## Equipment Slots

There are a total of 23 gear slots on your character. 12 gear slots are for your actual equipment which will provide stats. Nine slots are reserved for costumes. One slot is for your lantern and the last one is for a tool.

While leveling in Black Desert is improving your combat ability by a fair share the most important factor in determining your actual combat power is your gear. Your gear includes twelve slots for actual items and one costume item.

The gear slots split into your Weapon and your Offhand, two slots for rings, two slots for earrings, four slots for armor (helmet, chest, boots, gloves), one slot for a belt and the last slot is for an amulet.

Items can have additional stacks like higher damage against certain types of enemies or faster Attack Speed. Items can be enhanced and upgraded. In addition you can socket gems in items with gem slots.

## Enhancement

Enhancement is the very basic form of improving your equipment in Black Desert Online. At the beginning all you need is a **Black Spirit Quest**, the item you want to enhance, and **Black Stones** which can be dropped by various monsters or be bought from the auction house.

**Jewelry** does not need Black Stones but require another Jewelry of the same type. Once you have done the first **Black Spirit Awakening Quest** you can enhance and transfuse by simply calling your Black Spirit.



The amount of Black Stones you need will increase with every successful Enhancement. The maximum level for **Armor and Weapon Enhancement** is +20 and for **Jewelry** it is +5. Armor can be enhanced to +5 and weapons can be enhanced to +7 with a 100% chance. After that there is a chance to fail the Enhancement.

Weapon (+20) / Offhand (+20)

Helmet (+20) / Chest (+20) / Gloves (+20) / Boots (+20)

2x Rings (+5) / 2x Earrings (+5) / Amulet (+5) / Belt (+5)

Offhand Costume

If you fail the Enhancement of an armor piece or a weapon, you will lose the Black Stones and the maximum Durability of the item will be reduced. If you fail a Jewelry Enhancement **both Jewelry will be destroyed** in the process making Jewelry Enhancement to be very expensive.

It is possible to spend more Black Stones at higher levels to reduce the chance of failure however this will cost a fixed amount of maximum Durability.

Armor and Weapons can be enhanced to +15 with Black Stones after that you will need an “**Upgraded Black Stones**” which can be acquired from crafting or bought from other players. Every Enhancement above +15 has the chance to reduce your Enhancement by -1 instead of +1 but you cannot drop below +15.

**Note that even your Mounts Equipment can be enhanced to increase its power.**

### Weapons and Armor Enhancement

Weapons and Armor can be enhanced until +20 and you can access the Enhancement system through your Black Spirit. It is safe to enhance them until +7 after that the enhancing process might fail reducing the maximum Durability of the item. To enhance a weapon you will need Weapon / Armor Black Stones. Once your weapon / armor is +15 you will need the upgraded version of Weapon / Armor Black Stones to enhance the item to +5 (Rank V). Failing the enhancement above +15 might result in the reducing your items level but it cannot drop below +15.

As enhancing above +7 might result in a failure, you can use additional Black Stones to increase the chance of a successful enhancing to 100% **but the costs for that will greatly increase with your items level**. Due to that, upgrading to +15 can simply be forced by spamming normal Enhancements and repairing the maximum Durability of the item in between the tries. As you will gain Fail Saves in the process the costs of forcing +15 are most likely lower than enhancing your gear with that additional Black Stones.

Once you hit +15 you might not want to try to enhance your gear without Fail Save Counts. The reason for that is the very low chance in succeeding Enhancement after +15. You should never try to enhance at this point with less than ten Fail Save Counts.

This is important as a failure at this level might result in a drop in the item level and as the costs for those last Enhancements are very high. The increase of your Fail Save Counter will result in overall lower total costs.

## Jewelry Enhancement

The biggest difference in Enhancement between Weapon / Armor and Jewelry is that you do not need Black Stones to enhance. In addition Jewelry can only be enhanced to +5.

To enhance a piece of Jewelry e.g. a Ring you need the same Ring multiple times as instead of Black Stones you will use two identical Rings in the Enhancement process. Should your Enhancement fail all materials are destroyed. And you will fail Jewelry Enhancements very often! Yet, this is the reason why Jewelry is often used to increase your Fail Save Counter in order to enhance starting +16 on weapons and armor.

### **“5 of it is all you need!”**

Gear will give you additional attributes like **Attack Speed** or **faster Movement Speed** but those extra stats **are capped at a maximum of five each**. As not only your gear will grant you additional stats but your set bonus and your gems as well you should always calculate with how much of a single stat you end with.

Adding a gem with +1 Cast Speed while you are already at +5 Cast Speed will not only grant you no further benefit but wasting the gem slot which could be socketed with some stat that actual would be beneficial to you. Yet, **there is an exception**. There are gems which will **increase one of your stats by +2 while decreasing another skill by -1**. In cases like that you would need a total of +6 from a certain stats that it would finally result in +5.

## Fail Save Counter Strategy

Gems and Enhancement are the most basic form of improving your gear but before we head into the different items and methods let us talk about **“Fail Saves”**. Every time you fail an Enhancement, your Fail Save counter will +1 and the higher your Fail Save Counter the higher the chance for the next Enhancement to be a success.

If you fail an Enhancement you will gain “safe stacks” those stacks will increase the chance of success on your next Enhancement. If you succeed in the process, your stacks will be set to zero again.

Once you successfully enhance any item your Fail Save Counter will be reset to zero. Using this system we can increase our chances to successfully enhance very expensive gear with a lower failing rate. Fail Save Counts are mostly used to enhance your gear after +15.

You can use the Fail Save Counts to improve the chance of a successful Enhancement greatly by failing Enhancements on purpose. **Sometimes it might be cheaper to fail** e.g. Ring enhancements as they are cheaper than the materials for e.g. +16 Enhancements but keep in mind if you “accidently” succeed in enhancing crappy items, you will lose all of your Fail Save Counts. There are two viable options of generating Fail Save Counts.

First you can try failing the cheapest items possible as the costs will be low for buying those items from the auction house. Second options is to actually try to improve decent gear. Should you accidentally succeed in enhancing those equipment pieces you can sell them in the auction house. This way will you get some of your spend money back.

### Maximum Durability

Every Enhancement above +7 for weapons and +5 for armor has a chance to fail. Failing an Enhancement will result in a reduction in the items maximum Durability. Even forcing the Enhancement into a 100% chance by adding more Black Stones into the Enhancement will result in a reduction of the maximum Durability.

To repair the maximum Durability of an item you need to visit a blacksmith. At the blacksmith you have to sacrifice items of the same type than the item you are currently enhancing. If you use the same grade / rarity items there will be no further costs for you. In case you are using a lower grade item to restore the maximum Durability of an item you will have to pay additional Silver in order repair the item.

## Transfusion / Socketing Gems

Another big increase in your actual combat ability is the socketing of gems into your gear. There are various kinds of gems and most of them are for a fixed item means you can only socket that specific gem into that specific item e.g. into a weapon.

While the process of socketing a gem into an item is completely free and can be done through your Black Spirit the gems itself will cost you a fortune eventually. One reason for that is the fact that gems have a chance to break if you are dead. While your Karma is low, the chance of them breaking is even higher. The only way to prevent gems from breaking is to avoid dying in the first place.

Transfusion allows you to socket gems into your Equipment increasing their stats by a fixed amount.



There are many different types of gems available and while some of them can be socketed into any items some of them may have restrictions in which item they can be socketed. To socket a gem call your Black Spirit after you have done the first Black Spirit Awakening Quest.

Make sure the item you want to socket the gem in has gem slots available. Please note that the **additional stats from gems count to the Level 5 limit**. Adding stats with gems while your stat is already level 5 will have no effect at all but wasting the gem and more important the slot.

Please note that **gems have a chance of breaking if you are dead**. The less Karma you have the higher the chance it can be broken on death. Due to this, only use higher rarity grade gems if you have enough money in your pocket since they might break on your adventure.

Every gem will tell you in its tooltip how high the chance is that it will break on death. With that in mind make sure you do not invest all your money into rare gems as you might not be able to replace them resulting in losing some of your actual combat potential.

### Remove Gems from Equipment

Gems can be removed from gear with one of the three following options.

- **Black Spirit Gem Extraction**

By calling your Black Spirit and accessing the Transfusion option, you can simply remove gems by right clicking them. However, **the gem will be destroyed in the process**.

- **Blacksmith Gem Extraction**

Using the Blacksmith Gem Extraction will return the gem back into your inventory but **will destroy the item in the process**.

- **Cash Shop Extraction**

You can use a special item from the Cash Shop (F3) to prevent the items and gems from being destroyed in the extraction process.

## Upgrading Equipment

### How to Upgrade Equipment

There are usually four things you need in order to upgrade an item:

- The item you want to upgrade
- Upgraded stone
- Forge for that specific item – can be bought in any city.
- Worker

It is important to choose a **Worker with high Luck** since upgrading item can be failed. Luck plays a very important role in increasing the success rate. Once you have everything ready, simply access the Forge through the Town Menu and start the upgrading process.

Should an upgrade fail you will not lose the item itself but all the materials as well.

Please remember that some items cannot be upgraded since there's no Forge for that item.

### Upgrading Gear

To upgrade your equipment to a higher rarity / grade you need to build the items forge, which are located in the big cities across the world. Without the items forge, you will not be able to upgrade it.

As upgrading increases your combat potential, you may now forget any item without a forge as you will never use it anyway. For the upgrading process you will need a worker with a high Luck stat as the upgrade might fail.

Once you built the forge and your worker is ready you can tell him to upgrade your item. Once he is done and he was successful your item will be one grade higher. Due to efficiency reasons you should never upgrade an item before it is +15 as you will need to pay very high amounts of Silver to repair the maximum Durability of your item.

## Offhand Costume

Currently Offhand Costume will give you an additional +100 maximum Stamina. This makes the Offhand Costume into a must have!

## Talis Armor Set

They Talis Armor Set is perfect for early traveling as you will run faster than a Tier 2 Horse. In addition, you will level your **Breath** increasing your Stamina. But his set is really bad in terms of combat power so make you always switch your equipment to your combat set once you arrived at your location.

As three party are enough to reach to reach the 5/5 you should ignore the Talis Armor due to the very high Silver costs and use the other three parts instead.

 <b>Talis Helmet</b> DP: 3 Weight: 12.00 LT - Marketplace Information HIGH: 103,942 Silvers LOW: 26,669 Silvers - Dye Information  Empty Slot You can add crystals through Transfusion.  - Description: This armor has reduced defense in return for better flexibility. Mostly worn by nobles. - Equipping 2 or more parts will trigger the set effect.  - Item effect: Grapple Resistance Increase - 2-Piece Set effect: Movement Speed Rank+1 & Jump Height Increase - 3-Piece Set effect: Movement Speed Rank+2 - Price : Silver 15,200 - Durability 	 <b>Talis Shoes</b> DP: 1 Weight: 10.50 LT - Marketplace Information HIGH: 33,748 Silvers LOW: 22,400 Silvers - Dye Information  Empty Slot You can add crystals through Transfusion.  - Description: This armor has reduced defense in return for better flexibility. Mostly worn by nobles. - Equipping 2 or more parts will trigger the set effect.  - Item effect: Movement Speed Rank+2 - 2-Piece Set effect: Movement Speed Rank+1 & Jump Height Increase - 3-Piece Set effect: Movement Speed Rank+2 - Price : Silver 12,800 - Durability 	 <b>Talis Gloves</b> DP: 1 Weight: 9.50 LT - Marketplace Information HIGH: 39,344 Silvers LOW: 38,408 Silvers - Empty Slot You can add crystals through Transfusion.  - Description: This armor has reduced defense in return for better flexibility. Mostly worn by nobles. - Equipping 2 or more parts will trigger the set effect.  - Item effect: Critical Hit Rate +1 Point - 2-Piece Set effect: Movement Speed Rank+1 & Jump Height Increase - 3-Piece Set effect: Movement Speed Rank+2 - Price : Silver 12,800 - Durability 	 <b>Talis Armor</b> DP: 6 Weight: 16.50 LT - Marketplace Information HIGH: 93,780 Silvers LOW: 93,780 Silvers - Empty Slot You can add crystals through Transfusion.  - Description: This armor has reduced defense in return for better flexibility. Mostly worn by nobles. - Equipping 2 or more parts will trigger the set effect.  - Item effect: MP/WP/SP Auto Recovery +5 - 2-Piece Set effect: Movement Speed Rank+1 & Jump Height Increase - 3-Piece Set effect: Movement Speed Rank+2 - Price : Silver 17,600 - Durability 
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## Salvaging Equipment

You can salvage your enhanced gear at a **Blacksmith**. Salvaging an item will destroy it but you will get a **random amount of invested Black Stones** back in this process allowing you to use the Black Stones for another item you want to enhance.

## Durability

Every equip and useable item in Black Desert has a Durability. Using items will decrease its Durability. Once the Durability of an item is reduced to zero, it cannot be used until the item is repaired again. The most common option to repair is to visit a **Blacksmith**.

### Maximum Durability

Every item has a maximum amount of Durability. The higher the maximum Durability the longer it takes until the item needs to be repaired. Items will lose maximum Durability if **Enhancement** past their safe level (Armor +5 / Weapons +7).

Maximum Durability can be repaired at any Blacksmith **by sacrificing an item with the same name and rarity**. Otherwise, you have an option to pay an extra Silver fee in case you do not want to sacrifice items with the same rarity. The type of the item still needs to be the same though.



## Costumes

Costumes have their own slots and will change your appearance. You can buy Costumes from the Cash Shop (F3) or you can buy them from other players.

Costume items may give you additional stats and / or set bonuses.

## Dyes

Black Desert allows you to color your equipment. To color a piece of equipment, **access your Pallet from your inventory** and take out the Dye you want to use. Note that you will use the Dye in the coloring of an item which means you need multiple dyes of the same color if you want to dye your whole equipment in the same color.



## CLASS

The following section is used to help people understand the basic concept and play styles of the classes in Black Desert Online. They are not supposed to be full in-depth guides explaining every skills in detailed. Instead you should be able to decide yourself if you like to try out this class. Plus, they will provide some information about useful skills (not all of the classes skills) and gear of the class in addition to the basic information.

Further will the guide briefly explain the **Awakened Weapons** which are already known but not yet useable in the NA / EU version of the game. It will also cover brief information about the classes that are not yet playable as well.

Before heading into each individual class please keep in mind that due to the combat system of Black Desert, **a high amount of personal skill is involved in your actual combat ability**. You might read a lot of different guides for the class you picked to play yet one should not simply copy the build of another person.

It's more important to understand the decision that player made in his choices and his style. Doing that instead of simply copying a build will allow you to adapt the information you got into your own unique play style allowing you to maximize the skills of yours while being fun to play for you.

For example there are Warrior guides that will tell you to not waste points in Critical Hit Chance as "the main damage skills of the Warrior have a 100% Critical Hit Chance already" while another guide will try to explain you why you definitely need 5/5 Critical Hit Chance in order to be a decent Warrior.

Depending on your play style and the skills you prefer to you to maximize your personal combat ability both arguments are valid. Even more opinions on what is best for a class are equipment choices and skill rotations. Dare to create your own build instead of copy pasting builds from other people!

## Warrior

**Difficulty:** 3/5 | PvE: 3/5 | PvP: 3/5 | Siege: 3/5

### Pros:

- Sustain damage
- Good small scale PVP
- Good crowd control
- High damage
- High mobility
- The ability to block a lot of damage
- Nice gap-closing abilities

### Cons:

- Essentially only 1 ranged skill
- No range
- Not easy to time blocks
- Not that great in large scale PVP
- Needs to time attacks in PVP and be very careful when charging
- A lot of skills that are not that useful

The Warrior is a melee based fighter using a shield and a one handed sword as his basic weapons while his Awakened Weapon is the two handed great sword. Thanks to his shield, the Warrior is able to block frontal attacks negating 100% of the incoming damage. He uses two types of combat resources – Stamina and Wrath / Fury – for his attacks.

His skills offer a huge mobility on the battlefield and thanks to his passive skills in combination with his shield the **Warrior is one of the tankiest classes in Black Desert**.

While the Warrior is a easy to learn class due to his great skill set in combination with his survivability, he is very hard to master especially in high skill PvP situations.

Playing as a Warrior will require a fast reaction time which is needed to utilize his shield block perfectly in between his deadly damage combos or his crowd control. In combat the Warrior has to make use of his mobility skills in order to outplay his enemies. Further do Warrior player require a lot of knowledge about any other class in the game to be able to switch from a defensive stance into aggressive play style chaining crowd control and damage abilities into a flurry of hits that will kill any opponent.

In PvE the Warrior is able to kill huge amounts of enemies without taking much damage thanks to his blocking. Yet at the beginning each Warrior has to learn what moment they are able to drop their guard to attack the monsters.

In solo PvP the Warrior shines with his mobility. Jumping in and out combat in a fraction of a second while blocking enemies attacks and damaging them make them to a very frightening fighter on the battlefield.

While being melee his mobility and crowd control make the Warrior a very good combatant in group PvP. Jumping on enemies that are out of position and crowd control chaining them will allowing his team to quickly kill anybody he catches.

## Recommended Skills

- **Guard – Hotkey: Q**

Guard is definitely one of your most valuable and most used skills. Once you got the timing right, you are able to completely negate close to any incoming damage while increasing your overall survivability and regaining your Wrath / Fury on every successful block allowing you to prepare your counter attack.

To maximize the potential of your guard skill it is important to know that you will be damaged the moment your enemies weapon model is touching you. This means as long as you get your Guard up before you are actually touched by your enemy you will perform a successful damage negating block.

- **Hilt Smash – Hotkey: Forward + RMB while attacked using Guard**

Hilt Smash is one of your counter attacks you can use out of your Guard. It will regenerate some of your Stamina. In addition, it will stun your opponent.

- **Take Down – Hotkey: E**

Take down is **your most valuable crowd control skill**. It will not only knock down your targeted enemy but all enemies within the AoE radius of the skill. In addition, it will reduce your opponents accuracy for a short time and you can skill Take Down to do a second attack if the first attempt is successful.

