

**Things to keep in mind while reading this guide:**

1. lvl-ing advices and pvp suggestions are available only for DKLegend (or other servers that have same balance). But the other things related here are generally available on all servers.
2. Also note that on DKL:  $10 \text{ DEX} = 10 \text{ TOHIT} = 5 \pm 1 \text{ DEF}$
3. This is my personal guide/suggestion. You must not think that this is the best guide for combat ouster. This class and its build will differ a lot from player to player. I only collected in this document my opinions about combats from different servers for many years.

**Topics you will find here:**

1. Why DEX (*why should I go on DEX and not STR or hybrid*)
2. How to LVL-Up (*where to lvl, party or not party*)
  - 2.1 Party and lvl-ing
  - 2.2 What not to do while lvl-ing
3. What set should I make (*4 types of set with examples*)
  - 3.1 Cues or Knots?
  - 3.2 What ZAPS should I use
4. Rank skills (*what rank skills to learn*)
5. What skills I need (*what skills are usefully and why*)
  - 5.1 Order to learn
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## Why DEX?

Before going into the guide itself I want to explain a little, why almost, all combats chose DEX path for their build. So, to understand better the concept I will explain, first, the differences between DEX and STR and, second, why STR is not so helpfully (is not useless but not too helpfully as well).

	<b>DEX</b>	<b>STR</b>
<b>DEF</b>	HUGE	
<b>TOHIT</b>	HUGE	
<b>HP</b>	LITTLE	HUGE
<b>DMG</b>	HUGE for 181 , little for others	HUGE for 201 and 171 buf only
<b>PROT</b>	LITTLE	HUGE

In all servers I've been playing TOHIT was always (and still is) the most important for an ouster combat; because, without it you're unable to hit anything. That's why the choice to go on DEX or STR is a tricky one. Because you may say *"I will not hit but I will have huge PROT and HP and DMG, so I will go STR way"* – well yes... but even if you have insane HP and PROT what good does to you if you can't hit anyone? Also, keep in mind that even if you go on STR stats and add a DEX/TOHIT set, your tohit will still not be enough for pvp. That's why most peoples chose DEX stats. Of course, you can chose a STR build as well and become a real tanker but you will always need a party if you want to pvp; you will need someone else to do the hitting/killing part for you.

Another important reason why STR is not so helpfully is this: your combat skill that you will use the most (181) is based on DEX not on STR. So far, only your 171 buf dmg and 201 attak dmg are STR based. But your 181 dmg, 171 buf tohit and 201 tohit are DEX based. I will say more about this on the WHAT SKILLS I NEED chapter.

So, in other order of ideas: chose DEX build for a better to hit rate; you will have low HP and PROT and DMG but you will have high DEF and TOHIT values – will help you a lot in PVP.

About hybrid (STR/DEX), if you go this path, at some point will met same issue: *"I don't have enough TOHIT and I miss peoples. Also my DEF is not high and I get hit much. Even if I get some PROT and more HP, my attacks fail (casting is stop) each time I get hit... and it happens often."*

So, that's why most players chose full DEX builds. I myself I prefer to have low HP, low PROT but to be able to defend better and to hit 90% form cases.

## How to LVL-UP

I've heard a lot of rumors that is hard to lvl up for a combat, especially if he is DEX. It's all false! What you need in the beginning is to accumulate skill points and first of all, make your Evade skill to 30. This will help you a lot in avoiding the monsters attacks, so will help you with your lvl-ing. Read also, WHAT SKILLS I NEED chapter before learning Evade.

To get EXP, solo, there isn't a short way or hard way. You only need to be patient: kill red monsters everywhere you see them (ofc based on your lvl). But if there is no one to lvl-up you, or you prefer solo-ing (which I recommend in case you don't have a full party) these would be the places order where to hunt red monsters and get exp: Caligo -> Drobeta/Rahom/Garble Dungeon -> Hilla -> Asy (after you get some moju) -> Tiff1/Tiff2 -> Dracula -> Camilla.

