

Purposely Edgelord Introduction

So, you want to play Avenger?

You will serve as the bastion of the broken, the beaten, and the damned.

You will be pushed down, led to believe your class is destined to mediocrity, forever oppressed.

Nonetheless, through your willpower, you shall prevail.

Stamp out the darkness within through the pure strength of your will and redeem your weak self.

With the power of the holy demon, show those raid captains what you're capable of.

This is a guide on...

HOW TO OBTAIN MAXIMUM EDGELORD ANTON READY SELL PARTY STATUS AND BE RELEASED FROM THE CHAINS OF THE LOW TIER



Now that the edgy quota has been fulfilled, let's talk about the class.

Avengers are a relatively close range magic damage dealer subclass of the Priest. The Avenger is lacking in raw speed and agility while also not possessing supporting characteristics. Additionally, it does not have the immense raw power to brute force its way through enemies the way many fixed damage classes do, as the Avenger is a percent based class.

What the Avenger does do in order to make up for this is their scaling ability, much alike Rangers and other various classes. With their percent based skills and % skill damage increases, the Avenger can prove powerful if given the tools to do so. The only problem is obtaining this power, as the gap between an Avenger with 6pc PoD and an Avenger with any real off chronicle shadow setting is quite large, giving the false perception that Avenger is incapable of anything great, due to their "heads or tails" nature. It will certainly take some investment to make this class strong, but if you enjoy the class as much as I do, it'll be worth it.

Pros +

- + Increases shadow damage, granting synergy with SBs and certain strong gear.
- + Good AoE damage and hitstuns mobs with ease.
- + A lot of super armor and i-frames. Almost all actives have either.
- + Very good at grouping and clearing trash. Execution and Smite especially.
- + Demonize is positively amazing. Huge damage increase when you're in Demonize.
- + Able to stun with Dark Howling and hold with Dark Authority.
- + You're a holy demon. That's edgy as heck dude.
- + Does not have a "class limitation" and can be incredibly powerful.

Cons -

- Focuses on shadow damage, unable to use Gracia + it's annoying when resisted.
- Super squishy. Especially cause you use Painful Rapture, you can die.
- Relatively long cast animations. Try not to get interrupted or miss.
- Gap between chronicle setting and shadow off chronicle setting is HUGE.
- You gotta have a good weapon. Plus good armor. Plus good accessories.
- Has pretty low (shit) damage when not in Meta, Demonize, or at full gauge.
- I've been denied parties before, for some reason. It's the stigma man.
- Noticeably large gate on unlocking the class's potential, compared to others.

Before we dive into the rest of the guide, let's talk skills. Also, this is PvE focused. So I don't have much advice on PvP although I can suggest certain skills to max.

General Skills



Quick Rebound - PvE: Max | PvP: Max

This skill is very useful. Costs 10 SP, gives you invincibility frames depending on how long you hold it, super armor after get up, it's required.



Leap - PvE: 0 or 1 | PvP: 1

Not very useful for PvE, but it might be useful in a few situations. In PvP, is probably useful for approaching and avoiding certain classes and their shenanigans. Probably.



Focus: Magical Critical - PvE: Max | PvP: Max

Gives you critical strike rate, you deal magic damage. It makes you deal more damage. That's pretty good.



Magical Rear Attack - PvE: 0 or 1 | PvP: 0

You kinda just hit stuff, there isn't any weird interactions you can use like Soul Bender's Kalla DoT doing back attacks. Just take the point when you have any enchants that apply rear crit or something. Seems too conditional for PvP.



Ancient Memory - PvE: 0 or Max | PvP: 0 or Max

150 intelligence boost for a short duration. Not bad, but you likely don't have the SP to spare. Points are best dumped on Nightmare or something else. Maximizing Falling Soul gives you enough intelligence that it makes this look pretty puny, plus it starts to become meaningless when you're paired with a Crusader. Can be useful for extra damage during a PvP combo.



Indomitable Spirit - PvE: 0 | PvP: ?

Seems pretty meaningless. You also kind of have a lot of what this gives you anyway. Chug a Super Armor Potion.

Priest Skills



Smasher - PvE: 1 | PvP: 1

Grab. Tosses enemies forward, not much range. Useful for tossing goblins in the Goblin Kingdom and a few other purposes. You get a level for free, so it's there.



Giant Weapon Launcher - PvE: 1 | PvP: Max

Launches the enemy in the air. The base skill is good enough for knocking enemies up for whatever purpose in PvE. PvP, a must max. GWL gets changed to a downward slash while in Metamorphosis, which can be useful for a little bit of extra burst after doing your X chain.



Slow Heal - PvE: 0 | PvP: ?

Pretty pointless, even if you run low on HP.



Lucky Straight Punch - PvE: 1 | PvP: 1

I don't use it, but you get a level for free. Some extra mobility.



Strike - PvE: 0 to Max | PvP: ?

Use this to pad your hit rate from using scythes (or don't if you have enough). Turn down the level as you get enough hit rate, it might be a small amount of SP but that's still usable.



Cure - PvE: 0. | PvP: 0

You can max if you're doing OV. But I don't. Because I'm an Avenger.



Second Uppercut - PvE: 0 | PvP: 1?

I don't bother using it because [C] Devil Strike does basically the same thing. Would be useful in PvP for conserving Demon Gauge however.



Furious Grab - PvE: 1 | PvP: 1 or Max?

Pretty useless post-leveling for PvE especially since you can't spare SP for it, can get that Devil Strike in with it though. PvP, it has an immobility effect which can pretty sick, dunno how usable it really is though.



Wisdom Blessing - PvE: 0 or Max | PvP: ?

I max this, it's pretty good increase in damage for the amount of SP you spend. Drop it if you've got a sader supporting you though. Also, pretty useful if you have Fallen Heart Cross to swap (I would recommend that weapon for swapping because of the +3 Falling Soul also).



Phoenix Hammer - PvE: 0 or 1 | PvP: 1, ?

I don't use this at all, but it might have some uses. In PvP, the positively huge shockwave can be helpful.



Rising Emblem - PvE: 0 | PvP: 1 or Max

Useless in PvE, but seems great in PvP due to its range and high knockup.

Avenger Skills

Do not grow alarmed should an Avenger walk past and a chill runs down your spine, For Avengers are devoted Priests and agents of the Holy spirit still.



Painful Rapture - PvE: Max | PvP: Preference

This is basically an Avenger skill. Consumes your HP to give you MP. However, since you're an Avenger, this has a bonus effect. It grants you an amount of Demon Gauge, 120 at max level and activates the movement speed bonus of Echoes of Nothing. Echoes of Nothing reduces the HP consumption on this skill, making it easier to use without killing yourself. Be careful though, if you don't clear dungeons fast enough you can end up pretty low. Max it, it helps you reach the points in which you deal the most damage faster. Also, you can use a Devil Strike while casting this which can be useful. You should remember you can cast this during any of your attack animations.



Devil Strike - PvE: Max | PvP: Max

Main source of DPS early on. Just press X when you're using skills. The long duration skills like Shadow Render, Spin Cutter, and Spinning Deformation are especially useful for spamming Devil Strike. If you need to launch an enemy, press C. I never use Z. Keep in mind with Evil Strike, the X costs only 25 Demon Gauge. Try to refrain from using excessively when you aren't in Metamorphosis however. This skill is UNUSABLE when you are in Demonize, using Dark Howling, Pandemonium, Smite of Destruction and Unholy Fury. When you use exclusively Demonize to clear (because fast enough), you can straight up drop this skill to 1.



Shadow Render - PvE: 5 | PvP: 5 or Max

Heals you for each hit. Great when leveling, somewhat mediocre after due to the amount of time it takes to execute this skill. You can dump levels into it but I wouldn't recommend it due to the amount of time this skill takes to execute. I sometimes max it when I'm doing Dark Side just so I can heal off of the rocks before Ozma's fight. The healing doesn't work in PvP.



Metamorphosis - PvE: 1 | PvP: 1

Why did God send this avatar of hatred to the earth?