- **Scars of Dusk – Hotkey: Skill needs to be used from the your skill bar**

Scars of Dusk is with no doubt **your highest damaging ability**. In additiond it comes in with **a 100% chance to deal a critical hit**. Regardless of your play style this is a must have for any Warrior in both PvE and PvP.

- **Forward Slash – Hotkey: Forward + LMB**

This movement skill is also your main Wrath / Fury charging skill.

- **Piercing Spear – Hotkey: Skill needs to be used from the your skill bar**

Piercing Spear is the only range attack skill Warriors possess. Its damage is fairly high making it useable in group fights or even for finishing fleeing enemies.

- **Ground Roar – Hotkey: Shift + RMB**

Ground Roar has a huge area of effect. It also does also pull enemies hit to you location, reduce their DP by -10 while spinning them around in PvE.

- **Fitness Training – Hotkey: Passive Skill**

Fitness Training increases your Defense and your HP. This passive skill is a no brainer for every Warrior without any exception.

- **Meditation – Hotkey: Shift + Space**

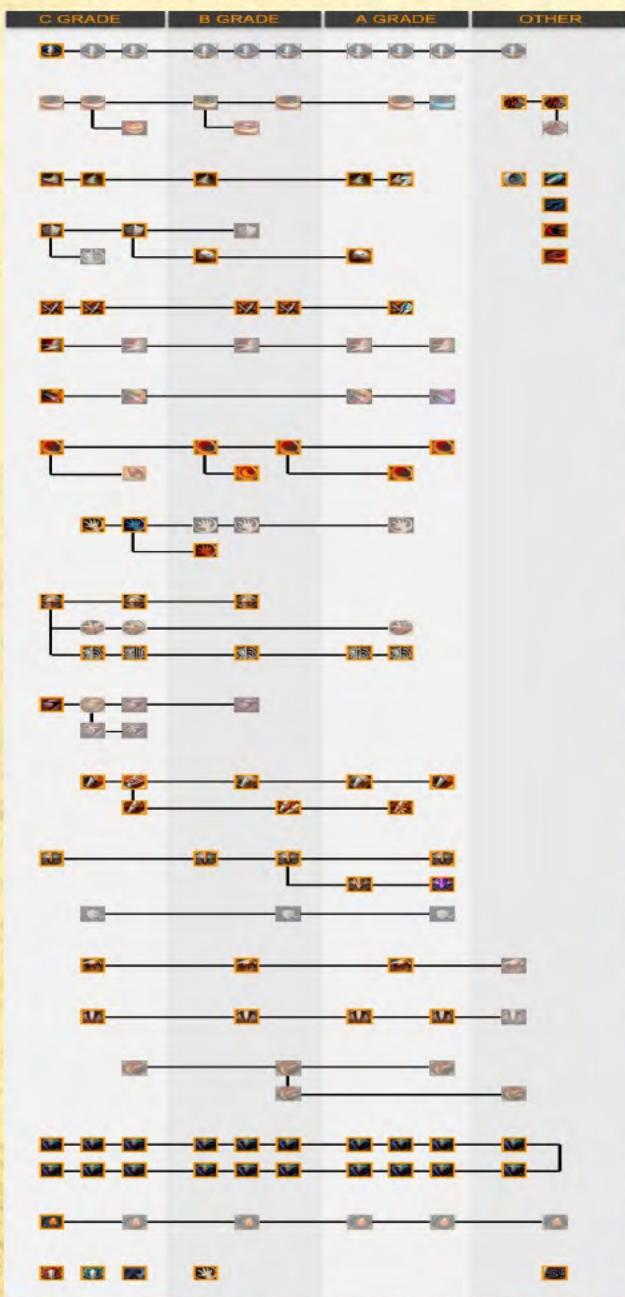
Meditation regenerates your Wrath / Fury for the cost of your HP. While using Mediation, you are rooted in place. Although you are able to stop the Mediation whenever you want, it is recommended to use it away from your opponent or while he is under the effect of crowd control.

#### Other noteworthy skills of the Warrior:

Ground Smash, Ground Slash, Spinning Slash, Upper Shield Strike and Deep Thrust.

## Builds

The most well-rounded build can be found below. It is useful for both solo, group and pvp play. Else, you can follow this [PvP Build](#) with grab and less tanking



## Skill Awakenings

When it comes to what awakenings to choose it is simply a matter of what you use the most. By the time you're able to awaken a skill you will get a pretty good idea of what works and what doesn't, but also get a better sense of what your preferred play style is. Awaken the skills that correlate with these two factors.

You can look at different skills on [this site](#).

## Necessary Skills and Combos

In PVE the warrior is very much a "Tank&Spank" class. It has good sustain and survivability, and can take on many foes at once. The good part about the warrior is that most of the NPC's you will be facing wish to come into melee range on their own. This mean you can conserve Fury until you have enough of them, then simply AoE them with your 100% crit chance abilities.

**The main thing you should be doing with a warrior is burst.**

Learn how to use basic cancelling techniques that combine different combos. Like the spinning slash.

## GENERAL

- **Forward Slash**

[LMB] + [W]

Forward Slash will lunge you towards 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.

- **Meditation**

(HOLD SHIFT) + (HOLD SPACE)

This skill will quickly regenerate your fury at the cost of your current health. Be warned that you will be very vulnerable when casting and easily grabbed.

- **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 and is good for running targets in PVP as well.

## 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 cause you to lunge forwards towards a target and stun them. This skill is often used in your combos and Warriors are one of the few classes that really benefit from maxing out kicks, as you need to keep your target down and close to you for as long as possible.

- **Charging Thrust**

[F] + [W]

Charging Thrust is one of your best mobility skills for Warrior. It's often used as a gap closer as you will charge to then kick the target.

- **Quick Charging Thrust**

[W]

Pressing [W] whilst using Charging Thrust, will speed up the charge.

- **Double Charge**

[W]

Pressing [W] while using Charging Thrust – this will allow you to charge again. You can use this to quickly change directions before charging again. Especially usefull in PVP.

- **Take Down**

[E]

This skill is your grab skill. It will grab a target then slam them, knocking down a target and other monsters close to you. Higher grade will increase the range of knockdown.

- **Instant Grapple**

Passive

Instant Grapple is a passive on your Take Down skill which will shorten the animation, making the grab much faster. Useful for PVP as you are also 'stunned' when grabbing, and this just means you are 'stunned' for less amount of time.

- **Double Take Down**

[E] OR [LMB] after Take Down

Pressing [E] or [LMB] directly after picking up a target, will slam down the target twice. Dealing additional damage. This skill is very useful in PvP.

## SHIELD COUNTERS/BLOCKS

- **Guard**

[Q]

This skill will activate your defense stance and block incoming damage. You can hold block until your stamina runs out, which will regenerate when you stop blocking. You can block every type of crowd control except grabs. A successful block will regenerate a lot of fury. You can move forwards and backwards while in defense stance, but moving sideways will cancel your block. At higher grade, you will gain more movement speed while blocking, and will receive a defense buff. Unuseful for PVE, but needs to be practiced in PVP as blocking leaves you open to be grabbed.

- **Double Charge**

[SPACE]

Pressing [SPACE] after a successful block, will deal a counter attack which will charge you forwards and knock back enemies. The skill has a 100% critical chance rate. 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 and turn 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, so needs to be placed on your skill bar. It will knock down enemies after using Shield Strike. It's a good PVP crowd control PvP and has a short cooldown.

## DAMAGE

- **Deep Thrust**

[LMB] + [SHIFT]

Deep Thrust stabs forward and lunges towards an enemy, knocking them down and restoring health. It combos well with other skills and deals high damage.

- **Scars of Dusk**

[W] or [LMB] after last hit

It's important to note that this skill doesn't cost stamina or fury and deals a burst of high damage and has a 100% critical chance rate. You can hold [W] during the attack to lunge forwards as well after the last hit. This skill will also inflict a bleed and armor debuff on the target, so is useful in almost any situation.

- **Spinning Slash**

[RMB] + [S]

This skill can only be learned through a Black Spirit quest and is your 100% Black Spirit Rage skill. This skill will quickly slash enemies in front of you and can be used on cooldown. It has 100% critical chance rate and at higher grade, but 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.

- **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.

## Equipment and Stats

While people can argue about certain stats one thing is sure 5/5 Attack Speed is a must have regardless of what skills you are mainly using. Having a 5/5 Movement Speed will also not hurt you due to you being a melee – helping you to catch enemies that are out of your range more quickly.

As a warrior the main damage sources which you will be using have a 100% crit chance already. So unlike most other classes who want to hit big and the main way of doing that is with crits, the warrior should gear up on Attack Speed. Below is a list of skills that are effected by Attack Speed and Cast Speed. Since most are effected, gearing towards it will increase the effectiveness and speed of these skills. Because the warrior needs to spam as fast as possible when he gets in close range, having these values as high as you can will result in higher damage and damage sustain. Adding CC resistance to grapple via gear is also good, as this is the only thing your stance does not boost on its own.

HP are always welcome but we are able to start an argument about **Wrath / Fury**. The higher your maximum Wrath / Fury cap the more skills you can providing you with a foundation for a more aggressive play style. Should you prefer to turtle and to quickly counter your enemies attacks, you will need a lower Wrath / Fury cap as you will regain some of your Wrath / Fury between your attacks.

Increasing your resistance against any type of crowd control is also a possible choice but keep in mind that you will resist most crowd control effects thanks to your shield anyway so if you decide to add crowd control resistance focus on Grab resistance as grabs cannot be blocked.

Accuracy is a stat you should never underestimate even with Evasion being nerfed a missed hit is always a damage loss and might even result in a combo break.

**Important stats for gear and gems for PVE.**

1. Attack Speed/Cast Speed
2. Stamina

**Important stats for gear and gems PVP.**

1. Stamina
2. Grab resist
3. Fury

Stamina/HP and Fury are important stats. For PVP especially, having more HP than your opponents usually means a win for you if you can get in close.

### Weapons

Since you do not need Crit chance that much, so the Liverto weapon stats will be slightly wasted. What you wants instead is the **Yuria**, as this will provide you with more damage and the same amount of sockets. Use a Krea shield for offhand and you get another two sockets, which is insanely usefull once you stack these with Attack Speed.

The best weapons are dropped by World Bosses.

For your primary weapon, the **Liverto** is handsdown the top weapon you can get that isn't bound. You should upgrade it to +15 or higher as soon as possible. If you don't have the budget, then your next best bet is the **Yuria** weapon and is what you should use while you save up silver for Liverto.

For your off-hand, **Krea** or **Vangertz** are good choices for Warrior.

## Armor

Currently the Niel set is one of the best options. The set allows a lot of flexibility as it has 2 Gem sockets per armor piece. This allows you to craft the armor set to your playstyle. Down below is what can be considered the best way to slot a warrior's gear.

### Warrior / Valkery with Niel (+20 Full Set)

- 257 DEF
- 150 HP
- 5 ATK
- 8 Gem Sockets

#### Pros and Cons of this set:

##### Pros:

- A lot of Attack increase
- 150 HP increase from the chest+shoes set
- 2 Sockets on each piece
- 3 set additional stats instead of 2

##### Cons:

- Very heavy
- Expensive
- No additional stats on each individual piece (for Green rank)
- Low Defense

#### The best armors in the game right now are all Boss drops.

- Giath's Helmet (helmet) – Giath drop.
- Red Nose (chest) – Red Nose and Contaminated Imp Captain drop.
- Bheg's Gloves (gloves) – Bheg drop.
- Muskan's Shoes (shoes) – Monastery Leader drop.

The full set will give you HP Recovery +100, Maximum MP/WP/SP +100, Maximum HP +100, Accuracy +1, Evasion +1, Attack Speed +1, Casting Speed +1

If you don't have those, you should use one of the following armor sets.

The most popular armor choice for Warrior is the [Grunil](#) set. It increases your maximum HP and will give you 2 socket slots on each piece, along with extra AP if you have the full set. Another advantage of using this set is that it is viable on any class, allowing you to swap to another class easily.

Another alternative set, is the [Agerian](#) set. You should be using it whilst leveling or if you don't have enough silver for Grunil. Each piece will only give you 1 socket slot, so Grunil is better overall.

Finally, the [Taritas](#) set. This set is viable on Warrior because it gives some stamina and +5 Accuracy, along with high defense. However, personally, this is my least favourite of the 3 choices.

## PVP Strategy

As with all classes in this game, stay mobile! With the warrior especially so. In PVP don't run away. Instead use your charge and fast movement combos to gain distance and move around the battlefield.

If you want to focus on PvP, grab resist is a must as it cannot be blocked by your shield and is thus used extensively versus warriors by most classes that can use it. The sockets for grab resist go into your gloves, which means you will be sacrificing potential attack speed. Health sockets are also really important and should be used on both the body and helmet.

Aside from these and as mentioned before, the Attack speed sockets are also very important both in PVP and PVE. For your boots you want to buy movement speed to help you kite in PvP. Although you must understand that it is just as likely that you will be the one kited and not the other way around, so consider going full Attack Speed and Stamina on whatever you can't go Attack Speed and Grab Resist on.

On that note, do not block in PVP unless you are confident that it is timed perfectly, or at least that you will not be open for a Grab yourself. What this means is do not sit like a turtle on a battlefield and keep holding block, watch when you need to block. This takes some practice.

**DO NOT WANDER OF AND CHASE TARGETS WHEN IN GROUP.** Doing so will almost always end up with you being kited to death or ganked. As a warrior in group, stay with the group when faced with other groups, single out targets, but do not go too far.

During PvP a warrior needs to be very careful and learn how to properly use stamina. Too much stamina use can leave you defenseless, because it means you will not be able to block or dodge incoming attacks when you need to the most. Timing these doges and attacks can be difficult, especially since the game is very "flashy" and it can be hard to tell what exactly is going on in PVP, so learning a stamina/fury/dodge/block rotations will be necessary.

The warrior is most effective with a healer, as in most MMO's, and yet what he will excel is when the player is focusing on single targets and coming disengaging a fight when possible to use "Based on collection" (SPACE + Shift) to regenerate Fury. This mechanic will leave you vulnerable but also drain your HP.

Learning when to use Meditation and when to use it in combat is essential for PVP. Learning how to cancel animations is also important, as you will save yourself a lot of unnecessary Fury use and prevent others from doing high damage spells, which is what you should focus on doing. As a warrior your sustain is awesome, so focus on wearing down your opponents one by one.

Glue to your target, but also know when to disengage when faces with superior numbers and little or no healing. When others in your team use CC, focus on one target, burst them, then move on to the next target.

Choose targets that are the most dangerous to your ranged casters!

Keep your eyes on the minimap! It will tell you exactly where your enemies are and where your team mates are.

Make sure you are never within grabbing distance of another player, unless you are ready to grab them yourself.

**TL;DR version.**

- Stay Mobile
- Stack grab resist
- Use Block sparingly
- Don't wander away from group
- Don't chase targets
- Learn to properly utilize stamina use
- Use meditation only when safe
- Glue to targets when in Group PVP
- Pick out players that spank your casters
- Keep eyes on minimap
- Keep out of grabbing distance unless actively attacking

## Valkyrie

If you're into tanking, Valkyrie will be one of your best choice. While she can still deal decent damage if played well, her primary focus revolves around damage mitigation. In PvP they are a great class, capable of downing most of the other classes. Valkyrie carries a sword and a shield. Her fighting style is similar to that of a warrior's, but she brings other different perks to the table.

The Valkyrie is a female counterpart of the Warrior. As a female warrior, Valkyrie use a shield and a one handed sword as a basic weapon. She will use a lance with a shield once her weapons are awaken. Like the Warrior the Valkyrie is able to negate frontal incoming damage with her shield.

### Pros

- Valkyrie is great for new players, it doesn't require such a high skill cap, because thanks to her abilities, they are able to block all incoming frontal cone damage.
- This class opens up the space for player skill growth, being forgiving to new players but also a very solid for continuing expert level play.
- Great sustain
- Good at both PvE and PvP
- Brings different forms of crowd controls and party buffs.
- Defense Stance can mitigate incoming damage.
- Valkyries can outrange other melee classes quite easily.
- They use Divine Power which recovers easily.

### Cons

- Valkyries lack mobility and at the same time they are a lot slower than most of the other classes.
- To harness the Valkyrie's true potential, one must be able to make use of her blocks and this requires excellent timing of your counter attacks.
- Only a couple of useful damaging dealing skills as well as combos.
- They are unable to interrupt a lot of skills to dodge.

### Valkyrie vs Warrior

If we compare Valkyrie to a warrior, we can see they lack the speed and maneuverability of warriors, yet shine by providing support buffs, fight survivability and a lots of knockdowns. Valkyries use a resource called Divine Power to empower their spells, which is generated with attacks.

The Valkyrie is slower than the Warrior. Yet she covers a lack of the mobility with an even more tankiness and a couple of supportive skills. Combined with her moderate AoE abilities, the Valkyrie is probably the best PvE farming class in Black Desert until now. In addition to that the Valkyrie has access to a few mid range skills allowing her to outrange other melee classes without a problem.

To excel in PvP the Valkyrie needs to know her opponent. Quick decision making in between her blocks are fundamental to be victories in fights. Thanks to her high sustain and defense, the Valkyrie is more forgiving to mistakes than other classes.

Her combat resource is some kind of spirit / holy energy called **SP** ingame. Like the Warrior, she is able to regenerate her SP trough various attacks and blocks with her shield.

Her support skills allow her to take the role of a supporter in a group PvP while dealing moderate mid-range damage and protecting allies from various ranged attacks. In addition, she can also be played in a more aggressive crowd control bruiser typish play style.

## Recommended Skills

While lacking in the actual amount of combos, the skill set of the Valkyrie is really strong and most skills are valuable to use in the right situation. A lot of her abilities involve crowd control without the need of any combo beforehand. Thus, the play style of the Valkyrie might seem a little bit static for some people.

- **Guard – Hotkey: Q**

Guard is definitely one of your most valuable and most used skills. Once you got the timing right, you are able to completely negate close to any incoming damage while increasing your overall survivability and regaining your Wrath / Fury on every successful block allowing you to prepare your counter attack.