For easier lvl-ing I suggest you make a HPS set (minimum 18) and... more DEF the best, but more HPS you have more easier will be for you to lvl-up. Now, the speed of lvl-ing differ from person to person, but as an overall idea, your results should be like this:

- Caligo -> Drobeta/Raohm/Garble (10-100)
- Hilla -> Asy (101 – 140)
- Tiff1 -> Tiff2 (141-150) – you need Sharp Hail for Tiff.
- Dracula -> Camilla (Horus+)

**Keep in mind that once you hit lvl 150 do the 93% part, as you will be lvl 160 right after JC quest.**

Actually, there might be a faster way (but I never tried it): if you want to invest money in lvl-ing, add all your points in STR till you get 150. STR will help you tank the mobs better and kill them much way faster (but again, for PVP will not help you). And after you JC unlearn the STR points and move them back to DEX.

Also, the use of exp stones and hour glass do it wisely. Use them only if you are sure you will lvl for a full hour; and only use your exp stones in double exp hours. Other way you will just waste them.

And please remember that: if you don't find a full party of similar lvls, always go lvl solo in double exp times and when you are using exp stones. Read below why.

## ***Party system and lvl-ing***

A lot of peoples don't understand at all the meaning of lvl-ing in a party. Yes, means you can kill a number of monsters faster but... this is not everything. When you are in a party the exp that all party members get is split to the number of members. As well, as a bonus of exp is applied depending on how many members are in party. In other words: If you go to lvl in a party of 2 members A and B means that: both of you will get  $(A+B)/2$  exp + little bonus. If the party is **full (6 members)**, all of you will get  $6 \text{ members exp} / 6$  + huge bonus. But to get this bonus all members must be in same screen while the killing is done. Also, take in consideration that the exp that each of you normally get per specific mob depend on your lvl.

Second thing: If you are lvl-ed by someone, **never use your movements skill (sylvth/seregon/etc)** while he is killing; because they reduce the amount of exp you get. Of course that when you are very low lvl, you can't notice that, but higher you get in lvl will be easier to notice.

Third thing to keep in mind is **never use Distance Blitz and Attack Type Rush** (ctrl+1) while you lvl. Both Distance Blitz and Attak Type Rush reduce the exp amount drastically. Don't think that it is a bug in the system, because it was always like this. (Also on some servers Shift Brake reduce exp as well).

## ***What not! to do while lvl-ing***

1. Don't use sylvth/seregon/unicorn/silestean while you get exp – *reduce exp while you are p-lvled*
2. Don't use Attack Type Rush – *reduce exp you get*
3. Don't use Distance Blitz (on some servers Shift Brake as well) – *reduce exp you get*
4. **Use exp stones and then cry in Perona to get lvl-ed** – *no one will help you*
5. Waste time

Note: the reduce exp thing might (but I think not) be different from one server to another. But so far all servers had this in common.

## What set should I make?

Before jumping in set ideas I want you to keep in mind that: as a combat ouster you will also need: minimum 18 hps, minimum 3eps (but 6 is preferred), extra 25 attack speed and some moju except the one you get from liliths.

1. Minimum 18 hps – hps will not help you much in pvp, but you will pvp a lot surrounded by mobs. So hps will help you in getting some hp back while you fight. Also because 18 hps is enough (for high lvls) to PVE you will not need to change sets each time you pvp someone.
2. Minimum 3 eps – even if you have Energy Burst and rank skill, at some point your combo attacks will consume ep much way faster than Energy Burst can fill back.
3. Extra 25 attack speed – without this option your speed will always be under “fast”, meaning that you will have a slow attack speed. (Note here that “fast” attack speed is maximum you can get; even 300 more attack speed will not change it)
4. Moju from liliths will not be enough vs some monsters and int vamps. That’s why I suggest you to increase your moju as well as much as you can. But for an idea you need at least 150 total moju (liliths + items). If you lilith all your items till you get moju 9, 11 + let’s say four items with moju 11 on you you can get decent moju set. *(21 items all lilithed to moju9 + 4\*11moju = ~233 moju)*

Best set for combats... uhmm there isn’t a best set, there are only 5 combination of set you can make. Which one of this is the best that’s depending on how you play. But for combat there are 5 useful sets: AA/DEX, DEX/DEF, DEX/TOHIT, AA/DEF or AA/TOHIT.