Metamorphosis, an alternative transformation to Demonize that specializes in abusing Devil Strikes. This transformation requires a 50% full Demon Gauge to activate, then continuously drains as time passes. Evil Strike increases the duration of Metamorphosis by slowing the consumption of Demon Gauge, making it very easy to keep this up for a majority of a run if you continuously use Painful Rapture. When you transform it does a moderately powerful shockwave that hits enemies, can be useful while leveling. This skill changes your X string to a much better X string than before, also makes your Z key slam down for damage instead of launching enemies.

This transformation makes your [X] Devil Strike hit multiple times and increases the damage, so mash the X for as much damage as possible. This skill also confers a 25% additional skill damage to Furious Grab, Shadow Render, Thunder Mine, Spin Cutter, Thorn of Protection, Spinning Deformation, Demonic Clutch, Reaper, and Dark Authority. The best method to deal damage with Metamorphosis is to Spinning Deformation an enemy into a wall and mash X (or

not into a wall, if you have Seething Thorn or the TP skill) or Dark Authority and mash X (or exit Dark Authority and use Spinning Deformation).

You can also transform from Metamorphosis state to Demonize, creating a similarly strong shockwave to the initial transformation. You can transform out of Disaster and Spinning Deformation if you input Demonize while performing the actions with Metamorphosis active. You can also use Execution while Metamorphosis is active, but it cancels it instantly afterward. Oh, and note: If you drop Scythe Mastery, even if your X string normally is physical due to that, it becomes changed to magical when Metamorphosis is active.



Scythe Mastery - PvE: 0 or Max | PvP: Max

If you're using a scythe, max. If you aren't, then don't. Grants some extra attack speed and damage. However, currently our BiS weapon is Big Ghost's Demonic Grace, which is actually a cross. Yeah. The shadow resistance increase only takes place if you have a scythe equipped, so you can't level it for free shadow resistance for using Dark Gothic. In PvP, I'm pretty sure the extra attack speed is important. Remember that your X string won't be converted to magic if dropped.



Thunder Mine - PvE: 1 | PvP: 1 or Max

Decent skill, you can use a Devil Strike once or twice with it. It's very fast so it's easy to throw out in a rotation to get another Devil Strike out. Does relatively low damage, but in Demonize does much better damage. You can dump points into it, but I think it's relatively low use. It is better than Furious Grab for throwing out an extra Devil Strike though. In Demonize, use this to quickly get some Demon Gauge.



Falling Soul - PvE: Max | PvP: ?

Your primary buff skill, this adds a metric fuckton of damage. Buff swapping this with green taints and +skill level gear is quite strong. This boosts not only intelligence but shadow damage as well. Each level confers a 30-50 intelligence increase and 1 additional shadow damage.

Keep this in mind when buff swapping Falling Soul:

+2 or +3 Falling Soul > green taint chron Falling Soul > +1 Falling Soul.

(combine 6pc Flow of Calamity with your gear eventually to buff swap, grants 1.5 shadow damage per level)

However, the **+1 Falling Soul will become worth more than the green taint chron** with the shadow damage if you are being supported by a Crusader or Soul Bender or just when you achieve enough shadow setting with Big Ghost. Just remember to use it when you have at least 60 points of Demon Gauge (Painful Rapture provides 120 at max level). In PvP, it uses Demon Gauge so you might not use it as much.



Spin Cutter - PvE: 1 | PvP: Max

Useful for pulling mobs and throwing out a lot of Devil Strikes, but it's worse than Spinning Deformation or Dark Authority at it. In Goblin Kingdom I use it to pull the goblins towards the machine. Good while leveling, but due to how long it lasts it's pretty much impossible to fit into a realistic damage rotation. If you see someone use this in your party at cap, you might want to disconnect...



Echoes of Nothing - PvE: Max | PvP: Max

Gives you 2% skill damage every even level and 4% skill damage every odd level. Yeah, max it. It also grants you some extra movement speed when you use Painful Rapture, which is actually quite nice. It reduces the cost of Painful Rapture (despite the typo in-game) and gives you more MP, but for some reason it reduces your max HP/MP. For whatever reason. This should be in your avatar top and platinum emblem slots. Don't ask me why it is +2% then +4% then +2%.



Thorn of Protection - PvE: Max | PvP: Max

Signature skill, big thorns, big nuke. Does a lot of damage, quick, lets you throw out some Devil Strikes, AoE is huge in Demonize, super armor. Max this one. Does 20% more damage if you use it after getting hit, which is alright. It's a non-cube as well.



Spinning Deformation - PvE: Max | PvP: 1 or Max

Another signature skill, Shadow the Edgehog. Initially goes too far to really be useful for damage, but with a level in TP it becomes far more useful. Great for spamming Devil Strikes. Hold back after activating it to avoid moving forward as much. Max. PvP, probably shouldn't max if you can't use it for damage much. You can use this in the air by the way. This is an absolute powerhouse in Demonize.



Demonic Clutch - PvE: Max | PvP: 1 or Max

Great skill. Pulls in mobs even behind you (although it's somewhat finicky at times) and blasts them for a lot of damage. You have super armor the entire time as well. Max this one, it's quick and does the damage. Great for one shotting enemies in Tower of Despair. I use it to help clear the demon room in Void Rift if we don't instantly clear it. Has a wonky hitbox in PvP that you can use.



Reaper - PvE: 1 | PvP: Max

Would be decent, but I don't max it because the Y-axis range is poor and I need points elsewhere. Good for grouping mobs though. In PvP, it seems pretty great at grabbing people out of their super armor and other various purposes with its range, does damage too.



Dark Authority - PvE: 1 or Dump | PvP: Max

Great tool, not enough SP to max it though until you drop Devil Strike. Groups enemies and holds them for a long ass time. You can elect to either spam Devil Strikes with it active or press the button again to exit the super armor stance and use other skills. Wonderful for annoying enemies you have to deal with in OV and Ancients. Can grab a guy out of their Quick Rebound super armor and pick people up. Pretty useful. I elect to level this because it has the most use out of any other skill you don't instantly max. Oh, and it costs Demon Gauge to cancel the stance. If you cancel into this with your X string in Demonize, it has a faster animation.

Doom Guardian Skills

If I am no longer able to do His will with my corrupted body, then I will stamp out the darkness within me by the sheer force of my will.



Demonize - PvE: Maxed automatically

Inside the terrifying shell, the Priest shall remain pure, strong, benevolent, and sympathetic.

Your first awakening ability, it's a transformation. Your Z key activates Demon Guard, which acts like a Guard. There's a limit to the amount of damage it can reduce though. Your X string deals

a LOT of damage. I mean it, use it. Your C key is changed to Dark Slasher, which adds some extra burst to your X chain and can be cancelled by skills. Your dash attack is also changed, it can do stuff like hitstun Hyper Mecha Tau into oblivion but is weak otherwise. You can't jump and can't get statused, so don't activate it before the final room in Void Rift please.

Demonize confers a large increase in damage to many skills (usually around 35% but it varies). While Metamorphosis confers a smaller amount to only pre-awakening skills, it can use Devil Strikes to prolong its damage output, making Demonize deal more damage in a burst situation (and similar DPS with the X string, but with PoD 6pc it gets edged out). Demonize eventually surpasses Metamorphosis when you obtain stronger and stronger gear, but until then that's generally what separates the two transformations. You have increased HP, defense, and attack/movement speed while transformed as well. Most attacks will have increased AoE, but larger cooldowns which is why you use X in between skills.

You can also use Execute (<- -> Z) while in Demonize, which consumes some Demon Gauge but grabs an enemy and pulls them across the room, grouping all the enemies for a lot of damage. If you hit a grab-immune enemy, it just explodes instead. Useful for clearing trash very quickly or pulling a boss to the end of a room so you can dash attack them into oblivion or keep them juggled.



Nightmare - PvE: 0 or Max | PvP: Preference

In the darkest of nights, when my mind is drowning in the in the sea of cold, inescapable loneliness, nightmares visit me.

Your first awakening passive, it gives some extra damage on your X string, C key and Execution in Demonize. Also grants an increased rate of Demon Gauge generation, which is relatively meaningless in PvE but can make a huge difference in PvP, so you can edit it as you see fit. If you're focused on using Metamorphosis, leave this empty. When you start using Demonize more, you should max this for increased damage.



