

Legacy Black Desert Online Bible 1.6

All Common Guides and FAQs/Links

Organized/Formatted by the Praetorian Guild
Contact "Alyxia" (Freelancer) on Orwen for questions
[Legacy Gaming](#)

"One guide to rule them all"

This mega-guide has the great works of numerous writers across the internet, as well as our very own in-house. We do not take credit for all of the research done in this document, we have simply just put everything in one spot. Special thanks to BDFoundry, Reddit, the Legacy "Science Team", Incognito, and BDOTome for their own researched guides.

Have a guide or video that helped you out? Please let us know in the [reddit thread](#). If it exists on the internet, we want to try and put it into this single link. Always provide credits/sources please.

It is updated numerous times a week with fixes and new major guides, so please bookmark this for future use. The in-depth guides we wrote in Praetorian (Chapter 1, 3, etc) are updated daily, be patient!

This doc is organized by Legacy Gaming for our BD members and friends. If you're interested in joining us, we have both hardcore and semi-hardcore guilds that can accommodate you. The link to apply is [here](#).

If you want to join us in a chat-room, we use Slack (think Discord without voice). Anyone can join, and other guilds hangout as well. Link to join is [here](#). Check e-mail after.

Completely new?

Before starting on this guide, we highly recommend reading the BDFoundry main starter guide. Many of the guides in this doc go into a lot more detail and you may be confused if you are brand new to the world of Black Desert Online. Having scoured the internet for everything related to Black Desert, theirs is the best. Here is a link: [Click Me!](#)

Pro-tip:

Press Ctrl+F to search for something specific!

Want to help out?

Submitting us new guides via reddit is the best way, but we are also looking to host this on a website (our guild site can't handle the traffic). If you want to help out, here is a donate link:



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Gearing, Leveling and Early-Game

Guide By Kashinn and Praetorian

This thread assumes the reader has basic knowledge about Black Desert.

If you have not yet played the game, please spend some time reading BDfoundry's starter guide located [here!](#)

Armors/Weapons with NA Names

- **Armors List:** <http://i.imgur.com/WNkTNzw.png>
- **Weapons List:** <http://i.imgur.com/qoQa4bK.png>

Mediah Content: Grunil Armor, Krea Weapon

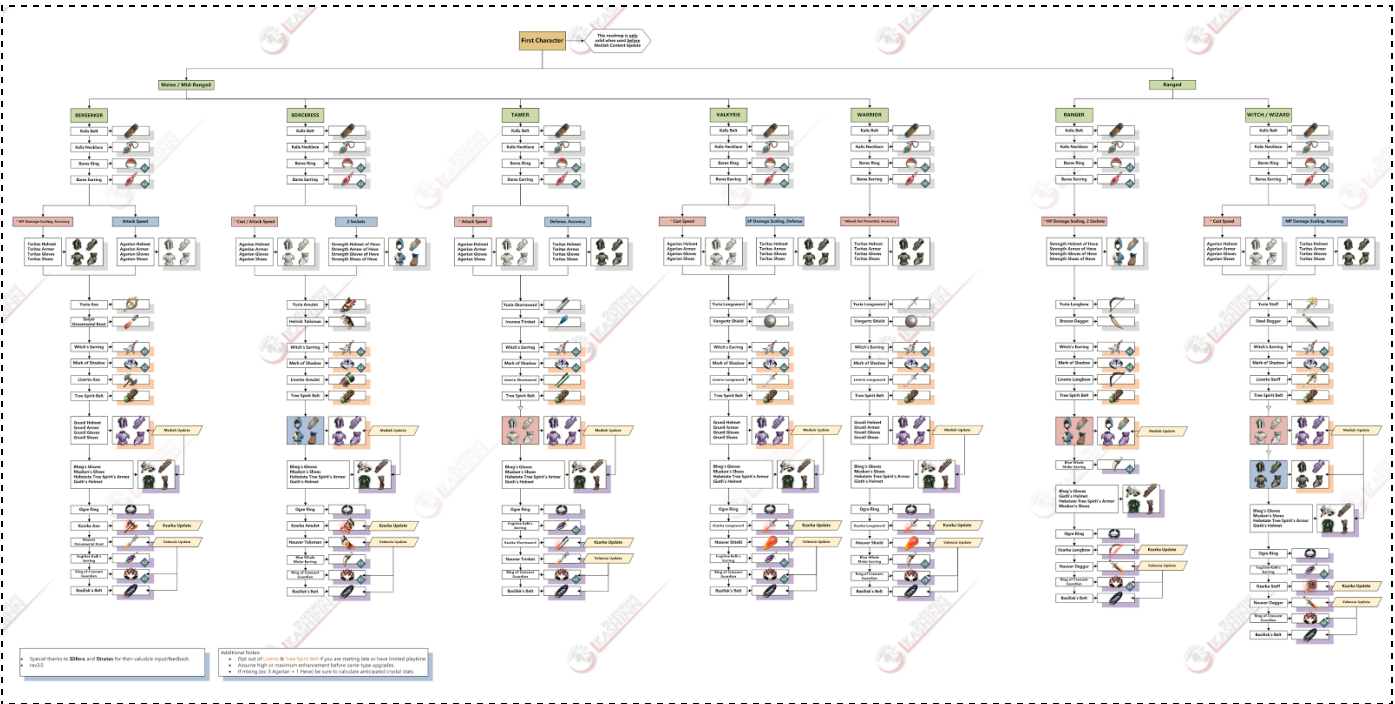
Valencia Content: Rocaba Armor, Rosar Weapon, Nouver Off-Hand Weapon

Note: Boss Armors/Weapons and Liverto scales higher in stats-increased per-enhancement, so the stats on these equipment will be much higher than other equipments at the same enhancement even with Ultimate (Yellow) upgrade tier. Boss Armors come from their respective Summon Scrolls or the Black Market as RNG's and are available after the Mediah Update.

Equipment Progression / Roadmap

This PvP-focused roadmap was developed for the starting classes on BDO NA. The roadmap assumes frequent gameplay starting at launch. If your schedule does not allow for this, disregard the Liverto weapon and Tree Spirit Belt upgrades. The recommended armor choice is denoted by Red. The order of which an upgrade is obtained becomes important when you've

reached the orange-labeled point of the roadmap and onward. Set mixing [ex: 3 Heve + Zereth Boots] is not considered for the initial set. Please read the additional notes.



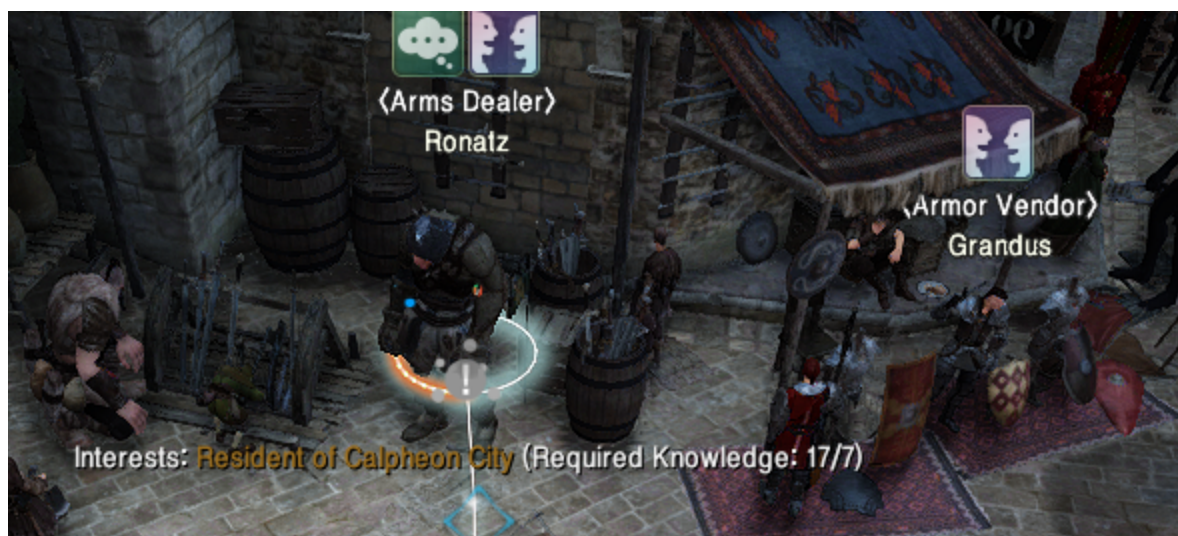
Revision: 3.0

Roadmap may be further updated after accuracy tests (Percents and Armor Pen tests).

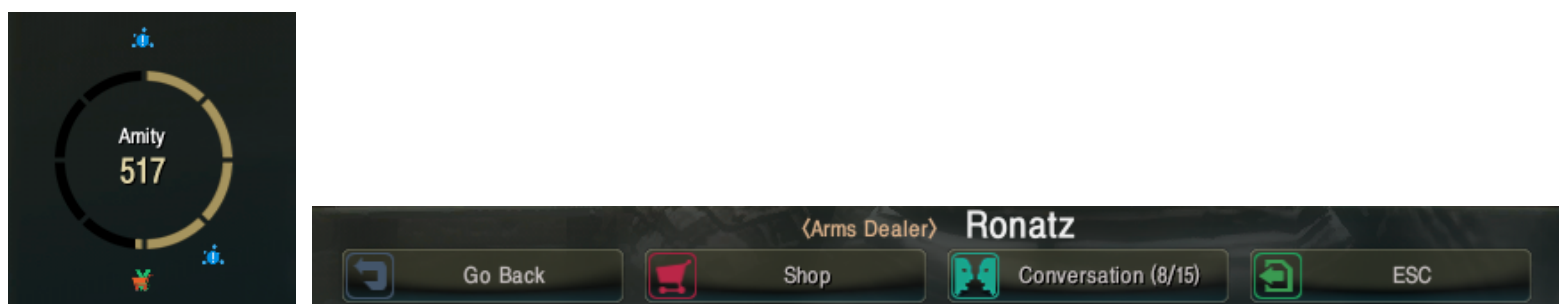
If there are any questions regarding this roadmap (such as item choice or why an item is placed before another), please contact me through Slack by PM or if you spot me in a channel. Also feel free to ask on TeamSpeak but bare in mind that depending on what I'm doing at the time (and the question), I may ask to get back to you at a later time unless it's urgent. The sooner you ask questions, the better since my schedule is unpredictable. For any questions that you feel may be helpful for others to know as well, feel free to post them here and inform me about it via Slack or TeamSpeak and I will check as soon as possible. If you have any feedback or suggestions for improving this roadmap we can discuss that and I'd look forward to hearing it.

Early Yuria Weapons

In the Capital of Calpheon, the Arms Dealer NPC Ronatz (next to the Blacksmith) has an Amity Shop that contains Yuria weapons. It requires 500 Amity to access, and costs 200 Amity and 90,000 Silvers to purchase.



To gain Amity, you must play a mini-game (accessed by clicking on the Conversation button) which costs Energy. On the image below, the Conversation button shows as [Conversation (X/Y)] where X = Energy required to play and Y = Energy available. After clicking the Conversation button, Energy payment will be made and follow the instructions on the top to complete the mini-game. As your Amity with the NPC increases, the Energy cost increases so it is advised to purchase a Yuria Weapon as soon you hit 500 Amity. Regaining the Amity to purchase another Yuria should be relatively easy.



Ronatz favors the Black Dragon constellation so it is advised to choose this constellation upon character creation. You can also park your alts here as there is no level requirement to access this NPC's Conversation mini-game. Below is a sample screenshot of Yuria Weapons from the shop:



The mini-game requires Knowledge of at least 7 NPC's that are of interest to Ronatz. Below are screenshots of the locations of 17 NPCs that Ronatz is interested in. The more interested NPC Knowledge you have the easier it becomes to complete the mini-game.

- **Harden:** <http://i.imgur.com/mAhkx0x.png>
- **Basquean Ljurik:** <http://i.imgur.com/6snkcLe.png>
- **Brandio:** <http://i.imgur.com/be9HoDR.png>
- **Fredelles Herba:** <http://i.imgur.com/J9UlvZu.png>
- **Danielle Stimi:** <http://i.imgur.com/eZlbdm7.png>
- **Luolo Grebe:** <http://i.imgur.com/DeJqo4t.png>
- **Dimanthor:** <http://i.imgur.com/VpgA0CO.png>
- **Maryan Pero:** <http://i.imgur.com/CA3irNC.png>
- **Lizle Carta:** <http://i.imgur.com/f5SHWLH.png>
- **Wolfgang:** <http://i.imgur.com/utiVHFK.png>
- **Ashroque:** <http://i.imgur.com/BkpuptE.png>
- **Psebor:** <http://i.imgur.com/VLF75jk.png>
- **Angela:** <http://i.imgur.com/7tG5tMJ.png>
- **Ario:** <http://i.imgur.com/U33ZAmP.png>
- **Lindsiyana Herba:** <http://i.imgur.com/qikY3E3.png>
- **Martha Kiyen:** <http://i.imgur.com/2FE0Afv.png>
- **Clarkster:** <http://i.imgur.com/mYqmDHR.png>

Early-Game Progression

- Powerleveling Map
 - Most guides bring you to new areas when mob names become red but this is not always time-efficient for speed-leveling
 - Developed by maximizing the exp-per-time and based on first-character AP assumptions
 - Mob abundance differences and the tankiness of X vs. Y mobs were taken into consideration at every level stage
 - Even if the areas are unexplored, your auto-path line will match the map's if it is the correct destination



- If you are in a party, this path is more efficient:



- **LvX-20: Scarecrow**
 - Heidel to Scarecrow: <http://i.imgur.com/XX8KHFU.png>
- **Lv20-25: Rebel**
 - Rebel to Glish: <http://i.imgur.com/L2Tt2jZ.png>
- **Lv25-30: Cultist**
- **Lv30-33: Red Orc**
 - Glish to Red Orc: <http://i.imgur.com/3wzpsVF.jpg>
 - Red Orc to Calpheon 1: <http://i.imgur.com/KxXeY5Q.jpg>
 - Red Orc to Calpheon 2: <http://i.imgur.com/WN11n4H.png>
 - Red Orc to Keplan: <http://i.imgur.com/XEw26RH.jpg>
- **Lv33-38: Khuruto (inside cave)**
 - Calpheon to Khuruto Cave: <http://i.imgur.com/KLDfz1Q.png>
- **Lv38-40: Possessed Human**
 - Calpheon to Possessed Human: <http://i.imgur.com/F9K0GT9.png>
- **Lv40-47: Chimera**
- **Lv45-47: Giant (only if there is competition at Chimera)**
 - Keplan to Giant: <http://i.imgur.com/yRxb6ux.png>
- **Lv47-49: Mansha**
 - Calpheon to Mansha: <http://i.imgur.com/SQMqmaN.png>
- **Lv49-50: Catfishman**

- Power Leveling Chart (Maximizing Red vs Purple Mobs)

Monster	Level	Population	
Mine Imp	11	100% Purple	
	12	100% Red	
Altar Imp	13	75% Purple	
	14	90% Red 10% P	
Scarecrow		100% Purple	
	15	90% Red 10% P	
	16	100% Red	
Rebel	17	75% Purple	
	18	100% Red	
Swamp Naga	20	90% Red 10% P	
Swamp Fogan		100% Purple	
	22	99% Red	
Cultist	23	50% Purple	
	24	90% Red 10% P	
	25	100% Red	
Red Orc		50% Purple	
	26	75% Red 25% P	
Khuruto	30	90% Purple	
	31	80% Red 20% P	
	32	100% Red	
Troll	34	100% Purple	
Contaminated Human		90% Red 10% P	
	35	100% Red	
Troll	37	100% Red	[Lv.36 Unchecked]
Chimera	39	100% Purple	
	40	100% Red	
Petrified Dwarf	41	100% Red	[Lv.39-40 Unchecked]
Giant	43	50% Purple	
	44	100% Red	
Mansha	45	100% Red	
Catfishman		75% Purple	
Rhutum		90% Purple	
Catfishman	46	100% Red	
Rhutum		100% Red	
Treant		100% Red	[Lv.45 Unchecked]

- Weapons

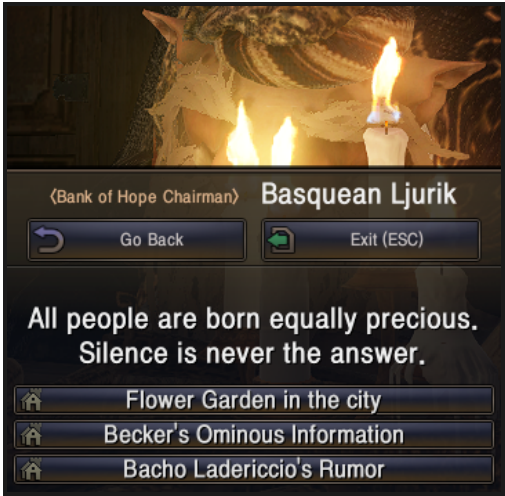
- Start with either +7 Bares for PvE/Fast-Leveling or +7 Seletth for early PvP, then upgrade to a Yuria Weapon

- If you're following the leveling map above, you can visit Ronatz to obtain Yuria Weapons right after Red Orcs
- Early Node Investment
 - Invest in Lake Kaia (8 CP required)
 - Invest after you finish leveling at Red Orcs
 - Start connecting from Capital of Calpheon
 - Invest your Energy into Lake Kaia node as this is a great source of money and Skill Point EXP
- Character Slots
 - Be sure to fill out all your character slots even if you just leave them at Lv.1 (completing Tutorial recommended)
 - Vigor regens for all characters independently even when offline.
 - Use vigor from junk characters for Node EXP dump to increase drop rates.
 - Park junk characters at Calpheon's Ronatz NPC to increase Amity for more Yuria Weapon purchases
 - Park junk characters in Calpheon to delete mob knowledge using vigor to try and acquire a better knowledge rank (faster kills)
 - <http://i.imgur.com/KYwP6zB.jpg>
- Night Hours
 - Grants bonus mob EXP
 - Occurs every 4 hours lasting 40 minutes per cycle
 - In EST, 10:40-11:20, 2:40-3:20, 6:40-7:20 AM and PM, if consistent with KR/JP and NA CBT2.

Early 5 AP Rings / Earrings

When you've reached the point where you'll be farming for Witch's Earrings and Mark of Shadows so you'll want to pick up the hourly quests while farming for these accessories to guarantee that you'll have 5 AP rings/earrings. These quests ask you to kill mobs that drop Witch's Earrings and Mark of Shadows. You can have all slots filled with these guaranteed accessories so that when you enhance your Witch's Earring / Mark of Shadow, there will be no stat-risk. Both hourly quests at Hexe Sanctuary and Abandoned Monastery are on individual reset timers.

There is a quest that is required to unlock the ring/earring quest line. Speak with the Warehouse Manager within the Capital of Calpheon and accept the quest "Becker's Ominous Information." This quest will lead you to the NPC Becker that provides you the hourly-repeatable quest.



The other NPC is located at the Node Manager of Abandoned Monastery. For both NPCs, there is an RNG quest that must be completed before you can receive the repeatable quest. The first RNG quest provides you with a free 3 AP accessory which can later be used to upgrade to a 4 AP accessories by exchanging the ring and a number of tokens and then a 5 AP accessory.



The repeatable quest provides 1 token which is used to exchange for the AP accessories at a nearby NPC. These tokens are universal so they can be used to exchange for either accessory.



It is advised to first exchange for the 5 AP ring before earrings while farming at skeletons due to the tankiness of shadow knight mobs.

Late-Game Progression

- **Lv49-51:** Catfishman Camp (lvl range will be updated later)
 - <http://i.imgur.com/fPrWOV6.jpg>
- **Lv50-52:** Helms Post (lvl range will be updated later)
 - <http://i.imgur.com/BuQVbzZ.jpg>
- **Lv52-54:** Elric Shrine (lvl range will be updated later)
 - <http://i.imgur.com/glBMfEu.jpg>
- **Lv54+ EXP/Money Farming** at Sausan Garrison (NE Mediah), store carriage at nearby stable
 - <http://i.imgur.com/S3syufG.jpg>
 - Place rented Container (from Altinova Warehouse) in a Kusha Village house to save time
 - <http://i.imgur.com/wtxA91L.jpg>
 - Store turn-in item for Western Guard Camp in this Container, and other goods
 - Store a character in Altinova for marketing items from Container/Warehouse to save time
 - Store a carriage at Kusha Village
- **Weapon Upgrade Locations:**
 - Yuria = Keplan City
 - Seleth = Glish Town
 - Bares = Capital of Calpheon
 - Krea = Altinova
- **Armor Upgrade Locations:**
 - Taritas = Capital of Calpheon
 - Zereth = Capital of Calpheon
 - Agerian = Heidel City
 - Talis = Keplan City
 - Grunil = Altinova
- **Stat impact:** Attack > Accuracy > Defense/Evasion [11/27/2015]. Attack is preferable over defense for most (not all) classes.
- **Enhancement:** You can enhance up to +18 without weapon destruction. Failing attempts to go above +16 will decrease enhancement level by 1.
- **Useful Cash Shop Items:** Pet > Inventory Slots > Increase Max LT > Costume > Underwear > Character Slot > Weapon Skin > Horse Costume
- **Liquidate for New Character:**
 - Grunil Armor / Boss Armor are the most flexible armors.
 - In KR, there is an Event-Limited Cash Shop Item that converts one main weapon type to another (ex: Yuria Axe -> Yuria Staff)
- **Content Release Pattern:**
 - Node Wars (1 month after game's release: JP/RU)

- Mediah Update (2 months after game's release: JP/RU)
 - Boss Armor (Giath's Helmet, Red Nose's Armor, Hebetate Tree Spirit's Armor, Bheg's Gloves, Muskan's Shoes)
 - Enhancement cap increased from +15 to +20
 - Equipment upgradable to Ultimate (Yellow) tier
 - Castle Sieges
- Kzarka World Boss (With Mediah Update in RU, 3 months after game's release in JP)
- Valencia Update (4 months after Mediah Update: JP)

Additional Resources

- Auto-Path Maps:

- For precise auto-pathing to unexplored areas, use these maps for guidance and match the auto-path lines
- Your character's current position must be around or on the auto-path line in the map
- For power leveling auto-path maps, refer to Section IV: Early-Game Progression



- Example:
- Western Guard Camp to Velia: <http://i.imgur.com/7XKBSSJ.png>
- Velia to Heidel: <http://i.imgur.com/o7GbGYu.png>
- Heidel to Glish: <http://i.imgur.com/ujwMaSJ.png>
- Glish to Keplan: <http://i.imgur.com/WWAA6Cw.png>
- Keplan to Calpheon: <http://i.imgur.com/qaNNBzC.png>
- Calpheon to Northern Wheat Plantation: <http://i.imgur.com/Lcnxl8R.png>
- Calpheon to Florin: <http://i.imgur.com/BkYlaRw.png>
- Calpheon to Epheria Port: <http://i.imgur.com/4GikO6V.png>
- Calpheon to Behr: <http://i.imgur.com/qB5GNJn.png>
- Calpheon to Trent: <http://i.imgur.com/TLyDd5Q.png>

- Drop Locations Table

- This table is not complete and will be updated over time.
- Some items were intentionally excluded from the list.

-

- The table will be re-organized later for better viewing.

Hidden Information

Party Size EXP (From Dev Diary 2.1)

Players in Party	Old EXP	Example*	New EXP	Example*
1	100%	100	100%	100
2	50%	100	60%	120
3	33,3%	100	50%	150
4	25%	100	50%	200
5	20%	100	50%	250

Attack Speed / Cast Speed Rank in % Value

Rank -1: -10% speed

Rank 1: +4% speed

Rank 2: +8% speed

Rank 3: +12% speed
Rank 4: +16% speed
Rank 5: +20% speed

Info: https://www.reddit.com/r/blackdesertonline/comments/37a07m/attack_speeds_above_5_testing_no_benefit_at_6_7/crlc7is

Critical Chance / Movement Speed in % Value

Rank 1: +4%
Rank 2: +8%
Rank 3: +12%
Rank 4: +16%
Rank 5: +20%

Info: https://www.reddit.com/r/blackdesertonline/comments/3a6xkp/critical_chance_test_results/

If you're worried about Attack Speed / Cast Speed vs. Critical Chance, I'd say AS/CS contributes more than Crit in realistic BDO situations (getting those early frames in) even though they are nearly equivalent in terms of contribution to your DPS. Pay special attention to skills that already have a base crit chance.

Skills affected by Attack Speed / Cast Speed

Sorcerer: https://www.reddit.com/r/blackdesertonline/comments/3asqoe/sorcerer_list_of_skills_effected_by_cs_as_test/
Tamer: https://www.reddit.com/r/blackdesertonline/comments/3b0nhk/tamer_list_of_skills_affected_by_attack_speed/
Valkyrie: https://www.reddit.com/r/blackdesertonline/comments/3bbtn8/valkyrie_list_of_skills_affected_by_cast_speed/
Blader: https://www.reddit.com/r/blackdesertonline/comments/3d7esn/blader_list_of_skills_affected_by_attack_speed/
Berserker, Ninja, Ranger, Warrior assumes AS and Wizard assumes CS but is untested.

Luck Chart

Buff from titles

Title count	Luck	Energy(work point)	Exp	Stamina
50	1			
60	2			
70	2	1		
80	2	2		
90	2	3		
100	2	3	3%	
150	3	3	3%	
200	3	4	3%	
300	3	4	6%	5%
400	3	5	6%	5%
500	3	5	9%	5%
600	4	5	9%	10%
700	4	6	9%	10%
800	4	6	9%	15%
900	4	6	12%	15%
1000	5	6	12%	15%
1500	5	7	12%	15%
2000	5	7	12%	20%

form1ca.ru/bdo

Useful Links

- Skill Point Calculator: <http://www.blackdeserttome.com/calculator>
- NA Database: <http://bddatabase.net/>
- News Digest: <http://blackdesertfoundry.com/>
- Official Twitter: https://twitter.com/BDO_News (can set for sms notifications)
- Customization Exports - Blackdesert.su: <http://blackdesert.su/category/presety/> (All downloadable)
- Customization Exports - Vk.com: <https://vk.com/presetbd> (All downloadable)

Customization Exports - BDO KR: <http://bbs.black.game.daum.net/gaia/do/black/media/list?bbsId=BT002&objCate1=58>

(Look for  icon)

Customization Exports - Inven: http://www.inven.co.kr/board/powerbbs.php?come_idx=4133&islin=black (Filter Option, not all downloadable)

Game Mechanic Guides

PvP Areas and Battlegrounds

[From BDFoundry](#)

Introduction

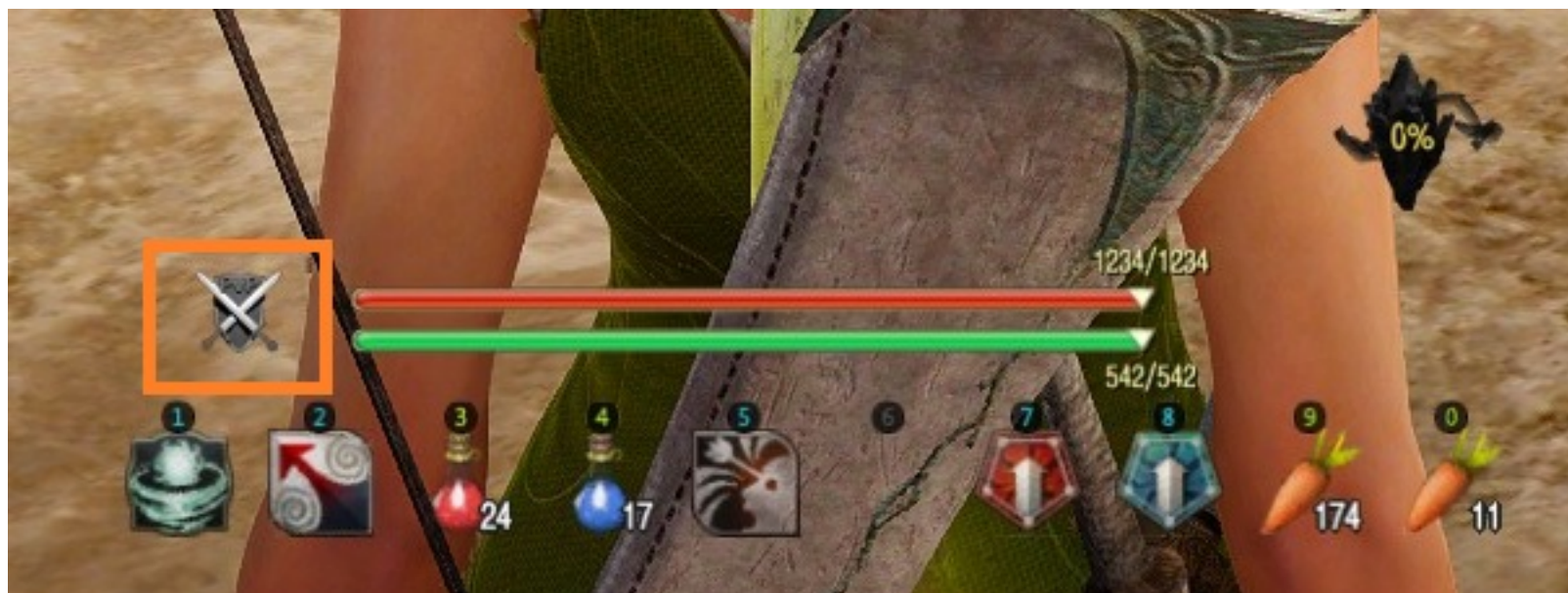
Open world PvP (Player Versus Player) is only available once you reach level 50 or higher (level 30 on RU version). However, flagging up for PvP will allow you to kill anyone level 40 or higher (KR and JP only). PvP can only take place outside of “safe zones” which are towns and cities around the world. Otherwise, you can attack another player or be attacked anywhere. There are many PvP aspects to Black Desert, such as battlegrounds and open world arenas. There are also GvG wars which take place throughout the day.

This guide does not cover GvG wars. If you would like to learn more about GvG wars, click [here](#).

How to Activate/deactivate Pvp Mode

To activate PvP mode, press Alt + C or click on the sword and shield icon to the left of your HP bar. The icon will glow red when it is activated and you will receive a system notice. Once PvP mode is activated you can attack another player. If the player fights back an icon will also be placed above the character's name.

To deactivate PvP mode again, you can press Alt + C or click on the sword and shield icon. The icon should return back to it's gray color and you will receive a system notice. You can see the difference between these in the screenshots below:



Pvp Penalty & Karma

This information is based off the Korean client and is not accurate for Japan and Russia.

You start with a maximum of 300,000 Karma. Hitting a non-flagged player will result in you losing 10 Karma, if you kill a non-flagged player you will lose 200,000. Once you reach low Karma, your character will turn red and you may experience some penalties such as: gear dropping on death, losing enchants on death, breaking sockets on death and spawning in random locations. Some NPCs may not talk to you and NPC guards might attack you.

If you have low karma your Guild Karma will also be reduced.

Killing a player with low karma (red) has no penalty.

In the Valencia region, karma penalties are significantly reduced. View the table below for the differences between PvP penalties in Valencia compared to the rest of the world. Differences are in red.

	All other areas		Valencia	
Karma	Friendly (0+)	Hostilities (-1 or less)	Friendly (0+)	Hostilities (-1 or less)
Socket breaking	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment
	Yes	Yes	Yes	Yes

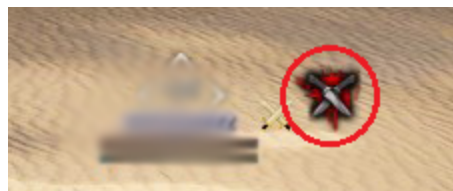
Experience loss	Death by character / NPC	Death by character / NPC	Death by character / NPC	Death by character / NPC
	No	Yes	No	No
	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment
	Yes	Yes	Yes	Yes
Enchanting decline	Death by character / NPC	Death by character / NPC	Death by character / NPC	Death by character / NPC
	No	Yes	No	No
	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment	Death by a monster / Environment
	No	Yes	No	No
	Death by character / NPC	Death by character / NPC	Death by character / NPC	Death by character / NPC
	No	Yes	No	No
	Death by character / NPC	Death by character / NPC	Death by character / NPC	Death by character / NPC
	No	Yes	No	No

※ You can not drop trade items regardless

Jail System

This system is only part of the Valencia region.

Killing another player will make you an “outlaw” for 30 minutes. An outlaw symbol will then appear next to your name to warn other players. The outlaw symbol will disappear unless you move outside of Valencia. Moving outside of Valencia will cause the timer to decrease and you will remain an outlaw.



<Outlaw symbol>

If you die to another player as an outlaw you will be sent to jail instantly. Dying to a monster/environment will only decrease your experience and have a chance to break a socket. When you are sent to jail, you will remain in jail for either 30 minutes, 50 minutes or 60 minutes depending on how many players you killed as an outlaw. You will also receive a debuff with the following limitations:

- Unable to enter combat stance
- Movement speed reduced by 50%
- Unable to board or call your mount
- Cannot use the escape option in your main menu

In addition, you cannot take part in the Crimson Battleground, 3v3 Battleground, Horse Racing or Guild Sieges. If you die whilst in jail you will not receive death penalties but you can only be revived by an NPC or another player.

Multiple guards are placed at each entrance/exit of the jail, as well as some inside for surveillance. It is possible to escape, but first you must complete a quest at the entrance from an NPC. He will remove the debuff for you, allowing you to try your luck at sneaking past the guards.



Outlaw Town

Mui Kuhn is the outlaw town. Players with positive karma will be attacked by the guards in Mui Kuhn, as well as not being able to interact with the NPCs in town. Whilst low karma players are welcomed. NPCs offer various quests with special rewards for outlaws.

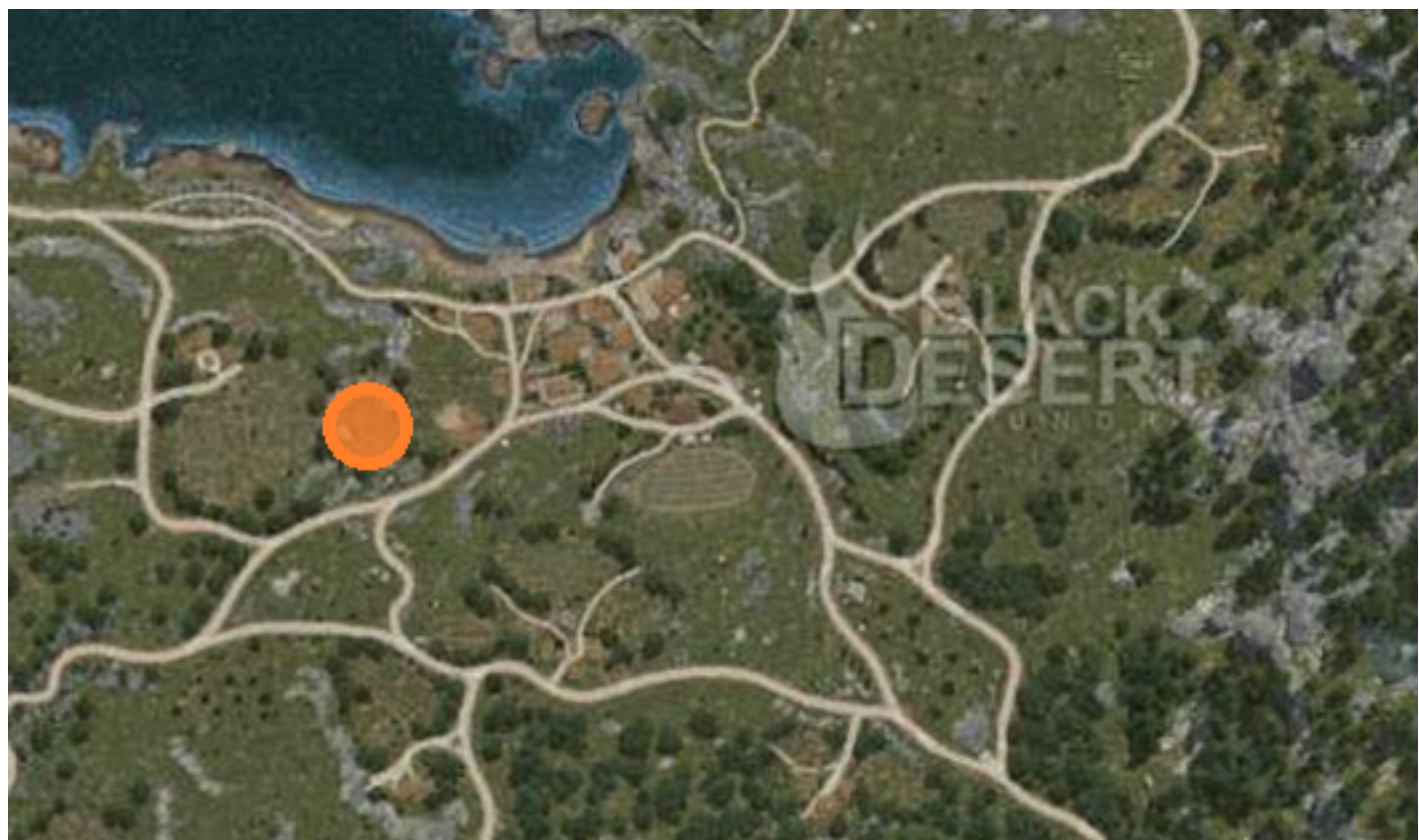


If an outlaw dies at Mui Kuhn, they will not receive any death penalties. They may also resurrect safely at the town if they die anywhere in Valencia.

Open World Arenas

Whilst in an arena you can attack any other player as long as they are not in your party. You will receive no penalty and can respawn immediately in the same place. Below are three locations of Open World Arenas.

Velia



Hidel



Calpheon



Crimson Battleground

You can join the Crimson Battleground at any time by opening the main menu (ESC) then selecting “Red Battlefield”. A window should pop-up explaining the rules and rewards of the battleground. Click the “enter” button to join. The only requirements for joining are that you are level 50 or higher and you cannot join from channel 1.

Menu



Help



Hotkey



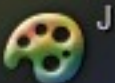
Crafting



Pearl Store



Beauty



Dye



Combine



Pet



Profile



Inventory



Black Spirit



Quest



Skill



Guild



Processing



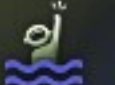
Fish Guide



Knowledge



World Map



Escape



Friend



Mail



Worker List



Trade Info



Edit UI



Guild Rank



Ranking



Event



흑정령 모험



Conquest stage



Red Battlefield



Settings



Ch. Shift



Disconnect

○○○□□□□□□□□□²
✕

Channel	Current Status	Participants	Remains	Enter
세렌디아 채널-2	Waitlisted	0	Waiting	Enter
플로린 채널-3	Waitlisted	0	Waiting	Enter
칼페온 채널-3	Waitlisted	0	Waiting	Enter
하이델 채널-1	Waitlisted	0	Waiting	Enter
케플란 채널-1	Waitlisted	0	Waiting	Enter
에페리아 채널-2	Waitlisted	0	Waiting	Enter
케플란 채널-3	Waitlisted	0	Waiting	Enter
케플란 채널-2	Waitlisted	0	Waiting	Enter
하이델 채널-3	Waitlisted	0	Waiting	Enter
발렌시아 채널-2	Waitlisted	0	Waiting	Enter
메디아 채널-3	In Progress	33	6 min. 9 sec.	Not Allowed
발렌시아 채널-3	Waitlisted	0	Waiting	Enter
하이델 채널-2	Waitlisted	0	Waiting	Enter
칼페온 채널-2	Waitlisted	0	Waiting	Enter

이 채널에서는 붉은전장이 열리지 않습니다.

※ Red Battlefield Rules

- Red Battlefield is a **20-minute battle between two parties**, and you can join the battle within 10 minutes from the start.
- It follows the Death Match rule, and the party with the **higher accumulated point wins**.
- You cannot join the battlefield if you're in a party.
- If your ability (ATK+DEF) is below the set level, you will get ability adjustment to the minimum requirement for the battlefield.
- If you kill an enemy, the score you earn depends on the status of the enemy.
 - :: If killed an enemy, earns 1/2 score of the enemy's.
 - :: If died, loses 1/4 of your score.
 - :: If died or killed an enemy, earns minimum of 1 p

※ Red Battlefield Reward

Red Battlefield is held in non-siege channels.

- **When the battlefield closes, the winners get 6 (Red Seals), and the losers get 2.**
- You cannot get rewards if you have no empty slot in your bag.

※ Red Battlefield Status Description

- It displays every channel where Red Battlefield is available.
- Click Enter to connect to the channel and automatically join the Red Battlefield.
- To escape from the battlefield, use the ESC menu.
- If you're stuck in the channel transfer waiting time, you may not be able to join the battle.

Once you've joined the battleground you will be teleported to a castle arena in Mediah. Here you will be assigned a red or blue faction and will be able to kill any other player on the opposing faction without any PvP penalties.

Each battle need a minimum of 1 player on each team and can have a maximum of 30 players on each team. The battle will last 20 minutes. During this time you must kill the other faction to gain points for your team, with the winning team having the most points at the end of the battle.

Each person will start with 10 points by default.

Killing a player with higher points will give you a higher point reward, while killing a player with low points will give you a lower point reward.

- Killing a player with 0-10 points rewards you with 5 points
- Killing a player with 11-19 points rewards you with 7 points
- Killing a player with 20-29 points rewards you with 14 points

- Killing a player with 30-39 points rewards you with 21 points
- Killing a player with 40-49 points rewards you with 28 points
- Etc.

Each player will be given an extra 1,000 HP and AP and DP points will be increased if you do not meet the minimum requirements .

To leave the Crimson Battleground, open your main menu (ESC) at any time. Logging out, leaving the battleground, or when the battleground is finished, you will return to your original place in the world.

Rules:

- Crimson Battlefield is a 20 minute battle between two parties. You can only join the battle within 10 minutes from the start.
- The battle mode is “Team Death Match” and the team with the highest accumulated points wins.
- You cannot join the battleground if you are in a party.
- If your AP and DP is below the set level, they will temporarily be increased to the minimum requirement.
- If you kill an enemy, the points you earn depends on the points of your enemy.
 - If you kill an enemy, you will earn 1/2 of the enemies score
 - If you die, you will lose 1/4 of your score
 - You will always have and earn a minimum of 1 point
- You can only join from channel 1.

Rewards:

- Once the battle is complete, 6 Red Seals will be given to the winning team members, and 2 Red Seals to the losing team.
- Red Seals can be exchanged for other prizes.
- If there is no space in your inventory you will not obtain a Red Seal.

3v3 Battleground

To join the 3v3 Battleground you will need a party of 3 players including yourself. All players must be level 50 or higher to join. The party leader should summon their Black Spirit (/) then select “Showdown”. A window should pop-up, select the second button across the top (the red crossed swords) to change the window to the 3v3 battleground window. Click the button on the left to join. There are currently no rewards for participating in the 3v3 battleground. In the screenshot below the button on the left says “Cancel” this is because at the time I was not in a party of 3. The button should say “It is True” or something similar.



Rules:

- You will automatically be moved to the arena when the duel starts.
 - Your team will lose if all members die, or one player quits out of the duel.
 - The battleground lasts up to 10 minutes.
 - Once the duel has ended you will automatically be moved back to your original position.
- To leave the 3v3, summon your Black Spirit (/), select “Showdown”, select the 3v3 Battleground icon, then click the button on the left.
- There are currently no rewards for participating in 3v3 arena.

Rankings

To view the battleground rankings at any time, you can summon your Black Spirit (/), select “Showdown” then “Ranking” on the battleground of your choice. You can also show the Sector Rankings by pressing “ESC” then clicking “Sector Ranking” on the main menu.



Here you can view the rankings for each profession as well as the battleground rankings. The buttons along the top will filter the rankings for each of these. The last two buttons are for the 3v3 Battleground and the Crimson Battleground.



World Bosses and Dungeons

[From BDFoundry](#)

Introduction

There are currently a total of 3 world bosses and 2 dungeons in Black Desert Online (KR). Besides the world bosses, there are many other daily/weekly quests that involve killing solo scroll bosses. These are acquired from your Black Spirit, a rare drop from monsters, by combining items in your inventory, or by purchasing additional scrolls from the Pearl Store (F3) under the Mileage Tab. There are also Guild scroll bosses which require either a small party of 5 people, or a larger party of 20. These bosses can drop the Liverto weapon, which is one of the best weapons in the game.

World Bosses

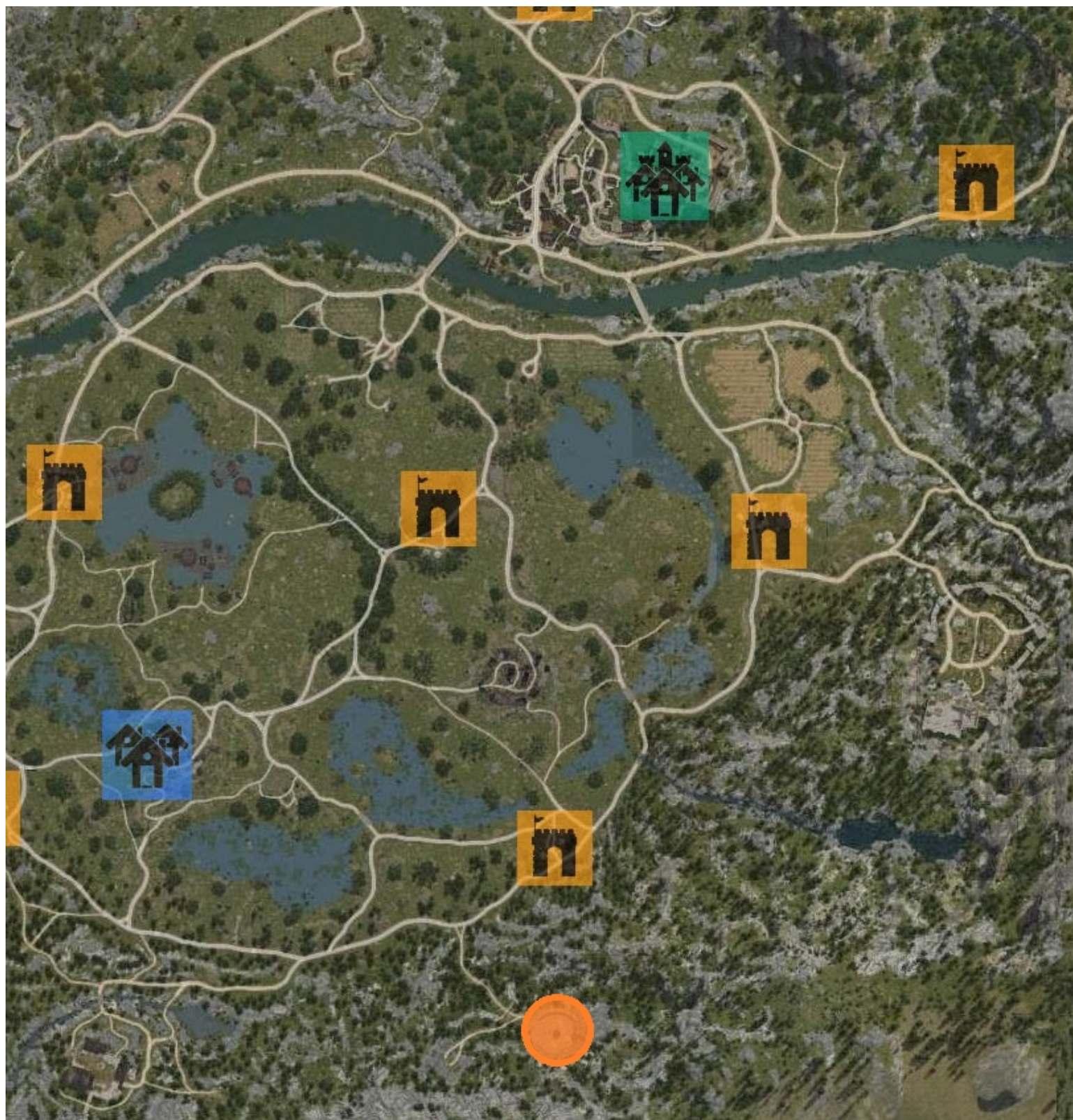
World bosses drop legendary, yellow grade weapons, which are currently the best weapons in the game. Only a few lucky players will receive a chest from the boss after it's been killed. Opening the chest will give you the weapon for the class you

open it with. You can transfer the chest across characters, using your warehouse. All world bosses spawn with a 8-12 hour timer (randomly) from the time they were killed. Each channel has a different timer.

Kzarkha (zaka)

Kzarkha spawns inside the Serendia Temple which is located south of Heidel city. This boss drops legendary, yellow grade primary weapons, known as the ZAKA weapon. The weapon has 18-22 AP with +3 attack speed and 2 sockets. Enchanting will increase damage and accuracy.

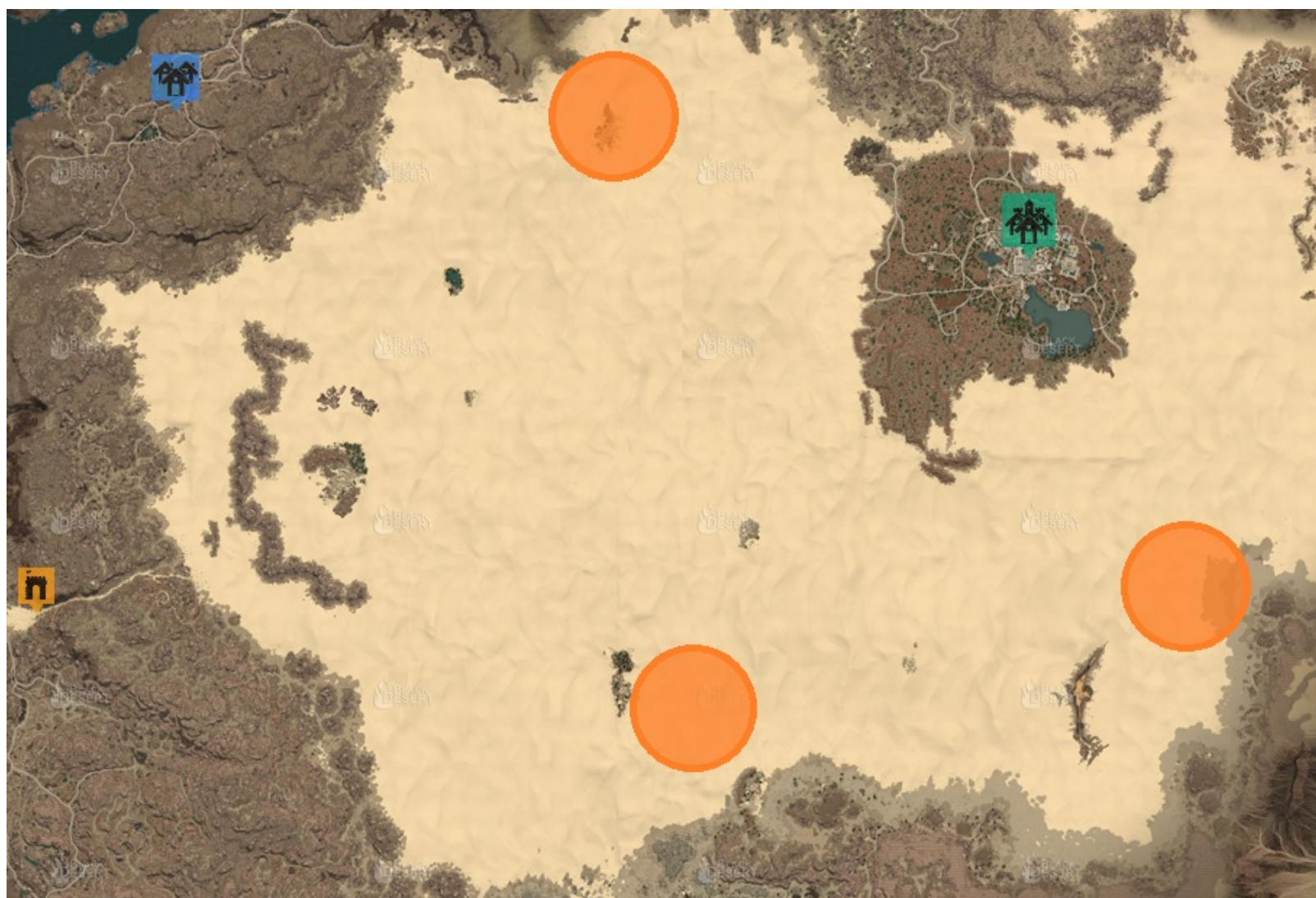




Verbe (dragon)

Verbe spawns in the Valencia Desert at 1 of 3 different locations (randomly). The coordinates for these locations are: x8100y2300, x7300y50 and x10050y350 (locations shown on the map below are not 100% accurate). The Dragon will spawn 30 minutes after the spawn announcement has been made. Just before Verbe spawns, the location will become dark. This boss drops legendary, yellow grade secondary weapons. The weapon has 6-8 damage, 10% damage reduction and 2 sockets. Enchanting will increase damage and accuracy.

