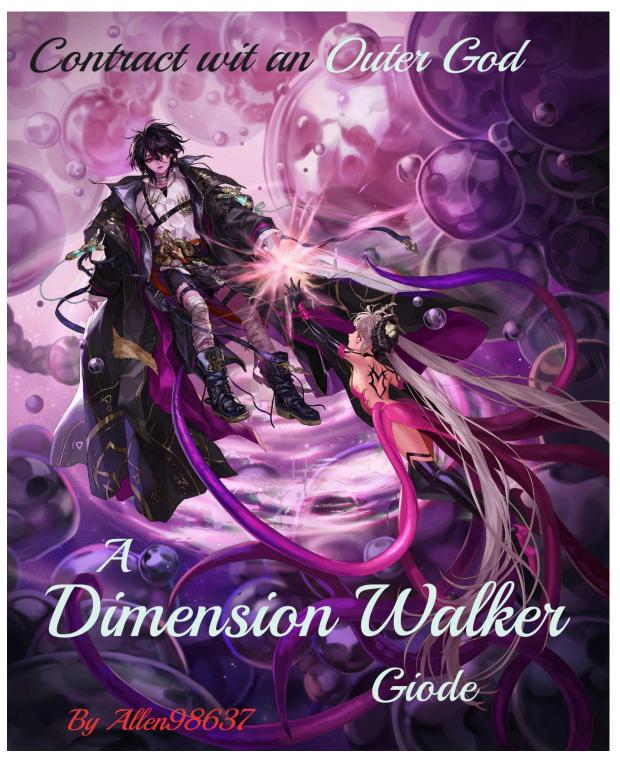
Contract with a Outer God - A DW Guide



This guide is made for **Share Your Expertise!** event

Hi Everyone! I'm 吉人 Allen98637, a content creator who is having fun playing DFO. Dimension Walker is the first and the main character I played and I really enjoy playing as a DW. I hope you who are reading this guide can learn more about this class and enjoy it!

Author Information

I'm Allen98637, a player that started playing DFO from December, 2024. As mentioned above, I've been a DW main since the first time I played the game. Although I may not be really a veteran of the game, I spent a lot of time researching this character and have quite a few thoughts on him. I'm here to share them.

Here's my explorer club info. I've beaten the Nabel raid by the time I'm sending this, but that's not the topic here.



And here's my DW. Now my goal is to get more distinct fusion stones, try higher amplification and get more primeval.





(I'm not a English speaker so forgive me if there are some grammatical errors)

Information About Dimension Walker







▲ The advancement arts of DW (Divergent, Ascendant, Neo: Dimension Walker)

Dimension Walker (Korean: 디멘션 워커, Chinese: 次元行者) is the 5th class of Male Mage. The weapon he mainly uses is broomstick. He is a fixed class and deals magical damage, so you will have to refine his weapon and focus on his INT.

He can summon Forbidden Nyarly to help him in the battle. He has two types of skill, Dimension and Divergence, we'll talk about it later. While you are playing as a DW, I recommend you to read the description of his skills. There are tons of little stories in his

skills which makes me think that this is one eool feature of the game until I created my second character.

"I should be happy that the summoning was a success, but I'm not. I get the feeling she wanted me to call her first."

The main advantage of this character is that with Nyarly and Crawling Mist, he can cast a lot of skill without casting animation and can aim on an enemy regardless where you're standing. It may be kind of hard at the first time you play as a DW, but after some practice you'll find it fun!



Skills and Builds

(The min, max LV is according to 115 cap when you're LV. 115)

I'll introduce each category of skills in order of learning level. I only showcase the skill if there is something needed to be mentioned in that skill, for the others you can just test it in training center

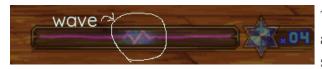
Core Skills

Before we jump into skill builds, we'll have to talk about his core mechanism. So first, let's talk about his core skills.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 1	0	-	-

This is the passive skill that makes DW a fixed class, but we care more about the Border Distortion gauge it provides. Let's see the bar below.



There's a bar, inside a bar are waves, these are two separate functions that affect DW's stats. When you hit the enemy with

dimension skills, the wave and the gauge will increase, like this:



The more waves you have, the more skill damage you deal. If you max out the bar (100 gauge), the Dimension Stone counter on the right of the bar will increase. We'll talk about it later on . Be aware that if you don't hit an enemy with dimension skill for too long, the wave count will decrease, so use dimension skill often.