Pandemonium - PvE: Max or 1

Fires demonic stuff in a line for massive or not massive damage. It deals a lot more damage if something isn't knocked up high already, so try to use it where the enemy will be in the middle of the skill rather than on top. Initially doesn't do that much damage, but when you land all 8 hits in

Demonize it's fairly potent. The cooldown of this skill is reset when you activate Demonize after Demonize is level 9. Usually this is last on the skill rotation due to how long it takes to execute. This one also gains 35% damage from Demonize. If you are Meta setting, drop this skill to 1.



Disaster - PvE: Max

Gain super armor, jump into the air and land with a huge hitbox that does massive damage. Gains 35% damage from Demonize, so use it in that if you can. There are actually two hits, from you colliding with the enemy and the shockwave so try to land on the enemy itself. Very strong hard hitting cube. You can use this to dodge one shots and other various things. Also, you can transform with Demonize if you're in Metamorphosis while using this. The AoE gets bigger when you do. Press when in mid-air to fall earlier. You should always do this unless you need i-frames. It doesn't say it in the tooltip, but it gives 5 seconds of extra duration to Demonize on use.

Immortal Skills

Stop sobbing, poor little altar boy. He shall live an obedient and honest life. He shall be determined and on his knees to receive his ordination, under the clear ring of the bell.



Evil Strike - PvE: Max

Your 2nd awakening passive, this one is pretty great. It reduces the cost of your [X] Devil Strike which is alright, but it confers a 5% increase in magic attack per level when you have a full Demon Gauge. During Demonize, you'll often have a full Demon Gauge. Yeah. However, this also prolongs the duration of Metamorphosis, allowing you to spam your high power Devil Strikes repeatedly without running out of steam. A definite must max. Oh, and it makes your Devil Strikes more purple-y. Cool. Too bad it doesn't affect Metamorphosis Devil Strike appearance.



Dark Howling - PvE: Max

How cruel. Truly a feeble and deserted monster..

An AoE scream that can curse and stun. Very strong, also makes enemies drop souls that restore Demon Gauge, especially on bosses/named enemies. In Demonize, you can scream multiple times and it increases the duration of Demonize, however it costs Demon Gauge. If you hold the button, it lasts longer and increases the duration of Demonize for each scream, however it costs more Demon Gauge. I recommend using it to finish the enemy due to the amount of burst it has or just press the button and immediately use Painful Rapture to offset the cost (as just pressing it then using Painful Rapture immediately makes you full again). This is one of your best burst skills.



Smite of Destruction - PvE: Max

No one praises the Immortal's accomplishment. Everyone despises, criticizes, and oppresses him, pressuring him to repent his sins.

An attack that grabs all enemies nearby (including ones above or below you on the Y-axis to some degree plus some distance behind you) and groups them into a single spot as you nuke them for large damage. Great for clearing rooms like the first one in Vilmark. You can charge the last hit, which gives you i-frames for the entire charge time. It's useful for hitting an enemy as it exits i-frames. It leaves a DoT on the enemies which does moderate damage. Great for putting the boss where you want them. You can alter the direction with the arrow keys, plus you have i-frames for the entire duration.



Unholy Fury - PvE: 1 or Max

By the demonic magic, enemy's flesh are ripped to pieces and fallen to their knees without will. Only death awaits.

Initially I didn't like this that much, because it felt pretty useless. However it does a lot of damage and is pretty good in some cases, but it only really improves when you really start getting that optimal setup with a good weapon and other gear. Use it to build meter early in a run while you swap your gear during the duration. Since it's only used for that main purpose rather than actually killing stuff that matters, you can take a level out of it for a free 200 SP to use. Still, the damage increase is quite big when you level it. I will say the cut-in is very cool though. This skill gets buffed in the future, so after that it is a definite must use. Mash the X button to use the skill faster. This has invincibility during the entire duration, so you can use it to evade certain things or time it so the final hit hits an enemy.

TP Passives

I'm just gonna say which ones to use because talking about them all is too troublesome since some of them just suck.

Must Max: Thorn of Protection , Demonic Clutch , Devil Strike  (unless only Demonize is being used, the additional maximum gauge is actually a detriment for Demonize)

Max if you are 9 pc Seething Thorn: Spinning Deformation  (drop points from Demonic Clutch to max, always put one level into it to make it actually usable, plus it gives a faster recovery time in Demonize)

Dump leftover points:  (because Meta X string),  (if you drop Devil Strike)

When you are geared god: You probably won't use Devil Strike much, so drop it. Favor Dark Authority.

TIPS/TRICKS FOR PRO AVENGERS

class change ticket

Just kidding. But you might want to know a few things to make your life easier before you have to figure it out on your own.

General Tricks:

- For leveling up, max Spin Cutter and Shadow Render. Meta is really short until 2nd awakening so use it at the latter half of the dungeon. You can Demonize at the beginning then use Meta to clear the rest. Spam Devil Strike a lot.
- Oh, since I forgot to mention it, the Demon Gauge fills up when you hit with your X string or skills. You can hit environmental stuff for gauge too. Remember that Falling Soul costs 60 points, Execution costs 100 points, and Dark Howling costs 50 + 230 if you hold it. A full X string in Demonize at max Nightmare (with contract) gives 60 points.
- Use Execution to group mobs. You can shorten it by holding back after performing it.
- You can cancel the animation of your dash attack with any skill, even Painful Rapture. Useful for precise positioning. You can also cancel Dark Slasher with a skill.
- Always try to maintain either a full gauge (which is usually in Demonize) or maintain Metamorphosis. Your damage otherwise is lacking.
- Demonic Clutch > Thorn of Protection > Thunder Mine/Spinning Deformation is a basic skill rotation for your primary damage skills.
- For Demonize, if you are trying to kill something as fast as possible (and you know you have the damage) the rotation should be (or similar): **Dark Authority > cancel Dark Authority > Dark Slasher (the C key) > Demonic Clutch > Spinning Deformation > Dark Howling (optionally held) > Execution (if the enemy can't be grabbed OR when you have Shadow Seeker Bible,) > Thunder Mine (optional, mostly to build Demon Gauge) > Thorn of Protection > Pandemonium OR Dark Authority > cancel Dark Authority > Dark Slasher > Demonic Clutch > Spinning Deformation/Execution > Dark Howling**. Remember to use Painful Rapture. This can vary if you need a specific skill for the next room or if the enemy you're hitting is squishier, so you can avoid using some skills (if you end up having not used them but the enemy will survive with some HP, throw out Thunder Mine and some X attacks to build enough meter if you used any and kill it). The combo can vary depending on the overall health of your enemy and you will need to adjust depending on the circumstance. Remember to use Painful Rapture for maximum gain and to optimize damage, as it grants 120 points.
- Chain CC with your teammates. Don't be the guy who drops his CC when the SM uses Time-Space Cutter or GLORIAAAA. Also, best way to prolong your CC is to either initiate with Dark Authority or wait until someone's CC is about to run out, then as Dark

Authority is ending use Dark Howling to stun the enemy. Remember you regain Demon Gauge while attacking, so you can afford to charge it when the time is right.

- Demonize immediately gives you a full Demon Gauge.
- Thorn of Protection becomes a short super hold when you're in Demonize.
- You can prolong Metamorphosis even if you run out of Demon Gauge by remaining in the animation of a skill. You can use a long one as you're about to run out and wait for Painful Rapture to come off of cooldown.
- You end up hitting the point where you aren't really powerful, but you can't really clear some content easily. This is primarily when you're starting your chronicle sets and have obtained some set pieces, but you can't quite clear ancients easily without a party. Just try to have some helpful friends or a guild to help you clear the content you can't do without much arduous effort. (Class is shit at this point.)