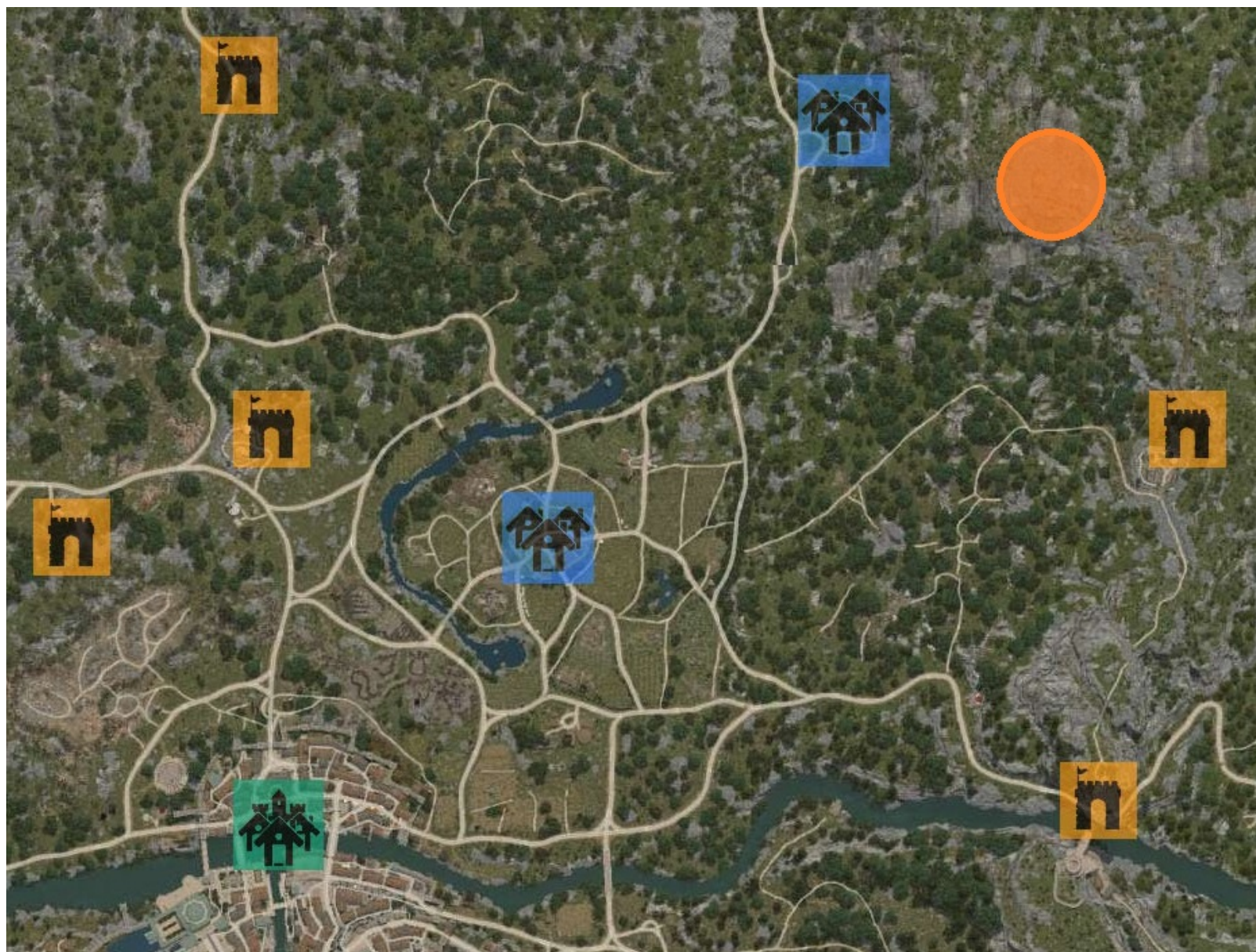




Karan (harpy Queen)

Karan spawns at the Karanda Ridge which is located north-east of Calpheon city and south-west of Velia Town. This boss drops legendary, yellow grade awakening weapons, which require level 56+ to use, as well as completing a quest to unlock the skill tree.





Dungeons

Two non-instanced dungeons were added to Korea in December 2015. They were called “Ahkeuman Ruins” and “Historic Ruins”. Both dungeons are located underground and can only be entered by going through a portal. The portal will randomly spawn somewhere in the Valencia desert.

Below are some example videos of combat and exploration:

[Example video 1](#)

[Example video 2](#)

Some of the monsters found in the dungeon are very powerful lava monsters, which can also be found near the Sulfur Mines in the Valencia Prison. The dungeons are designed for a small party all level 56+. It is solo-able at level 56 but even with

good gear it isn't viable. The monsters will be purple or red, take a long time to kill and hit very hard. However, they do drop quite rare/unique items, and is a great place to hunt in a party or guild.

Ahkeuman Ruins



Historic Ruins



Valencia Desert Survival

Introduction

On the 23rd July 2015 the new zone “Valencia” came to Korean servers. With this update, the map and it’s content doubled in size. The Valencia region has a desert area which can be deadly to a player if you don’t know what you are doing. Whilst in the desert you will not be able to use your World Map. Horses and carriages are also slowed in the desert and horse skills are limited. This guide will teach you the basics of surviving the desert.

Tips before entering the desert:

- We recommend you stay away from this zone completely unless you are level 52+
- Craft Purified Water or Octagonal Tea to prevent Heat Stroke and Hypothermia
- Craft at least 100+ Purified Water and take plenty of Octagonal Flowers with you for each hour you intend to spend in the desert
- Buy tents to keep yourself safe from sandstorms

How to Craft Purified Water

Purified Water is used to prevent Heat Stroke during the day. If you don't drink Purified Water you will get a debuff which deals damage to you every 5 seconds. Without drinking Purified Water, during 7 minutes of the debuff, you can go through over 100+ HP pots to stay alive.

To begin crafting, go to any town or city, the closest place is Altinova City just outside Valencia, and buy an "Empties" from the material merchant. Make sure you equip the Empty Jar. Next go to the river, there is one north of Altinova, stand in the river and press "R" to collect a "Bottle of River Water". Once you have collected the river water, press "L" to open the crafting window and use the "Thinning" option to turn the dirty river water to Purified Water.



Where to Buy Tents

Tents are used to keep yourself safe from Sandstorms. Sandstorms occur randomly and can deal a lot of damage. Tents can be bought from any stable hand in the Valencia Region. They can also be bought from the stable hand at Altinova City.

How to Craft Octagonal Tea

In the desert, the real danger is at night. Monster are much more powerful at night and you also have the risk of hypothermia. Just like heat stroke in the day, hypothermia will give you a debuff which will damage you every 5 seconds. To prevent hypothermia you will need to drink Octagonal Tea.

To craft Octagonal Tea you will need one Purified Water and one Octagonal Flower. You can obtain Octagonal Flowers in two different ways:

1. If you want to collect the flowers manually there are 2 nodes where you can harvest them. The first place is “Pohalem Farm” which is west of Valenica City on the map. The second place is “Shakatu Village” will is north of the zone.
2. You can also use workers to collect the flowers for you. To do this, buy workers from “Shakatu Village” and send them to the same node to collect the Octagonal Flowers. Once the workers are finished, retrieve the flowers from your warehouse.

Now that you have the ingredients, press “L” to open the crafting window and use the option “Simple Cooking” to craft Octagonal Tea.



Diplomacy with NPCs and Unlocking special items

[From BDFoundry](#)

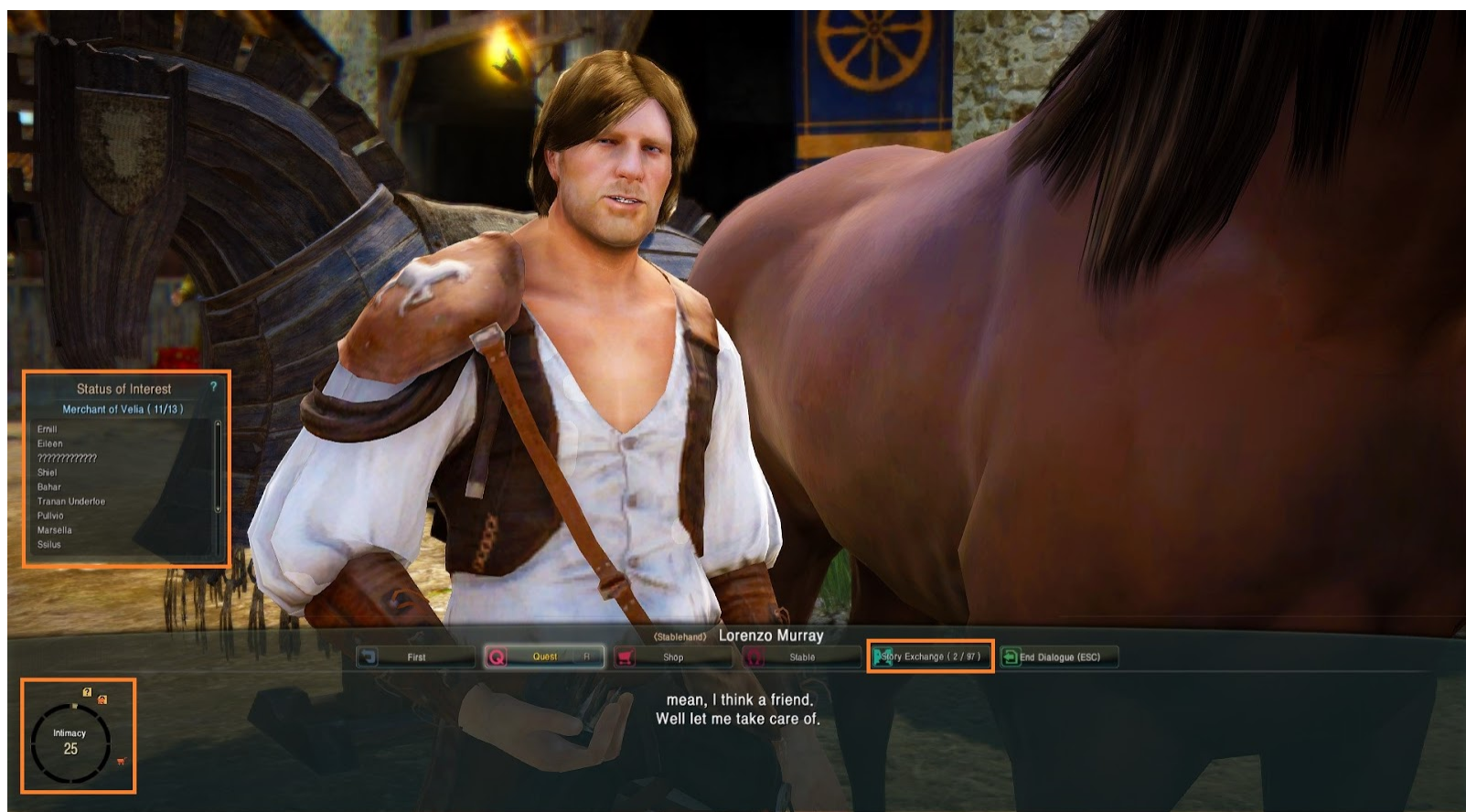
Introduction

Story Exchange is used to increase the intimacy between you and an NPC. Intimacy can also be earned by greeting NPCs and is used to unlock various things. To greet an NPC go up to them and press “F1”, this will use energy but is a fast way to earn a little bit of intimacy. Greeting an NPC will use 3 energy and earn you 3 Intimacy. Some items at a NPC’s store may be grayed out if you don’t have enough intimacy. Intimacy does not share across all NPCs. In this guide I will be using the NPC “Lorenzo Murray” who is the Stablehand in Velia Town. If you are looking for a fast and easy way to buy starter horse equipment, such as stirrups, I would recommend gaining Intimacy with this NPC because it has an easier Story Exchange mini-game and you don’t need a lot of knowledge.

Basics of Story Exchange

To begin Story Exchange, you will need 10 energy and you may also need to gain knowledge of the town/city before you can talk with the NPC. The more knowledge you have will also increase the number of available topics there are. For more information on Knowledge, view our Knowledge guide.

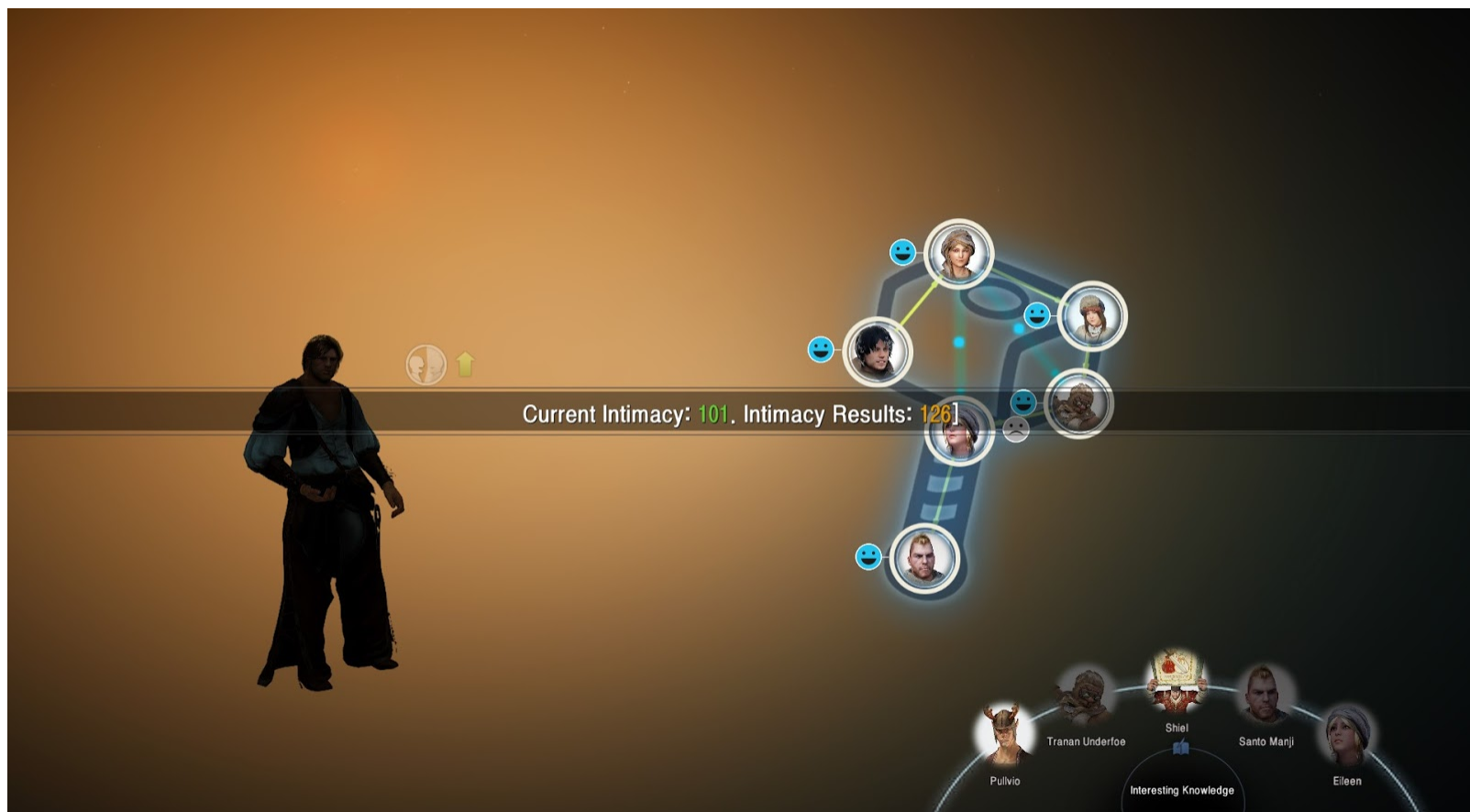
Interact with the NPC by pressing “R” then click “Story Exchange” to open the interface. In the bottom left corner you can see your current Intimacy with the NPC. Just above this you can also see your “Status of Interest” which is the other NPCs in the town that you have unlocked as topics for story exchange. To unlock more topics you need to gain knowledge of the NPCs.



The Story Exchange interface will have the NPCs zodiac sign with circles for each topic and lines connecting them. This is the order that each topic will be spoken about. The topics will be shown in the bottom right corner. Right-click a topic to add it to the conversation then press start when you have filled all the spaces. You can do this up to 3 times before the mini-game is complete.

Each topic has a certain amount of interest and favor which can be seen by placing your mouse over the topic. The amount of intimacy points you earn for each conversation is based on the interest you collect during the game. As the conversation is carried out, you will get a response from the NPC, either a happy or sad face. You will not receive any interest or favor points if you get a sad face reaction. When you place your mouse over the topic a window will pop-up and show you the average amount of interest and favor with the “Efficiency” of the topic showing the amount you usually earn by using this topic. The percentage on the interest is the amount of times this topic has received a happy reaction.

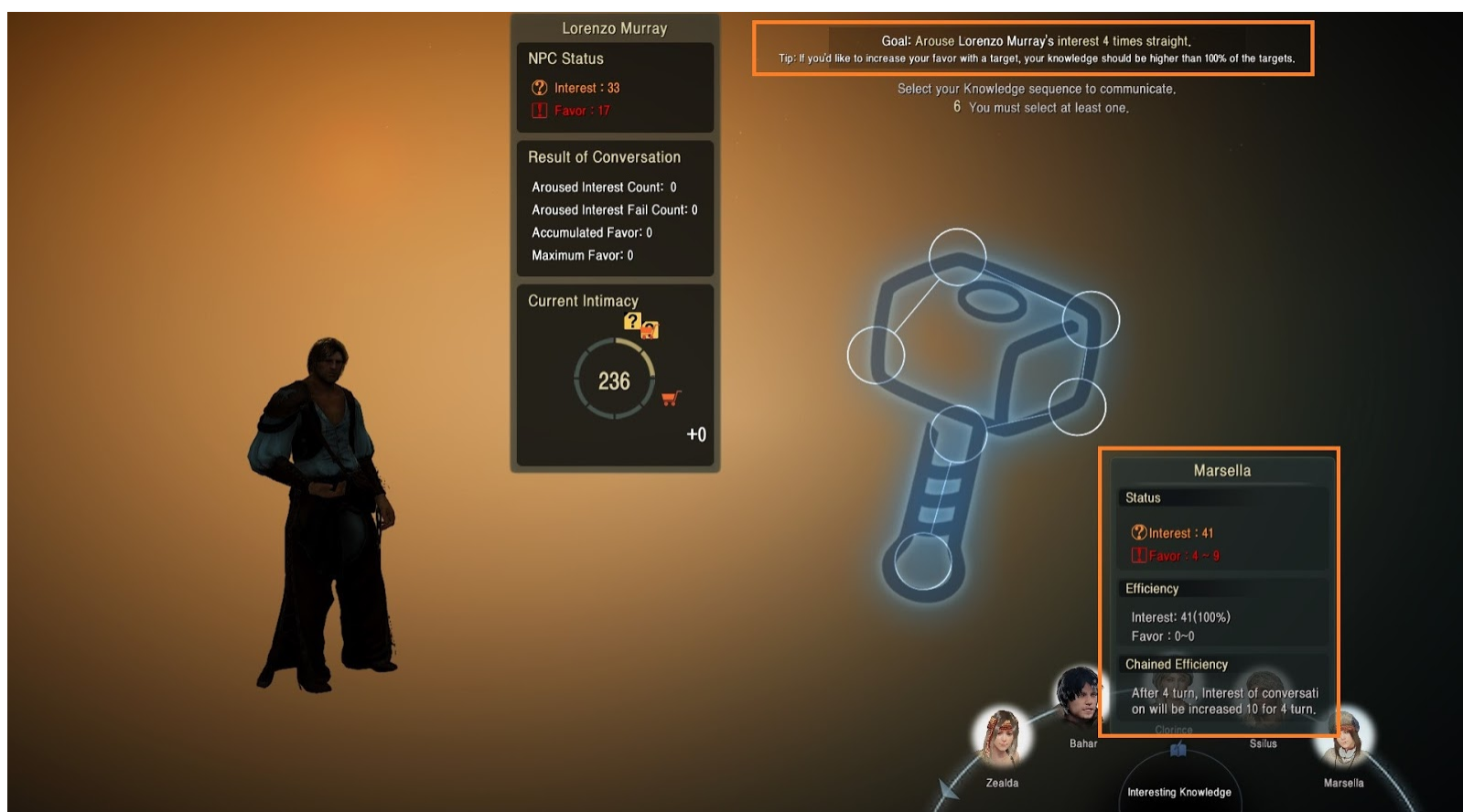
At the top of the screen you will also be given a different goal to fulfill. If you fail to meet the requires of the goal you will lose your intimacy points and the conversation will end. If you fulfill the goal you can choose to either end Story Exchange and keep the intimacy points you earned, or continue and risk losing them.



Types of Goals

Aroused Interest Count

Completing this goal requires you to get enough happy reactions during the conversation. Depending on the way it is worded you may also need to get the happy reaction so many times in a row. For example: “Goal: Interest NPC 2 times straight” means you will need to get a happy reaction from him 2 times in a row to pass the goal. You want to pick topics with high interest to complete this goal. In the screenshot below you can see that the goal is to “Arouse interest 4 times straight”, so I picked topics with high interest. The topic “Marsella” has an interest of 41 and under “Efficiency” we can see that I have a 100% chance of success with this topic.



Aroused Interest Fail Count

The aim of this goal is to get the number of sad face reactions required. Although this means you won't receive any/many points, it will keep you in the mini-game and you won't need to spend another 10 energy to continue. To complete this goal, pick topics with low interest. For example I used the topic "Pullvio" because it has an interest of 3 and the "Efficiency" shows I have had a 9% chance of achieving a happy reaction with this topic.



Accumulated Favor

The aim of this goal is to collect as much favor as possible. Pick topics with high favor and average or high interest to complete this goal. This goal doesn't usually earn you a lot of intimacy points but passing it will keep you in the mini-game.

Maximum Favor

This goal requires you to earn a happy reaction with one topic giving you a high amount of favor. For example, in the image below, the goal states "Get maximum Favor over 38". We can see that Zealda gives an average of 32 – 37 favor. However, if you look under the "Efficiency" heading I have not had much favor in the past with this topic so I instead I used a different topic with more chance of success.

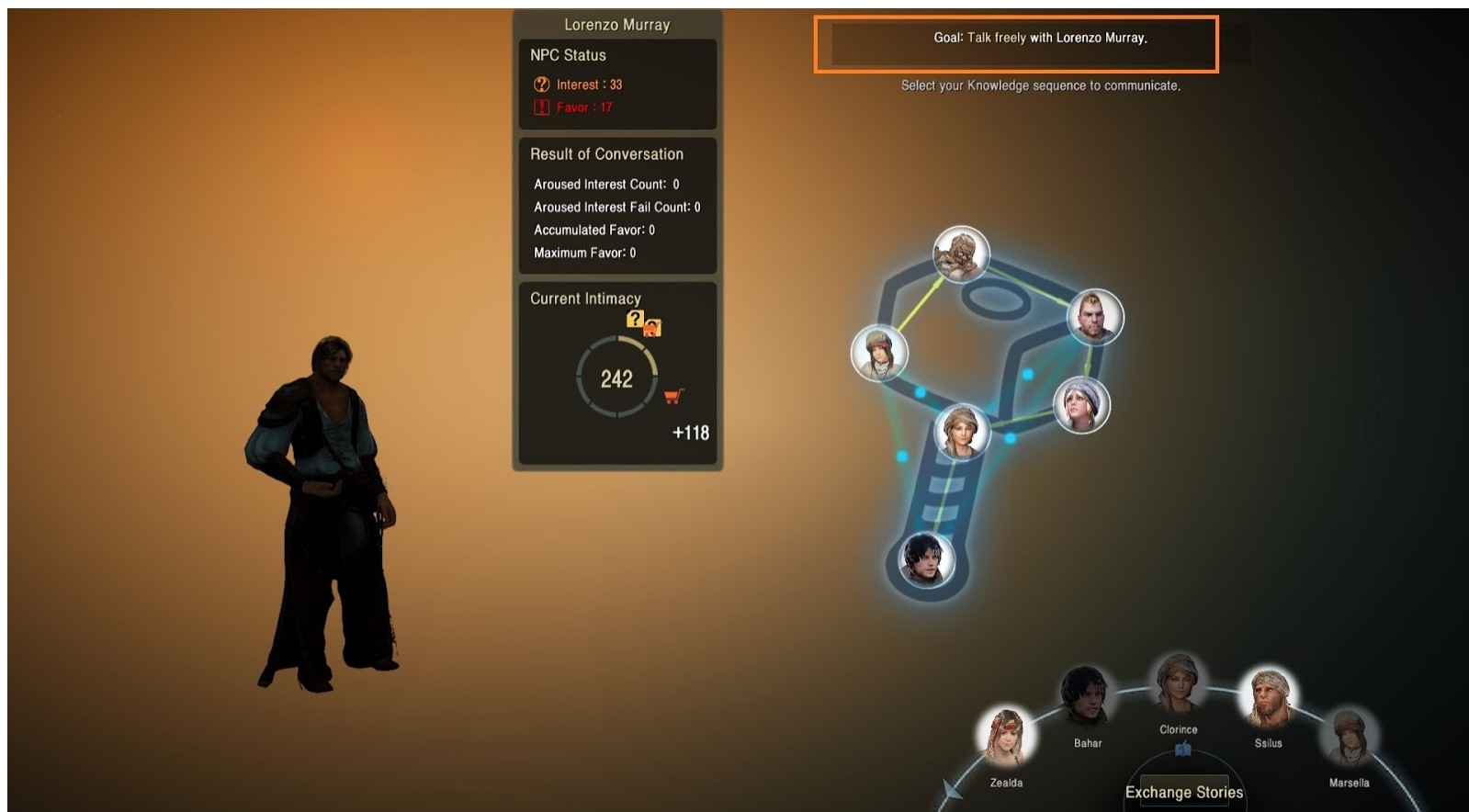


I managed to earn 51 maximum favor by using different topics, so I passed the goal.



Talk Freely

This goal means you can talk about anything and you will pass to the next round. To get as many intimacy points as possible, pick topics with high interest and try to make connections between the topics.



Connections

Connections can be made between the topics to earn extra interest or favor points. Connections are shown between topics via a glowing line. Each topic has a “Chained Efficiency” heading which will tell you how to use the connections. Some topics may have no connections. In the screenshot below the “Santo Manji” topic states “After 2 turn, Favor of conversation will be increased 3 for 4 turn”. Although it’s badly translated, this tells us that by placing the topic in the second slot we will earn an extra 3 favor on the topic in slot 4. In this screenshot you can also see that I have a connection between 3 topics. You can see the glowing lines between these and you can also place your mouse over the topic to see how much extra favor points I am earning from this connection. In this example I am earning an extra 4 points which can be seen as “+4” in blue.



Spending Intimacy

NPC stores may have some items which say “Required Interest”. Once you have the amount of intimacy you will be able to buy these items for the price shown. Intimacy points with that NPC will also be consumed when you buy the item. If the NPC does not run a store, they may offer you a rare item, provide a new quest, or give you new knowledge. In the screenshot below you can see that I can now buy 3 new items which were previously grayed out. These are the “Shabby Hide Saddle”, “Mild Steel horseshoe” and “Shabby leather stirrups”. You can see how much required interest these cost under the name of the item. Each of these cost 100 intimacy points and you can see your current amount of intimacy in the bottom left corner.



Advanced Amity Guide

By [Dagnis](#) on Reddit

Hey everyone. If you were as I you've probably been struggling some with the conversation system, wondering how best to use combos and such among other things. I took a few controlled conversations and recorded them in an attempt to find the math behind them. Here is what I found, first with a bit of background info on the parts.

Person you are conversing with information:

- Interest: This rating, in concert with the rating of the topic, will determine your success rate.
- Favor: This has the greatest impact and in concert with the topics favor range, will determine how much favor you gain.

Topic information:

Interest: If the interest of the topic is above the interest of the person you are talking to then you will have 100% success.. Otherwise if it's below it's a direct faction %. (I have reason to believe your luck has an invisible effect on this)

Favor: You will have a range. When the topic is reached a random number between that range will be picked. The person's favor is then subtracted from this number.

Success rate: Previously explained

Interest 2: You'll notice 2 numbers, such as 8~10. This actually has nothing to do with interest. It is the previously mentioned favor range minus the person's favor from both values. This is the most important number when working on accumulated or maximum favor. Even when 0~0, you will gain 1 favor.

Combo effect: Combo effect is a mix of being straight forward and a bit tricky. If a combo says it will effect the favor it will not only increase the maximum by that amount, but also decrease the minimum. As a result you have to be careful when deciding to use combos. Generally unless the combo has a large interest impact, and you are low on high interest topics, I wouldn't advise using them. Topics with combos also typically have low favor, or low interest. I'll go a bit more into this later.

(There is a potential I am partially incorrect on this and the amount the combo effects favor is split in half, ie a 4 combo effect will lower the bottom by 2, and the top by 2, instead of 4 on each end, however this is unlikely as some favor factors are odd numbers).

A note regarding success % and interest: There seems to be a bleeding over effect in regards to interest. If a topic has access interest it will bleed over to the next subject, increasing it's % chance to succeed. I tested using a person with 33 interest. I started with a topic of 45 interest and followed up with a topic of 1 interest. It did not follow it's 3% success rate, and actually succeed 4/5 times. The following topic seems to follow it's listed %. I tested this aspect by following the previous 2 with a 30% chance topic.

Interaction result and the math behind it

Sparking interest/failure: This number is straight forward as it tells you how many times you've succeed and how many times you've failed. A failure will reset your Maximum Favor Level (not the one displayed, but the one for the math).

Accumulated Favor Level: The math for this frustrated me at first with figuring it out, but your accumulated favor level is calculated at each topic. The formula is:
$$\text{Past Accumulated} + \text{Current Gain}(0 \text{ if failed}) + \text{All Past Total Gain (Maximum Favor level at that topic, unless failed)} = \text{New Accumulated}$$

What does this mean exactly? It means that when you are attempting to maximize your accumulation, place your highest favor/interest 2, topics first.

Maximum Favor Level: This is a total of all favor scores gained for each topic. A fail resets this number and will most likely cause you to fail the challenge if your challenge is for this.

Strategies for each challenge

Consecutive successes/failures: Easiest one to deal with. Just make sure you have 100%, or your closest to it (opposite for failures), to complete the challenge.

Accumulated favor: Place your highest favor topics first, making sure you have high success rates after so that you don't lose their large boost. Make sure you put your lower favor topics closer to the end, as their impact is far less.

Maximize favor: One of the trickier ones for high favor persons. Failure here can break your chances completely so use the highest % you have, while also trying to use your highest Favor topics. The order is not as important compared to Accumulated as it's a raw total.

Combo use Generally speaking I try to stay away from combos. With favor they have a potentially negative effect and typically ones that effect interest don't effect it enough to use considering their typical low favor of % success. If you happen to have a high % success, high favor, and high combo, feel free to use it to effect lower favor topics (such as 0~4). The boost upwards can help since you can't go below 1 favor gain.

Amity gain The moment you've been waiting for. What effects how much amity gain you actually get and what about speak freely? Honestly.. I couldn't figure out how the amount of +Amity you get is determined. I threw numbers attempting to equate it to 10-11% of accumulated. Multiple times I obtained 50ish and received 6 amity. This was in multiple game challenges. As far as I can tell, when recording the math, the amount of Amity you get from doing multiple rounds works similarly to that of accumulated favor. On round 1 I received 5 amity, round 2 I estimate I received another 5 because my result was 54 accumulated, and my amity was +15. On round 3 I assume I received 8, as my total was +34 (15+8+10), however at times I will get 51 accumulated but get +6 amity on the first round.

Horoscope Figured I'd throw this in there. It states there will be a bonus for talking to those of the same, however I failed to see any bonus. If it exists, it is not shown.

I believe that covers just about everything. I hope this helps you all make sense of the conversation system and allows you to be more successful at achieving your goal. If I missed anything I'll be sure to update.

Pets in Detail

[From BDFoundry](#)

Introduction

Pets can be bought from the Pearl Store by pressing (F3) then going to the pet tab. Pets will follow your character around and pick up loot for you automatically. All base tier (base tier = tier 0) pets pick up one item every 10 – 12 seconds within a 10 meter radius. Pets also have special commands and skills to help aid you on your adventure.

Once you've bought the pet of your choice you will need to register it! To do this, simply go to your inventory (I) then the Pearl Store tab. Right-click the token and enter your pet's name. You will then gain a pet icon in the top left corner which is used to control your pets.



Get your pets out by clicking the pet icon to open the pet window. Next, click the box icon next to your pet. The paw icon will open your pets information.



The pet will automatically follow you around and pick up items for you. To command your pet, right-click the pet icon then click your pet. Here you can toggle (on/off) the follow command, loot command and special command.



To put your pet away again, click the pet icon then “check in all”.

When you buy a pet you will also receive Nutritious Feed x20 which is a cash shop item that recovers your pets hunger. You can buy more from the pearl store or craft/buy food in-game. Check out the hunger section of this guide (below) for more details.

In the Pearl Store (F3) you can also buy a cat or dog bed to place in your house.

Pets cannot die.

Pet Gallery

Differences Between Species

Each species has similar looting speeds but some pets have better max hunger and movement speed:

- Pickup Speed:
 - Cats (10 – 12 sec)
 - Dogs (10 – 12 sec)
 - Hawks (10 sec)
 - Penguin (10 sec)
- Hunger:
 - Cats (120)
 - Dogs (150)
 - Hawks (200)
 - Penguin (200)
 - Desert Fox (200)
 - Snowman (200)
- Movement Speed (highest to lowest): Dogs > Cats > Other pets

Stats are from base tier pets at level 1.

There is also a theory going around that the Hawk pets actually pick up slightly slower due to the increased distance between them and the loot.

Another difference between pets is their special skills:

- Cats – detects gathering resources in your vicinity
- Dogs – detects a flagged player in your vicinity
- Hawks – marks elite mobs in your vicinity with a beam of light
- Penguins – increases auto fishing speed
- Desert Fox – reduces heat stroke/hypothermia debuff in the desert

For more information on skills read the skill section below.

Levels

As you use your pet, it will gain experience and level up. Higher tier pets require more experience to level up. Higher levels will decrease the pickup time, making your pets loot speed faster. Base tier pets can go from a speed of 10 – 12 seconds at level 1, to 4 – 5 seconds at level 10.

The maximum level for pets is currently level 10.

Skills

Base tier pets do not have skills.

Below is a table of all the possible skills a tier 1 – 3 pet can have:

ICON	BUFF DESCRIPTION
	Recovery +3%
	Recovery +5%
	Recovery +7%
	Combat Experience +3%
	Combat Experience +5%
	Combat Experience +7%
	Auto Fishing Speed +1

ICON	BUFF DESCRIPTION
	Gathering Experience +3%
	Gathering Experience +5%
	Gathering Experience +7%
	Death Penalty -4%
	Death Penalty -7%
	Luck +1
	Gathering +1

Pets with the exact same skills will not stack, but the same skill types will stack. For example, combat experience +5% cannot stack with another pet with combat experience +5%. But it will stack with the combat experience +7% skill.

In my opinion, the best skills for grinding are combat experience +7% and luck +1.

Each species also has a “special skill” when you buy them:

- Cats – detects gathering resources in your vicinity
- Dogs – detects a flagged player in your vicinity
- Hawks – marks elite mobs in your vicinity with a beam of light
- Penguins – increases auto fishing speed
- Desert Fox – reduces heat stroke/hypothermia debuff in the desert

You can toggle the special skill (on/off) at any time by right-clicking the pet icon, left-clicking your pet, then clicking the command.







Hunger



As you use your pet, it's hunger level will gradually go down. When your pet hunger is getting low, the pet icon will flash red and your pet will not pick up loot or perform its skills and special skill. It will however, still follow your character.

To recover your pet's hunger level, you can feed them pet food.

Below is a table showing each type of pet food, how to get them and the amount of hunger they will restore. Good Food and Organic Food can be crafted using a Cooking Utensil, which is bought from a cooking merchant and must be placed in your house to use. [For help with these recipes check out our recipes list.](#)

ICON	ITEM NAME	HOW TO GET / RECIPE	HUNGER RECOVERY
	Cheap Food	Buy from NPC	+6
	Good Food	(Any meat except Lizard and Chicken) x6, Flour x4, Mineral Water x3, Dried Fish x2	+40
	Organic Food	(Any meat except Lizard and Chicken) x5, Dried Fish x4, Chicken Meat x4, Oatmeal x2	+70
	Nutritious Food	Pearl Store only	+30

Once you have the pet food, right click the item in your inventory to feed your pets.

Exchanging Pets and Tiers

The maximum tier of pets is currently tier 3. Higher tier pets have a faster looting speed and higher hunger level, as well as appearance changes.

You can exchange two of the same species of pet to create a higher tier pet. To open the exchange window, click your pet icon then “Exchange”. Click the add icon next to the two pets you want to exchange, enter a pet name then click “confirm”. Note that this will delete your original pets and replace them with one higher tier of the same species



For the best chances of getting a tier 3 pet, exchange a tier 1 and tier 2. Make sure both pets are level 10 with at least 60%.

Housing Guide

[From BDFfoundry](#)

How to Buy a Property

Begin by opening your map and clicking the town symbol to view all the available properties in that town



Blue houses are the houses you can purchase, white houses are the houses you own, and grey houses are the ones you have not unlocked yet. To unlock grey houses, you need to purchase the houses connected to it first.



Select the property and type of property you want to buy then click “Purchase”. Here I have decided to buy a refinery. The arrows indicate how many ranks (upgrades) the property has. In this case we have 2 available upgrades but if we selected to have this property as a warehouse, we would have 3 available upgrades.

Underneath the purchase button it will show how many contribution points are required to buy the property, how many contribution points you currently have, the amount of time it will take to set up the property, and how much it cost to open. All types of properties require contribution points to purchase.

The operation cost is a one time fee which is non-refundable if you decide to sell the property, however, your contribution points will be returned if you decide to sell. Contribution points are earned by completing quests.



Types of Properties

There are lots of different types of properties you can purchase and each one does something different. Below is an example of the "My House" type of property. It is a personal house which can be decorated with furniture and place your crafting tools. Personal houses are instantly set-up, have no operation costs, and only cost contribution points to purchase. They also have no upgrades and are the only houses that you can go inside. Once you have purchased a house, you go up to the door and press "R" to open it and walk inside.



Below is an example of the "Housing" type of property. It is a house for your workers. You can have up to 3 workers per town but if you want to hire more workers you will need to buy housing for them. Worker housing takes 5 minutes and a cost of 500 silver to set-up.



Below is an example of a “Horse Ranch”. You can have up to three mounts or wagons in your stable but if you want to register more mounts or wagons you will need to buy a horse ranch for them. Horse ranches cost 500 silver and take 5 minutes to set-up



Below is an example of a “Warehouse” property. If you buy this property it will add more space to your warehouse in the town/city you buy it in. If you connect the nodes between the two towns/cities, it will add warehouse space to both. For more information on connecting nodes, refer to our “Nodes & Trading” guide. Warehouses have no operation costs but take 2 minutes to set-up.



Below is an example of a “Refinery” type of property. A refinery is used to create Blackstone Power and Blackstones. Blackstone power is used in most crafting recipes making a refinery an essential purchase. A refinery costs 500 silver and 5 minutes to set-up.



Below is an example of a workshop. There are also many different kinds of workshops for crafting items such as accessories, armor, weapons, ship parts, ship registration, wagon parts, wagon registration, horse equipment, tools, woodworking, costumes, siege equipment and furniture. Workshops vary in set-up times and costs. You can also hover over the icons to view the materials needed to craft each item.



Below is an example of a random workshop property. These workshops do not show what they create until you have purchased the property. However, the name usually gives a clue as to what can be crafted at this workshop. You can also hover over the "?" icons to view the materials needed to craft each item.



Below is an example of a processing workshop. There are also different types of processing workshops such as mineral, wood, fish, mushroom and crops. These are used for making trade items, ingots and plywood. Processing workshops vary in set-up time and cost 2,000 silver.



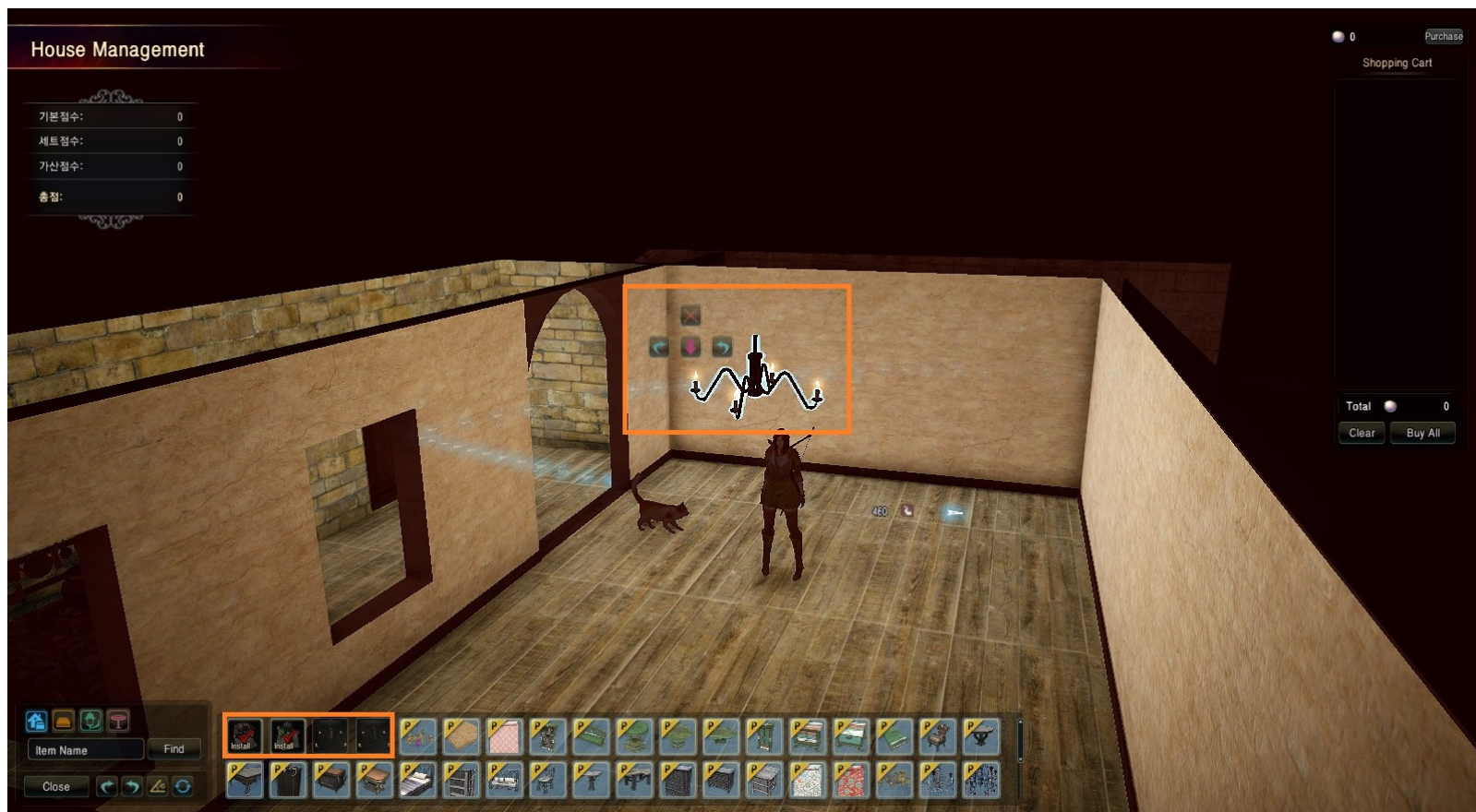
Decorating Your House

Houses are essential for the Cooking and Alchemy professions because you need to place the tools in your house. Other furniture can also give you buffs when you use them. Cash shop furniture gives you interior points, placing you at the top of the residence rankings. However, there is currently no reward for having the top ranking.

To begin decorating your house, you simply go inside and click “Batch Mode”. This will open the interface.



From here you can select furniture from your inventory, or use pearl store furniture to decorate your house. Pearl store furniture will be placed into your shopping cart. You can move or rotate the items easily using the buttons or using your mouse.



Visiting Other Player Houses

You can visit another player's house by going up to the door and pressing "R" to open up the Owner List window. From here you can view the top ranked houses, any houses from your friends list, guild or party. Then click "Entry" to go inside.

Detailed House Spreadsheet

By Ergo_Sphere

https://docs.google.com/spreadsheets/d/17IJz7GmI0iEMpDRplh_GdUp22a4ixwQiqxablhUa_4/edit#gid=0





Level 50+ Advancing Further

Basic Enchanting Guide

Introduction

Enchanting your gear and using sockets are really important in Black Desert. These are the two main factors which will affect your damage and defense. To enchant equipment you will need either a Blackstone (Armor) or a Blackstone (Weapon). These can be bought from the auction house or they can also be farmed as they are a rare drop from some monsters.

Tips before you start:

- Failing enchants give you a +1 success stack which will give you more chance of an enchanting success next time.
- Accessories have a high chance of failing so you can buy lots of cheap accessories and fail to enchant them to increase your success stacks. (Accessories must be green grade or above).
- You can use enchanting titles to increase the chances of success/failure.

How to Enchant/disenchant

To enchant any piece of equipment, summon your Black Spirit then click “Enchant”. Right-click your gear and a Blackstone then click “Enchant”.



To disenchant a piece of equipment you will need to go to a blacksmith and click “Extraction” then “Blackstone Extraction”. Right-click the gear you want to disenchant then click “Extract”. This will destroy the piece of equipment but you will get the Blackstones back. For example: If you disenchant a +8 weapon, the weapon will be destroyed but you will get 8 Blackstone (Weapon) back.

How to Repair Max Durability

If you fail to enchant an item the max durability will decrease by 5. To repair the item’s max durability again you will need the same item. Go to a blacksmith and click “Repair” then “Maximum Durability Recovery”. Place the item you want to repair in the “Recovery Target Equipment” slot and the item you want to forfeit into the “Materials” slot. Then click “Recover Max Durability” to confirm. This will increase the max durability by 10.

You can also repair your max durability using “Fragments of Memories”. This item will increase the max durability by 1.



Enchanting Titles

Success titles	Failure titles
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Hood's degree is about(훗 이 정도쯤이야)	What's enough?(얼마면 돼?)
Black and friendly spirit(흑정령과 친한)	Black ordinance and contract required(흑정령과 재계약이 필요한)
Hooray!(앗싸!)	God of potential breakthrough(잠재력 돌파의 맏소사))
Black blossomed looks good spirits(흑정령이 잘생겨 보이는)	Textbook topped failure(돌파 실패의 교본)
Potential explosion(잠재력이 폭발한)	Blackstone the Magician(블랙스톤의 마술사)
Breakthrough in Magic(돌파술사)	Aaa lead(으아아아)
Twinkling(반짝반짝)	I played doubt the black spirits(흑정령을 의심해본)
However the wings of steel(강철의 날개를 단)	All hanging on the lure of black spirits(흑정령의 유혹에 걸려든)
Chapter floating ads(장광고유동)	Jeolre jeolre(절레절레)
Mr. flow-field light and the Family(장광 고 가문의 유동 씨)	Be as planned(계획대로야)
	Father's success(성공의 아버지)
	The mother of success(성공의 어머니)
	Black Spirits and broke one(흑정령과 절교한)
	Blackstone donate Angels(블랙스톤 기부천사)

Armor

Helmets, armor chest, gloves and shoes can be enchanted using Blackstone (Armor) to increase the defense. The “safe” enchant for armor is +5. This means that there is a 100% chance of success until you reach +5. After this the chance of success becomes less likely and if you fail to enchant the armor, the max durability of the item will decrease by 5.

You can also choose to “safe” enchant after +5 and up to +15 but this will require extra Blackstones but, will decrease the max durability.

Enchant	Blackstones required	Decrease Max Durability
+5 to +6	2	10
+6 to +7	3	10
+7 to +8	5	10
+8 to +9	7	20
+9 to +10	11	30
+10 to +11	11	40
+11 to +12	11	50
+12 to +13	19	60
+13 to +14	23	70
+14 to +15	31	100

Once you get to +15 you will need to use an item called “Black condensed horsepower Stone (Armor)” to enchant your armor to +16 and higher. If you fail to enchant after +15 there is a chance of the armor being reduced by one enchant. The maximum you can enchant to is currently +20.



Weapons

Primary/secondary weapons and hunting rifles can be enchanted using Blackstone (Weapon) to increase the damage. The “safe” enchant for weapons are +7. This means that there is a 100% chance of success until you reach +7. After this the chance of success becomes less likely and if you fail to enchant the weapon, the max durability of the weapon will decrease by 5.

You can also choose to “safe” enchant after +7 and up to +15 but this will require extra Blackstones but, will decrease the max durability.

Enchant	Blackstones required	Decrease Max Durability
+7 to +8	2	-10
+8 to +9	5	-20
+9 to +10	7	-30
+10 to +11	9	-40
+11 to +12	11	-50
+12 to +13	19	-60

+13 to +14	29	-70
+14 to +15	31	-100

Once you get to +15 you will need to use an item called “Black condensed horsepower Stone (Weapon)” to enchant your weapon to +16 and higher. If you fail to enchant after +15 there is a chance of the weapon being reduced by one enchant. The maximum you can enchant to is currently +20.



Accessories

Rings, earrings, necklaces and belts do not have a “safe” enchant. In fact they have a very high chance of failure. Enchanting accessories requires two of the same item and if they fail to enchant both of the accessories will be destroyed.