Beyond This Realm

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 1	0	-	-

This is one of the core mechanics of Dimension Walker. When you cast it, it consumes one Dimension Stone to change the next dimension skill you cast. The skill doesn't have any animation and you can cast it even during skill animation, so cast it if you need it!



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	0 ~ 1	50	-	-

Summons Nyarly, she has her own skill set known as divergence skills, most of which can not be cast without her presence.

With learned, this skill is automatically cast when you cast . Which means she'll be summoned right when you enter a dungeon if the "Auto cast buff enchantment skill" setting is turned on.





Divergence: Crawling Mist

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
30	0 ~ 1	10	-	-

The skill casts a mist on the enemy. With learned, you have to cast it with an enemy within range, it will cast on the strongest enemy if there are multiple of them. It doesn't have animation so you can freely cast it. Cast it when there's an enemy attached to retrieve it (You seldom do it tho).

This skill increases your dimension skill damage towards the attached enemy due to . some skill will lock on the attached enemy as well.



▲ Enemy with crawling mist attached



▲ Icon of the attached enemy will be showed here



This one is a very useful skill. Cast it when you enter a boss fight or cast which will be talked about later.

Active Skills

(The standard of skill damage and DPS ratio is , I tested them in training center and avoid all of the skill-specific equipment (such as talisman and weapon clone), but the damage can still be inaccurate. You can check my test here)



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 60	15	0.009	0.068

A basic Male Mage Skill. Leave it Lv. 1



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 10	20	0.025	0.246

A basic Male Mage Skill. Leave it Lv. 1

Trap Strike

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
5	1 ~ 58	15	0.010	0.049

A basic Male Mage Skill. Leave it Lv. 1. This skill can't even be used on grab-immune enemy

Rapid Fire

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
5	0 ~ 1	15	0.111	0.727

A basic Male Mage Skill. This skill can make you stay in the air for a longer time. It might be useful sometimes.

The DPS may seem high but you can't move during skill so I don't think it's a good idea to use it as a DPS skill.





Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
10	0 ~ 1	25	-	-

Teleports you forward, this skill is pretty useful for me when I have to escape some attack. But lots of others seems to find it useless



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
10	0~1	15	0.032	0.162

A basic Male Mage skill. It seems to be able to increase defense. I've never found it useful though.



Dimension: Accident

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
15	1 ~ 53	20	0.221	1.118
w/ Beyond This Realm			0.222	1.124

The first dimension skill we learned. This one has high DPS but the animation time for this is long and there's no i-frame and it doesn't lock on the -affected enemy, so I recommend just leaving this one LV. 1.

With it can group the enemies to its drop point, dunno when I can use it tho.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
15	0 ~ 53	15	0.065	0.262

A basic Male Mage Skill. Useless.

Dimension: Silhouette

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
20	0 ~ 51	20	0.301	1.211
w/ Beyond This Realm			0.301	1.211

This skill has the third highest DPS of all skills and the animation time is short. Its range is shorter with , but it can push the enemy (which is useless now).

I recommend max its LV and use it to gather Dimension Stone.

Dimension: Dimension Leap

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
20	0 ~ 34	15	0.350	0.549

The dimension skill that teleports you backward. You can consume a Dimension Stone to cast it when you're down.

As DW being a range class, I don't use it for damage but survive purpose instead (seldom use it tho) so leave it Lv.1.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
20	0 ~ 1	10	-	-

Makes Nyarly stop attacking. Useful if you don't want her to attack. You can still use divergence skills when she's not attacking tho.



Dimension: Dimensional Laser

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
25	0 ~ 48	25	0.384	1.095
w/ Beyond This Realm			0.497	1.419

This skill has the highest DPS and kinda decent range with , but the animation time is a little bit long (without i-frame as well). It can be good to gather Dimension Stone as well but I think is doing a better job, so I'll just leave it LV.1.





▲ w/o BTR

▲ w/ BTR (Didn't notice the camera issue)

Dimension: Kaleidoscope

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
30	0 ~ 46	30	0.688	1.385
w/ Beyond This Realm			0.552	1.112

This is a good DPS skill with the second highest DPS of all skills, it locks the affected enemy and has i-frames. With you can move freely during the skill, at the cost of damage and i-frame.

