

Lahn Guide



Introduction



Welcome to the Lahn Discord's Class Guide! This document is the culmination of all of our previous guides which were hosted directly in the discord across various channels. Covering topics for both Awakened and Succession, this guide will give you all the information you'll need.

Did you find a typo, mistake, incorrect or out-of-date information? Ping a [@Mod](#) in the discord and we'll work to get it corrected.

Would you like to be a contributor working to expand this guide or keep it up to date? Ping [@SnakeChomp#3950](#) in the discord and we'll be in touch with you.

Guide is currently being maintained and updated by: [Keyama \(ethenee\)](#)

Credits and Special Thanks

A huge thank you to the following authors and contributors to this guide:

- Cupcakee#6923, for contributing the original Succession guide
- Faded Soul#3027, for contributing to the original guides on the discord
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Change Log

September 2025

Guide update started, still a work in progress 👍

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Updated PvE rotation for Succession

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Updated section on accuracy requirements

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General Information

Awakened or Succession?

Awakening and Succession are both viable choices to play on Lahn for PvP and PvE content, but both have their pros and cons. The choice largely comes down to personal preference and we encourage you to try each spec for yourself to see which one suits your playstyle. We've highlighted some of the major differences below to help you decide.

Awakened

Awakened Lahn is a 1v1 queen with a ranged grab, fast attack animations and strong burst damage. She also has good burst movement with Bloody Stride, allowing her to move towards targets quickly. Awakening has good protected skills for 1v1 scenarios, but is a bit lacking in 1vX situations due to how easily she will be blown up. Awakening has good engagement tools but lacks the skills needed to disengage effectively due to the long cooldowns on her mobility skills. That being said, Awakened Lahn can still do well in 1vX, you can do well in your own role, picking off stragglers and such. Her performance in PvE is strong, her skills have ridiculous amounts of HP sustain, and most importantly of all she can do just as well as Succession can, although it requires more effort than Succession to play well.

Succession

Succession is a weaker duelist but makes up for it more in the 1vX side. Succession loses the grab, but gains bigger AOE's, more protection and the ability to quickly disengage with the long distance mobility of Spring Breeze. Succession is very good at getting into groups, dropping skills and getting out, easily disrupting groups, repairs of forts and other things. Her PvE is stronger than Awakening at high end spots and is a lot easier to play because of her AOE's and many protected skills, lending itself to a very chill playstyle. However, she loses the HP sustain of Awakening, so you will need to use lots of pots and sustain elixirs at spots where mobs hit hard.

What buffs should I use?

Do keep in mind that food and other buffs are partially personal preference.

Food

Simple Cron Meal is generally the best food for PvE

Draughts / Elixirs / Perfumes

A Frenzy Draught of Corruption or a Harmony Draught of X (mob type dependent) is recommended, but running an offensive elixir rotation is fine as well.

Perfume of Bracing Spirits or Perfume of Deep Sea is recommended.

Villa

If you have the pearl tent, the Body Enhancement villa buff is recommended.

Alchemy Stones

You should use an alchemy stone of destruction. Ideally you would use Vell's Heart. Khan's Heart: Destruction or Ator's Stone from the Ulukita quest line are also viable options if you do not have a Vell's. For a tight budget, a Destruction Spirit Stone is an option.

What Crystals should I use?

Crystals are asked about a lot but there isn't really any set up that is the best, and it all boils down to personal preference and the spot you grind at.

Early Game Crystals:

Early game, don't worry about crystals too much.

Crystals can shatter on death to mobs and some bosses and enhancing gear is more important than using high end crystals. Just slot some cheap crystals to make sure you have 5 attack speed.

Budget Crystal Build:

This is an example of a crystal build that is cheaper than the Best In Slot build that can be used on a fresh out of season character. Thank you to [123nic](#) and [highimblade](#) for the brainstorming. If there is something you are unsure about, as always feel free to ask in the discord for clarification.

Budget Crystals

Primordial

 **Girin's Tear**

Increase Resistance II

 **Crystal of Stalwart Fortitude**

 **Crystal of Stalwart Fortitude**

Spirit

 **Rebellious Spirit Crystal**

Destruction

 **Crystal of Precise Destruction**

 **Crystal of Precise Destruction**

Increased Extra Damage

 **Magic Crystal of Infinity - Critical Hit**

 **Magic Crystal of Infinity - Critical Hit**

Addis

 **JIN Magic Crystal - Addis**

 **JIN Magic Crystal - Addis**

Ah'krad

 **Glorious Crystal of Gallantry - Ah'krad**

 **Glorious Crystal of Gallantry - Ah'krad**

Garmoth.com

“Best in Slot” PvE Build (non Edania version):

Some builds for end game spots outside of Edania. If you are overcapping ap at the spot, consider slotting in defensive stats. These are just some examples. Thanks again to [123nic](#) and [highimblade](#).