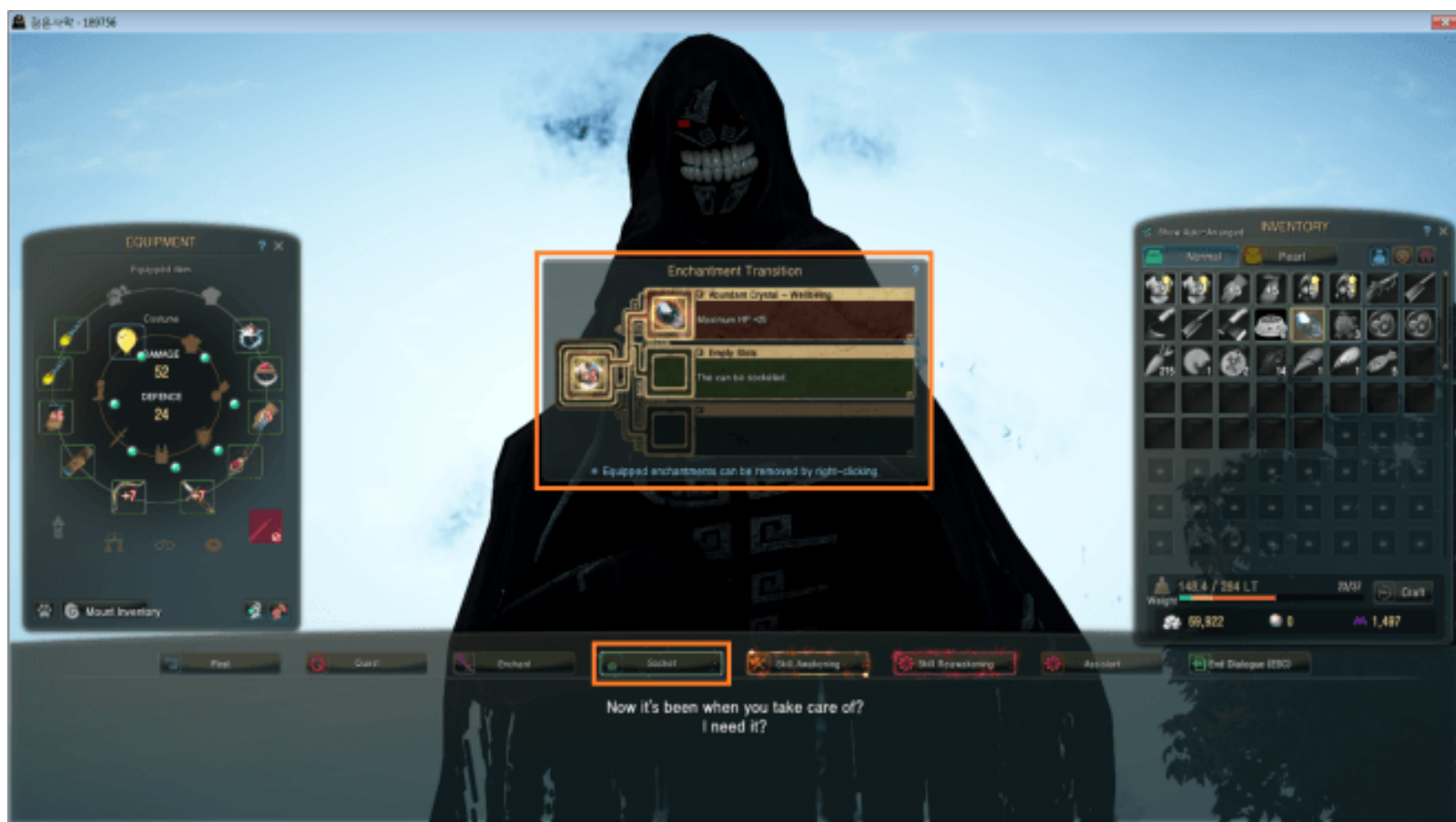


Horse Armor, Wagon & Ship Parts

You can also enchant horse equipment, wagon parts and ship parts using Blackstone (Armor). We currently do not know what the “safe” enchant is for these.

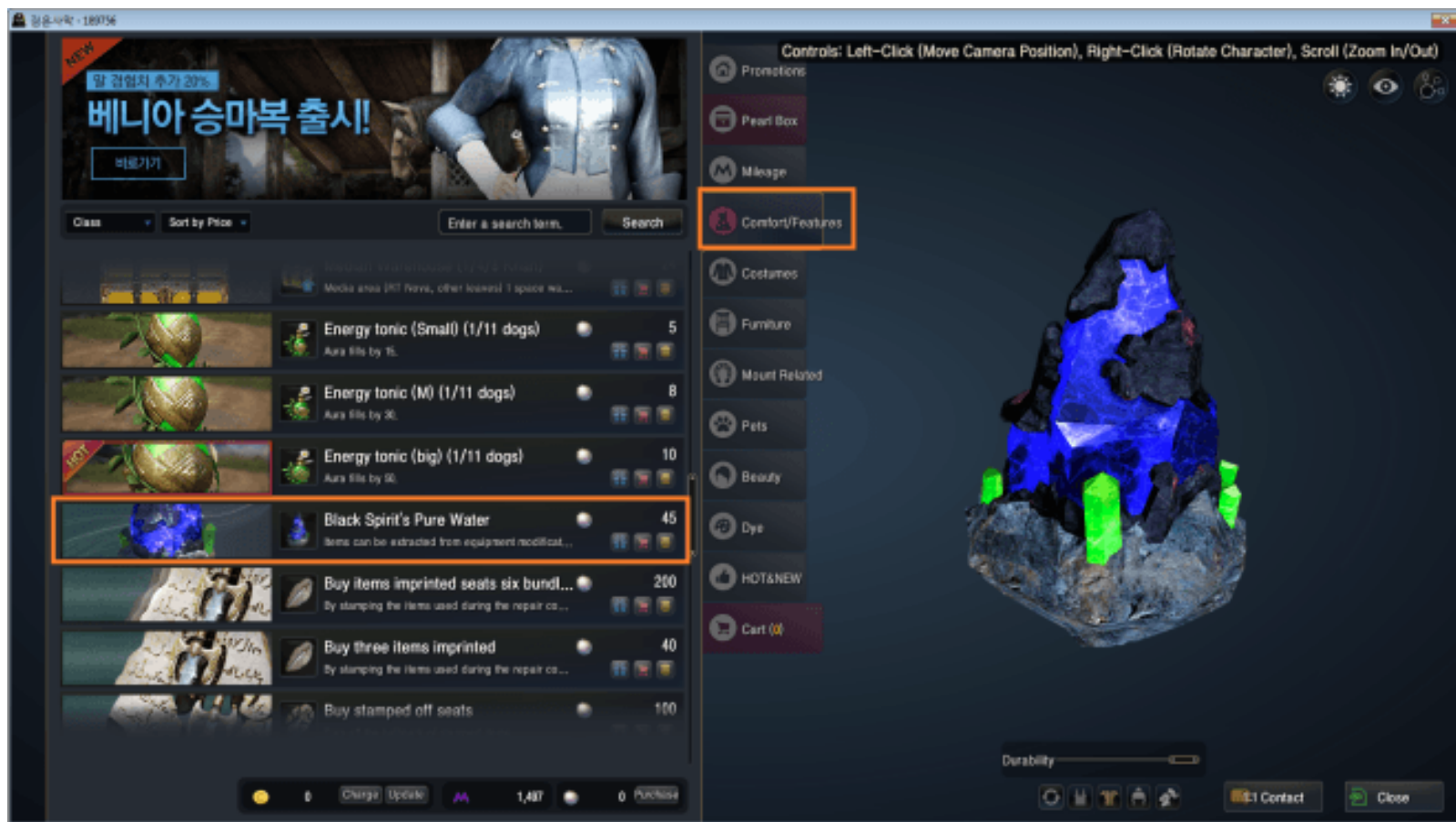
How to Apply/remove Sockets

To apply a socket, summon your Black Spirit and click “Socket”. Next right-click the piece of equipment and the sockets you would like to use. Sockets have a chance of breaking when you die.



There are two ways you can remove sockets from your equipment. The first way will destroy the crystal. To do this summon your Black Spirit and click “Sockets”. Next, right-click the crystal that is currently on your equipment and click “Enter” to confirm.

The other way you can remove sockets requires a pearl store item but will not destroy the crystal. The item is called “Black Spirit’s Pure Water” and can be bought for 45 pearls by pressing “F3” then going to the “Comfort/Features” tab. Once you have the item, go to the blacksmith and click “Extraction” then “Extract Crystal”. Right-click your piece of equipment and the item then click “Extract”.



Horse Racing Guide

[From BDFoundry](#)

Introduction

Horse racing is a unique and fun feature in Black Desert. Horse races occur once every hour on each channel. The start times do differ depending on which channel you are in so you may need to move channels a few times to find a race you can enter. In this guide I'm going to quickly explain how to register for a race, what happens during the race, disqualifications, and prizes.

How to Register for a Race

Anyone can enter a race, there are no level requirements on your character and all horse tiers are split into different categories so you can enter your tier 1 horse, or your tier 5 horse. You also do not need to have any horse equipment to join a race. The only requirement is that you have 0 deaths on the mount you are going to use.

To register for a race you will need to make sure the horse you plan to use is out of the stables. You also need to make sure you are in channel 1 or you will receive an error message. Underneath the horse icon, just below your level and stats, there will be a button with the label “10000 shares information”, click this to open the register window.

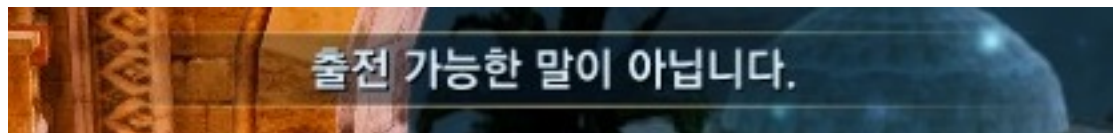


If you see a window similar to the one on the left, where the text is red, it means that you need to wait until registration starts. It will also give you the message “Horse racing coming soon”. If the text is blue, similar to the window on the right, the race is currently in the registration stage and you can sign up to join. This is shown with the message “Horse racing registration in progress”.



To refresh this window you will need to keep closing it and reopening it by pressing the button again.

The statistics shown in these images give you some information about the next race. Starting from the top, the first statistic is how many people are currently registered for this race. A maximum of 20 people can sign up for a race. Underneath, the time until registration, the time until race starts, or the time until the next race, is shown in minutes. In the window on the left we can see that registration isn't going to start for another 38 minutes. In the window on the right we are told that the race is going to start in 6 minutes. Finally, the bottom statistic is the tier category. It is quite hard to read but in the image on the left the category is "1" and the right is category number "4". You can only enter races that match the same category number as your horse tier. For example: I would like to enter my tier 5 horse so I have to wait for a race with "Generation: 5". If you try to enter your horse into the wrong category you will receive the error message shown below.



Now that we know all the information about the next race, how do we enter? During the registration time you simply open the window and press the button on the left. The button on the right will cancel your registration.



When it's time for the race to start, you will automatically be moved to the start position.

During the Race

When the race starts you will be guided along a route using pathfinder. You don't have to follow the pathfinder completely, you can go off-road and take shortcuts as long as you go to each waypoint along the route. A timer will be shown at the top of your screen showing how long you taken so far. During the race you cannot talk to NPCs, PVP, or be in a party.



This screenshot below shows the finish line.



After you've crossed the finish line you receive your ranking, time and prize. In the screenshot below you can see that earned 3 "Tension" items. Check out the Prizes section below for more information on what these are used for! To close the rankings press the black and gold cross underneath. You will automatically be teleported back to your original position shortly after the race has finished.



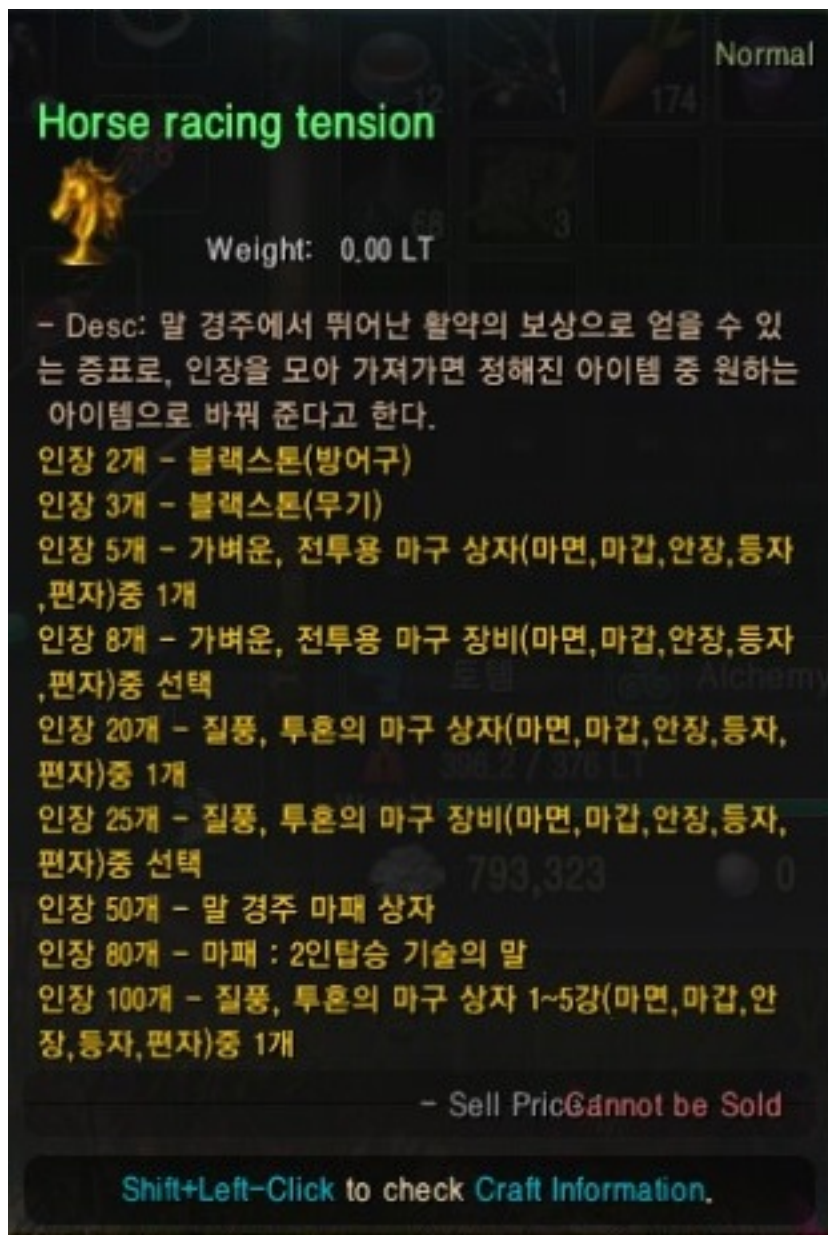
Disqualifications

You will be disqualified from the race if:

- You move out of the starting position before the race starts.
- You take over 10 minutes to go from one waypoint to another.
- You dismount your horse.

Prizes

Depending on your ranking in the race you will earn a certain amount of “Tension” items. These can be traded at a Stable Hand NPC in Media named “Arugula”. The node that this NPC is located at is called “Dolinia Pasture”.



The Tension items can be exchanged at this NPC for these prizes:

- Tension x2: Blackstone (Armor)
- Tension x3: Blackstone (weapon)
- Tension x5: Light, saddlery equipment for combat (helm, bard, saddles, stirrups, horseshoes) – Random selection
- Tension x8: Light, saddlery equipment for combat (helm, bard, saddles, stirrups, horseshoes) – Pick one
- Tension x20: Flurry of cure, fighting spirit harness equipment (helm, bard, saddles, stirrups, horseshoes)- Random selection
- Tension x25: Flurry of cure, fighting spirit harness equipment (helm, bard, saddles, stirrups, horseshoes) – Pick one
- Tension x50: Horses races lottery box
- Tension x80: Two-seater horse skill (6th tier skill which will allow a passenger to sit on your horse)
- Tension x100: Flurry of cure, fighting spirit harness equipment (+1 to +5 enchantment) – Random selection

Bag Slots Spreadsheet

Once you get 50, focus on expanding bag slots (not before as its not needed to power-level). Use this spreadsheet to find the quests.

<https://docs.google.com/spreadsheets/d/1srkULsG0XBLFae9ed09kflygviq6zdUludM4t7cmpd4/edit#gid=981421397>

You can get 31 extra slots through quests.

Useful video: https://www.youtube.com/watch?v=R_SqXpdwbtI

Spreadsheet to accompany the video:

<https://docs.google.com/spreadsheets/u/1/d/10hHbShPIf02IZYHS7pj0vYnnxq7WmPAI2l6o8ev69GU/htmlview?sle=true#gid=0>

Horse Guide - Taming and Breeding

(By LadyWindow and Aava, Praetorian)

Useful Links:

- Tier 8 Horse Formulation: http://www.inven.co.kr/board/powerbbs.php?come_idx=4168&l=29490
- <https://www.youtube.com/watch?v=Z2xA6fmzQyM> (Horse Breeding Tutorial)
- <http://www.inven.co.kr/webzine/news/?news=124418&site=black> (Horse Spawn locations: Translate!)
- <http://blackdesert.info/horses> (General Guide)
- <https://www.youtube.com/watch?v=B8bsl6yDfpU> (Increasing stable size)
- <https://www.youtube.com/watch?v=AgZkSzTc8Ng> (Horse Catching Video)
- <http://i.imgur.com/9XRU9Hh.jpg> (Picture Guide to Horse Tiers 1-8 with base lvl 1 stats)
- <http://blackdesertfoundry.com/2015/05/09/mounts-guide/> (Mount Guide 1 includes camels and elephants)

Horse Stat Description:



속도	109.0%	Speed
가속도	109.0%	Acceleration
회전력	109.0%	Cornering
제동	109.0%	Braking
생명력	1606	Health
지구력	3280	Stamina
무게	90	Carry Weight
경험치	2605	XP needed to level

Things to have:

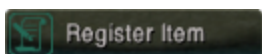
- House upgraded to a crafting shop to produce saddles, stirrups etc to help level, sell and find skills
- Increase stables! (Base is 3 slots, increase with contribution points)
- Want to build relationship with stablehands to get better items.
- Lassos, sugar cube and carrots (to catch horses and increase stamina of ridden horses with carrots)
- Beginner level 5 taming (Ride your first horse or donkey to level 8 to achieve this)

Catching Horses:

- Requires Lasso/Taming Rope. Carrots and Sugar Cubes are optional but helpful
 - You can purchase carrots from the stablehand.
 - You can make 1 sugar cube with x10 raw sugar, and x1 cooking water.
- Approach horse and select lasso, then click on horse to cast it
- Mini Game will start by hitting Space bar at right time in counter
- Mini Game continues by alternating creeping forward to the horse and mashing space when horse rears, then continuing forward when horse returns to ground
- Can feed a cube/carrot to try and make the horse like you faster, haven't seen much difference when using the items or not
- Press R to attempt to mount horse. If it rears and kicks you, then you will need to repeat the game until it trusts you and you can climb on
- Once riding, take the horse to the nearest stable and register it (Using stable, then register horse option)
- You also have the option of riding your own horse back with the wild horse following you (after it accepts you), however you must make sure the horse stays in view because it will only trot.

Leveling Horses:

- Max Level: 30
- To level your horse's level- run around! Taking your horse everywhere you go will help to level it. If you don't want to take the time to level, look to purchase a horse that is a higher level.
- Horses gain 1200 xp per 30 seconds of riding, or 300 xp per 30 seconds if attached to a trade cart. (Higher level carts give you the advantage of leveling up to 4 horses at once while making money)
- To level skills, see the below information on skill leveling.
- Best Leveling Methods:
 - Single horse- riding across the map
 - Multiple horses at once- using a 4-horse cart to level all equally, AND make money trading



Stablehand-bought Donkeys or Horses:

- Horses or Donkeys bought through the stablehand shop can be redeemed through the 'Register Item' button if you have the item in your inventory. (These horses are listed as T1 but are actually T0 at 90% speed stats)
- Carriage/Cart Pulling horses bought at the stable shop are used as a material in crafting Trade Wagons, they are NOT registered with the stablehand



Buying Horses:

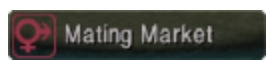
- Horses are bought through stable, not AH
- Select stable and then select market
- Purchase the horse you like the best stats, level, skills, etc of and enjoy!

Markets:

- All horse markets in the map are linked and the same. So much for fricken local economy!
- Towns with marketplace access: Calpheon, Altinova, Keplan, Trent, Velia, Hidel, Stone Hill Horse Ranch

Selling:

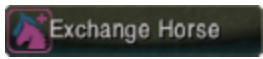
- Mounts are sold to the marketplace NOT direct to the player. This means you will have to likely arrange a time when the player is online to swipe up the horse for sale before another party tries it. (RISKY)
- Horse prices is automatically determined by level, breeding points, skills and tier
- Horses can be bought from marketplace and can view stats as well as potential stats to gain from leveling and skills. Good to check frequently ESPECIALLY FOR MARES.



Breeding:

- Mares: 1 breeding possible, much more rare. Valuable
- Stallions: 2 breedings possible
- Breeding: Takes 2.5 hours to produce foal, 6 hours to be re-breed.
- Breed your horses at level 20+ (increases chances of going up 1-2 tiers) when under T6
- See Guide for breeding T6+ horses (at bottom of paragraph)
- Resulting foal is useable as an adult horse once received (click on the mother after the breeding period to receive foal)
- Horses must have full health and stamina and must not be wearing items
- Stallions can be placed up for stud on the marketplace. Good for a horse that isn't meeting stat standards but may still be valuable. Also good to check regularly for a stat we may be missing.
- See guide for breeding steps: Place stallion on breeding market, when listing the price select "Show Mine" then list, then select breeding market and "My Horse List" at the top, and mare you want to breed him with. (If you do not select 'Show Mine' he will be listed with other horses so look for name/stats to identify) STUD SNIPING CAN OCCUR SO DO NOT DELAY

- There is an option to increase number of available breedings: Horse Breeding Initialization
- T8 Formulation Guide (in KR) http://www.inven.co.kr/board/powerbbs.php?come_idx=4168&l=29490



Fusion:

- A secondary option to breeding, can be used on horses with or without remaining breeding points.
- Both horses must have full health and stamina and no items worn.
- COMBINES both horses used into a NEW horse NOT a foal (loss of horses occurs).
- Useful if you have two nice horses you'd like to try for a random chance of a baby with and that are out of breeding points.

Stables:

- Default amount of stalls in any town is 3 stalls.
- Each town has a house that will increase stable size (if applicable). The house is bought with contribution and money, and some can be ranked up to increase size even more. The rank size equals how many stalls are added to the base three in that town.
 - Velia Town, No.4, max rank 2
 - Hidel, No. 6-3, max rank 4
 - Calpheon (North), No.1, max rank 5
 - Altinova, No.9, max rank 4
 - Glish Town, No. 2, max rank 4
 - Keplan, Storage No. 3-3, max rank 4
 - Trent Village, No. 5, max rank 4
- Make sure to have slots open in order for a breeding to be successful and have room for the foal. Breeding will fail if there is not room.
- Horses are shared across all accounts
- Unable to sell house if there are too many horses in the stable.
- It is USEFUL to have a house for more horse slots in wherever your "base" town is

Stablehands:

- Need to play intimacy minigame in order to raise intimacy level to afford certain items in the shop (saddle, stirrups, etc). When purchased, intimacy is lowered by that amount. (Velia Stablehand is easiest/best for this)

Horse Stats:

- Horses have both active and passive skills available. (see below)
- Mini game levels combat skill bars- failure will throw you off horse. Involves tapping the s and w keys to keep the cursor centered and prevent falling.

- IF YOU ARE GOING TO USE A SKILL IN COMBAT HAVE IT LEVELED TO 100% FIRST - otherwise the skill minigame can appear at anytime, bad to do during combat!
- Health and stamina raise with regular use and leveling Rate depends on tier of horse.
- 16 horse skills obtained randomly during leveling *can* be changed using special cash shop item
 - This gives you a *chance* to change the skill, if skill change fails you will gain luck as if you were enchanting weapons/armor

Base Stats:

- Speed: How fast your horse can go at top speed (press shift key twice to reach top speed)
- Acceleration: How quickly your horse will get to top speed
- Braking: How fast your horse stops
- Cornering: How well your horse turns/goes around corners without releasing the forward buttons
- In the linked tier guide, all stats are listed as BASE LEVEL ONE stats. They will increase as horse levels

Gear:

- Saddle: Allows you to do certain horse skills, increase speed, gives some defense
- Stirrups: Needed for mounted combat (player combat, not horse), gives some defense
- Helmet: Needed for knockdown charge/ defense
- Horseshoes: Increases speed and stamina of horse
- Armor: Health and Defense bonus to horse
- Costume: Purely cosmetic?
- Black stones can be used to increase horse gear however it can FAIL at +1

Combat (Learned Skills):

- Skills in bold are recommended for a T8 horse
- Combat Skills are learned by TRAINING them with the minigame. Press the skill keys and a mini game will occur at times. If you win it the skill level increases SLOWLY (about 1% for every 2-3 mini game tries, however some skills will also level with useage)
- Back Kick (S+F): Does a back kick
- Start Acceleration (Space + W): Boosted sprint start from a standstill
- Charge (Q): Forward charge and knockdown (requires horse helmet)
- Forechop (F): Does a forward kick
- Drift (A or D + S): Drifts horse sideways/around corners
- Sprint (W + Shift): Higher speed sprint, requires saddle
- Quick Stop (S): Immediate horse braking
- Instant Acceleration (F): Quick speed boost while at top-speed (can be spammed with drift resetting the cd)
- Roar (Space): Heals rider mana and HP for 30 seconds, even if dismounted

Passive Skills:

- Passive skills are learned through RIDING and LEVELING your horse and are given at 100% without training
- Streak Jump: Allows you to instantly jump again while holding down space
- Caution: Stops horse at cliffside instead of falling off
- Quick-Ride: Makes mounting/dismounting faster
- High-Jump: Does a higher jump while at a full run
- Quick Back (S): Allows horse to walk backwards more quickly
- Two-Seated Mount (two riders) T6+ horses ONLY, can also be bought for T6+ horses with racing winnings

The Desert:

- Horses will die in the desert when the debuff is active
- Carrots/carrot juice can be used to heal mount
- Using the purified water to protect you in the desert also removes mount debuff and protects mount (lasts ~5 minutes)

Other Mounts: (Will appear after Mediah patches are inputted post-launch)

Camels:

- Acquired via turning in level 26+ horses for tokens (Imperial Taming Seal)
- Each tier of horse equals one token (IE Tier 1 horse is 1 token, Tier 5 horse is 5 tokens..)
- Takes 5 tokens to receive a camel
- Feed Dry Thorns instead of carrots
- Less likely to die in desert

Elephants:

- Guild Siege Mount- holds 3 people for combat, stored in GUILD HOUSE
- NOT a personal mount, used for GUILD ACTIVITIES
- Obtained via taming game like horses, use lasso and peanuts on elephant baby
- Peanuts obtained from guild managers
- Need to kill adult elephants around baby or THEY WILL ATTACK YOU
- Elephant will follow once caught and CAN BE KILLED BY PLAYERS
- Adult tame elephants can then be bred to raise more! (materials through guild manager)
- Turn into guild housing to raise mount

Daily Contribution Quests

[From BDFoundry](#)

There are lots of daily and weekly quests in Black Desert. Daily repeatable quests reset at 12AM (UTC+9) and there are various different types of daily quests that reward you with different things.

The best routine we have found for gaining contribution points is the Calpheon daily quests. Below is the route we use and it usually takes around 10-15 minutes once you know where you are going.

Calpheon Daily Quests Routine

We are going to begin at the location marked as “1” on the map below. On the corner of the street you should find a fruit market and the NPC should have a quest for you.



Accept the quest and run up the street and around the back of the building to find the stairs and jump onto the top of the building. You can also climb up onto the roof if you turn around after accepting the quest and jumping onto the other market stalls.



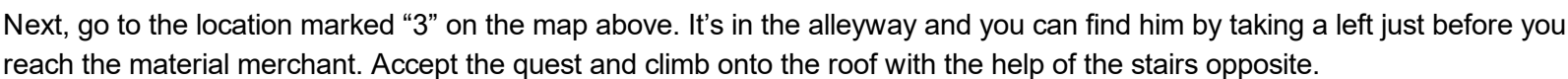
Once you are on the roof, climb onto the chimney and press “R”. When you are done jump back down and hand the quest in.



From here run down the street towards the location marked “2” on the map above. There should be a soldier on the corner where the bridge is. He will have a quest for you which requires you to bring a pickpocket back to him.



This is what the pickpocket should look like. He should be running up and down the street and you just go up to him and press “R” then talk to him to make him follow you. Bring him back to the soldier and hand the quest in.



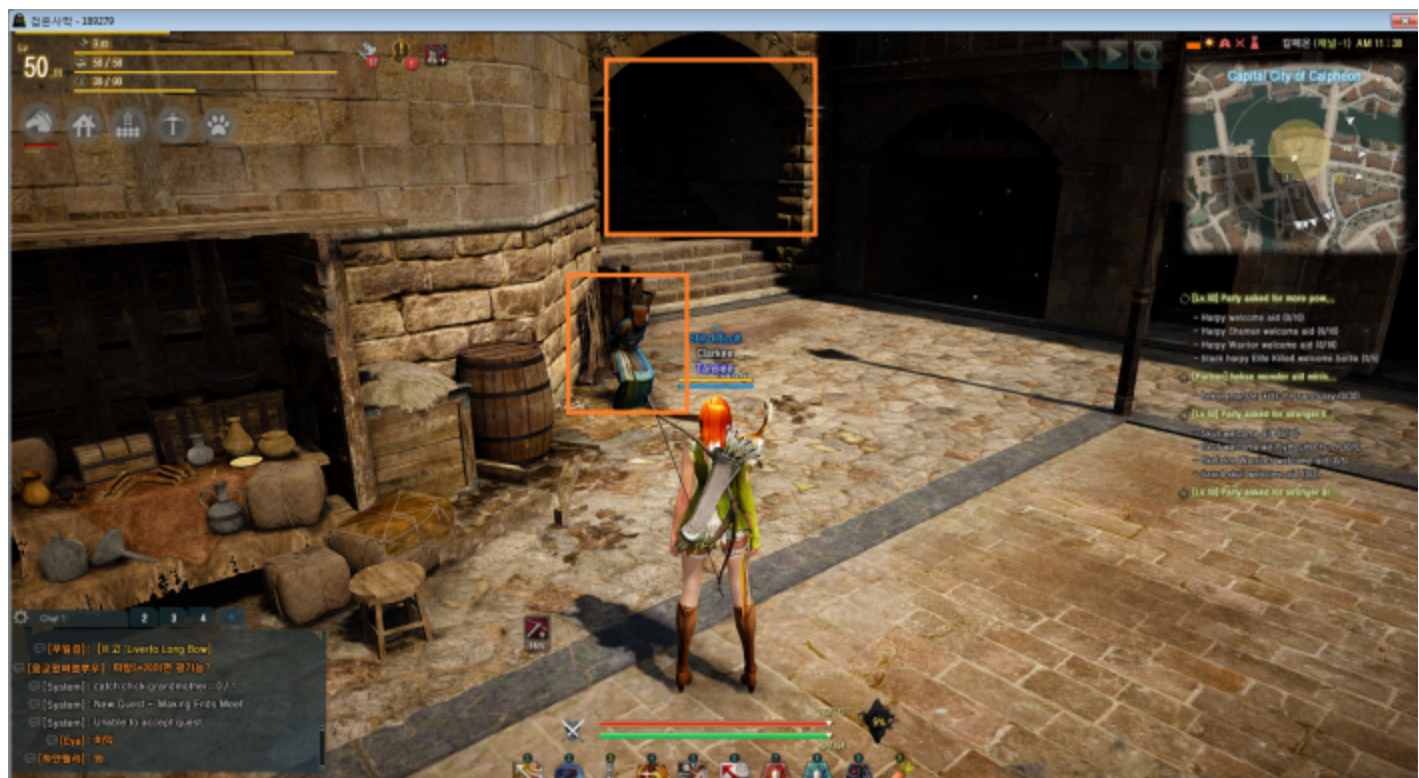
Once you are on the roof, climb onto the second chimney and press “R” to clean it. Then jump back down and hand in the quest.



Now go back out of the alleyway back towards the soldier. This time go across the bridge where all the soldiers are lined up, there should also be an elephant on the bridge. As soon as you are across the bridge turn right and go through the arch. This area is marked as “4” on the map.



You should see an old woman. Accept the quest from her then turn around and go up to one of the chickens running around in the square. Press “R” to interact with the chicken then go back to the woman to hand in the quest. Just behind the old woman you will see a passage which will take you into the next area.



Once you've gone through the passage you should see a market stall on the left. This area is marked as "5" on the map above. Talk to the woman to accept the quest, then pick up one of the barrels on the left of her.





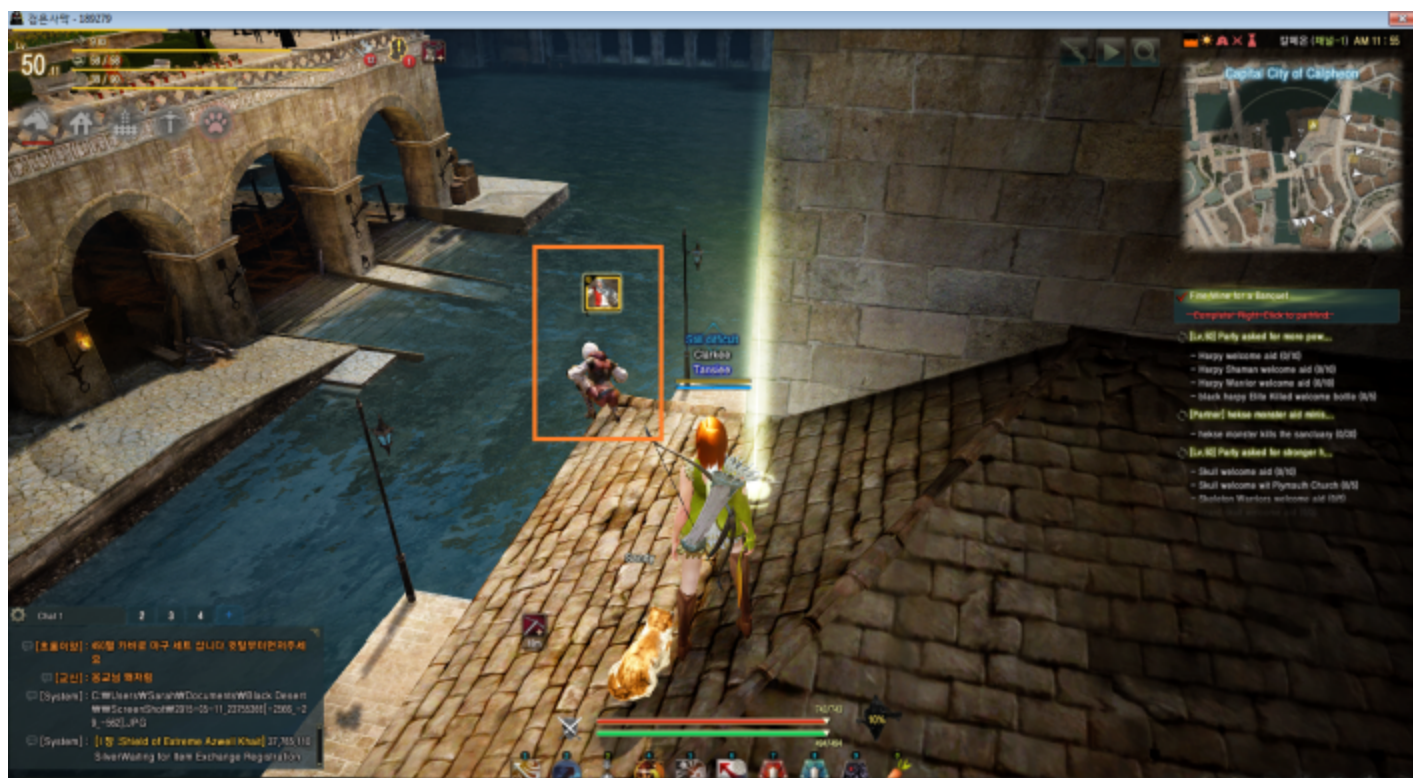
Next, turn around and go through a passage on the right, walk over the bridge and on the right you should see a wall with an archway. Go through here and you should see an open building with a soldier on either side of the door. Run straight through the building and on the left you will see a man. This area is marked “6” on the map above. Drop the barrel by pressing “R” then talk to him. Run back through the building and across the bridge to hand in the quest. If you can't find the shortcut you can run all the way around the building. Use the pathfinder to help you.



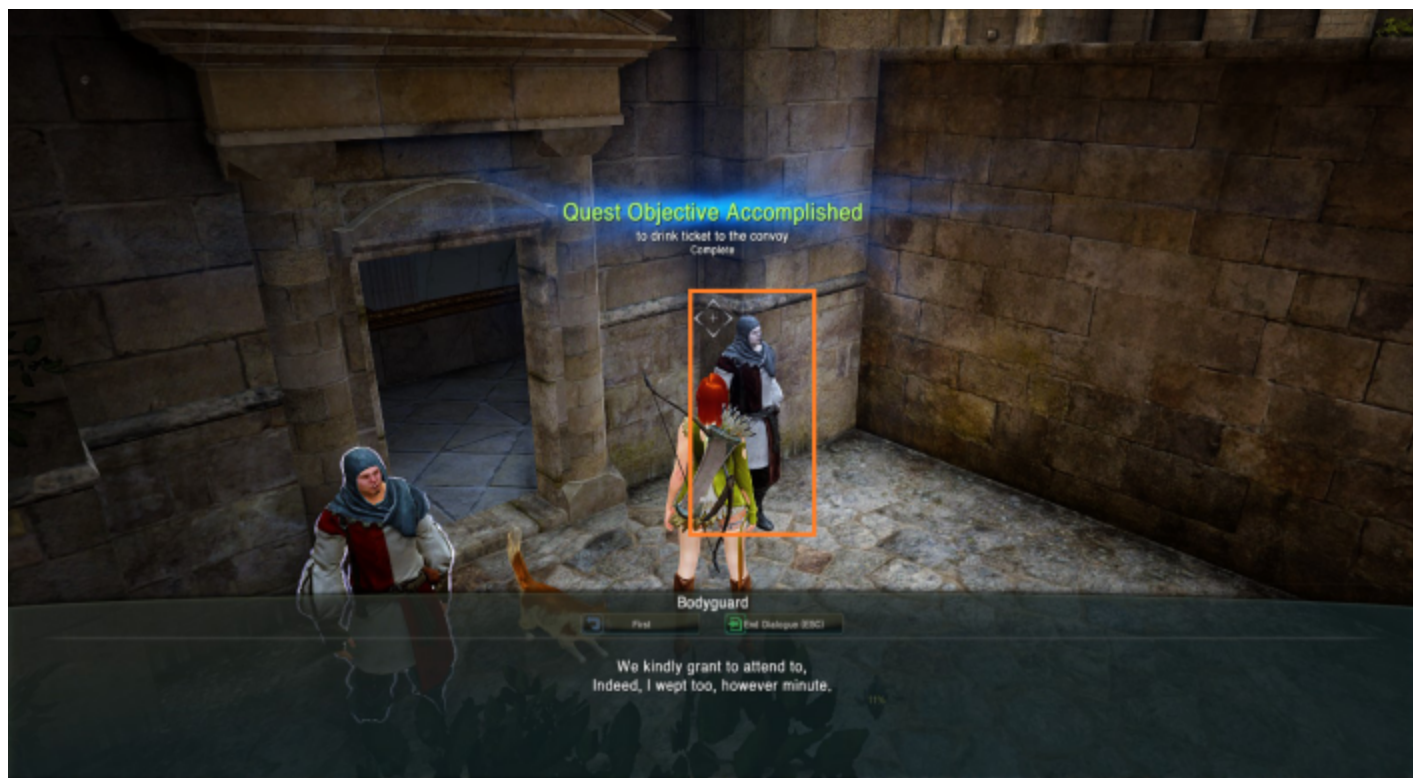
Go back toward the bridge you just crossed. On the right you should see a set of stairs and a building below. This area is marked “7” on the map below.

m

Climb onto the roof and talk to the boy sat at the end of the roof.



Go across the bridge and turn right to go through the archway again where the two soldiers are. Press “R” to talk to one of them then go back to the boy on the roof to hand the quest in. If you have trouble finding the soldiers use your pathfinder. The location of the soldiers is also marked “8” on the map above.



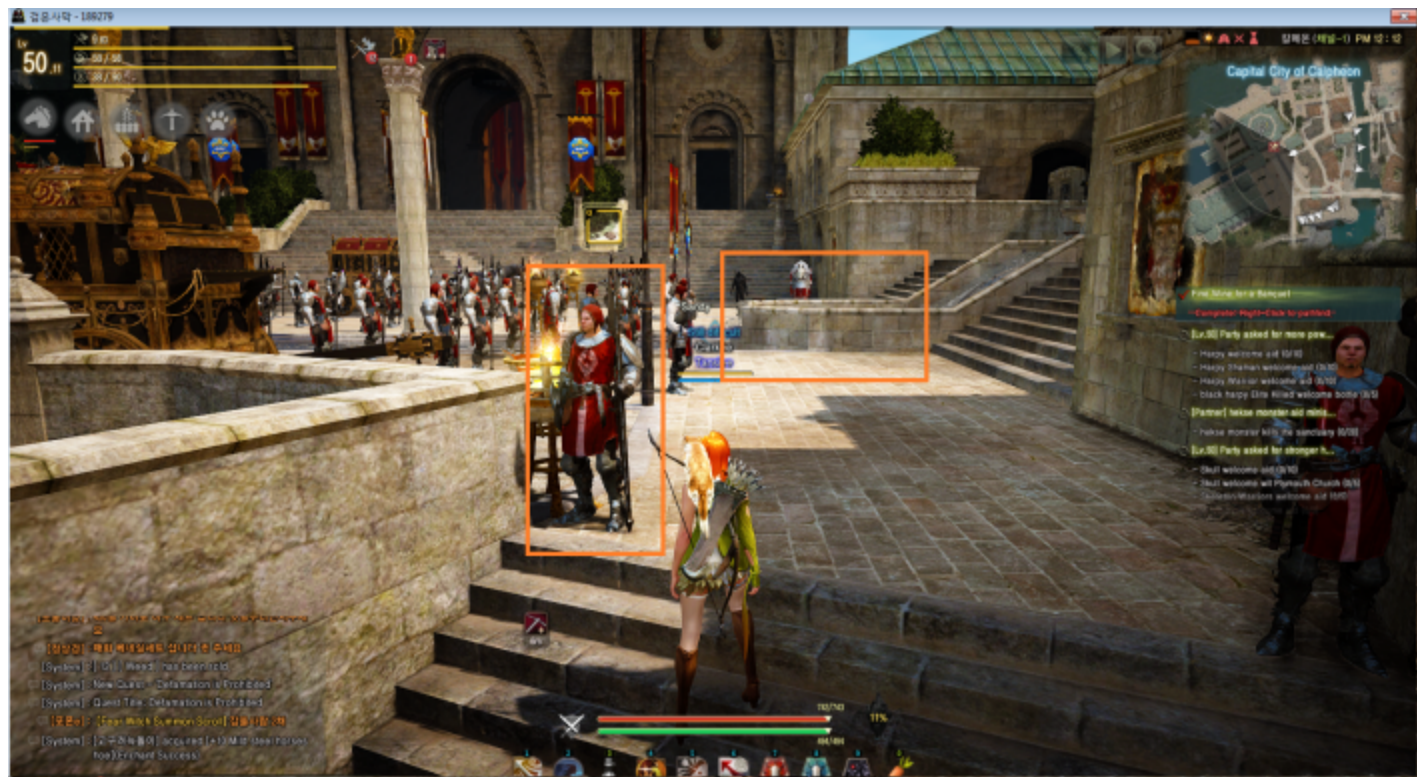
Once you've handed the previous quest in, run back across the bridge and straight up the road until you see some stairs. On the right of the stairs should be a soldier with a quest for you. This location is marked "9" on the map above.



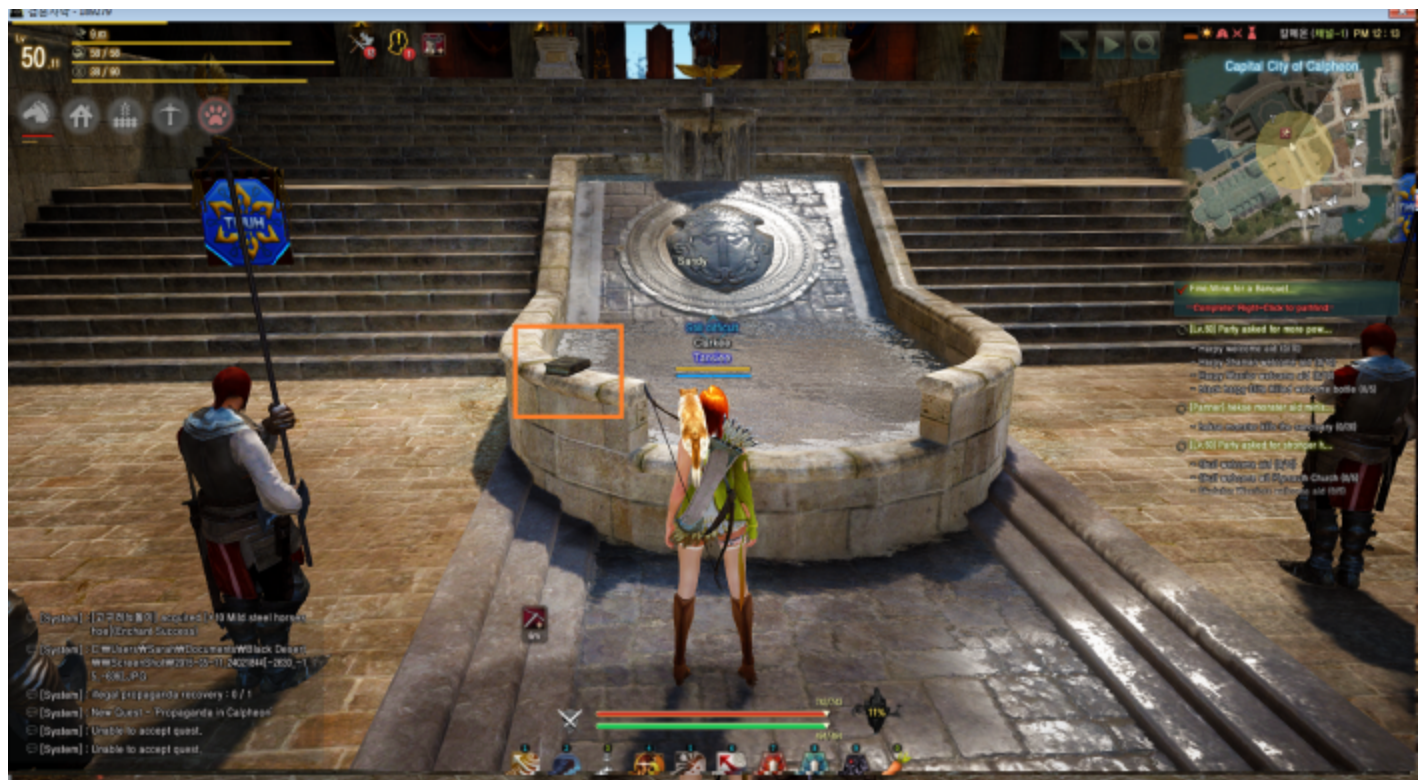
A protester should be either behind or to the left of you. Go up to the protester and press "R" to talk to him. Make him follow you back to the soldier and hand in the quest.



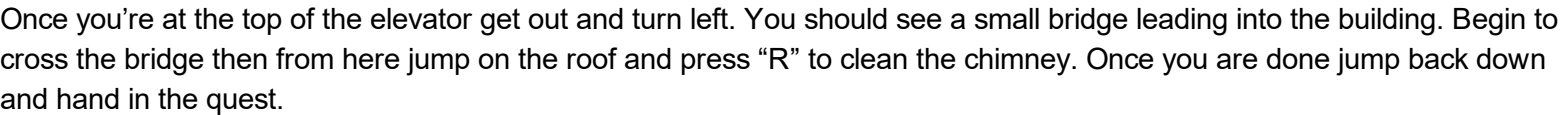
From here go up the stairs behind the soldier and talk to the soldier on the left at the top of the stairs. Behind the soldier you should see a fountain.



Run up to the fountain and on the left side you should see a book. Press “R” to interact with the book then go back to the soldier to hand in the quest.



Now you can either run back down the stairs and across the bridge, or you can run down the stairs and turn right to run around. You want to get to the location marked “10” on the map above. Once you get to the alleyway you should see a boy standing on a post with a few other people gathered around him. Talk to the boy to accept the quest. Just behind the boy you should see an elevator. Get into the elevator.



Next, turn left and run further down the alleyway. You should see a tall man with his back to you. This location is marked “11” on the map.



From here run further down the road and through the archway. On the right you should see a stable area with wheelbarrows. Press “R” to pick up the wheelbarrow then take it back to the worker to hand in the quest. The location of the wheelbarrows is marked “12” on the map above.

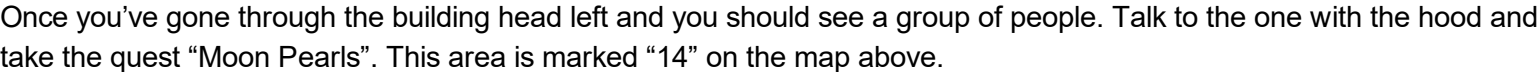


Next, run back towards the boy on the post, at the end of the road there will be some stairs on the left. Climb up the stairs and follow the stairs all the way to the top. Turn right at the top and run up the road towards a woman then through the

archway just past her. Go around the back of the buildings then turn right towards the palace. You should see a ramp on the left and wagon on the right. Go up the ramp and keep following the road and going up the stairs until you reach the gardens. From the gardens turn right and go up the stairs once more. This area is marked “13” on the map. If you have trouble finding the stairs use your pathfinder. Using your pathfinder will make you run all the way around though!



Here you should see two women with red hair and dressed in blue. Talk to the woman on the left to accept the quest. Then go through the building just behind them.



Head back through the building and down the stairs towards the gardens. The gardens are marked “15” on the map below.



Once you are at the gardens you should see some plants. Press “R” to interact with them then go back to the woman in the hood to hand in the quest. Sometimes this quest can be buggy and will not let you interact with the plants. If this happens you can either abandon the quest and try again, or skip the quest.



Now we are almost done! Run all the way back out of the palace and down the stairs towards the main area of Calpheon. Go across the bridge where the soldiers and elephant are and go down the alley on the right. Here talk to the man in the screenshot below to hand in your final quest.



From the Calpheon daily quests in this guide you should get an item that looks like a dagger. Once you've collected 7 of this item you can combine it into this shape —+

Right-clicking the combined item will give you an additional quest for more contribution experience.

All-in-one Guide on Workers, Housing, and Nodes

Introduction

In Black Desert Online, there is a system which gives your account the ability to buy houses, hire workers, and create routes back and forth between towns or nodes. Utilizing all 3 along with other aspects of the game such as processing, cooking, alchemy, and trading can result in tons of resources and silver.

Definitions in regards to Black Desert Online

Workers: Workers are NPC (Non-Player Characters) that can be hired and used for multiple purposes. They can be sent off to collect resources and process raw materials into goods. The resources they can obtain can include, but not restricted to, ores, logs, herbs, grains, meats, and fruits.



Houses: Houses are buildings that can be entered in any town. They can be bought directly from your map and have many purposes. The 4 main purposes that houses serve are storing, lodging, housing (residence), and various work stations.



Nodes: Nodes are represented by many icons in your map. They can be towns, farms, castles, and places that seem like nowhere in the map. Nodes can be places to buy houses, provide workers with work, or used to create routes for traveling that involves the trading system and commerce.



Contribution Points: Contribution points are points used for buying houses, renting items, investing into nodes, opening resources within those nodes, obtaining a badge for dailies, and much more! Contribution can be increased by gaining contribution exp. By doing side quests, dailies, and talking to NPC around the world. Contribution points are almost like energy (physics term) in real life. They can be gained but can never be lost; it can only be transferred. What that means is at any given moment in the game, you can take back the contributions used and end up with any amount you desire less than or equal to the total amount of contribution you have.



Energy: Energy is very self explanatory. Some actions in the game require the use of Energy. They can include talking in channel chat, having conversations with NPC to gain amity, looking at workers, so on and so forth. More recently in Black Desert Online which include the Russian and North American servers, Energy is used in any type of activity that involves gathering, processing, cooking, and others similar to these. Like contribution points, Energy can be increased by doing side quests, dailies, etc. To restore Energy, it has a default restoration of 1 Energy every 3 minutes. If that isn't fast enough for you, some quests also restore Energy too.

