

Quick custom epic priority guide

(made in hurry for a friend, customs themselves are still complex)
Last updated: 2023-07-08 (Added examples on how to inflict statuses)

If you spots mistakes or have comments, you can report to xenal#5864 or @xenal in the DFOG discord.

For this guide, I'll make use of a mix of screenshots from the dfopedia and my own [build helper spreadsheet](#).

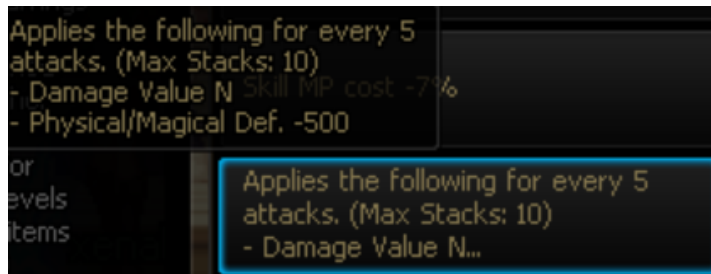
In this guide, I only put 2 builds: archon (with focus on speed shoes) and status. Those are the 2 builds which have the most available customs. The pieces are placed in order of their priority, for example, the status top is more important than the convert ring.

<--- You can make use of the "Summary" thing on the left side to navigate the document.

Fillers

Armors generic options

This DV and minus def option is a decent filler option for custom armors. This option is slightly weaker than 15 elemental damage, but if it drops, you can take it. It adds DV at the cost of your defense.



N = 178, DV +1780 at max stacks

The skill range options can make strong skills hit small hitboxes easier to land, while also providing 5% skill attack if the skill is strong enough to be worth sacrificing an element damage option.

Lvl 15 skill range +15%, Lvl 15 skill atk +5%

Lvl 20 skill range +15%, Lvl 20 skill atk +5%

Lvl 25 skill range +15%, Lvl 25 skill atk +5%

Lvl 30 skill range +15%, Lvl 30 skill atk +5%

Lvl 35 skill range +15%, Lvl 35 skill atk +5%

Lvl 40 skill range +15%, Lvl 40 skill atk +5%

Lvl 45 skill range +15%, Lvl 45 skill atk +5%

Lvl 60 skill range +15%, Lvl 60 skill atk +5%

Lvl 70 skill range +15%, Lvl 70 skill atk +5%

Lvl 75 skill range +15%, Lvl 75 skill atk +5%

Lvl 80 skill range +15%, Lvl 80 skill atk +5%

Accessories generic options

Status damage is the only viable accessory option. If you are using a status build, you should make sure to use this option.

Bleed dmg +10%

Shock dmg +10%

Poison dmg +10%

Burn dmg +10%

Special Equipments generic options

Since most endgame enemies are dragons, this 7% skill attack is very strong. While it is the strongest option, it also doesn't scale with content. At this time, Bakal is still the end game in KDNF, but corridor enemies are no longer dragons and Celestia will also no longer be dragons. If you are using it, I would recommend to use it as the transferable option in order to swap it to the next end game content enemies.

Skill Atk. +7% when attacking
Dragon enemies

The statuses options are the most important of this category and what makes custom special equipment so strong. Everyone should be able to inflict a status via skills or equipment.

-If your class inflicts a status like shock or burn, you can take this line for free.

-If you are using Predation fusion belt, it can inflict burn and bleed. If you are using Predation fusion shoulder, it can inflict shock and poison. While not 100% up of the time, the chances you aren't inflicting is very small, especially in party where multiple DPS are using it.

-If you are still missing inflict, Bakal's fusion weapons have some inflict options.

-Of course, your own build can inflict statuses. Statuses bracelets are an example, but also fluttering feather can bleed, red life ring can burn, poison belt can poison, electric shoes/glowing life/thunder belt/high-tech shoulder/digging reinforcement can shock.

-As your last option, you can use the Machine revolution weapon "Dying Trust xxx", which will inflict all statuses and the cost of a small damage loss compared to the Aspect weapon. The custom options will more than compensate for this damage loss.

