

Guide: Recommended Classes

Before you read this guide make sure you have read seen the '**Guide for Beginner - Eden Eternal Vendetta**' to understand the basic concepts of the game and the class builds.

Disclaimer: Keep in mind that all of this was done based on a character with 0% achievements. If you acquire achievements for elemental resistances, Physical Resistances, Block, G-Heal, P-Attack, M-Attack, Luck, Wisdom, Agility, Strength, Attack Speed, Physical Crit Damage & Magical Crit Damage, etc. All of this will complement each other dramatically, and you will be able to tackle virtually any content without dying.

Once you have an intermediate/advanced understanding of the game, you can start replacing gems with higher-value ones and balance the resistances that interest you the most.

The three classes that every new player should definitely have are the following:

Trainer, Berserker, and Totem Master.

Trainer (Hunter Awakened Class)

This class increases the damage received by bosses by up to 35%, physical damage. it can play as Ranged DPS composition (Party RDPS) or Slash or Strike composition. Trainer also reduces piercing resistances (Bows, Guns, and Sickleshots).

First, I will introduce the build that every player should follow if they don't want to be excluded from parties in peer because of dying too much, not knowing what to do, or not having the desired equipment and not knowing how to get it.

Then, I will explain how to obtain each thing.

Finally, I will explain how the skills work and how to use them correctly, and which ones NOT TO USE, as you lose a lot of damage and time efficiency. This could slowly get you excluded from the game's parties by not taking such an important and easy-to-assemble role seriously. Without this role, we wouldn't be able to do any damage to bosses at all. So, when you die, the delay in instances has much more weight than if 2 DPS are down.

Build Trainer

Weapon: Accursed Cleansed Archery (Bow Lv 115).



Note: I suggest you use this gems for the first time on your level 115 bow, ideally if you can craft higher-level gems, as there are 2 bosses that deal heavy Slash DMG and Ice DMG and wipe out players with low resistance to it.

You can get it by doing daily quests with any NPC called Soul Guardian with a green quest (Daily Quest) located at the entrance of each DGN in the following 3 maps: 'Enchanted Marsh, Water Falls, and Death Mountains.' These quests grant Demon Stones.



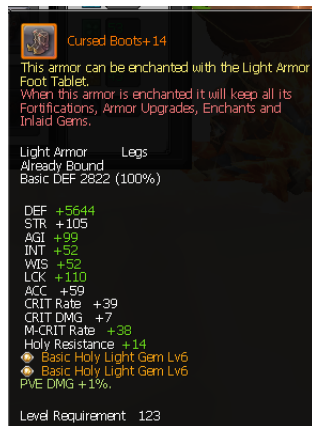
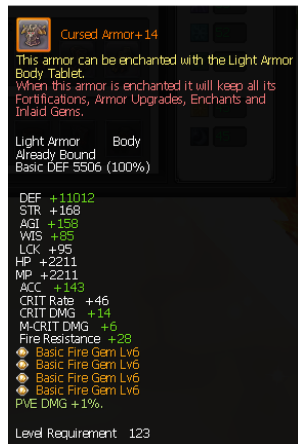
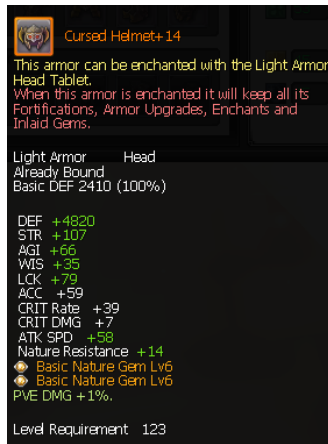
Also, by killing bosses with their respective BP, you can have a chance to obtain Demon Stones from them.

You can exchange these stones with an NPC named John, who is located at the top of the Death Mountains map and is the same NPC that allows you to enter a DGN called Burning Mountains.



Light Armor Set (Cursed Orange Lv 123 +14)

You can craft it at Guild Town's. I recommend that you please use these gems to be able to tackle all the content in a way that doesn't get you excluded from parties for dying too much. Also, if you can, I suggest using the highest-level gems that you can embed. You can craft these in the Guild Towns, find the NPC selling the gem BPs, and craft them at a Magic Pool Lv 12.