Dungeon Specific Tricks:

- In room 2 of Bakal's Castle, immediately run up to the enemy and use Dark Authority so he dies. This works on a lot of specific enemies, like that pair of guys in Noire and other such things so you can bypass gimmicks.
- For the boss fight in Ghost Train, remember you can use Demon Guard when Floo releases a scream to make the damage puny. Although, when it does a double scream use an i-frame like Disaster or Smite of Destruction. This works on some stuff but some OV gimmicks deal enough damage to nearly one shot you, but not quite. You could just i-frame instead though.
- To avoid completely blowing yourself up in the Guardian Cinder room, I would recommend using Demonic Clutch then bursting with your attacks that have i-frames like Disaster and Smite of Destruction.
- In King's Archives, you can Demonize and ignore the stupid lightning slam.
- When fighting Tog, when it uses the stupid tornado attack, stand to the left or right and wait for it to jump then immediately before it hits the ground, use Smite of Destruction to get some earlier hits on the blood orb thing and avoid the tornados.
- My particular rotation when running hells in Grandine specifically is: Run forward after buffing and spawn the slimes in first room, Clutch and Thorn, enter second room, run forward a bit between the mobs and use Smite, then hit the mobs that are airborne as they fall with Metamorphosis, run into third room and run forward into the center of the room, use Disaster and input Demonize then hit Disaster again and use Painful Rapture right before I hit the ground, then run into the hell room and use Spinning Deformation on the mobs which usually kills all of them except one. Then for the hell itself, I usually

just hitstun them to death and use Smite on the APCs. If you fight Darksteel, I just use Dark Authority.

- My rotation for farming King's Ruin normal is to Smite the first room, run into the second room and enter Demonize then burst Aegis when it's in physical reflect mode with Clutch, use Spinning Deformation on the third room, use Disaster on the fourth room, then time Clutch and Thorns to one shot the guy before he spawns anything, then use Dark Authority on Borodin and kill him. Of course, this is with the amount of damage I have, but with a decent weapon and some alright gear it should be quite doable.

More of these coming later, probably.

How do you actually play Avenger?

Haha, good question. Even with the previous miscellaneous tips in mind, they are no real cohesive way of telling you the methods of how to play Avenger. This can easily be defined if we take a look at the class, as it is not that complicated.

The Avenger is a transformation-based class, where they are far more powerful within a transformation state which enhances their abilities. Therefore, if you are not within a transformation state, you are not playing optimally or simply can't maximize your damage effectively due to a limitation. This basically means that in order to optimize Avenger's damage output, we have to optimize the use of our transformations. Easy enough, right?

Well, the only transformation worth really using in the end is Demonize. Sorry Metamorphosis, but Protection of Death can only get you so far. Okay, so when we use Demonize, that is when our damage is highest. However, we can only use Demonize for so long until it runs out. This means that we must either wait until the proper point in the dungeon to use Demonize, or deal enough damage to do the dungeon quickly enough while in Demonize. You can use items that extend the duration of Demonize and increase the level of Demonize in order to optimize the Demonize state itself. However, keep in mind that Demonize's duration increase by Fallen Heart Cross is swappable, but the levels of the ability itself are NOT.

Although, Metamorphosis is actually quite usable in only one scenario, and that is Mana Vortex full set or mixed shadow element setting with Magic Cataclysm. Given the fact it was used by a sell party Avenger in KDnF, I would bet that it is quite powerful given proper setting.

Then naturally aside from that, we should optimize what increases damage the greatest while in Demonize. This would obviously point to optimizing our Falling Soul buff and grabbing levels of Echoes of Nothing when possible, but also increasing our other statistics like critical rate, intelligence, and shadow damage.

This also involves the dealing mechanics themselves and knowing how to utilize them properly, like the Evil Strike passive bonus. Evil Strike grants a large portion of additional damage while the Demon Gauge is full and Demonize grants a full Demon Gauge upon use, so therefore we should aim to keep this full whenever possible and know how to optimally use skills that consume Demon Gauge in accordance to this fact.

Nightmare also increases the damage of the Demonize state, but only the Dark Slasher attack (C key) and the X string. However, it increases the Demon Gauge gain rate, which is vital to maintain optimal damage. Given that the Demonize state increases cooldowns of abilities, it is vital to use the X string and Dark Slasher to deal consistent damage while keeping the Demon Gauge filled. A low cooldown and quick ability like Thunder Mine is also critical for increasing the Demon Gauge. Keeping in mind the rough amount of time it takes to reach optimal Demon Gauge again after depleting it with an ability is key to managing your abilities.

Another somewhat obvious fact to consider is the damage type we deal. We deal magic damage, so we use things to enhance magic damage, pretty straightforward. We also deal primarily shadow damage due to our abilities, so it is quite obvious that we would also choose to optimize this as well. Our optimal gear is primarily based around optimizing this shadow damage setting, so it is vital. Our best weapon focused on turning our shadow damage into ridiculous damage increases while our best armor set heavily boosts our shadow damage.

Avenger is not particularly complicated when it comes to optimization, but it simply takes a lot more compared to a class like Soul Bender to get bang for your buck in terms of gear.

Learning what skill cycle to use in every dungeon to maximize your clear speed and damage comes naturally, but I'll try to list them in the section before when I fully perfect them under dungeon-specific tips. To keep my OCD in check, I'll fill the below space with an image.



Gear. Let's talk about it.

As an Avenger, you need good gear. Unlike chron set classes that can get by in the endgame content (like raid, soon!), Avenger requires more precise setup that will be more difficult to attain.

Set of	Protection of Death	Seething Thorn	Flow of Calamity - Destruction
3 Items	 Devil Strike +20% Attack Strength -15% Gauge Consumption Amount	 Spinning Deformation +20% Attack Strength -10% Cooldown -20% Movement Speed -20% Saw blade transformation duration -20% Movement Distance  Thorn of Protection +20% Size +10% Attack Strength	 Reaper +30% Attack Strength -20% Cooldown
6 Items	 Devil Strike +30% Attack Strength -20% Gauge Consumption Amount  Echoes of Nothing +30% Damage Increase +30% Movement Speed Increase	 Spinning Deformation +20% Attack Strength -20% Cooldown -20% Movement Speed -25% Saw blade transformation duration -20% Movement Distance  Thorn of Protection +35% Damage -20% Cooldown +30% Size	 Dark Authority +20% Attack Strength -20% Cooldown +6 Darkness Crystal Count  Falling Soul +20% Intelligence per 1 Demon Gauge +20% Max Intelligence Limit +50% Shadow Damage  Disaster -10% Cooldown +10% Attack Strength
9 Items	 Devil Strike +30% Attack Strength +20% Max Demon gauge +20% Demon gauge gain - Does not push/launch	 Spinning Deformation -30% Cooldown -30% Movement Speed -30% Power Saw Transformation Time -30% Movement Distance +4 Multi-hit count  Thorn of Protection +20% Damage +40% Size	 Disaster +35% Attack Strength +30% Movement Speed  Pandemonium +10% Attack Strength -30% Cooldown +50% Max Multi-hit Count +1 Clear Cube Fragment Cost

We'll start off with the Chronicle gear though, as it is the gateway into obtaining your other gear. You will want the OV3 sets, Protection of Death and Flow of Calamity - Destruction, 6 pieces of each. Preferably, Protection of Death would be the entire left side, five pieces of armor and the sub equip while Flow of Calamity - Destruction should be some combination of armor pieces and accessories depending on what other swap gear you have (keeping in mind the Falling Soul swap guide from earlier), but try to have the magic stone at least (since it's the least likely to be a swap).

The 6pc FoC will be for buff swapping the Falling Soul bonus. While early on if you obtain this set it will contribute less intelligence than 6 green tainted equips set for Falling Soul (6% additional intelligence for tainted weapon, sub and magic stone, 5% for other gear, minimum of

10% intelligence less), it will soon become apparent that the 50% additional shadow damage gained from Falling Soul will be worth far more than what you give up when you obtain more powerful gear setting.

Seething Thorn isn't bad, but it is better suited to farming ancients and the like. When you have a decent weapon, 9pc Thorn should allow you to breeze through those dungeons with relative ease. It fits the best with Demonize however, so a few pieces of it while getting better gear is decent.