**Note: DMG items are pointless for combat ousters. Don’t even try to make a set with dmg items because single thing you will do is waste your time.**

I will tell you shortly what you gain and what you lose for all these 4 sets. But remember that you cannot have all items with these options because you also need speed, eps, some hps and some moju.

6aa/10dex/10def/10tohit	AA/DEX	DEX/DEF	DEX/TOHIT	AA/DEF	AA/TOHIT
DEF	★★★	★★★★★	★★	★★★★★	★
TOHIT	★★★	★★	★★★★★	★	★★★★
HP	★★	★	★	★★	★★
DMG	★			★	★
PROT	★			★	★

5 stars = maximum you can get for specific attribute. Also keep in mind that if you will become too OP you will get nerfed at some point.

Again, keep in mind that: 181 is based on dex and only 201 dmg and 171 buf dmg is based on str.

Now, what you chose is up to you. In my opinion each from the above sets are worth. There isn’t a best one among them, because each of them has Pros and Cons. (But if you are a money user, go on AA6/DEX10 set; if you are a game money user and don’t hurry nowhere go on DEX/DEF or DEX/TOHIT).

When you will start working on your set, keep in mind the following:

1. Try to increase your items options as much as you can; Maximize will be better. (hps/eps/aa can go to 6; dex/def/tohit can go to 10; moju can go to 11; curse to 30). To increase single opt items you can use Drop Shine (harder) or Drop Edges (easier). In case of AA/DEX combination you need to use Blue Bird 2 to increase two options items. But if you go on other combination you can increase each item as an individual than forge them.

So in other words: if you don't want to use too much money then increase singular option items using Drop Edge (which can be procured with game money) and forge them in the end; but if money is not an issue for you then use Drop Shines and Blue Bird 2.

2. When you start lilith your set, use Lilith1 till you get moju5 or 7 on each item. After that use Lilith 2 till you make the item 9 or 11. The reason why I suggest you to do that is because Lilith 2 if fail will won't lower your item. While Lilith 1 will lower it. Also pay attention that in case of armor items, when lil1 will fail, the armor grade will lower as well. And lower grade on armor means lot less def.

Yes, you can increase the grade back with YellowDrop3 but... Lil2 is cheaper than YD3 (now depend how much you will fail)

3. Always keep up with your lvl: enchant your items till you make them Nut, using articles. In game you have 2 ways, only, how to increase your magic def: green zaps and higher class items.
4. When you will start enchanting your items always use a luck set. Also I've notice that item grade matters too. Higher grade better success rate.

## ***Knots or Cues***

I prefer Knots for the extra def they give. Each knot gives you 5 def (is a hidden option), but if you look on your stats windows you have 5 def for each knot. So both knots will give you 10 def.

Of course that Cues are easier to find, but if you find Knots with better options than the Cues use those.

## ***What zaps should I use***

You can have a zap set (all 4 colors) to win 9 more MOJU and 3 more AA. Or you can make all zaps green to win extra **magic def** (but you will lose 3aa and 9moju). Or you can make all zaps blue to win extra **physical dmg** (but you will lose 3aa and 9moju).

My advice is to use all zaps green for extra magic def. Will help you vs int vamps, healers and chanters. (but use green zap minimum +3)

## Rank Skills

**YESOD** - chose between HOMING EYE (increase tohit) or WIND SENSE (increase def), depending on what you will need more based on your set (or what you want to improve). But note that what you chose here chose as well on GEBURAH rank skill.