Cloak: Dimension Thunder Cloak



You can get it with 2 Dimension Soul Tokens, which can be farmed from a blue/green essence by killing mobs and doing daily quests. You can exchange these tokens with an NPC just outside the town.



<Soul Trader>
Shyman



With the following NPC, you can trade 5 Fragmented Soul Tokens for 1 Dimension Soul Token.



Note: When you create a character from level 92, upon reaching level 100, you can open a crystal reward that will contain 2 Dimension Soul Tokens, allowing you to exchange this cape instantly.

Trophies

Trophy 1: Zarloe's Blight Soul



You should farm this trophy in the DGN Quarantined Mine in the Grusmond Grassland map. Just kill the boss Zarloe's by lowering its BP bar, and if you're lucky, you will get it. I recommend trying to have a drop party to exponentially increase your chances.

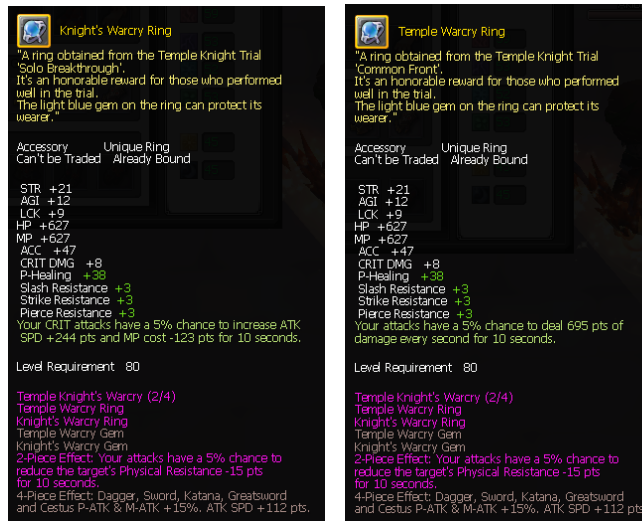
Trophy 2: Blade's Sacred Sword



For the second trophy, you should farm it in the Lv 100 Aven Trial called Vingot Lab. Just kill the boss by lowering its BP in a drop party.



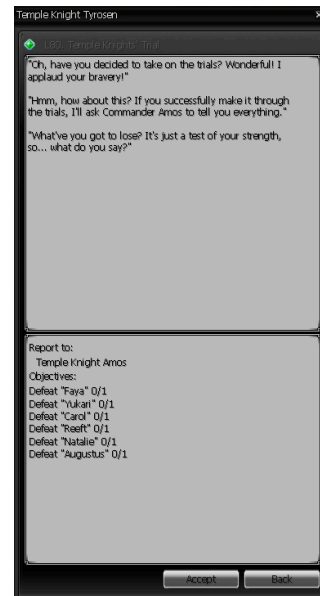
Rings: Temple Knight Rings (TK Rings)



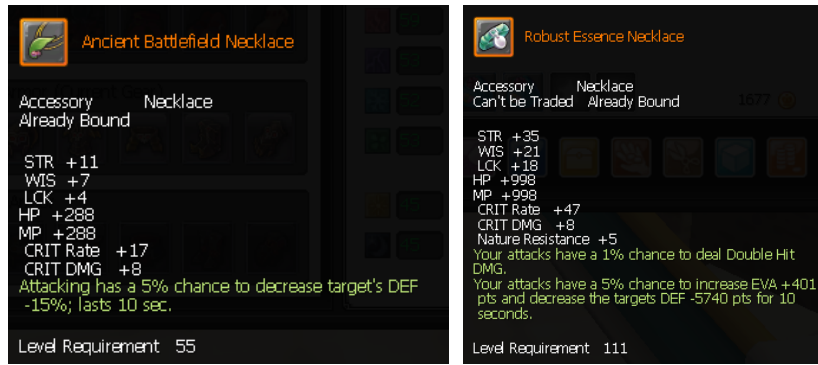
You can get enough coins to buy one of the two rings by completing these two quests for the first time. Additionally, you will be rewarded with a title that grants +10% all stats.



LSO. Last Minute Recruitment
 Talk to Temple Knight Amos in Aven, and then talk to Tyrosen to complete the quest.
 Talk to "Amos"



Necklace: Ancient Battlefield Necklace or Robust Essence Necklace. Both are used on all parties.