6pc PoD is our DPS set, and it contributes significant damage at that. For Anton-related content, this is what we're rolling with until we obtain more gear. However, this alone will get you nowhere past Anton normals with a party and our goal (at least in our version) is to aim for raid ready status. You'll get the choice of 3 pieces of chronicle gear, being shoes, necklace, and ring after completing the OV questline (which is annoying when you don't have resets from Neo Premium). What's annoying though, is that you should end up ditching your necklace and ring eventually as they're not favorable because of the slot they take up, so I would recommend those pieces being FoC.

One thing to get out of the way though, I'll note that 6pc PoD + Bulky full set + Big Ghost + shadow ele stone and other shadow boosts is capable of only B tier in terms of raid.

According to our good friend Yunha on Nexus, this is how the tier list goes.

SSS tier-able to join under 8 membered sell party

SS tier-able to join 9~10 membered sell party

S tier-able to join 11~12 membered sell party

A tier-able to join as mercenary of absolute clear guarantee party(Kakao talk based, more than 20 clears in a straight row)

B tier-able to join as member of directly made party or mercenary as newbie kakao talk based party(online mercenary office, online private interview based, kakao talk based-less than 20 clear)

C tier-able to join as member of heading party(possibility of clearing less than 30 percent)

As we can see, even though we have Bulky and Big Ghost (our best in slot weapon until Savior Scythe), we are not even capable of absolute clear guarantee party. However, as soon as we achieve off chronicle setting we skip A tier and are capable of sell party tier, depending on the level of the setting. While I'm not an expert on rating setups, I'll mention all relevant gear that I can think of. In any case, we'll assume that 6pc PoD with taint swaps is where you're starting. I'll bold and underline gear that you definitely should get or if possible use. Please, do tell me if I've forgotten something obvious.

Legendaries

Don't use Gracia. I mean it.

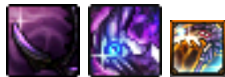
Let's cover weapons first. Ignore slightly inconsistent images.

Blackened Blood, Gracia Sickle, Western Romanticist Scythe



You should stop. They're not bad as placeholders and if you happen to somehow get one you can use them but... I'd get rid of them as soon as possible. They have little use as primary weapons compared to other options. Blackened Blood however, is a decent swap when you are still using PoD 6pc so it is the most useful here. Blackened Blood gives pretty good shadow damage, so it's not bad until you can get Liberation.

Dirty Soul Hook, Renee's Hair, Void-Staring Eye



These three are a noticeable cut above the previous three, Dirty Soul Hook due to the +3 Echoes of Nothing, +2 Nightmare, and +3 Devil Strike with good shadow damage and some useful bonuses, and Renee's Hair with the 8% elenore effect (not to be confused with Big Ghost's shadow elenore effect which scales better, it's more like Liberation bonus). Void-Staring Eye (while I hate it) is good enough for PoD 6pc setting, so if you have it then use it instead of Liberation until you can use Demonic Grace. Use them if you've got them, but I don't think it's really worth buying either.

Liberation Scythe



This will likely be your weapon of choice for a long time (if you elect to get it), until you get EBINS or Big Ghost (with proper shadow setting). The level 85 epic scythes can probably outperform it in a few scenarios, but with the 16% elenore you can't go wrong. And it's not gated by RNG (but rather your sanity and/or wallet). However, without significantly strong setting, this weapon alone cannot bring you far. If you aren't lazy, I would recommend using it up until you obtain Big Ghost's Demonic Grace. Some of you might say "But with Scythe Mastery and Liberation elenore, Liberation is better than Big Ghost!", but we'll get to that.

Fallen Heart Cross



One of your best swaps for the weapon slot, this grants a whopping +3 Falling Soul and +2 Wisdom Blessing along with an additional +22 shadow damage for the duration of Wisdom Blessing. The bonus works fine with a Crusader, so it's even better. It is also useful for the

bonus Demonize duration.  If you can't afford it, **Relic Defender's Scythe** is a viable alternative for cheap, gives +2 Falling Soul and can potentially boost Wisdom Blessing by 4 levels.

BIGGHOST'S DEMONIC GRACE



This is your best in slot, best weapon you can stick into the slot when you're doing the damage. Yeah, it's a damn cross. Your attack speed will noticeably be lower when you're using it (because you drop Scythe Mastery + is a cross), but that can be alleviated. Now, as for why, it's pretty clear that it's for the 20% additional shadow damage elenore effect. This is STRONGER than the standard elenore effect, as it is additional elemental damage elenore. Rather than being a flat bonus in accordance to your damage, additional elemental damage scales somewhat differently. Thanks to Yunha (our friend on Nexus), I don't have to manually math all of the stuff out.

Point of 1.4(40 percent elenore damage) is when you can call similar damage with liberation scythe with demonic grace. That is 210 shadow elemental reinforcement. However attack speed is pretty slow compare to scythe though... With proper shadow elemental off chronicle set up it is easy to exceed 250, with oblivion bender more than 500 with triangle.

Basically, you need 210 shadow damage minimum to match Liberation Scythe.

Our formula here is: elemental additional damage = (additional damage in 0 elemental reinforcement) x (1.05 + 0.0045 x elemental reinforcement)

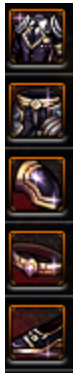
Let's just assume that we're at 100 shadow damage for a second.

$$(.20)(1.05 + 0.0045 \times 100) = 0.3 \text{ (30\% increase in damage)}$$

Now initially that beats Liberation Scythe bonus by itself, but when it's combined with Scythe Mastery bonus it comes out closer to 40% increase, which is why we need 210 shadow damage to surpass it. However, with proper setting we can go above that and with some support from an Oblivion Bender, we can even reach 500 as Yunha stated. In any case, that's it for relevant weapons.

Let's talk quest legendaries then.

Heartrending Grief Set



Set is decent, mostly a display of the class's innate damage. I'm not sure if I should even say that, as that makes it sound like I advocate building it. If you somehow obtain the entire set without purposely farming for it, then I guess you could use it and be a poor aura bot. I recommend in obtaining ancient legendaries that aren't sets, as none of them particularly help you more than PoD 6pc with other accessories. If you are just playing this character for no real reason, this set probably gives you the most damage for the least effort? Something like that. The pieces are nice to fill in gear gaps though, particularly parts like the belt or shoes.

Sea God's Fury Set



As in just the pants. The set is pretty good, but you deal primarily shadow damage. Unless you are SUPER unlucky like me (or lucky?) and get all the water epics in the world, you could combine this set with them and some method of cursing to end up with some amount of dealing. Maybe. Possibly. I would have to try. Basically, the pants give +1 to skills level 1-45, including Falling Soul. This will eventually be worth more than the int you get from a tainted piece due to the shadow damage, so I would just do Ghost Train dailies to eventually grab these. They are part of your swapping set, so get it.

Great Glory Set



Bracelet is one of the best pieces here, as it gives you 10% smash. That's pretty good for one piece, so it's good when you have no other source of smash, pretty straightforward, good piece of equipment. Necklace isn't as good compared to bracelet, but it gives 16 shadow resistance which can help you a bit if you've picked up a DG piece or two and it gives 16 all elemental damage, which can be a good placeholder necklace until you get full configuration set. The ring is also not bad, as it lends some useful stats and can be a good accessory until you obtain something more notable. The pants and belt are also useful for their large intelligence bonus and additional magic crit rate. The three piece GG bonus also grants some extra intelligence, but it also stuns enemies so you might want to not accidentally stun certain enemies.

Dusky West Hat



8% crit smash, +1 level to Demonize and Nightmare. It's decent when you've got nothing to put into your sub equip slot, but eh.

BULKY CONFIGURATION SET



This is called Gigantic Presence, but I refuse to acknowledge that and so therefore it's Bulky. In any case, this is the one of the best accessory sets you can get for the class, so it's damn good. 10% skill damage, elemental damage, 10% cooldown reduction, crit rate, good stat increases. The Avenger on KDnF who is capable of a 8 second Nugol kill uses it, so obviously it's good, no reason not to unless you are a lazy cuck. Honestly, while there are some real good legendary accessories, I think Bulky slams them out of the park.

That's about it for quest legendaries, if you really want a set to use, go for Heartrending Grief. Otherwise, we should dedicate our resources towards other pursuits.