You should aim to be able to inflict at least 2 statuses. If you do not, use 4% or elemental damage as weaker fillers

Skill Atk. +5% while attacking Bleeding enemies	Skill Atk. +5% while attacking Burned enemies
Skill Atk. +5% while attacking Poisoned enemies	Skill Atk. +5% while attacking Shocked enemies

You can use this line for archon 4% skill attack if you still need to fill but can't use 5% status options.

Skill Atk. +4%% if your highest Damage-type Status effect's Additional Damage value is less than 20%%	create a 20% chance of Armor for 5 sec. (Cooldown: 8 sec)
	Skill Atk. +4% if your highest Damage-type Status effect's Additional Damage value is less ...

Generic Fillers

For more damage filler, there are the elemental options. Use the +15 of your inflicted elemental first, then the +15 all elements, then +10 all elements.

Note that the +15 all elements also reduces all elemental resists by 10, which can come into play on later option conditionals for status builds.

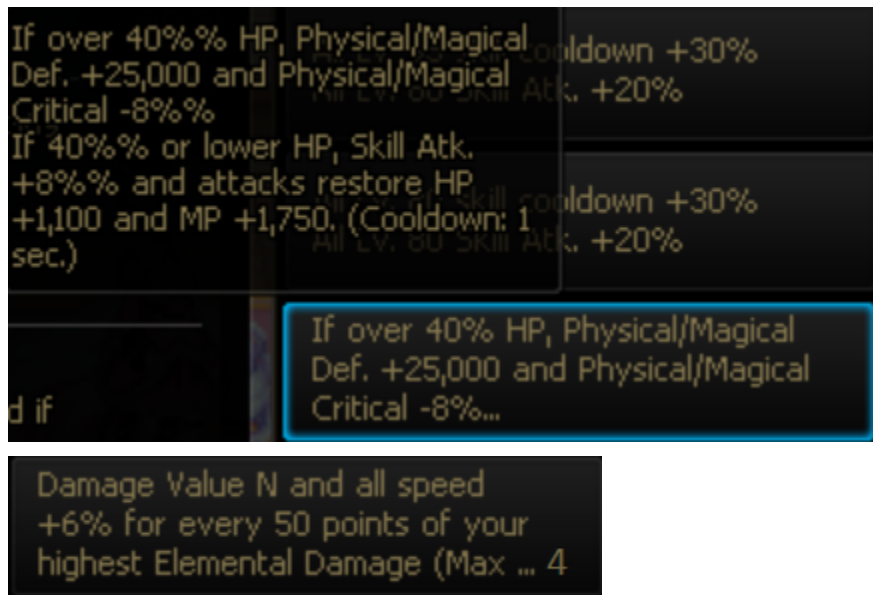
Fire Damage +15	Shadow Damage +15
Water Damage +15	All Elemental Damage +10
Light Damage +15	All Elemental Damage +15 All Elemental Resistances -10

You can also take HP or MP regeneration for a bit more tankiness.

Archon

Ent top

Main:



N = 852, DV +3408 at max stacks

The 8% skill attack option is the one to aim for. Not only does it give a large amount of damage for a top slot, it also helps you with regenerating mp.

The second option to take is the DV and speed line. It does give a very large amount of DV, something customs don't have much of and speed to work toward the cybernetic shoes, which should be one of the targets of end game archon builds.

Fillers:

If you have a good level 80 skill, taking the level 80 skill attack might be the best choice for the next 2 options. You can also use the MP option if you wish more tankiness.

Ent Spirit Armor	Lvl 95 +30% CD, Lvl 80 +20% skill atk
Ent Spirit Armor	Lvl 80 +30% CD, Lvl 80 +20% skill atk
Ent Spirit Armor	Heal 5% HP when attacking (3s cd)
Ent Spirit Armor	Heal 5% MP when attacking (3s cd)

Use generic fillers to fill in the rest. You can also use attack speed or movement speed options to get more speed for speed shoes or even incoming damage reduction or mp regeneration for more tankiness.