To maximize the potential of your guard skill, it is important to know that you will be damaged the moment your enemies weapon model is touching you. This means as long as you get your Guard up before you are actually touched by your enemy you will perform a successful damage negating block.

- **Shield Counter – Hotkey: RMB while attacked using Guard**

Shield Counter can be used out of your Guard stance after a successful block is made. It will regenerate some of your SP and, importantly, it will stun your opponent.

- **Shield Throw – Hotkey: Backwards + Q**

Shield Throw is a very powerful ranged AoE attack. With a 30% / 40% base chance to critical hit your targets in combination with a high base damage this skill this is your number one choice in PvE farming. In addition Shield Throw will stun targets hit. The skill can be used off cooldown allowing high sustained AoE DPS but it will lose its stunning effect.

- **Punishment – Hotkey: E**

Punishment is the grab skill of the Valkyrie. If the grabbed and slammed opponent does hit other enemies, they will be knocked up as well. **One of the best hard crowd control abilities the Valkyrie has to offer.**

- **Fitness Training – Hotkey: Passive Skill**

As Fitness Training increases your Defense and your HP. This passive skill is a no brainer for every Valkyrie without any exception.

- **Vow of Trust – Hotkey: Shift + Space**

Vow of Trust will regenerate your SP. While using Vow of Trust you are rooted in place but you are able to stop the skill whenever you like to. Yet you should use this skill away from your opponent or while he is under the effect of crowd control.

- **Sword of Judgment – Hotkey: Backwards + RMB**

Sword of Judgment is clearly **the most lethal skills the Valkyrie has to offer** but the last hit of this combo needs perfecting timing / a lot of practice. Once you have mastered this skill it will be one of your deadliest weapons as it combines crowd control with huge AoE damage.

## Builds

### PvE Strategies

Most players try to build Valkyrie as a tank which shouldn't always be the case, she's also about DPS. The only time you should go after a Defensive Build is if you're planning to become a Crowd Control machine in combat. The sole reason why you should go for damage is that defense is useless. Rough fights are all about evading attacks and not taking damage. Note that if you're not getting hit, no defensive stats are necessary.

Don't forget that you also need Accuracy so you don't miss your enemies. In order to get better gear, you need to farm Silver. For farming, you want to kill as many mobs as fast as possible, which is another reason why you should play an offensive (DPS) build. There are skills suited for PvP and PvE, Valkyries are a really skill dependent class. You can improve your Crowd Control Potential, by using 2 Accuracy Crystals in your Main Weapon. Each gives +2 Accuracy and adds +10% to all your Crowd Control skills.

### PvP Strategies

It's possible to add specific Crowd Control increases to your Off Hand weapon. Valkyrie has the best Crowd Control in the game, it is a knockdown with a 7 second cooldown. In PvP always focus on adding more crowd control potential. One of the easiest ways for players to obtain Crowd Control resists are knockdowns.

A crystal for the Feet adds +25% Resist to knockdown. There is a cap of +60% Resistance for all crowd controls in PvP. The Valkyrie is based on timing, because it is a rather slow class. You need to anticipate your enemy's attacks and movements. Your enemy will often leave openings, because you're using a shield. Valkyrie is simply a Jack of All Trades. Good at everything, but excels at nothing.

## Necessary Skills and Combos

**Valkyrie Slash** – this is her basic attack, it's pretty useless and in every situations there are better abilities, it's not recommended to level.

**Forward Slash** – is your Valkyrie Slash replacement, try to maximize it.

**Charging Slash** – can't really recommend this skill, skip it.

**Sideways Cut** – your main source of mobility, maximize it. You can escape fights when Shield Chase is on cooldown. The skill uses Stamina instead of Mana and is can be spammed infinitely.

**Vow of Trust** – improves Divine Power (“Mana”) regeneration. It doesn’t have a cooldown, but leaves you susceptible to damage while casting.

**Breath of Elion** – this spell provides three things, an AoE heal, self Mana regeneration and a Movement Speed buff. Despite its long cooldown you should aim to maximize it.

**Sword of Judgment** – your core damaging ability, definitely focus on maximizing it. Sword of the Judgment strikes a target three time and the final blow will knock enemies down, dealing damage based on the current amount of Divine Power.

## Guard & Shield Skills

The shield business is really serious. You can block all incoming attacks with your Q. The Stamina slowly depletes and is regenerated when you're not blocking an attack. Blocking an attack also generates Divine Power.

- I. Shield Throw + Spinning Shield – This is your main PvE skill and provides crowd control in PvP at the same time! Definitely maximize it.
- I. Shield Charge – A great movement ability that I recommend to maximize.
- II. Guard Counter + Sharp Counter – Provides Mana regeneration and guard stance during animations. It is much faster than Forward Slash.
- III. Skyward Strike – Provides additional crowd control, at least 1 point is recommended.

**Shining Dash** – Don't use it, it has a long animation and damage of the spell is reduced in PvP.

**Elion's Protection** – a must have. Maximize crowd control resists for 6 seconds (100% in PvE, 60% in PvP). It is on a long cooldown.

**Judgment of Light** – Your second ultimate ability. The long animation can be skipped with 50% damage reduction. Maximize it.

**Counter** – provides crowd control. Spend at least one point.

**Sharp Light** – this crowd control skips animated abilities. Maximize it.

**Punishment** – the grapple skill, great for PvP, because it bounces enemies enabling air attack combos. Higher grades will increase the range of the cooldown.

**Divine Power** provides great crowd control, try to maximize it. This slow swing knocks down all enemies at close range. Upgrading Divine Power will place a debuff on hit enemies, resulting in Attack Speed reduction, dealing bonus damage based on your current amount of Divine Power.

**Heaven's Echo** this is a buff skill with a 100% uptime, maximize it. This AoE taunt will aggro all nearby enemies giving you a defense buff. Use it on cooldown to pull enemies, the buff will not get refreshed though.

**Righteous Charge** - One of the animation skipping abilities. Consider spending at least two points.

**Celestial Spear** - one of the most useful ranged crowd control abilities, provides +80% Crit Chance for 5 seconds. Another animation skipping ability. Maximize it as soon as possible.

## Equipment and Stats

Having access to some mid range attacks might make you thinking that the Valkyrie does not need that much movement speed. However, you have to keep in mind that the Valkyrie is lacking that mobility skill set a Warrior has. Walking / running is often the only option you have in order to reach your enemies. Thus movement speed is valuable for the Valkyrie as well.

### Stats Priority

Here we'll talk about which stats you need to focus on while collecting gear.

1. Casting Speed
2. Crit Chance
3. Attack Speed

HP and Attack Speed are also important stats for the Valkyrie. Although some of her skills can deal a 100% Critical Hit Chance, Crit Chance is still necessary for the Valkyrie anyway. Else, you can invest her points into stats related to survivability instead if you want to be a tanker.

Increasing her maximum SP is okay but not really needed as she plays a lot more defensive than the Warrior allowing her to regenerate her SP while waiting to counter. In addition the Valkyries "Meditation" Vow of Trust does not cost HP like the Warriors allowing her to quickly regenerate her SP in between.

Other than the Warrior the Valkyrie will benefit strongly from Cast Speed as well making it a viable choice in both PvE and PvP.

Increasing your resistance against any type of crowd control is also a possible choice. But keep in mind that you will resist most crowd control effects thanks to your shield anyway. So, it's better to focus on Grab resistance instead as grabs cannot be blocked.

Accuracy is a stat you should never underestimate even with Evasion being nerfed. A missed hit is always a damage loss and can even result in a combo break.

## Weapons and Armor

The most powerful armor in the game drops from World Bosses. Let's have a look at the best weapons by slot first

### Primary Weapon

For your primary weapon, you want to use **Liverto**. It is the best weapon you can get that isn't bound. As for upgrades, you want to upgrade it to +15 as soon as possible. If you can't afford this weapon **Yuria** is a great alternative that you should be using until you save up enough silver for **Liverto**.

### Off-Hand

For your off-hand, **Vangertz** and **Krea** are the best choices.

## Armor

As said, the most powerful armor drops from World Bosses and below, you'll find BiS (Best in Slot) items for Valkyrie:

- Giath's Helmet (Head) - drops from Giath.
- Red Nose (Chest) - dropped from the Red Nose and Contaminated Imp Captain.
- Muskan's Shoes (Feet) - dropped from Monastery Leader

The full set gives you: +100 HP Recovery, +100 Maximum MP/WP/SP, +100 Maximum Health, +1 Accuracy, +1 Evasion, +1 Attack Speed, +1 Casting Speed.

### Grunil Set

This set is a very popular pick for Valkyrie as it increases your Maximum Health and gives you two socket slots on each piece, with extra Attack Power should you have the full set. Another advantage of this set is that it's viable for any class, which allows easy class swapping.

## Leveling Gear

It's hard to come across a definitive leveling armor, overall the Agerian set is the best one since it's the easiest to come across and you should use it if you can't afford the Grunil set. Each piece gives a single socket slot. Consider using Agerian until you upgrade to Grunil.

### Agerian Set

2 Pieces + 100 Max HP

3 Pieces +2 Attack Speed, +2 Cast Speed

### Taritas Set

A set that is viable even for Valkyries, because it gives you stamina and provides an additional +5 Accuracy and Defense.

## Accessories

A breakdown of the most powerful accessories available in the game. I will include two categories. Please note that those below cost a lot of Silver so you'll need to save up lots of it.

- Fugitive's Khalk Earring x 2 – increases your Maximum Stamina by +50 and Maximum MP/WP/SP by +50
- Ring of Crescent Guardian x 2
- Ogre Ring Necklace x 1
- Basilisk's Belt x 1 – Weight Limit +80 LT.

### Accessories – A Cheaper Alternative

If you can't afford the accessories listed above, don't worry, here are some alternatives to use until you save up enough Silver for an upgrade.

- Bares Earring x2 – provides +4 Attack Power
- Bares Ring x 2 – provides +2 Attack Power
- Topaz Necklace of Regeneration x 1 – provides +5 Attack Power and +30% Knockdown Resistance
- Bares Belt (or any Belt with + Attack Power) x 1 – increases your Attack Power by +2

Please note Fugitive Khalk's Earring, Ring of Crescent Guardian and Basilisk's Belt won't be available at the game's European and/or North American launch. Currently, the best accessories will be Witch's Earring x 2, Mark of Shadow x 2, Ogre Ring Necklace x 1 & Tree Spirit Belt x 1.

### Sockets – Best Sockets

These are best Sockets for your Valkyrie, please note they aren't cheap and cost a lot of Silver that's why I'll be listing an alternative as well. Below, you'll find the best slot for each armor slot with stats it gives you.

- (Weapon) Red Battlefield Crystal – Carmae x 2  
Stats: +1 Critical Chance, +1 Attack Speed, +3 Damage against Humans
- (Subweapon) Red Spirit's Crystal x 2  
+100 Maximum Health, +5 Attack Power, +3 Damage against Humans
- (Helmet) – Red Battlefield Crystal – Harphia x 2  
+50 Maximum Health, +5 HP Recovery, +2 Damage against Humans
- (Chest) – Red Battlefield Crystal – Cobelinus x 2  
+100 Maximum Health, +20 LT Weight Limit, +2 Damage against Humans
- (Gloves) – Black Magic Crystal – Assault x 1  
+2 Attack Speed, +5% Grab Resistance
- (Gloves) – Black Magical Crystal – Valor x 1  
+2 Critical Chance, +5% Grab Resistance
- (Shoes) – Red Battlefield Crystal – Adamantine x2  
+5 % Knockdown Resistance, +5% Stun / Freeze / Slow Resistance

If you can't afford the best sockets, here is a cheaper temporary alternative

### Sockets – Cheaper Alternative

- (Weapon) Magic Crystal – Crimson Flame  
+1 Critical Chance
- (Subweapon) Ancient Magic Crystal of Perfection  
+2 Luck
- (Helmet) Magic Crystal of Infinity – Memory  
+2 Casting Speed
- (Chest) Ancient Magic Crystal of Abundance Energy x 2  
+100 Maximum Health
- (Gloves) Magic Crystal of Infinity – Sturdiness  
+10% Grapple Resistance
- (Shoes) Magic Crystal of Infinity – Swiftness  
+2 Movement Speed

## Consumables

The food you should be using is Media Special, Serendia Special and Streamed Whale Meat.

- Media Special  
Gives you +5 Damage, +1 Attack Speed, +1 Cast Speed for 90 minutes.
- Serendia Special  
Provides +5 Damage, +5% Critical Chance & +10 Accuracy for 90 minutes.
- Streamed Whale Meat  
Increases the following stats: +2 Damage Reduction, +8 Evasion for 75 minutes.

## Alternative Consumables

Here are some consumables which you can use as an alternative to those listed above. These are Serendia Special, Calpheon Special and Knight Combat Rations. For the stats of Serendia Special please look above, other are as follows.

- Calpheon Special  
Provides +5 Defense, +100 Maximum Health and +8 HP Regeneration for 90 minutes.
- Knight Combat Rations  
Gives +5 Damage against Humans & +5 Defense for 90 minutes.

## Wizard And Witch

Wizard is a typical ranged caster class with a plethora of ranged AoE spells, slows, knockdowns and stuns. Their main weapon is a staff and they use a dagger for their secondary weapon. This class deals high damage and can be as well played as support, because they have healing skills, shields and can even resurrect an ally. New players will find the Wizard class to be easy to play, but Expert gameplay proficiency requires perfect cooldown and Mana management.

Wizards are really very strong in PvP and sieges, but weak in 1 vs 1 PvP, unless you catch an opponent off guard and you're able to stun / knock him down. One of the interesting facts about the class is that it can be played on horseback as all your main damage skills can be cast while riding a horse. PvE is also where Wizards shine thanks to their long range and the amount of AoE skills.

### Pros

- High DPS
- Easy to AoE
- Great in Team PvP
- Easy to Level
- Strong in PvP
- Has a lot of Support abilities

### Cons

- The Wizard spells have long cooldowns
- The class also has some really complex combos
- While playing PvP, prepare to be heavily focused
- You're squishy, with low defense

Currently the Wizard and the Witch are totally identical. To make it less confusing in this part, we will only use the word “Witch”. If you are more interested in the Wizard, please switch the name in your head instead ;).

The Witch is a fragile ranged damaging or supporting class. Besides the Valkyrie, the Witch is the only class that has **an actual access to healing spells** making her to be very unique in terms of party support in both PvE and PvP.

The Witch uses a staff and a dagger as her main weapon set. Her awakened weapons is yet to be announced. She uses **Stamina** and **Mana** as combat resources.

The Witch is fairly easy to pick up but very hard to master. Her skills tend to have a long cooldown. Combined with the low defense, the Witch requires a lot of strategic knowledge and good positioning.

Unlike the Valkyrie, having an access to a limited number of support abilities, the Witch is often called as “the healer” or the “support” class of Black Desert Online because of her various effective support skills. Yet one should never underestimate the raw damage potential hidden in her, especially her AoE kit which is being considered as one of the strongest in the game.

While being one of the weak classes in a one-on-one situation, the Witch shines bright in a group PvE and PvP. She is always in needed of a group play because of her devastating AoE abilities in a combination with her crowd control and her supportive ability. The Witch is also the only class in Black Desert that can revive dead players.

With no cap in terms of skill points, a Witch will be eventually able to maximize both her offense and her supportive abilities. However, you have to choose between damage and support in your early game. If you prefer solo grinding, go for the damage first since you will gain enough skills points through that to increase your support abilities afterwards. If you are playing with a group of friends, you focus on a more supportive build as your teammates will do the damage for you while you are reducing their downtime between fights to zero.

## Recommended Skills

### Offensive Abilities

- **Magical Shield – Hotkey: Q**

Magical Shield absorbs a part of your received damage from your mana instead of your HP. It also increases all of your resistances for the duration of the buff.

- **Mana Absorption – Hotkey: Shift + LMB**

Mana Absorption deals devastating damage to your target while also stealing his mana to restore yours instead. Combined with a strong slowing effect, this is one of the most effective skills for the Witch.

- **Blizzard – Hotkey: Shift + LMB + RMB**

Blizzard is a channeled AoE ability with very high damage. You can channel Blizzard as long as you have mana left. Targets within the area of effect are slowed down.

- **Earthquake – Hotkey: Shift + F**

Earthquake is a very strong AoE and crowd control skill with you as a center. You can use this skill to intercept enemies closing in on you before they can reach you.

## Supportive Abilities

- **Revival – Hotkey: Skill needs to be used from the your skill bar**  
Revive a dead target.
- **Healing Aura – Hotkey: E**  
Healing Aura will recover a percentage based amount of HP and mana for you and your party members. The animation is fairly long, so do not use it if enemies are close to you.
- **Healing Pharos – Hotkey: Shift + E**  
Healing Pharos is a pulsating AoE heal around you that will not only heal you and your party members but it will restore your mana as well.
- **Protected Area – Hotkey: Shift + Q**  
Protected Area creates a defensive zone around you increasing you and your party members crowd control resistances. It also increases your defense for the duration of the skill.

## Builds

### PvP Strategies

Wizards are really bad in 1 vs. 1 situations, Group PvP is where Wizards truly shine. It is very gear based class. Cooldowns, stationary casting and lack of mobility play against the class, but like any of them it is more about the player / gear than the class itself.

### PvE Strategies

Your abilities deal a significant amount of AoE damage, but not too much damage against a single target. In order to be safe is to stay in groups. You can also kite your mobs before they eventually get to you. Use your Crowd Control abilities to knockdown enemies and make it harder for them to reach you.

## Necessary Skills and Combos

Let's look at the skill breakdown or abilities, you should definitely pick and upgrade, I'm also mentioning those that aren't worth upgrading and should be simply not used and/or totally skipped.

### Skill Weakening

Awaken skills you use most often as soon as possible.