Non-Edania Gaming

Primordial



Girin's Tear

Spirit



Rebellious Spirit Crystal

Olucas



Glorious Crystal of Gallantry - Olucas



Glorious Crystal of Gallantry - Olucas

Ultimate Macalod



Ultimate Combined Magic Crystal - Macalod



Ultimate Combined Magic Crystal - Macalod



Ultimate Combined Magic Crystal - Macalod



Ultimate Combined Magic Crystal - Macalod

Destruction



Crystal of Void Destruction



Crystal of Void Destruction

Increased Extra Damage



Corrupted Magic Crystal



Corrupted Magic Crystal

Ah'krad



Crystal of Void - Ah'krad



Crystal of Void - Ah'krad

Decimation



Crystal of Brutal Decimation



Crystal of Brutal Decimation

Kharazad



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP

Garmoth.com

Non-Edania Gaming 2

Primordial



Girin's Tear

Destruction



Crystal of Void Destruction

Olucas



Glorious Crystal of Gallantry - Olucas



Glorious Crystal of Gallantry - Olucas

Spirit



Rebellious Spirit Crystal



Rebellious Spirit Crystal

Increase Resistance II



Crystal of Stalwart Fortitude



Crystal of Stalwart Fortitude

Increased Extra Damage



Corrupted Magic Crystal



Corrupted Magic Crystal

Ah'krad



Crystal of Void - Ah'krad



Crystal of Void - Ah'krad

Bitterness



Crystal of Frozen Bitterness



Crystal of Frozen Bitterness

Decimation



Crystal of Brutal Decimation



Crystal of Brutal Decimation

Kharazad



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP



HAN Dawn Crystal - All AP

Garmoth.com

PvP Builds Pending, please be patient - Keyama 9/19/25

Basic PvP Build:

<https://bdoplanner.com/MerchantsBrokenLump>

This is a basic set of PvP crystals, with a focus towards defense using Hooms and Special Evasion crystals. If you can't afford the Corrupted Magic crystals, then the basic Critical Hit crystals will work just fine.

Offensive Minded PvP Build:

<https://bdoplanner.com/OrdnanceBuffGem>

This is a PvP build focused on offense by trading Hooms for Human Damage. Special Evasion crystals are used here, instead of RBF Cobelinus, to help mitigate damage during Forward Guard. It may be a glass cannon build, but you do at least have to survive long enough to get your damage out.

PvE Focused AP Stacking Build:

<https://bdoplanner.com/RepublicKutumKoit>

This build is specialized for maximizing trash per hour numbers in PvE by stacking lots of hidden AP. It doesn't add much of any defenses, so you'll need to ensure you have sufficient DP in order to grind safely at your chosen spots. If you have evasion gear, you can move the pair of Macalods from the helm to boots, adding JIN Harphia crystals in the helm for more evasion.

One thing to note with this build is that you shouldn't run Carmae crystals in your weapon unless you have enough accuracy from other sources, otherwise your damage will suffer. See the section on [How much accuracy do I need?](#)

HAN Macalod Stamina Build:

<https://bdoplanner.com/PatienceGoldmontStand>

This is a niche build for people that like having a lot of stamina. You lose out on HP and other defense stats so it substitutes a little with HP crystals in your offhand. You can still use crit offhand crystals if you prefer.

Red Battlefield Human Damage Crystal Build:

<https://bdoplanner.com/PuturumCamouflageCotton>

This is a risky build I only recommend you do if you have full TET including accessories. You will lose a lot of accuracy so it is required to have Bhég's Gloves and Kzarka along with the TET accessories for their extra accuracy too. It will give you HP and stacks A LOT of human DMG.

Gearing Guide

A massive thank you to Minarya and AuronFZ from the Dark Knight discord for this guide and write-up, and for allowing me to use it.

Seasons

As a new player, it is highly recommended to start with a seasonal character, which will provide you with Naru / Tuvala gear to quickly get started with the game. Seasons are constantly available as long as you have a Season Ticket. Every new player starts out with 2 season tickets, so you can gear up 2 characters directly. The tickets are handed out periodically, usually during major updates or events (eg. Heidal Ball, Calpheon ball). You can hold up to 5 season tickets to create & complete a seasonal character at your own pace. Just note that you can only have 1 active season character at a time. If you wish to create another one, then you must graduate or delete your current season character. [Here is a guide for completing the season pass and getting full PEN tuvala gear.](#)

As a large amount of free exp, stats and gear can be gained by completing the main quest, you should aim to complete the main quest starting from Balenos to the end of Mountain of Eternal Winter. Then start the Magnus questline in order to unlock global storage access as well as fast travel (as well as a free PEN Boss Armor, which we will talk about later). And as a third step complete the Land of Morning Light questline for the extra 1 AP / 1 DP and the extra crystal slots. You can try to complete Ulukita, but as the final fight is rather difficult with low gear, you may not be able to finish it yet.