Ent Sub Equipment

Main:

Skill atk +5% if below 40% HP, Fire resist +40 if above 40% HP

Damage Value +3112 if below 40% HP, Water resist +40 if above 40% HP

Attack Speed +15% and Casting Speed +22.5% if below 40% HP, Shadow resist +40 if above 40% HP

Def +14000 if below 40% HP, Light resist +40 if above 40% HP

Prioritise 5% skill attack option, followed by the DV option. It is also possible to not use a main option and use any custom sub with 4/4 filler options since those are still very strong

Filler:

Those next two options are not recommended since sub equipment fillers are strong, but can be considered.

The 15% attack speed does a lot of work toward speed shoes, especially if you don't have access to the creature MStone (requires 20 hatched creatures). The defense option is also a lot of defense.

Use generic fillers to fill in the rest. Prioritise status skill attack options.

Shoulder

Main:

 Ent Spirit Shoulder	 Blue Beryl Protectors	 Deep Diver Air Pack
Cast skills through commands to increase their Skill Atk. +12%. (Awakening skills excluded)	Consumable-based buff effect duration +50% Consumable effect duration +20%	Fire Damage +4 for every 3 combo attacks (Max Stacks: 10)
Skill command use effect +100% (Awakening skills excluded)	Damage Value N per target in an Abnormal status within 500 px (Max Stacks: 5)...	Water Damage +4 for every 3 combo attacks (Max Stacks: 10)
Non-Clear Cube Fragment Skill Atk. +15%	^ Max stacks against bosses	Light Damage +4 for every 3 combo attacks (Max Stacks: 10)
		Shadow Damage +4 for every 3 combo attacks (Max Stacks: 10)
		Damage Value N and all speed +20% for 30 sec. every 30 sec. at the cost of 5 Clear Cube Fragments

Blue Beryl: N = 712, DV +3560 at max stack or against bosses

Deep Diver: N = 2964

If you are aiming to use speed shoes, Deep Diver is the pick. 2964 DV and 20% speed toward speed shoes, alongside a massive 40 elemental damage.

If you aren't using speed shoes or somehow hit the requirements without the shoulder, the other shoulders can be used.

The command Ent shoulder is by far the best, but requires commands be used. 12% skill attack if you use commands, 15% skill attack on non-clear cube skills and can use the level 45 options if your class have a strong level 45 skill.

If you aren't taking the command shoulder, you can focus on the other customs and take the shoulder for the last while using Bakal's shoulder.

The consumable Blue Beryl if you aren't using commands. **IT HAS A TYPO.** Consumable option is supposed to boost the strength by 50% and duration by 20% of your warlords and adventure pots. The DV option is a great pick too. For some classes, the +3 to active 35-40 skills may be strong as it also affects buffs (passives excluded).

Shoulder	Blue Beryl Protectors	1 stack when attacking (max 5) (0.1s cd), At 5 stacks, consume and Lvl 35 and Lvl 40 +3 for 30s
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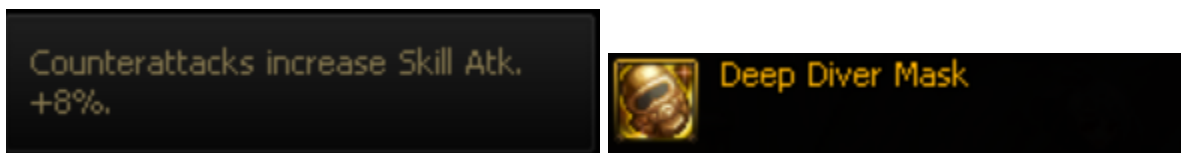
Filler:

Use generic fillers to fill in the rest. You can also use attack speed or movement speed options to get more speed for speed shoes or even incoming damage reduction or mp regeneration for more tankiness.

Deep Diver Magic Stone

For speed shoes, you'd prefer to use the creature MStone. However, it is very expensive, so here's the custom alternative.

Main:



This counterattack line is similar to cursed heart. While it is strong, bosses aren't 100% of the time in counter, which makes it unreliable. It is still a pick most people take due to how often bosses are in counter in Bakal raid.

Just like the sub, you can use 4/4 fillers instead of taking the main option.