Now that we've gone through the basic definitions of what these terms are to give you a general idea, let's get started on it!

Hiring Workers

With a few simple steps, you can hire workers and send them off to do whatever you want!

Step 1: Purchase Lodging for your Future Workers

Where will your workers live if they don't have anywhere to live?

Open up your map by pressing M. There, look for the town Velia because Velia is the very first town where you can actually hire workers. Click on the Blue Icon that looks like a castle. Once you click on the icon, you will see a bunch of houses that are either blue, white or grey. Blue colored houses are houses that you can buy right now while grey houses are either houses you cannot afford at the moment or houses that have a prerequisite. Look for houses that have lodging and purchase it/them. Each purchase costs Contribution Points so make sure you have enough. Once you've purchased it, there will be a 5 minute crafting time. After 5 minutes, voila! You now have a house that is colored white, meaning you own it.

Now that you have a house(s) for your workers, you can hire them now!

Step 2: Hire a Worker or Workers

It's very easy to hire a worker, but very hard to hire a good worker. To hire your very own worker, go to the Worker Manager in Velia. The Worker Manager can be found on your map (If you have talked to him before) with a symbol of a pickaxe. If not, on the top left side next to your minimap, there should be an icon of a magnifying glass. Click on the magnifying glass and then click on the pickaxe icon. After that, simply autorun or manually run to that location and the Worker Manager should be there. Now, there are 3 types of workers; goblin, human, and giant. Workers have 4 stats that are crucial for what you want out of a worker.

Work Speed: How fast your worker can get the job done.

Movement Speed: How fast your worker can go back and forth from where it's working to the warehouse.

Luck: Luck is a stat that gives your workers a chance in getting rare materials from finding resources. The higher the luck, the higher the chance your worker will have in getting these rare materials.

Stamina: How many times your worker can work.

Each type of workers have their own strength and weaknesses, which I will briefly describe below.

Goblin-Goblins have very high Work Speed but low Stamina. They are great for using early on and when players are very active. Because they have lower Stamina than others, they require more attention.

Human-Humans have a higher Luck than the other classes, making it the best class later on in the game. Other than that, they are the only class that can do a certain processing (From what I heard. At the very least, there is something regarding processing that only humans can do.). Their stats are average, as expected, and have a great balance between goblins and giants.

Giant-Giants have very high Stamina but very low Work Speed. They are mostly used for players that want to afk for long periods of time. Other than that, they are practically useless.

There are also 5 types of rankings workers can have. They go from: Grey→Green→Blue→Yellow→Orange.

The higher the ranking your worker is, obviously the better it is.

To hire a worker, talk to the Worker Manager and click [Hire Worker]. This lets you look at workers you could consider hiring and costs 5 Energy each time. Once you click it, something will pop up. That is the scouting worker interface. There, you can hire workers or continue looking for other workers. Once you found the worker you want to hire, you will need to pay a certain amount of silver for him. The silver can be paid either straight from your inventory or from your warehouse in that specific town. To pay from your storage, simply click the box that says so. Two great tips that should always be taken into account are the following:

Tip 1: Increasing the Worker Manager's friendship level can greatly increase the chances of finding a higher tier worker from scouting. You can increase its friendship level by simply looking at him and press F to initiate a wave. Waving at the Worker Manager costs 3 energy every time and is worthwhile doing a couple of times every day.

Tip 2: Always have at least 90k silver either on you or in your warehouse. The common workers, usually green, might only cost 3.5k silver, but other ranks beg to differ. Orange ranked workers apparently costs up to 90k so be sure to have enough silver to actually afford it or it'll be a huge waste.

Now that we have our very own workers, let's make him work!

Sending Workers off

Having a worker is nice and all, but I don't see a point in having workers if only stays at its lodging and does nothing. So let's make it do something!

Step 1: Finding Nodes

Go around the area near Velia and find yourself nodes. Usually, they will be farms or places with buildings on your map. Other times they need to be found without the map. Every node that exists has a Node Manager at that area. Some nodes are found before the Node Manager and some nodes can only be found once you talk to the Node Manager. Therefore, if you see anything that has a [?] sign in your minimap, you should go talk to that person.

Now that you found nodes, let's connect them!

Connecting nodes can be very beneficial because they serve multiple purposes. If you obtain items yourself from that specific area either by killing, fishing, or gathering, you should connect the node that's there. Why should that node be connected? When you sell items found from a specific node that isn't connected to the town you're selling in, they can only be sold for 30% of their full price. By connecting the nodes, they can be sold for their full price. Connecting nodes are also great for trading purposes. Connecting a node from town to town lets you transfer items back and forth at the original price as opposed to the usual 300% price if they had not been connected. Lastly, connecting nodes lets you have your workers go back and forth, working and bringing back the resources.

Step 2: Connecting Nodes

Nodes cannot be invested through the map interface unfortunately. Therefore, you have to see the Node Manager in person. Start by going to the actual location of the node. Once you get there, interact with the Node Manager and click on [Node Management]. This opens up your map but you are now given the ability to invest into that node. Investing into nodes require contribution points so at early stages of the game, be sure to know whether you want it or not. If you made a mistake or don't want the node anymore, simply cancel the investment and you'll be given your contribution points back. By investing into the node, you have now connected your node. One important thing to note is that you cannot connect your town to any node on the map on its own. You have to connect a series of nodes starting from the closest one near the town to the node you want in the end. Just like real life, there is no shortcut in connecting nodes.

Now that you connected your nodes, let's send your workers there!

Step 3: Send your workers to work

Before sending your workers to work, you have to invest in the resources the node has before you can make them work there. Investing in the resources does require you go to there in person. Once you click on [Node Management], click on the node that you have invested in that has resources and there should be different icons within that node. These icons typically

represent gathering, mining, lumbering, and farming. By hovering your mouse over these icons, it tells you exactly what you will normally get. Once you know what your workers want to do, simply click on the icon and click invest. Your worker interface has now popped out. The interface shows you the list of workers you have, their hometown, work status, and much more. Choose one of the workers you want to work there and you will be given the general description of the work itself. It should tell you how long it takes for your worker to finish one job. By default, workers will only work on a one-time job. But fret not, you can change the amount of work it can do before you send him off. Once you confirm it, your worker will now set off on a journey to bring you back the resources.

Now that my worker has gone off to work, I see it's using up Stamina. How do I refill that Stamina?

Feeding your Workers

Just like in real life, workers don't work for free. Given this is a game, it's not as extreme as that and is very easy to satisfy them.

Step 1: Knowing What to Make

Replenishing your workers Stamina is very easy and at the beginning, requires very minimal effort. To recover their Stamina, you must feed them with food made primarily by cooking. Here is the list of the 4 foods you can make, the ingredients needed, and how much it restores.

Icon	Name	Ingredients	Recovers x Amt
	Beer (맥주)	1 <u>sugar</u> (설탕)  , 2 <u>yeast</u> (발효제)  , 6 <u>bottled water</u> (요리용 생수)  , 5 <u>grain</u> 	Worker recovers 2 Action Points
	Oatmeal (오트밀)	3 <u>milk</u> (우유)  , 3 <u>onions</u> (양파)  , 2 <u>honey</u> (식용 벌꿀)  , 9 <u>flour</u> 	Worker recovers 5 Action Points
	Fish fillet chips (피시 필레 칩)	7 <u>flour</u>  , 2 <u>salt</u> (소금)  , 3 <u>white sauce</u> (화이트소스)  , 1 <u>fish</u> 	Worker recovers 5 Action points
	Cheese pie (치즈 파이)	7 <u>cheese</u> (치즈)  , 3 <u>butter</u> (버터)  , 3 <u>eggs</u> (달걀)  , 5 <u>dough</u> 	Worker recovers 7 Action Points

Step 2: Setting up a Cooking Station

To make any food, you will need a few things. The things needed are the following; A residence house, cooking utensil, and ingredients. To purchase a residence at any town, simply go to your map interface, click on the blue castle icon. Finally, click on any of the purchasable houses and purchase it. Purchasing costs Contribution points so make sure you have enough. Once that's done, go to a Chef and purchase a cooking utensil. Don't know where that person is? Click on the magnifying glass like you might've done to find the Worker Manager and click on Chef. This creates a waypoint from where you are to the Chef. There, purchase a set of cooking utensil and physically head to your new house. Enter your house and you should be able to see a button that says [Placing Mode] Click on it and then click on your cooking utensil at the bottom of the screen. Move the item however you want with your mouse and place it anywhere in the room you desire.

Now that you have a station set up, let's get cooking!

Step 3: Finding Ingredients

Personally, I have gotten far enough into the game to make the other 3 foods for my workers, but Beer is just as amazing in terms of how easy it takes to make and how much it recovers. Beer is the main food you will be making and feeding your workers for a good period of time. So it's essential to remember the ingredients needed and the amount used. To make Beer, you will need; Sugar, Yeast, Mineral Water, and Grain. Sugar, yeast, and mineral can all be bought from the Chef. Grain can include but not restricted to; Wheat, Corn, and Potato. Grains can be easily found by having your 5 starting workers at Velia only farming for Potato and Corn. Their yield should most likely give you enough grain to recover all of their stamina and only after that initial recovering will they start giving you more and more resources as time goes on. If you're too lazy or need grains as soon as possible, you can also purchase them from the Auction House.

Step 4: Cooking the Me-...I Mean Ingredients

To make a single pint of Beer, you will need 5 Grain, 6 Mineral Water, 2 Yeast, and 1 Sugar. Once you have the ingredients ready, head to your house. Go to your cooking utensil and open up the cooking interface. **Important** Place enough ingredients into the interface to make only one product. Accidentally placing more materials than needed won't necessarily result in a failed product, but will use up all of the ingredients. Click on make one and there you go. You now have Beer to feed your workers. To make more than one, simply do the same as you did before to make that one beer, but click on the button that says make more than one. Choose the quantity and confirm. The materials will then be used directly in your inventory in making more than one product.

Now that I got Beer, how do I even feed my workers?

Step 5: Feed your Poor Starving Workers.

At the top left corner of your screen under your contribution points, there should be an icon that looks like a pickaxe. Click on it and it'll open up your worker interface. In order to feed your worker, it has to have stopped working. Typically, it either stopped working because it ran out of Stamina, or you have to manually cancel his other jobs and wait for it to finish his current one. On the right side of the worker and its job/exp bar, there should be a button that says [Recover]. If it's yellow, it means you can recover the worker's Stamina. If it's grey, it means that you cannot do that at that moment. The worker is either max Stamina or it's still working. Click on recover and then a pop up should come out. The Beer or any other food used to restore Stamina should be there. Simply press right click on the food and it'll instantly restore the worker's Stamina. After that, it's basically done.

What is this Promotion thing and what are these skills?

Workers Misc.

Promotion: Ranking up Workers

Every few levels, starting at level 10, your workers can be promoted to the next rank. You know your worker has a promotion when there is a [Promotion] button left of the [Recover] button. Once you click on it, your worker will be taking an exam and this takes 24 hours to finish. Fortunately, the timer will still be counting even though you are offline so take a break from worrying about having to stay online for it. While it's taking the exam, that worker cannot be used to work until it has finished the exam. Congratulations! Your worker has now ranked up!

Skills: Hidden and Unlocked Skills

Every worker starts out with at least a skill. These skills can range from increased work speed to higher proficiency in crafting, etc. These skills can be unlocked every 5 levels and is completely random. Skills cannot be changed so you just have to pray to Korean Jesus that you get your desired skills on your worker.

F.A.Q.

Q. Can workers still work when I log off the game?

A. Once you log off the game, workers will immediately stop what they're doing and will only resume once you log back on.

Q. I'm still confused on what workers to go for. Any ideas?

A. Goblin's-Use them when you're active and can pay more attention. Humans-Use them for gaining more rare materials while still somewhat be active. More useful for later stages in the game. Giants- Use them when you want to sleep or go afk for a long period of time.

Nodes Guide

Introduction

Nodes are locations on the map. Nodes can be connected, using Contribution Points, to give you bonuses such as more loot drops or higher profit when trading. They are also used to send workers to bring back resources for you.

Types of Nodes

There are currently two types of Nodes. These are: Adventure Nodes and Production Nodes.

Adventure Nodes



These are the icons for each adventure node. From left to right these are: City, Town, Village, Gateway, Trading Post, Connection and Dangerous node. These nodes have a "Node Manager" NPC which is used for navigating nodes.

Production Nodes



These are icons for the production nodes. Production nodes are places you can send your workers to gather materials for you. The names of each of these productions nodes, from left to right are: Farm, Forest, Mine and Management Office. Each of these production nodes are connected to an adventure node and need to be invested in to be used. Farms, Forests and Mines are connected to Trading Posts, Connection nodes and Dangerous nodes. While the Management Office can be found at Villages.

How to Connect Nodes

When connecting nodes it is best to start from Cities or Towns you have discovered then work your way out. Adventure Nodes that can be connected will have a white line from one to the other. Nodes that are currently connected will have a yellow line joining them together.



To connect nodes you must first go to the Node Manager NPC. To find the node manager you can right-click the node icon to set a pathfinder. Once you are at the node manager, speak to him/her and press “Check Node”.



This will open the map and show any production nodes that the adventure node also has. If there are nodes you haven't discovered that can also be connected to the node you are at, the locations will be shown on the map.

In the top left corner a window will appear showing all the node information such as whether the node has a trade administrator, the country, territory, node manager's name, which guild is currently controlling the node and the amount of contribution points it will cost to invest in the node.

To connect the nodes, click "Invest".

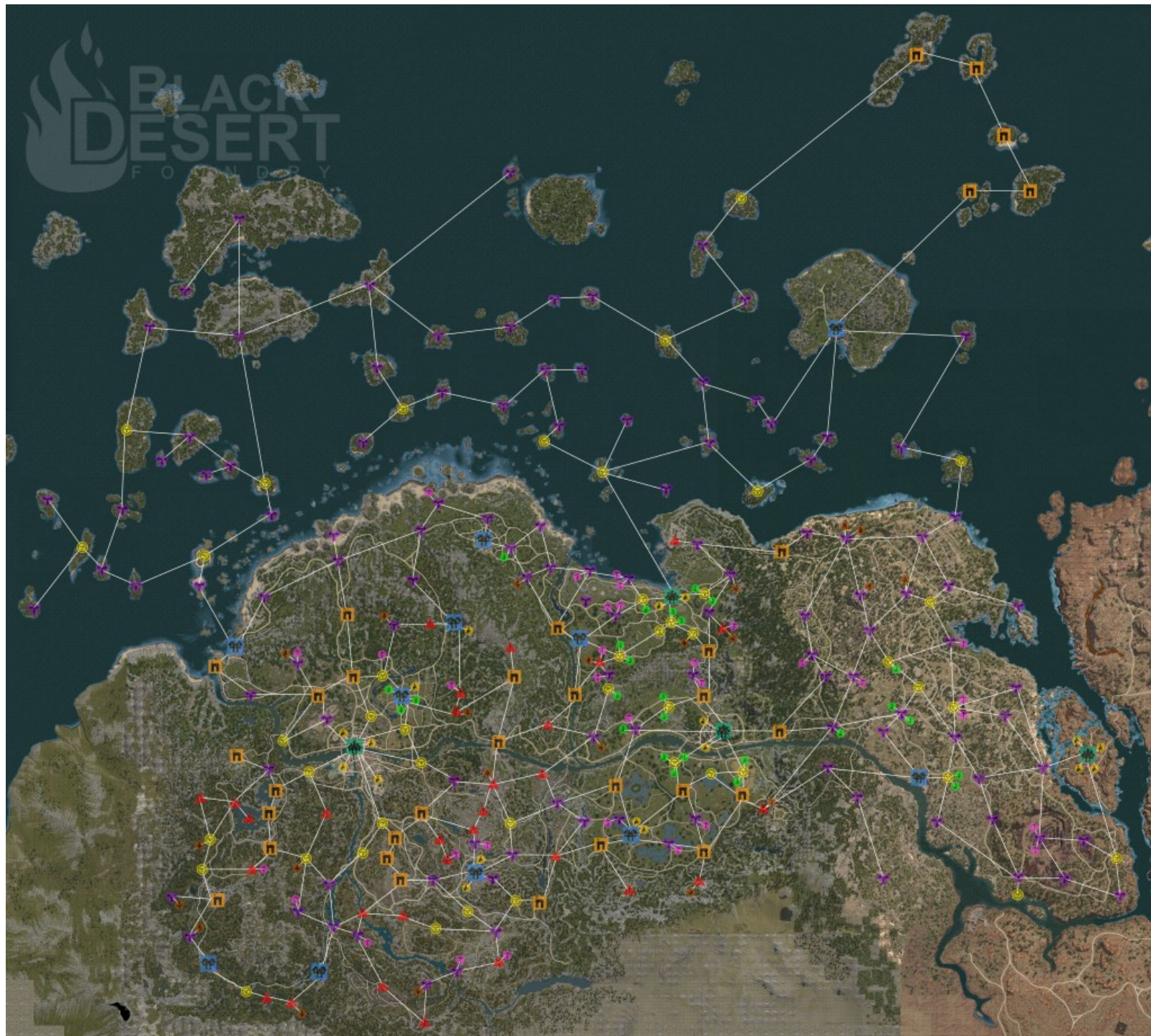


To cancel the connection between nodes you can open the map at any time, click on the node icon, then click “Withdraw”. You can also further invest in a node using energy. This will increase the nodes level. The higher the level, the more loot drops you will get from monsters in this area.





Nodes Map

The map below shows adventure and production nodes along with all the ways that they can connect. Currently fishing and miscellaneous nodes are missing from the map.



Enchantment Guide - Cost of Enchanting/Chances of Success

NEW Enchant System							
Enchant	Need Item	PerfectEnchant	Success	EnduranceLimit	-MaxEndurance Fail	-MaxEndurance PerfectEncant	Reco MaxEnd
+1	 Blackstone (weapon)		100%	100?	5	5	10
+2			100%				
+3			100%				
+4			100%				
+5			100%				
+6			100%				
+7			100%				
+8		5				10	
+9		10					
+10		15					
+11		20					
+12		40					
+13		80					
+14		130					
+15		200					
+16	 Blackstone's condensed horsepower (weapon)	NO	20%		10		
+17			10%				
+18			5%				
+19			2,5%				
+20			2%				

Ships Guide

[Introduction](#)

There different types of ships in Black Desert Online.

Raft:



Rowboat:



Fishing Boat:



Ferry:



Ships allow the player to travel through the rivers and oceans of BDO independently, without the need of a NPC ferry. Acquiring these ships can be done two ways, buying them off the auction house or crafting. As the ships get larger, more materials and effort are required to construct them.

Pre-requisites for This Guide

Please have a look at the guide on workers & purchasing property if you have not done so. This guide will not cover how to create and sustain workers!

Auction House

- If you don't want to craft ships you can just buy them from the Auction House.
- You can buy ships made by other players in the "Mounts & Pets" category.

Creating a Raft

- Start in Velia Town and look for this house.

Velia Town

An aerial view of the Velia Town map from the game Tibia. The town is built on a sandy peninsula surrounded by water. It features several wooden houses, some with blue roofs and others with white roofs. A church with a bell tower is visible on the right side. Various icons are scattered throughout the town, including a sailboat icon near the top left, a house icon near the bottom left, and a house icon near the bottom right. A red circle highlights a specific house in the center of the town. A yellow line connects several houses in the center, suggesting a path or a specific area of interest.

- If you left click on the house you should see this interface.

"Lv. 2, No. 3-2, Velia"



Warehouse

A warehouse will increase the number of items that can be stored.

- Purpose List

Warehouse



Shipyard



My House



- Extended Purposes

1 Rank



- Management Menu



Sell

- Contribution Recovered 5

- Contribution Points 2

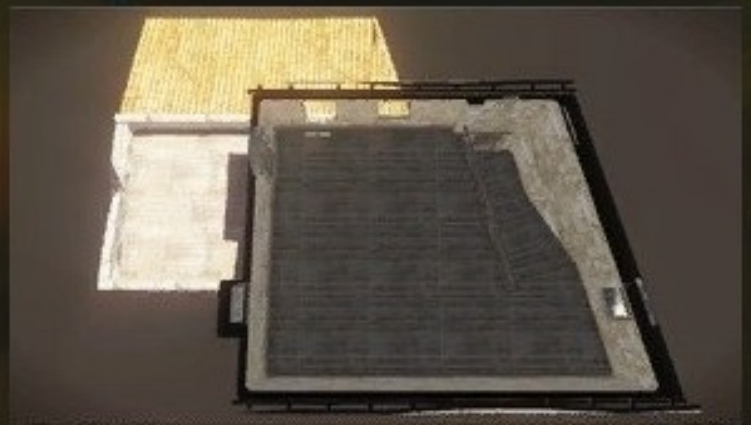
Repurpose : Shipyard

- Work Time 2h 30m

- Operation Cost 5,000 Silver

- Funds 204,115 Silver

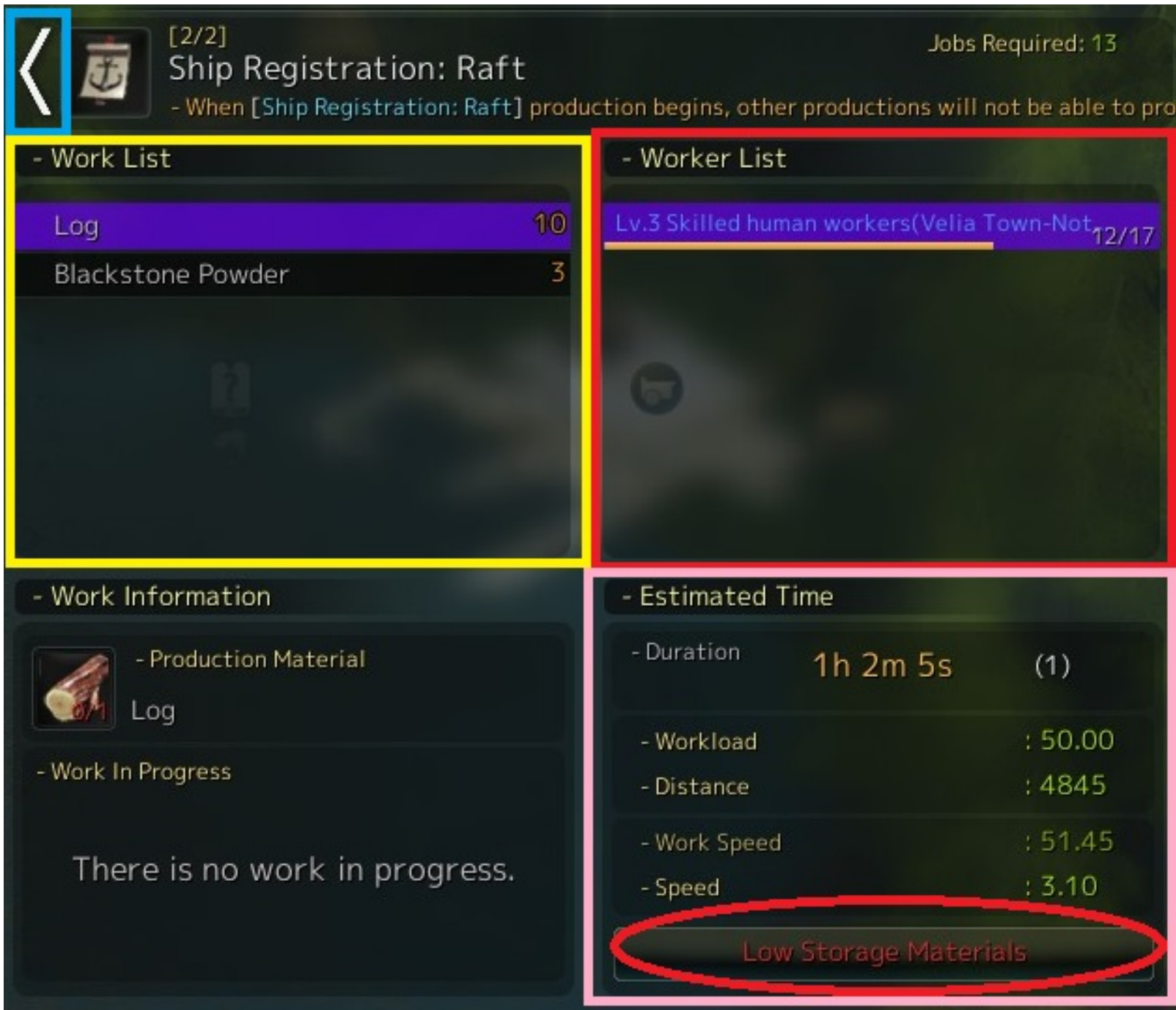
- Internal Structure



- Right click on the Shipyard and select re-purpose or buy. This will cost you 5,000 silver and some contribution points (CP)
- After purchase, you have to wait 2 hours for the building to convert.
- Once the building has finished converting you now need to gather the resources to craft the ship.



- After you have gotten all the materials needed to craft the ship you have to select what ship you want to build.
 - Blue: Choose ship
 - Red: Select workers to start assembling
 - Yellow: What needs to be assembled
 - Pink: Time taken for selected assembly



- You can have more than one worker assembling the ship.

Warning

Cancelling Ship Construction Will Reverse All Progress and Delete Used Materials.

How to Get Logs

- Left click the magnifying glass next to your mini-map,
- Click on the hoe icon, which should bring you to the tools merchant in Velia.



- Then buy a “Blunt Axe” from her.



- Equip your axe and go to any tree outside Velia like this one.
- Press "R" to collect.



- “logs” should be a by-product of the tree you cut.

Blackstone Powder

How to get Crude Stone

- First you need to find crude stone, go to the materials merchant (tools merchant) again and buy a “Shabby Pickaxe”.

- Look for rocks called “Feldspar”, they are scattered everywhere on the terrain. Walk up to them with the pickaxe equipped.



- If you collect these rocks you can get crude stone.

How to get a Refinery

- Look for this building in Velia and then buy the refinery just like how you bought the Shipyard.
- After the refinery is bought, left click on “Production Management”.

Velia Town



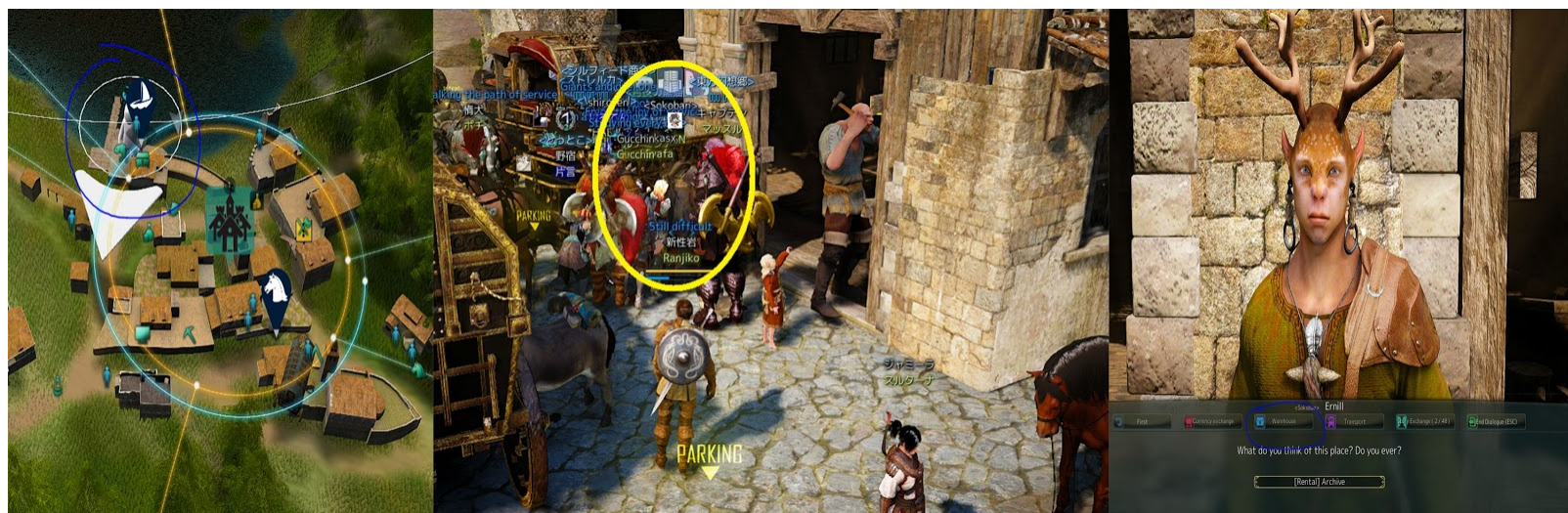
- You should see a new interface looking like this.



- You need 2 crude stone per “Blackstone Powder”. This should take about 30 – 10 minutes depending how fast your worker works
 - If you do not know how to get workers have a read of the guide on workers.

Putting it together

You now should have all you need to make the Raft. Place your materials in the warehouse and start building on your ship. The warehouse can be found at the dock in Velia.



Other Ships

Higher tier Shipyards are needed if you want to create ships bigger than a Raft or a Boat. For an example on Iliya Island there is a tier 2 shipyard where you can make Fishing Boats.



Iliya Island

Iliya Island 3 Address



Shipyard

A shipyard allows you to build a ship. Building a ship, unlike other jobs, takes multiple stages. You can send multiple workers at a time to work.

- Purpose List

Warehouse



Shipyard

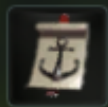


My House

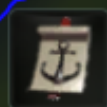


- Extended Purposes

1 Rank



2 Rank



- Progress



Shipyard 1 Rank

Time Left

9m 29s

Progress

93.7%

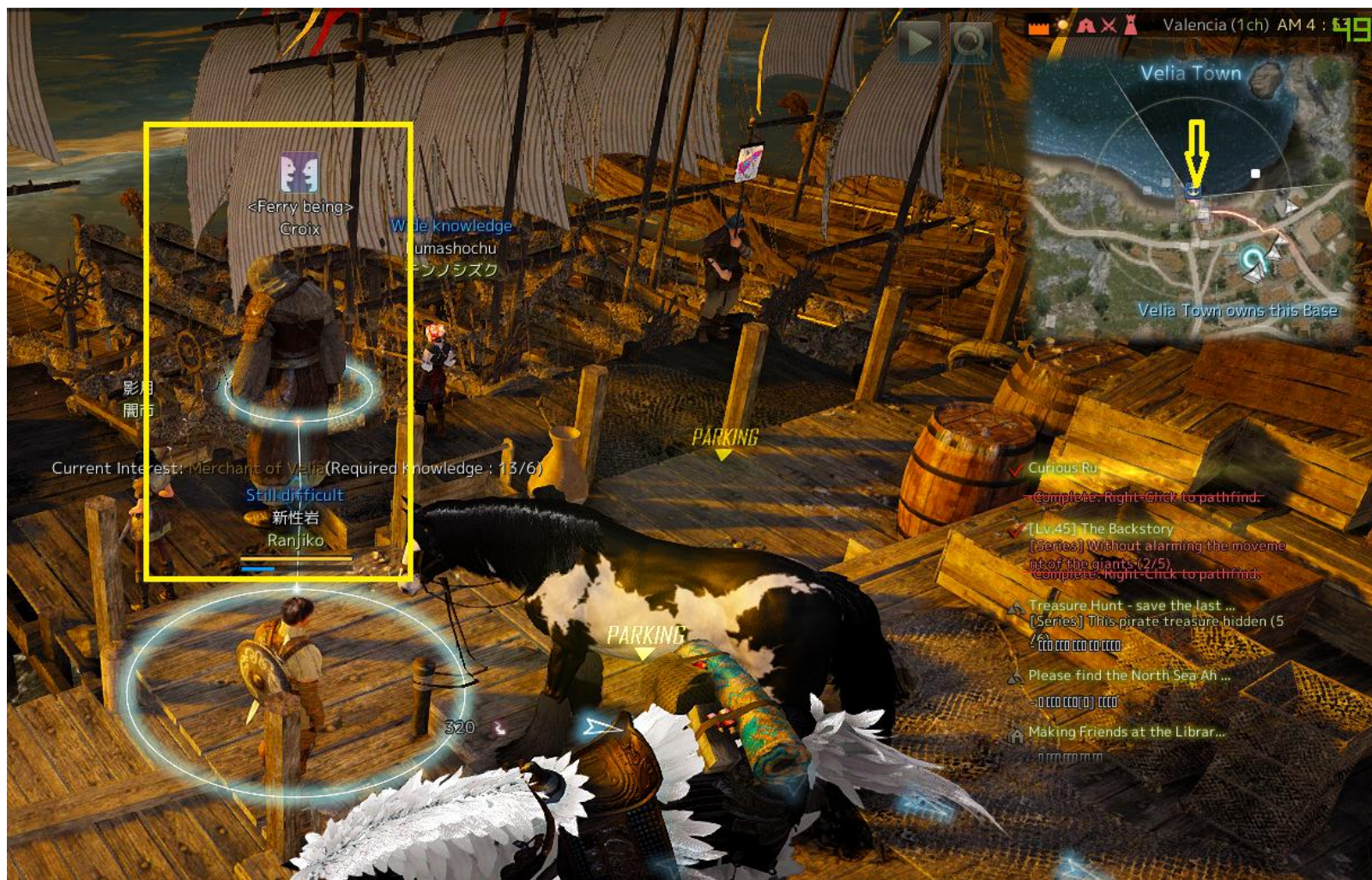


- Internal Structure



How to Register a Ship

After you have completed assembly, you should get a Ship Registration item in your warehouse. Put that in your inventory and head to the harbour master. Talk to him and register your ship!



Understanding Ships

All ships have health and durability. They are shown on the bottom as the red and yellow bar. There is no way to repair your ships at the moment and when it runs out of durability your ship is destroyed (?).



Npc Ferries

Ferries come and stop every 10 minutes or so at the wharf in Velia town. They transport you Iliya Island and you can jump off at any time. The ferry passes many islands that are great for fishing and exploring. But refrain from jumping off the ferry because without a dock, it is extremely hard to catch the ferry again once it comes back around.



Ship Upgrades

There is also a tier 3 ship parts workshop in Hidel where you can craft things that upgrade your ship. Upgrades are ship specific so be sure to check what ship it is compatible with.

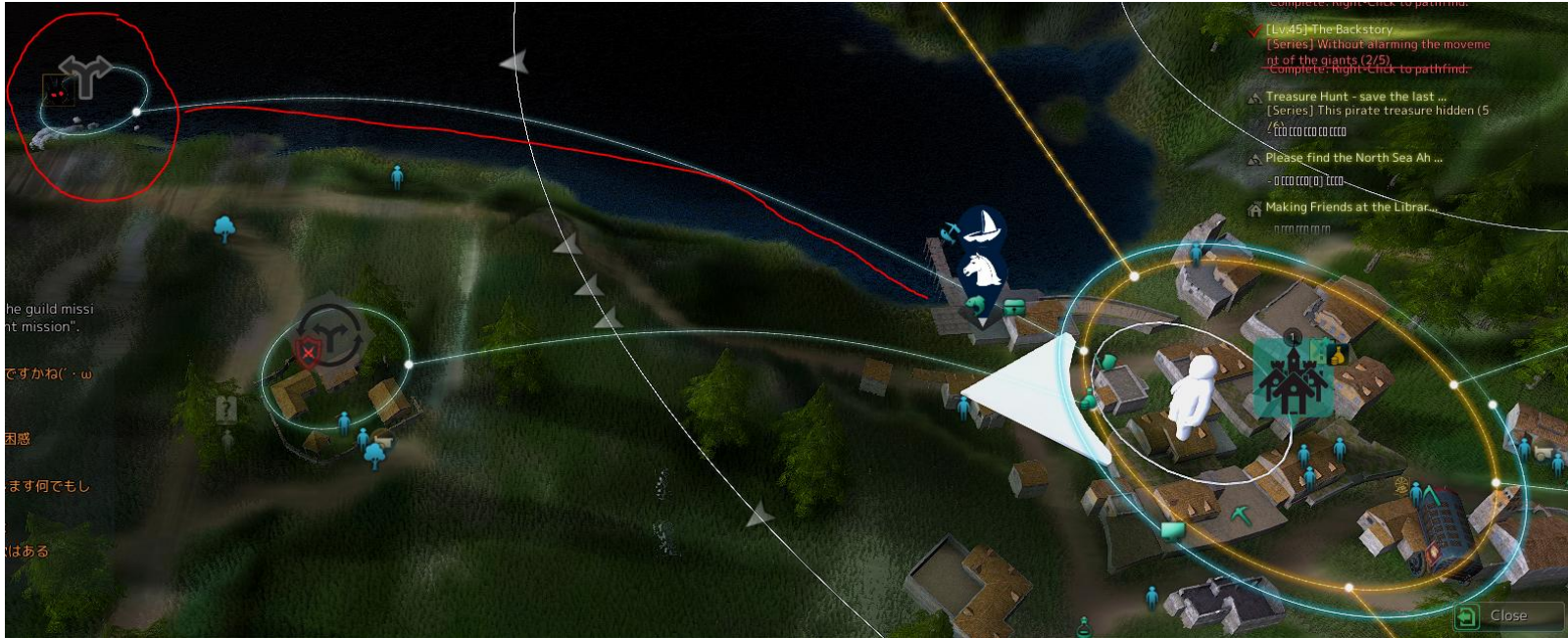
Ships bows will increase the speed of the ship, decorations increase the armor, and storage increases the maximum trade weight it can carry.



Useful Crafting Information

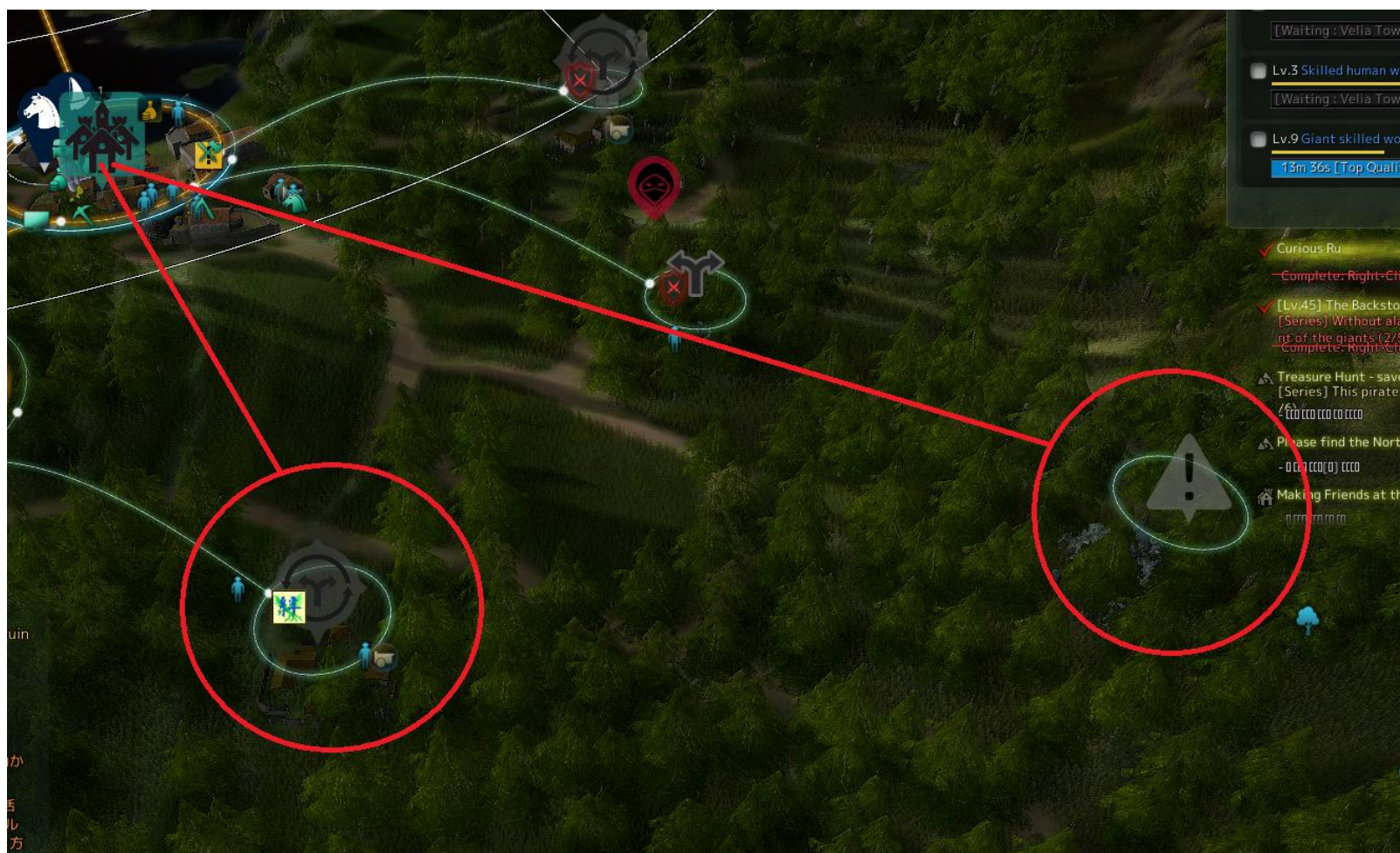
Planks can be made from chopping wood. You need planks for the rowboat. To create planks you have to process the logs by pressing the "L" key by default and select the wood chopping option. This will allow you to select what type of logs you want to chop up into planks.

Iron and copper can be found at the cave north west of Velia.



There should be deposits of copper and iron in that seaside cave. To process them into melts you have heat them up using the “L” process menu.

If you are familiar with workers and nodes you can get NPC's to do work for you. Ash tree's can be found south of Veila.



Trading Guide

Introduction

Trading has the potential to be very profitable once you improve the level of your profession. Don't fret if it may seem very arduous in the beginning, the profits will gradually increase with time.

Tips before commencing:

- Beginning traders cannot purchase trade goods in most of the towns or cities due to the profession level restriction. Begin your trading journey by buying goods from Hidel or the Balenos area.
- You can sell the goods to any Trade Administer regardless of the city, however make sure to link the nodes to gain more profit. If you don't link the nodes, you will lose 70% of your spending's.
- Your profits are proportional to the distanced traveled. The farther you go, the more silver you receive.
- Use a trading costume to boost your profit.

Buying Trade Goods

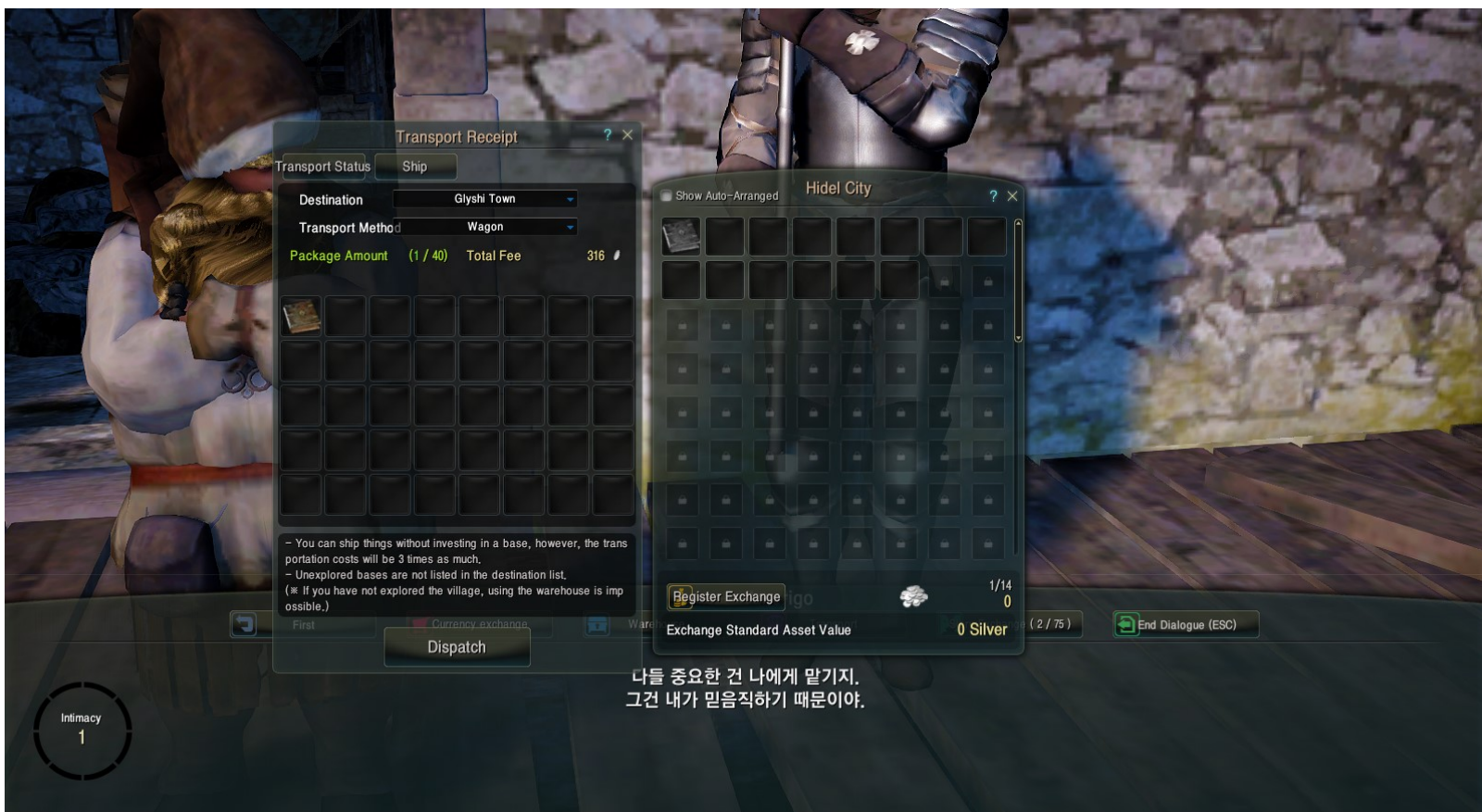
To buy trade goods, go to a Trade Administrator and press “R” to talk to them. Then, click “Commerce” to view the goods they sell. It is advisable to buy goods that are lower than their regular price (less than 100%) so to say; ‘buy low sell high’. You can view the value of the goods at each town by pressing “Show Value”, this will consume one energy. Once you have found something you want to buy, click “Add” and enter the amount wanted. At the bottom you will see the cost, weight and and space this will take up. When you are ready, click “Purchase all” into the bottom-right corner.



Transporting Goods

- There are 5 ways of transporting trade goods across land:
- Carry them on your back – This method is very slow but you do not have to spend any additional money. However, you will be much more limited by how many you can buy. The trade pack will go into your inventory and you can drop them at any time to remove it. By carrying it on your pack, you automatically move slower, as usually, once you go over your weight limit, you slow down accordingly. The one benefit of this method is that you train your strength while carrying the goods.
- Use a donkey or horse – A donkey is recommended as it can hold more weight than a horse. However, if the overall weight is light, a horse can carry it quickly. Put the trade goods onto your mount by pressing “F2” to put it into your mount’s inventory, or you can put your mount next to the trade administrator and you will be asked whether you would like the goods to be put onto the mount.

- Use your own wagon – This is by far the best way of transferring goods by yourself. It can carry a high quantity of goods and has a high weight capacity. The downside is that it can be quite expensive to buy. To put trade goods onto a wagon put the wagon next to the trade administrator and you will be asked whether you would like the goods to be put onto the vehicle. A great benefit to this method is that you can attach your own horses to a wagon and train several of them at once.
- Use the NPC trading wagon/boat – This method allows you to put up to 40 trade goods onto a wagon and the goods will be delivered to the town/city warehouse for you to sell later. Using the NPC trading wagon does cost some money as you pay the wagon driver, and the amount you have to pay is based on the trade goods you deliver. To put the goods onto an NPC trading wagon or boat, put the goods into your warehouse then click the “Transport” option at the warehouse NPC then “Dispatch” at the top. Move the item from your warehouse into the delivery window then select the town/city and the shipping method from the drop-down boxes. Once you are ready, click “Dispatch”. To cancel the delivery, go to the warehouse NPC in the town you bought the goods then click “Transport” then “Transport Status”. You will not be able to cancel the delivery once the NPC has picked it up. To receive the goods from the delivery, go to the town it was delivered to and go the Warehouse NPC. Then click “Transport”, “Transport Status” and “Receive”, you can then sell the goods yourself to the Trade Administrator.
- Use a boat – You can store trade goods onto a boat and bring them across bodies of water. It functions similarly to that of a horse or donkey.



Bandits

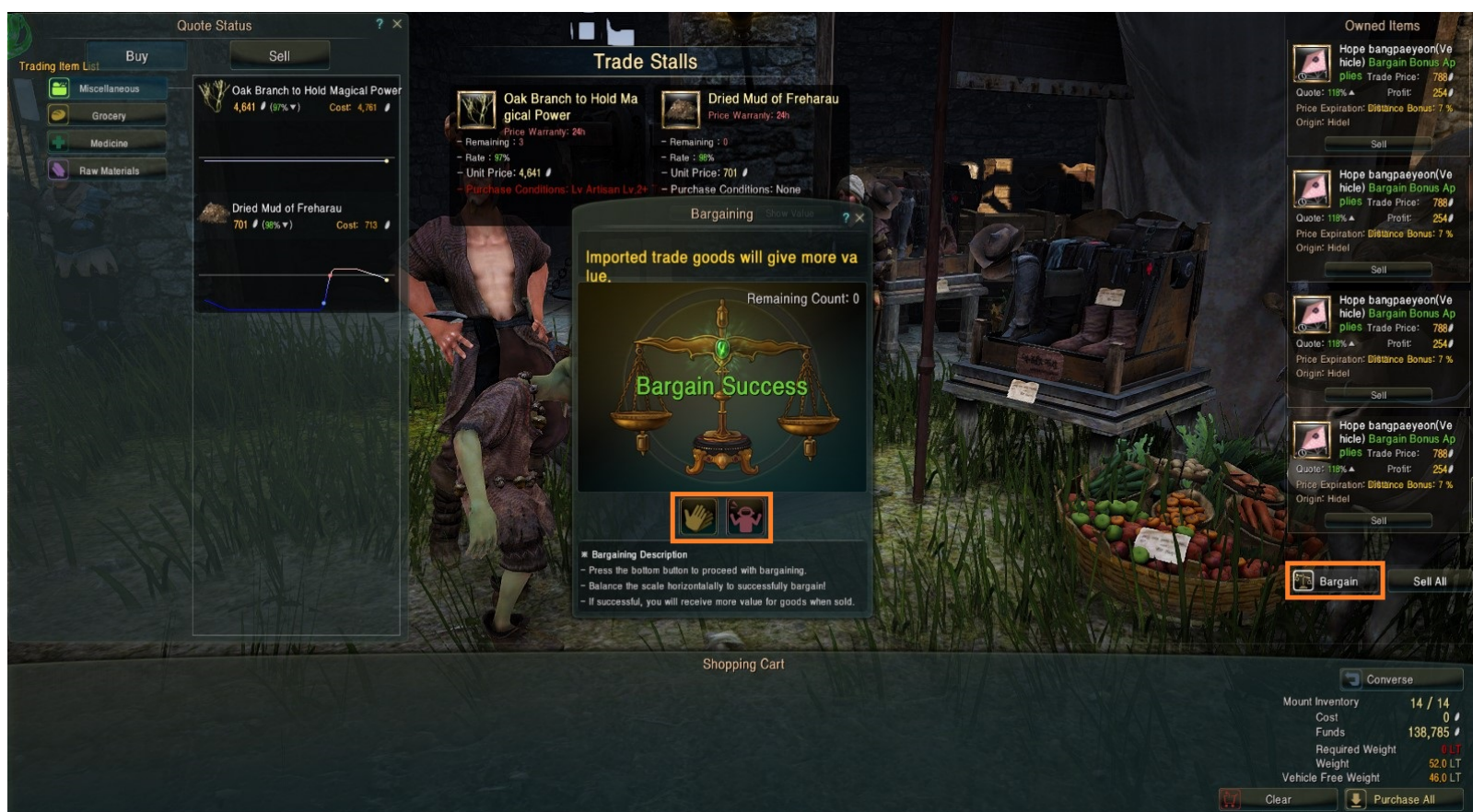
Along trade routes there may be bandits that may attack you and they will kill you if you are afk. You cannot attack while carrying trade goods so it is best to avoid the roads the bandits are on. If you are using a full hp wagon, this should not be a problem for a single trade run. However players may also attack you and this results in a more disastrous outcome. You can see bandits on your map with this icon.