### General Skills

- **Staff Attack** [LMB] – do not bother to maximize your main auto attack. Prefer to use it only to recover Mana.
- **Teleport** [Shift] + [Space] – One of your two dodges. Even though the cast time is long and can be interrupted, the spell is on a short cooldown. The dodge skill uses 50 MP at all ranks.
- **Magic Evasion** [Shift] + [A] OR [S] OR [D] – Your second dodge skill, you can double tap "W" to use this skill. It has a shorter cast time with no cooldown, but on the other hand, a smaller range. This skill uses Stamina as a resource instead of Mana.
- **Sage's Memory** (Skill Bar) – With no keybind, you need to place this spell on your hotbar. It has a cooldown of 3 mins 30 seconds. Once activated, you'll be able to instantly cast all your skills for 15 seconds.
- **Magic Pharos** (Skill Bar) – Another skill that does not have a keybind and needs to be placed on your hotbar is basically a taunt, you'll tank all nearby enemies for 20 seconds. The cooldown is just 30 seconds at maximum rank, but it isn't worth maximizing from the start. Only the first rank in all builds is advised.

- **Spellbound Heart** (Skill Bar) – Either way, the same applies for this skill having no keybound, it needs to be placed manually on your hotbar. This ability will restore Mana and you should pick it as soon as possible. If your main focus is a Support / Healer Build, maximize this skill as soon as you're Level 55. At maximum rank, the skill will last approximately 5 minutes and be on a cooldown of 10 minutes.
- **Mind Training** (Passive) – Your Passive that increases your Casting Speed. Maximize this skill as soon as possible.

### Crowd Control Skills

- **Freezing** [Shift] + [LMB] – At maximum rank, this spell will freeze up to three targets with a six second cooldown. Extremely potent PvP ability. It's recommended to take only the first rank of this skill as the amount of damage it deals is detrimental and you should use this as a purely crowd control spell. At rank 1 it will stun two targets on a relatively slow cooldown.
- **Frigid Fog** [S] + [Q] – Although dealing decent damage which scales with your maximum Mana, you want to mostly use it to crowd control your targets before using your main AoE damage abilities.
- **Earth's Response** [LMB] +[A] OR [D] – At its lowest rank, this ability knocks down three targets. This skill should be maximized, because at the highest rank it knocks down up to 7 targets.

### Damage Skills

- **Magical Arrow** [RMB] – This skill can be cast while moving. Moving while casting will deplete your Stamina. The ability enables great kiting potential and extends into two other skills called Condensed and Multiple Magic. Condensed will fire a charged version of this skill and Multiple Magic will fire arrows. Multiple Magic doesn't have a keybind and needs to be placed on your hotbar manually.
- 
- **Fireball** [LMB] + [S] > [LMB] – You can start casting this ability by using “S” and Left-Click, afterwards pressing Left-Click again to fire. The skill knocks down up to seven targets at maximum rank, while at the same time placing a debuff on targets that will deal damage over time (DoT). This skill extends into a skill called Fire District, that will deal even more damage. To use Fire District, you must press “S” and Left-Click to start casting, again pressing Left-Click then Right-Click to fire.
- **Lightning Chain** [Shift] + (Hold RMB) – While a great leveling skill, it falls off if you compare it to other skills at higher levels. At rank 1, it will hit three targets, but things can get annoying as it will target the closest objects including scenery. This skill extends into Thunderstorm, which can be used by pressing [Shift] and Right-Click, then Left-Click and Right-Click at last.
- **Thunderbolt** (Skill Bar) – Great AoE stun that has great synergy with its extension skill Residual Lightning. To cast Residual Lightning, click “S” and “F” then Right-Click. This is one of the easiest combos to use, since it provides a fair amount of damage and it is only on a short cooldown.
- **Meteor Shower** (Hold S) + (Hold LMB) + (Hold RMB) > [LMB] – In order to unlock this skill you will need to complete a Black Spirit Quest. The skill has a long cast time and a 90 second cooldown, but on the other hand, deals a lot of damage and Bonus Damage which scales with your maximum Mana.

- **Earthquake** [Shift] + [F] – The skill deals damage with Bonus damage, scaling off your maximum Mana. Damage is applied while casting and at higher ranks, you will be able to cast it for a longer time period. The skill also knocks down targets while having no maximum limit on the amount of targets knocked back.
- **Blizzard** (Hold Shift) + (Hold LMB) + (Hold RMB) > [LMB] – The skill upgrades from the Freezing skill so you will need to have the first rank of Freezing. Note this spell will drain your Mana while casting, and will end when you move or run out of Mana.

## Support Skills

- **Mana Absorbtion** [Shift] + [LMB] – Being your number 1 sustain skill, it will drain the Mana of your opponent and replenish yours.
- **Healing Aura** [E] – With a 10 second cooldown on maximum rank, the skill restores a percentage of Health with Mana / Energy / Rage. It's a single target spell that can be cast on your allies.
- **Healing Pharos** [Shift] + [E] – A Healing skill that will heal all nearby allies. The spell has a 30 second cooldown.
- **Revival** (Skill Bar) – Bringing an ally back from the dead is great! The skill resurrects a single dead ally, you can cast it by interacting with the deceased target. The first rank doesn't cost any Skill Points, and it should be taken regardless of if you want to primarily focus on Healing and/or Support. The skill will restore 50% of an ally's Health and at maximum rank, it will restore the Health to 100%.
- **Magical Shield** [Q] – Providing you with a self shield that at maximum rank, converts 40% of incoming damage taken to Mana. Cooldown of the skill is 60 seconds. It also boosts your Resistances to both stun and knockdown for 30 seconds.
- **Protected Area** [Shift] + [Q] – Shields all nearby allies while at the same time decreasing all incoming damage. Don't waste this skill, use it when it's absolutely necessary. It is on a long cooldown, though at higher ranks, the cooldown is decreased while the duration is slightly increased.
- **Speed Spell** (Skill Bar) – A great Support skill that's increasing Attack Speed, Casting Speed and Movement Speed of all nearby allies for 30 seconds. When you decide to upgrade it to maximum rank, the stats named above will be increased by up to 20%. The spell is on a 15 second cooldown. Please note this skill doesn't have a keybind and you will need to place it on your hotbar yourself.

## Equipment and Stats

While the Witch has a nice kit of mana replenishing skills, she will gain extra damage on various skills based on her maximum amount. In addition, the less you have to think about your mana, the more healing / damage you can do before stopping. Thus a high maximum mana pool is always nice to have as a Witch.

Depending on your playstyle, the following stats should be your primary focus.

- Critical Hit
- Cast Speed
- Luck - if you're farming mobs, it increases rare drop rates.

Increasing your Cast Speed to 5/5 should be a no brainer regardless of your play style but you can argue about the value of Critical Hit Chance on the Witch. As the Witch already has a low defense, you primarily try to avoid direct contact with the opponent at all cost.

Increasing your HP and crowd control resistances might help you if you get caught off guard. But to be honest, you might not be ended up in this situation if you are always on guard. Thus, you might consider to ignore your defense and focus on your offense instead.

The same argument could be used for Movement Speed.

## Weapons

For the time being, the best weapons drop from World Bosses.

### Primary Weapon (Main Hand)

**Liverto** should be used as your primary weapon, because it's the best weapon you can get. You also want to upgrade it to +15 or higher as soon as possible. If you can't afford **Liverto**, you can use **Yuria** as an alternative until you will have enough Silver to upgrade to **Liverto**.

### Secondary Weapon (Off Hand)

Steel Dagger is the best weapon your Wizard should use in the off hand.

## Armor

Similar to weapons, the best gear is currently available and drops from World Bosses, following gear is considered BiS (Best in Slot) for your Wizard.

- (Helmet) Giath's Helmet – dropped from Giath.
- (Chest) – Red Nose – dropped from the Red Nose and Contaminated Imp Captain.
- (Gloves) Bheg's Gloves – dropped from Bheg.
- (Feet) Muskan's Shoes – dropped from Monastery Leader.

The whole set gives you the following stats: +100 HP Recovery, +100 Maximum MP/WP/SP, +100 Maximum Health, +1 Accuracy, +1 Evasion, +1 Attack Speed, +1 Casting Speed.

### Alternative Armor – GRUNIL

The most popular armor choice for Wizards has to be Grunil. It provides your Hero with an increase in Maximum Health while giving 2 Socket slots on each piece along with extra Attack Power should you have the whole set.

### Alternative Armor – TARITAS

The set is also good for Wizards, but can become heavy. It's great to use the Taritas set with Grunil Gloves, so that you can get the Accuracy out of the 3-piece armor bonus and the additional Maximum Health from the gloves. It all comes down to your playstyle and preference.

## Accessories

Here you'll find Best in Slot accessories for your Wizard. Note that they are expensive and can cost a lot of Silver. If you can't afford the upgrades, you should start with the section below, where affordable alternatives are listed.

- Fugitive Khalk's Earring x 2
- Increases Maximum Stamina by +50 and Maximum MP/WP/SP by 50.
- Ring of Crescent Guardian x 2
- Ogre Ring Necklace x 1
- Basilisk's Belt x 1
- Increases Weight Limit by +80 LT

### Alternatives Accessories

If you can't afford the BiS accessories these will make a great temporary solution.

- Bares Earring x 2
- Increases Attack Power by 4.
- Bares Ring x 2
- Increases Attack Power by 2.
- Topaz Necklace of Regeneration x 1
- Increases Attack Power by 5 and Knockdown Resistance by 30%.
- Bares Belt (Or anything with + Attack Power)
- Increases your Attack Power by +2

Fugitive Khalk's Earring, Ring of Crescent Guardian and Basilisk's Belt won't be available in the game during the European / North American launch. At that time, the best accessories will be Witch's Earring x 2, Mark of Shadow x 2, Ogre Ring Necklace x 1, Tree Spirit Belt x 1.

## Sockets – Crystals

Pricy sockets for your Wizard can be found here. I've also listed alternatives should you not have enough Silver saved up.

- (Weapon) Red Battlefield Crystal – Carmae x 2  
Provides +1 Critical Chance, +1 Attack Speed, +3 Damage against Humans
- (Subweapon) Red Spirit's Crystal x 2  
Gives +100 Maximum Health, +5 Attack Power, +3 Damage against Humans
- (Helmet) Red Battlefield Crystal – Harphia x 2  
Increases +50 Maximum Health, +5 HP Recovery, +2 Damage against Humans
- (Chest) – Red Battlefield Crystal – Cobelinus x 2  
Provides you with +100 Maximum Health, +20 LT Weight Limit, +2 Damage against Humans
- (Gloves) Black Magic Crystal – Valor x 2  
+2 Critical Chance, +5% Grab Resistance
- (Feet) Red Battlefield Crystal – Adamantine x2  
+5% Knockdown Resistance

## Alternatives Socket Crystals

Before you can afford high-end Sockets, these make good temporary alternatives.

- (Weapon) Magic Crystal – Crimson Flame  
Increases Critical Chance by +1.
- (Subweapon) Ancient Magic Crystal of Perfection  
Adds +2 Luck.
- (Helmet) Magic Crystal of Infinity – Memory  
Adds +2 Casting Speed.
- (Chest) Ancient Magic Crystal of Abundance – Patience x 1  
Increases Maximum MP/WP/SP by 100.
- (Gloves) Magic Crystal of Infinity – Sturdiness  
Increases your Grab Resistance by 10%.
- (Feet) Magic Crystal of Infinity – Swiftness  
Increases your Movement Speed by 2.

## Consumables

For food, it's recommended that you use Serendia Special, Media Special and Fruit Pie for your Wizard.

- Serendia Special  
Increased Damage by 5, Critical Chance by 5% and Accuracy by 10 for 90 minutes.
- Media Special  
Increases Damage by 5, Attack Speed by 1 and Cast Speed by 1 for 90 minutes.
- Fruit Pie  
Increases Casting Speed by 1 & Maximum MP by 70 for 90 minutes.

## Sorceress

Having been one of the original four classes in Black Desert, the Sorcerer is a dark magic user with melee and ranged attacks. The class has little health a nice amount of AoE skills in the arsenal making them great for PvE. The sustain is decent and the mobility is quite high.

It's a high skill cap Hero. She can deal tons of damage if played properly, but in PvP situations one bad move can mean a quick and awkward death.

Sorceress is a hybrid character, who excels at both melee and ranged fights. She equips a Talisman which increases Dark Aura on her right hand, it can explode her dark power to enemies within melee range or deal damage to ranged as well.

### Pros

- Great for PvE (Player vs Environment)
- Great for 1 vs 1 PvP (Player vs Player)
- Has lot of AoE in her arsenal
- Has good sustain
- High mobility

### Cons

- Weak in group PvP, easily burst down
- Hard to play – requires a highly skilled player
- Low defense
- Squishy – despite being powerful, she has low health. Wrong positioning is therefore a crucial aspect which you need to keep in mind all the time as it can lead to an almost certain death.

The Sorceress is a squishy mid range melee hybrid with a high mobility. She uses some kind of glove called **amulet** as a main weapon and a **talisman / charm** as offhand. Her awakened weapon is a big two handed scythe. While she uses mostly mana for her skills, she has another resource called **Shards of Darkness**, mainly for buffs skills created by hitting enemies.

This shard mechanic is very important and has to be mastered if you really want to shine as a Sorceress. As shards are somewhat limited, you have to make the right decision for your situation which not only needs a good amount of knowledge about your opponents but you also have take area into your thoughts. Predicting enemies actions will make you even stronger.

While the Sorceress has a high mobility, her defense is really low resulting in a strong punishment for every mistake since your main damage comes from melee combat. If you break your combos or you are caught on the wrong foot, your opponent might be easily dealing you a serious damage.

While her damage is really high, she lacks some usefulness in group PvP and sieges as she can be easily picked up by range classes.

The Sorceress is one of the harder to master classes in Black Desert. To be a top Sorceress, you will need to invest a good amount of time into training with her.

## Recommended Skills

- **Shards of Darkness – Hotkey: Q**

Shards of Darkness increases the maximum amounts of Shards you can have. In addition, it allows you to trade your current shards against a damage increasing buff for you and your allies. In the process you will also regenerate some of your mana. This is one of your most used shard spending skills.

- **Dark Trade – Hotkey. Skill needs to be used from the your skill bar**

Dark Trade allows you to create shards for the cost of your HP.

- **Shadow Eruption – Hotkey: Shift + F**

This skill is one of primary ranged AoE skills. It combines decent damage with a crowd control effect.

- **Claws of Darkness – Hotkey: Backwards + LMB**

Claws of Darkness is **one of your best damaging abilities** and maybe one of your most used skills through all the content of Black Desert.

- **Night Crow – Hotkey: Directional Key + Shift**

Night Crow is **one of the best mobility skills in the game**. It is a teleporting dodge skill which will place you outside of the range of your opponent.

- **Shield of Darkness – Hotkey: Shift + Q**

Shield of Darkness is a five minute buff which will increase your defense by a fair amount. Given the low base defense of the Sorceress, a must have for any play style.

- **Bloody Contract – Hotkey: Space + Shift**

Bloody Contract is a channeling skill that will rapidly heal your HP for the cost of mana. In addition, if channeled long enough, you will also gain a 60 second mana regeneration buff.

- **Sinister Energy – Hotkey: RMB**

Sinister Energy is your basic mid range attack. While it allows you to deal damage against target not close to you, it will also replenish your mana with each successful hit.

**Other noteworthy skills of the Sorceress.**

Bloody Calamity, Shard Explosion, Abyssal Flame and Dream of Doom.



## Builds

### PvE Builds

#### PvE Core Skills

- **Dark Waves** is your most important skill in PvE. It's the skill you're going to be using in order to clear monster zones. It is also the first skill to maximize out.
- **Claws of Darkness** is a skill you want to have maximized out as well, because you're going to be using it in both PvE and PvP.
- The other two skills essential for your leveling experience are **Night Crow** (with all subskills) and **Shield of Darkness**.
- **Mark of Shadow** can be used as well mainly for gathering and stealing mobs, but only at Tier 1.

That's it. All the abilities you need are highlighted below, other optional abilities you're going to pick should revolve around keeping the enemy off you so preferable picks are utility spells with a degree of crowd control. Below builds are highlighted that include said spells.

### Talent Builds

- **By Level 50** - <http://www.blackdeserttome.com/calculator/sorcerer/1223>
- **By Level 55** - <http://www.blackdeserttome.com/calculator/sorcerer/1224>
- **By Level 57** - <http://www.blackdeserttome.com/calculator/sorcerer/1225>

You will also get the awakening. The skill points for it will come from quests required to enable it. By that time you should know what skills are the most appropriate for you.

In PvP your only way to fight enemies is **to stun with S + E, get close, knock down, deal damage, run away and repeat**. This works well for most classes but with warriors things tend to get easier. While they have guard up, you can heal yourself with LMB + RMB while dealing damage.

### AoE (Area-of-Effect) Grinding Build

What many consider not to be possible, the Sorceress is indeed capable of efficient grinding with her AoE Build, even though most of the Sorceress skills have a mediocre range, useless for AoE. Only a couple of core damage skills are needed for an effective grind. You will spend approximately 230 skill points, based on what optional skills you're picking.

#### AoE Build Core Skills

- **Black Wave** is your primary AoE skill and it's your priority to rank it up as soon as possible. It's really important to group up mobs so that you hit as many targets as possible, since it is a cone shaped attack. The best thing is this skill automatically applies a knockback to enemies, so you can easily avoid damage from everything you pulled.
- **Claws of Darkness + Dark Flame** - This filler spell is best used for clearing enemies who survived your Black Wave. The spell is also great for single target damage dealing. It blocks attacks in the front cone, which further increase your survivability against tough, hard-hitting enemies.
- **Shard Explosion + Shard of Darkness** provide high AoE damage and a guaranteed critical hit. Depending on the amount of collected shards, it can easily one-shot most of the small mobs and restore mana. The most important thing is to pick up new ranks of Shards of Darkness as soon as they become available for extra damage and mana restoration.

### AoE Build Utility Skills

- **Flow of Darkness** – provides mana regeneration and mobility by granting evasion. The maximum rank costs almost no skill points, it's a very useful spell for fighting summoned bosses for quests.
- **Night Crow** – provides mobility and you should rank it up for longer travel distance and the interrupt. Crow Food can be skipped, because running out of Stamina isn't a problem whilst leveling.
- **Shield of Darkness** – this is a five minute DP buff, which is at rank 1 per skill point a lot more efficient than the Dark Armor passive. Additional ranks can have a higher cost.
- **Dream of Doom** – strong AoE at late levels with a long cast time at low levels. You should pick this skill at a higher level.