Filler:

If you aren't using the counterattack option, you can try to aim for the Ent custom which have a 25 elemental damage option instead of the generic 15. Blue Beryl custom have a 35 fire damage with 66% uptime, stronger burst but weaker sustain. This is slightly weaker than using a status skill attack option.

Ent Spirit Heart	Cast skills with CD above 25s: Shadow dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Light dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Water dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Fire dmg 25 for 30s (5s cd)
Blue Beryl Gemstone	Fire dmg +35 for 20s when attacking boss (30s cd)

Use generic fillers to fill in the rest. Prioritise status skill attack options.

Earrings

Main:

 Ent Spirit Earrings	 Blue Beryl Earrings
Damage Value N if your highest Damage-type Abnormal Status value is less than 20%	Frontal attacks increase Skill Atk. +8%.
 Deep Diver Earrings	Back attacks increase Skill Atk. +8%.
Skill Atk. +6% when attacking Boss monsters	Last Basic attacks increase Attack Speed +20% and Casting Speed +30% for 30 sec. (Cooldown: 10 ...)
	Attacks affected by Basic Training increase All Elemental Damage +35 for 10 sec. (Cooldown: 15 sec.)

N = 4446

In archon, 3 earrings are available: Blue Beryl is the strongest but you must attack the enemy on the correct side or sacrifice an option in order to get both back and frontal options, Deep Diver is the middle but only works against bosses and Ent DV option is the weakest but will always work.

Blue Beryl can also assist toward speed shoes by doing 3 basic attacks every 30 seconds

Filler:

If Blue Beryl and using light damage, you can use the 35 light damage option with 66% uptime. You can also do basic attacks to get 35 elemental damage with also 66% uptime. This is slightly weaker than using a status skill attack option.

Blue Beryl Earrings	Light dmg +35 for 20s when attacking boss (30s cd)
Blue Beryl Earrings	x-string increase all ele dmg +35 for 10s (15s cd)

Use generic fillers for the rest. Prioritise status skill attack options.

Bottom

Only if you aren't using speed shoes or somehow hit the requirements without the robotic pants, you can use a custom bottom.

Witch for level 35 and 45, Ent for level 35 and 40, Deep Diver for level 75 and 80, Blue Beryl for level 70 and 75.

Forest Witch Bottom	Ent Spirit Bottom	Deep Diver Pants	Blue Beryl Bottom
All classes' Lv. 45 Skill Atk. +20%	All Lv. 35 skill cooldown +30% All Lv. 35 Skill Atk. +20%	All classes' Lv. 75 Skill Atk. +20%	Reinforce stacks +1 when attacking (Cooldown: 0.1 sec. Max Stacks: 5) every attack
All classes' Lv. 35 Skill Atk. +20%	All Lv. 40 skill cooldown +30% All Lv. 35 Skill Atk. +20%	All classes' Lv. 80 Skill Atk. +20%	At 5 Reinforce stacks, attack to consume them all and apply the following for 30 sec: Lv. 70 - 75
All classes' Lv. 45 skill cooldown -20%	All Lv. 40 skill cooldown +30% All Lv. 40 Skill Atk. +20%	All classes' Lv. 75 skill cooldown -20%	Active skills +3 levels and the damage of the skills +3 levels (Max: lasts for 5 hits or 30 sec.) (Cooldown: 3 sec.)
All classes' Lv. 35 skill cooldown -20%	All Lv. 45 skill cooldown +30% All Lv. 40 Skill Atk. +20%	All classes' Lv. 80 skill cooldown -20%	Reinforce stacks +1 when attacking (Cooldown: 0.1 sec. Max Stacks: 5) At 5 Reinforce stacks, attack to ...
		All classes' Lv. 80 Active skills +1 level The Creator's Time Forward +1 level	
		All classes' Lv. 75 Active skills +1 level	

Use generic fillers to fill in the rest.

