

Elvia Grind Spot Guide

Original Source: **Jbae** <http://www.inven.co.kr/board/black/3584/47424> (Orc Camp)

<http://www.inven.co.kr/board/black/3584/47399?name=nickname&keyword=Jbae>

(Swamp Fogan)

<http://www.inven.co.kr/board/black/3584/47429?name=nickname&keyword=Jbae>

(Swamp Naga)

Grind sheet:

https://www.reddit.com/r/blackdesertonline/comments/l9dh39/elvias_realm_hadum_spot_s_sheet_7_new_grindspots_2/

Translated by: Manndoo (NA)

READ THIS FIRST: BASIC OVERVIEW OF SPOTS AND EXPLANATION OF DROPS

<https://www.blackdesertfoundry.com/elvias-realm-hadum-server-guide/>

This guide I translated is better for understanding the mechanics and how to grind the spot to maximize trash. Also rotations.

Quick Note: This is not a word for word translation. Not everything on the Inven page will be translated. I also added some of my personal thoughts. **Also please take a look at the original posts. You will see how much time and dedication Jbae put into these guides.**

1. Orc Camp

Recommended AP/DP: **280/340**



The recommended DP is 340, but even with 340 DP, this grind spot can hurt considerably. However, if you fully understand the mechanics of the spot and properly use them, you can grind the spot with even lower than 340 DP.

2. Grind spot Information



1. Node Investment: Orc Camp (Will affect all rotations, 1-9)

Rotation Tier List

1. Tier 1: 5+6 / 1+2

- 10,000+ Trash Loot

Highest trash potential is doing 2 camps at once. You can either do 1+2 or 5+6. This trash loot count is looking at 300+ AP Kutum. (Seems like it will be hard to rotate 2 camps if you're lower than 300AP Kutum) You can average 300mil to 350mil with normal lootscroll.

2. Tier 2: 1, 2, 4, 6

- 8,000+ Trash Loot

If the guy grinding double camps is too scary you have no choice, but to do single camp. If you look at trash loot in single camp rotations, rotations 1,2,4,6 have the highest potential.

3. Tier 3: 3,5,9

- 7,000+ Trash Loot

In regards to rotations 3 and 4, you can definitely try to push 8k trash. 9 if you do well, you will barely get 7k.

4. Tier 4: The rest of the spots

These rotations silver per hour are based on void seeds. You might get lower trash, but get more seeds. The seeds might even push the silver per hour to be on par with Tier 3 spots.

3. Grind Mechanics

1. Buffs: I assume normal grind spot buffs ie. Cron, villa, draught, alch stone, loot scroll, agris when you can
- 2.



On the spots highlighted on the rotation map, (1-9) each spot will have at least 5 Red Orc Prison camps. These prisons respawn faster than the mobs so it is very important you destroy these naturally throughout your rotation and maintain the debuff on the mobs.

In regards to spot 1, there are 6 prisons.



Out of the 6 if you destroy at least 5 a debuff will be applied to the mobs. Every prison you destroy will release light which will weaken nearby mobs. When 5 of these lights combine, it will release a “flood”. The mobs that are exposed to this flood of light will be debuffed. The orcs will become around the same level as Aakman mobs. Highly recommended you release this flood of light initially before you pop your loot scroll.

After you destroy the first prison, the light will follow you for a certain amount of time. After the time period, a message will appear that an Orc Shaman is learning a chant. You have to quickly eliminate the shaman otherwise if the shaman succeeds in casting the chant, it will buff the other mobs. The other mobs will gain an AP buff and HP recovery buff. **If you get hit by the buff mobs, it can 1 shot you so just run to reset everything.**

There will be a message that appears that there is a debuff being applied to the mobs.

4. Buffs

빛의 힘이 중첩되어 일정 시간동안 검은 기운을 정화시킵니다.

This guide recommends using the tent loot buff. (seems like 20mil tent buff)
Orc camp you will see a large increase in the drops with tent buff such as the void seeds, heart of the dried forest, and valtarra's flame.