Shadow Seeker Bible



This item, it's a little weird. +1 Demonize is worse than King's Secret Book (which I recommend as budget swap, by the way), but what's important is the effect to Execution. It makes it act like the version that occurs when you grab ungrabbable targets, but also increases the damage and makes it cost 90 Demon Gauge instead of 100. This is actually very good, allowing the use of a high damage skill in your rotation without wasting time and allowing you to waste less time obtaining optimal damage conditions (maximum Demon Gauge). I have observed the super celestial Avenger mentioned before use this by swapping to it right before using Execution or using Execution then switching to another sub, so this has legitimate use. This is a must get at some point, but it can be delayed until you obtain more powerful setting. It'll be more useful after the rework, but right now a 10% boost to Execution is nothing to scoff at.

Absolute Field



Pretty great for the shoe slot if you aren't running anything else, just slam +10 on it and you're good to go. If you are focused on not relying on epic drops much at all, this will likely serve you well.

Power Arm Chain Mail



I didn't actually know this existed until I had someone tell me and I looked it up, it doesn't appear in the DFOpedia. Basically, it gives 7% crit and doubles the bonus on armor mastery for the slot. That's pretty decent. I would get one and use it if you don't have any good epic for the top slot, but other options are also quite decent.

Shadow Seeker Priest Face Veil



It's pretty good for getting the bonus off of Dark Gothic. Use it if you've got the proper setting. For party play it is not necessary, but for solo may be usable to obtain extra shadow resistance.

Shadow Seeker Gleaming Eye



Good as well, for the same reasons as above. If you've got it or one of the other legendary magic stones that gives 40 ele damage, they'll fit in the magic stone slot for a good amount of time.

Captain Trooper's Attack Maximizer



Big stat stick, it's pretty good. Definitely better than tons of other options, but for the price this shit goes for, I wouldn't bother cause I am a cheap bastard. Given that the options that are better are only ebins though (unless you really need extra shadow resist), it's good if you plan on playing the class for a long time and have some shit luck (You actually only really want Time Traveler's, so more like if you don't have god luck).

Blooming Black Smoke Energy + Dead Captain + Bat Pants



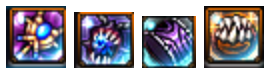
It's good enough to use, the independent attack can boost Execution and the shadow element option is nice but it is worse than using Face Veil or Maximizer in combination of Shadow Seeker Bible. Anyway, concerning Dead Captain and Bat Pants, they are quite strong if you don't have something better in the slot (like ebins), so for shadow off chron setting they are quite preferred. They can add that extra bit of shadow damage that you need to make Demonic Grace that much stronger.

Apostle Delezie's Shadow Flame Stone



Gives good shadow damage, but the additional effect on abnormal enemies can be useful too. Dark Howling stuns and curses, but other than that you don't have any other real methods of inflicting status, unless you have something else in your gear setting. I wouldn't buy it, but not bad to use.

Shadow Accessories (Shadow Seeker Rosary/Desperate Cry, Floo's Haunted Bracelet, Black Smoke Fang)



They are quite good, but when you obtain Bulky full set they are inferior in my opinion. Still, it is quite viable to use these, so do as you please.

Disease-spreading Hardened Heart



Another pretty usable magic stone, this one gives 40 ele damage and gives some useful abnormal status stuff when you get hit in Demonize. It's pretty good on Avenger, cause it actually gives nice crit rate, which is helpful. Still, I probably wouldn't dump my wallet on it.

Filir - Cool-headed Judgment



This is actually pretty flipping good, Jesus. If you get it, it will serve you well until Bulky. I highly recommend it, if you can get your hands on it without breaking your wallet. It's a better Nigrumnex, but that isn't bad either. Really though, I wouldn't break the bank for it.

Now, since you've seen that we don't have that many particularly OP legendary items to use as setting, inevitably we are aiming for E B I N S. Let's talk about the most relevant ones then.

Epics.

(REMINDER: DO NOT DISS ANY EQUIPMENT IN THIS SECTION, EVEN IF I SAY IT SUCKS, DO NOT DISS ARMOR/ACC SETS except if they're absolutely guaranteed to be shit, you could probably diss the other stuff that you get that isn't mentioned, but who knows. If it seems like I disregard something, it is likely still a legit equipment piece, but may just be mediocre comparative to others. I could've just overlooked something too.)

Heart Slayer



Hey, if you got this from a random hell or from the Epic Road event from the level 70 epic box, guess what! This is actually pretty decent. It doesn't have the stats of a level 85 scythe, but it gives a nice bonus to Devil Strike, Scythe Mastery, and Echoes of Nothing. Plus, it gives some shadow damage and defense reduction on Thorn of Protection. It is quite good (lower than Lib) and is a decent weapon to utilize until you get a better epic or Demonic Grace.

Retarded Water Scythe



Frozen Resonance Sickle, it's a meme. It does water damage. You deal shadow damage. Get it? Because I don't. To be serious, it is actually not that bad (but it is). If you are partying with people who freeze often or manage to get the freeze off often with multi-hits, it can be better than Liberation for some scenarios. This can actually be used for some water setting if you

happen to just get water epics,  like this one with the set with some random crap (but it sucks. Trust me.). It gives some bonus to Metamorphosis which can be nice, and it increases Dark Authority's damage but is otherwise lackluster. It's really bad other than being used in like, ancients. It just sucks.

Garroter Scythe



It's an exclusive weapon, so it only drops from Humanoid Kanuluk in Power Station. Pretty straightforward, it's 20% crit smash with 20% crit. It will exceed Liberation if you have proper crit setting. Pretty good.

Sentence: Reaper's Scythe



Gives a whopping 40 shadow damage and has a neat shredding effect with some additional damage on marked targets. It's pretty good, although the shred won't work when raid rolls around. It is probably the best scythe along with Liberation or Garroter for dealing. It is quite good for normal Anton, so definitely keep it if you get it.

Angry Man



Angra Mainiuu, it's pretty alright. It gives some shadow resist reduction, some weird curse option that actually makes you shred like Sentence (but since it's a status it won't apply all too often), and some quality of life effects on Demonic Clutch. The best part about this weapon is the large bonuses and large shadow damage when paired with Fallen Heart Cross and can serve as a swap just by itself if you don't have Fallen Heart Cross due to the +3 Falling Soul.

The bonuses to Ripper and other things make this a pretty decent scythe. But, the damage dealing options of this weapon are lackluster, and the other scythes aren't particularly impressive either, which is also part of the reason why we aim to use Big Ghost's Demonic Grace eventually. It's worse than Sentence, but if you get it then use it until you obtain more advanced setting. If you can actually curse stuff (or are with an SB) it becomes a lot more decent.

Wooyo's Golden Rosary



It is actually capable of more dealing than some of the epic scythes due to the Liberation tier elenore bonus and the attack increase options. However, the attack speed would be annoyingly slow, but it will deal more damage than them. It is worse than Liberation however, as Liberation's overall bonus is around equal to 40% damage increase. It has a bit more in the way of base stats though, so it could be better than I think. It would definitely make a wonderful substitute for Liberation if you grab it though. Keep it in case.

DARKGOTHICSET



Go beg your mom for money so you can buy enough invites to get this set to drop, it's the best you've got. Although, don't waste your money on excessive shadow resist stacking that actually gets you nowhere. Basically, this makes you win by dealing massive shadow damage while giving you supplementary stats for having shadow resistance. It grants additional shadow elenore damage upon full set, which is, as we know, incredible. The pieces alone are decent but they synergize well with one another and form an unstoppable damage combination that will make you capable of decimating all the enemies everyone said you couldn't kill (probably). However, getting all 5 pieces is a pursuit of RNG or money, even though it's a level 80 set and has a higher chance of showing up in Power Station hells. This is your optimal set, BiS.

Nature's Guardian Set



Blackness Auto Shoulder is a decently good piece to use to boost your shadow damage as you are picking up more DG pieces. Additionally, any of the pieces themselves are really great for doing ancients and the like. If you complete the set, well, cool I guess. It is quite powerful but the procs deal physical damage and don't scale from your stats. So, I mean if you complete it before anything else you can use it, but that feels kinda sad.