Status

Blue Beryl Top

Main:

Bleeding damage +30% Incoming damage +20%	Burn damage +30% Incoming damage +20%
Shock damage +30% Incoming damage +20%	Poison damage +30% Incoming damage +20%

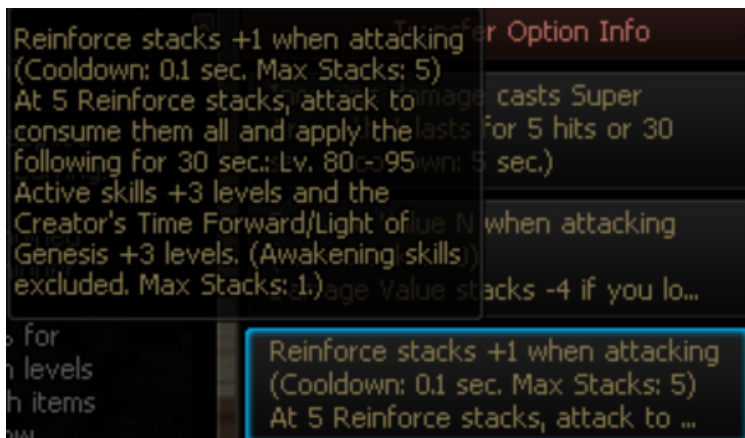
The absolute BiS option for status build. While slightly less important nowadays since the introduction of the 20% status tops, it is still the first piece people aim for.

Filler:

The 111 DV line is a strong pick if you can find it.

Top	Blue Beryl Armor	Damage Value +111 when attacking (max 20) (-4 when hit)
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If you have a strong level 80 and 95 skills, you can use the +3 level option



Use generic fillers to fill in the rest. You can also use hp regeneration or even incoming damage reduction for more tankiness. Mp regeneration is an other possibility to keep high mp and ditch black dragon Ispins fusion bracelet.

Sub Equipment

Main:

 Blue Beryl Perfume	 Ent Spirit Holy Grail
Damage Value N for 20 sec. when attacking Boss monsters (Cooldown: 30 sec.)	Bleeding damage +15% if your combined elemental resistances are at least 250
Bleeding damage +20% for 20 sec. when attacking Boss monsters (Cooldown: 30 sec.)	

N = 3112, DV +2074 on average

Blue Beryl have a massive DV option which makes it stronger than the other pieces. If you are using bleed, Ent becomes the stronger piece.

Filler:

If you are using bleed, then you can use Ent or Blue Beryl for their bleed options. Ent is stronger than Blue beryl in sustain but requires 250 combined elemental resist.

If Blue Beryl and using water damage, you can use the 35 water damage option with 66% uptime. This is slightly weaker than using a status skill attack option.

Blue Beryl Perfume	Water dmg +35 for 20s when attacking boss (30s cd)
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If using Forest and shock status, you can use the reinforcement option that gives 10% shock damage. This is weaker than using a status skill attack option.

Forest Witch Basket	1 stack when attacking (max 5) (0.1s cd), At 5 stacks, consume and Shock dmg +10% for 30s
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Use generic fillers to fill in the rest. Prioritise status skill attack options.

Ent Bottom and Belt

Main:

	Ent Spirit Bottom		Ent Spirit Belt
Skills that cool down for at least 25 sec. increase Bleeding damage +20% for 30 sec. (Cooldown: 5 se...		Skills that cool down for at least 25 sec. increase Burn damage +20% for 30 sec. (Cooldown: 5 sec. Max ...	
Skills that cool down for at least 25 sec. increase Shock damage +20% for 30 sec. (Cooldown: 5 sec. Max ...		Skills that cool down for at least 25 sec. increase Poison damage +20% for 30 sec. (Cooldown: 5 sec. Max ...	

If you are bleed or shock, the Ent bottom is an other piece to quickly go for. Use Rightful Duty, Dial or Starry belt.

If you are using poison or burn, use the Ent Belt while you can use a generic bottom like archon.

It is rare, but some classes will use [other customs as seen in the archon section](#) and not use the status option.

Filler:

For the Ent bottom, it have level 35 and 40 skill attack options.

Ent Spirit Bottom	Lvl 35 +30% CD, Lvl 35 +20% skill atk
Ent Spirit Bottom	Lvl 40 +30% CD, Lvl 35 +20% skill atk
Ent Spirit Bottom	Lvl 40 +30% CD, Lvl 40 +20% skill atk
Ent Spirit Bottom	Lvl 45 +30% CD, Lvl 40 +20% skill atk

For the Ent Belt, it have level 60 skill attack options and 5% skill attack depending on distance (150+ px if ranged class, 150- px if melee class).