***I don't know the efficiency of this...this kind of idea requires a large sample size as in someone would have to do a lot of hours without buff and a large amount of hours with tent buff. Then compare the silver difference. If the silver difference is quite large, definitely worth it. I think this is really preference based and something you, yourself should test.**

5. Using Agris buff

You should use the agris buff when you kill the elite mob to make the most out of the kill. The elite will give you differing amounts of trash, high chance of void seed, and questionable chance for the Hadum server weapon. Use agris buff to make the most out of the kill!

6. Increasing Trash Loot

Orc camp seems to have a large amount of trash per hour discrepancies between players. Even when they have the same gear, grind the same spot, and use the same skill rotation, there can be a large difference. The reason the OP thinks is because of the usage of the flood debuff on the mobs.

When you activate the flood debuff on the mobs, not every mob will become debuffed. You have to be able to juggle mob aggro well and know when to move on to the next pack. Instead of pulling non-debuffed mobs, it's more efficient to pop the flood debuffs between 2 camps and rotate between them.

***I hope more information on how to grind these Hadum spots will become available the more people grind it. Not every class will be good here and certain classes with differing mob pulling skills will grind these spots differently. This guide is meant to be a baseline. Different classes will have to test multiple methods to grind these spots.**

7. Silver

This portion shows a simple calculation of silver per hour. However, I won't be translating this portion. Just make a simple excel sheet and keep track of your own silver per hr. Of course this will differ based upon your gear.

8. Conclusion

There is still a lot of data to be found and more grind spots to dissect. Such as Biraghi Den, Northern Plain, etc. Up until now the spots “worth grinding” are

1. Swamp Fogans
2. Swamp Nagas
3. Orc Camp

Out of these 3, Orc Camp is the most demanding in terms of gear. However, Orc Camp has the highest potential in silver per hour to match the high reqs.

***PLEASE SHARE MORE DATA ON THESE GRIND SPOTS AS YOU GUYS TEST MORE SPOTS/ROTATIONS.**

1. Swamp Fogans

KEY NOTE: This spot got recently nerfed in Korea and NA/EU will be receiving the nerfed version. The silver per hr will be less than what is presented in this guide.