**HOD** – chose STONE MAUL (increase dmg)

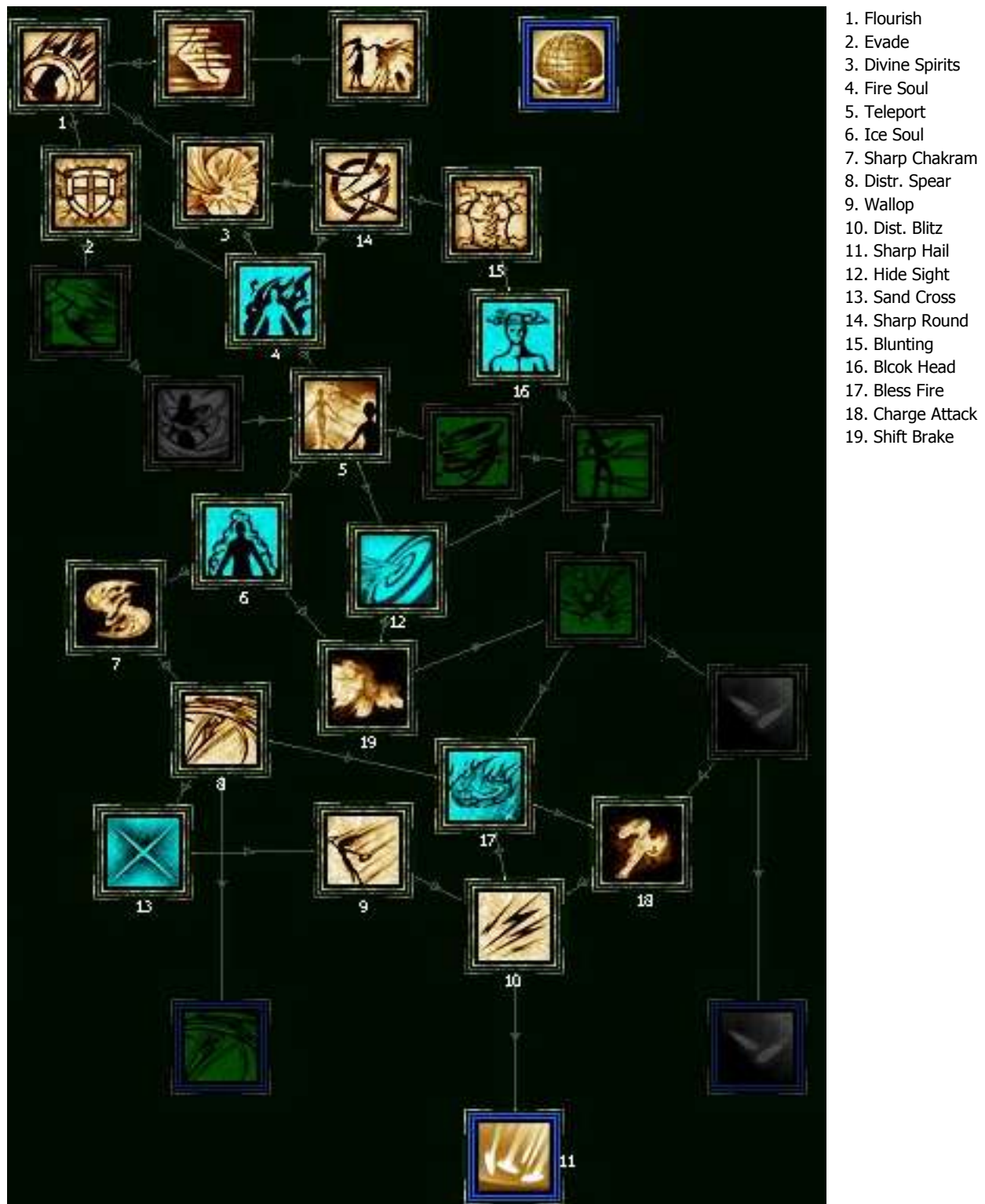
**NETHRETH** – chose ANTI SILVER SKIN (it is the single “thing” that helps you vs silver; in DKL this rank skills help you to block almost 200 silver; and note that almost all slayers will do silver dmg)

**TRIPHRETH** – if you have on you only 3eps chose ELEMENTAL ABSORTION (which will give you +1 eps); if you have 6eps chose BLESS OF NATURE (which reduce the ep consumption for skills)

**GEBURAH** – chose between WIND OF SPIRIT (def) or PIXIE’S EYES (tohit), depending on what you selected on YESOD.

## What skill I need

Below I will tell you what skills I've chosen for myself (after many tests and why I did that).