I use it without most of the time because of i-frame. If there's no mist-attached enemy, he dashes forward to find an enemy.





▲w/o BTR



Divergence: Harlequin

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
30	0 ~ 46	30	0.543	1.093

Another good DPS skill, also the first divergence skill here. This skill is cast by Nyarly and she goes to the —affected enemy. Since it's cast by Nyarly, there's no casting time and animation time for you. If there's no —affected enemy, she dashes forward to find an enemy.

This skill is good for damage. You can cast it whenever it's ready, ignoring your current status and position. Just not when the boss is quickly moving or invincible since she won't move during the skill.

It's safe to use other divergence skill during this skill since Nyarly will create a clone of her when you do so with ...



Dimension: Spacetime Explosion

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
35	0 ~ 43	40	0.715	0.898

w/ Beyond This Realm	0.912	1.146
W/ Deyond This Realing	0.912	1.1 10

It's just a simple explosion in front of you. This skill got good damage. With Talisman it became one of the best skills for DW even though the range is quite limited and there is a little bit of animation time (without i-frame of course).

Without it deals damage quicker but the damage is too low compared to the one with You don't have to worry about it with talismans tho. Will talk about it in the talisman section.



Dimension: Dimensional Corridor

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
35	0 ~ 43	40	0.615	0.878
w/ Beyond This Realm			0.615	0.878

Decent range, decent animation time. The DPS is ok but the other skills are better choices imo. It teleports enemies to the front of you by re-entering the skill key. Useful to fight normal monster with if they're tough.

I'm still not sure the difference between using or not.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
40	0 ~ 41	50	1	1

This skill is simple. Shooting some bugs in front of you. The Y-axis range for this one is not too bad and the damage is decent. This is one of the divergence skills cast by DW without talisman. We'll talk about it in the talisman section.

Dimension: Portion Blast

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
45	0 ~ 38	60	1.799	0.902

w/ Beyond This Realm 1.580 0.793

The skill has good range and ok damage. It attracts enemies to the center (useless now). But there's a huge problem with this skill – Its animation time is too long and there's no

i-frame. you don't have to stand there if you cast this skill using , but it consumes Dimension Stone and the damage becomes low with it. I don't recommend it.





▲w/o BTR



Divergence: Indescribable Fear

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
50	15 ~ 15	0	2.522	0.273

The first awakening skill. It gives you i-frames on animation time, and you can move afterwards. Not too much to talk about this one.



Dimension: Paradigm Detonation

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
60	0 ~ 31	60	1.523	1.028
w/ I	Beyond This Realr	1.523	1.028	

This skill aims the —affected enemy and you have to cast the skill with it. Seems good but it takes really long and you have to cast it with to have i-frames. As this skill has a long animation time, the enemy may just move out of its attack range when the final blow is cast. I don't recommend it either.



Divergence: Whip Skewer

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
70	0 ~ 26	70	1.689	0.676

Nyarly whips the enemy in front of you. It's good since it's cast by her so you don't cost animation time. This skill is just one hit so you don't have to worry about losing damage too much. Just keep in mind don't use other divergence skills before it deals damage (might be better with future VP system).

But there's a huge problem for this skill – The damage is insanely low. So if you care about damage much, I don't recommend it. Otherwise this skill is good to max-level.

Dimension: Singularity Manipulation

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
75	0 ~ 23	80	1.913	0.959
	Non-grab-immune	1.864	0.935	
w/ Beyond This Realm			1.728	0.867

decent range and damage, you can have more range and less animation time with with in cost of damage. This is one of the skill I mostly spend since I need more time to run in more cases. An overall good skill and good one to max-level.

Without the skill type is different as to whether the enemy is grab-immune or not. It deals more damage to grab-immune enemies.



▼ w/ BTR

Divergence: Lullaby from Beyond

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
80	0 ~ 21	90	1.979	0.880

Another skill that Nyarly casts and aims the enemy if there is affected one. With talisman it becomes near perfect skill imo. The damage doesn't stand out but everything else is good. Easy max-level.

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
85	8~8	0	3.777	0.329
w/ Beyond This Realm■			5.559	0.484

The second awakening skill. I like it very much because of the bridal earry in the end. What's fun about this skill is that it's affected by and DW and Nyarly cast it together. With 🔀 it deals more damage and gives you i-frames, while without it you have less animation time and can move freely. My suggestion is always use it with since it's one of the highest damage 2A in the game.