### AoE Build Tips – Early on at Low Level

Absolutely don't spend skill points on other stuff until you have enough for Black Wave. You can train it at Level 15. Keep up with Black Spirit quests and you will have lots of skill points if you don't spend them for needless things. Be sure to have enough skill points for Shards of Darkness II at Level 20. At this level you will have anything you'll need for AoE.

## How to Properly AoE

First, pull a medium-sized pack of 4 – 8 melee enemies. The more you level up **Black Wave** the more targets it is going to hit, making pulls with more targets possible. Avoid ranged mobs, as they won't group up for **Black Wave**. **The best farming mobs are tightly-knit groups of melee mobs that can be easily grouped up for AoE.** Among mobs that can be quickly pulled are many melee mobs with dark or light red names.

Use **Mark of the Shadow** or **Sinister Energy** for mob pulls. It isn't on a cooldown and if you've got shards, you can use **Shard Explosion**, if you don't, use **Black Wave**. **Dark Flame** and **Claws of Darkness** are finishing spells, so make sure to kill any mobs left with it that survived your AoE onslaught. For strong AoE at later levels, **Dream of Doom** can be used. Always repeat the killing until the experience gain gets slow then move to a new spot with higher level melees. The Black Spirit quests locate you to great grinding spots, should you have difficulties to find a neat farming spot.

## Equipment and Stats

While being melee, Sorceress already good a nice kit of mobility at hand. Combined with her mid range skills, it will allow you to ignore movement speed. Yet due to her hybrid nature, besides critical hit chance, you also want to increase both her attack speed and her cast speed to maximize your damage output.

Due to the lack of defense, most Sorceress prefer some kind of aggressive play style allowing them to take down opponent with combos and brutal damage. To utilize this kind of play style the Sorceress needs a lot of mana allowing her to continue her combos until the enemy is dead.

The Sorceress worse enemy is to be trapped under the crowd control effect. If you opponent catches you, it might mean your dead in a few seconds later. To counter this, always try to maximize your HP and your crowd control resistances. The increase HP pool will allow you to endure your enemies attacks until you can break free. The crowd control resistance might prevent you getting caught into such a situation in the first place.

Most of the Sorceress gear favors + Attack Speed / + Casting Speed / + Move Speed, which gradually increases with each level.

## Weapons

**Azwell Amulet** is the first weapon you will start with and use until Levels 35–40. You can make it +7, not more though.

**Yuria Amulet** is the second weapon you're going to be using until you hit end-game. This one should be made +15. The best strategy is to make it a +10, grind money with it and buy +15.

## Off-Hand

**Helrick Talisman** is the first off-hand you will use, because you might drop it at Level 20. If you want to waste stones, you can make it +7. If it doesn't drop it's not a big deal.

**The Jubre Talisman** is the one you're going to be using until Valencia territory gets a release. You want to make this +15, the same applies for other items, the best way is to make it +7, farm money and buy +15.

**Nouver Talisman** is the one you're using for end-game.

## Armor

### Starting Armor

The starting armor at Level 20 is **Agerian**. The best thing is to make it +10, grind and buy one +15. Once Median content is out, you will need to sell the +15 armor and buy +15 **Grunil Armor**. All four pieces. It's best to wait two weeks for prices to get lower, because at the start they will be high.

### End Game Armor

The end-game armor is Boss Armor. **Red Nose chest piece** (dropped by Red Nose and Contaminated Imp Capitan), **Hebetate tree spirit's armor** (dropped by Hebetate Tree Spirit), **Giath's Helmet** (dropped by Giath), **Bheg's Gloves** (dropped by Bheg) and **Muskan's Shoes** (dropped by Monastery Leader).

## Accessories

The majority consensus features full damage accessories. **Bar Les** for cheap or the blue +5s should you afford them. It's a good idea to get some accuracy accessories prepared, mostly a belt and maybe another piece, but prioritize damage.

Other than that, it depends on your playstyle. If you happen to be using a lot of mana, you need accessories with mana + attack. If you tank, you want accessories with DP.

### At Low Levels

Any accessories with AP or Accuracy are recommended, hence recommended stats are Attack Power or Accuracy.

### For Levels 30–50

Using Bares accessories is the way to go.

### For Levels 50+

Recommended would be Blue Coral Ring x 2, Read Coral earring x 2, **Ancient Guardian's Necklace & Belt**. These items get released only with Mediah, so until then you'll have to use. **Mark of Shadow x 2, Witch's Earring x 2, Tree Spirit Belt** (if you drop it or have lots of money). Any belt with 3 AP + or more can be used along with any crafted necklace with 5–5 AP (Corrupt Ruby Necklace).

## Crystals

### Levels 45 – 50

- Weapon – Magic Crystal – Crimson Flame (+1 Crit)
- Off-Hand – Ancient Magic Crystal of Perfection (+2 Luck)
- Chest – Ancient Magic Crystal of Abundance – Energy (+100 HP)
- Helmet – Magic Crystal of Infinity – Memory (+2 Casting Speed)
- Shoes – Magic Crystal of Infinity – Swiftness (+2 Moving Speed)
- Gloves – Magic Crystal of Infinity – Assault (+2 Attack Speed)

### Total Stats:

Attack Speed P+2, Casting Speed P+2, Critical P+1, Moving Speed P+2, Luck P+2, HP +100, MP +0, Grab\_res +0, KnockD\_res +0, Stun\_res +0, KnockB\_res +0, EXP +0%, Accuracy +0.

With Agerian full set, you will have 5 Attack Speed, 5 Casting Speed, 3 Moving Speed, 1 Critical and 2 Luck.

### Levels 50 – 55

- Weapon – Ancient Magic Crystal – Carmae (Critical Hit Rate & Attack Speed +1) x2
- Off-Hand – Black Spirit Crystal (+100 Max HP & +5 AP)
- Chest – Ancient Magic Crystal – Cobelinus (+10 Max HP & Weight Limit +20 LT) x2
- Helmet – Magic Crystal of Infinity – Memory (+2 Casting Speed) & Ancient Magic Crystal – Harphia (+50 Max H & +5 HP Recovery)
- Shoes – Ancient Magic Crystal of Nature – Adamantine (+25% Knockdown Resistance & Bound Resistance) x2
- Gloves – Magic Crystal of Infinity – Valor (+2 Critical) & Ancient Magic Crystal – Viper (+1 Attack Speed & Casting Speed)

### Total Stats:

Attack Speed P+3, Casting Speed P+3, Critical P+4, Moving Speed P+0 Luck P+0, HP +350, MP +0, Grab\_res +0, Stun\_res +50, KnockB\_res +50, EXP +0%, Accuracy +0, AP +5.

With Grunil Armor and +5 Attack Speed elixir or food you will have +3 Casting Speed, +6 Attack Speed and +4 Critical. With Zaka Weapon, you'll have +6 Casting Speed, +6 Attack Speed and +4 Critical. By using 2x Magical Crystal of Infinity - Valor (+2 Critical) instead, you can get +5 Casting Speed, +5 Attack Speed and +6 Critical (given the usage of +3 Attack Speed Elixir & Zaka Weapon).

### Levels 55 - 61

- Weapon – Red Battlefield Crystal – Carmae (+1 Critical Hit Rate & Attack Speed & +3 Extra Damage against Humans) x2
- Off-Hand – Red Spirit's Crystal (+100 Max HP & +5 Attack & +3 Extra Damage against Humans) x2
- Chest – Red battlefield Crystal – Cobelinus (+100 Max HP & +20 LT Weight Limit & +2 Extra Damage against Humans) x2
- Helmet – Black Magic Crystal – Memory (+2 Casting Speed & +50 Max HP & +5 HP Recovery +2 Extra Damage against Humans).
- Shoes – Red battlefield Crystal – Adamantine (+25% Knockdown / Bound Resistance, +5% Faint / Rigidity / Freezing Resistance) x2
- Gloves – Black Magic Crystal – Assault (+2 Attack Speed & +5% Grapple Resistance) & Black Magic Crystal – Valor (+2 Critical Hit & +5% Grapple Resistance)

#### Total Stats:

Attack Speed P+4, Casting Speed P+3, Critical P+4, Moving Speed P+0, Luck P+0, HP +450, MP +0, Grab\_res +0, KnockD\_res +50%, Stun\_res +50, KnockB\_res +0, EXP +0, Accuracy +0 AP +10, Extra\_DMG\_H +18, Freezing +10%, Evasion: 0

With Zaka Weapon & the boss set, you will have +6 Casting Speed, +5 Attack Speed, +4 Critical. With food, you can get +5 Critical as well.

**Food (food management is required)**

Valencian Special (30 minute cooldown, lasts 120 minutes)

Serendia Special (30 minute cooldown, lasts 110 minutes)

Mediah Special (30 minute cooldown, lasts 110 minutes)

**Elixirs (only one elixir can be used)**

Elixir of Flowing Wind - +3 Attack Speed for 8 minutes, with a 10 minute cooldown.

Elixir of Perfect Human Hunt (+11 Damage Against Human for 5 minutes). 5 minute cooldown.

## Tamer

The Tamer is currently the only pet class in Black Desert Online. Besides her beast companion, she uses a katana and a charm as basic weapons and her awakened weapon is a staff. Her play style is rather unique compared to other classes as one could say she has three types of abilities:

- Her own skills
- Her beast skills
- Combo skills with her beast

This means some skills may have additional or different effects depending on the status of her beast.

At Lv. 49 the Tamer will be able to ride her beast but in the form of controlling and attack directly through the beast instead of the Tamer.

While the Tamer excels in PvE compared to other classes, she is rather weak in PvP. Due to her dependents on her pet, she is even worse in a group PvP.

While she has a low defense, the Tamer is very mobile on the battlefield. And never underestimate a mastered Tamer. Thanks to her skill set, she might be one of the easiest classes to pick up to learn the basics of Black Desert while still having some potential for the endgame.

## Equipment and Stats

Successful combos in combination with her ability to dodge opponents attacks are the very basic any Tamer need to learn. Thus, it is recommended to max out her Attack Speed and her maximum Stamina first. While she has a nice self buff to increase her critical hit chance, you also might want to increase her base critical hit chance as the cooldown of her buff is fairly high.

Thanks to her really nice dodging skills she is able to ignore movement speed and add more crowd control resistance and HP into her kit increasing her survivability in case she get caught off guard by her opponents.

## Skills and Combos

One of the big differences to other classes is that your beast might support some of your attacks. After Lv. 49, you will be able to ride your beast using certain skills as your beast instead of your character. Thus, beast is a very important part of your play style and it will take some time to learn what skill / combination is the best in various situations.

- **Summon Heilang – Hotkey: Skill needs to be used from the your skill bar**  
This is the skill you need to summon your beast. You will be able to use it once you hit Lv. 20. It is important to know that your beast is “not permanent”. At the highest rank of the skill, your beast will be with you for ten minutes.

At Rank 1 your pet will only stay with you for three minutes but the cooldown is the same throughout all ranks – two minutes. This means you theoretically have a 100% uptime of your beast. Yet there are two things that will banish your beast before the duration ends. First, your beast can die in combat. Second, you can consume your beast to receive a very strong buff for yourself.

- **Absorb Heilang – Hotkey. Skill needs to be used from the your skill bar**  
Absorb Heilang will consume your beast and will gain you various buffs for the next 60 seconds. As your beast will be gone after using this skill, you should only use it when **Summon Heilang** is ready or in an emergency situation.
- **Void Lightning – Hotkey. Hold Q**  
Void Lightning is one of your strongest skills especially in PvE in an early game. In later levels, its raw damage will be less than other skills. Once you hold down your Q, you will start to deal damage around your position. The added crowd control effect will interrupt enemies and pull them to you.

Note: Void Lightning can quickly drain your Stamina.

- **Scratch – Hotkey. Left or Right + RMB**  
Scratch is a side dodging skill that will pull your enemies in the direction you dodged. This can be used to place enemies the way you want them while dealing damage and avoiding your enemies attacks.
- **Whiplash – Hotkey. RMB**  
On early levels, Whiplash is a very weak skill and not worth using most of the times. But once you ranked it up a few times, the damage scales extremely as well as the AoE radius.
- **Tree Climb – Hotkey. Forward + F**  
Tree Climb is a very powerful attack. It does not only damage your opponent but is also used as dodge skill as well. Further for the duration of the skill, you will be invincible to any incoming damage. Tree Climb can be used off cooldown but it will lose its invincibility if you spam it.

## Ranger

**Difficulty:** 3/5 | PvE: 4/5 | PvP: 4/5 | Siege: 5/5

### Pros:

- Insane mobility
- Very high DPS
- Good AoE
- Fairly easy to play in PVE
- Can be overpowered in PVP
- Range
- Good in large scale PVP due to range
- Kiting
- Strong CC

### Cons:

- Very low defense
- Complex combos not easy to master
- Can get repetitive
- Difficult to level (makes up for it later in the game)

The Ranger is a very mobile ranged fighter. She uses a longbow and a dagger as her main weapons. Her Awakened Weapon is a one handed sword in addition to her dagger. She uses mana and stamina as her combat resources. The Ranger is probably the most annoying class to level in the beginning due to her lack of viable AoE skills before Lv. 20. Once you \*ding\* Lv. 20 your whole leveling situation changes tremendously.

Her main skill set is heavily based on ranged combat adding a nice amount of mobility to her kit. Once a Ranger learned to kite properly they are very hard to catch.

As the damage of some of the Rangers skills scale with her maximum HP, the Ranger is a slightly more tanky than other dps classes like the Sorceress. However, they are still very fragile comparing to the true tank class like the Warrior or the Valkyrie.

While the Ranger is already a deadly foe in PvP, they excel in a group PvP and sieges as well. With the right positioning, she is able to unleash one strong blow after another. In PvE as well as boss fights, it's important for the Ranger to focus on damage rotations in order to maximize damage output.

In both PvE and PvP, the Rangers take advantage of their "flow". It is simply the ability to seamlessly weave skills into one another reducing animations and cast times of various skills. Because of this, the Rangers are able to perform several combos in a row. This will, however, requires a very good timing causing the Rangers to be one of the hardest class to master.

One of the main problems people face when trying to play a Ranger is the difficulty of keeping up with all the combos. Below is the basic skill tree that is very effective for both PVE and PVP, although the combos are something a player need to get used to. Considering the Grind-ey nature of the game this should become easier and easier the more you play. If you wish to PVP you must consider doing so as soon as you can due to the learning curve of the combos being quite steep in PVP. If you are used to kiting classes from other MMOs you will not find the Ranger difficult, he is basically almost like every other class.

## Recommended Skills

Basically every skill of the Ranger can be used in some kind of combo utilizing the ranges flow system. It is yours to create combos with the set of skills you have that allowing you and your play style to maximize your own potential. There are various skills in the Rangers kit players will either call the best skill ever or they worst they have ever used. Make sure to check and train all of the Rangers skills and combo potential before deciding for yourself.

- **Bow Mastery – Hotkey: LMB**

The basic attack of the Ranger is very important. It restores mana on hit and can be used while kiting your enemy making it a perfect skill to chain in between your combos while restoring some of your mana or waiting for your stamina to be replenished.

- **Spirit Healing – Hotkey: Passive Skill**

Spirit Healing is a passive skill increasing the amount of mana you restore with each successful basic attack (LMB).

- **Dagger of Protection – Hotkey: RMB**

Dagger of Protection is one of the few useful melee skills a Ranger has access to. It is more valuable due to the soft crowd control effect of which reduces the enemies attack speed and movement speed while restoring some mana. Use this skills whenever your enemies are close before you dodge away to increase the effect of your mobility.

- **Moving Shot – Hotkey: Directional Key + LMB**

Do not mistake Moving Shot for Evasive Shot. To use Moving Shot, you need to already be on the move before pressing your LMB to attack. Early this skill is fairly great as the damage output in the beginning is higher and it allows a smooth kiting of your enemies. However, it will lose some of its usefulness later.

- **Evasive Shit – Hotkey: LMB + Left or Right**

At rank 3 this skill will have a 100% chance to critically hit your target. Pressing A or D while using your basic attack (LMB) you will start to dodge between shots. This is one of your main dodging skills as you will deal a good amount of damage while rapidly dodging out of your targets attack range.

- **Evasive Explosion Shot – Hotkey: Left or Right or Backwards + RMB**

Evasive Explosion Shot is one of your primary AoE skills and a **game changer for grinding**. You will gain access to it once you hit Lv. 20. Evasive Explosion Shot does not only deal great damage in a huge area but it will also slow enemies down allowing you to perform dodge attacks.

- **Descending Current – Hotkey: Skill needs to be used from the your skill bar**

Without a doubt, it is **one of the Rangers deadliest AoE skills**. While it is hard to aim as the arrows will rain down on your enemies, once mastered, the additional crowd control effect in combination with its raw damage potential will devastate your enemies. Descending Current can be used off cooldown with decreased damage.

- **Flow: XY – Hotkey: Check the skills description**

Flow: XY enables various new combo options for the Ranger. It allows you to use most of your skills out of other skills animations. A Ranger who truly masters the art of flowing might be one of the most fearsome opponents your enemies will ever encounter. Be prepared for lots of work learning the right timings between each combos.

## Build

One of the main problems people face when trying to play a Ranger is the difficulty of keeping up with all the combos. Below is the basic skill tree that is very effective for both PVE and PVP, although the combos are something a player need to get used to. Considering the Grind-ey nature of the game this should become easier and easier the more you play.

If you wish to PVP you must consider doing so as soon as you can due to the learning curve of the combos being quite steep in PVP. If you are used to kiting classes from other MMOs you will not find the Ranger difficult, he is basically almost like every other class.

Else, you can consider this [build](#) with below equipments

**Armor:** Heve

**Weapon:** Liverto if you have the cash, otherwise Bares or Yuria. Yuria is better for PvP and is the recommended choice for both PvE and PvP if you cannot afford Liverto and plan to do some PvP.