Certificates and KP for Trainer



Skills and Gameplay as Trainer

You can set up the skills in the Hotkey like this to better understand how to use the class.

C1 summons a tiger, if it dies, you must summon it again always and use again skill 3.

C2 and C3 make the tiger more resistant, I recommend using them whenever they are available.

Skills 1 and 2, use them whenever they are available.

The Skill 3 is extremely important. Use it approximately every 8 seconds, as some bosses remove Debuffs every x seconds. This skill will make your entire team increase damage to the Boss by up to 35% physical damage.

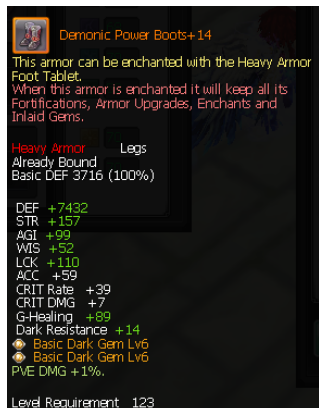
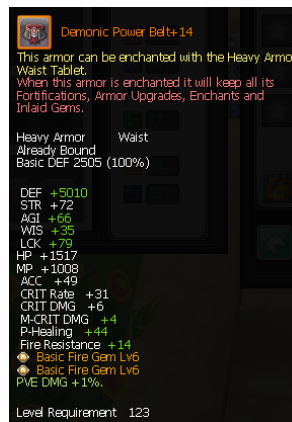
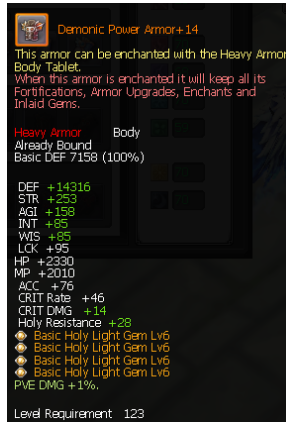


Berserker – Build (Warrior Awakened Class)

Weapon: Accursed Axe of Oblivion +14. Save 1 slot Gem for Holy Skill Gem.



Set: Demonic Power Orange Heavy Set +14. **Note:** Use elemental resistance gems on Weapon/Set that give you at least 21 ICE elemental resistances, 28 Fire elemental resistances, 28 Holy resistances, 28 Dark resistances, and 14 Lightning resistances.



Rings: (Avoid Repeat Gear with other member party) TK Rings or Fire Soul Ring + Any Ring that dealt Def -10% or -15%/Ring that dealt Def -X quantity (Gaiet, RU-5TY, Spike Ring) or any ring.
 "Sadly, there are no other ring alternatives for new players in case there are 2 debuffers with the same gear in a party.

Trophys Recommended (Avoid repeat gear with other member party):

Enhanced Khodan's Bag o' Gold Dust
 "This treasure bag has a mysterious enchantment. The amount of gold dust in the bag changes according to the needs of the owner. The bag is embroidered with mysterious lettering in an ancient language. Archaeologists have theorized that this refers to the bag's maker."

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1053
 DEF +811
 HP +2459
 CRIT Rate +41
 CRIT DMG +4
 Fire Resistance +8
 Ice Resistance +8
 Lightning Resistance +8
 Nature Resistance +8
 Holy Resistance +8
 Dark Resistance +8
 LCK +120 pts
 Slash Resistance +7 pts
 Your attacks have a 5% chance to reduce the targets Slash Resistance -20 pts for 10 seconds.
 This effect will overwrite Khodan's Bag o' Gold Dust effect.

Level Requirement 100

Enchanting Trophy Enchant - Warrior Lv2
 P-ATK+1053
 DEF+811
 HP+2459
 CRIT Rate +41
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Spike's Sharp Back Spike
 Handle with care, the slightest touch can send you to the emergency room!

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1121
 DEF +850
 HP +3228
 MP +3228
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance +8
 Ice Resistance +8
 Lightning Resistance +8
 Nature Resistance +8
 Holy Resistance +8
 Dark Resistance +8
 Physical DMG Deal +2%
 Your attacks decrease the targets Physical Resistance -1 pt for 7 seconds, stacks 15 times.