During seasons, it is recommended that you already get started with completing your Adventure journals. These are quest chains and achievements you can complete in order to get additional stats. [Here you can find an overview of the currently available Adventure journals.](#) We recommend you complete the [Bartali Adventure Log](#), the [Deve's Encyclopedia](#), the [Book of Margahan](#), the [Fughar's Adventure Journal](#) and the [Herald's Journal](#). Additionally, it is also recommended you start grinding for your Infinite [HP potion](#). All spots for this content are easily grindable on a seasonal character.

Other than the gear slots filled by Tuvala, you also have artifact slots, lightstones and crystals. For Artifacts, we recommend you use "Marsh's Artifact - Extra AP against Monsters" in both slots. Equip these with "Lightstone of Fire: Rage" for a set effect that grants you 17 extra AP. This is a very cheap setup, but extremely good for the price.

For crystals, you can go with a rather cheap setup such as the one listed in the crystals section [here](#). You will get 1 [Rebellious Crystal](#) for free by completing the main quest until the end of Kamasylvia questline. At the end of seasons, your gear should look like this: <https://imgur.com/a/NYw4Sm9>

Post-Seasons

After graduating from season, it's time for you to get a whole lot of freebies to help you get better gear. This includes weapons, accessories, alchemy stone and a free PEN boss armor.

Free Blackstars

To aid new players, you can claim TWO free Blackstar weapons from the Challenges window upon satisfying the following conditions:

1. Have completed a major questline with this character
2. Reach Level 61 on a character

Further details on how to claim these weapons are in the following [link](#). These weapon options are a TET Blackstar (mainhand, awakening, or offhand weapon) and a PEN Blackstar (mainhand or awakening). Neither of these weapons can be sold on the Central Market. It is recommended to get the PEN weapon for the primary weapon of your stance; so Crescent Pendulum for Succession players or Crimson Glaives for Awakening players in order to maximise the AP gained from AP brackets. The TET Blackstar Offhand is not recommended due to the marginal stat increase it provides over a Kutum combined with the difficulty of enhancing to PEN.

Free Capotia Accessories

While leveling during seasons, you will have already gotten some base and TRI Capotia Accessories from the Challenges window. From the season rewards you will also be able to get PEN Capotia accessories directly. [Here](#) is a handy guide on what Capotia accessories are, which ones to get, and how to enhance them to PEN for free.

Free Alchemy Stones There are 3 alchemy stones you can get for free post seasons to replace the Tachros Spirit Stone once it is depleted.

1. The first is the [Ator's Power Stone](#) you can get from completing the Ulu Kita main questline. Now after seasons, you have enough gear to win the final boss fight in that questline as well.
2. Similar to Capotia Accessories, you can also get [Perilla's Star](#) from the season rewards. We do not recommend taking this alchemy stone until you have gotten the 3 PEN Capotias from these rewards though.
3. The last option is doing the guild boss Khan. Killing this boss 3 times gives you the choice between 3 alchemy stones. Either choose the AP version (possible,

but a waste later) or the lifeskill version (easy free stats for lifeskill later).
More info [here](#).

Free PEN Boss Armor

From completing the magnus questline you get a [gift from Wuju](#) that contains a free PEN boss armor. We recommend you choose a PEN Red Nose Armor. If you somehow already have one of these, the next best options would be to get a PEN Griffon Helmet or PEN Bhag's Gloves.

More Adventure Journals

It is now time to get started with completing the rest of the adventure journals, as well as barrier of infestation. Here are the links to guides for everything left over:

- <https://www.blackdesertfoundry.com/dorin-morgrims-secret-journal/>
- <https://www.blackdesertfoundry.com/pavino-grekos-collection/>
- <https://www.blackdesertfoundry.com/boss-encyclopedia-guide/>
- <https://www.blackdesertfoundry.com/adventurers-unfamiliar-landscape-journal/>
- <https://garmoth.com/guides/post/kzarka-barrier-of-infestation>

More crystal slots

Now it is time to unlock the rest of your crystal slots. By slotting in a Garmoth's Heart into your awakening weapon, you gain two extra crystal slots. As of 2025, each player can get one Garmoth's Heart for free by meeting the following requirements:

1. Reach Level 61 on a character
2. Have 200 hours of playtime
3. Complete the Magnus questline

More information can be found [here](#).

Jetina Upgrading

Free TET Boss Gear & Easy Upgrade to PEN

The next part is often also known as "Jetina boss gear". Basically, you exchange your PEN Tuvala gear for TET Boss gear with the NPC Jetina. The gear has the same stats, but can now be upgraded to the next level. Jetina Boss gear is not tradeable on the market. Here is a full guide for Jetina Boss gear:

<https://www.blackdesertfoundry.com/jetina-pen-boss-gear-guide/>.