**Off hand:** Bronze Dagger

C Grade	B Grade	A Grade	Other

## Necessary Skills and Combos

- **Advancing Wind 1 – 4**

This skill must be activated from your skill bar. This is a high damage skill and its additional damage is based on your max HP, works well for a PVP Stamina/HP decked player.

- **Will of Wind (Shift + Q)**

This is a crowd control skill perfect for PVP and kiting big groups of mobs. It can knock down up to 7 targets.. It will also combo with “Evasive: Explosive Shot” by holding A/D + Left-Click, then quickly pressing Shift + Q. However, you might find it quite hard to get the timing right, so the best way to use this combo is to hold A/D + Left-Click and use Will of Wind from your hotbar.

- **Bow Mastery 1 – 10 (Left-Click)**

A lot of players do not max this skill because it takes up a lot of points and isn't used often. It is however recommended to learn Bow Mastery up to level 7 or 8.

### Other important information regarding skills

- **Ceaseless Wind Blade 1 – 5 (E + Left-Click)**

This skill can only be unlocked by completing a quest from the Skill Trainer NPC in Hidel City.

## Important Skills

- **Evasive Explosion Shot 3 (Right-Click+ A/S/D + Left-Click)**

This skill should be used to AOE mobs and groups in PVP. This skill has high damage and additional damage is relative to your Max HP.

- **Ceaseless Wind Blade 1 – 5 (E + Left-Click)**

This skill deals high damage while casting and is also an AOE skill. Think of this skill as a well known Mind Flay of the prist in WOW. It's very high output damage (with the addiot of it being AoE here) is offset by making you stand stil. Look for openings to use this skill safely. Maxing this out is a good idea as this skill will be your main damage skill whilst leveling. You can cancel the skill by using Shift + A/S/D but remember that it will still use quite a bit od mana.

- **Reaper's Flurry 1 – 3 (Q + Left-Click)**

This skill can deal high damage and gives tons of mobility if used properly. This is done by “Q cancelling”. To do this you will need to hold Q + Left-Click but before you let it charge, press and hold A or D to cancel the skill and quickly fire the skill.

There is one combo that every Ranger should be aware of, which when learned will allow you to basically spam damage.

You can combo Evasive Explosion Shot 3 by holding A or D and SPACE, then using Left-Click while you are in the air. This combo will not drain your mana but instead use your stamina. Using this combo you can almost continuously spam Evasive Explosion Shot 3 by switching between using mana and stamina.

## Skill Awakenings

When it comes to what awakenings to choose it is simply a matter of what you use the most. By the time you're able to awaken a skill you will get a pretty good idea of what works and what doesn't, but also get a better sense of what your preferred play style is. Awaken the skills that correlate with these two factors.

You can look at different skills on [this site](#).

## Equipment and Stats

Before gaining access to her awakened weapon, the Ranger is the weakest class when it comes to melee combat. Thus it is very important to always keep the distance from your enemies. Attack Speed and Movement Speed will help you to achieve this goal.

If you would like to increase your output damage, Critical Hit Chance is important. However, in case you want to be more balance since the Rangers have a rather low defense, you might want to invest more into HP than Critical Hit Chance. It can both increase your survivability and damage for some skills as well since its damage scaled with the maximum HP.

Although Evasion was nerfed, Accuracy is still important and you should not completely ignore it.

Resistant against crowd control is also a personal choice. In a perfect fight, you will not be touched once by your opponent resulting in a waste of potential damage as you e.g. could increase your Critical Hit Chance instead. If you are confident in your skill, ignore resistant completely.

## Armor and Weapons

### Armor

**Important stats for gear and gems for PVE:**

1. Crit
2. Stamina
3. HP

**Important stats for gear and gems PVP**

1. Crit
2. HP
3. Stamina

Crit, followed by Stamina/HP are one of the most important stats for a ranger. Not only will the latter increase your survivability, but also your damage, because of the mechanic that gives some of your skills their power relative to your max HP.

### PVE Gearing

The set to use is the Heve Fitness set. The 3 set bonus of this set is maximum HP +250 and additional 4 set bonus of +50 maximum HP. This set is great because maximum HP is relative to a lot of your skills damage. This set does have a low base defense of 11 so it is important to enchant it as soon as possible.

Another option is to use Heve Fitness armor, gloves and helmet with Zereth Boots. This gives you the 3 set maximum HP bonus but it also gives you more stamina. This is the set that most rangers tend to use.

Some players like to use the Neil Trees set but personally I find this set really heavy and your overall damage is about the same.

## PvE Gearing

As with most ranged classes, positioning is very important with the Ranger. What you would ideally be doing is firing of lots of high damage shots. You should use Ceaseless Wind Blade at every opportunity.

Your kicks (F and Running Forward+F) are very important for PVP. Most of your CC skills will not work in PVP as a ranger, these kicks do work, however, and will be invaluable when you inevitable get attacked by a melee class. Learn to use them early.

## Gearing for PVP

- Heve (+20 Chest, Gloves, Helm) Zereth (Boots)
- 259 DEF
- 250 HP
- 200 Stamina
- 7 Gem Sockets

## Weapons and Armor

For your primary weapon you should use one of the longbows shown below. If you lack the silver, the “**Michalis Longbow**” can be crafted using a woodworking toolshop and remains a decent bow for the ranger class. The “**Creatinine Longbow**” is better and also has two available socket slots. If you are willing to spend a lot more money, the better bow is of course the “**Liverto Longbow**” and remains the best weapon for rangers, in addition to having two available socket slots. It is however a blue weapon and enchanting will cost a lot.

**The best weapons are currently drops from World Bosses.**

**The best armor is currently dropped by Bosses.**

- [Giath's Helmet](#) (helmet)– Giath drop.
- [Red Nose](#) (chest)– Red Nose and Contaminated Imp Captian drop.
- [Bheg's Gloves](#) (gloves)– Bheg drop.
- [Muskan's Shoes](#) (shoes)– Monastery Leader drop.

A full set will award you HP Recovery +100, Maximum MP/WP/SP +100, Maximum HP +100, Accuracy +1, Evasion +1, Attack Speed +1, Casting Speed +1

Meanwhile you should use one of the following armor sets.

The most popular armor choice for Ranger is the Heve set. The 3 set bonus of the set is maximum HP +250 and a 4 set bonus consisting of +50 maximum HP. Another option is the [Zereth Shoes](#) with the [Heve](#) set. This way you get the HP set bonus from the Heve set along with +200 maximum Stamina from the boots item bonus. This way you miss out on one socket slot, but it can be worth it for the Stamina, as this will help you dish out more damage and have a longer sustain.

Another set is the [Grunil](#) set. It increases your max HP and will give you 2 socket slots on each piece, along with extra AP for the full set. The other main advantage of this set, is that it is viable for any class, allowing you to swap easily.

The ranger also uses an offhand weapon, and is useful not only for stats, but for optional sockets as well. For your secondary, use the daggers below. If you lack the required silver, the “**Steel Dagger**” can be crafted and remains one of the best daggers for the ranger class. It has high damage but does not have any other effects. The “**Creatinine dagger**” has low damage but a high defense and additional effects as well as two available socket slots. This would make it the weapon of choice due to its sockets which is really what an offhand weapon is most useful for a ranger class. The “**Paering dagger**” also has low damage and high defense with additional effects.

However, when it comes to what's best for your off-hand, [Bronze Dagger](#) is best for Ranger. Here are the other choices.

## PVE Strategies

### Basic Combo Variations:

These 4 variations are what you should start with, as soon as you get the feel for these and how they drain your mana/stamina and in turn replenish either, you will be able to perform more complex combos as you level.

#### Variation 1:

Exploit Weakness – Extreme Evasive Shot – Wind Control Charge (you can do this the other way around as well)

#### Variation 2:

Exploit Weakness – Extreme Evasive Shot – Exploit Weakness – Extreme Evasive Shot – Wind Control Charge

#### Variation 3:

Exploit Weakness – Extreme Evasive Shot – Wind Control Charge – Extreme Evasive Shot – Wind Control Charge

#### Variation 4:

Reaper's Fury – Extreme Evasive Shot – Exploit Weakness Wind Control Charge – Extreme Evasive Shot – Extreme Wind Control

After you have mastered these combos and having a full Mana Pool, the next combo will drain it fully, but will replenish Stamina completely, which means after the combo is done, you will be able to replenish Mana again and continue this indefinitely without the need to stop or use a potion.

### Full variation.

Moving Shot – Extreme Evasive Shot – Exploit Weakness – Extreme Evasive Shot – Wind Control Charge – Extreme Evasive Shot – Reaper’s Fury – Wind Control Charge – Extreme Wind Control – Evasive Explosion Shot

Now as mentioned, one of the keys to successful and good Ranger playing in PVE and PVP is positioning. Using these shots means you will move around a lot. Considering that this combo allows you to spam indefinitely (but don’t worry you can just restart it if you fail) don’t be afraid to fire a shot into a direction which does not necessarily have any mobs. This will simply give you a better position and you can continue the combo as long as you like or until all NPCs are down.

### Other Combos and how to perform attacks.

(if it season on HOLD it means you hold that key only until the next step in the combo, while ALWAYSHOLD means you hold that keystroke the whole time)

#### Skills needed: Bow Mastery, Crescent Kick, Ultimate: Evasive Shot

(ALWAYSHOLD LMB) + (ALWAYSHOLD F) > [A] OR [D]

Every time you press A or D, your char will strafe to one side and fire your auto attack once. This combo is great for regenerating your mana while kiting. It does cost stamina however and will drain it quite quickly when you repeat this combo.

#### Skills needed: Bow Mastery, Crescent Kick, Riding the Wind, Ultimate: Evasive Shot

(HOLD LMB) + (ALWAYSHOLD F) > [A] OR [D] + [SPACEBAR]

Every time you press A or D your char will strafe to one side and fire your auto attack once, then go into the skill Riding the Wind. This combo gives you more mobility than the one above.

**Required skills: Evasive Explosion Shot**

[RMB] + [A] OR [S] OR [D] > [LMB]

This combo will be one of your most used combos. You will jump into the air either backwards, left or right, then release a flurry of arrows. This attack will be one of your main AoE combos and will knock down the enemy. Although its range is quite limited, so make sure you are basically on top of your enemies for this one.

**Required skills: Charging Kick, Flow: Call from Sky, Evasive Explosion Shot**

[W] + [F] > [SPACEBAR] > [LMB] OR [RMB]

This combo will make you kick forwards, then leap through the air. The last part can be used in two ways. Using [LMB] at the end of the combo will release a flurry of arrows, while [RMB] will perform a 3rd forwards leap through the air.

**Required skills: Blasting Gust, Ultimate: Evasive Shot**

(ALWAYSHOLD LMB) + (PERMAHOLD Q) > (HOLD A) OR (HOLD D)

This combo will allow you to cast Blasting Gust whilst strafing to the side. If the skill wasn't on cooldown, it will also knock down. Repeated use will quickly drain your stamina but is a good way to regenerate your mana if you are against a large pack of mobs. This combo is referred to as "Q cancelling".

## PVP Strategies

First remember, that what seems to matter most right now in Black Desert is gear, and usually not player skill. Some classes are better against others, generally ranged classes are quite imbalanced, especially for seasoned players versus new. The most useful skill you can have as a ranger is to position yourself well and know your combos to death.

Instead of the Heve set in PVP , go for Yuria if you can, as its stats are generally better for PVP, although Liverto is still the best choice all-around.

Not a lot of variation for weapons and what works in PVE works in PVP as well, as the Ranger needs to deal a lot of damage in both cases so that's what remains important.

The only difference in PVP combat for the Ranger vs PVE, is that one needs to stay more alert to what the opponent is doing. Make sure you keep your eyes on the minimap as well to prevent ambushes.

Do not be afraid to go in closer to your targets, as this will allow you to use your umbrella-AoE skills to basically spam your opponents with.

- Use quick attacks vs Ranged and use any knockdowns to perform longer casting spells that do high damage.

When not under direct assault and doing DPS in grup, stay in a good position and spam ranged attacks, asses if the focus of the enemy is on your melee friends, then close the gap and begin spamming AoE.

When you are forced up close, again, got for the umbrella-type AoE spells and just continue to spam. Most melee classes need to target you in their cone attacks, so stay mobile and AoE.

### TL;DR version

- Stay mobile
- Position yourself well and out of range of their casters
- AoE when attacker gets closed
- Stay alert for flanking
- Use heavy damage longer casting spell when in group until the focus shifts away from you, then close in the gap and umbrella-AoE

## Berserker

**Difficulty:** 1/5 | PvE: 4/5 | PvP: 4/5 | Siege: 4/5

### Pros:

- Awesome in PVE
- Good in group PVP
- Easy to play
- Highly wanted in group PVP
- AoE maniac
- Range
- A lot of CC
- Unique play style

### Cons:

- Weak in 1v1 PVP
- Too easy to master for some
- Easily becomes repetitive
- Can become boring in PVE fast

The Berserker is probably the easiest class to play in Black Desert Online. His primary weapon are two one-handed axes. The Berserker gets some kind of cannon / shotgun glove for his one hand and a metal fist weapon for his awakended weapon. His combat resources are Wrath / Fury and Stamina.

The Berserker is by far the biggest and the slowest class in Black Desert Online. And he also has the highest crowd control potential. As a tanky bruiser, the Berserker is always at the frontlines fighting head on against his enemies while throwing and grabbing them after a heart's content.

While the Berserker lacks some refined combo mechanic, his kit allows him to change from one style into another in the blink of an eye making it very hard to predict his moves. One should also mention that the Berserker defense will be increased as long as he is in the animation of most of his crowd control abilities.

Because of the lack in mobility, the Berserker has a hard time against fast classes in one-on-one battle. Thanks to his huge amount of crowd control skills, he is a very fun to play in a group PvP protecting his teammates and zoning enemies while punishing their mistakes with an endless stream of crowd control.

For PvE the Berserker has various AoE abilities allowing him to quickly farm huge groups of monsters with little to no downtime in between.

## Recommended Skills

While the Berserker lacks in terms of raw damage combos he is able to utilize the flow system to chain various of his crowd control abilities together. Rendering a caught enemy completely vulnerable with close to no chance of escape if chained right. As there is like no useless crowd control skill this will not be a listing of the huge amount of crowd control skills of the Berserker but will focus on the actual skills that he Berserker get in addition.

- **Elastic Force – Hotkey: LMB**

Elastic Force is probably **the most useful and the strongest basic attack of all classes** in Black Desert. The longer it is used, the higher the damage of each consecutive hit will be. Pressing Forward while using Elastic Force will allow you to follow your opponent while swinging at him. However, this will cost you Stamina.

- **Falling Rock – Hotkey: LMB while in sprint jump**

Falling Rock is one of the few gap closer the Berserker has an access to. It will also cause a stun on the target hit.

- **Fierce Strike – Hotkey: RMB**

Fierce Strike starts fairly weak in the early ranks but it will be one of your best skills later. Huge AoE damage with a spin effect in PvE will help you grind pretty easy. It can also be used while your wrath is low but it will not spin your enemies.

- **Raging Thunder – Hotkey: Hold LMB + RMB**

Raging Thunder or Spin to Win is one of **your primary Wrath spenders**. It has a huge range with good damage that can reduce defense and knockdown enemies. In addition, its damage can be increased based on your maximum Wrath. This is one of your deadliest in both PvE and group PvP when it comes to raw damage potential against multiple enemies.

- **Lava Piercer – Hotkey: Shift + Space**

Lava Piercer is one the very limited mobility skills in the kit of the Berserker. You will charge forward, pushing every enemy you touch, while damaging them. Your defence will be increased when this skill is begin activated making to be an ideal engaging skill.

## Build

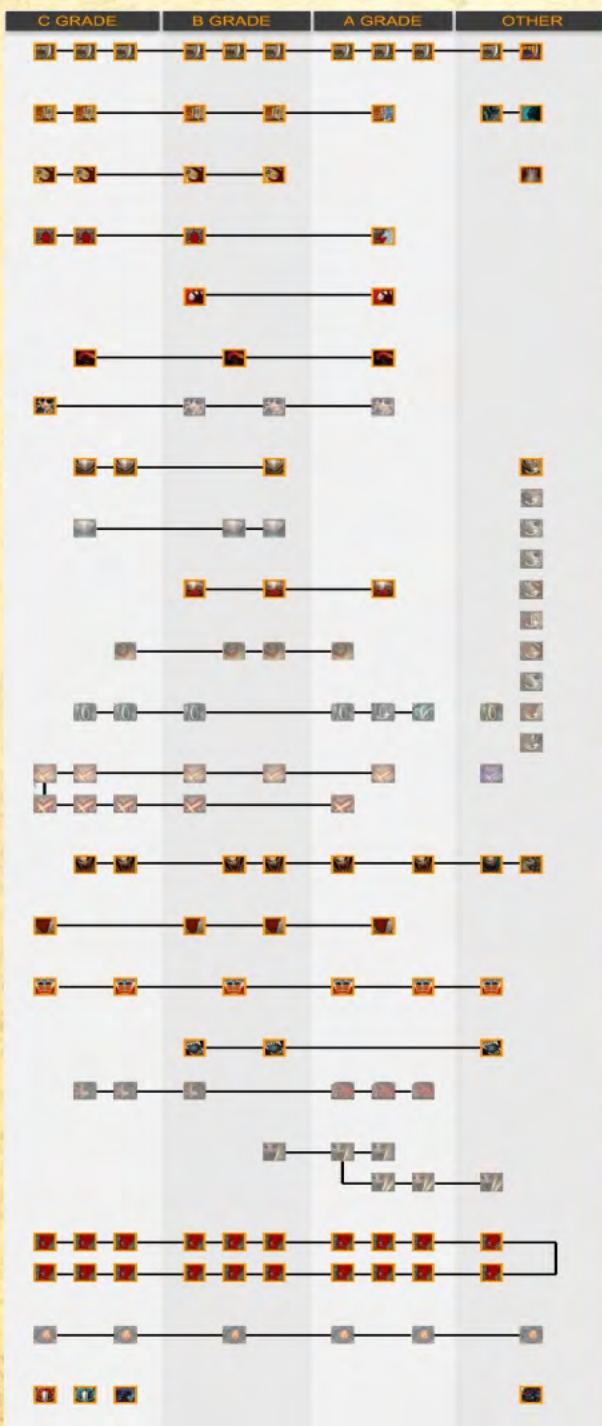
The Berserker class is a melee tanky/bruiser class from the “Giant” race. They are one of the few classes in the game where maxing your basic attack is a good idea.