Level Requirement 125

Vicious Spike (0/3)
 Spike's Bloodthirsty Ring
 Spike's Emerald Eye Ring
 Spike's Sharp Back Spike
 3-Piece Effect: Max HP +3228 pts, Max MP +3228 pts, P-ATK +15%, P-CRIT Rate +427 pts, ATK SPD +427 pts, P-CRIT DMG +15%.

Enchanting Trophy Enchant - Warrior Lv3
 P-ATK+1121
 DEF+850
 HP+3228
 MP+3228
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Abyss: Sakuya's Pact

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1121
 DEF +850
 HP +598
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance +13
 Ice Resistance +13
 Lightning Resistance +13
 Nature Resistance +13
 Holy Resistance +13
 Dark Resistance +13
 DMG Deal +1%
 P-ATK +5%
 Your attacks have a 5% chance to decrease targets Physical Resistance -10 pts and ACC -650 pts for 8 seconds.

Level Requirement 115

Enhanced Sakuya's Set (0/2)
 Abyss: Sakuya's Pact
 Sakuya's Broken Soul
 2-Piece Effect: Max HP +5233 pts, P-ATK +6%, AGI & LCK +250 pts.

Enchanting Trophy Enchant - Warrior Lv3
 P-ATK+1121
 DEF+850
 HP+598
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Sakuya's Pact

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1121
 DEF +850
 HP +598
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance +11
 Ice Resistance +11
 Lightning Resistance +11
 Nature Resistance +11
 Holy Resistance +11
 Dark Resistance +11
 Physical DMG Deal +1%
 Your attacks have a 5% chance to decrease targets Physical Resistance -10 pts and ACC -650 pts for 5 seconds.

Level Requirement 115

Sakuya's Set (0/2)
 Sakuya's Pact
 Sakuya's Broken Soul
 2-Piece Effect: Max HP +4711 pts, P-ATK +3%, AGI +225 pts.

Enchanting Trophy Enchant - Warrior Lv3
 P-ATK+1121
 DEF+850
 HP+598
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Synthia's Evil Crown
 How do you defrone a queen? Chop her head off and take her crown!

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1121
 DEF +850
 HP +3228
 MP +3228
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance +8
 Ice Resistance +8
 Lightning Resistance +8
 Nature Resistance +8
 Holy Resistance +8
 Dark Resistance +8
 P-ATK +3%
 Your attacks have a 5% chance to decrease targets Physical Resistance -10 pts for 10 seconds.

Level Requirement 125

Flower Crown (0/2)
 Lila's Flower Amulet
 Synthia's Evil Crown
 2-Piece Effect: Physical DMG Deal +3%, STR +400 pts, Physical Resistance +5 pts, Elemental Resistance +7 pts.

Enchanting Trophy Enchant - Warrior Lv3
 P-ATK+1121
 DEF+850
 HP+3228
 MP+3228
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Wubis' Sharp Tooth
 Sharp tooth, could be used as a weapon when in a bind.

Accessory Trophy Exclusive
 Can't be Traded Already Bound

P-ATK +1121
 DEF +850
 HP +3271
 MP +2573
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance +8
 Ice Resistance +8
 Lightning Resistance +8
 Nature Resistance +8
 Holy Resistance +8
 Dark Resistance +8
 ATK SPD +232 pts
 Your attacks have a 5% chance to reduce the targets Physical Resistance -7 pts for 10 seconds.

Level Requirement 117

Enchanting Trophy Enchant - Warrior Lv3
 P-ATK+1121
 DEF+850
 HP+3271
 MP+2573
 CRIT Rate +47
 CRIT DMG +4
 Fire Resistance+8
 Ice Resistance+8
 Lightning Resistance+8
 Nature Resistance+8
 Holy Resistance+8
 Dark Resistance+8
 DEF +3%
 P-ATK +5%

Holy - Mustachio's Military Key
 The unique key to Mustachio's warehouse which is filled with arms. Without it, even Mustachio cannot enter his own warehouse."

Accessory Trophy Exclusive
 Can't be Traded

P-ATK +902
 DEF +750
 HP +509
 CRIT Rate +34
 CRIT DMG +4
 Fire Resistance +7
 Ice Resistance +7
 Lightning Resistance +7
 Nature Resistance +7
 Holy Resistance +7
 Dark Resistance +7
 AGI and LCK +33 pts
 P-CRIT Rate +132 pts
 Each attack has a 5% chance to decrease targets Phys. Resistances -7% for 10 seconds.