How to Sell & Bargain

Once you have arrived at a town/city you can sell the goods by going to the Trade Administrator and pressing “R”. On the right you will see a window that lists all of the goods you have. Click “Sell All” to sell the goods for the standard price, or click “Bargain” to try and increase your profit. Bargaining will not decrease the amount of money you can sell it for, but it will take up 5 energy each time you try to bargain.

Once you have clicked “Bargain” a window will pop-up in the center of your screen. Underneath the scales you will see 2 buttons. The button on the left has a chance of slightly moving the scales and the button on the right has a chance of greatly moving the scales. The idea is to move the scales 3 times and try to get them level. If you manage to level the scales on your third turn, you will achieve “Bargain Success” and can then sell your goods for a higher price. You get more tries to move the scale with trading costumes, the better the costumes, the more extra tries you receive.



Advanced Trading Systems

This part of the guide is written for experienced traders who seek to broaden their trading skills. Knowing the basics of trading will be assumed for this guide.

Trading is quite an extensive and complex system. On top of the regular trading system, there are a couple of other forms of trading, all of which are much more profitable than their more known counterpart. Their profits are proportional to its risk and time restrictions. These two time-gated forms of trading are known as 'Illegal Trading' and 'Imperial Delivery/Trading'.

A quick reminder: NODES MUST BE CONNECTED TO PROFIT

Illegal Trading

Illegal trading is the most risky form of trading. The following restrictions apply:

1. Must be at least a professional trader to purchase the items.
2. It must be nighttime (10 pm to 7 am)
3. Only applies to specific items.

The NPCs that sell illegal trade items only appear at night in main towns. They can usually be found behind buildings and they are identifiable by their small light source. They are labeled as “<Black rat top> Mysterious Man” (May vary with different English patches or updates).



Unlike the items sold by Trade Administers, the items sold by the Mysterious Man comes in quantities of 1. Each of the items are 30 000 to 100 000 silver and weigh about 300.00 LT.



After buying the items, you are labeled with a bright red icon above your head indicating that you are carrying illegitimate goods and you can be tagged in PvP. Note: if you put it on a horse or a coach, they will be labeled instead of you.



To sell the items, bring it to any Trade Administer other than the one in the city that it was bought in. Like regular trading, the farther you go, the higher it will sell for. However, due to potential player killers it may be better to travel a shorter or more obsolete route. Once sold to the Trade Administer, you lose 5000 karma per item sold. The loss in karma will not be a hindrance due to the low volume of trading goods sold.



Though the overall profit percentage may not seem to increase much, due to their original high price, the trading goods can net you over 50 000 – 100 000 silver in one transaction.

Black Market Merchants

Though this is not related to the trading profession, the merchants are similar to the Illegal Traders as they only appear at night. From 10 pm to 7 am, a black market trader appears in all the main towns. They reveal random buy-able items for 50 energy a piece. They sell these items at set prices. The items can either be greatly overpriced or lower than the current market values. They sell anything from crystals to Ogre Rings. Beware, the items that the merchant sells are random so use it at your own risk (not that you need much energy anyways).

Imperial Delivery

Imperial delivery is a broad term covering all the imperial NPCs. Each main city has a group of imperial NPCs, each of them buying certain items for a high price. Each NPC has a specific profession they are catered to. To determine what items they buy, simply talk to them to determine what items they want and the quantity that they are still willing to buy. These NPCs buy all sorts of things from boxed food to packed elixirs. The NPCs buy the items at 250% of their original price making it very profitable. Imperial trading falls into the category of imperial delivery, but is slightly more complex than the other imperial NPCs. It will be expanded upon under the following sub-header.

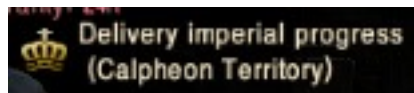
Imperial Trading

Imperial trading also highly resembles the standard method of trading. Like illegal trading, imperial trading is time gated. The trading times are not specified and depend on the current trading status of the game.

Imperial trading only occurs with certain items at a given time. These items are just your regular trading goods in main towns. Each main town differs and the easiest way to figure out if imperial trading is occurring within the main town you are currently residing in is to visit the local Trade Administer.

Oftentimes, when talking to a Trade Administer, you may have noticed a crown and a bracketed domain (ie. Serendia) beside the trading goods. These goods are 'marked' indicating that the item is up for imperial trading. To partake in imperial trading, purchase these said items and deliver it to the main town of the indicated domain.

- [Balenos] – Veila/Veila
- [Serendia] – Heidel
- [Calpheon] – Calpheon
- [Media] – Altinova



THIS IS IMPORTANT! Once you've arrived to the indicated town, talk to the Imperial Deliverer and NOT the Trade Administer. Sell all the imperial goods to the Imperial Deliverer for 250% profit. If you have any non imperial items remaining, feel free to sell them to the Trade Administer.



Hot-time Trading

Every once in awhile, there will be a global announcement indicating that a town is buying goods for 200% of their value. This form of trading is rather simple. Before the allotted time or quantity runs out, sell any trade goods into the indicated town. Like any other forms of trading, a node must be connected to that town to profit from it. Due to the irregularity and random placement of these events, it is not wise to actively seek this trading method out unless it happily falls under a specific happenstance where the town is already connected in your node setup.




Alchemy Stone Guide

Introduction

Alchemy stones (mistranslated to Pension seats, and annuity seats) are great because they give a Buff for 3 minutes that can be reused every 3 minutes (There is even an option for the buff to be automatically used every 3 minutes). (They go into the alchemy stone equipment slot)

There are 3 types of Alchemy stone, Offence, Defence and life stones. These stones are separate from each other and you can only equip one at a time, the cooldown is shared between stones.

The best alchemy stone for each of the types are listed below (These stones are in the game but are kind of like a +20 weapon or armour, Balls deep level shit)



 Shiny , Destruction (Offence)	 Shiny , Protection (Defence)	 Shiny, Life (Life)
+16 Attack +14 Accuracy +10% Ignore resistances +10% Attack speed +10% Cast speed	+16 Damage reduction +14 Evasion +250 Maximum HP + 8% All resistances	Cooking/ Alchemy Time shortened by 25% Success rate of processing increased by 25% +100Lt Carrying increase +3 Gathering and Fishing +25% picking drop rate




How to get one?

If you aren't doing alchemy then Auction House.

If you are messing around with alchemy see the following recipe:

WARNING REQUIRES ALCHEMY LEVEL ABOVE: EXPERIENCED LVL1

Icon	Item	How to Obtain
	8x Shining Powder	Leftovers from alchemy based stuff?
	5x Blood of the Sinner	Made using alchemy (combination here)













	6x Powder of Time	Rare gather from workers on Zinc Nodes (And other nodes apparently)
	9x Pure Powdered reagent	Made using alchemy (combination here)
	9x Clear Liquid Reagent	Made using alchemy (combination here)

(Wild Grass=big Clown Mushroom) (Under plants) (It's just a mistranslation)
The above recipe will yield one of four results (It's random):

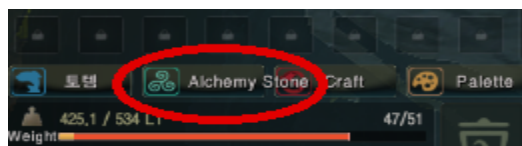


How to repair the stone

Using alchemy Ingredients as follows, (Any of the “Blood of” and “Oils of” can be used)
[A simple Cost per Point repaired calculator Can be found here \(as well as cost per hour of usage\)](#)

Material Icon	Name	Repair Amount
 / 	Clear Liquid Reagent / Pure powdered reagent	1 Durability
 /  /  /  / 	Blood of the Sinner / Blood of the Clown / Blood Safe / Blood of the Tyrant / Blood of the Phoenix	4 Durability
 /  /  /  / 	Oil of Regeneration / Oil of Fortitude / Oil of Depravity / Oil of Placid / Oil of Storm	10 Durability

Once you have the alchemy ingredients open up your inventory and click the alchemy stone button at the bottom of the inventory screen:



This will open the Alchemy Stone menu, by default it will be on the charge menu, then you right click your alchemy stone (Will go into the bottom slot) and then right click the materials (Will go into the top slot after you select how many you want to put in)



then hit charge. (Take note that when you hit charge the stone will consume however much ingredients in the top slot that is needed to repair the stone to full durability) (E.g stone is at 91/100 durability, and you put 100 Blood of the sinner into the top slot, it will use 3 blood of the sinners and give the rest back to you)

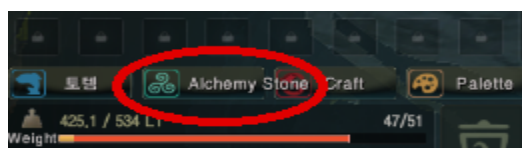
Upgrading the stone

You can feed your stone materials to give it EXP. What you can feed it depends on what stone you have The following table shows the type of materials that can be fed to the stone.

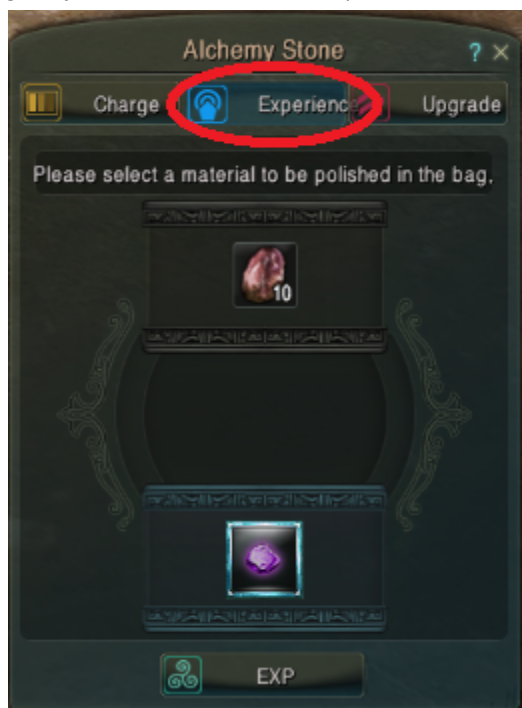
[A List of items that can give EXP can be found here with their exp values stated.](#)

Stone	Materials	Materials	Materials
Purple (Offence)	Ores / Quartz	Jewels (Ruby, Emerald)	Processed (Ore/ Jewels
Green (Life)	Herbs	Grains (Wheat, potatoes etc.)	Crops (Anything from crops)
Orange (Defence)	Wood	Sap	Processed Wood/Sap

To feed your stone materials open up the alchemy stone menu



and go to Experience tab and put your alchemy stone in the bottom slot and the materials in the top slot (If the material isn't highlighted in your inventory when you put the stone into the bottom slot in the Experience tab that means it can't be used to give your stone experience)



Once the stones exp is between 80% and 150% you can attempt to upgrade it using a weapon blackstone (The higher the percentage the better chances you have at upgrade it. But you need to have a certain Alchemy level to attempt an upgrade on a certain stone Grade: (As Follows)

Level required for an upgrade attempt	
Incomplete	Apprentice Lv.1
Rough	Apprentice Lv.1
Refined	Experienced Lv.1
Sturdy	Professional Lv.1
Sharp	Artisan Lv.1
Resplendent	Master Lv.1
Fancy	Degree Lv.1

Once you have the exp % at a desired level you can use a blackstone to upgrade it from the upgrade tab in the alchemy stone menu.

There are 4 things that will happen

1. Rating rise
2. Grade rise
3. Rating rise and Grade rise

4. Failure

Rarity(Colour): General(White) > Magic(Green) > Rare(Blue) > Unique(Orange)

Grade: Incomplete > Rough > Refined > Sturdy > Sharp > Resplendent > Fancy > Shiny

Failure: Lose half of the stones EXP

Something to note would be when you succeed in upgrading the stone it is fully repaired. As well as Rating rise increases the Maximum Durability of the stone.

When attempting to upgrade at Resplendent and above if you fail there is a chance that you will destroy your alchemy stone.

All the possible stones

Table showing the possible alchemy stones (Column shows the stone type, Row the grade, and then the coloured text indicates the lines that are added with rating)

(When talking about life stone "Cook/Alch Time" refers to the reduction in time they take and "Process Rate" Refers to the success rate of processing) (If it has question marks inven doesn't have the stone on it so I'm just guessing what the stones stats are)

Shape	Grade	Destruction (Offensive)	Protection (Defence)	Life (Life)
	Incomplete	+2 Atk +1 Accuracy +1% Ignore resist +1% Attack speed +1% Cast speed	+2 Damage reduction +1 Evasion +50 Maximum HP + 1% All resistances	Cook&Alch Time -5% Process Rate 5% +10Lt +1 Gather & Gather +3% picking drop rate
	Rough	+3 Atk +2 Accuracy +2% Ignore resist +2% Attack speed +2% Cast speed	+3 Damage reduction +2 Evasion +70 Maximum HP + 2% All resistances	Cook&Alch Time -7% Process Rate 7% +20Lt +1 Gather & Gather +5% picking drop rate
	Refined	+4 Atk +3 Accuracy +3% Ignore resist +3% Attack speed +3% Cast speed	+4 Damage reduction +3 Evasion +90 Maximum HP + 3% All resistances	Cook&Alch Time -9% Process Rate 9% +30Lt +1 Gather & Gather +7% picking drop rate
	Sturdy	+6 Atk +4 Accuracy +4% Ignore resist +4% Attack speed +4% Cast speed	+6 Damage reduction +4 Evasion +110 Maximum HP + 4% All resistances	Cook&Alch Time -11% Process Rate 25% +40Lt +2 Gather & Gather +10% picking drop rate
	Sharp	+8 Atk +6 Accuracy +5% Ignore resist +5% Attack speed +5% Cast speed	+8 Damage reduction +6 Evasion +140 Maximum HP + 5% All resistances	Cook&Alch Time -14% Process Rate 14% +50Lt +2 Gather & Gather +13% picking drop rate
	Resplendent	+10 Atk +8 Accuracy +6% Ignore resist +6% Attack speed +6% Cast speed	+10 Damage reduction +8 Evasion +170 Maximum HP + 6% All resistances	Cook&Alch Time -17% Process Rate 17% +60Lt +2 Gather & Gather +16% picking drop rate
	Fancy	+13 Atk +11 Accuracy +8% Ignore resist +8% Attack speed +8% Cast speed	+13 Damage reduction +11 Evasion +210 Maximum HP + 7% All resistances	Cook&Alch Time -20% Process Rate 20% +80Lt +3 Gather & Gather +20% picking drop rate
	Shiny	+16 Atk +14 Accuracy +10% Ignore resist +10% Attack speed +10% Cast speed	+16 Damage reduction +14 Evasion +250 Maximum HP + 8% All resistances	Cook&Alch Time -25% Process Rate 25% +100Lt +3 Gather & Gather +25% picking drop rate

Special thanks to Inven where most the item images are from as well as having an amazing resource, As well as special thanks to Koto who has a wonderful alchemy recipe list which has images as well as links to inven.

BDO Mob Chart (Your gear vs mob comparison)

	Zone/Area	Type of Hunting ground	Mob type	monster Level	Ranged mobs	Danger	Key Items	Min Player Level	Min Player Ap/Dp
Balenos	Cron Castle	Field	Human	48~49	Yes			48	50/80
Serendia	Serendia Shrine	Dungeon	Human	50	Yes	Kzark(Boss Mob)	Shrine Gaurdian mark	48	50/90
Calpheon North sea	Pirate Island	Dungeon	Human	55~57			Red/Blue Coral ring/earring	55	120/180
Calpheon	Giants	Field	Human	46~48				45	40/70
2-Exp and turn in	Mansha(goblins-spearman)	Field	DemiHuman	49		Orge	Orge Ring(neck item/ Drop)	48	50/90
4-grouped up	Rhutum	Field	DemiHuman	50	Yes			48	50/90
3-Good for earring	Hexe Sanctuary	Field	Undead	50	Yes		Witch's Earring	50	60/100
1-exp	CatFish	Feild	DemiHuman	50				50	60/100
	Calpheon Temple	Feild/Dungeon	Human	50	Yes			50	60/100
(Repeat Quest)	Abandoned Monastery	Dungeon	Human	50	Yes		Mark of Shadow	50	60/100
Mediah	Abandoned Iron Mine	Field	DemiHuman	50~51	Yes			51	80/130
	Manes Hideout	Field	DemiHuman	50~52			Belt of Shultz the Gladiator	51	80/130
	Wandering Rogue Den	Field	Human	50~52	Yes		Belt of Shultz the Gladiator	51	80/130
	Helms	Field	Human	50~53		Golem Boss Mob		52	80/130
	Elric	Feild	Human	55	Yes	Fireball Mage		52	90/150
	Ancient Ruins Excavation Site	Feild	-	52~53		High Health/Armor		52	90/150
	Hasrah Cliff	Dungeon	-	53			Ancient Weapon Core	54	120/180
	Sausan Garrison	Field	Human	55~57	Yes	Sniper/Canon/Assasin		53	90/150
	Soldier's Graves	Field	Undead	55~57	Yes	High Health/Armor	Metos Earring	55	100/170
Valencia	Bashims	Field	DemiHuman	55~58	Yes			55	120/180
	Gahaz Bandits	Field	Human	56~58	Yes			55	120/180
	Kadri ruins	Field	Human	57~59	Yes	Warlocks, Canons		56	130/220
	Desert Naga Shrine	Field	DemiHuman	57~59	Yes			56	130/180
	Crescent Shrine	Field	DemiHuman	57~59		Crescent Guardians		57	130/220
	Titium Valley	Field	DemiHuman	57~60	Yes			57	130/220
	Taptre champaign	Field	DemiHuman	59~61	Yes	high Helath/Armor		57	130/220
	Basillisk	Field/Dungeon	DemiHuman	58~62		high Helath/Armor		57	130/220
	Lude	Field/Dungeon	DemiHuman		Yes	Aoe Dmg/ Debuff		58	150/230
	Philaku Prison		Human		Yes	VERY Dangerous		58	180/240
	Akman shrine					VERY Dangerous		58	200/250
	Histraia Ruins					VERY Dangerous		58	200/250
Boss	Kzarka	Dungeon	Undead					52	90/150
	Nouver	Field	DemiHuman					55	130/220
	Karanda	Field	DemiHuman			VERY Dangerous		56	160/240

Amber's Newbie Alchemy Guide

(by Amber, [source](#))

I wrote and posted this in my guild forum but thought someone on here might be interested. Most of you who have played both betas or spent time on other regions servers probably already know all of this stuff.

Hey all, after spending the second beta doing a stupid amount of alchemy and struggling with the headaches it gave me I decided I'd do a quick guide outlining some important info. In this post I'll be addressing the basics of Alchemy and Crafting

(including house Purposing), some particular nodes, and a few other minor observations I've made. Also, in light of the similarities between Alchemy and Cooking, the Alchemy portions of the guide may well be of interest to prospective Chefs. If you have any questions feel free to ask me.

OTHER USEFUL RESOURCES:

[BDO Time](#) - This website has a wealth of information as well as an interactive map (which the link will take you to). NOTE: The map isn't quite as detailed as the one in-game and some of the names of places are not the same as they are within the NA release.

[BDFoundry](#) - This one has Alchemy and Cooking recipes, as well as a bunch of guides. I found the guides to be useful but lacking as they seem to be directed towards more experienced players. NOTE: Just as with BDO Tome, many of the names of things (materials primarily) are not the same as in NA release. Be cautious.

[BD Database](#) - This website is a straight database of everything you could ever want to know.

IT IS IMPORTANT TO NOTE that what city you choose as a base will determine where you want most of your workers stationed. This guide is intended to make use of Calpheon as a home city, with workers stationed in various other cities depending on which nodes you personally need.

Starting Off - So you want to be an Alchemist?

While very basic Alchemy and Cooking recipes can be done using basic ingredients and your [Processing menu](#) (accessed by hitting L), the really useful stuff will nearly always require the use of both special tools and rare ingredients. In both cases, you will need to be using those contribution points and getting your workers active. With that in mind, here's a checklist to help you get on your way. Once everything on this list is done you should have everything you need.

In no particular order:

- Hire workers - Visit the worker manager in your chosen city to hire up some workers. You can have one worker per city without needing to Purpose a room to Lodging (more on this later). At the cost of 5 energy the worker manager will show you a worker who you can hire (or not). Pay attention to the race-- Giants work the slowest, Humans at a medium speed, and Goblins the fastest. Stamina- how many times they can do tasks before getting tired- is the opposite with Giants having the most and Goblins the least.
- Identify and invest in the nodes that have the materials you need - Some materials you can mine or gather yourself (most metals and woods, for example) and some you cannot. You might have to research some of those materials to find out where to get them. Once you've found the node, make use of the world map to see how it connects to the closest city. Every node between it and the city needs to be activated, which is done by speaking to the Node Manager of each one, selecting Node Management, and then contributing the required amount of Contribution Points. Keep in mind that the actual gathering points you will be sending your workers to must be invested into as well- activating just the first node is not enough.
- Proposing a residence - You must have a residence to make use of an Alchemy or Cooking Tool (these can be purchased from Alchemists or Furniture Vendors OR crafted). I personally pick residences close to Marketplace Directors because I buy a good chunk of my materials, but other good places would be near main roads or someplace

pretty. Once you have one, enter it and hit the button at the top left that says Place Furniture. Set down your tool and you'll be ready to rock.

- Putting a bed in said residence - Resting in a bed grants you more energy regeneration. Whereas you usually regen 1 energy per 3 minutes, resting in a bed gives either 2 per 3 minutes (for beds bought from Furniture Vendors or crafted yourself) or 3 per 3 minutes (if you buy the bed from the Pearl shop) Infinitely important, I owe Star my life for telling me about this. Keep in mind that these tools have durability points and will eventually break.

Got all that? Then you're ready to move on!

Down and Dirty - Concocting your first potion(!!) and more.

...Alright, I lied. Truth is there is no way to make HP/MP potions in Black Desert-- sorry! There are, however, many incredibly useful elixirs you CAN make, and many ingredients vital to high level crafting come from Alchemy. Before we get into those (I will get into them briefly later) though, let's cover a few basic Alchemy recipes. Simple Alchemy can be selected from the options in your Processing Menu and it can be used to create (as far as I am aware) three things: Herbal Medicine, Concentrated Herbal Medicine, and... ENRICHED Herbal Medicine (heh). These are simple drinks which restore Mana (I know I said MP potions didn't exist... it's a medicine ;)) and they are super easy to make. You need two ingredients: 3 Sunrise Herbs (from gathering herbs in the wild, they are all over) and 1 Mineral Water (can be bought from an Inn Manager, it's cheap). Once you've got them, bring up the Processing Menu, click Simple Alchemy, add the ingredients from your inventory via right-click, and hit Create. Viola! Herbal Medicine. Once you level up and have more Mana you'll want to make the stronger versions. Simply put 3 Herbal Medicine in the Simple Alchemy and it will give you 1 Concentrated Herbal Medicine in return. Same deal for Concentrated. Yeah. It's that easy.

While these totally-not-Mana-potions are neat and all, there are better things to do with your energy in my opinion. "But Amber," you say, "I'm still beginner rank! I can't make all those fancy elixirs like you!" Don't worry, I've got you covered. I initially got into Alchemy to make Metal Solvent, one of the ingredients of one of the ingredients to a sword I had my eyes on, and it required at least Apprentice rank in Alchemy, so I've got this part figured out.

With my eyes set on Apprentice I found a recipe that was cheap to make and it turned out to be a lucky pick. Pure Powder Reagent is a recipe that you can make using an Alchemy tool and the ingredients are ones you can get yourself or have your workers gather without much effort. It sells for a decent price (~2k-3k/ea during the beta) and is used in tons of recipes later on (sell or save, your call, no bad options).

You will need one of each of these:

- Sugar - NOT RAW SUGAR. You can buy both Sugar and Raw Sugar from Inn Managers. Make sure you get the right one.
- Silver Azalea - This is a plant you can gather yourself or send your workers to get, either or. It was VERY cheap on the market during beta. If you want to have your workers gather it, best place I found was directly West of Heidel and named [Lynch Farm Ruins](#) ([Another view](#)).
- Weeds/Wild Grass - You can use whichever you want. Weeds were cheaper on the Market at the time, so I used those.

- Purified Water - This you will have to get yourself and was the bane of my existence. From a Materials Merchant you will need to buy Empty Bottles, mosey on down to a river, then right click them in your inventory. Your character will fill them with river water (sea water will not work) one at a time, which you will then sift (using the Sifting option in the Processing menu) to get Purified Water. The reason this is a pain is because it will cost you 2 energy for each bottle- one to get water from the river and one to sift it- and energy is scarce. As you level up you will randomly start getting two Purified Water for one, which is awesome.

Got them? Head on over to your Residence and use your Alchemy tool. Right click each one (1 each) and hit Create. The option next to Create says Continuous Production- this simply will repeat the Alchemy until an ingredient (or your Energy) runs out. IF YOU HIT THIS read the popup. Only put in the number of ingredients it takes to make ONE of the result even if you're doing continuous, it will pull the next ingredients from your inventory automatically. If you put in more than you need to create it, the Alchemy Tool WILL EAT THEM ALL and you will still only get one of the result.

Once your character is done [playing with beakers and shit](#) you'll be the proud owner of a baby Pure Powder Reagent and some Alchemy experience. Congrats! From there you can either sell that for some cash or keep it and take the Alchemy one step further. If you want to sell them, just keep doing the same thing over again until you hit Apprentice.

OPTIONAL - Making an elixir.

If you want to save some energy or hate rivers, this is the best route to go (if you love spending energy and rivers and still want to make some useful elixirs, skip down a bit). Now that you've got some Pure Powder Reagents there is a recipe you can make that doesn't require any Purified Water (thank God) and it is just as cheap. You'll be making the intimidating-sounding-yet-disappointingly-mediocre Elixir of Life, which raises your max HP by 100 for 5 minutes. At low levels that's actually not half bad but I digress.

You will need:

- 1 Pure Powder Reagent
- 5 Silver Azalea
- 5 Fox/Weasel Blood - This is something tons of new players gather early in the game thinking it is cool. It is cool-- for us, since supply makes it stupid cheap on the Market. 140/ea during beta. (If for some reason there isn't any on the market you will want to find a new recipe. Killing them and draining their blood yourself costs energy that you could better spend getting more Purified Water.)
- 3 Small Health Potions - Cheap to buy from a General Merchant, sometimes even cheaper on the Market. Take these and put them in your Alchemy Tool-- make sure you put in the correct amounts of each. Hit the button and you'll get yourself some Elixir of Life. While these sold for about 800/1k each during beta I expect that these will be thoroughly worthless a week after launch. I won't be the only person who sees them as easy experience.

Other Elixirs - For people who like spending 2 energy for a bottle of water.

While I didn't make any of these, looking at BD Foundry's recipe list made it clear to me that these may interest some of you. The elixirs that I see right away that use simple ingredients are Elixirs of Mental (max MP +100), Resuscitation (HP regen +10), Vitality (MP regen +10), Defense (damage reduction +5), and Power (monster damage -15%). These all require multiple bottles of Purified Water each, but once people start selling that on the Market they might be a more viable choice for leveling Alchemy. If you find an elixir you want to make (listed here or not) and are having trouble finding the ingredients let me know, I'll see if I can't out where to get them.

Alchemy and Crafting - Metal Solvent how I hate thee (and my closing remarks on Alchemy).

Beyond making colored waters and making you hang out in rivers, Alchemy is vital to crafting almost everything. The first instance of this I ran into was when I saw that the sword I wanted to make required a Pure Tin Crystal which you get from heating Tin Ingots and Metal Solvents together (NOTE: This requires Artisan level Processing, 3 ingots and 2 Metal Solvent). Metal Solvent is a product of Apprentice level Alchemy and is required for making any metal crystals, which are required for most every weapon. Already Apprentice level?

Awesome, here's the recipe:

- 3 Melted Iron Fragment - To get these just Heat Iron Ore using the Processing window (5 Iron Ore = 1 Melted Iron Fragment).
- 2 Clear Liquid Reagents - This is a Alchemy product similar to Pure Powder Reagents. It uses almost the same recipe as them too. *1 Salt - Purchase from Inn Manager *1 Sunrise Herb - Gather or buy off Market, should be quite cheap. *1 Weeds/Wild Grass *1 Purified Water
- 4 Crude Stones - Get these from mining Feldspar, killing Grass Rock Crabs, or the Market.
- 2 Trace of Savagery - To get these you'll be needing a worker. Earlier I mentioned farming Azalea from Lynch Farm Ruins and you'll be sending your worker there for these. Talk to the Node Manager again and, at the steep cost of 25 Energy, complete the conversation option. Doing so will unlock a mining node within Lynch Farm Ruins which says it yields Imp Horns. What it doesn't say is that it will also give you Trace of Savagery, but it will. Invest in it and send a worker over from Heidel to get them.

In a similar vein to Purified Crystals, Alchemy allows for the production of other materials needed for Crafting everything from armor to wagon parts. At BD Foundry the recipes fall under the Basic Ingredients tab. I assume most of these will require at least Apprentice in Alchemy to make and in all likelihood Artisan level Processing. This is a real pain, believe me I know... but that tells me that the people that do it first are gonna be making good money. Pure crystals of all kinds were selling for upwards of 120k each during the beta and there's no doubt in my mind that those were off lucky drops (there was only one of some and none of others) off monsters. Overall, it's gonna be a pain but profitable for sure. Also check out the Alchemy guide on BD Foundry as it talks a bit about Imperial Alchemy which, from my understanding, deals with making packs of those elixirs you make and selling them to specific NPCs for a pretty huge profit margin. It was brought to my attention that Imperial Crafting hasn't yet been brought over to NA! My bad!

Crafting - Choosing your homes.

Aside from basic Processing, Alchemy, and Cooking, all crafting in Black Desert is done by your workers in buildings you purchase. While any worker can be used to craft anything, you must have the correctly Purposed building to craft something. There are tons of different Purposes (man, that word just does not roll off the tongue. Silly Daum) and you will have to have quite a few to get anything going. I'll go over some of the important ones and some good locations I've found in the next section. For now, the basics you need to know to get a building.

When you're ready to choose a building you've got two options- either you run around the city looking for purple beams of light in front of doors (this means they are rentable) or you open up the map, click on the city, and browse them that way. You will choose the second option.

You will choose the second option.

The reason for this is because the map will have a wealth of information that you need to know. Take a look at [this map here](#). This is the city map of Calpheon. It might be a bit big for some of you because it is a 4k image, but hopefully that will just make it easier to see the stuff I'll talk about. Looking at it you should see lots of little house icons, some grey and some blue. The blue houses are the ones which you can rent, grey you cannot... yet. Look closer-- see the lines from house to house? Just like Nodes, some houses you can only get once you've unlocked the previous one (NOTE: to buy the higher floors of a building you must first purchase the lower ones). In a small city like Heidel these are less important, but this isn't a big city, so you'll benefit greatly from paying attention to those. The reason for that is that not every building can be used for any Purpose. In addition to that, the Purposes that a building DOES have access to all have multiple levels. While two buildings might both have the same choices for Purposes, one might be able to be upgraded to level 3 while the other can only reach level 2. [Here's an example of a house which has access to a level 3 Refinery](#). The triangle arrows next to a Purpose show how many levels it can be upgraded. That same building can become a level 5 Storage or a level 4 Weapon Workshop or a level 5 Armor Workshop or a level 1 Residence. Each level unlocks new crafting options with the highest levels often unlocking things that can be very difficult to get, so it is important to know which buildings have the best levels. Often these buildings will require you to purchase several homes to unlock them, as you can [see here](#). If you reference the first picture of Calpheon you can see that this building with a level 5 Furniture Workshop is the third building in from the closest purchasable house. (I've taken enough screenshots of the building options in Calpheon that you could easily plan out entire purchasing paths for any feasible situation, some of which I will share here. If you want the whole shebang reply or send me a message and I'll message you the whole Imgur album. It's large.)

Once you've picked the building(s) you want, it's time to purchase them and Propose them. Click the blue house, click Purchase. This will cost a bit of money (a couple thousand, really nothing major) and a Contribution Point. Of course by now you probably realize this but allow me to reiterate- Contribution Points are pretty Daum important (heh... hehehe) and should be invested carefully. Luckily, you really are investing them-- if you need your points back or no longer need a house/node you can sell/withdraw contribution back from them. Once you've purchased a house you'll need to choose it's Purpose.

Purposing - What do you want to craft?

Purposes for houses all have very specific uses and you will not need one of all of them (probably... at least not right away). Let's go over some of the basic ones and your options in Calpheon regarding them * Storage - Adds a few spaces of storage

to your Warehouse at this city. This can be really important as you play, especially if you're using one city as a main hub. I was filling up my warehouses after only a few days in the betas. * Residence - Residences are literally your homes. You decorate them, add useful Tools, invite people over, and get [assaulted in your sleep](#) at them. Residences are always level 1. * Lodging - Lodging allows you to hire more workers in that particular city. You will need some of these, especially if you use workers for a lot of your gathering. * Furniture Workshop - You craft furniture for your Residences here. * Horse Ranch - This building allows you to house more horses in the stables of the city. * Armor Workshop - Craft Propane and Propane Accessories here! Kidding. Armor. * Weapon Workshop - Weapons! NOTE: Not all weapons can be made here. The Weapon Workshop only deals with some-- swords and daggers. * Carpentry Workshop - Weapons! Sortof. This place is solely for bows and shields. * Tool Workshop - You can make tools here. This is one of the most important buildings as the tools you craft are infinitely superior to those you get from NPCs. Level 3 has all the tools except for an Advanced Alchemy Tool. * Refinery - You can make Blackstone Powder here (an important ingredient in Crafting) as well as other things needed to enhance weapons and armor. Level 3 ones are common enough to find. * Mineral Workbench - This is the Purpose you need to refine melted ore fragments into ingots. Vital and common. * Wood Workbench - Same deal but with logs and planks. NOTE: When I wrote this for my guild I included pictures of locations of the highest tier of each of these within Calpheon, but due to formatting differences (our site uses BBC while Reddit uses Markdown) I decided to do without them. Other Purposes allow you to improve wagons and boats, make better use of various materials, as well stuff like crafting secondary weapons and accessories.

At this point it helps to decide what you want to get from your city. If it is just a resource collecting hub, all you'll need is Storage and Lodging, while if it is your main town you'll probably be looking at getting a lot of places (likely everything on that list there) and multiples of some. I suggest starting with, while keeping your Contribution Points in mind, a Lodging, a Mineral Workbench, a Tool Workshop, and a Residence.

Now, let's say you've decided that you want to do some interior decorating and have Proposed a Furniture Workshop with that in mind. Next you'll need to take a look at what it has to offer and, once you've picked out what you want, make sure that it is leveled enough to produce that. If you want something that is in the level 3 group while your Furniture workshop is only level 1, you're gonna need to hit that big ol' Level Up button you should see on the left side of the menu. It will cost some cash and take some time, but once it is done you'll be good to go... except you still need the mats. Take a look at what you wanted to craft again, make a list of the materials. Some of them you're likely to recognize, some you might not. If you don't recognize one or don't know how to make it, you'll need to make use of the very helpful... [Crafting Notes](#)! Hit F2 to pull it up. Alternatively, you can always use BDDatabase. In both of these you can find every material in the game along with how to get it and what it is used in. Until you've played for awhile and have a good knowledge of materials, it would be wise to research each thing required for a product before setting out to craft it. You may find that the seemingly benign third ingredient is actually a rabbit hole of production and you spend days and stupid amounts of energy leveling Alchemy to craft it only to find out you also need a really high Processing level and... You get the picture. Don't be me.

Once you've got all the required materials toss them in the warehouse of the city you're working in and you're all done with your work. Click Crafting in the menu for your building, find the desired product, choose a worker to do the deed and start him up. After a period of time that you can spend relaxing the production will finish and you've successfully crafted something!

Miscellaneous Tidbits

While most resources were more or less easy to find, I did want to point out the best ways I found to get some particular mats (coal and tin). There are other ways to get these, but these seemed best to me. Coal could be mined manually from mines in Keplan but there were dangerous mobs within. Star said there were mining spots outside but also ran into monsters at some point. Fortunately, directly north of Keplan is Keplan Quarry, to which you can send workers to gather Coal. Total cost is 2 Contribution Points. [Keplan Quarry](#). Tin was a bit trickier. I ended up using BDO Tome to find it- the node searching function on it works great- and it was a bit out of the way. It is Behr Riverhead, which is south and ever-so-West of Calpheon, three nodes away, and directly West of Keplan. You can send workers if you want (total cost would be 5 Contribution points, I believe) but it is an area free of monsters so mining it yourself might not be a bad idea. Then again, if you get workers out there quick enough you might be able to make bank come Launch. shrug. When you go there to activate the node or mine be aware it isn't noticeable at all-- you've gotta jump up some rocks and it is all along a pond/stream. The rocks to mine are named Brophyte or something... it starts with a B. In any case, [Behr Riverhead is the bottom-leftmost node in this picture](#). Personally I think crafting things is very difficult in this game. I think that could change once you get enough workers automated and gathering all the time, but starting out it is going to be much easier to level and get gear that way. With the exception of Tools, it's just not feasible to craft stuff. That said, the certain Purpose buildings that allow you to enhance specific weapons and armors are definitely going to be important as I don't think you can just find enhanced gear. Seeing as enhancing weapons requires the weapon as a material, however, I think getting them as drops or whatever will be much easier than crafting them at first. It's going to be an interesting first month getting all of this stuff mastered. I don't think I can stress how important it is going to be to get a Tool Workshop fired up and rocking. I went through so many tools during the Guild Missions we ran. Having a single better one would have been such a big help. They really aren't even difficult to make either. Just do it.

Let's see, what else... I learned a ton more during the second beta. There is so much to learn. Writing this out took a good while, but if people are interested I'd be more than willing to do other guides in the future as I learn more about the game. Finally, I wanted to say again that I am really looking forward to playing with all of you. I am loving this game and I've already had so many great experiences even though I've only played for two betas. Let's have lots of fun in a week when Launch happens.

Top-Ranked Fisher's Guide

By [GordanRamsey](#) via Reddit

Hi, my family name is Chef, and I have several months of experience playing on the Korean servers, being around 5 level Professional, and just finishing about playing 70 hours of the NA CBT2. I finished at Level 4 Skilled fishing, because I've been fishing since the beginning on the beta [Proof](#), plus I like to talk in Channel chat so you might've heard/seen of me. I've seen a lot of questions regarding fishing, so I will tell you guys what I know from experience and knowledge of fishing. Forgive me if the formatting looks weird, I just started posting stuff on reddit.

How to fish

What you need to begin fishing is simply a fishing rod. Even the worst of the bunch, Old Fishing Rod, can be used. Paste Bait is not required when fishing, but it is very nice to have. What is Paste Bait? Well, it's bait that can be used when equipping a fishing rod before the casting of the line. It will provide you with +2 fishing speed, which will decrease the time spent waiting between you casting the line and the fish being hooked on the line. When you approach the fishing spot that you want to fish in, equip the rod and hit the space bar. Wait about 2 minutes or so and then you'll get a little moving fish icon above your head. This is when you know that you can reel it in through the mini-game. The first part of the mini-game is a small bar separated into two sides by a red line, that has a bar moving from 1 end to the other, and you stop it from moving by hitting space bar. This is a timing mechanic, as you need to time when to hit the space bar when the bar hits past the red line. Failing to hit the right side (past the red line) results in the screen saying "Failed" and you'll lose the fish. Hitting past the red line will continue the mini-game, but when you time it perfectly and hit space bar when the entire bar is full, it will say you got a "Perfect", which means you skip the second part of the mini-game completely. When you do hit the correct side and it moves on the 2nd portion of the mini-game, it's simply typing in the key sequence in order, before the decreasing white time bar below reaches zero. The keys for this sequence will be A, S, D, and W. Failing to hit just 1 key in the sequence, or the white time bar reaches zero, will result in a fail and you will lose the fish. When you do successfully hit the key sequence, it will catch the fish and bring up the loot inventory, asking you to collect or cancel it. Just simply press R, then off you go to cast another line!

Beginner's knowledge

Here's what you should know when you first start:

- First thing you'll read is the resources at the top. The resources go from Abundant, Average, Not Enough, and Exhausted. Every fishing spot starts off at Abundant, but over-time if a fishing spot has been populated for several hours by a lot of people, eventually it will go down to average, then not enough, etc. What this does is slows time the time between you casting the line and getting a fish hooked on your line. This is bad because it'll slow down your efficiency and you won't earn as much money as fishing in a abundant spot.
- Fishing rods (with the exception for Artisan Fishing Rods) are not repairable and will become useless when the durability hits zero.
- There are different tiers of fishing rods. They go from: Old Fishing Rod, Fishing Rod, Thick Fishing Rod, Steel Fishing Rod, Golden Fishing Rod, and the Artisan Fishing Rods. Each tier have different rank/level requirements, have different durability, and have different effects.
- Be patient. To fill a 64-slot inventory, you'll spend around 1 hour to 1 hour 30 minutes with a Thick Fishing Rod, if you're really good at fishing. If not, It'll probably be 2-3 hours. Don't worry about the money just yet, just learn the mechanics first.

- To auto-fish (afk-fishing), just simply cast your line and go afk. Don't touch anything. Note: It will auto fish for you, but it will NOT continue fishing when your rod breaks, and it will not automatically switch fishing rods from your inventory if it does break.
- There are 2 types of in-game costumes (not cash-shop) that boost fishing level, and certain foods can help with fishing as well.
- Fish has a freshness timer, so the longer you hold onto it, the less value it has. The value won't decrease until past 2 hours and 25 minutes. Eventually, at 24 hours it'll be worth nothing.

Advanced Knowledge

Now that you know how to fish, let's talk about how to be efficient at it. First and probably most important thing is craft better rods. You want to fish like a god? Gods use the best rods they can equip. To obtain better rods, you need to setup a Tool shop in a city/town/node. The Tool shop will let your workers craft the fishing rods for you, and they will be available to pick up from that city's storage after it's finished. Tool shop level 1 allows you to craft Thick Fishing Rods. Level 2 will craft Steel Rods, and Level 3 will craft Golden and Artisan Rods. I cannot stress enough about how important it is to use better rods, because they help you fish better and faster.

Fishing Rods:

- Old and Regular Fishing rods are the same tier, with 10 and 30 durability respectively, and are your basic rods. Not much to say about em except they'll get you to level 10 beginner.
- Thick Fishing rods are green tier, are equip-able at Level 10 beginner, and have 40 durability. They provide a natural increased chance to obtain better fish, and they provide +1 Fishing Level (Speed). Fishing Level stat basically decreases the time it takes from casting your line to hooking the fish on the line for the mini-game. +5 Fishing Level will make your time between cast and hook to about 10 to 25 seconds, which depends on your fishing resource.
- Steel Fishing rods are blue tier and require Level 5 Skilled fishing to equip, and have a naturally better chance than a regular rod to catch better fish. It has 65 durability, and +2 Fishing Level. *Golden Fishing rods are yellow tier, requires Level 1 Professional to equip, and are the best at speed fishing. It has 100 durability, +3 Fishing level, and has the same ability to have better chances to get better fish like the previous 2 rods. Golden Fishing Rod is the dream for anyone who wants to fish really fast, and really efficiently, while having 100 durability so you don't need to craft as many. Also, they're great for long term auto-fishing, as it has 100 durability. However, it's not the best for auto fishing because I personally prefer to keep these rods for when you're actually fishing, as the +3 Fishing Levels makes a big difference.
- Artisan Rods (Calpheon, Epheria, Mediah, and the last one I forget the name) are the best fishing rods in the game, being equip-able at a monstrous Level 1 Artisan. Each rod has a default 50 durability, but they are each very special in their own way. The Artisan Rods are the ONLY fishing rods that can REPAIRABLE and ENCHANTED. This makes it so you don't need more than 1 of each Rod. Enchanting is the same as enchanting a weapon, so If you fail

an enchant past +7, you'll need to repair the rod by sacrificing more rods of the same name. Enchanting each rod will give it different effects. The Calpheon Rod will give you a natural better ability to chance Better fish (already higher than all of the previous rods), while enchanting it 1 by 1 will increase that chance. Once it's +15, the chances of it getting better fish (i.e. blues and yellow) will be very high (I doubt you'll get anymore white or green fish). The Epheria Rod is simple: It starts off at 50 durability, but every enchant gives it 10 max durability. This is the most useful rod for long-term afk fishing (i'm talking like 7+ hours without breaking at +15) as it can go up to 200 durability at +15. The last rod (The name escapes me) just lowers afk-fish timers with enchanting. The standard time i'd take to auto fish is 3 minutes after the fish icon pops up above your character, but enchanting the rod will lower that timer and also increase durability by 5 everytime. Mediah Rod isn't available to NA/EU yet I believe, but it increases the chance to catch RARE fish (Coelacanth and other Rare fish).

- If you're serious about fishing, you need to PLAN ahead when it comes to spending your points. Spend them into nodes that have Iron and Copper Ore, so you can collect materials early on to build the rods. You'll also need coal eventually, and then gold ore (gold ore can only be obtained by you through mining, but your gathering has to be professional in order to do this).

There are a lot of fishing spots in the world of Black Desert Online, and the spot i'm going to tell you is in no ways THE best spot in the entire game, but it is the best if you're starting off and can't craft a fishing boat just yet. I'm talking about the fishing spot in front of where you first kill the Imp Captain Boss, Red Nose. Just in the area that you kill him is a rather small sized fishing spot, divided into two sections. The right side belongs to the town of Velia, therefore it's not needed to connect any nodes to sell fish that is caught there. However, it's the most populated side of the two and the resources will deplete very quickly, so be careful. On the other side, there's the Coastal Cliff side. This side of the waters is owned by the Coastal Cliff node (Not the Coastal Cave), so you'll need to activate the Coastal Cliff node for the fish to worth full value. Note: You'll need to connect Coastal Cave before going to Coastal Cliff. This particular spot catches a variable amount of fish bones, fish hooks, white fish, two types of green tier fish, swordfish, sea eels, Morays, and Tilefish. The whites and greens are garbage, so unless you've a huge inventory, don't pick them up. Focus on obtaining the Swordfish, Sea Eels, Morays, and Tilefish, as these are the blues and yellows that you are looking for. What makes this spot so great is that blue and yellow fish are quite more frequent than other spots out in the ocean, and you can catch the ever awesome Coelacanth fish. In my 70 hours of beta, I caught 5 of em in the same spot. Once you catch one, your whole inventory's worth will be increased by a lot, as it's worth about 5 Tilefish. I have said previous that there are way more fishing spots than the one i'm describing, but this one just works so well, and you don't have to own a fishing boat.

Crafting a Fishing Boat

So, if you have seen the shipyard house in Velia during the beta, you saw the option to craft a Ferry Boat or a Raft. These are trash compared to the legitimate fishing boat that you can craft via Level 2 Shipyards in Epheria Port and Ilya Island. I

recommend personally to do it at Epheria port, because it doesn't require you to have a boat to get there, and it's around 5-6 nodes away North-West of Calpheon. Now, why would you want to craft a Fishing boat? Well, it has a lot of inventory space, it lasts longer than the other ships, and it's just bad-ass and so rewarding to build it yourself, because you'll feel like you achieved something amazing. Currently in the cash shop, you can buy the 2k pearl boat skin set and it comes with the Fishing Boat License, and I just hate that. You can also buy a Fishing Boat License from the marketplace, but if that cash shop item is removed on launch, then you'll have to wait a long long time for someone to make a license to sell.

What is required for the boat:

- Materials needed for this boat will be 50 Birch Plywood, 25 Bronze Ingots, 30 Black Stone Powder, 25 Usable Scantling, and 30 Pine Sap.
- Purchased the previous houses in Epheria Port to reach the Shipyard house, a mineral workshop (if you don't have the knowledge from quest series to process it yourself), a wood shop to make plywood (if you don't have knowledge from question series to process yourself), a refinery to make black stone powder,
- At least 7 workers in total, collecting ore, chopping birch timber, building the ship together, gathering potatoes/wheat to make beer to feed workers (this should already be done if you're beginning this project). Recommended to use AT LEAST Skilled or better workers, for maximum time efficiency (Building a Boat in NA will take 3 times as long as the KR/JP/RU servers due to energy costs on processing).
- Gathering/Processing rank/skill recommended to be around at least skilled, but apprentice is absolute bare minimum. Make sure you use tools that are appropriate to your ranking/skill level.
- Willpower, Time, and a LOT of energy points. I cannot stress enough how long it takes to craft a fishing boat. On KR, it took me several days (playing around 12 hours, staying online for 16-17 for workers to keep working) to gather all of the materials, process them, and I hadn't even begun to build the ship yet. The actual ship building takes around 18 to 24 hours with skilled/professional workers. In NA and EU, due to the energy cost on processing, it will triple the time it takes to craft the boat, because there is so much material processing and gathering to be done.

Now that you know what you need to build it, I will tell you how. First thing you should do if you plan to make your own fishing boat when starting on launch is get as many contribution points as possible so you can setup a network of workers to gather copper ore and potatoes. This is super important to do it early because you'll need about 600 copper ore to make 125 melted copper shards, to make 25 bronze ingots, and you're saving yourself time later. Next, try to level your gathering. You can only obtain regular timber from chopping any type of tree, so do it early. You'll need around 100-125 pieces to make 25 usable scantling. Then, you need to mine rough stones to make into black stone powder. Next, quest and get to Calpheon. The area around Calpheon is where you'll get most of your other material like birch timber, Tin ore, Pine Sap. To make 50 plywoods, you need 500 planks because 1 plywood = 10 planks. To make 500 planks, you'll need around 1800-2500 pieces of birch timber (depends on your processing level, could be lower than 1800) because 1 plank = 5 timber. To make bronze ingots, you'll need 125 melted copper shards and melted tin shards, which is around 600 ores each (lower if you got good

processing). Pine sap is easy to gather, just go north-east of Calpheon into the narrows woods and there are a ton of pine trees. Bring several fluid collectors. Now that you've got all of the material you need, you need to move ALL of it to Epheria Port (unless you're using workers from Calpheon, then keep section of the ship's materials in Calpheon per Calpheon worker), and then proceed to the building part. You'll need to assign at least 5 workers to build the whole ship, as each part needs to be assembled individually. Once they are all done, you go pick up the License from your storage and BOOM! You've got yourself a fishing boat. Note that fishing boats, like wagons, have a lifespan, so eventually (a long long eventually) you'll need to make/buy a new one.

How to make Millions of Silver Everyday

Just a fair warning, Fishing is a really good way to make money, but it isn't the best. Its like top 3 in terms of making money, but its the best way to earn money early in the game. To make the millions of silver that I can make everyday, you'll need a few things. Fishing rods up to your rank/level, a wagon with a lot of slots, Paste Bait if you got any, and energy points to bargain your trade manager. First, you need to know that Fish are trade items, so they are only sold to Trade Manager NPCs. Secondly, every single trade manager has a difference price. The price they give you depends on a multitude of factors, like distance bonus, how many of that same fish has been sold to the NPC previous, freshness of the fish, and what type of node/city they're in. i.e farms will have no need for fish, so they will pay a little less than a city's trade manager or a fishing port. I have a set of rules that I follow pretty strictly for me to succeed in making a lot of money.