Elemental Dropper Set



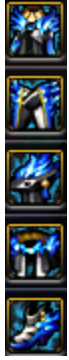
By that I mean just Darkness Low Sash. It's basically 56 shadow damage and 44 shadow damage for your allies on a belt, that's pretty flipping good. If you get all the other pieces of the set, don't diss them, they might end up being useful in some way, I promise. Or you might actually play this game long enough to transfer them.

Tactical Commander Set



This set is pretty impressive, but for our class it is not particularly effective in comparison to Dark Gothic. If you manage to complete this set, then it can be quite powerful but it ultimately is not as powerful as Dark Gothic. The individual pieces are usable but not particularly noteworthy otherwise, but they are aura pieces so they are pretty useable.

Mana Burn Set



It is quite usable, given that we are a magic damage class, but our armor mastery is heavy (which is actually quite annoying, now that I think about it) which limits some of the benefit we receive from the set. Some of the individual pieces can be useful, like the belt, shoulder, and pants.

Mana Vortex Set



This armor piece, Magic Cataclysm is going to get nerfed, but if you get it before then, you are in luck. Some pretty damn good luck. X string in Metamorphosis is one of the most consistent dealing mechanics you have with proper setting, so with this it can become quite incredibly powerful. If you complete the Mana Vortex set, it is quite usable as we have awkward cooldowns and with the enhanced X string we can output damage a lot more often and quickly compared to normal. However, after the nerf and the much farther along epic revamp, this set is kinda sad in comparison to everything else. It is still inferior to Dark Gothic for the class, but it is still a strong full epic set until later.

Spider Queen Set



Surprise, it's a heavy armor set. It is focused on defense reduction, making the one piece approach absolutely wonderful as placeholders or simply for regular use. One should remember that there is a defense reduction limit in raid, but given we lack any on our own it is a viable piece of armor, although with a strong defense reduction support it may be overkill. Keep any pieces you get of this for sure.

Full Plate Set



Don't diss the pieces you get (unless you are crazy like me), it can be a neato swap set for the full set bonus. You can oil and bomb yourself for the bonus then switch to do some real decimation. It isn't really necessary at all, but I would keep all of the pieces (except I was completely devoid of sleep and sanity as I dissed them, woke up the next afternoon and wanted to hurt myself).

Eyeshield LaDainian Set (Football)



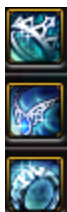
I put just one piece as picture cuz I'm lazy. It's meme, but don't diss it. It gets buffed a lot in the future. I haven't tested the interactions myself though, so when I do I might say something else.

Forbidden Contract Set



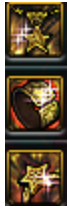
It is a heavy armor set, which is actually quite nice, but it is kind of weird to use full set. The shoulder is quite nice as a single piece and the others are not that bad, but it lacks the immense benefits of some other armor sets. Keep it though, I may change my mind if I get full set and try it, plus it gets changed later.

Cold Princess Set



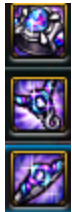
Water Avengers unite! It is usable. Hopefully you aren't forced to use it at all. Bulky is superior, but it is uh, alright, to say the least, if you have full set and literally nothing else.

Memestar Set



You're a superstar! Keep this set, it becomes good in the future. It's elenore I guess, but it sucks.

Refined Set



Big damage set. It is certainly able to compete with Bulky with those immense bonuses, but you have to play confused. It's pretty straightforward and can even reset cooldowns. I would definitely use it if I had it, but Bulky is not RNG based.

Executioner's and ABR



Execution smash and crit smash respectively. They contribute some good damage, so you can greatly use them before you complete Bulky full set.

Textbook, SILVERWATCH, and Dethroned



Textbook is alright if you manage to get it, but Time Traveler's is absolutely incredible for the class. I would say that it is BiS for the sub equip slot, learn how to use it in combination with Shadow Seeker Bible as the resets are vital to unlocking the true burst potential of the class. The amount of power another Demonic Clutch or Dark Authority has is beyond initial comprehension, trust me. Dethroned is also very good, although if you run Kore for hells you could also do with the 75 elemental stones.

Lightless Spirit Ring



Quite a nice ring, but it won't outweigh Bulky for the class. Plus, it's an epic that you'll have to run Kore or Time Gate for, so odds are pretty low.

Razor Queen's Necklace



You know, it would potentially be good. But you can't get bleed status from this in Demonize or I just had a bugged necklace. So, after the first bleed, you're donezo. It can be very good with Metamorphosis if you get it though, but it's useless in Demonize. Actually, after the rework you can choose to not have Demonize ignore status effects so this can be worthwhile. I should've thought of that before dissing it.

Again, even if I didn't mention it, it may or may not be worth something.

Let's talk avatar options with emblems.

Avatar Options

(REMINDER: DEMONIZE CANNOT BE SWAPPED)

Alright, so there is a relatively straightforward selection in avatar options for the class. I'll just assume you've got rares, plus I'll mention emblems. Just keep your crit rate in mind.

Hair/Hat: Easy choice, intelligence. For emblems, combination of intelligence and crit rate is preferred. You will want to aim for 97% crit chance to attain 100% crit rate, so tune as you see fit.

Face/Torso: Attack speed. Class uses attack speed to attack fast, so yeah. Emblem-wise, you can go for attack speed or hit rate or combination of both. I would estimate that around 15-20% is good enough for Anton, but it is not really that important, or at least I think so. Just make sure it's not super low. You can choose to use Strike to pad your hit rate or use more emblems, I would personally elect to sacrifice a slight amount of attack speed to use up that SP.

Top: You've got a few options. Scythe Mastery, Echoes, Falling Soul. It is optimal to have Falling Soul as a swap, so try to eventually get a top to swap. Then the question is Scythe Mastery vs Echoes. Echoes initially seems better, but keep in mind, Demonize X string does NOT benefit in damage from Echoes, while it does for Scythe Mastery. However, our BiS weapon is a cross, which means you can't even use Scythe Mastery in that case. So I would roll Echoes, but if you can, you should grab a Scythe Mastery if possible for future use if you are decked out, ready for Anton. The same logic here applies to platinums. I'd also place crit here.

Pants: Well, option doesn't matter that much but extra HP or physical defense are probably best. I'd roll crit here as well, for emblems.

Shoes: Movement speed, it's better than the rest. Combination of hit rate and attack speed is favored here as well, adjusted depending on your hit rate and preference.

Waist: Shadow resist, for the extra DG resist boost you need. Emblems, same as before.

Aura: Well, if you have a regular ol' aura then you'll want to favor crit very likely. If you've got one of those fancy motion auras, I'd use it as a Falling Soul swap then switch to something like the chocolate aura or something similar. I use the Summer Festival 15+ ele damage aura.

Skin: The option doesn't really matter, but I suppose either of the damage reductions are fine. Crit is favored here as well.

Gear Setups/Prioritization

Well, it is pretty easy. Assuming you're a fresh 86 with magic seals and a pink rental from Neo Premium, You'll want to start doing OV and wearing random crap to do the quest chain to get a 3pc of an OV set consisting of boots, necklace, and ring. Now, what to get from this can be a hard choice.

3pc Flow of Calamity is suitable if you are going to run straight for the hell hole and spend tons of demon challenges trying for epics. 3pc Seething Thorn or 3pc Protection of Death are viable options, but I feel that these are somewhat poor options still, because eventually you'll replace

the accessory pieces with legendaries or epics, so you might end up having 1 piece only being used.

Basically the choice here is that Seething Thorn synergizes with Demonize and random epics/legendaries, while Protection of Death is the best setting for someone who isn't banking on getting any usable epics. Well, if you really plan on skipping chron setting as a whole then I would just recommend grabbing the Flow of Calamity pieces then. Or you could do something like, grabbing the necklace and boots for Flow of Calamity then using the ring on something random you want to try, since you use High Tech for swapping on the ring slot anyway.