Guide was made 2/8/21

Recommended AP/DP: 270/320

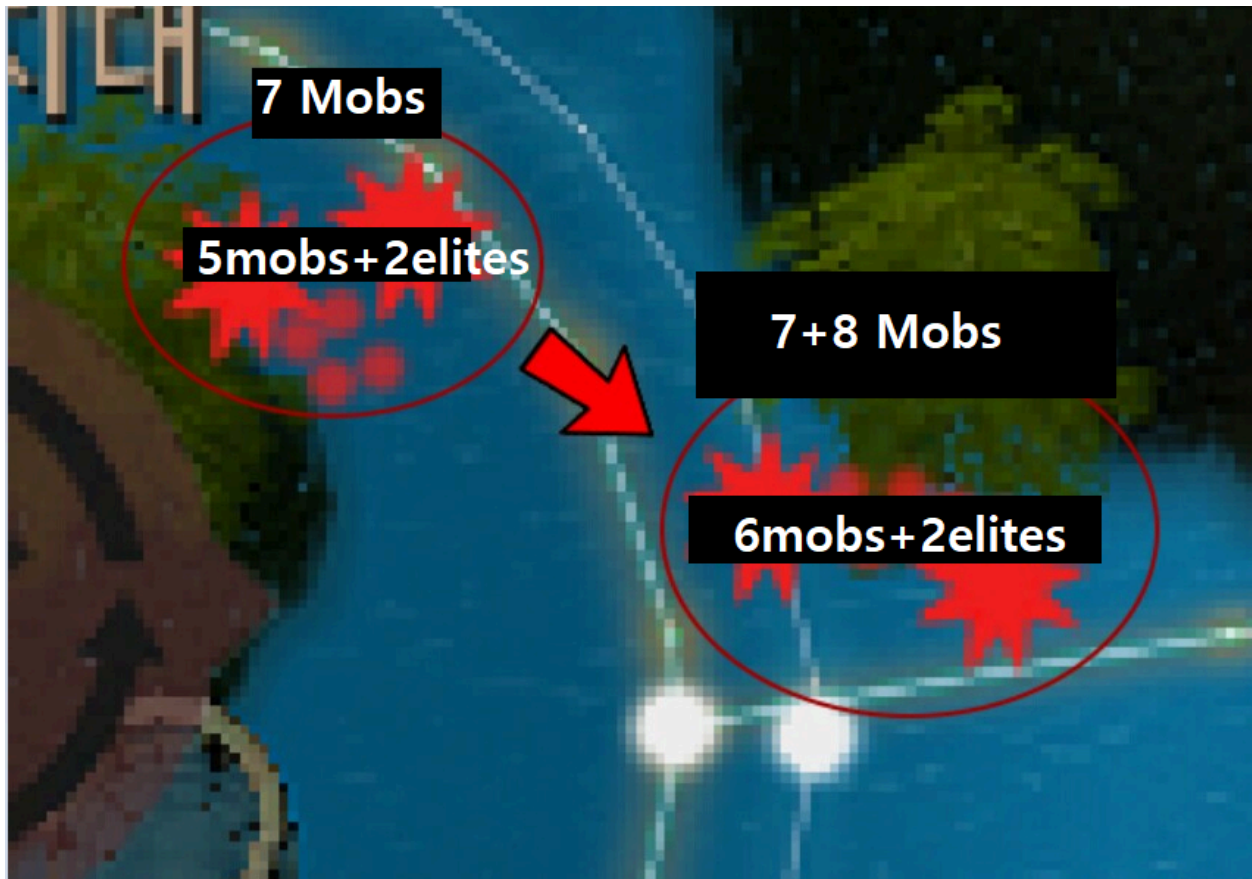


The recommended DP is 320, but this can honestly be quite tough. You're pulling up to 10mobs at a time so having 330 DP is probably the better recommendation. If you are wearing 2 pieces of Blackstar Armor and receive the set bonus, 320 can be manageable. These grind spots are not AP capped so you will greatly see the benefits of having higher AP. (Seems like OP is saying 300AP Kutum is super good here)

2. Grind Spot Info

1. Node investment: Northern and Southern Cienaga
2. This node can be basically divided into 2 areas. The north side and south side. The south side occupies most of the grind spot and contains many rotations. The north side although smaller contains elites. If you plan to grind a different area than I recommend, then invest in Southern Cienaga. The rotations introduced in this guide are based on Northern Cienaga rotations. Northern Cienaga rotations contain elites and are good rotations. This means these rotations will most likely be highly contested.

3. Rotation Introductions



If you reference the picture, you will see packs are set up as X amount of regular mobs + 1 or 2 elites. You just have to pull 10 mobs at a time and grind them. In spots where there are less than 10 mobs, it's a waste to use up your DPS skill rotations. In addition, in spots where there are less than 10 mobs, just pull them to the next pack to make a group of at least 10. ***Basically always be pulling 10 mobs and kill them. Rinse and repeat. Golden number is 10 in this grind spot**

If there is a pack with no elites, highly recommend you quickly abandon that pack and move on. You should grind around the elites and put your focus on them. The elites drop the expensive drop, void seeds.

For Northern Cienaga, there is no need to further expand on the rotations. Just grind around the 1 or 2 elites in each pack and move on.

4. Tips on increasing trash loot per hour



The mobs can be categorized into 4 different types at the Fogon spot. In regards to the Special elite, it has a 15minute respawn timer. Titium is a rare event and will happen randomly as you grind.

The tip to increasing your trash per hr is to activate Agris buff when you kill the special elite and Titium.

- 1 normal mob consumes 40 agris
- 1 special elite consumes 80 agris
- 1 Titium is 160 agris

The special elite normally drops 20-40 trash, but with agris it's 50-100.

Titium is about 100 trash, but with agris it becomes about 250. So in 1 hour if you kill 18 special elites that's almost a 720 trash difference between normal kill and agris kill. 2 Titium kills is a 300 trash difference. This means if you use agris to kill the special elite and Titium, it is almost a 1000 trash loot difference per hour.