Ent Spirit Belt	Lvl 60 +30% CD, Lvl 60 +20% skill atk
Ent Spirit Belt	Lvl 70 +30% CD, Lvl 60 +20% skill atk
Ent Spirit Belt	Skill atk +1% depending on distance (closer, up to 5% at 150px)
Ent Spirit Belt	Skill atk +1% depending on distance (farther, up to 5% at 150px)

Use generic fillers to fill in the rest. You can also use hp regeneration or even incoming damage reduction for more tankiness. Mp regeneration is an other possibility to keep high mp and ditch black dragon Ispins fusion bracelet.

Shoulder

Main:

 Ent Spirit Shoulder	 Blue Beryl Protectors	 Deep Diver Air Pack
Cast skills through commands to increase their Skill Atk. +12%. (Awakening skills excluded)	Consumable-based buff effect duration +50% Consumable effect duration +20%	Fire Damage +4 for every 3 combo attacks (Max Stacks: 10)
Skill command use effect +100% (Awakening skills excluded)	Damage Value N per target in an Abnormal status within 500 px (Max Stacks: 5)...	Water Damage +4 for every 3 combo attacks (Max Stacks: 10)
Non-Clear Cube Fragment Skill Atk. +15%	^ Max stacks against bosses	Light Damage +4 for every 3 combo attacks (Max Stacks: 10)
		Shadow Damage +4 for every 3 combo attacks (Max Stacks: 10)
		Damage Value N and all speed +20% for 30 sec. every 30 sec. at the cost of 5 Clear Cube Fragments

Blue Beryl: N = 712, DV +3560 at max stack or against bosses

Deep Diver: N = 2964

The command Ent shoulder is by far the best amongst the 3, but requires commands be used. 12% skill attack if you use commands, 15% skill attack on non-clear cube skills and can use the level 45 options if your class have a strong level 45 skill.

If you aren't taking the command shoulder, you can focus on the other customs and take the shoulder for the last while using Bakal's shoulder.

The consumable Blue Beryl if you aren't using commands. **IT HAS A TYPO.** Consumable option is supposed to boost the strength by 50% and duration by 20% of your warlords and adventure pots. The DV option is a great pick too. For some classes, the +3 to active 35-40 skills may be strong as it also affects buffs (passives excluded).

Shoulder	Blue Beryl Protectors	1 stack when attacking (max 5) (0.1s cd), At 5 stacks, consume and Lvl 35 and Lvl 40 +3 for 30s
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Deep Diver 40 elemental remains the fall back, slightly weaker than Blue Beryl.

Filler:

Use generic fillers to fill in the rest. You can also use hp regeneration or even incoming damage reduction for more tankiness. Mp regeneration is an other possibility to keep high mp and ditch black dragon Ispins fusion bracelet.

Magic Stone

Main:



This counterattack line is similar to cursed heart. While it is strong, bosses aren't 100% of the time in counter, which makes it unreliable. It is still a pick most people take due to how often bosses are in counter in Bakal raid.

Filler:

If you aren't using the counterattack option, you can try to aim for the Ent custom which have a 25 elemental damage option instead of the generic 15. Blue Beryl custom have a 35 fire damage with 66% uptime, stronger burst but weaker sustain. This is slightly weaker than using a status skill attack option.

Ent Spirit Heart	Cast skills with CD above 25s: Shadow dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Light dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Water dmg 25 for 30s (5s cd)
Ent Spirit Heart	Cast skills with CD above 25s: Fire dmg 25 for 30s (5s cd)
Blue Beryl Gemstone	Fire dmg +35 for 20s when attacking boss (30s cd)

If you are using burn, then you can use Ent or Blue Beryl for their burn options. Ent is slightly stronger than Blue beryl in sustain but requires 250 combined elemental resist.

Use generic fillers to fill in the rest. Prioritise status skill attack options.