Level Requirement 95

Enchanting Trophy Enchant - Warrior Lv1
 P-ATK+902
 DEF+750
 HP+509
 CRIT Rate +34
 CRIT DMG +4
 Fire Resistance+7
 Ice Resistance+7
 Lightning Resistance+7
 Nature Resistance+7
 Holy Resistance+7
 Dark Resistance+7
 DEF +3%
 P-ATK +5%

Bloodtooth Leader's Secret Order
 "These confidential documents contain the secrets of the Bloodtooth Tribe. The author is the leader of the tribe."

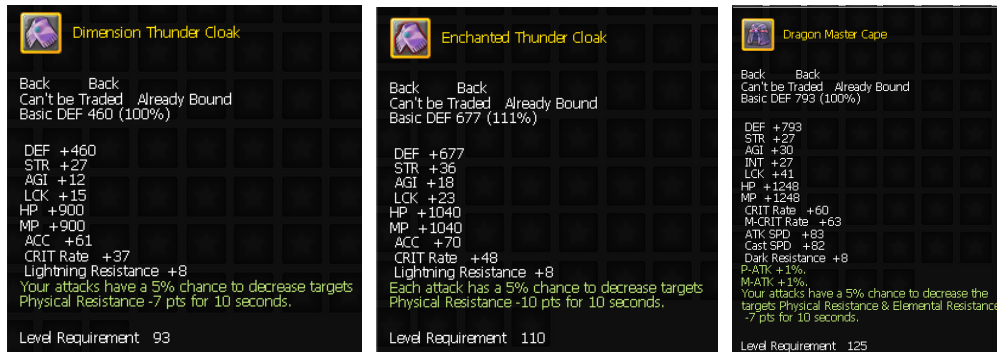
Accessory Trophy Exclusive
 Can't be Traded Already Bound

DEF +553
 HP +187
 Block +53
 All Core Stats +9
 Attacking has a 5% chance to decrease target's Resistances 10 pts; lasts 12 sec.

Level Requirement 51

Enchanting Trophy Enchant - Guardian Lv5
 DEF+553
 HP+187
 Block+53
 Attacks increase Malice +4%.

Cloak: (Avoid repeat gear with other member party)



Necklace: Ancient Battlefield Necklace or Robust Essence Necklace. Both are used on all parties.



Certificates and KP for Berserker



Skills and Gameplay as Berserker



You can set up the skills in the Hotkey like this to better understand how to use the class.

Skill C1: It's a Toggle Skill that drain your MP. It should always be activated as much as possible since it will give you ATK, ATK SPD, HP, Life Steal for Basic Attacks, and Range for Skills.

Skill C2: Should be activated whenever available.

Skill 1: Refresh every 10 seconds.

Skill 2: Refresh every 5 seconds.

Skill 3: Refresh whenever available.

Skill 4: Refresh whenever available.

Note: You should ALWAYS be at a sufficient distance to ensure that your character is using basic attacks. It's crucial.

Totem Master – Build (Shaman Awakened Class)

Weapon: Angel Soul Mace +14. Save 1 slot Gem for Holy Skill Adjudicator Gem on future.



Shield: Evalach +14 or whatever. **Note:** You can obtain the Evalach Shield in the Dimension of Soul map. In the center of the map, there's a portal that leads to 4 Trials. You need to enter Rheuter Temple and defeat the boss Lendar. If you can get someone to help you by hitting the boss with the indicated drop class, the chances of getting the shield increase exponentially, even more so if you're in a drop party.

However, any shield level 95 or higher will work as long as you have it upgraded to +14.



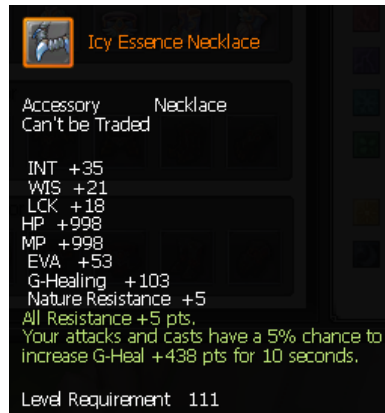
Set: Sacred Orange Cloth Armor Set +14. Note: Use elemental resistance gems on Weapon/Set that give you at least 14 ICE elemental resistances, 35 Fire elemental resistances, 28 Holy resistances, 28 Dark resistances, and 14 Lightning resistances.