6. Revenue

1. Fogans drop 2 types of trash. The normal trash is 17,000 silver, however as you grind you will be ambushed by Nagas. These Nagas can drop 18k silver trash.
2. In 1 hour if you get low trash it will be around 5,000 trash, If you get a lot, you can get up to 13,500 trash. The reason for such a large gap in trash per hour is because of the special weapon that drops in the Hadum server. This weapon is incredibly overpowered and in 10minutes, you can see a difference of 500 to 800 trash compared to the trash from your normal gear.
 - If you calculate 6,000 average trash, that's still 102,000,000 silver from just trash per hour.
3. According to the OP these are his calculations:

Average of 6,000 trash= 102,000,000 silver

Average of 3-5 Black Magical Crystals (Sturdiness and Assaults)= 8mil (in NA, these BMCs are 3mil +)

Average of Blackstar upgrade materials: Okiara's Wave x 9= 27mil, Void Seeds x 5= 50mil, total= 77mil

Average blackstones per hour was about 100 stones= 13mil

102mil+8mil+77mil+13mil= 200mil

Advanced loot scroll: 200mil+ 34mil from extra trash= 234mil

Looking at 200-234 mil per hour if you're doing 6k trash per hour. As trash per hr increases, the silver per hr will also obviously increase.

7. Conclusion

This spot was the number 1 or 2 spot to grind on the Hadum servers.

* This spot is great on paper. However, this spot was recently nerfed, but I still see a lot of KR streamers grinding this spot. (Not sure what the nerf was exactly. One thing I saw was that they changed the distance the mobs followed players. The mobs were following players for long distances, but I assume they normalised it. For this grind spot where you have to string out the mobs to packs with elites in them, I can see how this could nerf this spot.) They still think it is a great spot.

1. Swamp Nagas

Recommended AP/DP: **270/320**



Highly recommend 330 DP with 2 Blackstar Armors if possible. A large amount of mobs will swarm you, so raise your DP as much as possible before you go here.

2. Grind Spot Info



The staff looking thing highlighted in red are the poisonous plants.

Apparently the node investment for this grind spot is **GLISH**.

The most important thing about grinding this spot is to kill as many Naga Commanders as you can.

The commanders drop a large amount of trash, even more than the total amount of trash from the additional mobs it summons. Commanders also drop Void Seeds.



2 extra packs to add if you obtain the Elvia weapon which will increase your clear speed.

Fogans can also ambush you here.

The stars on the map are the Commander elites. After the nerf to this grind spot, you can no longer pull the commanders from super far. Instead you have to do the following.

1. Figure out how far the commander can go before it resets
2. Stay close by after you tag the commander/it summons the additional mobs. Then attack/pull the next commander.
3. If done correctly, you can pull up to 6-8 commanders at once.



4. Revenue

After the 2/9 KR patch that nerfed this grind spot, there was no large amount of difference in trash. Did notice it was less, but not by a lot.

This is his loot after 1 hour.: Blue Loot/ No agris/ 20mil tent loot buff

- 15 minutes of Elvia weapon. Cleared the 4 rotations from the first grind spot image on spawn.



10,050 trash+306 fogan trash= 186,102,000 silver

136 blackstones= 13,600,000 silver

4 BMCs=6,400,000 silver

6 void seeds= 60,000,000 silver

13 Narcs lightning+ 1 okiara wave= 42,000,000 silver

Doesn't include the broken nail

Total: 308,102,000 silver in 1 hour

(Got very lucky and got a lot of void seeds and narc lightnings)

5. Additional grind spot info



Grind spot is split into 2 areas mainly. Area 1 node investment is Glish. Area 2 node investment is Northwestern Gateway.

6. Conclusion

1. Even after the 2/9 nerf, the grind spot's efficiency is still very good.
2. Still the best spot to farm Narcs lightning.
3. Compared to other spots, the least efficient spot to use the tent buff?

Clean up of grind spots

- Okiara's waves= Swamp Fogan
- Narc's lightning= Swamp Naga
- Valtarra's Flame= Orc Camp
- By the time you farm enough of the 3 mats you need above, you will have 100 void seeds.