Protection of Death 6pc + Bulky full set + Big Ghost's Demonic Grace + shadow element magic stone = a well rounded combination that is quite viable for dealing, with Oblivion Bender support but it won't advance past B~A tier dealing with proper enchants and setting. If you're solo play, it will be stronger to use Liberation instead unless you achieve above 210 shadow damage. Oh, and if you're killing Tog, then use the cross.

Seething Thorn 9pc with a shadow magic stone and a Dirty Soul Hook/Liberation or a lesser weapon is also viable for some dealing, but it is not as powerful as the previous setting due to Bulky and doesn't scale as well with Oblivion Bender support. If you had infinite chron pieces (due to some amazing luck or an event) and had both 6pc Protection of Death and 9pc Seething Thorn, I would use Seething Thorn to do normal Anton and farm up Bulky then switch later. Remember to get yourself a full tainted swap set and imbue them with green Falling Soul bonuses.

I would completely skip Halidoms cuz they're useless for the class more or less. I would try to purchase a King's Secret Book for the class for cheap, as it will serve as a +1 Falling Soul swap and can also be used for Demonize if you haven't got any other sub equips. Additionally, you can grab one of those real budget magic stones to get some extra damage. You can get Halidoms if you really want, but you'll probably be using random chronos then moving up to the set and rolling with that. You can get a Halidom weapon if you'd like, but the rental works just fine.

For ancient quest legendaries, I'd prioritize Ghost Train for the pants, but it is also good to do King's Ruin as well for any of the Great Glory pieces that are useful to fill in any gaps in gear. Vilmark would be viable as well, for something like the shoes. Then obviously, after obtaining enough chronicle gear and assorted legendaries it is good enough to start normal Anton, with a party. After a long long time, you'll get Bulky and it WILL be worth it, trust me.

During the meantime, if you elect to not spend all your FP on Anton all day trying to get Gabes to speed up the process, you can run some hells. Of course it is RNG, but you might get something usable in the meantime that might alter your setting, particularly anything shadow element related. I always run Grandine for my hells, but Kore can be doable if you are willing to sacrifice a bit of DG drop rate to chance on the nice 75 epic magic stones or Lightless Spirit Ring.

Other than all of that, it seems like hell can decide your fate. When you complete Bulky or get a piece or two, you should elect to enchant them with shadow damage as they are pretty hard to replace pieces. You can amp your gear and +10 to +12 your weapon if you like, but it is entirely up to you on how much you want to dedicate to this character.

Sell party ready status can simply be attainable by off chron shadow elemental setting. Things like Darkness Low Sash, Blackness Auto Shoulder/DG Shoulder, Big Ghost, Bulky, a good magic stone, and the like are what you need, as you'll need at least a few good epic pieces. Random DG pieces combined with other shadow element gear/assorted legendaries is quite usable as well, but you'll need more than 2 DG pieces. If you manage to complete an epic set that you can actually use, even better. It is pretty simple as with mainly chronicle setting the class can only go so far but after that it is quite viable. You might want to form some connections with cool people that are also decked out as hell so you can sell Anton together after some research and practice, who knows. Being paired with a Soul Bender is exactly what you want.

Of course, I should mention the only exception to using Demonize, the power of Magic Cataclysm as of now. Since you will be focused on dealing in Metamorphosis, you should ditch Nightmare in your skills and max Dark Authority (damage source that you can X string during by pressing again) This will likely have you paired with a Soul Bender in a party but it is usable in solo play as well obviously, but having a teammate that can hold wonderfully while you press X is great. Any skills that take an excessively long time to perform or are straight up useless for the X-focused build can be adjusted and allocated where you see fit. Maxing Dark Authority by dropping Pandemonium/Nightmare and maxing the TP will give you a fair amount of additional damage from it. I would suggest taking points out of Spinning Deformation TP for that. Nens who can heavily increase your attack speed are also highly favorable as supports/semi-dealers in this scenario, as you can attack more quickly and output the damage.

Make sure to keep your crit rate in mind so you may optimize appropriately. For example, Dark Gothic full set will lend you 20% crit rate so you'd want to aim for 77% crit rate in town.

Remember to maximize your enchants, amp, etc. Most of this only comes when you manage to get BiS equipment, so I suppose if you aren't there yet don't really worry about it.

For buff swapping, I have elected to list a simple portrayal of what you should have. If I missed something completely obvious because I'm stupid, let me know. Obviously you must fulfill the quota of 6pc in Flow of Calamity for this to actually be useful.

Top: Flow of Calamity or green taint

Bottom: Sea God's pants

Shoulder: Flow of Calamity or green taint

Belt: Flow of Calamity or green taint

Shoes: Flow of Calamity or green taint

Bracelet: Flow of Calamity or green taint

Necklace: Flow of Calamity or green taint

Ring: High Tech Saint Ring

Sub Equip: King's Secret Book

Magic Stone: Flow of Calamity or green taint

Weapon: Fallen Heart Cross, Relic Defender's Scythe, or green taint scythe

Title: Falling Soul (if possible, after the revamp it should not be necessary)

Pet: Falling Soul (if possible, via Behemoth but it is not really necessary)

As for sample gear settings, I'll show something. Soon. When I remember to.

Basic Protection of Death setting

Top: Protection of Death

Bottom: Protection of Death

Shoulder: Protection of Death

Belt: Protection of Death

Shoes: Protection of Death

Bracelet: Bulky Configuration

Necklace: Bulky Configuration

Ring: Bulky Configuration

Sub Equip: Protection of Death

Magic Stone: Shadow ele magic stone

Weapon: Liberation Scythe, Demonic Grace, Void-Staring Eye, Garroter, Sentence

Video Reference Section

Well, it's one thing to say what to do but showing it is great.

Not my own content below

(Seems most of the videos went private. Eurgh. I'll be fixing up this section later.)

10.07 second Nugol. Full DG, Bulky Configuration full set, Savior Scythe, Time Traveler's + Shadow Seeker Bible combination, Anton Epic Magic Stone. Uses 6pc Flow of Calamity + Tainted + Fallen Heart Cross + Falling Soul avatars as swaps. He's attacking the stuff before he spawns Nugol for Savior Scythe's option. Not sure on the titles. Seems to be after nerf?

<https://www.youtube.com/watch?v=Tn-FcQEYzHE>

Is actually my own content below

Sample King's Ruin run I did below. I screwed up slightly on the reflector guy and on fire guy. And I was a little slow on the boss fight. Kinda unoptimized, but gives a pretty decent example I think.

<https://youtu.be/bW5ZAssVyd4>

Terminology

Incase you aren't aware, I'll list off some things that may not be obvious if you have not observed them in use before.

Off Chronicle Setting: Means combination of 3/6pc chronicle gear with assorted legends/epics, usually with non-quest legends or in certain cases no chrons at all with legend/epic setting. I've seen it used interchangeably. Example, 3pc Seething Thorn, Darkness Low Sash, Blackness Auto Shoulder, Bulky Configuration full set.

Buff Swap: Refers to the game mechanic where the game "snapshots" the value of a skill/stat rather than checking the value live. Example, I have level 11 Falling Soul, use Falling Soul, then

take off a piece of gear that gives Falling Soul levels, my Falling Soul level goes to 9, but the level of the Falling Soul effect is still 11.

Elenore/Smash: What's the difference? Well, elenore is a damage bonus based on the amount of damage you deal, then produces an additional line/instance of damage in addition to what you normally do. Smash is basically the same thing, but it CANNOT stack, and doesn't produce an additional line of damage. Additionally, I talked about the difference of elenore and additional elemental elenore in the Legendaries section. Basically, what you should do is preferably have some source of smash and crit smash with a source of elenore in your gear.

Things to do?

- Add more detailed skill combinations/explanations
- PvP when I become a PvP god (never)
- Add videos of my own
- Add more gear I might have forgotten
- Get full ebins so people will respect my opinion
- Finish random terminology
- Fine tune descriptions and wording
- Fix any errors that may have occurred
- Add post-rework information section (My formatting OCD makes me want to do it in a separate section than the epic section)

Feel free to drop by the DFO discord and shoot me a few messages on what can be improved.

Invite link is <http://discord.me/dfo>

1 Frozen Resonance Sickle has been obtained.