You want to choose the following options: Bhags Gloves, Dim Tree Armor, Griffon Helmet, Urugons Shoes, Kzarka Crescent Pendulum, Dandelion Crimson Glaives, Kutum Noble Sword. These armors / weapons can now be upgraded to PEN using Jetinas questline**. However, as the price increases per piece completed, it is only

worth for 1 weapon. As you already have Blackstars for main and awakening, upgrade your Kutum using Jetina (only upgrade it to Reform Level 4, and wait with 5 until later).

***As of writing this guide, it is currently much cheaper to just outright buy base Fallen God, Labreska, Dahn's, and Ator's. However please check the marketplace for your region to make sure this is true for you.*

Cheaper PEN Gold Grade Accessory

Now on to the Jetina Accessories. While this questline has since been made into its own UI, it used to also be connected to the NPC Jetina and is thus still known as that nowadays. Here is a full guide:

<https://www.blackdesertfoundry.com/jetina-pen-accessory-guide/>.

We recommend you start with this only after you have full PEN gear, as your PEN Capotia accessories stay with you for quite a while. However, whenever you are ready to start with this, Lahn profits the most from getting Crescent Guardian's Rings for both slots. *However if you're a new player at this point, keep an eye on PEN Crescent Rings on the CM. It may be cheaper to purchase these PEN Crescent Rings if the cost has dropped under 10 billion silver.* At this point, you have already gained a good amount of gear and stats. For an overview, this is how your gear should look like ideally now (Awakening Stance): <https://imgur.com/a/9nnHOuq>

Flying 101

Flying is one of the Lahn's signature abilities and is a really fun aspect of the class. Glide over rivers, canyons or other annoying terrain features with ease.

Flight Skills



Nimbus Stride: This is the first flight skill you will gain access to. The distance traveled increases as you level up the skill. After you reach the end of the flight animation, you'll begin to do a gliding animation towards the ground. This glide animation cannot be interrupted by any other skills and is actually quite dangerous. Upon starting the skill, you gain a 10 second buff which renders you immune to falling damage. If you are stuck in the slow gliding animation when you're high in the air, the falling damage immunity buff might wear off before you land, which will likely lead to your death. You'll want to end Nimbus Stride with a landing skill instead of the gliding animation. These skills are discussed later in this section.



Nimbus Dismount: This skill allows you to end Nimbus Stride early, but you typically won't use it for that purpose. Instead it is mostly used in extended flight combos, which are discussed later.



Flow: Nimbus Stride: This skill allows you to extend flight by holding shift to cover an even greater distance. The 10 second fall damage immunity buff is refreshed when you use this skill. As with Nimbus Stride, if you reach the end of the skill animation, you'll begin to do the slow gliding animation towards the ground.

Succession Specific Flight Skills



Prime: Spring Breeze: This **Succession Only** flight skill allows you to glide at skill level three, which requires level 58 to obtain. Gliding uses stamina. As long as you have stamina remaining when you land you won't take falling damage, unlike Nimbus Stride which relies on the 10 second falling damage immunity buff. Compared to your other flight skills, gliding with Spring Breeze travels downwards and is not effective at travelling up slopes. While the skill may be used while on cooldown, the glide portion cannot be.

Important: This skill only allows you to glide at rank three, which requires level 58!

Note: You can cast this skill during  Prime: Primrose Sprint to enter the gliding state immediately, and you can do so even if Prime: Spring Breeze is on cooldown. Casting Prime: Spring Breeze in this way won't put the skill on cooldown, either. Take advantage of this to double up on your mobility.

Note: You can transition from gliding state directly into  Flow: Nimbus Stride by pressing shift, and you can also transition into  Nimbus Stride if you press and hold space and then press shift. Do be aware however that the inputs for these transitions conflict with each other. If you press shift first and then space, you will transition into Flow: Nimbus Stride instead of the regular Nimbus Stride.

Note: You can also transition from  Nimbus Stride or from  Flow: Nimbus Stride directly into the gliding state by casting Prime: Spring Breeze during either of these skills. Doing so does not put Prime: Spring Breeze on cooldown, and works even when Prime: Spring Breeze is on cooldown.

Flight Skills and Super Armor

Note: While all flight skills all have super armor while you are airborne, you can be grabbed out of flight by an opponent who is below you!

Landing Skills



Fragrant Stigma: This skill is our most used landing skill. There is a slight wind-up animation using this skill with your main hand weapon, after which your character will travel straight down. If used with the awakening weapon the wind up animation is eliminated making it an extremely quick skill. The skill inflicts bound state and a movement speed debuff on your opponents, but do keep in mind the attacking animation once you land is unprotected.

Note: When used from Awakened stance, you can use this skill to land from extreme heights safely. No matter how far downwards you travel, you'll remain in the attack animation.