Mobility is fairly low with this class, it does have some gap closers, so in sense the class does have quite a bit of mobility, but mostly short-range mobility and is not lighting fast like most others can be. However, while other classes have crazy mobility and can “outmobile” you, you tend to make up for that with an almost endless supply of crowd control, making it almost impossible for anyone to escape once you’re locked on to them. This CC gets especially useful in group PVP. You have killers grabs that allow you to jump with your target, sending them slamming into your own PVP group where they can be

The class is one of the easiest to play, and while it does not take much to master, it is definitely a fun and chaotic play style.

It is recommended to start your game as a Berserker to start off your family fortune (a place where your combined riches are stored and can be used among other of your classes). The reason for this is because they are insanely easy to PVE with and are one of the least gear depended classes.

If this one isn't for you, you can try this [build](#) instead.



## Necessary Skills and Combos

### GENERAL

- **Elastic Force**

[LMB]

As already stated, the Berserker class is one of the only classes where your auto attack is actually good and useful to have it ranked up. As you rank it up you will deal more damage, gain accuracy and range. The longer you attack, the more damage you will deal. Holding W as you attack will move you forward and deal more damage, but will cost stamina.

- **Evasion**

[SHIFT] + [A] OR [D]

This shows the limitation of the class as being a straight on front line pin cushion. It is the shortest dodge in the game and cannot be used backwards, but can still be useful if used correctly, especially against other melee classes.

- **Shake Off**

[RMB] + [A] OR [D]

Shake Off is very similar to your Evasion skill but will cost more stamina. Instead you will deal damage to all enemies you pass through.

- **Seizing Fear**

Passive

You should max this skill as soon as possible as it will increase your critical chance.

- **GRABS**

Grabs are awesome in PvP and it's vital to know how to use them effectively. Remember that grabs are only ultimately useful in PVP. In PvE most monsters cannot be grabbed.

- **Smack Down**

[E]

This skill is one of your two grab skills. Grab an enemy to smash and knock them down temporarily. Using this skill will give you a short armor buff, so it's useful for rushing into battle and grabbing a vulnerable target. At higher ranks you can smash your target to the ground multiple times. You will also gain more armor. Combos with the two skills below.

- **Corpse Storm**

[LMB]

Using this skill after you have grabbed an enemy will spin the target around before smashing them to the ground.

- **Undertaker**

[SPACE]

Using this skill after you have grabbed an enemy will cause you to jump in the air before smashing your target to the ground. This can be tricky in group PVP as it can throw you deeper into enemy lines and the effect of you leaping into the air is pretty obvious. You will almost always be targeted when you use this skill in group PVP so be prepared for that.

- **Rock Smash**

Skill Bar

This is your second grab and it doesn't have a key combo so – will need to put it on your skill bar. Your target will be held in the air while you make your decision of what to do next. You can press W to run with your target, press SPACE to hard smash your victim, or press Left-Click to cancel and instantly slam them to the ground. If you don't make a decision fast enough the target will be slammed to the ground automatically. Using this skill will also give you a short armor buff so it's great for rushing into battle and grabbing a vulnerable target. Also, combined with Undertaker, you can jump with your target and basically slam them into your own enemy lines, making them insanely easy to burst down.

## DAMAGE

- **Storming Beast**

[F]

This is your kick. It will knock back up to 5 enemies and deal high damage. You can spam the skill to stomp forward or combo it with many other skills.

- **Predatory Hunt**

[S] + [F]

This skill will cause you to jump toward your enemy. With each rank it will increase the number of times you can jump in a row, up to a maximum of 4 at max rank. Each rank will also give you extra damage and at max rank a critical chance buff for 10 seconds, if you hit a target.

- **Frenzied Destroyer**

[LMB] + [S]

This skill will charge your auto attack. It does use more fury but you can also press both Left-Click and Right-Click to double slash. At higher ranks you will be given a damage buff and the skill will pull enemies towards you. It also extends into another combo where if you hold SHIFT as well, you will knock down enemies.

- **Raging Thunder**

[LMB] + [RMB]

This is your 200% Black Spirit Rage skill. The skill is also known as “Spin2Win”. Holding both Left-Click and Right-Click at the same time will spin you around. You can move as you spin using W/A/S/D. The cooldown cannot be ignored but the cast time is quite long so can pretty much spam this skill. It’s a great skill for PvE and devastating in group PVP especially if you have a lot of backup.

## Skill Awakenings

When it comes to what awakenings to choose it is simply a matter of what you use the most, and most Grabs will be very useful in PVP, while for PVE you should awaken your spin skill so it will restore HP.

You can look at different skills on [this site](#).

## Equipment and Stats

As a pure frontline fighter with low mobility, the Berserker needs a lot of defense and HP to survive even the most powerful attacks of his opponents.

Once you have caught an opponent you have to make sure to render him completely vulnerable by chaining him from one crowd control effect into another. Attack Speed will help you to accomplish the goal as it will shorten the time for your target to react.

The moment you are fighting with your enemy, it is one of you dying or your opponent can escape. The Berserker does not have any skill to let him successfully escape from the enemy. In order to improve your chance in this kind of no fear play style, increase your critical hit chance to maximize your raw damage potential.

Being forced into a pure melee combat class, you want to have decent resistances against crowd control. Without it, your target can be easily flee from you from their crowd control skills.

## Armor and Weapons.

### Armor

The Berserker has the least gear dependency, along with Archers and Wizards.

### Important stats for gear and gems for PVE.

1. Crit
2. Stamina
3. HP

### Important stats for gear and gems PVP.

1. HP
2. Crit
3. Stamina

Crit, followed by Stamina/HP are the way to go. Crit is not easy to get, so in PVP it is usually better to max out your HP as this will give you an edge.

### Gearing for PVE

#### Rotary (+20 Full Set)

- 266 DEF
- 120 EP
- 20 HP
- 7 Accuracy
- Increased dodge
- Increased stun resist
- 4 Gem Sockets

### **The best weapons are dropped from World Bosses.**

For your primary weapon, the [Liverto](#) is the best weapon you can get that isn't bound. You will want to upgrade it to +15 or higher as soon as possible. If you don't have the budget for this weapon, then [Yuria](#) is what you should use.

For your off-hand, [Krea](#) or [Saiyer Ornamental Knot](#) are both good choices.

### **The best armor is dropped by Bosses.**

- [Giath's Helmet](#) (helmet) – Giath drop.
- [Red Nose](#) (chest) – Red Nose and Contaminated Imp Captian drop.
- [Bheg's Gloves](#) (gloves) – Bheg drop.
- [Muskan's Shoes](#) (shoes) – Monastery Leader drop.

The full set will give you HP Recovery +100, Maximum MP/WP/SP +100, Maximum HP +100, Accuracy +1, Evasion +1, Attack Speed +1, Casting Speed +1

While you do not have these yet, you should use one of the following sets.

The popular armor choice for Berserker is the [Grunil](#) set. It will give you an increase of maximum HP and will give you 2 socket slots on each piece, along with extra AP for the full set. Another advantage of using this set is that it is viable on any class, allowing you to swap to another class easily.

An alternative is the [Taritas](#) set. This set is great for Berserkers because of the stamina and +5 Accuracy it provides along with high defense. It is however quite heavy.

A better version would be the [Rocabba](#) set. It has similar stats but is much lighter and is the recommended set over the others if available on your version.

## PVE Strategy

Giants have the least amount of skills out of all classes and are by far the easiest to PVE with. They do become boring very quickly in PVE, but take quite a bit to master in PVP.

In PVE, spin to win. Literally that is it and is what you will mostly be doing, which is basically an AoE that you do by holding Right-Mouse + Left-Mouse after pulling a bunch of mobs together.

### Do not Spin to win in PVP!

Activate an Awakening on your Spin to restore HP and you are pretty much immortal in PVE and become the ultimate, although boring, grinding machine.

## PVP Strategy

### The 3 categories of PVP for the Berserker:

1. Mobility
2. Crowd Control
3. Damage

The better you become at chaining these 2 together, the better you will be and perform in PVP scenarios.

### PVP typically comes in 2 forms:

1. Chaining mobility skills into CC
2. Chaining damaging attacks.

This should depend on your current situation and what your group is doing. Obviously if another person in your group has already CC'd an opponent a better choice would be to help burst them down.

**Some examples of #1:**

1. Shake off – Evasion – Stomp – Grab
2. Shake off – Evasion – Stomp – Jump
3. Shake off – Evasion (or Stomp) – Knee Kick

If you need mobility but low on stamina, using a combo such as. Headbutt – Knee kick – Evasion (repeat). This will consume WP instead of Stamina.

### Some examples of #2:

You will be doing most of your damage versus downed targets, so you need to get timings right. What this means is you need to do as much damage as possible before the target can recover and do you next grab. The (E) grab is very quick, while the other two grabs have a delay, so the E is not as difficult to time correctly.

If you are using a delayed grab, then the safer bet would be to use very short combos or a single high damage ability before next grab.

1. Frenzied Destroyer – Stomp – Grab
2. Beastly Wind Slash – Stomp – Grab

In almost all scenarios you should follow these two abilities with a Stop as it doesn't slow down your next ability at all and applies debuffs.

If your E grab is ready then you can try some combos like:

1. Frenzied Destroyer – Stomp – Knee Kick – Grab
2. Beastly Wind Slash – Stomp – Knee Kick – Grab
3. Frenzied Destroyer – Stomp – Beastly Wind Slash – Stomp – Grab
4. Frenzied Destroyer – Stomp – Frenzied Destroyer – Stomp

If none of the grabs will be off cooldown after a damage combo, use spin.

Above all remember to stay mobile using Shake Off and close distances with Evasion.

One way to understand the class, is to consider grabs much the same way as you would Stuns on the Rogue in WoW., and you will get a pretty good idea of what their intended use is. Keep your enemies

Keep your enemies pinned down!

## Ninja / Kunoichi (to Be Released)

The Ninja and the Kunoichi are fast paced melee fighters using a katana and shuriken as their main weapon. Their Awakened Weapons are yet to be announced and they will not be playable at the release of Black Desert Online in NA / EU. However if you plan to play one of these two classes once they are available, you can play a Tamer for now as they have the same type of main weapon.

## Blader / Plum (to Be Released)

The Blader and the Plum use a two-handed katana and a bow as their primary weapon set. While Blader will receive a halberd as Awakened Weapon while the Plum receives a spear. Both classes are not available on the release of the NA / EU version and will follow in a later patch. While both classes share most of their skills, they have different core skills resulting in different play styles.

## LEVELING

Leveling in Black Desert Online is **close to 100% done by killing monster** aka grinding. There is only a handful of quests out there that grant Combat EXP as reward. However, its exp amount is very small and cannot help the actual amount of EXP you need for leveling up. While nobody is saying questing is bad as it has its own benefits like **Energy** and **Contribution Points**, it is definitely way slower to level through quests as they often involve a lot of running and talking with only a little bit of actual killing monsters.

This guide aims at becoming level 50+ in the shortest amount of time while ignoring **Contribution Points** completely. Yet due to the high amount of Silver you can make with grinding, at the end you will have a nicely filled pocket ready once you hit level 50+.

This guide will bring you from Lv. 1 to Lv. 50 step-by-step and will give you information about possible leveling areas after the soft cap.

You will often encounter people to attack the enemies you are pulling as the spots in this guide are highly effective. Thus, it is important to know that you will still receive EXP based on the % amount of damage you did to a monster.

If someone tries to steal your pulls, simply damage your monsters as hard and fast as possible. In case you get harassed by the same player repeatedly, try to force him away by doing more damage to his pulls than he is dealing. In case you are not be able to defend your Spot, you can either try to switch the channel at the upper right corner above your mini map or you can try to slightly shift your position in the area you are currently farming.

## Questing or Grinding?

Black Desert deserves the title sandbox. There are so many options to choose from. And close to every action you do in-game, it will provide you progress. For example, walking and exploring the world will increase your Stamina and your maximum Energy Points. This said. You cannot do something wrong in Black Desert and close to everything you are doing will grant you benefits.

The biggest argument on this topic is should you quest beginning a new character or should you simply grind to Lv. 50+ without ignoring every quests out there.

**Both are viable strategies and both have their own strengths and weaknesses.**

Pure grinding will provide you with a strong character and a good amount of Silver. Questing and exploring will give you a great start into the crafting and money making part of the game thanks to the high amount of maximum **Energy** and **Contribution Points** you will gain from it.

On the other hand you could say. Forging my characters combat skills before questing will allow me to clear quests much easier as the reward of the quests are the same while I am much stronger than the enemies I have to defeat for the quest.

And again another argument will explain that it certainly is true that leveling will render questing much easier but you will lose so much possible EXP in your trading skills or for your worker if you ignore questing that people who started questing will be way ahead of you in terms of wealth.

Well we could keep going endlessly and yet we would never come to a perfect solution for the game. Actually the perfect solution for in this argument is to do what you think is the best for you and that is the most fun you can have. Doing so will give you and your style a solid foundation you can build upon.

## A few things you should now before leveling in Black Desert Online

- Holstering your weapons with Tab will **increase your Movement Speed** for both normal running and sprinting.
- Right Clicking any point on the Map will create target for the **Auto Run feature**. You can use this to go for some quick AFK while traveling from A to B.
- The nights in Black Desert are Black! To bring some light in this blackness you can use an item called **Lantern**. It has its own item slot and will only cost you a little bit of Silver to maintain as they need to be refilled with oil every now and then but they will give you a big light around your character in return.
- Black Desert offers you a highly customizable interface. To start editing your Interface, **press ESC and choose the Edit UI button**. Once hit you are able to drag most of your information around the screen.
- Under Settings, you are able to leave or join other general channels. These channels are language specific. Currently you can choose between French, German, English and International. This is useful for people who do not speak English or for people that are bored the with all the different languages on the international channel.
- You can invest your **Energy into Nodes** you claimed. As a result, enemies you kill within the Nodes area will drop a lot more items and your worker will receive a production bonus as well.
- Grind at Night and Quest at Day. From 22.00 / 10pm ingame time to 07.00 / 7am, monsters in Black Desert will receive a power up but in the same time they will give more EXP per kill as well. You can use this to get the maximum out of your invested time. While questing, gathering or crafting at the day you go out at night to hunt monsters.

- Alts for the win!: Before you start leveling your main character you want to make sure you used all your character slots to create **Alts**. After the first time a Alt logged in he will start regenerating Energy which can be spend for various things like increasing the Node of the area you are currently grinding with your main.



## Leveling Map from 1-50+



### Character Creation > Lv. 5

Once you logged into the game, just simply follow the quests you get until you reach Lv. 5 the final quest for that will be at the **Drill Instructor** in Olvia.

### Lv. 5 > Lv. 10

Start moving out of **Olvia** and head south west for the **Western Guard Camp**. Kill all enemies on your way as you want to \*ding\* Lv. 10 before you actually reach the Camp.



### Lv. 10 > Lv. 13

Kill the Tree Spirits in the marked area. They are no challenge and you will quickly reach Lv. 13 in the process.

**Monsters:** Young Tree Spirit, Immature Tree Spirit, Mature Tree Spirit



## Lv. 13

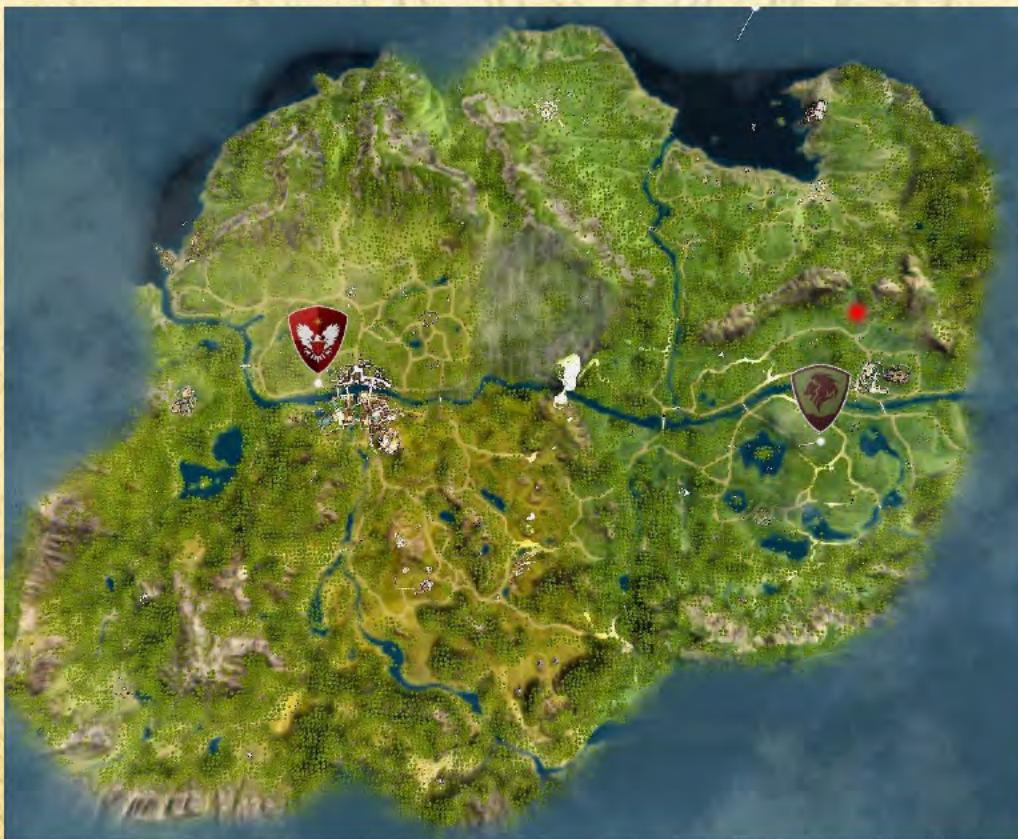
You Black Spirit will offer you **your first Awakening Quest**. Those Awakening Quests are important as they will unlock new Features. This first Awakening Quest will unlock the **Enhancement** and the **Transfusion System** which allows you to increase your killing speed drastically. Make sure to finish these quests!