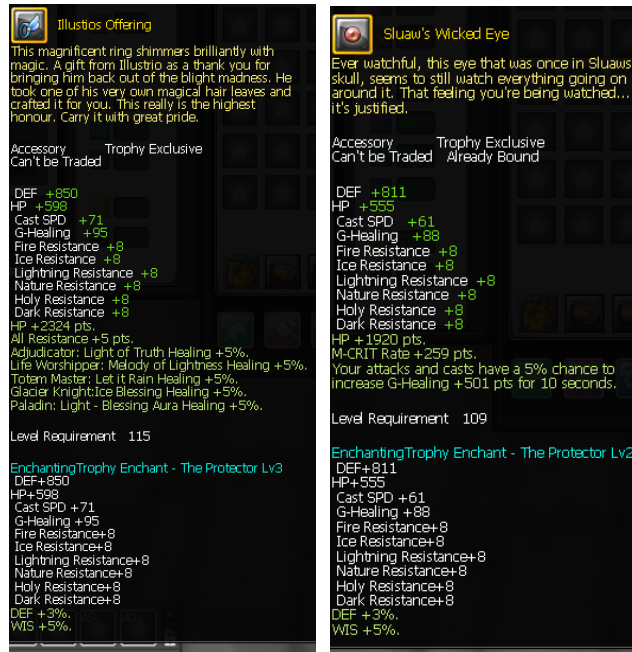
Rings: Icy Wings Ring + Dire Ice Ring Note: You will need to gain fame in the following maps to be able to buy the rings in their respective maps: Frostmorn Mountains and Fallmyst Weald.



Necklace: Icy Essence Necklace. **Note:** You will need to gain fame in Grummond Grassland to be able to buy the necklace in the next map.



Trophys: Illustios Offering + Sluaw's Wicked Eye.



Note: You will need to do DGN in party mode with at least one player, whether they are online or not for more drop chances from bosses. To get the following trophies, you need to go to:

Falls Climb DGN is located on the Grumond Grassland map, at the top of the map.

Sacred Grove DGN is hidden with an NPC on the Fallmyst Weald map, near the World Boss Faebella



Cloak: Dimension Holy Cloak or whatever. **Note:** Exchangeable for Dimension Soul Tokens in Dimension of Soul.



Certificates and KP for Totem Master



Skills and Gameplay as Totem Master (Outdated/ Major Rework)



You can set up the skills in the Hotkey like this to better understand how to use the class.

Skill A1: This skill should be used ALWAYS at the beginning of any boss fight with your party to mitigate 30% of the damage received.

Skill A2: Use this skill ONLY if the totem grace skill is on cooldown and you can't summon it again, as sometimes bosses break the totems.

Skill C1: This skill is only used when you need to rebuff the party after completing one or two party entries, depending on how long it took. It's generally rebuffed every 10 to 15 minutes after each entry. This skill provides free stats, so don't waste it. If someone dies and you're healing with this class, wait for them to regroup with you to give them this buff again.

Skill C2: This skill should be used in some situations, as it only reduces elemental resistances and not physical ones. It's essential for quickly killing the boss if your party has a magic composition. If that's the case, you should use it whenever it's available.

Skill C3: This skill should be used on Mobs or Mini Bosses affected by losing 2% HP per second. It doesn't affect conventional bosses. It usually comes in handy when there's a horde of enemies attacking you, or you want to break crystals in the Trials/Raid you're doing with your party.

Skill C4: This skill can remove certain incapacitating Debuffs like Sleep, Stun, Knock Down, Feared, etc. Sometimes it's essential to use it on members of your party, but generally, it's not used in current content.

Skill C5: This skill revives a selected player if no one is in combat. You should level up this skill so that they don't revive with 1% life and die again.

Skill 1: This skill is used all the time, as it keeps the party and yourself alive in the indicated area.

Skill 2: This skill should be used all the time whenever it's available, as it greatly boosts the physical and magical damage of your party.