Note: When used with your main weapon, you cannot use this skill to land from extreme heights. After a certain distance you will transition into a falling animation and will belly flop / face plant into the ground.



Ethereal Dance: Our secondary landing skill, this one travels forwards instead of straight down like Fragrant Stigma. There is a smaller wind up animation so you can use this to land more quickly with your main hand weapon than with Fragrant Stigma. This skill stuns your opponents, instead of bound.

Note: You cannot use this skill to land from extreme heights. After a certain distance you will transition into a falling animation and will belly flop / face plant into the ground.

Note: This is the only landing skill you may use while gliding using Prime: Spring Breeze.



Morning Dew: Our least useful landing skill. When used, you will throw your weapon forwards at an angle towards the ground. If it hits an opponent, it will stiffen them and you will be pulled towards them. However, if you miss, you'll very slowly float downwards until you reach the ground, and this animation cannot be interrupted by any other skill. You'll need to level this skill even if you don't use it in order to access the White Heron skill enhancement.

Awakening Extended Nimbus Stride Combo



Nimbus Stride → C Swap → Nimbus Dismount → Flow: Nimbus Stride
Shift+Space → C → Shift+A/D → Shift

You will go further with this combo rather than straight up using the skill! Starting from pre-awakened stance, begin by using Nimbus Stride, then use C Swap to switch to Awakened stance. While in Awakened stance, Shift + A/D will do a roll to either side, which can be useful for avoiding a fence, tree or other obstacle. Afterward rolling hold Shift to continue into Flow: Nimbus Stride.

Here is a video comparison to show how much more distance is travelled with this combo:

<https://gfycat.com/scaredcoolantarcticgiantpetrel>

Succession Extended Flight Combo



Spring Breeze Glide → Nimbus Stride or Flow: Nimbus Stride → Spring Breeze Glide

W+F → Hold F → (Space+Shift or Shift)→ W+F

Note: In order to glide you must have Prime: Spring Breeze skill at level 3!

Succession can transition from Spring Breeze Glide into Nimbus Stride and back again to cover extreme distances, especially if gliding down a slope. You can use either Nimbus Stride and Flow: Nimbus Stride depending on which of these skills is off cooldown. You can extend flight even further by casting Nimbus Stride again after the second glide, and further still by gliding again after that.

Main Skills



Moondance: Our auto attack. Only useful for some cancels and PvE stuff. Skip this unless you're flush with skill points.



Moon Slash: A modified auto attack that triggers after some skills, notably Eye of the Phoenix. A good skill to use while leveling up in conjunction with Eye of the Phoenix spam, otherwise skip this unless you're flush with skill points.



Pendulum Cleaver: Attack speed buff. Required for Succession builds to unlock Prime: Pendulum Cleaver.



Blade Dance: Spammable DPS skill, only useful while leveling up. Required for Succession builds to unlock Prime: Blade Dance.



Blade of Blood: One of our most used utility skills. Has lingering super armor, can be hot barred and used from Awakened stance to transition into your main weapon. You can chain into this skill after Wind Orchid, but we recommend that you lock it instead and use it from your hot bar.



Dismemberment: AP buff that uses stamina. Useful for Succession if you can fit it into your combos.



Catasetum: Very niche quick float skill. Useful for hitting between enemy gaps in protection or behind someone. Crescent barrage is an okay follow up skill to this.



Furious Chase: Gap closer with forward guard for the entire skill animation. Very useful as an engagement or movement tool for Awakened builds. Required for Succession builds to unlock Prime: Furious Chase.



Eye of the Phoenix: Filler skill which restores HP and stuns your target. This is a good place to put nice-to-have addons like +dp or +acc depending on your needs. Note: May sometimes prevent you from jumping when spacebar is pressed after certain skills. Required for Eyes of Blood and Phoenix Chase skill enhancements.



Salp'uri Purge: Protected DP debuff with float and a decent AOE. You'll use this often as Awakened as a CC in PvP and occasionally as a debuff in PvE. Required for Succession builds to unlock Prime: Salp'uri Purge.

Note: While you may be tempted to use this version as a Succession player to benefit from SA, you should not do so as you will be forfeiting too much utility by giving up the



chain.



Cymbidium: DPS skill with a cone shaped AOE, inflicts bound and also has FG. Useful as a protected CC for Awakened builds in PvP. You can extend the forward guard using Three Point Stipple and Four Point Splatter. Required for Succession builds to unlock Prime: Cymbidium. Also required for White Heron skill enhancement.



Coax: Super armor skill with slight movement backwards, uses stamina. Useful as a very short disengage SA but not really needed for protection.



Deadly Restraint: A ranged and lengthy frontal guard skill. Can be mouse/camera moved and air smashes/down smashes. Useful when extending the frontal guard on cymbidium.