Earrings

Main:

 Blue Beryl Earrings	 Deep Diver Earrings	 Ent Spirit Earrings
Frontal attacks increase Skill Atk. +8%.	Skill Atk. +6% when attacking Boss monsters	Shock damage +15% if your combined elemental resistances are at least 250
Back attacks increase Skill Atk. +8%.		 Blue Beryl Earrings
		Shock damage +20% for 20 sec. when attacking Boss monsters (Cooldown: 30 sec.)

Earrings	Ent Spirit Earrings	Bleed dmg +5% every 10% of Highest Abnormal Resist (max 3)
Earrings	Ent Spirit Earrings	Shock dmg +5% every 10% of Highest Abnormal Resist (max 3)
Earrings	Ent Spirit Earrings	Poison dmg +5% every 10% of Highest Abnormal Resist (max 3)
Earrings	Ent Spirit Earrings	Burn dmg +5% every 10% of Highest Abnormal Resist (max 3)

In status, 3 earrings are available: Blue Beryl is the strongest but you must attack the enemy on the correct side or sacrifice an option in order to get both back and frontal options and Deep Diver is the middle but only works against bosses. Ent is quite special as it requires 30 abnormal resist, usually using 3 predation pieces (shoulder, bottom and belt) but even then, it remains slightly weaker than Deep Diver.

Generally, the Deep Diver earrings are the one used for being reliable and strong.

Filler:

If you are using shock, then you can use Ent or Blue beryl for their shock options. Ent is slightly stronger than Blue beryl in sustain but requires 250 combined elemental resist.

If Blue Beryl and using light damage, you can use the 35 light damage option with 66% uptime. You can also do basic attacks to get 35 elemental damage with also 66% uptime. This is slightly weaker than using a status skill attack option.

Blue Beryl Earrings	Light dmg +35 for 20s when attacking boss (30s cd)
Blue Beryl Earrings	x-string increase all ele dmg +35 for 10s (15s cd)

Use generic fillers to fill in the rest. Prioritise status skill attack options.

Ent Convert Ring

Main:

Converts 10% of damage into Poison damage.	Converts 10% of damage into Shock damage.
Converts 10% of damage into Burn damage.	Converts 10% of damage into Bleeding damage.

Now that you have stacked status damage on your customs, this 10% convert takes it's full effect, further increasing all those status options by 20% of their efficiency.

If you are using poison and shadow damage, the Deep Diver ring with poison, shadow damage, status damage via basic attack and the generic 10% poison damage will be better than convert.

Filler:

In addition to conversion, you can also take more DV so long as you keep your hp.

Ring	Ent Spirit Ring	Damage Value +1778 if above 50% HP
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Use generic fillers to fill in the rest. You can also use hp regeneration or even incoming damage reduction for more tankiness. Mp regeneration is an other possibility to keep high mp and ditch black dragon Ispins fusion bracelet.

Necklace

For speed archon build, Black Star is usually the choice and hard to beat. For regular archon, the speed can be traded for more damage.

For status build, using Meister's Lab's Atomic Core Necklace might be the best choice as customs builds don't offer a lot of cooldown reduction. That being said, if your class doesn't make use of CDR, the best exemple being summoner, then a 4/4 custom necklace can beat atomic, fury or locked area necklaces. This custom should be the very last to work for.

 Deep Diver Necklace	 Ent Spirit Necklace
All Elemental Damage +6 if not dashing for at least 2 sec. (Max Stacks: 5)...	Fire Damage +35 All Abnormal Status Tolerances -10%
Damage Value N if not dashing for 2 sec. (Max Stacks: 5) Damage Value stacks -1 when ...	Water Damage +35 All Abnormal Status Tolerances -10%
	Light Damage +35 All Abnormal Status Tolerances -10%
	Shadow Damage +35 All Abnormal Status Tolerances -10%

N = 534 per stack, DV +2670 at max stack

Deep Diver necklace requires you to not dash for more than 1 second. The penalty is far worse than Starry belt as stacks are harder to regain.

Ent necklace is simply pure elemental damage.

For filler options, use status damage if status build and use the elemental damage fillers. For example, an Ent necklace for archon would be a total of 75 elemental damage, while it is 65 for status build alongside 10% status damage.