## ***Order to learn***

As it is pointed in the above picture, if you are a solo lvl-er you should keep that order of learning the skills, then go and maximize them. The all point of that order is to learn and maximize Evade as soon as you can and then, while you will be lvl 140, learn as fast as you can Sharp Hail.

You need Evade (it's a buf) fast to increase your def while lvl-ing and when you will be 140 you need Sharp Hail fast because this is your best AOE skills for hps in mobs. After you have these two skills you can start maximizing the others.

In my example I did not learn Cross Guard and I went to Teleport skill via Fire Soul (no4) skill. The reason why I didn't learn it is because the prot amount I get from that skill (around 80), in DKL not helping me with much. Also, the reason why I jumped directly to Teleport via Fire Soul is to save some extra skill points.

I also did not learned Distruction Spear Mastery as there is no need for that skill once you are lvl 161 and you will be able to use Brionac skill. There are some rumors that Brionac is related to Distruction Spear... FALSE! But if you are a slow lvl-er (or play different server with low exp rate) you will need Distruction Spear Mastery as well. But keep Dist. Spear to lvl 1 and make, only, Dist. Spear Mastery lvl 30. The reason is simple: Lvl-ing Dist. Spear only gives a "poison" effect to your attak (the hp of the target will keeps lowering for few seconds), while Dist. Spear Mastery is the one that gives dmg to that attack. So keep DS lvl 1 as that poison effect is no longer usefully and make DSM lvl 30 for extra dmg.

Keep Charge Attack and Shift Brake lvl-ing for the end of your skill points.

**Important Note: Once you get lvl 181 and you will learn your 181 skill (Chakram Hail) you can make Sharp Hail to lvl 1. Some peoples will say that 181 cool down is related to Sharp Hail lvl – FALSE again. This will make you win some extra points that you can use on Charge Attack or/and Shift Brake.**

But once again, when you start lvl-ing the skills do it in the order from the photo, **because you will have enough points to all above skills only when you will be lvl 181 and you will make Sharp Hail to 1.**

Also, keep some points to learn Tendrill (magic side) because will help you with the JC quest. After that you can unlearn it.

Below I will give you some hints for each skills, hints (info) that are not found in the skills description.

## ***Skills lvl and hints***

Before continue I will give you an example of how your skill tree should look when you will be lvl 181:

1. Evade – lvl 30
2. Hide Sight – lvl 30
3. Blunting – lvl 30
4. Sharp Chakram – lvl 30
5. Wallop – lvl 30
6. Charge Attack – lvl 30
7. Block Head – learned
8. Bless Fire – learned
9. Sand Cross – learned
10. Teleport – lvl 30 (but you can keep it lvl 20 as well – in pure pvp you won't use it much)
11. Shift Brake – the remain points

But before lvl 181, because of the Sharp Hail skill which must be lvl 30, keep Charge Attack lower lvl and Shift Break to lvl 1.

Below you can read some notes on some skills. Notes that you don't find them in game (you can find them only after playing a lot and toying with them):

Passive Skills (*you don't need to lvl them and they get activated automatically*)

1. **Hide Sight** – will give you extra tohit. This tohit is not seen on the info window and is not activated always. The activation rate of this skills is based on your dex. No stones pattern required – means that is always on. And is the single passive that can be lvl-ed.
2. **Sand Cross** – is a very good passive skill to use in mobs, because it has 4x4 area and works with hps. This means if you use your 161 skill with this passive you will get hps from 2 "directions". (will not be activated with aoe skills)
3. **Bless Fire** – a very good skills for pvp (or for 1 vs 1); When it gets activated will give you an extra dmg to the attack. The activation rate should be based on dex.
4. **Block Head** – another good skill for 1 vs 1 fight; it will disable your target attacks for some seconds; it is like Tendril (para) with the exception that the target can move but he can't attack. You can't use Block Head and Bless Fire in same time as both of them require different stones pattern. But for pvp, to switch between Bless and Block you only need to move the bottom-right stone over the top-right one and opposite.