Three Point Stipple: Short ranged frontal guard which can be used after Cymbidium. Bounds on hit. Useful for catching classes that engage unprotected and for extending the FG of Cymbidium.



Four Point Splatter: Useful for extending the frontal guard on Cymbidium and Three Point Stipple, also has a 10% movement slow.



Berated Ghost: Garbage, do not use, lock this.



Spring Breeze: This is a useful protected movement tool for Awakened builds with FG during the movement animation. Required for Succession builds to unlock Prime: Spring Breeze.



Crescent Barrage: Required for Succession builds to unlock Prime: Crescent Barrage. Not really useful for Awakened builds, but there are some skill chains where it comes up.



Soul Ascent: Unprotected skill with a quick stiff. Very very fast but stiff is unreliable. Has a cancel after spring breeze but a bit redundant since spring breeze has a stiff as well.



Blooming Nether Flower: One of our better pre-awaken DPS skills, unprotected but has a knockdown. Can be cancelled by a few skills, most notably Primrose Sprint and Sacred Dance. High skill point cost.



Wind Orchid: Extremely useful utility skill with a frontal guard and an AoE knockdown. Wind Orchid can be cancelled by many other skills (see the section on [animation cancels](#)) with both frontal guard and knockdown on a single hit. Awakened builds don't typically take this skill because of the input clash with Bridled Despair, but it can technically be hot barred.

Note: This skill used to have lingering forward guard when cancelled, but it was removed in the August 26 2020 patch. The forward guard is only while attacking now.



Sacred Dance: Decent skill with a frontal guard while charging and super armor while attacking. Can be hotbarred to skip the charge but still retains a small window of FG on cast. This is Lahn's most reliable down smash and is often used in PvP combos.

Secondary Skills

Note: for flight skills such as Nimbus Stride or landing skills such as Fragrant Stigma, see the [Flying 101](#) section.



Stately Dignity: Pulls mobs in an AOE around you and can be used on cooldown. Also gives a 15 second buff allowing you to sprint without using stamina.



Primrose Sprint: Backwards dashing i-frame with no collision and an evasion buff on a fairly short cooldown (5 seconds). Can be used in Awakened stance.



Pendulum Kick: Mid-ranged knockdown without protection. Has an okay Black Spirit Rage form which gains super armor and does decent damage, but is hard to pull off. Required for Succession builds to unlock Prime: Pendulum Kick.



Flow: Pendulum Kick: Slow attack when chained after pendulum kick. Has low-moderate damage and a downsmash. Can be hotbarred but in general lock and skip.

Skill Enhancements



Phoenix Chase: Stuns with a 10 second cooldown. You can take either this or Eyes of Blood, depending on personal preference.



Eyes of Blood: Knockdowns with a 10 second cooldown. You can take either this or Pheonix Chase, depending on personal preference.



Cymbidium Trail: Full Super Armor. You can cancel out of the animation using Primrose Sprint. Useful for protection in PvP.



White Heron: DP debuff with forward guard. You can cancel out of the animation using Primrose Sprint.



Blade of Souls: Unprotected stiffen into knockdown, this skill offers a speedy CC for your enemy. 17 second cooldown.



Sacred Dance of Souls: Protected with Super Armor, applies a -20 DP debuff and is useful for protection in PvP and also for applying the DP debuff as Succession. 17 second cooldown.

About Lahn's E and Q buffs

Lahn's special buffs are very useful and you should know how they work.



Annihilator: Shift + E in Awakening



Prime: Crescent Charm: E in Succession

This is the skill that pisses everyone off. Take advantage of it.

Duration: 30 seconds

Cooldown: 3 minutes

Stats: Attack Speed +20%, Movement Speed +30%, All Resistance +30%

This buff lets you Phantom Dance **infinitely** due to using no stamina as long as the buff is active. Remember that Phantom Dance is an i-frame, but while on the 1 second cooldown, it is super armor. You CAN get caught out of spamming the sidestep, due to desync and other things, be careful.



Stately Dignity: Q

This is Lahn's pulling skill for PvE, masquerading as a buff.

Duration: 15 seconds

Cooldown: 15 seconds

Stats: Attack Speed +3%, Movement Speed +3%, +250 HP Recovery

This buff will allow you to sprint (basic running forwards) without using stamina. More importantly than this, it also pulls mobs, and you can use it to pull mobs while it is on cooldown. Using this skill effectively is extremely important for efficient grinding in end game spots.

Animation Cancels and Skill Chains

Many of Lahn's abilities can be animation cancelled and chained into other skills. You should take some time to learn these chains as several of them are very useful for extending protection in PvX situations, such as the [Cymbidium Extended Forward Guard](#) chain.