My personal rules in order of priority:

- 1: You MUST have connected the origin of your fish (the node you caught it from) to where you're selling it. If you do not follow this absolute rule, you'll receive a 70% value penalty to every single fish you attempt to sell. This is by far the most important rule to any sort of trading with trade managers, so it will be the number 1 rule for making millions.
- 2: Try to sell as far away as you possibly can from where you caught it while still obeying rule 1. Trade Managers will factor in a distance bonus, which is about 2% every connected node (cities/towns count towards this value, so they are treated as a node, even tho they are not nodes), so if you are selling farther than 8 nodes, you're already breaking a 130% value if you assume the fish will have 115% value.
- 3: If you know for a fact that people have been selling the same fish you've been catching to the same trade manager than you plan to sell to, don't sell it to them. If a trade manager is over-sold a certain fish, they will drop the value of that fish, which can go down to 80%, which is not what you want at all. It's far better to go to a node that you guess or know that people haven't been selling to. For example, if you fish in Velia, and you sell that fish to the trade manager in Velia, and 10-20 other people are doing the same thing as you, the NPC will give you like 80-95% only. But, if you go to Heidel, you'll probably get a better price.

- 4: Sell fish as fast as possible. All fresh has a freshness timer, and the value of your caught fish will go down if you keep it for too long. 2 hours and 25 minutes will keep your fish at 100%, while 5 hours will drop it down to about 85 to 80, then it continuously drops til it reaches zero, at 24 hours.
- 5: Use a wagon. It's better that some of your fishes go to 95% value than missing out on selling 8-20 extra fish (depends on wagon).
- 6: When traveling with your fish, try to take the most efficient route to your destination. It will save you time from going there and going back, and it'll add up.
- 7: If you find trade manager "A" along the way to traveling to Trade Manager "B", and Manager "A" offers you 130% for your fish, you need to calculate your distance bonus + how much you think "B" will offer you. If the % total amount that "A" is giving you is more than what you think "B" will give you, sell it to "A". Manager A is closer to where you caught it from, so it's an efficiency calculation and guesswork. This rule collides with rule 2, so it's all depending on situation.

With good efficient time usage, the proper tools, using your knowledge of the trade system, and good fishing mechanics, you can make millions of silver every day just like the pros and gurus of fishing. If I have anything to add to the guide, I will edit it in.

Thank you for reading my Fishing Guide and how to make millions, and I'll see you guys in-game!

EDIT 1: Thank you @VyssAlare for telling me that the auto-fishing Artisan Rod also increases by 5 durability while enchanting it.

Imperial Fish Trading

Imperial Fish Trading is a different NPC from the Trade Manager, as they will buy only blue to yellow fish off of you at a very high price (200-250%, no distance bonuses). The downfall to using the Imperial Fish Trader is that he or she will only buy a certain limited amount of your fish (around 25-32 fish). Take advantage of the Imperial Fish Trader when you find the opportunity to do so, because that increase in value is very high and often very worth it, even if you have to travel far for it. The limit resets every 3 or 4 hours I believe. They may or may not include the Imperial Fish Trader NPCs on launch, but if they do then take advantage of that sweet % value.

Passive Income Guide

Introduction:

Black Desert Online is stat based pvp. More money means more stats. This guide's purpose is to educate you on making the most with your time.

Endgame Goal

Each piece will cost you Billions.

AP 26(13x2) Whale Tooth Earring IV (Earring)

AP 34(17x2) Ring of Celestial Guardian IV (Ring)

AP 30 Ogre's Ring IV (Necklace)

AP 17 Basilisk's Belt IV (Belt)

AP 116 Boss Primary IV (Weapon)

AP 42 Boss Secondary IV (Offhand)

----> 265 AP

DP 283 Boss Armor IV (Set)

----> 283 DP

Endgame Enchanting

I'm including this because money saved is money earned.

Step One. Suicide Alt

Make a suicide alternate character. This character's only purpose will be to break enchants. In order to do this you need to get negative karma on that specific character. You can either kill wild horses (you monster!) or you can ask a buddy to powerlevel you until you can PvP then blow up your karma that way.

Step Two. Failstacks

Buy any white armor. Enchant it to fail on purpose, it's almost free to repair. Once it reaches +15 use your suicide alt to lower it's enchants down.

Step Three. Enchanting [Add +2 for weapons] (More is always better)

5 Failstacks for +6 and +7 [+8, and +9 weapon]

10 Failstacks for +8, +9, and +10

15 Failstacks for +11

20 Failstacks for +12

25 Failstacks for +13, +14, +15 [+15 weapon]

Energy Efficiency:

Base 480 En/day | Rested or Tree 1140 | Both 2400

Energy regeneration is severely reduced offline, additionally workers and gardens completely stop. If they have them, time played rewards will also freeze. In KR we receive really awesome items for playing 200hrs, 500hrs, 1000hrs total login time. In order to be successful until a change is made, you must stay online 24/7. You can mute the client and minimize it to tray when you'd like to do other tasks under option settings.

- What uses energy?
- Talking in world chat
- Buying skills away from trainer
- Checking trade rates from map
- Npc Relationships
- Npc Knowledge Topics
- Npc Buff Requests
- Resetting For Knowledge
- Investing in Nodes
- Accessing Secret Shop
- Hiring Workers
- Milking Cows
- Gathering
- Processing
- Cooking
- Alchemy
- Bargaining
- Gardening

Energy is used for almost everything. With every choice you make there is a consequence. In economic terms this is opportunity cost. I would utilize all character slots and have alternate characters spend energy on anything that isn't increasing your main's skill. Use them to hire workers, to unlock knowledge, npc relationships, foe knowledge resets, invest in nodes and once that is all done, use them for secret shopping.

I support gathering first and foremost because when you gather you have a chance to find Crystal Sculptures that are worth millions. This is raw profit that does not require initial materials to be subtracted to calculate base yield. You might sell a Calpheon box for 170,000 silver, but if the materials cost you 110k, how much did you really earn? If you could have sold the materials on the auction house for 99k, that is also factored in as opportunity cost. How long did you spend idle processing that could have been spent fishing? Also counted. With gathering it's always 100% yield every time.

This is also true for Gardening, granted at a much lower rate. You will find Crystal Sculptures while tending your garden. With Alchemy while you won't find Crystal Sculptures you will find Alchemy Stones which can be worth far more.

Some people have mentioned not having the time for gathering. That's because your Rank is low. If we invest in the Guild Skills Gathering and Fishing the cast times are significantly reduced. They can turn an hour task into minutes. It is very hard to hit Rank 5 in either skill without Guild Points. Specialty Clothes provide +2rank and +15% exp at Enchant +2 however they still only provide +2rank though +40% exp at Enchant +4. These enchant like accessories so +4 very difficult to reach.

I strongly support rushing Guild Skills Gathering first, followed by Fishing to provide maximum profits. While you can pay for buffs to maintain high rank for a short time, the profit loss adds up quickly and if those items aren't available during that time, you're stuck with mind numbingly slow timers. Additionally fishing over night, you won't be online to refresh your buff once it wears off, with +2rank from Clothes and +3 rank from Guild Skill, you will always have rank 5 uptime which leads to larger profits overnight.

I've recorded the timer reductions, however they are different for every tool. Each category can change. I'm using a Pickaxe as default tool. You can either have 20 second cast times or 1 second cast times. This also applies to the duration you wait between catching fish at a different rate though as there are more factors.

Tier = r0, r1, r2, r3, r4, r5
White = 20, 15, 11, 8, 6, 5sec
Blue = 12, 9, 7, 5, 4, 3
Yellow = 10, 8, 5, 4, 3, 2
Magic = 09, 7, 5, 3, 2, 1sec per cast

Everything Fishing:

Fishing does have a high barrier to entry as it is heavily determined by your available inventory space. Thankfully there are 34 additional free bag slots from questing. >>> I might work on a speedrun guide for maxing bag slots so you can hit Lv50 and Max Inventory on Day One.

A good fishing trip will take some initial preparation, if you idle in town you'll wake up to fishbones and greens. Just because you see fifty other people standing at the pier in Velia and river by Heidelberg doesn't mean you should too. The main profit you'll find there will be Ancient Ruin Pieces.

To start you'll need your choice of fishing pole and later on lures.

Balenos Rod: Faster Auto Fishing
Epheria Rod: More Durability
Calpheon Rod: Larger Fish [Professional] > Ash Lure: Larger Fish [Professional]
Media Rod: Rarer Fish [Artisan] > Maple Lure: Rarer Fish [Artisan]

Next you'll need a shipyard. For the most part you'll stick to Rafts since they are cheap and don't cut deep into profits. You are simply looking for hidden elite spots in the sea region that aren't flagged on the map, they aren't advertised by flying

seagulls or anything, you just have to use trial and error for a couple minutes, if you find one you'll pull a ratio of 2 yellows 2blues 1green. You won't find yellows often or at all fishing around towns. Remember opportunity cost, if you spend a million on a fishing boat blowing it's durability sailing around trying to find a spot, that's an additional million you need to collect with that boat over just using a raft to make it worthwhile otherwise, why aren't you just using a raft? Boat durability erodes very fast, you won't hold on to the same boat for more than a day or two unless you sail it wisely. They are not the same as wagons.

Effortless Gardening:

While other online guides will tell you to hold off on gardening until you have 100 contribution, you can start preparing seeds as soon as you get 10. With gardening there are two routes to go; either you harvest or seed. It's completely fine to get your first garden and start seeding to get a headstart on future gardens.

You have two options harvesting and seeding, to begin with you'll always want to seed to build your stock. Generally 6 hours seeding will allow you 3hrs harvesting for 9hrs total cycle of profit. You can speed this up but it costs a lot more.

Seeding is when you plant 10 crops in one garden and ignore it for 6 hours. Don't fool with bugs, don't fool with water, don't fool with fertilizer after the initial planting. Come back once the crops are 100% and collect seeds instead of harvesting. Seeds are randomly determined you'll get one, two, or three. Nothing affects this and the reason why is because if you get one seed, you basically just wasted 6hrs and fertilizer.

Harvesting requires more active upkeep and maintenance, it's not exactly "idle". You need to craft a Scarecrow and Waterway for each garden allowing you 8 slots for crops. You have to water the garden to keep crop moisture over 75% otherwise your crops wilt and have reduced yield. And you need to harvest between 100-119%. If you do all that and miss the window you'll have reduced yield.

As I mentioned you have a chance at 1, 2, or 3 seeds per seeding. Additionally crops such as Sunflowers have a chance at 20-40, while Grapes are 40-80. As your gardening skill rises you'll find higher yields; more 3/3 seeds more 40/40 crops, with low skill expect 1/3 seeds and 30/40 crops. If you let your plants wilt from lack of water or miss the harvest window that yield will drop to 20/40 however it won't affect seeds.

I would not recommend manually tending the garden with your energy. You only get gardening exp when you get a loot window, otherwise it's just a huge precious energy sink. You can use workers to tend it exchanging a portion of profits for faster growth.

Exclusive Trading:

Regular Trading Distance Bonuses:

Sosan | Trent to Velia (Pinto Farm)[Ilya Island] xx% (xx%)[xx%] >> These are too low to fool with

Media | Trent to Altinova (Abun Village) 49% (51%)
Valencia | Trent to Valencia 99% >> Current Max 102%
Bargaining increases rate 0.5% per Trading level.
Distance formula is factored first, then exchange rate, finally bargain.
(((Base x Distance) x ExRate) x Bargain)
Example: Sunflowers with Master Lv.1 | (((15,240 x 2.02) x 1.30) x 1.25) = 50,025
7.5kk per batch assuming Beginner Tier Gardening and Trading
15kk per batch assuming Master Tier Gardening and Trading
Imperial Trading resets every three hours in all five Capitals per channel.

Commonly used for Cooking, Alchemy, and Fishing. It's very limited per channel, the whole channel can only trade 20 specific items per reset. Not a reliable source of income on crowded servers. All slots will often be sold out. Until we get Valencia I would not recommend general trading. You're trading Calpheon Boxes for 100k in Sosan when they're worth 170k in Valencia. Hold on to them, store them in your warehouse, save 1000s. When the distance finally reaches a reasonable amount then trade them off. You can have 10kkk in the first couple months or 17kkk soon as Valencia launches. If you want to work on your Trading skill then trade minor items with the sole purpose of skill increases not profits or do Imperial Trading if you're willing to camp the limited slots.

Essential Workers:

You get one free worker slot in each town, use it! Humans have default stats, Goblins are faster but have less actions, giants are slower but have more actions. Both have lower luck.
Artisan Humans (30): Speed 85.00(110) Move 3.00(4.50) Luck 17.00(22.00) Actions 23
Artisan Goblins(30): Speed 150 Luck 11 Actions 15
Artisan Giants(30): Speed 90 Luck 11 Actions 35
Workers can have random skills similar to horses. Don't be too concerned about these, they reset each time you rank up the worker. The most important thing is filling your ranks with Artisans as fast as possible.

Extra Questing:

Each day there are repeatable quests that not only reward contribution but restore your energy and give you skill experience for participating. These quests typically have you gather or craft something and do not take the items you gained. These are perfect for power leveling skills, restoring energy, and building contribution as you'll be using the skills to create things anyways.

An example:
Lacy - Lacy Hates Hides | Gathering for Hides (15en/exp + 2 beer)
You spend 15 energy and gain 15% exp gathering 15 hides which you would have needed anyways. When you turn in the quest, you keep the hides, gain an additional 15% exp, some energy, contribution, and 2 beer.

Class Guides

Ranger Overview Guide

Note: Update with NA info

Hello Here is a quick skill guide for rangers to help you understand which skills to level.

1. E skill



The E skill, is one of THE strongest skills in the game right now for rangers due to a recent buff, and subsequent nerf of the Q(which will be talked about later)

The E skill will stun all the mobs that you hit, and hits quite a large area of mobs.

You will want to fully max this skill as you get them available. In PVP it's advised to stay away from this skill unless you are perfectly free to sit down and unload.



2. Down + left click



This skill is one of your most standard attacks, and will be used once in awhile, but not as frequently as your other skills. It is the skill you resort to when you are out of stamina or mana.

The reason this skill is great is that it makes mana back so quickly, especially since at max it gives additional accuracy, and additionally increases your mana gained far greater than your auto attacks.



3. Evasive shot

This skill is YOUR BREAD AND BUTTER. for both PVE And PVP.

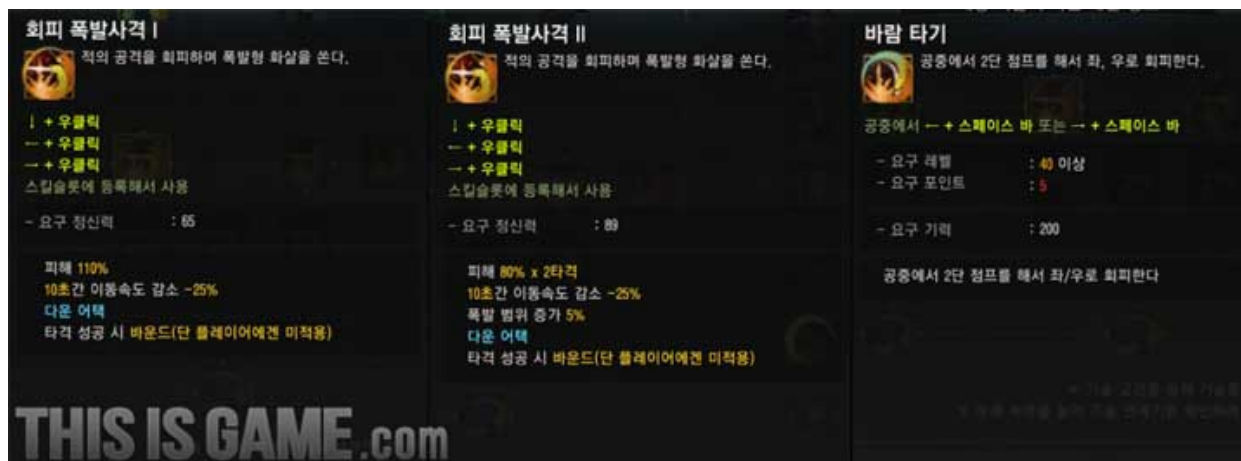
It allows you to attack move very efficiently and later on will allow you to combo your skills like Down+left click, and Q with it, to get extreme movement as well as constant damage.

Note: this skill takes your stamina quickly if you spam it too much.

Here is an example of this skill being comboed with the (F)Kick skill. (in korea we call it basically kick cancelling, since it is one of the best animation cancels)

<https://www.youtube.com/watch?v=ifPxbQtNKJ0>

4. Evasive explosive shot



This skill is your best evasive maneuver when your enemy, be it pvp or pve, gets too close. In PVE it knocks down all the hit targets, and does immense down damage.

In PVP it doesn't knockdown, but does a great job in letting you get away, with it maxed with the additional passive it even allows you to divert your backflip path after the initial backflip.

Here's a video of just the kick back, (remember, if you left click after the initial backflip, it will do a midair aoe shot (which is what does the down dmg in PVE))

<https://youtu.be/GUM8IG0fNug>

5. Advancing wind and Q skill



Above you will see advancing wind on the left. The middle skill has been nerfed so do not use. The right skill is the Q.

Advancing wind is a great skill to get so that you will be able to use the sharp feather passive later.

The timing to using this skill however, with the sharp feather, is very complicated and will need tons of practice to get it down.

The bonus about this skill is the 100% crit chance at max level, which is amazing in higher level pvp due to the ability to spam and snipe.

Here is a video of the kick cancel + advancing wind:

<https://youtu.be/TxXF8D-YZro>

Video of standing advancing wind spam:

https://youtu.be/grzCwoNK_SQ

The Qskill was the best skill in pve and pvp prior to this last patch, but has been nerfed. Without a doubt it is still one of your strongest skills.


It is also a great way to get mana back from large mob packs due to the crits that give mana back.

Combo this with evasive shot to get the following result:

<https://youtu.be/YIRUBD644xc>

6. Mana passive

정령의 정신치유



패시브

최초 레벨

전투 대기 자세 및 전투 이동 중 EP를 자동으로 치유한다.

5레벨 단위 업그레이드 가능

최종 20단계(95레벨)

- 필요 레벨 : 5 이상

- 필요 포인트 : 1

단계별 EP 회복량 1씩 증가.

EP 회복량 +4 35레벨, 85레벨에 요구 포인트 1씩 증가.

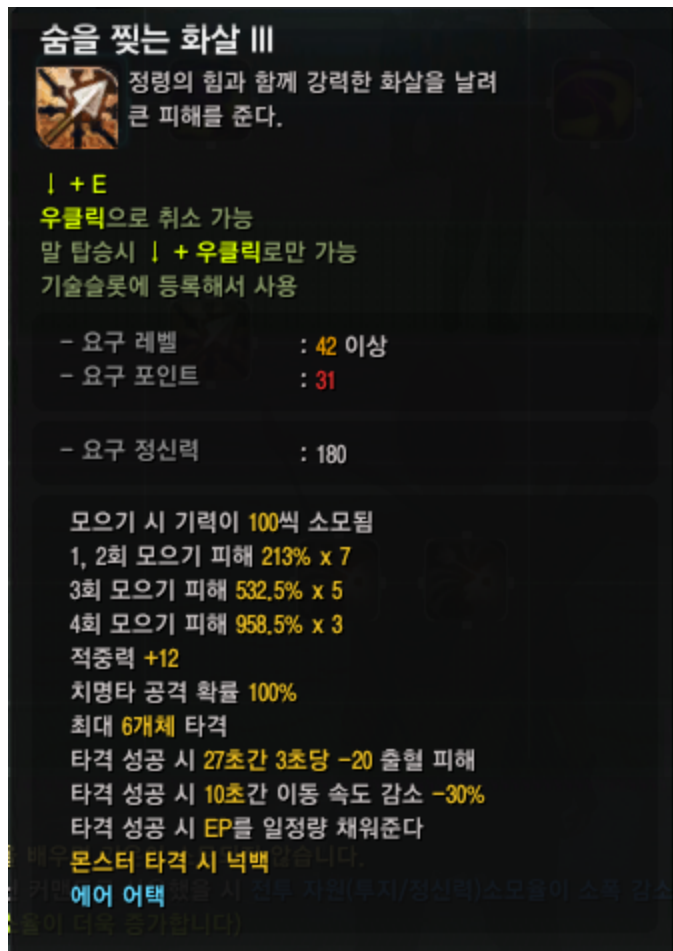
This passive is essential to get. It is your ability to get mana back and make mana back. Make sure to max it as much as you can.

7. Kick skills



The kick skills above are great, but require no more than 1 point in each. Don't invest anymore into them, as they are not very effective in pvp beyond the slight cc.




8. Down E



This skill is quite strong, but is similar to the E in most aspects whereas this skill knocks back rather than stunning.

Try to max it as well, but stick away from this skill in pvp unless going for snipes.

9. Knife attack

수호의 검 I 최초 레벨  작은 단검으로 적을 베는 기본적인 기술이다. 전투 자세에서 우클릭 전력 질주 중 우클릭 바람 모아쓰기 도중 사용 : Shift + 우클릭 <div> 타격 당 피해 35% 회전 베기 타격 당 피해 45% 타격 성공 시 5초간 이동 속도 감소 -15% 타격 당 EP를 회복한다. 회전 베기 타격 성공 시 상대를 회전시킨다. </div>	수호의 검 II 최초 레벨  작은 단검으로 적을 베는 기본적인 기술이다. 전투 자세에서 우클릭 전력 질주 중 우클릭 바람 모아쓰기 도중 사용 : Shift + 우클릭 <div> - 필요 레벨 : 8 이상 - 필요 포인트 : 4 타격 당 피해 42% 회전 베기 타격 당 피해 54.5% 타격 성공 시 5초간 이동 속도 감소 -20% 타격 당 EP를 회복한다. 회전 베기 타격 성공 시 상대를 회전시킨다. </div>
수호의 검 III 최초 레벨  작은 단검으로 적을 베는 기본적인 기술이다. 전투 자세에서 우클릭 전력 질주 중 우클릭 바람 모아쓰기 도중 사용 : Shift + 우클릭 <div> - 필요 레벨 : 23 이상 - 필요 포인트 : 8 타격 당 피해 50% 회전 베기 타격 당 피해 64% 타격 성공 시 5초간 이동 속도 감소 -25% 타격 당 EP를 회복한다. 회전 베기 타격 성공 시 상대를 회전시킨다. </div>	

Sorceress Overview Guide

Introduction

This document is a basic Sorceress Guide for Black Desert. It will go over Skills, skill combos, gear, and have some pve/pvp specific information. All of this information is subjective and taken from the Korean Beta, therefore may be out of date,

improperly translated, or incorrect due to the game and it's meta being in infancy. This is especially true in the pvp section. Always strive to go above and beyond what is written here.

Skills

This section will go over each skill, and give an opinion on it's importance, use in both pvp and pve, as well as a recommendation on whether to give it priority or not. Note that the skill names are largely untranslated at this time - for now, use the pictures if you are confused. Names(and, of course, the other information) will be updated as time goes on and translations improve. It is important to note that eventually, you will be able to unlock all skills, but as time goes on, it becomes more and more difficult to get more skill points, so priority should be given to the skills that matter most.

You can find that list [here](#)

Skill Awakening

Once level 47 is reached, an option to "Awaken" a skill is unlocked. You gain one awakening per level until 55. After level 50, you have the option to spend level xp to "re-awaken" an awakened skill, which will reroll the skill modification. Each skill has a unique list of mods(although there is plenty of overlap) available [here](#). It is in Korean, so you will have to translate. Below, you can find recommendations for what we consider BiS. *Need to test - does crit rate increase stack or refresh*

Wave of Darkness

Magic Attack +5

Shadow Eruption

Magic attack +5

Increases your crit rate 5% for 5 seconds

depends if this stat stacks or not

Night Scream

Increases attack speed

will help for follow up kicks

Reduces incoming damage

is melee, so might help if the follow up kick misses.

reduces enemy stats(move speed, attack speed, crit rate)

might be preferable over a self buff

Low Kick

Increases your crit rate by 5% for 5 seconds

Depends if this stat stacks or refreshes

Increases your attack speed

reduces enemy stats(move speed, attack speed, crit rate)

Dream of Destruction

Increases your crit rate by 5% for 5 seconds

Research needed whether this is applied to Dream of Destruction on cast, or only subsequent attacks

Magic attack +5

Dark Multiple Attacks

Increases your crit rate

increases your attack speed
reduces damage taken
reduces enemy stats(move speed, attack speed, crit rate)
Abyssal Fire
Return life/mana on hit(instant)
magic attack +5
Increases your crit rate 5% for 5 seconds
reduces enemy stats(move speed, attack speed, crit rate)
Skill 8

Skill combos

Below are a list of skill combos you will find very very helpful during your time in Black Desert.

Symbol of Pain(s+e) -> Crow Rush(w+right click)
Knocks your opponent(s) down. Very important in both pve and pvp.
Raven: Backwards (shift + s) -> Abysmal Fire(right click + left click)
Instantly casts your Abysmal Fire fully charged. This is a very important skill in both pvp and pve, as Abysmal Fire heals you, is an AoE, and has a chance to knockdown an opponent(pve only).
Night Scream(shift+left click) ->Low Kick(f) ->High Kick(f) -> Shadow Eruption(shift +F->left click)
quick kick that stuns your opponent to setup Shadow Eruption for near guaranteed knockdown
As they get back up, follow up instantly with Symbol of Pain -> Crow Rush to knock them back down
Dark Flow(left/right + left click) -> Shadow Eruption(shift + F)
Remove cast animation of Shadow Eruption.
Night Scream(shift+left click) ->Low Kick(f) ->High Kick(f) -> Shadow Eruption(shift +F->left click)->Wave of Darkness, cancel early (s+right click+left click)->Symbol of Pain(s+e) -> Crow Rush(w+right click)
->Nightscream(shift+left click) ->Dark Multiple Attacks, cancel early(s+left click)->Dream of Destruction(shift+e)
WOMBO COMBO OF RAPE AND MURDER
If timed properly, will keep your opponent knocked down until you finish. By the end of this, your shift+f will be back off cooldown and you can potentially follow up with another combo, assuming they are somehow not dead. You will likely need to mana pot during this.

Stats

Below you can find opinion on which stats are best for Sorceress. This will help you gem your gear as well as explain our choices in gear in the later section.

Basic Stats:

HP

No big surprise, you want as much HP as possible, both for pve and pvp

Mana

Sorceress is able to regen mana pretty well, maximum mana pool is mostly irrelevant. No need to get any extra.

Stamina

One of the most important stats, you want as much stamina as possible. Using Raven, your primary mobility spell, takes stamina, and you want to be able to do this as often as possible

Resists

- Stun - get this against characters that rely on stuns, such as Archer, Blader
- Knockdown - get this against characters that have a lot of knockdowns.
- Grab - Get this versus characters who have grabs, such as Warrior or Giants
- Knockback -

Visible Stats:

- Attack Speed
 - Helps with making certain combos more fluid
 - +1-3 depending on your gear
- Cast Speed
 - Needs to be tested - appears to possibly have other effects on spells besides lowering charge up time(such as faster animations on certain abilities)
 - +0-5
- Move Speed
 - While it helps, you will find yourself using Raven and other skills to move around in combat far more than you will be walking/running. Therefore, replacing movement speed with Stamina is almost always desirable.
 - +0
- Critical
 - ...I like big crits and I cannot lie, you other brotha's can't deny....
 - Prioritize this - you should be trying to get this to +5.

Hidden Stats:

- Damage Reduction
 - Reduces damage - effectiveness needs to be tested still
 - +?
- Accuracy
 - Needed to hit stuff. One of your most important stats, this should be given priority where possible
 - +?
- Down Attack
 - Damage while an opponent is knocked down. I think this is one of the most important stats for Sorceress to max, for both PvP and PvE. Most of your big combos will happen while the enemy is lying on their back.
 - +5(need to check if this stat is capped or can go higher)
- Life Steal
 - This may be worth to get for PvE only. Effectiveness still needs to be tested
 - +2
- Magic Damage
 - Ignores defenses, needs research
 - +?
- Human Damage
 - Ignores defenses, needs research
 - +?

Gear

This section will give recommendations on gear. Your goal when gearing should be to hit all the relevant stats listed above while having as high HP, Stamina, Damage, and Defence as possible. As with all sections, this will likely go through several iterations as more is learned and the game is explored in greater detail. A list of weapons, armors, and offhands can be found [here](#), which also includes translations, stats, and other bonuses. Make sure to look through that.

Armor

Set 1

3 piece Hebe(헤베의 체력) with Zareth(제레스) Boots.

Stats: 2 sockets in Helm, Gloves, and Chest, 1 in boots, +250 HP, +200 Stamina, 13 defense base(xx at level 15)

Thoughts: A good combination of HP and stamina, along with plenty of sockets for great flexibility. The armor can be farmed at Treants relatively quickly allowing for a decent rate of upgrades and repairs. Armor cannot be upgraded to blue or yellow



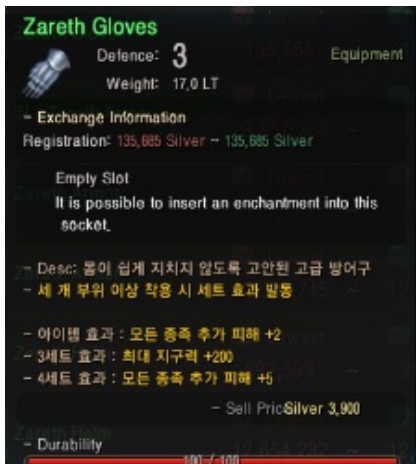
Set 2

4 piece Zareth(제레스)

Stats: 1 socket in all pieces, 400 Stamina, +7 dmg to all races, increased knockdown resistance(% needs to be tested), +50 carrying weight, +5HP Regen, 19 unupgraded(xx at level 15)

Can be upgraded to blue or yellow, adding +2 resist to melee/magic/ranged damage(all if yellow)

Thoughts: A potential set for a more glass cannon Sorceress, with more damage, more knockdown resistance, and more stamina, allowing for greater mobility. The biggest downside is only having 1 socket per armor piece, making it less flexible than the other suggestions



Set 3

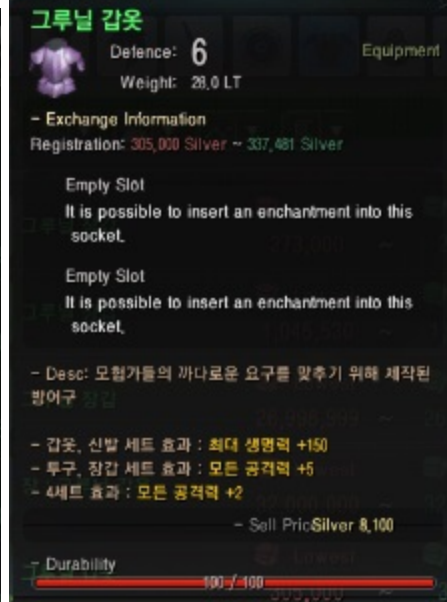
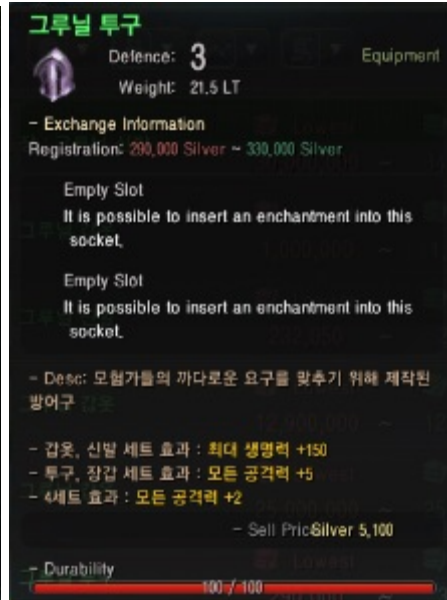
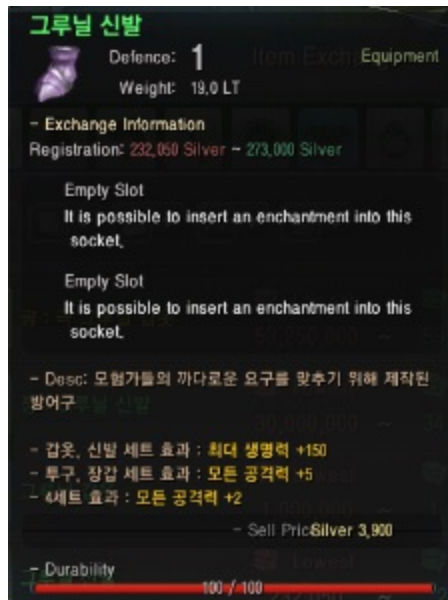
4 Piece Neil Tree's Armor(그루닐)

Stats: 2 sockets in all pieces, +150 HP, +5 all attack(needs to be confirmed whether this is +5 damage or a different modifier), 11 defense unupgraded(xx at level 15)

Can be upgraded to blue or yellow, adding +2 resist to melee/magic/ranged damage(all if yellow)

Thoughts: At higher levels, and upgraded to yellow, this might add more EHP than Set 1, therefore making it objectively better with the only tradeoff being 200 less stamina(from Zareth Boots), which can be compensated for by the extra socket.

This set is odd because instead of a 3 and 4 set bonus, the chest/shoes and gloves/helmet are linked for the bonuses.



Weapon/Offhand

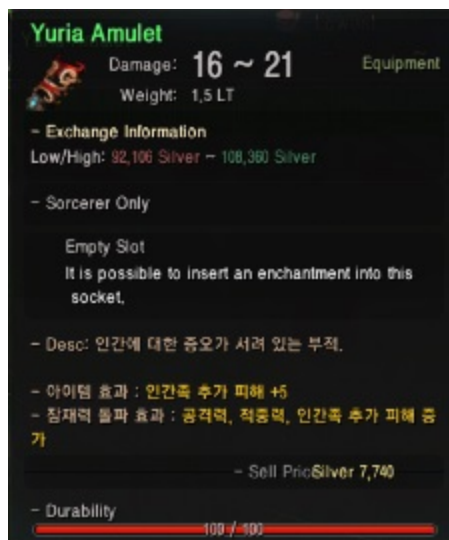
Still being heavily tested

Weapon

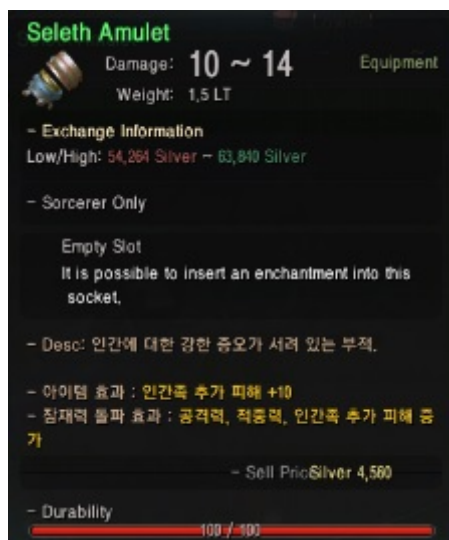
Yuria - +5 damage all races, 16-21 base damage(68-73 at level 15), 1 socket

Currently considered BiS by many Koreans, supposedly scales really well at level 15+. However, is somewhat hard to obtain - rare drop from specific mobs or can be crafted. Cost more to craft than it is worth by about 50%, and materials are rare and will not be on the AH in reliable numbers. Might be worth upgrading to once your Azwell is +16, needs to be tested still.

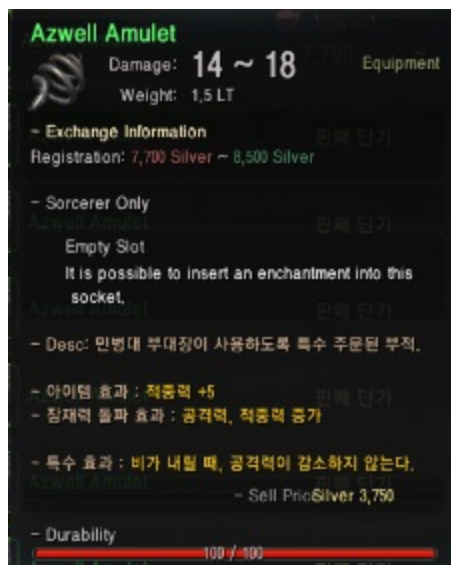
Weapon scales with +damage to all races(values unknown)



Seleth - +10 damage to Human, 10-14 base damage(62-66 at level 15), 1 socket
Is rumored to scale poorly at level 15+, making it inferior to Yulia. Can be crafted, but similar to Yulia is rare and materials are hard to obtain. Weapon scales with +human damage(values unknown)



Azwell - +5 accuracy, 14-18 base damage(x-x at level 15), 1 socket
Rumored to scale well at level 15+, considered a very good weapon. This will be the best as a starting weapon on US servers due to it being cheap to repair - you can buy at any Vendor for less than 10k. Weapon scales with accuracy(values unknown)



Offhand

Herrick Talisman - +3-3 damage, +5 accuracy, 1 socket. Offhand scales with accuracy(value unknown)
 Can be crafted, difficulty of obtaining materials unknown. At blue/yellow, this weapon has +7 base accuracy.



Accessories

This is all up to preferences, there's no BiS accessories. There's a good chance you will have to have multiple sets and change depending on your opponent.

Necklace

- Crafted Topaz Necklace(30% Knockdown resist at Rank 5)
- Crafted Ruby Necklace(30% Grab Resist at Rank 5)
- Khalis Necklace(4-10 accuracy)
- Human damage necklace(?) - +4-10 human damage

Rings

- Ruby Rings(+5 human damage and +50 hp at rank 5)
- Purple rings? (+dmg and +1 accuracy)

Khalis Rings (2-5 accuracy)

Belts

Khalis belts (+2-5 accuracy)

Green tree belt (5 damage, +1 accuracy , + carry weight)

Human damage belt (40 LT , +4 human dmg)

Earrings

Khalis Earrings(2-5 accuracy)

Ruby earring (+2 dmg , + 1 accuracy) rare drop, not crafted

Crafted Ruby earrings (+hp and dodge (?)) need confirmation, only heard from a korean sorc

Human damage earring(+2-5 Human damage)

Sockets: Still WiP to find best combinations. For boots, Walk would recommend +stamina, for offhand, +down attack is a good idea.

Helmet

+2 casting speed x 2

+ dodge chance? / or is it knock down resistance

Gloves

+2 crit chance/ damage x 2

attack speed ?

Shirt

+100 hp and carry weight gem x 2 (unsure if it helps on a sorc)

+2 reduction on melee/range/ magic (unsure if it helps negate necessary amount of dmg to be helpful)

Shoes

+25% knock down / knock back resist

+stamina (?)

pvp

+human damage is your biggest damage modifier. Between level 50-54, you do significantly reduced damage to lvl 55+ enemies due to an accuracy softcap. We are still in the process of testing this out further. It's very interesting and absolutely worth taking a close look at.

[Check this shit out! Data can be found here](#)

We are currently in the process of testing out more combos, need to test out blader <55, sorc >55, warrior above/below lvl 5

Valkyrie Overview Guide

INTRODUCTION



The Valkyrie class was the 7th class to be released. This class uses a sword and shield like a Warrior, focusing on blocking and sword skills. However, they also have an arsenal of light skills to deal damage and support allies. Valkyrie has more support than Warrior.

See video and wallpaper below at the following source links:

<http://black.game.daum.net/black/pds/wallpaper/index.daum>

<http://black.game.daum.net/black/pds/video/index.daum?id=46#2>

PROS

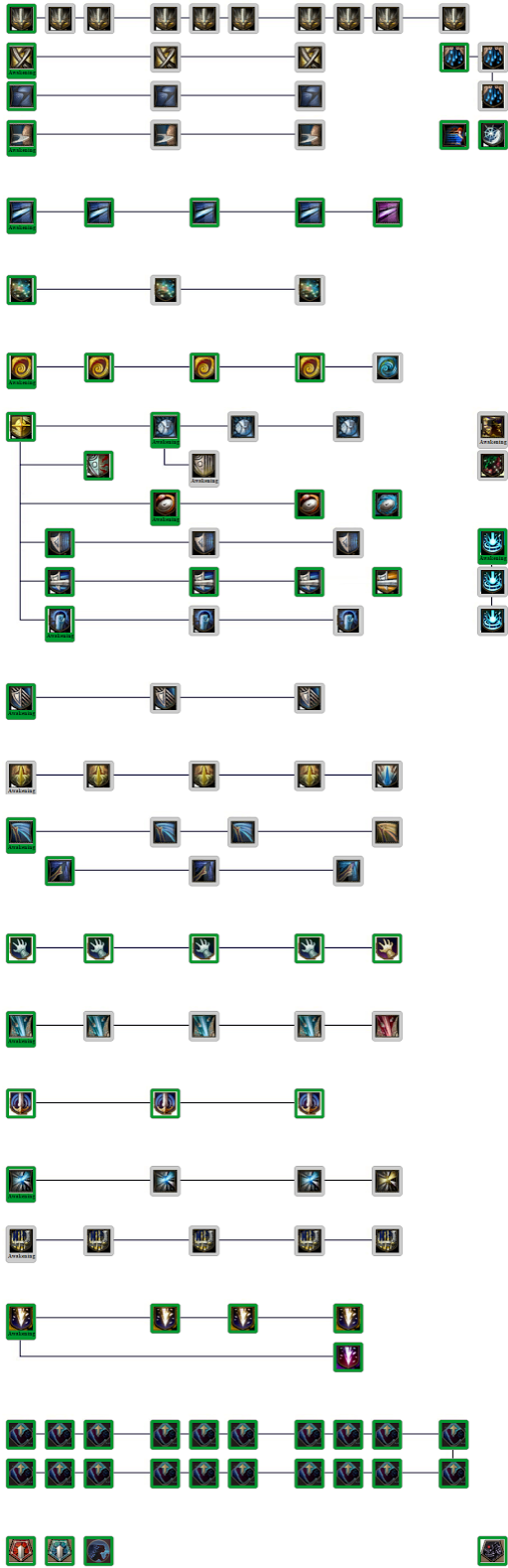
- Great sustain
- Good at PvE
- Good at PvP
- Decent crowd control
- Party buff
- Good damage
- Block most damage with Defense Stance
- Mid and close range damage that can outrange other melee classes
- Divine Power instead of mana that is easily recovered

CONS

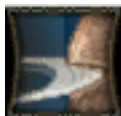
- Limited mobility
- Very few useful damaging skills
- Only a few practical skill combos
- Cannot interrupt many skills to dodge

SKILLS

This is a well-rounded build that focuses on PvP and PvE. You should be focusing your build around PvP because PvE will be easy either way with the important skills that overlap.



Credit goes to http://form1ca.ru/media/bdo/calc/calc_24valkyrie.html for their amazing skill calculator.
 Additional/optional skills you may want to take:



Sideways Cut (A or D left click) – Step to the side, spinning your sword and hitting in front of you. Max if you want to cancel strafe, for less Stamina required. Small amount of mobility on this skill with more DP back when you hit enemies. It also knocks enemies further to the side as you put points in.



Severing Light (Left + Right click) – Slash at enemies in an AOE in front of you. I think this skill sucks, unless you have extra points and are maxing it for the knockdown. Buy the other more useful skills first. May as well just use healing potions since it heals a tiny bit and Knockdown is super slow. Late game sure, pick it up. Here is the OP's description: No CD and small DP cost. Great healing and critical chance as you raise this skill. I recommend either skipping it and losing out all a large amount of sustain or maxing it including the Ultimate: Severing Light upgrade. This way, you get a knockdown with no cooldown that heals you, and, since you knocked the enemy down, you can continue hitting them to heal.



Breath of Elion (Shift + E) – Gives back a large amount of DP and some HP which makes it a great 3 point skill for pvp. Maxing it gives more HP, DP and a small movement speed boost for 10 seconds.



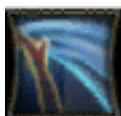
Shield Throw (S + Q) – Throw your shield, hitting in a large AOE and stunning enemies. Also spins enemies around. Maxing this gives you a ranged stun to catch up to people in PVP while the Spinning Shield upgrade allows you to hold it out for longer, dealing way more damage. It's one of the best DPS skills and you will hate PvE without this. Highly recommend maxing but at LEAST one point is necessary for the ranged stun.



Judgment of Light – Rain down pillars of light to smite foes in front of you. The Black Spirit can be used to empower the skill and make it hit more times and in a greater AOE. This skill is fun to show off with but takes a hefty chunk of your DP. It's not even that great of DPS compared to Sword of Judgment or Shield Throw. It's personal preference on getting this skill at all, one point, or even maxing it.



Sharp Light (Shift + Left Click when not in Defense Stance) – Stab forward, similar to Just Counter but doesn't recover your DP. Applies knockback but doesn't keep your shield up like Just Counter. A good combo into Sword of Judgement.



Flurry of Kicks – Kick things. Great for PvP, not so great anywhere else. They don't hit many enemies and there are less vulnerable ways to recover DP. Kick Cancel back kick from counter to instantly cc.



Divine Power (Shift + F) – Slam enemies to the ground in front of you. Great knockdown for PvP. Maxing it is a waste of points because there are better DPS skills with the same AOE until late late game. More points give up to 15% lower attack speed to enemies though, which is great unless they're more reliant on cast speed. Don't buy this unless you plan to max it and have extra skill points. One point is fine if you have the extra points.



Righteous Charge (W + F) – Rush forward and stab. Great for closing or making gaps. Maxing it gives more distance and higher crit. It's not really used for damage though. If you max it, max it for the distance in a PvP build. If you don't plan on PvPing 100% of the time, I recommend 2 points.



Glaring Slash (S + Left and Right Click) – Somewhat pulls enemies together in front of you with a slash. The damage is awful and it's only good for comboing into Sword of Judgment's final hit. I regretted putting even 1 point into this.

Important Skill Combos (see bold for key combos):

Most Valkyrie combos revolve around holding down S the whole time. Seriously. You cannot combo with the action bar, these combos only work with the actual key combos. Sword of Judgment's last hit is your most powerful skill. I've seen geared Valkyries 1 shot people with the last hit but you have to know how to properly combo it first. To use the last hit where the giant sword falls down, you need to do 2 other skills first. This can be Celestial Spear:Ultimate (which counts for 2 hits) or many other more complicated options. Shield Throw also allows for some creative combos.

Shield Throw > Celestial Spear (S + E) > Shield Throw – If you pull this off right you pretty much drop the spear from Celestial Spear the second you shield starts to return. This also works with the empowered Spinning Shield version on both throws. Combo works by holding down S and clicking Q > E > Q. So technically it's S + Q > S + E > S + Q

Celestial Spear:Ultimate > Sword of Judgment 3rd hit – With Celestial Spear:Ultimate, you get to drop a second spear down every 15 seconds. Because this counts as 2 hits of a combo, Sword of Judgment will instantly drop the third hit if it is after 2 "spears".

Counter > Skyward Strike > Sword of Judgment – For some reason, this combo works even though this isn't the combo for Skyward Strike. Skyward Strike just works after Counter for some reason. Hold S as usual and press Left Click > Right Click > Right Click. This is great to conserve DP by only taking 5 for Counter and Skyward Strike gives DP back.

Just Counter (3 hits with Flow) > Sword of Judgment – This works by stabbing forward 2 or 3 times (don't count the double stab at the beginning if you have the Flow: Sharp Counter) then switching from W + Left Click > S + Right Click. You will do another little hit before a Sword of Judgment third hit.

Righteous Charge > Charging Slash > Just Counter – After Justice Rush (W + F) hold W + Left Click and you will transition into Counterattack of Justice stabbing. You can also add the Sword of Judgment from the last combo onto this.

Advanced Skill Combos:

Now let's take all of that info and put it into repeatable combos for kiting and wrecking. Valkyrie might not have the best mobility but we can kite other melees like crazy. Anything ending with Sword of Judgment's last hit combos into Shield Throw. ~~Anything with Shield Throw in the combo lets you Shield Chase afterwards. So try a few of these.~~ (this does not seem to work anymore)

Righteous Charge > Charging Slash > Just Counter > Sword of Judgment > Shield Throw > Celestial Spear > Shield Throw > Shield Chase > Just Counter > Repeat

Shield Throw > Celestial Spear:Ultimate > Sword of Judgment > Shield Chase > Just Counter etc.

Shield Throw > Celestial Spear:Ultimate > Sword of Judgment > Shield Throw > Shield Chase > Righteous Charge > Just Counter > etc.

Shield Chase > 3rd hit Sword of Judgement (if you dont take Skyward strike)

Righteous Charge > 3rd hit Sword of Judgement

Sprint + Shield Strike > 3rd hit Sword of Judgement (if you dont take Skyward strike)

Sharp Light > 3rd Hit Sword of Judgement

Remember, Shield Chase can be used to go forward, sideways or backwards depending on your needs. This makes chasing ranged people/mobs a little easier.

Starting Weapons/armor

Weapon: Start with **Yuria** then get Liverto if you can afford at launch once you have +15 Yuria.
For your shield, I recommend the **Vangertz** Shield for PvP. This shield has a little damage and upgradeable defense. The main reason this is good is because it's the best PvP shield in the game. It adds accuracy, evade, and damage reduction.
For armor, Neil Trees (Grunil) is always a great option but for NA launch start with Taritas or **Agerian** since Grunil isn't available.

This guide was originally written by Zachary Woodbridge, edited by Whiskeyjack and Tharion.

Tharion's early group pvp build for valk (lvl 51)- Only contains base starting abilities. Expand to Shining Dash and others once the basics are filled based on your preferences you might want to take skyward strike, and Just Counter tier 2 and 3:
<http://www.blackdeserttome.com/calculator/valkyrie/3135#>

Berserker Skills, Gear, and Combos

By Saws

Skill Build

Leveling (to 45): <http://www.blackdeserttome.com/calculator/berserker/2782>

At level 50: <http://www.blackdeserttome.com/calculator/berserker/2638>

At level 54: <http://www.blackdeserttome.com/calculator/berserker/2641>

At level 55: <http://www.blackdeserttome.com/calculator/berserker/2639>

- Open question: Does Wrath of Beast's defensive capability increase with higher ranks?
 - Unknown, but doubtful
- Open question 2: Is ultimate headbutt necessary for the headbutt combos, or can they be executed from rank 1?
 - It is necessary for the knockdown combo (Evasion - Stomp - Headbutt - Knee Kick), but not the others. Still get it, but not extremely high priority.
- Open question 3: Fierce Strike 3 + Flow: Final Strike = knockdown?
 - Yes, but it's unreliable and we can't recommend it
- Open question 4: Upgraded Predatory Hunt worth the investment for larger-scale PvP?

Awakenings

The only mandatory awakening for Berserker is Instant Restore Health 4 on Raging Thunder (Spin). Re-awakening Raging Thunder for this bonus should be the first priority upon reaching level 50.

Gear

There are two schools of thought where gearing on launch is concerned. The first option is Tarotas/Taritas/Rotary for armor, gloves, and shoes; the second is Agerian for the same slots. Helm is a personal preference selection between Zereth (knockdown resistance) and Talis (Grab resistance), depending on which form of CC is more problematic. Yuria Axe, Saiyer Knot, and Bares accessories round it out.

Gemming priority should be to reach 5 attack speed (many of our abilities have their own critical chance boosts, and attack speed aids in chaining grabs), then fill in health/WP/resistances as needed, ensuring that you maintain 5 luck for farming.