Plus, always do any Awakening Quest when it becomes available. You need to do them in order to Level past Lv. 49

## Lv. 13 > 15/16

Depending on the amount of people in this area you can either level up to Lv. 15 or 16.

**Monster:** Mine Imp, Small Mine Imp



## Lv. 15/16

Take a short shopping break in **Heidel**, sell all of your unwanted stuff and buy yourself a few armor pieces from the blacksmith. You can also refresh your potion count here.



## Lv. 15/16 > Lv. 18

The **Scarecrows** hit pretty hard, you definitely want to dodge their attacks. All around the farm are enemies available. If the zone is filled with too much other players, simply switch the channel.

**Monsters:** Scarecrow, Wheat Field Lookout



## Lv. 18 > Lv. 22

This is one of the most effective grinding areas for this level range. Reaching Lv. 19 might be a little bit difficult but once you \*ding\* Lv. 19, the killing will be much faster. The **area inside the castle ruins** is much more profitable and you should try to secure yourself a spot within. The enemies in this area **drop weapons and a good amount of Silver**.

**Monster:** Wizard, Mobility Unit, Patrol, Charger



## Lv. 22

Head back to **Heidel**, sell everything you do not need anymore, and buy yourself a wagon and a horse from the **Stable Keeper** with the Silver you made. Connect your own Horse to the wagon so that **you are able to increase your Training Skill while grinding**.

The wagon will be like your mobile base. You will mainly use it to refresh your potion count and to store heavy equipment while grinding further away from a city.

## Lv. 22 > Lv. 24

You actually could grind to Lv. 24 in the Castle if it's not too dense with players. Leveling is likely to be faster in these new spots as they are extremely big.. There are two types of ranged enemies which make the pulling a little bit more difficult. But in exchange, you will never have to worry about respawn rate here.

**Monsters.** Swamp Fogan Lookout, Swamp Fogan, Big Swamp Fogan, Small Swamp Fogan, Swamp Fogan Fortuneteller



## Lv. 24 > Lv. 30

This is by far the most effective grinding area for this level range. While you will find a very high monster density within the monastery on the hill, the amount of players might even be higher. **It is recommended to either group up with the people inside the monastery or to farm the outskirts.** While the Outskirt have a lower monster density, you will rarely encounter people trying to snatch your area from you. Once you can find a good spot on your own, you do not need to worry about the respawn rate anymore.

**Monsters:** Cultist, Cultist Warrior, Cultist Shaman, Cultist Giant Warrior



### Lv. 30 > Lv. 35 Area One

There are very few ranged enemies in this area and in the middle of the castle the monsters density is really high. It is a good place for fast EXP and the leveling itself is faster than in Area Two.

**Monsters:** Bandit Defense Captain, Bandit Raid Captain, Giant Bandit, Bandit Archer, Bandit Warrior



### Lv. 30 > Lv. 35 Area Two

There are a lot of strong enemies with a lot of HP in this area but the leveling speed is slower than in Area One. However, the area itself is quite big with less numbers of players.

In addition, the enemies here will drop **Weapon Black Stones** allowing you to enhance your weapon resulting in a nice increase in your killing speed.

I personally recommend this area until you reach Lv. 34 or your weapon is +7.

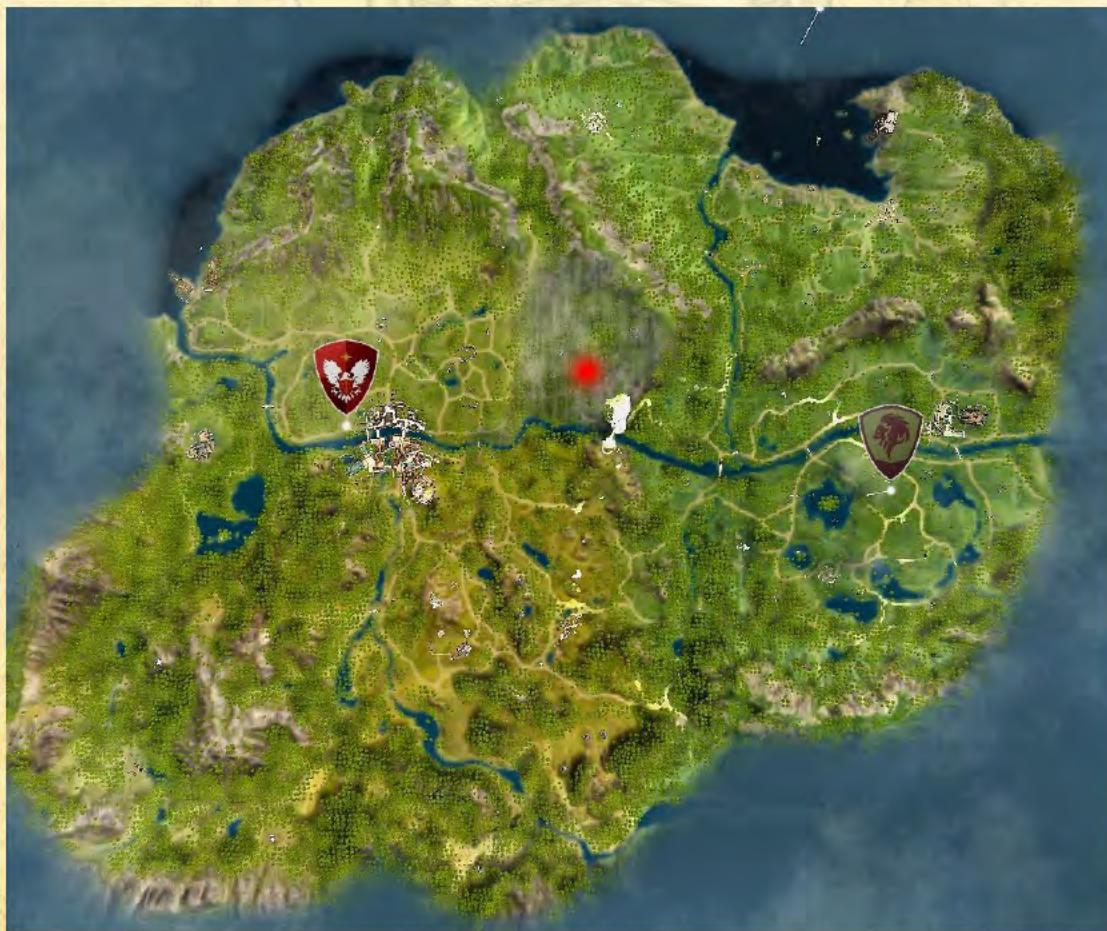
**Monsters:** Long Red Orc, Red Orc Fighter, Young Red Orc, Young Red Orc Warrior, Red Orc Elite Soldier, Red Orc Wizard, Red Orc Warrior, Red Orc



### Lv. 30 > Lv. 35 Area Three

I do not like this area if you are leveling on the release date or around peak time. The cave inside the mountains offers a very high monster density with a very fast respawn. This is a popular grinding area before Level 50 since leveling will be very fast here. However, I do not recommend even checking this spot in the first 48 hours of the game or during the peak time since it will be extremely filled with people.

**Monsters:** Young Khuruto, Khuruto Soldier, Khuruto Elite Soldier, Khuruto Shaman



### Lv. 35 > Lv. 40

While the ranged enemies in this cave area can hurt a lot, the right pulling and grouping of the monsters can help leveling speed to be greatly above average. The deeper you go into the cave, the higher the monster density.

**Monsters:** Giant Possessed by Black Spirit, Adventurer Possessed by Black Spirit, Wizard Possessed by Black Spirit



### Lv. 40 > Lv. 44 Area One

Another well known and a high populated grinding spot, the leveling pace in this area is very fast if you are lucky to get a good chunk of the area for yourself. If the area is way too crowded, try grouping up with people. If the grouping does not work and all the other channels are busy as well, check Area Two.

**Monsters:** Chimera, Horn Chimera



## Lv. 40 > Lv. 44 Area Two

This grinding area is harder than Area One. But a lot less people is grinding here. Make sure to watch your steps as some of enemies in this area can deal serious damage.

**Monsters:** Petrifying Dwarf, Petrifying Foreman, Petrifying Miner, Petrifying Bomber



## Lv. 44 > Lv. 47

These spots are good in terms of both Silver and leveling pace. While the leveling pace is quite nice, the enemies here drop parts of a **summoning scroll** which can be sold for a high price or used by yourself.

**Monsters:** Saunil Guard, Saunil Warrior, Saunil Elite Warrior, Saunil Archer, Saunil Charger, Saunil Armored Warrior, Giant Warrior, Giant Combatant, Giant Brawler



### Lv. 47 > Lv. 50+

One of best areas for grinding in this level range. The monster density is extremely high and the walks are short. Yet you should watch out for the giant enemies. They are very dangerous to deal with before you hit Lv. 50.

**Monsters:** Red Bear, Mansha Warrior, Mansha Javelin Thrower



## Lv. 50+ Grinding

You should grind this area if you want to level more than 50. It's currently the best grinding spot in the NA/EU version in terms of both EXP and Silver.

**Monsters:** Catfish Light Armored Warrior, Fat Catfish, Otter Fisher, Catfish Elite Fisher



## Making Silver

Close to everything in Black Desert Online does cost you Silver. While there are many ways of making a fortune in Black Desert, most of them require a more or less complex setup. This kind of set up usually both takes a lot of time and money as well.

### Grinding

Yet for those people that do not like the Contribution System, there is still a great way of making a lot of Silver while leveling your character and grinding for Skill Points. Grinding!

Regardless what monster you kill in Black Desert, they drop at least one type of Silver item to other possible drops.

#### Two Types of Silver

There are two types of Silver in Black Desert Online. The first one is a simple silver that can only be sold to NPC. The second one is an exchangeable type. This type of Silver can be sold to the NPC as well but will yield slightly larger sums of Silver if they are exchanged at the right NPC.

Sometimes those items can also be exchanged against other items which might be even more valuable than the pure Silver count. The downside of the exchangeable Silver items is that you need a certain amount of them before you can exchange which results in longer times grinding before you can cash out.

#### Energy Points are Important

Another good thing about Grinding is that you do not need to spend any Energy Points in the process. However, it's still important to invest your Energy Points into the Node you are currently farming as well. The higher the level of the Node, the more items will drop and the higher is your average income.

### S Rank Ecology Knowledge

Your income can be further increased if you gather **S Rank Ecology Knowledge** about the monsters you are farming as S Rank Knowledge will **increase the drop rate of that specific monster type**.

While this is already a steadily flowing income, actual drops will increase the amount of Silver per hour even further e.g. **Black Stone** or **Summon Scroll** drops from the Lv Guide the Lv50+ Spot (**Catfish Light Armored Warrior**, **Fat Catfish**, **Otter Fisher**, **Catfish Elite Fisher**). It's the only worth farming spot at the current level of content.

With this way of grinding, it is a very easy and very profitable way of increasing your wealth with very few restrictions and preparation time needed.

### Bring a Wagon

To increase the efficiency of your Grinding, you can reduce the time you need to bank your looted items **by bringing a wagon / cart to you Grinding spot**. The cart will allow you to store heavy items like armor and weapons. In addition, you can carry a lot more potions with you if you store them into your cart. Just park your wagon outside your farming spot on a safe place away from enemies and simply walk over to it once you need space in your inventory or you need new potions.

### Deals with Players

Another big factor in the possible amount of Silver you can grind per hour is the monster density at your spawn and the fact how many people are grinding at that spot as well. The higher the monster density and the less players are around the higher is your hourly income.

There are a few ways to deal with players and you can pick the option that fits you the most (We are not judging you for the decision you make ;)).

1. You can try to switch your channel if there are too many players around.
2. You try to kill steal the other players pulls by dealing more damage to their monsters.
3. You can activate PvP and kill them. (Beware low Karma can have severe consequences)
4. You can try to group up with them.

## Fishing

Fishing is one of the best options to make some Silver in Black Desert but **the process of fishing is boring and takes a lot of time**. Lucky you are able to AFK fish resulting in a great amount of Silver when you come back to your computer.

As the area you are catching your fish needs to be connected to the area you are selling your fish, some time and labor is needed to set fishing up to be really effective. This has various reasons:

- First: the further away you sell your fish from the area you caught it, the higher the price you will get.
- Second, the more people fishing in the same area, the longer it takes.
- Third, the further away you are fishing from the starting area the more the fish are valuable.

The first problem is the huge amount of people directly fishing in the starting areas like in Velia. If you do not want to invest any time and labor into setting up your fishing. Instead, you should fish in **Heidel** or **Calpheon** as less people will be fishing there. As you directly fish in the city, you also do not need any Contribution Point to connected Nodes.

A better way with only a minimum amount of time and labor investment is to connect the Node directly left of Velia and fish from that position. For the minimal Contribution Points you will be able to fish in a abundant fishing area increasing your possible income.



If you want to maximize your possible gain per hour, you will need to invest a little bit more time and labor unless you want to spend real money in the cash shop (F3) for a boat.

Do some quests until you get around **15 Contribution Points** and some Silver.

Head to **Velia** and buy the following buildings.

- 1 Lodging; 1-2 Lodging; 1-3 Lodging
- 1 Residence or Warehouse
- 1 Refinery; 3-2 Tool Workshop; 3-3 Shipyard

Then

- Hire four workers
- Gather or buy 6 Rough Stones
- Gather or buy 25 Logs
- Put all the materials in your Warehouse in Velia
- Refine 3 Black Stone Dust in your Refinery
- Build a raft in your Shipyard (the building will take time)

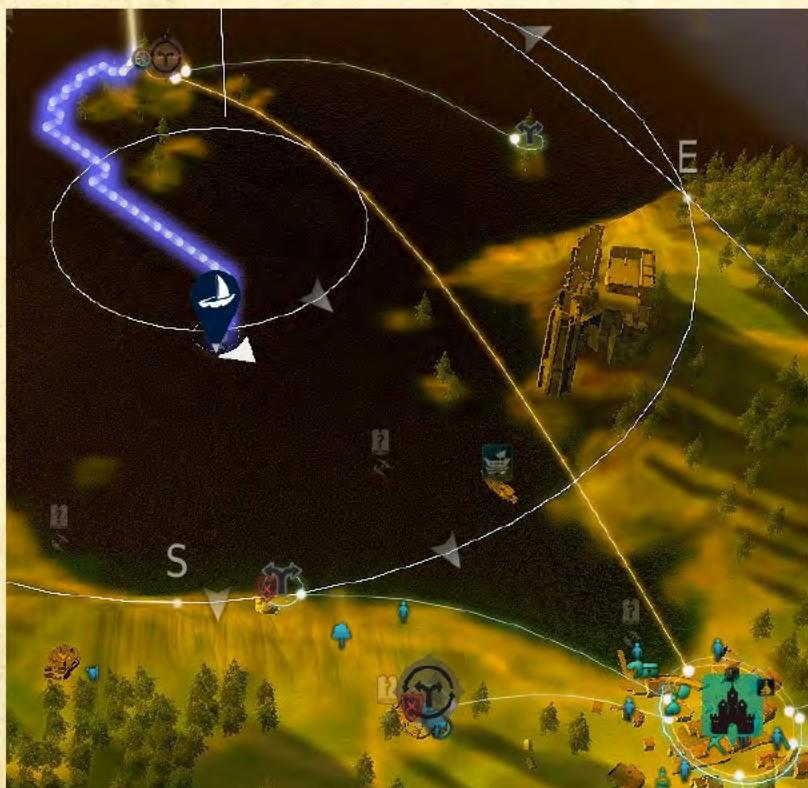
Register the raft at the port in **Velia** and set your sail for island in front of Velia to connect the Node

These are all the preparations you need to do. From now on, you can fish in the **Luivano** Island region. There is a **small Island in front of the Costal Cave Node** I recommend to fish from. The Luivano sea has a high density of blue and yellow fish **worth more than 20,000 Silver a fish** thanks to the connected Node.



In increase your income you can bargain with the Trade Manager in Velia for a higher price, the increase in the selling price is worth the spent Energy Points.

Using this place to fish for the duration of your good night sleep will secure you a high and steady Silver income.



## Trading 101

Trading is one of the easiest ways to make some Silver in Black Desert. While compared to other things, starting as a trader might be somewhat slow in terms of gain. In addition to the high investment costs, you will be able to receive a much higher payout once you **train your Trading Skill**.

It is important to understand that this trading does not involve other players but trading with NPCs.

The easiest way of starting a career as a trader is **to connect Velia and Heidel**. Once the two cities are connected, you should acquire the biggest wagon / cart you can effort.



At first, you need to buy a cart full + your characters weight limit in trade goods in one of the two towns before you set a **Auto Route** to the **Trade Manager** in the other city. You will have three to five minutes time while you are auto traveling, you can invest in different things e.g. worker management. Once you arrived, sell all your goods to the Trade Manager while buying a new batch of goods from him.

Each time you sell goods to a Trade Manager **your Trading Skill will increase**. Once you level up high enough you will eventually unlock new and better goods at each vendor increasing your gain.

While this is the basic way of trading you can increase the distance between your buying / selling to increase your gain. Keep in mind that the **place you got your goods need to be connected to the place you are selling them** resulting in a lot of Contribution Points needed.

To further increase your gain from trading, always make sure to **use your own horses to carry your wagon / cart**. Leveling them will not only increase your own Training Skill but it will also increase the chance breeding with them will result in a higher tier horse. While higher tier stallions can be used to sell their breeding tries to other players high tier horse are in general worth a nice amount of money. **Combining trading and breeding will result in an extra gain**.