Spring Breeze Chains

LMB cancels:

Spring Breeze Four Point Splatter:



Spring Breeze → LMB (while landing) → LMB

Spring Breeze Splatter Barrage Stigma Stipple:



Spring Breeze → LMB (while landing) → LMB → LMB → LMB → LMB

Spring Breeze Splatter Barrage Stigma Orchid:



Spring Breeze → LMB (while landing) → LMB → LMB → LMB → RMB

RMB Cancels:

Spring Breeze Cata Orchid:



Spring Breeze → RMB → RMB

F Cancels:

Spring Breeze Morning Orchid:



Spring Breeze → F (while landing) → RMB → RMB

Note: if Pendulum Kick comes out when you press F, you pressed F too late!

Note: for Succession players, if Ethereal Dance comes out when you press F, you pressed F too early!

Spring Breeze Orchid Dance:



Spring Breeze → F (while landing) → S+RMB → LMB+RMB

Note: if Pendulum Kick comes out when you press F, you pressed F too late!

Note: for Succession players, if Ethereal Dance comes out when you press F, you pressed F too early!

Wind Orchid Chains and Cancels

There are many ways to cancel into Wind Orchid. Note that in all cases, Blade of Blood will come out after Wind Orchid unless Blade of Blood is locked. (You do have it locked, right?)

While Awakened players will almost always lock Wind Orchid, these chains and cancels are available to Succession players as well.

Furious Orchid:



W+RMB → RMB

Catasetum Orchid:



Shift+RMB (two hits) → RMB

White Heron Orchid:



Shift+Z → RMB

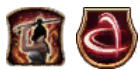
Stigma Orchid:



Fragrant Stigma → RMB

Note: also works when used as a landing skill from Prime: Spring Breeze

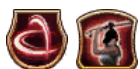
Ethereal Orchid:



Ethereal Dance → RMB

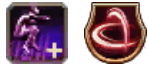
Note: also works when used as a landing skill from Prime: Spring Breeze

Orchid Sacred Dance:



S+RMB → S+LMB+RMB (must be entered quickly)

Jump Orchid:



W (run forwards) + Spacebar (jump) → LMB (while airborne) → RMB (after landing)

Crescent Stigma Orchid:



S+LMB (hold until airborne) → LMB → RMB

Note: also works with Prime: Crescent Barrage. Fragrant Stigma is replaced by the fourth hit of Crescent Barrage itself and Wind Orchid will come out after the fourth hit.

Cymbidium Chains

Cymbidium Extended Forward Guard Chain:



S+F → LMB → LMB

Cymbidium Three-Four-Point Crescent Stigma Orchid:



S+F → LMB → LMB → LMB → LMB → RMB

Cymbidium Restraint Catasetum Orchid:



S+F → RMB → RMB → RMB

Skill Addons

A Note About Stacking...

It is important to keep in mind that multiple sources of the same buff will not stack. Instead, the stronger version of that buff will take precedence over the weaker versions. So if you have one skill with All Defense +10 and another with All Defense +15, then the +15 version will overwrite the +10 version. If the buffs are of the same strength, then the duration will be refreshed when the new buff is applied.

Skill Addons

Because of the new skill addon system that was implemented in the October 28th patch, skills that can have addons applied to them, can now take a large variety of skill addons. This allows players to build creative builds that work around their combo, and their skills that they wanna have buffed.

If you wanna check out some other Lahn's skill-addon builds, **check out the 2 channels in the discord, #lahn-succ-addon, and #lahn-awake-addon**. Those are skill-addon builds that you can use if you're lost and confused about all these new possibilities compared to the old system! If you do make your own build, and want it to be showcased in that channel, ping a [@Mod](#) in the discord and we can take care of it.