Divergence: The Beast in a Corner

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
80	0 ~ 13	100	2.900	0.969

It casts if there's no -affected enemy. Which means it aims at the enemy. You don't care about where you are to cast this one as well, but this one is cast by DW so it has a short animation time, but that's fine anyway. The damage is decent as well. Max-level.

Dimensional Divergence: Rational Collapse

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
85	8 ~ 8	0	7.824	0.424

The third awakening skill. I like the animation of this skill, it's telling a story and the fact that Nyarly really cares about DW. Cast it if you need a huge damage as all the 3A do. It's one of the higher 3A damage throughout the game as well.

Buff Skills

There are only 3 buff skill DW can cast, so I'll just do quick to this one.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
10	0 ~ 1	20	-	-

Some said this one is good to evade some attack, but I'm not the one using it. Until now, there's no attack that I need to use to evade. You will have to do some content to test whether this one is useful.

6 Ghost Flame

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
10	0~10	15	0.007	0.015

Cast ghost flames surrounding you. Useless for damage. The only useful way for this is learning which increases your defense. Depends on if you need DEF or not.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
25	0 ~ 10	25	-	-

Buff enchantment skill. With the "Auto cast buff enchantment skill" setting on you cast it upon entering the dungeon. With it casts automatically. Just max-level it.

Passive Skills

For most passive I recommend max-level them, I'll mention if it's an exception. I'll skip some general skills since there's nothing to talk about them.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
10	0 ~ 1	50	-	-

I'll recommend learning this one, so you can cancel some skill in the middle of your skill animation to evade some emergency attack.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
20	0 ~ 10	20	-	-

How many levels for this one is simple. Go to the training center and see your magical critical stats. As this cap has quite decent critical buff for armors, mostly you don't learn this one.

Immortality

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 1	0	-	-

Basic Male Mage skill. You revive upon death. It only applies in normal dungeons. Please Neople just make it weaker in other contents instead of disabling it.

Immortality

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 1	0	-	-

Basic Male Mage skill. Help you with your MP. My experience toward DW is that I don't have to worry about his MP completely. Not sure if other Male Mages are the same tho.



Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
1	1 ~ 1	0	-	-

Just Broomstick Mastery with a different name. Sadly DW can't fly because of some... problem.



Divergence: Dimension Hollow

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
15	1 ~ 10	15	-	-

The skill that allows you to use divergence skills. Upgrade it to increase your damage.



Dogma Device

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
20	0 ~ 10	20	-	-

Increases your damage. Use Platinum emblem on this skill.



Delusional Flames

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
25	0 ~ 1	15	-	-

Change your to purple flames around you that increases your DEF. Learn it if you want DEF.



Distort Destiny

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
48	0 ~ 25	30	-	-

Makes the wave count provided by always between 1 and 3, gives you a chance to not consume Dimension Stone while casting , and makes it the more waves you have, the more damage you deal.



SSTH

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
75	0 ~ 16	45	-	-

Gives you some Dimension Stone upon entering dungeons and increases the maximum amount you can hold. Also increase ATK with more waves again. Makes being animation-less.



Chronicle Installment

Learning LV	Min, Max LV	SP Cost	Damage Ratio	DPS Ratio
95	0 ~ 9	60	-	-

Makes being an auto-aim. Makes a skill you don't have to worry about being cancelled

Builds

With all skills described, here's my skill set. I don't think this one is really mainstream but it's the build I decided to use after some research:

 $eJwFwb0KgmAAhtHnNQT9oCgwQseaInDpMtobgjLT8id0aWluT68g21vbuylvoHN6y7EHN+4bEAt+6Is\\TICEfTZCHPsjF7DBbdEYXFLE+YGKsBzphjmiPEsKcMGVVMS9YluiKn6GaoGH2ZNwy7Ri+cN/YowqPjI6ShpqUloSInIIY+j+Exxju$

Also here are some builds from 80% DFO discord server:

 $eJwtwTEKgmAAhuH3SwT7oSgwIpfmEPQg7UGBWmmhhC4tXSI9gbW3NLR3KS8gQc/TDRzbunJbg1j\\ ywRH6Ig9NkYte6I12mA1KCGPMGR3QCR0xe5QTpAQRKvEz/ILVhUWFd2dSM2+YtQwfjJ7Y45IEI5\\ yUn4KMLRF/XQ/KzhV2$

eJwNw70KgmAAhtHnLQT9oCgoQpeWlhC6kfaGwMrU/AldWprb0yvI9ta2hm7KG6gDp+vZVv/CdQ1i8a83toe+yEVj9EIOZoK2mA3aYUJ0Qh/MHiXohg7oiAlQhDJWJX6Mn7MsmJ9xU1Th1czujBqmLYMHzhNrmFFS09ASkBKSExNRAQV0P9AqGWQ=

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Talisman/Runes (and some about VP)

Well these are about to be deleted in September and replaced by VP, but since the event requires me to do so, I'll talk about it.

For the future VP, I have a build in my brain but I can't be confident without testing, so I may update this section to VP in the future (or not).

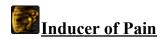
Talisman

Critical Point Control

Allow you to do the type attack without casting. It is strong since we don't prefer the basic type and it makes the skill deals damage way faster. Use this.

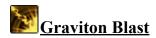


▲ w/o talisman



Nyarly casts the skill for you instead. Which means no animation time, and the initial health consumption is disabled. Use this.

The VP system has one that is exactly the same, I'll use that one.



Casts a when casting it. Not so useful. Skip.



Can be cast without . You cast all the time so why do you want it? Skip.

Divergent Care

Resets 2's cooldown when is cast. This one is actually good but we have some better choices. A pity skip.

Branded Prison

Seems to be popular between DW players. It shortens the animation time and always casts the grab-immune one. I think this is not bad but the improvement is quite limited. Secondary chioce.

As the VP system has more slots, I may use the one that is exactly like this one.

Thores from Beyond

One of my favorite talismans. Makes it a one-shot and mark on —affected enemy so it takes damage even outside skill range. Which means you can just cast it when the boss is not invincible. But some people seem to prefer the one above over this one, so I leave it a secondary choice.

VP

I want to talk a little bit about VP here. There are some nice ones but mostly I'll choose the one that is the same as talisman. Here might be my future choices.



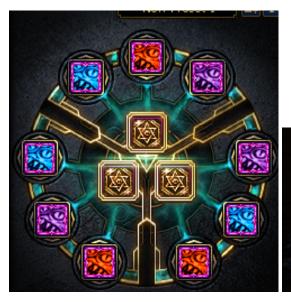
I may change my mind in the future, don't take this too seriously. (#IncreaseWhipSkewerDamage)

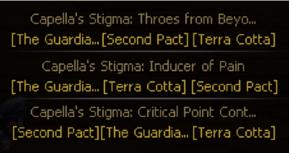
Runes

For most of the Dealer Class, You put runes with the same skill with the type Second Pact, Guardians, and Terra Cotta. So what's the skill you choose is the problem.

My personal choice is since it's the one I don't have to worry about missing. But for most people, if you want more damage, choose and if you want the balance between skill type and damage, choose.

Here's my build, not a mainstream one anyway.





Equipment

In 115 cap, you go for set score and prey for luck (yes the typo is on purpose). In the early game you just wear the set that has the highest score.

As the picture in the right shows, the highest score for this character is Soul Fairy Set, so just wear it

But if you are really lucky enough to be able to choose your set, here's my recommendation towards the sets for DW.

Gold Hideout Set is an overall good set. It has damage, speed, range, and damage reduction. The function for this set is great and this set is strong for all classes. The only problem for the



great and this set is strong for all classes. The only problem for this is that it requires high amplification level. You'll need at least 10 amps to make it work well.

Dragon Arena Set is a decent set that provides speed and damage. before epic you don't have to worry about cube cost. The massive cube cost mode is up to you to decide whether to toggle it or not so don't call it an expensive set.

Cleansing Darkness Set is a simple CDR set that provides you cool down reduction. It's good for all classes

For legacy weapon I prefer



as this one has decent cooldown-reduction and has the

being a pure high damage weapon and that gives you speed.



أحسواليها فأصووللهم

In case of fusion stones, I'll skip 110 ones since you're ok just choosing the system-recommended ones and go for 115 fusions immediately.

The rule of 115 fusion is easy – Use set fusion before primeval. Of course if your set level doesn't drop without the fusion you can also consider the distinct ones.