Combos

The primary (almost exclusive) combo used in PvE is Frenzied Destroyer's last attack (S+LMB+RMB) chained into Raging Thunder (LMB+RMB). You can add a headbutt for accuracy if necessary against higher level mobs. Many Berserker skills chain into one another very efficiently, so their use in PvP is largely situational and lend the class a fair amount of adaptability. Individual skills and the skills they can rapidly chain into are:

- Shake off => Evasion/Headbutt/Grab
- Evasion => Shake off/Headbutt/Stomp/Grab/Wind

- Headbutt => Evasion/Knee/Grab (with flow skill)/Beastly Wind Slash*
- Stomp => Evasion/Headbutt/Knee/Beastly Wind Slash*
- Frenzied Destroyer => Stomp/Evasion
- Beastly Wind Slash => Stomp/Grab
- Lava => Headbutt/Stomp/Grab
- Normal attack => Stomp

*Note: Chaining into Beastly Wind Slash will frequently execute only the second attack of its two rather than both attacks (e.g., Headbutt => Beastly Wind Slash does two attacks while Evasion => Headbutt => Beastly Wind Slash does one)

This video outlines the core Berserker skills and some basic combos used in PvP:

Combo List (Mobility => CC)

- Shake Off – Evasion – Stomp (ministun) – Grab
- Shake Off – Evasion – Stomp (ministun) – Jump (knockdown)
- Shake Off – Evasion – Headbutt/Stomp – Knee Kick (knockdown)
- Lava Piercer – Grab/Stomp/Headbutt
- Headbutt – Knee Kick – Evasion (repeat) = mobility by consuming WP instead of Stamina
- Basic attack cancel – Stomp

Combo List (Damage)

- Frenzied Destroyer – Stomp – Grab
- Beastly Wind Slash – Stomp – Grab
- Frenzied Destroyer – Stomp – Knee Kick – Grab
- Beastly Wind Slash – Stomp – Knee Kick – Grab
- Frenzied Destroyer – Stomp – Beastly Wind Slash – Stomp – Grab
- Frenzied Destroyer – Stomp – Frenzied Destroyer – Stomp – Grab
- Frenzied Destroyer – Stomp – Spin

LMB + RMB after an E grab will cast Fearsome Tyrant, but in all honesty I usually just do it by accident and get frustrated when my spin doesn't activate.

Against enemies with significant grapple resist, try using knockdowns instead. While Weakling Hunt is unreliable and Predatory Hunt risks a chance of being avoided, the knee kick knockdown is promising in early tests. It can be executed to produce a knockdown with these combos: Evasion => Stomp => Knee Kick, Evasion => Headbutt => Knee Kick, and Evasion => Stomp => Headbutt => Knee Kick. If you're close enough to the target after the initial stomp ministun, you can just lead right into these combos. I usually am not, and so my greatest success with this move has come by starting with the typical stomp ministun combo, then immediately executing another evasion to get closer to the target and chaining into the knockdown Knee Kick. Remember, knockdowns (unlike grabs) are subject to the CC cooldown, and you can't chain multiple knockdowns. Video of this combo here:

Recommended Viewing

There aren't many great Berserker videos out there that I've located. JaMrOck is worth a look, but my recommendation would be to use videos for a quick overview of the class's pvp mechanics and spend as much time as possible in the arena getting firsthand experience and developing muscle memory.

<https://www.youtube.com/watch?v=VDEdXgh17yQ>

https://www.youtube.com/watch?v=W_EV_VpCJLg

Miscellaneous Information and Open Questions

- Berserker is heavily dependent on WP; Herbal Juice (WP restoration) can be very easily crafted with 3 sunrise herbs and 1 mineral water in the processing (simple alchemy) menu.
- Best down attack combo (i.e., maximized damage with an execution time fast enough to prevent the downed enemy from escaping before a second grab)?
 - Before E Grab: Frenzied Destroyer - Stomp - Grab.
 - Before Rock Smash/Corpse Storm: Frenzied Destroyer - Grab
- Any way to cancel out of a missed/resisted Corpse Storm to avoid the entire animation continuing to completion?
 - Shake Off immediately after the failed grab
- Strategies against particular classes?
- Test Wrath of Beast (including just first rank) as a defensive cooldown against, e.g., Residual Lightning
 - Results: I could only test Wrath of Beast max rank myself, but it worked very well as a defensive cooldown, negating nearly the entirety of Free's Residual Lightning and its knockdown effect when properly timed
 - Follow up results: After further testing, I would not recommend WoB as the default response to RL. Instead just watch for RL to come (it'll follow a lightning bolt, and the cast animation is noticeable) and immediately shake off - evasion - shake off so that only the edge of RL clips you. You'll take some damage, but won't get knocked down unless the middle of RL hits you. Using WoB leaves you immobile for some time afterwards, and a fast response by the wizard will result in you taking a bunch of damage to your back.

Reference Spreadsheets

Alchemy Recipe List:

<https://docs.google.com/document/d/1ik-cZoSK7-T0KODnHWLQjkvfn89xykgcbA0ASA5yy0/edit>

Cooking Guide

To get started cooking first you need a cooking station for your house also you must have a house to craft. You can grab a station from a vender in Velia Town or from the cooking crafting quest from the NPC beside the vender in the picture.



To get started leveling your skill you can make and discover the recipe for BEER. For this recipe you need Potatoes which can be obtained a few ways such as Item exchange, growing with a farm, or having your worker's gather them from this node south of Velia Town you can get this node from Bartali Farm.



Once you have your potatoes go back to the vender I Velia Town and purchase these ingredients: Sugar cooking water, and Fermenter.



Beer recipe: 5 Potatoes, 1 sugar, 6 cooking water, 2 Fermenter
 Once you have your ingredients go to your house and get on your cooking station and start cooking.



You have two options on the cooking station . cooking which is for single crafting and you have the mass production for making multiple items.

Cooking EXP Test Results
 Green Tier EXP

The following cooking recipes were tested and shown to give the same Cooking EXP: Vinegar, Syrup, Beer, Exotic Wine, Fruit Juice, Grain Soup, and Advanced Carrot Juice.



The above image are cropped EXP bars (at Beginner Level.6) of the following starting from the first bar respectively:

Bar 1: Zero Point (Before making Fruit Juice)

Bar 2: After Fruit Juice was made

Bar 3: After Syrup was made

Bar 4: After Exotic Wine was made

Bar 5: After Beer was made

Bar 6: After Grain Soup was made

A pixel-by-pixel analysis reveals that they all give the same Cooking EXP. This could mean that all green tier recipes give the same EXP. Additional supporting notes would be that Beer can be made from Cooking Beginner Level.1 while Fruit Juice cannot. Syrup is also an ingredient for Exotic Wine.

This would mean that the cheapest way to gain cooking EXP is by making Vinegar (1x Fruit, 1x Wheat, 1x Sugar, 1x Fermenter). Fruit is abundant on the AH but Wheat is not. Vinegar was also tested but with no screenshots. The next cheapest with time-efficiency considerations would be Fruit Juice (4x Fruit, 5x Cooking Water, 3x Sugar, 1x Salt). Sugar, Fermenter, Cooking Water, and Salt are available via NPC for 20-30 Silvers.

Green Tier VS. Blue Tier EXP
EXP bars at Apprentice Level.1



Bar 1: Zero Point (Before making Fruit Juice)

Bar 2: After Fruit Juice was made

Bar 3: After Advanced Carrot Juice was made [Green Tier]

Bar 4: After Special Carrot Juice was made [Blue Tier]

- Blue Bar: Amount corresponding to Green Tier EXP (7/12 pixels)
- Red Bar: Extra EXP gained from Blue Tier VS. Green Tier (5/12 pixels)

Assuming equivalent EXP across the board for Blue Tier (will test), this shows a a 1.7x increase in Cooking EXP when crafting a Blue Tier rather than a Green Tier. The [12 pixel] numbers are from the original captured resolution of 1600x900 with 75% Interface Scaling.

Cooking Recipe List: https://docs.google.com/document/d/1aa_BpSlytC_KjRi5_UyKWBPOW4n5yuRCmBCquBeo1so/edit

Early-Game Food

Note that Fruit, Vegetables, and Grain are groups of different items. To see all of the items in the groups [go here and scroll to the bottom.](#)

Easiest Foods to make Early On:

- Grain Soup - Gathering Speed +1 - Beginner 1
- 6 Grain (Potato) - Node or Farming [\[Where to get\]](#)
- 3 Bottled Water - Vendor
- 3 Wine - Vendor
- 1 Salt - Vendor

Fruit Juice - Max MP +30 - Beginner 6 (Note: This can not be used by non-mana users)

- 3 Sugar - Vendor
- 5 Bottled Water - Vendor
- 4 Fruit (Grape) - Node or Farming [\[Where to get\]](#)
- 1 Salt - Vendor

Boiled Eggs - All Damage +1 - Beginner 6

- 6 Bottled Water - Vendor
- 3 Eggs - Node [\[Where to get\]](#)
- 1 Wine - Vendor
- 1 Salt - Vendor

Fried Fish - Movement Speed +1 - Beginner 6

- 1 Fish - AH or Fishing
- 2 Frying Oil - Vendor
- 3 Flour - Ground up Grain (Potato)

How to get food that boosts your experience early on

- Steamed Fowl - Experience +3%
- 5 Chicken meat - Node
- 3 Vegetables (Pumpkin) - Node or Farming [\[Where to get\]](#)
- 2 Salt - Vendor
- 2 Vinegar - Craft

- 1 Fruit (Grape) - Node [\[Where to get\]](#)
- 1 Leavening Agent (Yeast) - Vendor
- 1 Sugar - Vendor
- 1 Grain (Potato) - Node [\[Where to get\]](#)

2 Essence of Liquor (Syrup) - Craft

- 1 Fruit (Grape) - Node [\[Where to get\]](#)
- 1 Flour - Ground up Grain (Potato)
- 1 Leavening Agent (Yeast) - Vendor

Food to sustain workers

- Beer - +2 Worker Action Points - Beginner 1
- 1 Sugar - Vendor
- 2 Leavening Agent (Yeast) - Vendor
- 6 Bottled Water - Vendor
- 5 Grain (Potato) - Node [\[Where to get\]](#)

Gathering Guide

[From BDFoundry](#)

Introduction

The gathering and crafting system in Black Desert is very complex. Gathering takes up energy but does give you experience and levels up your gathering skill. Once your gathering skill is higher you can use better tools which let you gather faster. Some materials on this list, such as wood and plants, can be gathered by workers. Gathering items yourself is much faster than using workers and some items such as crude stone, can only be gathered by yourself, but are an important material for crafting.

As well as all of the items in this guide, you can collect other items from markets, bags and boxes placed around the map. This guide will go through the basics of gathering and locate some animals or areas that you will need to gather materials for most crafting recipes. For more information on crafting you can refer to our Crafting guide.

Gathering Tools

Beginner gathering tools can be bought from a materials merchant. Higher level gathering tools need to be crafted with a tools workshop or bought from the item market (auction house). Higher level gathering tools increase the speed that you gather materials.

Material Merchant
Geranoja
?
X

Buy
Sell
Re-Buy

<div> Blunt ax Unlimited Amount 60 </div>	<div> Shabby sap harvesting tools Unlimited Amount 40 </div>
<div> Old hoe Unlimited Amount 55 </div>	<div> Blunt knife for slaughter Unlimited Amount 45 </div>
<div> Knives for old tannery Unlimited Amount 45 </div>	<div> Shabby pickaxe Unlimited Amount 70 </div>
<div> Breath of ahal Unlimited Amount 500 </div>	<div> Empties Unlimited Amount 50 </div>

Type of goods bought and sold by the NPC varies depending on the 'intimacy' and 'node exploration.'
Sale/purchase price depends on durability.
If selling over 500,000 Silver worth of items, money will be sent to the warehouse.

Inventory Money Held 133,055
Warehouse Money Held 2,947,891
Purchase Multiple
Buy

There are currently 6 different tools for gathering:

- Axe – Used for chopping wood
- Sap – Used to collect resin from trees or blood from animals
- Hoe – Used for harvesting plants (not needed to harvest plants on your own farm)
- Knife for Slaughter – Used to collect meat from animals
- Knife for Tannery – Used to collect hide from animals
- Pickaxe – Used for mining
- Bottle (Empties) – Used to collect water from rivers and ponds

Wood Chopping

Once you have an axe you can go up to almost any tree to chop it down for wood and logs. Equip the axe by right-clicking, then go up to a tree and press “R” to chop.

There are currently 17 types of trees you can find in the open world:

- Cedar
- Maple
- Ash
- Birch
- Pine
- Fir
- Olive
- Elder
- Acacia
- Palm
- Dry Old
- Cypress
- Apple
- Broad leaf
- Needle leaf

The most common trees such as: Ash, Maple and Birch, can also be processed to create planks by pressing “L” to open the crafting window, then “Wood Chopping”. Refer to our crafting guide for more information on the use of these items.

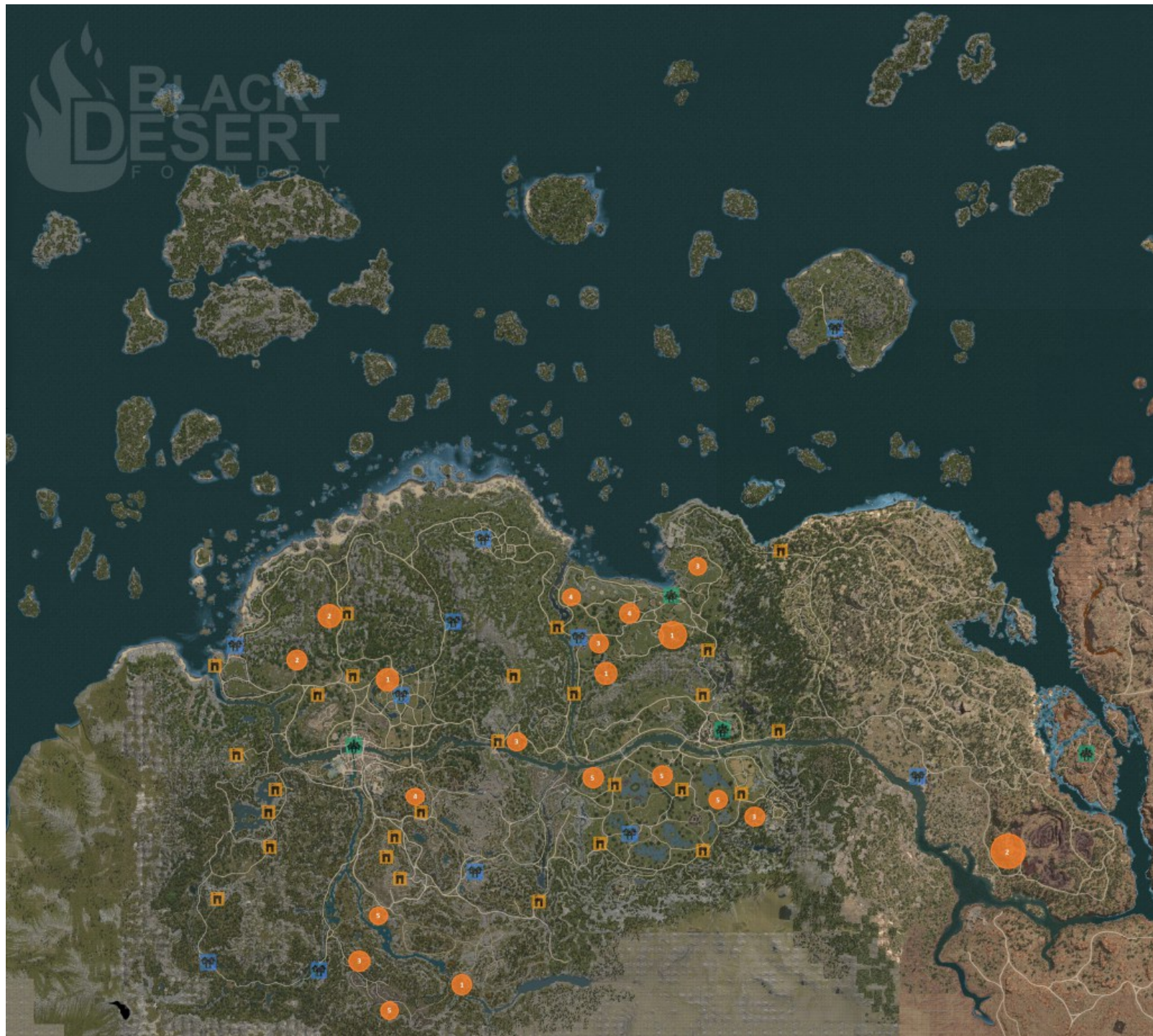
COLLECTING RESIN & BLOOD

Once you have a sap tool you can go up to almost any tree to collect resin or kill an animal to collect its blood. Equip the tool by right-clicking, then go up to a tree or dead animal and press “R” to collect. Blood is often used in alchemy recipes.

[Click here to view our list of alchemy recipes.](#)

Below are some locations of animals, this should cover all of the types of blood needed for alchemy:

1. Boar
2. Troll
3. Wolf
4. Fox
5. Lizard



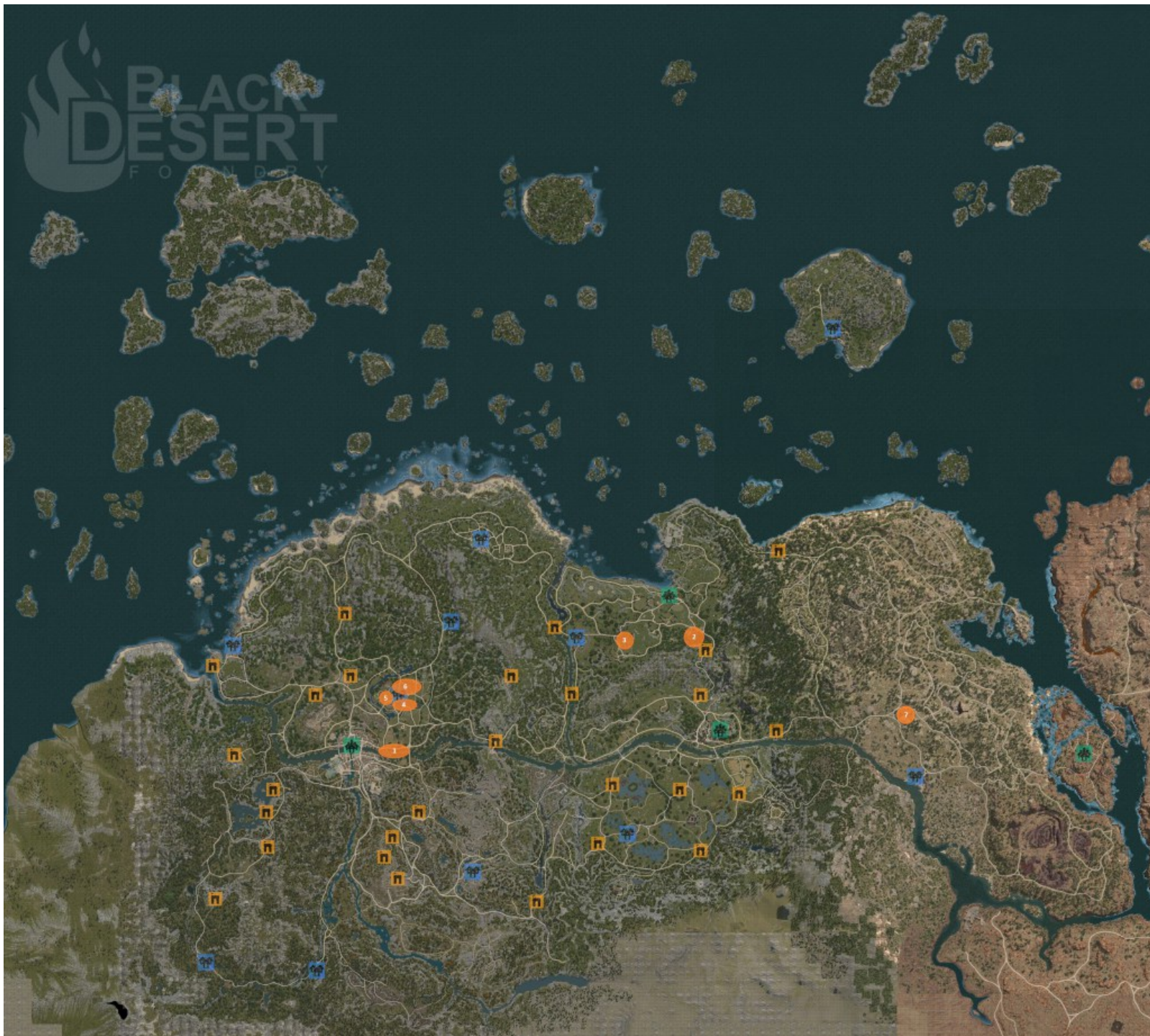
Harvesting Plants

The hoe tool is used for harvesting plants, collecting herbs and seeds. Equip the tool by right-clicking, then go up to plant and press “R” to collect. Various plants and herbs are used in cooking and alchemy.

[Click here to view our list of cooking/alchemy recipes](#)

Below are some locations that I found best for harvesting common plants (please note that these are not all of the areas):

1. This area is very close to Calpheon city and has plenty of Potatoes and Cabbages as well as Wild Herbs, Bushes and Thickets.
2. This area is just south of Velia Town and had lots of fruit trees which have a chance to drop seeds that cannot be bought at a seed merchant
3. This area is close to Velia Town and has 2 fields full of Corn as well as thickets and bushes around.
4. This area is very close to Calpheon city and has plenty of Roses, Tulips, Corn, Potatoes and Fruit Trees. This area also has Barley around if you look in the area where the Moles and purple flowers are.
5. This area has lots of Sunflowers and Barley
6. This area has lots of Potatoes, Corn and Grapes.
7. This area is quite out of the way but has lots of Aloe and Cotton which is used for cooking and alchemy recipes.



Collecting Meat

The Knife for Slaughter tool is used for collecting meat after you have killed an animal. Equip the tool by right-clicking, then go up to a dead animal and press “R” to collect. Meat is often used in cooking recipes.

[Click here to view our list of cooking recipes.](#)

Refer to our Collecting Resin & Blood or our Collecting Hide section for the locations of some animals.

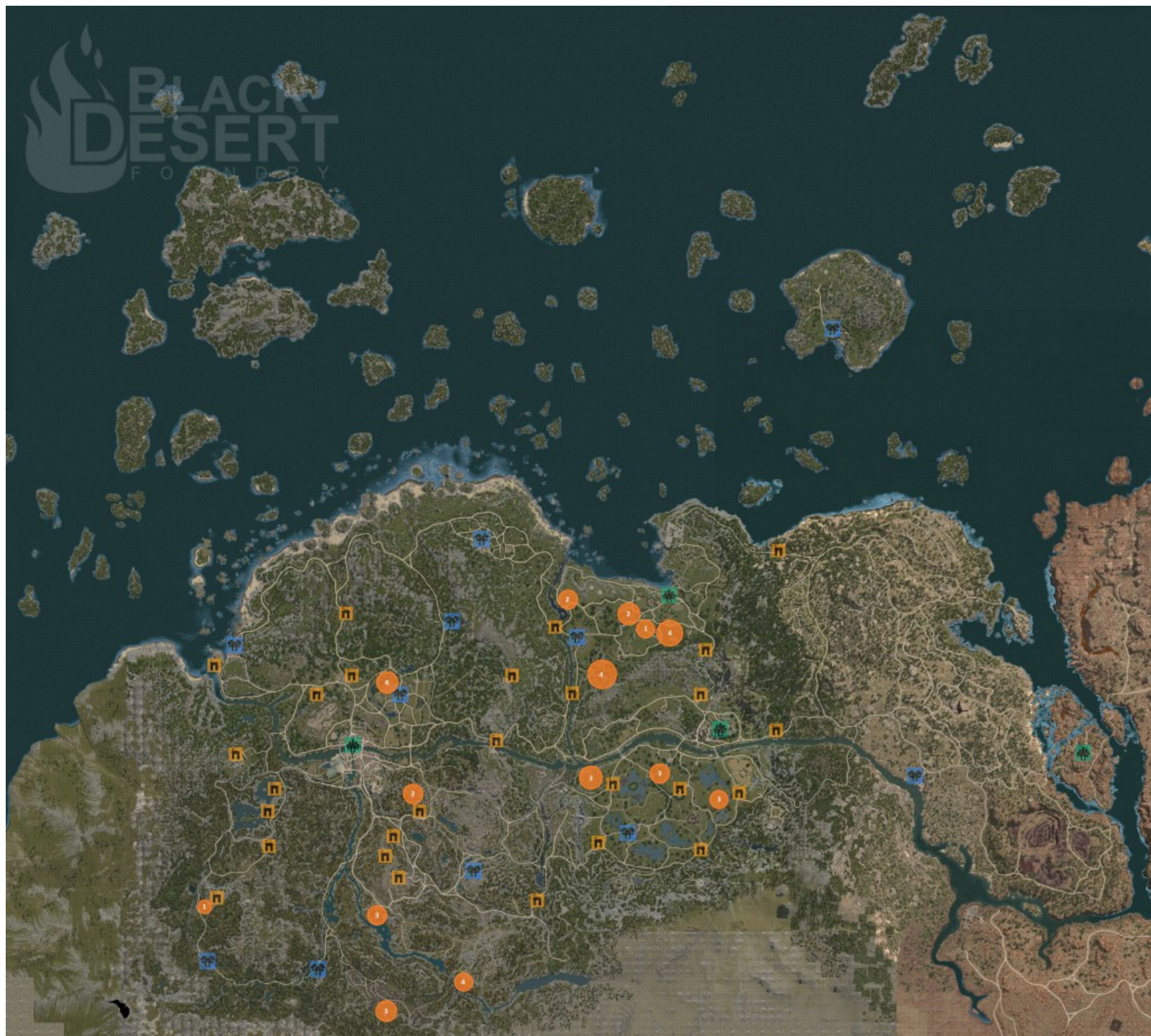
Collecting Hide

The Knife for Tannery tool is used for collecting hide after you have killed an animal. Equip the tool by right-clicking, then go up to a dead animal and press “R” to collect. Hide and leather is often used to craft armor and other equipment.

There are four types of hide, the locations can be seen on the map below:

1. Thin Hide – collected from Weasels (Weasel Hide) then dried – can also be collected from Monkeys and Raccoons
2. Soft Hide – collected from Foxes (Fox Hide) then dried – can also be collected from Deer and Sheep
3. Hardened Hide – collected from Lizards – can also be collected from Cows and Rhinos
4. Tough Hide – collected from Boars – can also be collected from Worms (Worm Hide) then dried

Click the Map to View it Full Size



Mining

Once you have a pickaxe, you can go up to almost any rock to mine for iron ore, tin ore, copper ore and crude stones. Equip the pickaxe by right-clicking, then go up to a rock and press “R” to mine.

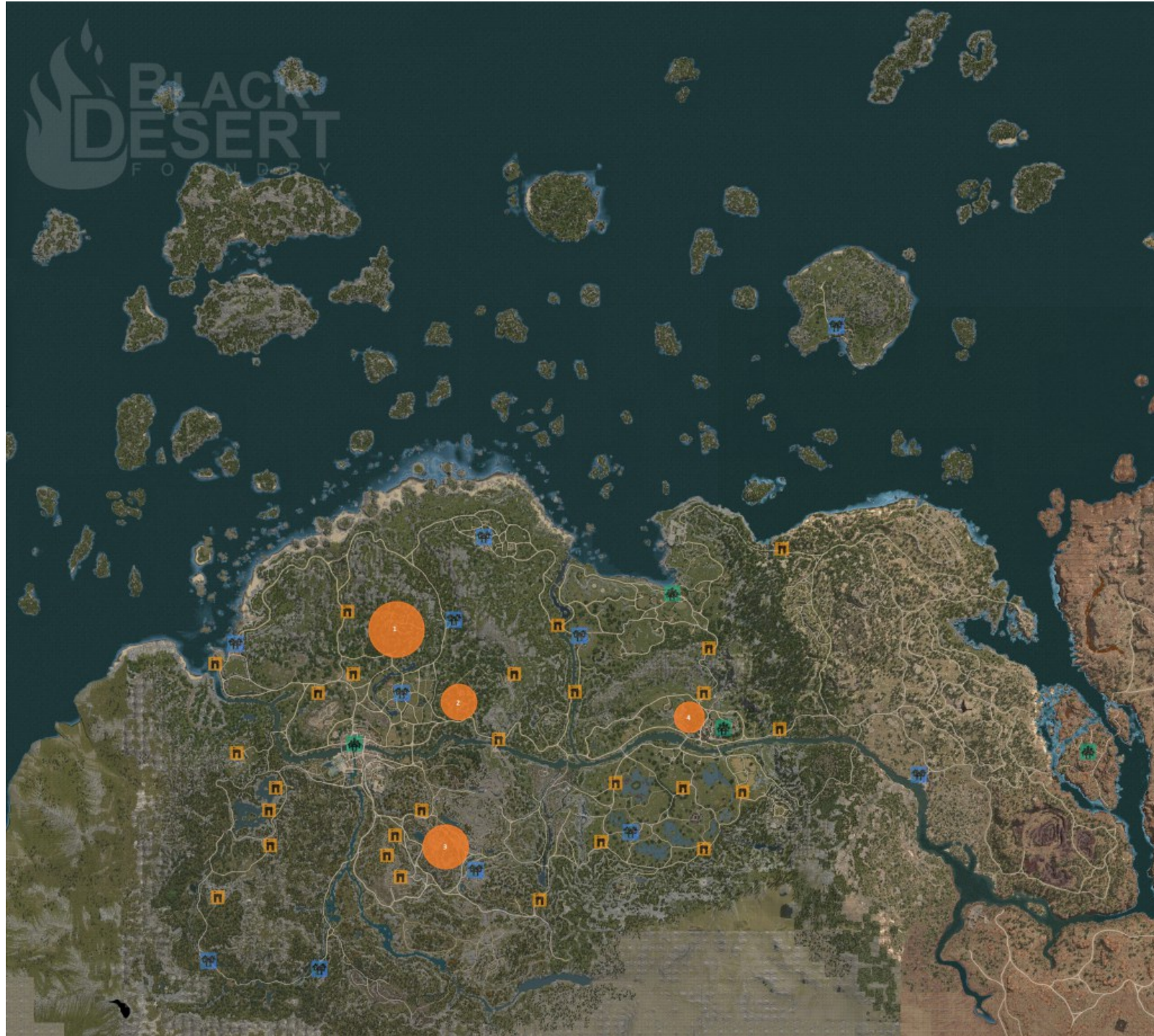
There are currently 4 types of common rocks you can find in the open world:

- Feldspar – These tend to drop Iron ore and crude stones.
- Granite – These drop copper ore and crude stones.
- Diorite – These tend to drop tin ore and crude stones.
- Mossy Rock – These rocks tend to drop tin ore and crude stones.

Each of these rocks have a chance of dropping melted fragments which are used in crafting. Ore can also be processed into melted fragments by pressing “L” to open the crafting window, then “Heating”. Refer to our crafting guide for more information on the use of these items.

Below are some locations that I found best for mining common rocks (please note that these are not all of the areas):

1. This area had plenty of the common rocks as well as Pure Lead Ore, Pure Iron Ore, Pure Tin Ore and Coal.
2. This area also had plenty of common rocks as well as Pure Lead Ore, Pure Iron Ore, Pure Tin Ore and Coal but was a much smaller area.
3. This area had plenty of Pure Copper Ore.
4. This area is very close to Hidel City but most had common rocks and some Pure Iron Ore.



There are also more rare and uncommon rocks, such as:

- Coal
- Mudstone
- Sandstone
- Pure Iron ore
- Pure Lead ore

- Pure Tin ore
- Pure Copper ore
- Zinc
- Topaz
- Silver
- Gold
- Platinum
- Diamond
- Ruby
- Sapphire

Some of these items such as diamonds, can only be obtained as a rare drop from earth crab monsters which are located in Calpheon. Some of these items are also easier to obtain by using workers.

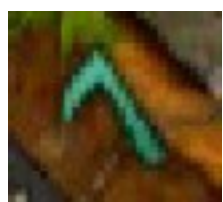
Collecting Water

Once you have an empty bottle, you can collect river water by standing in ponds or rivers. Equip the bottle by right-clicking, then press “R” to collect. You can also purify this water by pressing “L” then using the “Thinning” option. Purified water is often used in alchemy recipes.

Farming Guide

[From BDFoundry](#)

How to Get a Farm

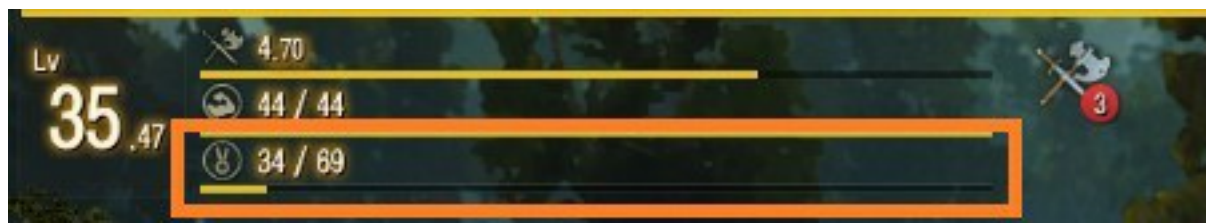


To start farming you will need to rent a small fence from a materials merchant. If you have discovered a materials merchant you can find them on the map with this symbol.

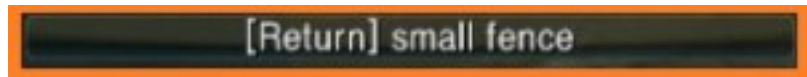
Once you have arrived at the materials merchant you need to click “[Rental] with a small Fence”. Renting items from NPCs uses up “Contribution points”. Contribution points are earned by completing quests.

[Rental] with a small fence

Contribution points can be seen in the top left along with your Skill points and Spirit/Energy.

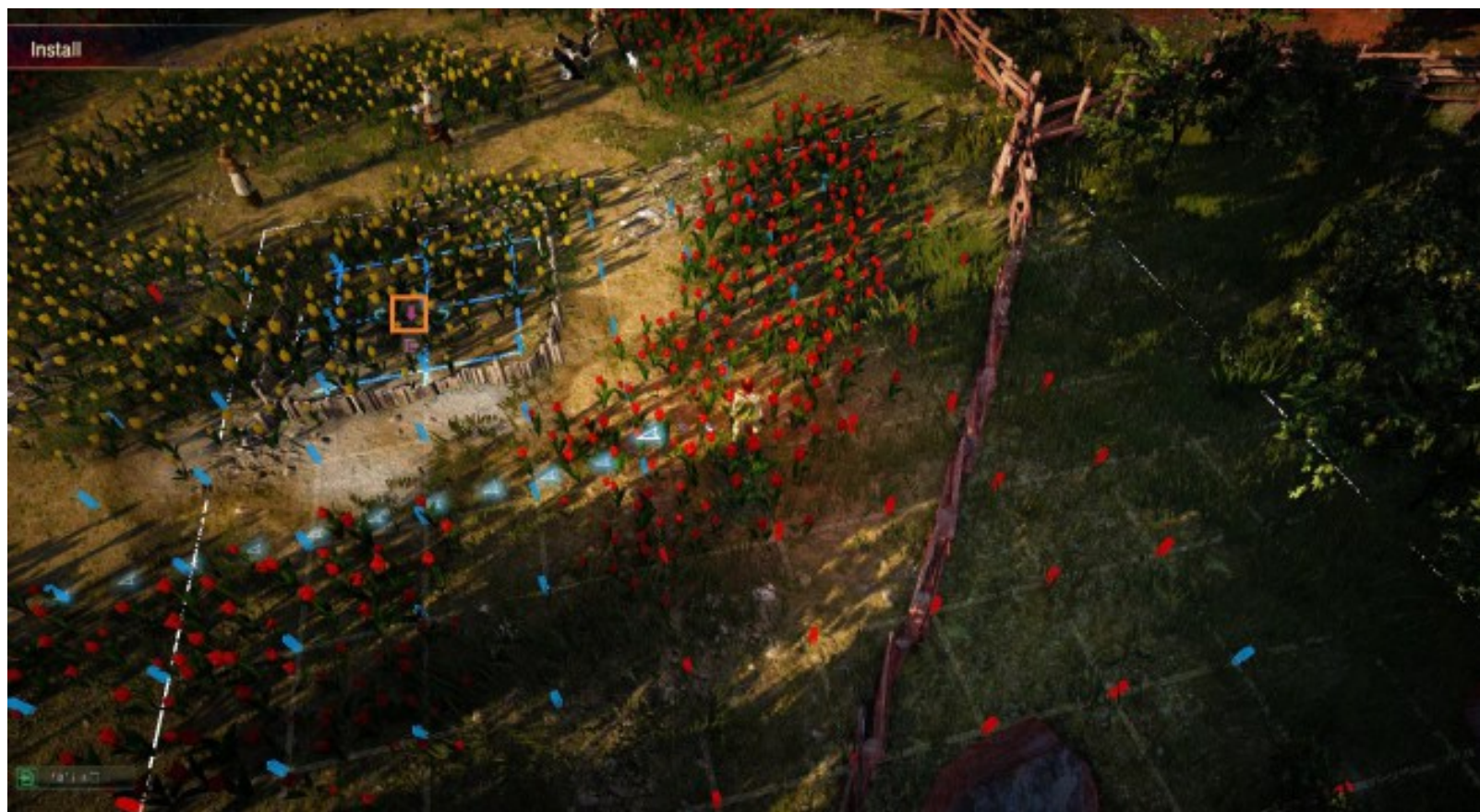


Click confirm to rent the small fence and the item will go straight into your inventory. To return the farm and get your contribution points back, you need to go back to the same NPC and click “[Return] small fence”



Placing Your Farm

To place your farm you simply need to right-click the item in your inventory. Farms can't be placed in towns and must be in a grassy area. When placing the farm make sure that all of the area is blue and none of the edges are in a red zone, then click the confirm button to start building your farm. (Click the image below to view full size)



Farms can overlap with another player's farm, however, when you stand on your farm all other player's farms will disappear so you can easily harvest your crops.



Once your farm is placed it can be found using this icon on your map. Farms expire every 7 days.

Where to Buy Seeds

Seeds can be bought from any seed merchant in any town or city. If you are having trouble locating a seed merchant, click the magnifying glass in the top-right corner of the screen to locate the nearest one. You can also find rare seeds by gathering from bushes or crops in the open world.

Planting & Harvesting

To begin planting go up to your farm and press R to open installation mode. Click the seeds at the bottom and move them into place on your farm and click the confirm button. In the top left you can see "Garden Usage", this indicates how many

seeds we can fit on the farm. The window in the middle of the screen indicates the temperature, humidity, amount of water, and fertilizer the farm currently has. It also shows how long the seeds will take to grow.



Once all your seeds have been placed they will begin to grow. Exit the installation screen by pressing Esc and clicking yes. If you do not have a scarecrow or waterway on your farm you will need to tend to the crops more often by cutting and getting rid of insects. If your farm needs tending to, the icon on your map will turn red. Simply go to your crops and press R to tend to the crops.

You can view your crops progress by hovering your mouse over the icon on your map, once the crops reach 100% they are ready to be harvested.



To harvest, go to your crops and press R. You also have the choice of "Breeding". If you choose to breed the crops you will have a chance to increase the quality of the seeds.

Scarecrows & Waterway

Scarecrows and Waterways are used to decrease the amount of time you need to spend tending to your farm and increase the quality of your crops.

Scarecrows reduce the chance of bird attacks, while waterways decrease the amount of water consumption. If your farm runs out of water your crops will either be lower quality or you will get far less crops than usual from the harvest. Waterways will make the natural groundwater last longer, but if you water your plants when you first plant them you shouldn't need to come back to tend them for a much longer time.

To craft these items for your farm you will need a woodworking workshop. Once these items are placed on your farm they will take up a space each so you will not be able to plant as many seeds but you won't have to tend to them as often.

Types of Fertilizer

Fertilizer can decrease the amount of time it takes your crops to grow. There are 3 levels of fertilizer which can boost your crops:

1. Inorganic Fertilizer will boost your crops by approximately 50%. To craft Inorganic Fertilizer you will need either Wheat x5, Barley x5, Corn x5, Potato x5 OR Sweet Potato x5. Pick which type of grain you'd like to use then press "L" to open the crafting window. Select the "Drying" option to turn the grain into Inorganic Fertilizer.
2. Fertilizer Byproduct will boost your crops by approximately 65%. To craft Fertilizer Byproduct you will need Inorganic Fertilizer x3 and Fermenter x2. Fermenter can be bought from a cooking merchant at any town or city. Once you have the ingredients, press "L" to open the crafting window and select the "Shaking and Mixing" option.
3. Organic Fertilizer will boost your crops by approximately 85%. To craft Organic Fertilizer you will need Fertilizer Byproduct x1 and Distilled Water x2. To obtain Distilled Water, buy an "empties" from a materials merchant, collect river water, then heat the river water. Once you have the ingredients, press "L" to open the crafting window and select the "Shaking and Mixing" option to craft Organic Fertilizer.

Opinion-Piece Guides

BDO General Guide - Dark Spirit

This guide is a collective of ideas and opinions of others (including my own). It's primary purpose is to educate new players and get them integrated into the game. This is not a troubleshooting guide or how to instal guide, if you are looking for that check out the [F.A.Q](#) post. In this guide I will be discussing my opinions and linking the various guides available on reddit, this includes guides for classes, armor sets, skill trees, money making and much more. Put on your reading goggles, this is going to be a long post.

(If there's an acronym you do not understand, check out the bottom of this post for the definition).

Should I play this game?

Simple answer is yes, there is so much to this game that you will not run out of things to do, it is one of the best MMO's I've played in a long time and I continue to enjoy the game. I suggest playing with a group or finding a guild, right now Calpheon server (칼페온) has the biggest English speaking player base (but server merge is soon so it won't matter) type in world chat and you will most likely find a guild or a group of friends to play with there. As of writing this post, the game is currently in Open beta (Korea) and will be officially launching with a huge content patch on the 14th of July. There will be a new zone called [Valencia](#) and hopefully lots of PvE updates and changes. You can check out all the details of the merge [here](#) Use the [F.A.Q](#) To figure out how to instal and play the game, test it out and see if you like it.

What is the best PvP Class?

There is no best PvP Class, I suggest playing what you like rather than someone's opinion on how powerful a specific class is. That being said I will share my opinion on what I believe are the strengths and weaknesses of each class, as with everything in this post, please take it with a grain of salt, it's just my opinion after all....

Witch / Wizard

Difficulty: 1/5 | PvP: 3/5 | PvE: 5/5 | Siege: 5/5

Very good in sieges and group PvP, relatively weak at 1v1 unless you are really good at rotations and locking down your opponent, once you get caught you are dead (this is true for most classes, but it applies here the most). Very good on horseback due to the ability to cast powerful skills while riding the horse. Very good at PvE because of AoE skills and high damage. Easy to play class because of built in heal and mana regen skills. Probably going to get nerfed in the future (this is here just to poke fun at a few friends)

- [Witch Suggested Skill build](#)
- [Wizard Suggested Skill build](#)

Tamer

Difficulty: 2/5 | PvP: 5/5 | PvE: 3/5 | Siege: 3/5

Probably one of the best in 1v1 situations mostly because you turn any 1v1 into a 2v1 thanks to your pet. Downside is the 4 min CD. Once you lose the pet the fights can get pretty daunting, which can make you can feel pretty useless. You can however unlock some skills that can help you out in such situations, but for the most part, consider yourself ****d. It is the most mobile class in the game next to sorcerer and once you learn a good rotation you can kill any opponent 1v1. I would consider this class the "Assassin" archetype of BDO. Very good on horseback since you can spam your powerfull AoE skills on it. not so good in the large scale sieges.

- [Skills affected by CS/AS](#)
- [Suggested Skill build](#)

Blader / Plum

Difficulty: 3/5 | PvP: 4/5 | PvE: 4/5 | Siege: 2/5

I personally enjoy playing this class, I love the aesthetics and dual wielding is probably my most beloved thing in any MMO. This class has good mobility and some nice skills that can lock down and burst down your opponent. (But most classes can

do this) Does good in 1v1 situations and small fights, does not fare well in large scale PvP. Does nicely in PvE due to high DMG AoE skills along with the mobility/dashes.

- [Blader Suggested Skill build](#)
- [Plum Suggested Skill build](#)
- [Skills affected by CS/AS](#)

Sorcerer

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

Very good in 1v1 situations, but a difficult class to master. You are a squishy Mid-Range caster, getting caught or missing a rotation is instant death. Sorcerers have some nice AoE skills, and once you do learn how to play her, it can be both rewarding and fun to play. Sorcerers are good in small skirmishes and single 1v1 combat. This class does well in PvE thanks to her vast amount of AoE skills, at it's core it is a hybrid class. This means that it can be played as both Melee and Ranged. This class benefits more from hybrid itemization compared to any other class, it can use both AS + CS effectively. Sorcerer's have very high mobility and can be difficult to catch. My personal favorite class.

- [Skills affected by CS/AS](#)
- [Suggested Skill build](#)

Warrior / Valkyrie

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

Fun class to play if you like the "TankNSpank" type gameplay. You basically hold up your shield, watch a 100 Ton ship fall on your character's face and walk out [like a baws](#). People that play this class and want to be successful in PvP need to learn how to utilize animation canceling more so than those who play other classes. Animation canceling makes a huge difference between the good and the bad Warriors. They are generally easy to play. They have a hard time in PvP for those that are not patient and don't do so well in large scale Sieges.

- [Skills affected by CS/AS](#)
- [Warrior Suggested Skill build](#)
- [Valkyrie Suggested Skill build](#)

Giant

Difficulty: 1/5 | PvP: 2/5 | PvE: 4/5 | Siege: 4/5

[Spin to win](#).. nuff said

but seriously though, that's what this class is. He is very good in sieges because he has a nice AoE stun that covers a good area and can effectively control part of the battlefield. Tanky in nature and has fun grab effects. If you like smashing your opponents face into the ground, the Giant is for you. He can have difficulties in 1v1 situations because of his (lack of) mobility compared to the other classes.

- [Suggested Skill build](#)

Ranger

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

Was super OP until the nerf bat, that being said most classes have had huge changes to them and the state of which the game is in now is vastly different in comparison to CBT. Ranger is still really strong in PvP, it's a kiting class and if you are

good at kiting you are going to excel at this class. It is a fun class to play and some find it difficult to keep up with this class. Does fairly good in 1v1 situations and excels at large sieges mainly because of strong AoE skills that have CC.

- [Suggested Skill build](#)

What is the best armor set per class?

Currently the Niel set is the second best option for most classes, this set allows a lot of flexibility due to the fact that it has 2 Gem sockets per armor piece. This allows you to customize the armor set to your playstyle. Down below I will provide information on what I believe is best in slot for every class. Keep in mind that ZAKA boss weapons and armor are not talked about in this guide due to the high initial cost.

Sorcerer : Agerian (+20 Full set)

- 261 DEF
- 150 HP
- 3 AS
- 3 CS
- 1 MS
- Increased Stun Resistance
- 4 Gem Sockets

Ranger : Hebe (+20 Chest, Gloves, Helm) Zereth (Boots)

- 259 DEF
- 250 HP
- 200 Stamina
- 7 Gem Sockets

Giant : Rotary (+20 Full Set)

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

Tamer : Rotary (+20 Full Set)

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

- 4 Gem Sockets

Plum / Blader : Rotary (+20 Full Set)

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

Witch / Wizard : Niel (+20 Full Set)

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

Warrior / Valkyrie : Niel (+20 Full Set)

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

What is the best weapon set?

Debate between Liverto and Yuria can go on for days, personally I use Liverto and Creatine offhand. Liverto easily allows you to max your crit chance due to the fact that you get +3 Crit chance on the weapon itself. If that wasn't enough to convince you it has two Gem Sockets you can use to add even more crit chance. Creatine offhand gives me 2 extra sockets, which I then use to add the 100 HP / +5 DMG Gems

Yuria does more human damage, but you lose out on crit, if you have crit in other sockets or you just don't need it you can go Yuria.

Links / Info / Things I wish I knew

- Everything you need to know about [Gear](#)
- Everything you need to know about [Horses](#)
- [Black Desert Foundry](#) & [Inven](#) are your best friends in BDO
- Do your dailies!! You can get weekly and daily scrolls and this nets you a lot of armor / weapon stones, furthermore you can do dailies in calpheon to earn some extra CP Exp, it takes 15 minutes, follow this [guide for](#) more info.
- Best way to earn money is probably passively through [sunflower crates](#) and exporting them from Epheria to Altinova, while your sunflowers grow you can go hunt mobs for rare drops such as Witch's Earring, or you can do some gathering and net 2mil if you are lucky enough to get a crystal. (I suggest doing guild gather quest every day, this way

you help your guild and net some cash). Just do what you think is fun and mix it up so as not to get bored. Check this guide out for [50+ hunting spots](#).

- Each Stat such as [MS/AS](#) etc gives 4% per level so at Level 5 MS you have an increase of 20% Movement speed, these stats are increased by adding [Gems](#) on your gear or using food buffs. All characters start at 0% at Level 0
- Quests do not necessarily give Level Exp, in fact most Quests give CP Exp.
- CP and WP is used for everything in the game such as crafting, connecting nodes, getting items and progressing.
- WP is obtained through knowledge, this can be anything from killing a mob to talking to an NPC.
- Make sure to always display all quests by clicking on the icons above your [quest log](#) you might miss out on important things if you have them disabled.
- You can search for important NPC using the [magnifying glass](#) located at the top right of your UI
- Staying logged into the game provides many benefits such as leveling your stamina, strength and even health (if you use macros). Health is leveled through eating foods that last for 30 min, Stamina is leveled through walking and Strength is leveled by traveling with packages. The easiest way to do this is buying a kite from the commerce lady in hidel (next to the north stable) and autopath while you afk.
- Joining a guild nets you a daily income (you sign a "contract" and earn money by collecting guild funds every day.
- Inventory space is acquired through [questing](#)
- Use the google translate [app](#), take pictures, solve problems.
- Each "Major" of a town gives you free Weapon and or Armor stones every day for 20, 60 and 100 CP. You get the stone, return the item to the major and get your CP back.

Stats Calculated by others

[Attack Speed](#) @60fps:

- 0 AS: 88 frames
- 1 AS: 85 frames
- 2 AS: 82 frames
- 3 AS: 79 frames
- 4 AS: 76 frames
- 5 AS: 73 frames
- 5 AS +20% AS Buff: 63 frames
- 8 AS: 73 frames

[Movement Speed](#) @60fps:

- Lv0: 577 frames
- Lv1: 550 frames
- Lv2: 529 frames
- Lv3: 515 frames
- Lv4: 501 frames
- Lv5: 482 frames

[Crit Vs AS](#)

Attack Speed / Cast Speed becomes more beneficial as the Base Skill Critical Chance increases.

Legend

- DEF = Defense

- ATK = Attack
- AS = Attack Speed
- CS = Cast Speed
- MS = Move Speed
- CR = Crit Chance
- CD = Cooldown
- CP = Contribution Points
- WP = Work Points / Energy
- BDO = Black Desert Online

Follow-Up Guide

I made a [guide](#) a long time ago for Korea. A lot of people have been asking me to update it. I don't really want to remake the thread, since that one is still relevant if you need some quick info. And plus a lot of people have been sharing really good info lately, so you can search for those for more updated information, or just to get a second opinion. That being said, I would like to answer some questions that get asked a lot, keep in mind a lot of what is written here is my opinion and there are plenty other people that may not agree with my choices, everyone has their own playstyle and they build their characters accordingly. I am an experienced Sorcerer and Kunoichi player and I've been playing on the Korean servers for about a year now. The rating system you see in most threads was started by me (Difficulty: 1/5 | PvP: 3/5 | PvE: 5/5 | Siege: 5/5). I just wanted to say that it is also just my opinion on the classes and my experience on the KR servers, so take it with a grain of salt, opinions may vary among other players. Also keep in mind that I made that rating system a couple months ago. If you need any specific information ask for it in the comment section and I will add it to this post, if you would like your guide to be mentioned feel free to post that as well.

F.A.Q

What is the best class / What class should I play?

There is no best class, there are some that do better in different situations such as 1v1, PvE farming or siege but overall class choice does not make a huge impact in regards to PvP, check out my previous [guide](#) for my opinion on the different classes. The biggest difference will be gear and your knowledge of your class and the classes you are up against. Aside from that things like CC rotation, resource management and reaction time are the most important. Pick something you enjoy playing and stick to it, as long as you are having fun it doesn't really matter.