### Attack Skills

1. **Distruccion Spear** – as I said above keep it lvl 1. The single reason why you have to learn it is to be able to learn Sand Cross and Wallop.
2. **Shift Break** – if you use it in darkness (not gray one) will clear it around you and it is a skill that makes critical. Also on DKL, because this skill not reduce exp, is pretty good in mobs with 171 buf on.
3. **Wallop** – it is not used only for fast movement. It also makes dmg. It is AOE skill as well, but the range is quite small. But is a skill that can hit vamps in ground, if they hide.
4. **Teleport** – I said above that you can keep it lvl 20 for start. The reason why I said this is following: when you use this skill, from the moment you arrive on the teleported location (based on skill animation) you are stuck like for 1 second before being able to move or use other skills. In a pvp this second counts. Also you will preffer to use more your Wallop and 201 in combos, to inflict dmg as well while you move. But for start, lvl 20 is enough to jump over obstacles.
5. **Blunting** – reduce target def. If you will look on its stats you will see very low def reduced, but actually when you use it in pvp you can “feel” a big difference. Is a skill that you should use it on a high def target (or on vamps in night)

### Some Combos

1. **In mob if your def is weak:** Hail (or 181) + Wallop + Hallo. You should always wallop through the middle of the mob, hit 1 Hail than wallop back. (and from time to time hit Hallo too). In this way you: inflict dmg and gain hps too. The reason why you are able to use this combo is because of the skills cool down which allows you to use both one after another.
2. **In mob if your def is enough:** Hail (or 181) + 161 + Hallo. You should auto-target (caps lock) and use it like this: 2 times 161, 1 time Hail (181) etc. (and from time to time Hallo too) The reason why you should use them like this is because the 181 cool down is equal with the necessary time for 2 161 attacks.

Also when you use your 171 buf, you can add in this combo Shift Brake as well (if it is a decent lvl – but after you get 181, you will have pts to increase that). Shift Brake has nice dmg on mobs while you use your 171. So your combo may look like this: Hail, 161 + 2xShit Brake, Hail etc.

3. **In pvp:** there isn't a fixed combo. The skills order you will use will depend a lot on the number or opponents and their types but:

**vs DEX Vamps** you should use: Blunting + 201 + Wallop + 181 + Charge Attack. When you will pvp, no opponent will remain fixed on same position; he will move a lot or try to run or push you. Because of this, your 161 will not help you too much as it is a skill with small range for pvp. So what you will want to do is try target the opponent (caps lock. If not, works w/o as well) then hit him in consecutives attacks like: 181 + 201 (u push him) + Wallop (to get back to him) + 181 again. OR 181 + 201 (push him) + Wallop (to move closer to him) + 161 (if he don't move away fast enough)

## **DEX COMBAT OUSTER** by Arnok, 2012

**vs INT Vamps:** You will need to avoid their skills a lot (especially Shaddy and Venom). So with INT vamps just try not to get too close to them so they can't use Venom. And use your range attacks like 181 and 201. But pay attention here: with practice you will be able, at some, point to guess what skills he will use and when. So when you will think that he will use Venom don't use 201, because you will just lend in his attack. Instead try use Wallop through him or Charge Attack + Halo. Also keep moju on you and don't get close to him.

**vs Ousters:** you will suck. Especially vs earth users.

**vs Chanters:** you need pay attention on 2 things here: attack and defense. If he use on you his 181 (the purple cloud) single thing for you to get away with it is to use your Squally Barrier skill and spam pupas. Or... if he doesn't have thorns but he hits you with 181, try Charge Attack him fast then use Squally Barrier. Your para will last less than his 181, but at least you save few seconds while he is not hitting you. But If he gets you with Grail as well, then you don't have much to do.

To attack him use always ONLY your 201 and 181. Chanters can use requital (which the dmg you make to them go back to you), but your 201 and 181 will ignore it. And keep in mind that: they usually have shield on them. So your first attack of 181 will always disable their shields and started with second attack you will inflict some dmg. But as a general idea: solo, vs chanters you don't have much chances.

**vs Healers:** remember to para him before he do it to you.

This is not all about combat ousters, but it is all I wanted to say. A better understanding on what I said here and the suggestions I made you will have it by playing a combat ouster, lvl-in it, pvp with it and seeing differences in sets, opponents etc.

Hope will be helpful for you.