Now let's talk about distinct fusions. It's completely random so you seldom have a chance to choose, but if you do, for Venus fusions, check its ability, all speed > skill range > damage reduction. For Nabel ones, for accessories, choose Teana if that equipment is 11 amp or above. If not, choose Blessing (Creation of necklace seems good as well tho). In case of special equipment, choose the level you focus your runes on.

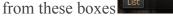
Enchants

The enchantment choice now is quite limited and it's the same for every dealer class, but I still need to write this one for the event. So be it.

If your equipment doesn't have an enchantment, buy the bead to enchant your equipment



with this NPC



And here's a chart for enchantment.

The bold word is the source. Coin means what is mentioned above. Card means it's a card and you need to upgrade the card and find an enchanter to make it into a bead to use it.

DW is a class without specific element so you just have to aim on one element and go for it for selected element

Equipment	Basic	Advance	Top Tier
Weapon	Coin All elements 11	Ispins Selected element 15	Bakal, Mu (Card) Atk. 30 All elements 15
Тор	Coin Atk. 70 INT 40	Venus Atk. 110 INT 80	Venus(Card) Atk. 110 INT 90 damage 2%
Bottom	Coin Atk. 70 INT 40	Dusky Island Atk. 90 INT 60	Merge Card Atk. 110 INT 90 damage 2%

Head/Shoulder	Coin Atk. 30 damage 1% critical 5%	Venus Atk. 10 INT 40 damage 2% critical 5%	Azure Main (Card) Atk. 10 INT 40 damage 3% critical 5%
Belt	Coin Atk. 30 damage 1% critical 3%	Coin (Card) Atk. 10 INT 40 damage 2% critical 3%	Nabel Atk. 15 INT 50 damage 3% critical 3%
Shoes	Coin INT 90	Forest of Awakening Atk. 10 INT 40 damage 1% critical 3%	Merge Card or 110 Normal Atk. 10 INT 40 damage 2% critical 3%
Necklace	Coin All elements 28	Ispins Selected element 30	Mu, Nabel (Card) damage 1% All element 35
Bracelet	Coin All elements 28	Ispins Selected element 30	Mu (Card) damage 1% All element 35
Ring	Coin All elements 28	Ispins Selected element 30	Nabel (Card) damage 2% All element 35
Sub Equipment	Coin Atk. 110		Bakal (Card) All elements 12 critical 3% Atk. Amp. 3%
Magic Stone	Coin All elements 30		Temple of Death (Card) All elements 40
Earring	Coin INT 50 All elements 11		Nabel (Card) INT 100 All elements 25

Avatars, Emblems, Creatures, and Tittles

For avatars, choose the recommended ones for rare avatars, except for your top. If you want to have buff enchantments on your DW, choose **Dogma Device**. For platinum emblems, choose **Dogma Device** on the rare avatar you wear and your aura, and buff enchantment ones in buff enchantment.

For gold emblems, **just do as the system recommends** and put red INT emblems on all the multi-color slots.

If there happen to be a event providing INT green, yellow emblem, I recommend use them as well. DW doesn't struggle with critical chance much so I think it's safe just to choose the green INT emblem.

For rare weapon clone, LV. 40 seems to be a mainstream choice since a lot of people focus on . Sadly, there's no LV. 35 for people focusing on . My own choice is LV. 80 since I focus on ...



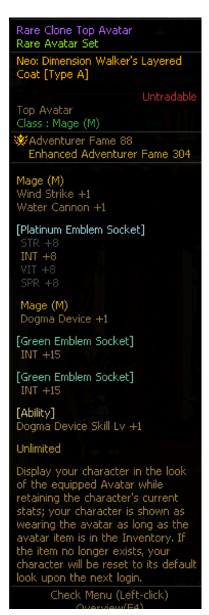
For creature, just equip the one with the highest fame, the top creature fame now is 991, so go with it.

For creature artifacts, choose the one dealing element damage you choose with red, blue artifacts, and buy at least

rare green artifacts, it helps you absorb drops.



Finally, titles. The current top title has 1123 fame, there's a platinum one with the skills of the specific learning level being able to deal 10% more damage. If you're aiming for that, choose the skill level you're focusing on as well.



Here's my guide about Dimension Walker, have fun DFO!

Source/References

Skill icon from DFO world wiki and dfmax

It references a lot from the <u>previous DW guide</u>, thank you for the basic knowledge!

Character arts from **DFU**