Is this game Pay to Win?

In my opinion not even Korea is pay to win, since it takes so much money to actually get BiS gear. And you are also limited to an amount of pearls per month. Keep in mind that BiS items cost over 1bill and you would only get a couple mil for selling

cash shop items. So even if NA implements the ability to sell cash shop items, you shouldn't be too worried or listen to any of the little cry babies out there, no matter what they say the game is not P2W, everyone can get to endgame gear. Should I play solo or in a party?

I am more of a solo player but that is because on the KR servers it was really not efficient to play in a group. There were huge EXP penalties, you have to share your loot, and the biggest reason was that I could clear the zone of mobs before they respawned so I did not really need help. That being said, it is a lot more fun to play in a group, and party EXP has recently been adjusted. This means it is just as efficient leveling up in a group as it is solo (provided you clear the zone just as fast, stick relatively close to each other and have a good rotation). At the start of NA, you can rest assured that you will get ganked, so traveling in a pack is the best option you have. I suggest doing boss scrolls in a group since it's faster to do so. What are these [stats](#) and how do I increase them?

Each level grants you 4% increased stats for that category, so level 5 Crit chance will give you an added 20% crit chance. You increase them by equipping armor set pieces, weapons and by adding gems into sockets. You can also increase the levels by using food.

What is the best main weapon?

Zaka is BiS since it has more accuracy, it is a boss drop so be warned it is very expensive to purchase and maintain. It gives you a total of 122 AP and 3 AS or CS levels.

Liverto is a good option for those that rake in at least 10mil a day, it gives you a total of 122 AP, it has two gem sockets and gives you 3 Crit chance levels. If you are deciding between this and ZAKA I suggest going Liverto, since it's cheaper to maintain and you don't miss out on much when comparing it to ZAKA.

Yuria is a good option for those that don't earn a lot of money, it will help in PvP since there is added +5 human damage. It gives you a total of 113 AP and has 1 gem slot. This weapon can be regraded, unlike Zaka and Liverto. It's very cheap on maintenance since you can farm the pieces pretty easily.

Note: People will debate all day on what is best for PvE/PvP and while there are many good options, these are my go to weapons.

What is the best off hand weapon?

Depends on what you want, but I use Joobar (ATK) for my Sorcerer and Nouver (ATK) for my Kunoichi. Joobar has 1 gem slot and gives 31-33 AP, Nouver has 2 gem slots and gives 44-46 AP. Some people might opt for a more defensive off hand choice such as Creatine, which gives 29 DP, 6-8 AP and two gem slots.

Can I learn every skill in the game? And can I reset my skills?

Yes you can learn every skill in the game, but you will need a lot of skill points. As you level up and fight monsters you gain Skill Point EXP, the more you have the harder it is to unlock more skill points. So while you can unlock everything it will take a bit of farming. Partial skill resets will be available through both the cash shop and mileage shop once NA launches. It is currently unknown if full skill resets will be available. Partial skill resets, resets the a specific skill tree and refunds all the spent Skill points for that skill, full resets refunds all of your skill points. It is possible to unlock partial and full skill resets through the achievement/reward system on the KR version of the game, this will probably remain true for the NA version. Check out this [post](#) for more info on the cash shop.

How does crafting work?

Crafting in BDO is done through the housing system, as a player you can gather resources in the wild such as iron ores, birch tree logs, animal blood, tree sap and a bunch of other stuff. You can also process these materials into a higher grade version of that material, for instance you can chop birch tree logs into birch planks. The downside is though that as a player you will not be able to physically craft items yourself, so while you can make iron ingots, you can't physically make a Yuria Sword. This will have to be done by Mercenaries and the craft/housing system, you can hire Mercenaries to work for you, each city has it's own mercenary hub. To hire a Mercenary you have to spend Energy points at one of these hubs, you can keep spending as much energy as you want until you get the mercenary you want. There are three types of mercenaries, which are goblins / humans / giants. The Goblins are the fastest, but have the lowest work points. Humans are in the middle in regards to work speed and work points, and Giants have the most work points but are the slowest of the three. To craft something, simply have the items in your warehouse at the city you want to craft, and have your Mercenary craft your item in the crafting house. Within each city you can unlock crafting houses, each house has a specific thing they can craft, for instance the Wood Processing house can process birch logs into birch planks and then into birch boxes. Each type of crafting house also has a rank, the higher the rank the higher the quality of items you can make.

How do I get my mercenaries/workers to gather resources for me?

The map has node points which you can invest CP into, these nodes unlock resources that can be farmed by your mercenaries, in order to gather resources with mercenaries you have to invest CP into that specific node. Nodes also have to be connected to your base so that your worker can physically walk to the spot and gather the materials for you (you actually see them in game which is really cool!). Once you have the required materials in your warehouse, you can give any unoccupied Mercenary a crafting task. Note: Make sure your workers are in the same city that you are crafting and close to the resources you are gathering, this speeds up the time it takes for 1 mercenary to complete a task. The further away it is, the more the Mercenary has to walk. Also keep in mind that not everything can be gathered by mercenaries, some things you have to gather yourself.

Where should I start spending my CP?

The most efficient city depends on what you want to accomplish, personally I spend the majority of my CP in Calpheon City. This city has all I need, such as wood & tool workshops, stable expansion houses, and much more. I made Calpheon my home base because it is a good distance away from Altinova, which grants me distance bonus on my trading. I have my nodes set up in a way that allow me to efficiently create a path to all my resource nodes, hit a few of the small towns that I need, pass straight through Hidell and from there directly to Altinova. I make sure not to waste CP along my pathway. But as far as making your own home base, I suggest looking through the options available and invest at a location that best suits your needs, some cities allow you to craft different things such as regarding your Yuria weapons or Niell trees Armor. Hidell, Calpheon, and Altinova (won't be there at launch) are all viable home bases, and I recommend settling down at one of those key locations. Keep in mind that Expansions spread further across to the right side of the map, so Calpheon would have the biggest distance bonus out of those that I mentioned. I don't use the fisher town (Euphoria) as my home base because it doesn't support all my needs and it only increases the distance by 10% or so.

What's the most efficient city to have your workers and production stationed at?

I suggest placing your workers at your main city, my home base is Calpheon so I have my workers stationed there. Remember that you can get different grades of workers, and each worker is unique, all of them have different skill sets and there are 3 main types of workers. I primarily use human mercenaries because it's a good balance between how many work orders they can do, and the overall speed at which they complete a task.

What happens to my farms? It says rental 7 days?

If you do not tend to your farm for 7 days it will get deposited in your bank, CP is not refunded since you still own the item. If you would like to refund your CP, go to the town mayor you borrowed it from and return the fence to get back your CP.

How do I make money?

There are plenty ways of making money, and it's up to you to decide what is the most fun (or least hated) way of making money. For NA I will personally do the following:

- AFK Fishing and selling to imperial traders.
- AFK Use my workers to gather resources and craft Calpheon wood boxes in Calpheon, and sell them in Altinova for the distance bonus. (You must have a good node setup to do this efficiently).
- AFK Horse Training and selling them.

- Farming ARC relics and doing the scrolls anytime I can, selling any good drops I find, such as Shadow Rings.

Note: For more info on how to make money you can check out these posts | [Calpheon Boxes](#) | [ARC](#) | [Farm Spots](#) | [Sunflower](#)

Top 10 Things I Wish I knew

1. Rushing to cap isn't all what it's cracked up to be, you need CP and Energy points for most things and rushing to level cap doesn't give you any of that. And if I'm completely honest it's just not fun. People that rush end up getting burnt out and never really enjoy playing the game. Take your time and enjoy what Black Desert has to offer, there are so many things to discover and mess around with. Don't stress about being the 1st, try to have fun, it is a game after all.
2. Do all the Bag quest, inventory space and weight limit is really important especially when it comes to farming and fishing. And talk to everyone you see, make sure you look at your map for "?" question marks. Completing a set of knowledge grants Energy points. Getting knowledge ranks for all mob types in an area also grants energy points. Check out your knowledge by pressing H.
3. Eating food grants you EXP towards your HP skill, try to buy food from the AH house and use them on CD. It takes a long time to level up your HP, but it's worth it. I suggest buying Milk Tea since it grants extra combat EXP.
4. Don't run around with horses at the start, try to walk/run all over the place to level up your stamina. You can also buy a trade pack such as a Kite in Hidell, create an auto-path loop and let your character AFK walk when you are not there. This will train both Stamina and Strength.
5. Plan your gear path and stick to it, upgrading gear takes a lot of time, money and effort. If you continuously change your gear you will end up wasting a lot of time, save yourself the trouble and plan ahead. Sometimes it is more beneficial to straight up buy the armor pieces at a higher enchant level than actually doing it yourself. I still suggest getting your gear to +10 minimum. You can then sell it to buy +17 / +18 gear.
6. You can hide certain quest types by clicking on the icons above your quest tracker, don't like crafting quests? click the crafting icon. This will hide all quests of that type, you can also sort quests by distance.
7. Never log out, there's always something you can do while AFK.
8. Being in a guild nets you some cash, you basically get a contract and get paid every day.
9. Multiple characters, you can share (almost) anything between your characters (same family name), so you don't have to create new armor sets for each character you own. Energy points are character bound, this means that if I use all my Energy on my Kunoichi, I will still have Energy on my other classes. CP is family bound, this means that the points are shared between all characters and once you invest on one character it will deduct it from your total on all your characters (you can always get your CP back). Fail Stacks is character bound, every character has it's own fail stack and you can use it to your advantage.
10. You can create fail stacks on fodder items, basically the more expensive equipment cost a ton to Enchant. Zaka costs around 40mil per repair, and since you lose 10 durability per failure it can get pretty expensive very fast. So using items such as Rebalth (which you can buy at an NPC) to create fail stacks, this is one of the cheapest methods of Enhancing your more important items. Enchanting is pure luck, I've seen people succeed with 10 stacks and others fail with 50.

Want a second opinion? here's some Links & Useful information

[Horse Guide](#)

[Gear Guide](#)

[Daily CP Guide](#)
[Sorcerer Guide](#)
[Bag Quests](#)
[Skill Calculator](#)
[Interactive Map](#)
[Pet Calculator](#)
[Horse Calculator](#)

Make Millions with AFK Trading

I've had like 10 different people on here ask me how I do it. I've made a few mentions here and there but never really gave a tutorial. Disclaimer: this was how I made money and taught my guild to make money in February. This method requires approx. 120 contribution points and will net you from 6 to 10 million per day, depending on how good you are at timing your workers, if you're doing their job stacks correctly, and if you're investing enough back into the business by buying raw materials off of the auction house. I repeat: you MUST invest your profits back into the business by buying raw materials off of the auction house to make the big bucks.

Alright, so this method is more fun/interesting than farming, and much easier, and it will help you get gold from water distillation and other cool things that high processing level will accomplish. Not much has changed in the game since February besides the addition of the desert, so let's get started.

Here's the tutorial:

There are 9 lumber nodes in Calpheon Territory, 3 birch, 3 fir, 3 redwood/cedar. Go set up a "base" in Trent Village, hiring 4 workers and renting a Wood Processing Cattle there. Also set up Wood Processing Cattles at the Treehouse east of Trent Village, as well as over at Behr Town. Here's an old map (before I expanded into Behr):<http://i.imgur.com/utLtozR.jpg> Most of your harvester workers (you'll need at least 9 workers for harvesting) will be in Calpheon to harvest the materials all day long within short walking distance. Meanwhile, three additional workers, stationed in Trent Village, will be making Calpheon (Carl peon) wood boxes at the three Wood Processing Cattles that you've rented at Trent, Treehouse, and Behr. This is how you AFK, your workers do their thing. When you're able to use your computer, you'll be using warehouse transport to transfer all the lumber arriving in Calpheon over to Trent Village. Another thing - things are made much easier when you hire even more workers at Calpheon to harvest wheat and barley from the Northern Wheat Plantation. You can use these materials to make beer for all of your workers.

Okay so once you're in the flow of getting stacks of wood (starting around 300+ each per day of birch, fir, and redwood/cedar if you're lazy with your workers), start to process the wood by hand. Chop the raw materials into planks, and then chop them again into plywood. Your processing level will increase over time and you will yield more and more materials as you go.

When you start at Beginner processing, you'll be making 1 plywood per 50 raw lumber. When you get to Professional or Artisan, you'll yield 1 plywood per 5-7 raw lumber.

See <http://i.imgur.com/2ZZ0Pto.jpg> for a process log screenshot from my early days (Professional 3).

Once you have everything converted into plywood, have your workers start making wood boxes at the Wood Processing Cattles. After that, the next step is selling (trading) the wood boxes to NPC traders. Because you're making the boxes with workers in Trent Village, their origin will be Trent Village, so you will get the greatest distance bonus by selling the furthest away from Trent Village. I sell in Altinova (actually south of Altinova in Ahbun Town).

How to deliver the boxes? You use warehouse transport instead of a carriage. Use warehouse transport to send your Calpheon wood boxes first to Calpheon, then to Tarif Town, then to Altinova. You'll need to link all the nodes to unlock the trade route. You'll also need some funds in the warehouses at Trent Village and Calpheon and Tarif Town to complete the warehouse transport of all the boxes. I usually spend about 200,000 silver per few days from each of these transport hubs. It's just easier to ride a fast horse from Trent to Altinova and have a boat load of boxes waiting for you.

If you want the extra profit, buy and store a 20-slot carriage in Altinova. When you have 100 boxes to sell and they've piled up in Altinova, get on your carriage, load up 20 boxes, and transport down to Ahbun town (no bandits will interfere). Sell when the market hits 130% for Calpheon wood boxes (should be once every two hours) and you will make 2,000,000+ silver per carriage delivery (utilizing 52% distance bonus and a successful bargain). Then muck it back to Altinova, rinse, and repeat. You'll have to unload all the silver because it'll definitely weigh you down, this is roughly 10,000,000 silver per 100 boxes. Cash moneys.

As you continue doing this, again, your processing level will increase. You won't start at 6-10 million per day, but it will come easier with processing level. For example, when investing your gains back into your business, Processing Professional 1 will make over 300% profit when buying raw lumber off the trade market (auction house). If you invest 1,000,000 into raw lumber from the auction house, you'll make around 4,000,000 from selling the boxes they make (3,000,000 profit). Rinse and repeat. In time, the profits will get larger. Currently, we make up to 4,000,000 per day on wood harvested from our workers. We then spend something like 2,000,000 per day on raw lumber from the auction house, making around 8,000,000 from the boxes they create + the 2,000,000 that we didn't spend = 10,000,000. This is an example of a good day. If the auction house is slow we may only get 6,000,000.

Happy trails.

https://www.reddit.com/r/blackdesertonline/comments/3jvfgd/make_millions_with_afk_npc_trading/

Things I wish I knew starting BD

Hi, folks. There are apparently few of us here who played fair amount of time on RU/KR. How about we establish a single thread where we will answer other people's questions regarding BDO and collect useful tips for those who just started?

I'll start with few (just some random stuff):

- NEVER let your energy overstack. Never do that, seriously. Your best ways to spend it early game are: gather all the grass on the way to level up gathering (and don't throw away basic "rubbish" grass - alchemists need THOUSANDS of it, literally); rework stuff you will need to craft your armor (Zareth and Taritas will be quite expensive on AH for a long time); random-roll workers in key cities (Calpheon, Keplan) to get couple blue/gold humans; talk to people to unlock knowledges to get higher max energy limit.

Here is an amazing guide in russian to all pre-median knowledges - <http://invme.ru/829/energiya-i-znaniya-v-black-desert> (If anyone has english version - drop it in comments)

- Fishing is an amazing thing for AFK - drop your character near any pond with the best rod you have and go to work/cinema, etc.
- If you want to maximize your effectiveness - flash-farm to level 50. Seriously, do that. Do Black spirit-quests till you get Enchantment unlocked (fairly early in the game) and then just forgot everything and grind. You can do all the quests later, while receiving daily boss quests - they unlock at level 48 and you can summon bosses at level 50. Those bosses will be your primary source of Black Stones for a veeeery long time
- Safe limits for enchanting are +5 for armor and +7 for weapon/sub weapon. Don't bother enchanting anything beyond that limit until you get your final set of equipment
- Energy on every character is independent - so, create character for every slot available. Even if you don't want to bother with complex crafting - you can use those to randomize something good from night trader (50 energy per roll, can randomly offer you basically any item in the game including boss drops)
- Ignore drop from mobs for first ~20 levels unless you have cats. You will spend a lot of time collecting it and you won't get anything valuable. 2-3 hours of 50+ grinding are far superior to all the time you can spend looting stuff from 20-level mobs. After level 20 you will start looting black stones occasionally.
- Accuracy far more important that some might think. That's why Azwell is a good call for early weapon and green rings from starter chests upgraded to +1 are a good thing to wear even on level 50. High accuracy allows you to grind bright red/violet mobs.
- As soon as it is possible - buy ton of cheap green/blue quality food from auction and eat it by cooldown. You will raise up your vitality, which will give you TON of bonus HP and mana. (Cap is level 30)
- Try to use horse less at the start of the game - run on foot, this will raise up your endurance and grant few hundreds of bonus stamina (Cap level 30 is well)
- Don't bother too much trying to level third stat - Strength, which increases your max weight. It's super small bonus - like +2 per level, doesn't make much sense
- Talk to every NPC you see, especially node managers (at least once). You will get a lot of knowledge, which will increase your vigor/energy substantially
- There is a free donkey quest you can get from Velia mayor somewhere around level 10-15. You HAVE to ride your slow donkey (or buy slow horse from stable master) to raise your taming skill to at least level 5 before you can try taming horses. (Your taming level increases when donkey level increases)
- Good node network map (in russian again :() - <http://map.murr-bd.ru/> To send worker to the node you have to build route to the city where this worker lives. You can't move workers between cities after hiring.

Feel free to add (or correct me if I'm wrong), will update top post with anything valuable.

[Source](#)

Helpful Tips & Thoughts, Suggestions

[Looking for Helpful Tips & Thoughts, Please Share your Advice, Suggestions and Tips.](#)

This Thread Originally Started as just a few Question but has become a lot more, a LOT of information has been provided and shared. Many have given their advice, tips and thoughts!

Thank You Everyone Who Has Commented and Help Thus Far!

A few things am looking to know

- Things to hold onto and/or not use earlier.

Any extra pieces of the armor set you plan to wear, as well as duplicates of the weapon you want. You'll need them to repair the durability of your armor/weapon as you level them up. This will save you a good bit of money.

Ancient Relic Crystal Shards, you can get them fishing or mob drops. They create a boss summon scroll. Just save the shards on alts or in warehouses of various cities.

- Suggested Convenience Items from the Shop to buy with Pearls for the average Joe.

Inventory space. Probably 16 slots to start. Will make your life a lot easier while grinding, otherwise you'll be full inventory all the time. Weight in this game matters. If you are too heavy you slow down significantly. I would think 16 or 24 additional would be more than enough. Only thing I can think of having more than that would be afk fishing, but even then, best rod is 150 durability so with the trash you get and throw out, you'd be hard pressed to fill more than 80-100 slots before you'd have to repair anyway.

Extra Weight Limit. You start with a decent amount of inventory and quickly and easily earn more via quests. You generally will have plenty of inventory, but if you don't have a high enough Weight Limit, you will be over your limit before you even run out of inventory spaces. You need to basically be a human Donkey if you wanna go out farming in this game.

Pets will give you some small buffs, I've heard there is stuff like movement speed, fishing speed, item collection, exp boost, etc. Pets also will loot for you, which makes things much easier and faster on you the player.

- Cats Cats have the smallest maximum hunger bar, their default special ability is to locate water.
- Dogs Dogs have much larger hunger bars than cats, as well as the default special ability to make a special growl when hostile players approach.
- Hawks Hawks are the newest pets, with the largest hunger bar, least interactive abilities, and the special ability to locate elite mobs around you.
- For pet Bonus <http://bdobase.info/pets> (Use Auto Translate) (source: <http://www.blackdeserttome.com/wiki/Pets>

Underwear from the cash shop gives you +1 luck. Then you need only one crystal slot with a luck gem to run around at max +5 luck for better drop rates, knowledge acquisition chances, or whatever else it impacts.

If you have the cash to breed pets, you can also rarely (I think 7% chance on first breeding of raw cash shop pets up to 15% chance on the higher tiers) get +1 luck buff from pet, which would mean max luck all the time without sacrificing a gem slot after. (Refer to Killing mobs for titles below)

- Things to make sure you do as you level or explore.

Talk to everyone that has a ? on the minimap or (?) icon above their name. It increases your knowledge and thus increases your energy pool plus can unlock quests. Finding ? mark people out in the wilderness will also help you discover the map and nodes.

Anything that says Exchange for X silver at (X place) are good to grind until you get enough to make a chunk of change. At least for after 30 levels. Grinding on what will very quickly become green/grey mobs giving little experience just to get some minor coin is a waste of time. You are far better off just selling the partial drops to a vendor and moving to the next area where you get better experience and the trash drops give even more coin than what you left. From 30-50 it's a judgment call based on the area you are at.

Kill enough of the same early mobs until you get titles. At 50, 100 and 150 titles earned you get +1 permanent luck each (also get two other bonuses including 3% faster energy recovery and 3% faster xp, which I think is combat xp, but may be all, not able to get in game from work)

- Player Housing - Anything Special about it or just for show?

There are some things that you can only make in players houses like cooking and alchemy things.

- Leveling tips and suggestions to make it more enjoyable.

Questing doesn't give you any exp but is important for contribution points (used for housing, nodes and renting items). However, there are plenty of dailies you can and should do to get contribution points, whether or not you decide to quest to 50. You should be enchanting your gear whilst leveling to +7 for weapons and +5 for armor. Then when you reach 50 and have better gear, go to a blacksmith and extract the blackstones. You also want to make sure you get a horse at the earliest opportunity. You can get a starter one from a stable master. If you're playing wizard or ranger you might want to buy some stirrups as well for mounted combat. It's hard to control at first but makes leveling much easier and faster for both of those classes. You'll need to unlock the stirrups from a stable master using story exchange (check out the story exchange guide on the website linked below).

- Easiest to Hardest Classes (Opinions will vary I know)
- Suggested Classes for the most relaxed or just simply OP.

(Opinions will Vary) These are the "Standard rankings". You can however ramp up difficulty on any class by finding secret combos (animation cancels). Sorceress Difficulty: 4/5 | PvP: 4/5 | PvE: 4/5 | Siege: 3/5 Warrior/Valkyrie Difficulty: 3/5 | PvP: 4/5 | PvE: 4/5 | Siege: 4/5 Ranger Difficulty: 3/5 | PvP: 4/5 | PvE: 4/5 | Siege: 5/5 Berserker Difficulty: 1/5 | PvP: 3/5 | PvE: 4/5 | Siege: 4/5 Tamer Difficulty: 2/5 | PvP: 3/5 | PvE: 5/5 | Siege: 4/5 Blader/Plum Difficulty: 3/5 | PvP: 4/5 | PvE: 4/5 | Siege: 2/5 Wizard/Witch Difficulty: 2/5 | PvP: 3/5 | PvE: 5/5 | Siege: 5/5

Suggested Classes for the most relaxed or just simply OP. Wizard kills groups fast, Ranger has a good range, Berserker just spins, Tamer has the pet to attack for you... If you look above all classes are at least 4/5 PvE, it mostly depends on your playstyle.

- Crafting & Gathering Suggestions, Long term/big payout earning, quick cash and useful tips.

You need Beer, oatmeal, fish fillet, or cheese pie to restore the stamina of your workers so they can keep doing work for you. Beer is the first and easiest thing to make. 6 Mineral water, 1 sugar, 2 yeast (leavening agent in KR), and 5 grains like barley

or wheat in a cooking pot in a player house make 1-2 beer at beginner cooking. It only restores 2 stamina to a worker but at the start of the game it will be in high demand.

- How Name & Family Reservation is done (I searched and looked at the sticky thread with no answer)

Family and Character Name reservations for those that have pre-ordered the game will be available from early February. We are targeting first week +/- a few days.

- Since this is a Buy and Play instead of just a Free to play game. Is there a content Schedule yet? What to expect?

You can consider the Korean server as a content tester, as new content is likely to release there first. Therefore, we already know what's coming (Ascension weaps, new classes, Valencia, Medeah, Dungeons), and even though there aren't clear dates, they won't be too far ahead (according to content release in Kr and afterwards in Ru). The Dev diaries on the forums already show plans for future areas (Elves, Dwarves).

- Anything else that could be helpful!

When doing the Black Spirit quest Boss summons as you level (not the daily/weekly ones) the quest shows a large yellow area on the map, you can summon the boss ANYWHERE in that yellow area, so you can pick an area clear of mobs with a good location for moving around. With the later daily ones you have to be at the center of the circle though.

Do not blindly spam R when talking to NPCs, they sometimes have knowledge quests that cost energy that can repeat themselves if not careful and wipe out your energy.

Must have empty slot when selling to Trade vendor. Sucks spending energy to get a better trade price only to not be able to sell if your inventory is full.

Do not drive your farm wagon into water, it will break.

Running increases stamina, running with a trade pack while over 100% weight increases strength (carry weight), eating food increases health/mana

InterneCine 200+ Tips for Fun & Profit - Source [reddit!](#)

UI Tips

Navigation

- Make sure the 6 buttons above your quest log are all toggled on "green". This will enable you to see all the quests NPCs have to offer. (In the default UI set-up some of these buttons are toggled off)
- Using the Magnifying Glass button next to your Minimap gives you an NPC name list sorted by locations.
- Using the Magnifying Glass button on your World Map gives a list of NPCs based on the services they provide.
- If an item can be turned into an NPC, you can right click the item and select "Locate NPC" to autopath to the nearest turn-in NPC for that item.

Character Progression

Core progression

- The top left corner of the UI shows your Level, Skill Points, Energy and Contribution Points.
- These 4 key progression systems are all levelled independently.
- "Level Experience" is gained primarily from killing monsters.
- "Skill Points" are gained primarily from killing monsters.
- In addition you will gain some (combat) "Skill experience" from gathering and crafting "Life skills"
- Contribution Experience is gained primarily from questing (including some repeatable daily quests).
- Energy is increased by gaining Knowledge.

*See separate sections below for information about Energy and Contribution points.

Training skills

- In addition there are 3 physical attributes that must be trained individually: Stamina, Strength and Health* • These three "training" skills start at level 1 and can be trained up to level 30.* • Strength is increased by carrying more than your normal maximum weight limit (e.g. a Trade Pack)* • Health is increased by eating food (eat new buff food every 30 minutes to maximize your his gain).*

Life skills

- There are 9 individually leveled "Life" skills that cover player character gathering and crafting activities:
- Alchemy, Cooking, Farming, Fishing, Gathering, Hunting Processing, Taming & Trading.
- Raising your Cooking skill makes your cooking more efficient and give access the ability to create better dishes.
- Raising your Fishing skill increases your chance of catching rare fish.
- Raising your Hunting skill allows you to hunt more difficult prey.
- Raising your Gathering skill increases gathering yields and allows you to use higher quality gathering tools.
- While producing items through Alchemy, you will occasionally receive items to turn in at collection NPCs. These items can be turned in for Contribution experience, alchemy ingredients, alchemy XP, or silver.

Stats

- There are 7 Stats: Attack Speed, Cast Speed, Move Speed, Critical, Fishing Ability, Gathering Ability and Luck.
- These are mostly gain as a result of gear bonuses (including socketed crystals)
- Each Stat can receive a maximum of +5 bonus; bonuses higher than +5 give no benefit although the bonus can stack with other bonuses (for example Rangers receive a passive +10% movement speed)
- Characters receive a bonus to Luck from unlocking a large number of titles (roughly +1 lakh per 60 titles)

Miscellaneous

- The only confirmed effect of Zodiac Symbols is to help with interactions with NPCs who share the same symbol.

Energy

Maximum energy

- Maximum energy is increased when a character gains the following types of knowledge: (You don't gain energy for every piece of knowledge you discover but you gain it as you partially or fully complete "Sets" of knowledge.)
- "Topography" - Knowledge about the world (gained automatically when you travel to new areas).
- "Ecology" - Knowledge about monsters (you have a small chance to gain this with each monster killed).
- "Adventure Journal" - Knowledge gained from talking with NPCs (sometimes this costs Energy to learn).
- "Academics" - Knowledge gained from reading books hidden around the game world.
- Knowledge (and hence maximum energy) is shared across all characters on your account.

Uses of energy

- Energy is used for multiple activities including gathering, node investment and some NPC interactions:
- Player character gathering activities (such as mining or chopping down trees) cost 1 energy per action.
- The Conversation "minigame" costs 10 energy per attempt.
- Some NPCs offer Knowledge topics which must be purchased using energy (the cost varies by topic).
- Investing in a nodes costs 10 energy per investment.
- Searching for new workers costs 5 energy per search.

Energy recovery

- Energy is restored at a rate of 1 energy per 3 minutes while your character is online.
- Energy regeneration doubles to 2 per 3 minutes if you rest in a bed.
- In addition certain buffs can increase the rate of energy regeneration.
- Energy is restored at a rate of 1 energy per 60 minutes for offline characters.

*In Korea there are premium beds available via the Cash Shop which boost this to 3 points per 3 minutes.

Contribution Points

Investing in Nodes

- Contribution Points can be used to rent "Nodes", housing, farms and some special "items".
- Nodes are locations on the world map that can be linked together along set pathways.
- Nodes are unlocked by talking with the relevant "Node Managers" and investing Contribution Points.
- To unlock a node and invest Contribution points your character must visit the Node Manager in person.
- To send a worker to gather resources at a "Workstation" node you must have activated the node plus all nodes connecting it to the city in which they are housed. Longer distances mean more travel time for the worker.
- After renting a node you can further invest in it by spending Energy and you will need to invest multiple times to "level up" a node. Leveling up a node brings additional benefits.

Buildings

- In each town there are a set number of buildings available for rent using Contribution points (and silver).
- Buildings that you can rent appear blue on the town map; buildings that appear grey can only be rented if a previous building (or a chain of previous buildings) have been rented.
- Each building has a specific list of functions to which you can put it; this can include Residence (for your characters); Lodging (for one or more workers); Warehouse space (which increases the slots you have in that Town's warehouse) and a specific list of special processing and/or manufacturing functions.
- Some functions have multiple tiers and the additional tiers can be purchased with silver.
- *You can change the function of a building without losing the Contribution points invested but all silver spent for the original purchase and any upgrades is lost.
- Renting a building takes 2 minutes to complete.

Residences

- You can have a maximum of 5 residences across the Black Desert world; these can have the following items:
- If you purchase a chest from a Warehouse Manager in a city you can drop it in a residence anywhere in the world (and this allows you to access your warehouse from that residence).
- Alchemy and Cooking stations that allow Player characters to craft potions and food.
- An Anvil to repair items at zero cost (repairing using as an anvil does take time however). In addition to buying an Anvil you must speak to a Blacksmith and pay a one off fee of 10 Energy to learn the repair skill.
- Trophies received as loot drops that can give your player a temporary buff.
- Miscellaneous furniture and decorations which can be manufactured in game or purchased from the cash shop.
- Each item in your home is worth a number of decor "Points" which are summed to give a total for your home.
- The Top 15 players with the most points for each building are listed when you visit (and you can enter them).

Refunding

- All Contribution Points can be refunded by "uninvesting" in the nodes or other items in which they are invested.
- However any energy spent to level up a node (or silver spent to rent/improve a building) is lost.

Contribution point strategies

- In order to sell any items for their full value you will need to rent all the nodes connecting the location where the item was collected (or dropped by monsters) to the location you will sell the item. Selling items are unconnected nodes returns only 30% of the full sale price.
- Accordingly you will need to rent and connect nodes where you commonly sell items such as Trade Packs, items that drop from monsters for which there is a special NPC buyer who gives additional rewards etc.
- Rent and invest in nodes where you will be grinding/farming a large number of mobs; investing in nodes means that nearby monsters drop significantly greater quantities of loot.
- If you want to send a worker to gather at a gathering node (or to work at another city) you must rent the full chain of nodes between the town where the worker is housed and their destination.
- If you want to automatically trade along a route you must rent all of the nodes in that route.
- Rent buildings with the specific processing/manufacturing functions you desire. For example each armour set in the game has a specific building associated with it which can function as a forge to upgrade that armour set.

- Rent buildings to serve as lodging for your workers to support their gathering/manufacturing activities.
- Consider hiring workers and assigning them to gathering functions well in advance of major crafting projects to give yourself a headstart (for example you will need to gather a large amount of wood to build a boat).

Character Progression While AFK

General principle

- There are passive benefits to leaving a character logged into the game when not playing:
- An online character regenerates Energy significantly faster than an offline one.
- Workers only start new assignments if you have a character online.
- You earn "Mileage" rewards as a result of your time spend in the game.
- In addition you can gain additional benefits through activities you can perform while AFK Note: You can also minimize the game to your task-bar from the Exit menu to reduce resources used while AFK.

AFK activities

- You can fish automatically while AFK although you will stop when your fishing rod runs out of durability or when your inventory is full (there is a check-box that appears when fishing to automatically discard low level items).
- You can train stamina, strength and mounts by auto-running while AFK.
- You can train several horses at once by driving a wagon with multiple horses attached.
- For longer periods you can set a destination and Alt+Right Click back on yourself to create a circular path.
- If regaining energy is more important than any of these options then resting in a bed in a house you own (while online) will recover 40 energy per hour compared with 20 energy per hour recovered performing other tasks.

Alternate Characters "Alts"

The following items are shared among all characters on an account:

- Family name and Guild membership (all your alts are automatically registered to the same guild)
- Titles (and the associated "Luck" rewards for gained titles)
- Knowledge; and as a result maximum Energy (which is based upon knowledge).
- Contributions points; and all items 'rented' with Contribution points - Nodes, Houses & Workshops etc.*
- Workers, mounts, wagons, boats and pets.
- Warehouse storage is shared among all characters and most items can be swapped between characters (Including Armour but generally not weapons which are class-specific).

The following items are NOT shared among all characters on an account:

- Gathering and crafting skills.
- Current energy.
- Karma.

Note that this means you can increase your total Contribution points by repeating quests on alts that reward you with "Contribution experience" however this may not be as advantageous as it appears since there are also repeatable quests you can complete on your main character to increase your Contribution points.

Gathering & Crafting

Player characters versus workers

- Player characters can carry out all types of gathering and are much faster than individual workers.
- However workers are more effective in the long term since you can hire multiple workers, they work without using Energy and they work while you perform other activities.
- However workers can only perform the following types of gathering: mining, forestry and (arable) farming.
- Only player characters can gathering herbs and harvest animals for leather, meat or blood. As well as gathering some other useful items like "Crude Stone" (which is used to make Blackstone Powder).
- Cooking and alchemy are performed by player characters.

Manufacturing by workers

- Apart from Alchemy and Cooking all other forms of manufacturing must be performed by workers.
- This includes blacksmithing, woodworking, jewel-crafting and manufacturing various trade goods.
- Manufacturing by workers can only be performed at specific processing and manufacturing buildings.
- You will need to rent the corresponding building for each item you wish to process/manufacture.
- The raw materials for manufacturing must be in the warehouse of the city in which the worker is housed.
- Workers can manufacture items in a different city from the one where they are housed but only if you own the nodes connecting both cities (and the worker will take additional travel time to perform the task).

Deploying workers

- There are 3 races of worker: Giants, Goblins and Humans
- Goblins are fast than humans but can perform fewer actions before they require food.
- Giants are slower than humans but can perform more actions before they require food.
- Human workers have higher luck attributes than other workers.
- Each worker has a randomized set of attributes and gains random perks as they level up.
- If you go offline workers will finish their current task but will not start a new task until you come back online.

Feeding workers

- Workers require specific types of food to recover their action points; the most basic of these is "Beer" which is craftable at a cooking station using Wheat or Potatoes plus ingredients that can be purchased from an innkeeper.
- To feed your workers click on a town in the world map, go to the worker list and click "Recover"

Hiring workers

- To hire workers you must first rent buildings in the city you wish to house them in and choose the "Lodging" function. However your first worker does not require housing.
- You search for workers at a "Work Commissioner" by clicking the "Contract Worker" button.
- If you don't like the worker you can search for another worker by clicking on the "Browse Workers" button.
- Each search costs 5 energy and returns a single worker with a random race, rarity and attributes.
- New workers rarities: Common (white), Uncommon (green), Rare (blue), Epic (yellow) and Master (orange).

- It is possible to upgrade workers to higher rarity levels as they gain levels by having them sit a "Test". This takes 24 hours and can be failed and during that period the worker is out of action.
- It is recommended that you only hire workers who are of at least Uncommon/Rare rarity. (So you probably want to fire the first "free" worker you get given as a quest reward and hire a better worker instead)
- Expect it to take 5 or more searches to find a Rare worker or about 15-20 searches to find an Epic worker.
- An Epic worker will cost 30,000 silver to hire; a Master worker will cost 90,000 silver to hire.
- Check you have enough silver in your inventory before you start the search or you will not be able to hire them.
- You can also buy and sell experienced workers to/from other players using the "Worker Exchange" button.

Gathering (by player characters)

- *Different regions in Black Desert are rich in different resources (for example trees or minerals).
- *In addition to the more common ore nodes there are rare nodes such as silver, gold, platinum and various gemstones that appear in non-random (usually hidden) locations. Check an online video guide for information.

Farming (by player characters)

- To build a farm you must visit a Node Manager in a farming area and rent a "Fence" using Contribution points.
- You can rent multiple Fences from the same Node Manager.
- But you must place your Fences one at a time (as you can only carry one Fence at a time).
- Farms have between 4 and 10 slots for crops (depending upon the type of fence you hire) and one of these must be used to place a Scarecrow.
- Your farm symbol turns black & red to indicate that your crops need attention (e.g. due to weeds or pests).
- Some foods can only be grown on farms and not found in the wild.
- On the existing servers sunflower farming is one of the most profitable farming activities (see online guides).
- Since crops take x hours to mature, farming is typically something you can do whilst doing other things.

Combat

Skills

- When reading a skill description, many skills have notations of additional effects.
- Knowing what state your skill will leave the enemy in allows you to chain attacks together for higher damage.
- "Back Attacks" - When your opponent has their flank exposed to you, damage is increased by 1.5 times.
- "Counter Attacks" - Skills listed with the "Counter Attack" ability do an additional 2.0 times damage if attacks land while opponent is casting.
- "Down Attack" - Attacks on opponents that are knocked down inflict an additional 1.5 times damage.
- "Air Attack" - Attacks hitting opponents while knocked into the air do an additional 2.5 times damage.
- "Speed Attack" - Skills listed with the "Speed Attack" ability do an additional 1.5 times damage to opponents as they charge at you.

Monster levels

- The colour of monster names indicates their level relative to yours as follows:
- Green to Yellow (-5 to -1), White (equal), Pink to Red (+1 to +4), Purple (+5 or higher)

- Depending upon your gear the optimal level for grinding experience may be around +3 relative to your level.

Ecology & monster knowledge grades

- Each time you kill a mob you have a random chance to gain "Ecology" knowledge about that mob.
- The knowledge grades you gain is assigned randomly (from worst to best): C, B, A, A+, S.
- Higher grades reward you with more damage and in the case of the special "S" grade additional loot drops.
- You can unlearn knowledge of a specific mob if you want a chance at a better grade (this costs 10 energy).
- Unlearning is done at special NPCs with a "Knowledge Management" option (e.g. "Annolisa Rosie" in Calpheon).

Conversation "Mini-game"

Concept

- When interacting with NPCs you can gain "Intimacy" with an through the "Conversation" mini-game.
- Intimacy tracks the strength of your relationship with that individual NPC and is tracked separately for every NPC.

Conversation topics

- Each Conversation NPC is interested in a specific set of topics (e.g. knowledge about merchants in the town).
- To unlock the "Conversation" mini-game you must have discovered a minimum number of these topics.
- The Conversation icon will appear grayed out if you have not discovered the minimum number of topics.
- Gaining knowledge of additional topics makes the mini-game easier by giving you more options to play.

Perks

- The perks you can gain from raising your Intimacy with an NPC are shown on a "clock dial" style icon.
- Intimacy perks can include new Knowledge, Quests, Buffs, or premium items sold by the NPC.
- Purchasing items unlocked with intimacy costs you some of the intimacy you gained (in addition to silver).

Rounds

- Each "Conversation" mini-game consists of 1 to 3 rounds.
- It costs 10 energy to begin a Conversion but no energy to play the 2nd or 3rd round of the game.
- However if you lose in the 2nd or 3rd round of the game you will lose all of the Intimacy won in previous rounds.

Goals

- In each round you will be given a specific goal to win the round written at the top of the screen.
- Round goals can include gaining a chain of successful or unsuccessful results, maximizing a specific score etc.
- Round goals are random and change with each new attempt at the game (and each new round).
- If you win a round you win Intimacy (which you keep only if you exit the mini-game without losing a round).

Connections

- You can earn extra points by connecting topics (connections appear as glowing lines in the Zodiac diagram)
- The "Chained Efficiency" section of the topic description lists any potential connection bonuses for the topic.

Mounts, Pets & Vehicles

Mounts & wagons

- Player characters can ride donkeys, horses, elephants and camels (once the Valencia patch is enabled).
- Mounts gain levels over time and can unlock random skills when they level.
- It is possible to tame wild horses (and elephants) and breed horses (see online guides for more information).
- In the taming "mini-game" press the space-bar only when the horses legs are in the air (otherwise walk towards it).
- If you want to stay in one spot grinding for a long time take a vehicle with you to store and transport loot.

Pets

- Pets are only available through the "Cash Shop" (or through founder packs).
- Pets automatically loot nearby corpses (roughly 1 corpse every 10 seconds) and provide other minor perks.
- Pets only consume food while active; so you can despawn pets when not fighting to reduce food consumption.

Vehicles

- Different ships can be built and piloted by players including Rafts, Rowboats and Fishing Boats. Ships can be bought and sold on the Marketplace. To pilot a ship you must register it at a Harbor Master.
- Wagons can be purchased from Stable masters or built by players and bought and sold on the Marketplace.
- Cargo carried by vehicles can be damaged (if Wagons drive off roads or Ships hit rocks)
- Vehicles have both a "Durability" and a "Lifespan"; durability can be repaired but lifespan cannot.

Inventory, Warehouses & Marketplaces

Inventory

- Your ability to carry items is restricted by both your inventory slots and your maximum carry weight
- New characters start with 16 inventory slots and this can be increased to 52 slots through specific quest rewards.
- Your maximum carrying weight is primarily determined by your Strength.
- In addition some items such as belts give bonus carry weight.
- Silver weighs 3LT (weight units) per 10,000 silver carried and counts against your maximum carry weight.

Warehouses & managers

- You have a separate Warehouse in each city or town.
- Any item except a bound item can be deposited in a Warehouse and the Warehouse has no weight limit.
- Each Warehouse starts with 16 inventory slots; you can increase this by renting houses and choosing the warehouse function.
- You can transport goods between Warehouses manually or by using the Warehouse Manager (this costs silver).
- The cost of using a Warehouse Manager is tripled if you do not own all of the Nodes connecting to your destination.
- Goods being transported by the Warehouse Manager appear on your world map as a "gift/parcel" icon.

Marketplace

- The marketplace is accessible from NPCs in Velia, Heidel, Calpheon, Altinova and Valencia.
- There is a single unified marketplace for the whole server (previously each town had a separate marketplace)
- You can only cancel marketplace listings from the city you posted it in originally.
- And you can only buy from the city/warehouse in which you have silver.

Equipment & Items

Socketing

- Weapons and Armour have sockets into which you can socket crystals by talking to your Black Spirit.
- Each different color of crystal corresponds to a different Armour or Weapon slot.
- Crystals can break when you die (higher quality crystals have a lower chance to break).
- Crystals can be purchased at a vendor (shows on the map with a Diamond symbol) or found as loot drops.

Enchanting

- Enchanting gear is the main difference between low level and high level gear.
- Weapons and Armour can be enchanted up to a maximum level of +20 (although enchanting over +15 is hard)
- Accessories can be enchanted up to a maximum level of +5.
- Weapons and Armour are enhanced using "Weapons Rewastone's" and "Armour Blackstone's"
- Weapons enchanting will always succeed up to a level of +7; Armour will always succeed up to a level of +5. Above this the chance to succeed is random and diminishes based on the enchantment level. Failing to enchant an item results in a loss in maximum durability that can only be repaired by sacrificing a similar item.
- Accessories can be enchanted by sacrificing an identical accessory. There is no guaranteed success for enchanting accessories and failing an enchant will result in the destruction of both items.
- Failing an enchant gives a (stackable) +1 boost to your next enchanting attempt (on the same or another item).
- You can try to deliberately build stacks by failing accessory enchanting attempts before attempting an important enchant on another item.
- It is strongly recommended that you craft items to +15 while they are still "Green" quality (i.e. before you upgrade the quality of the item) because of the increasing cost of repairing durability for rarer items.
- You can recover all the Black Stones from enchanted gear (up to a certain enchantment level) at the cost of the item itself. Higher enchant levels will usually not give you back all of the stones used.

Advanced enchanting

- Once items have a +15 enchant they can only be enhanced further using Super upgraded Blackstone's.
- Super upgraded Blackstone's can be created by heating 2 normal Blackstone's with Weapon/Armour sculptures.
- Weapon and Armour sculptures are random drops gained from all types of player character gathering activity.
- Upgrading past +15 has a high chance to fail (20% success chance at +15) and can result in a loss of enchant levels (although the level cannot drop below +15)

Upgrading gear rarity

- Items can be upgraded from Green to higher levels or rarity (Blue, Yellow and Orange)
- Each set of gear requires a special forge to upgrade it; you will need to search for these buildings on the map.
- Upgrading requires Blackstone Powder and "Upgrade Gems" which are crafted in Blackstone Refineries.
- Blackstone Powder is refined from "Crude Stone" which must be gathered by player characters from mineral nodes (such as Feldspar and Granite).
- Upgrading items has a high chance to fail (resulting in a loss of upgrading ingredients but not the base item).

Alchemy stones

- Alchemy stones are interchangeable items that fit into a unique character slot and can be upgraded over time.
- There are 3 types of Alchemy stones "Attack", "Defense" and "Life" (which gives bonuses to gathering/crafting).
- Activating an Alchemy stone provides a 3 minute buff (which can be set to auto-recast if required).
- Each time an Alchemy stone is activated it loses durability (and must be recharged when it reaches 0 durability).

Tokens & map pieces

- Maps pieces and some other special "Tokens" that appear in the game must be arranged in the right pattern in your inventory to allow you to transform them into a complete item.
- Once you have the correct formation you should see a "+" icon appear which you can click to combine the items.

Additional Rewards

Cash shop

- The "Cash shop" provides a list of items that can be purchased for real money.
- The list of items available in the European Cash shop is yet to be announced. But is expected to include cosmetic and "convenience" items such as costumes, pets, inventory/warehouse space and carry weight upgrades.

Challenges and the mileage shop

- Challenges are the Black Desert version of "Achievements" and can be accessed via the main character window.
- "Time" challenges are based on how much you log into the game and give "Mileage" currency as a reward.
- Mileage store items include many different types of character and crafting consumables.

General Websites/Forum Links

Knowledge Sites

Black Desert Foundry

<http://blackdesertfoundry.com/>

BDO Tome

<http://www.blackdeserttome.com/>

Discussion and Forums

Black-Desert Fansite

<http://black-desert.com/>

Black Desert Roleplayers

<http://blackdesertroleplayers.com/>

BD Reddit

<https://www.reddit.com/r/blackdesertonline>

Tools

Black Desert Tome Calc

<http://www.blackdeserttome.com/calculator>

Interactive Map (English)

<http://blackdesertfoundry.com/map/>

Interactive Map (Korean - Latest Patch) - Use Chrome for Translate

<http://black.inven.co.kr/dataninfo/map/>

Video Guides

Leveling, Overview Guides

Hakurai Basic Guide: Guide: Leveling, Progression, Combat (v.2)

https://www.youtube.com/watch?v=V53QO_-OKUo&feature=youtu.be

Hakurai Advanced Guide: Guide: 1-50 in 15~ Hours

https://www.youtube.com/watch?v=V53QO_-OKUo&feature=youtu.be

Paindog: Things I wish I knew

<https://www.youtube.com/watch?v=wWPaPa82DzU>

PvTWiggles Basics Guide to BD

<https://www.youtube.com/watch?v=UvI7247NSO4>

PvTWiggles 10 Things to Know

<https://www.youtube.com/watch?v=6H1V5ApIIIE>

Trade, Workers, Economy

Hakurai Guide: Workers, Housing, Nodes & Beer

<https://www.youtube.com/watch?v=f9scrlgSWLk>

NoctGaming Farming Guide

<https://www.youtube.com/watch?v=Fu3nrjBtCIE>

PvT Wiggles Amnity Guide (Conversations with NPCS)

<https://www.youtube.com/watch?v=7D4K9UtdV74>

KineticGTR Guide to Workers and Houses

<https://www.youtube.com/watch?v=P4roseC1OzM>

KineticGTR: Making money with Fishing and Boats

<https://www.youtube.com/watch?v=BKIGpa09z-Y>

PvTWiggles Fishing Guide

<https://www.youtube.com/watch?v=aQya1svFI4E>

Hakurai's Guide to Inventory Slots

https://www.youtube.com/watch?v=R_SqXpdwbtl

Horses/Taming

Hakurai's Guide to Horses

<https://www.youtube.com/watch?v=l3c94Kll1V4>

RoarinZero's Guide to Taming

<https://www.youtube.com/watch?v=Y043KC1xuu4>

HappyGhosts Guide to Taming Elephants

<https://www.youtube.com/watch?v=zxmLyT46GFA>

Elephant Usage Video (AFKalmighty)

<https://www.youtube.com/watch?v=OPXILyw6zVI>

Socketing, Enchanting, and Upgrading Gear

Steparu: Enchanting to +15

<https://www.youtube.com/watch?v=8Q7LhY34R8w>

Hakurai Guide to Socketing, Enchanting, etc.

<https://www.youtube.com/watch?v=RGTLuPh56Ew>

Guilds, PvP, and World Bosses

Hakurai Guide to PvP and World Bosses

<https://www.youtube.com/watch?v=3WpeAiwZx58>

Pets

Paindog's Guide to Pets

<https://www.youtube.com/watch?v=wWPaPa82DzU>

PvTWiggles Guide to Pets

<https://www.youtube.com/watch?v=XKCMWXO9Zm0>

Class Guides

Hakurai: Warrior

<https://www.youtube.com/watch?v=taFIzCQtWEc>

Hakurai: Sorceress

<https://www.youtube.com/watch?v=vKPHxNjQqEQ>

Hakurai: Ninja and Kunoichi

<https://www.youtube.com/watch?v=f0D-Y0NrEFY>

Hakurai: Tamer

<https://www.youtube.com/watch?v=fGT9ee0hlns>

Hakurai: Ranger

<https://www.youtube.com/watch?v=12Lb5YkMYAY>

Hakurai: Valkyrie

<https://www.youtube.com/watch?v=ejO2bkleoAA>

Youtube Channels

[BikestMan](#) (Several videos from back in May)

[That One Game](#) (Two Videos from May)

[FluffyQuack](#) (Several Videos from May)

[Calpheon](#)

[AmaeGames](#)

[Nils W](#)

[Lagerowonder](#)

[Black_Aegis](#) (three videos from may)

[Gamerhouse](#)

[Hakurai](#)

[Pvt Wiggles](#)

Changelog:

- 1.4 - Initial Release to guild members
- 1.5- Added 3 guides, updates others. Added video guides. Fixed various formatting issues. Public.
- 1.6- Added party power-leveling map (3+ players). Added Purple/Red mob chart. Added Advanced Amity Guide by Dagni.
- Added Top-Ranked Fishing guide by GordanRamsey.