Advanced Techniques

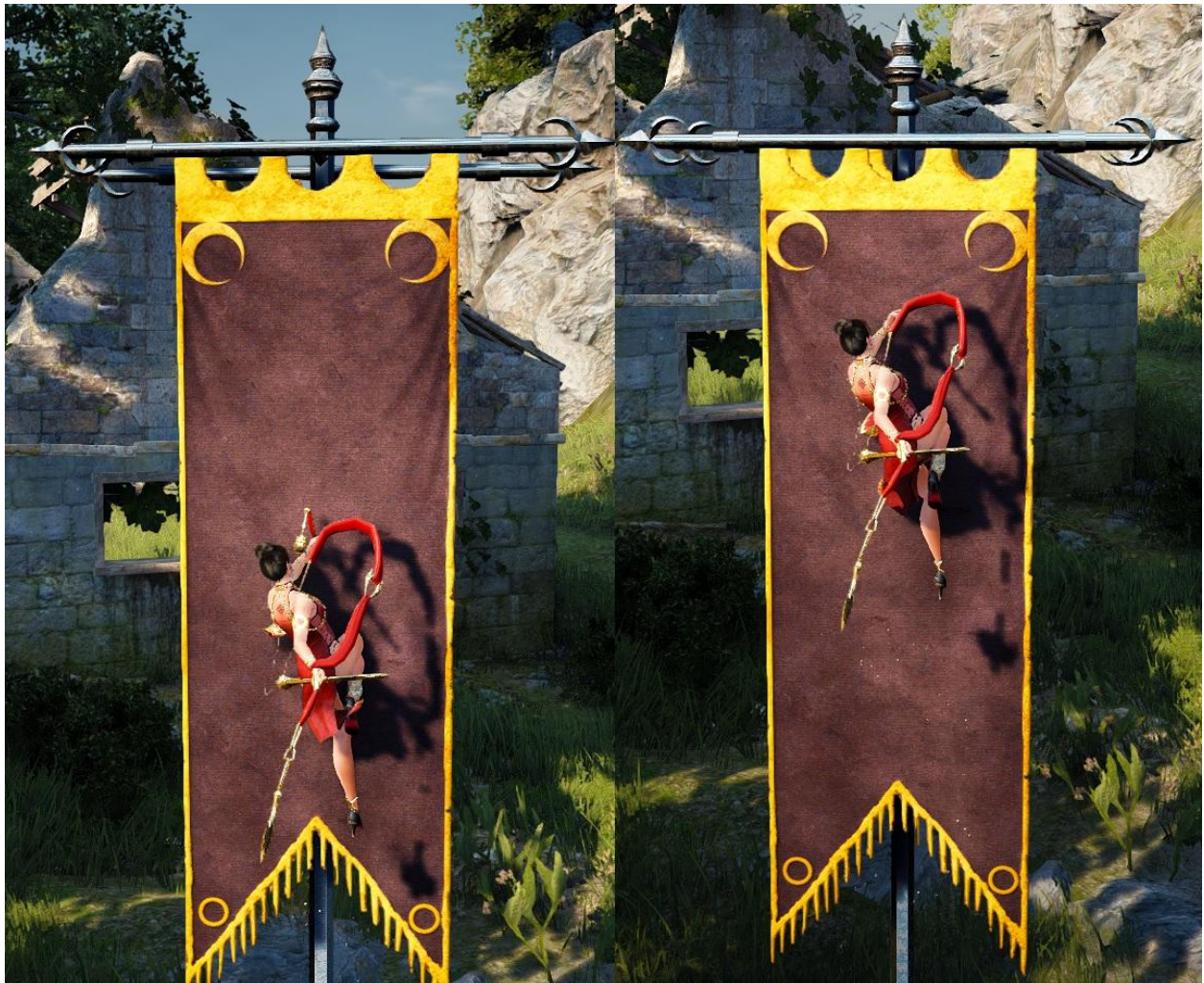
Double Jump Tech

This is a technique to gain more jump height for getting over certain walls or obstacles. Using primary weapon, input S → Tab → Space → LMB.

<https://streamable.com/vlk2aa>

Credits to Gorgonnus#1311 aka Azurlia for this clip and discovery

Left: W → Space → LMB. Right: S → Tab → Space → LMB





Awakening

Who doesn't love the look of dual Crimson Glaives? I know I do! Not only do the Crimson Glaives look cool, they feel really nice too. From burst movement with quick dashes, to short duration flight, the Awakening Stance offers great fun! Grabbing people from afar never gets old too!

Skills



Flailing Blades: This is your attack speed buff. You want to keep this up at all times.



Taunting Death: This is your self AP buff. You can cancel out of the animation with Phantom Dance, or transition directly into Flow: Mangler.



Flow: Mangler: High damage AOE down attack that will knock down enemies both behind and in front of you. You can flow directly into this skill after Bleeding Hearts and Bridled Despair.



Deadly Dance: AOE attack that hits all around you and restores HP. It is your primary source of sustain while grinding, in combination with Furor. It does decent damage with a float and also air smashes. You will travel forwards a fair distance while using this skill, but if you collide with an enemy you'll remain in place. Be careful using this against mobs that can be CCd as they will be sent flying in all directions. This skill will also restore WP, you can use it when your mana bar is low.



Furor: This skill is a down attack which does decent damage with a decent AOE and restores HP. It is your primary source of sustain while grinding, in combination with Deadly Dance. Can be used on cooldown for reduced damage, but try not to spam it. It's best to use this skill in conjunction with Flow: Dancing with Death, which has a slightly longer cooldown. This skill will also restore WP, you can use it when your mana bar is low.



Flow: Dancing with Death: This skill is activated by holding down LMB while casting Furor for extra hits. These extra hits have SA, but keep in mind that Furor itself is unprotected.



Tailspin: Strong down attack with SA and 100% crit rate for the 2nd hit. Also includes an eva debuff, our only one. Can be used during cooldown for less damage and without SA, but try not to spam it. You can cancel directly into the 2nd hit from various skills.



Flow: Vice: High damage down attack with 100% crit rate and SA, also down smashes. You can use this to transition into Awakened stance. Recommend to put on your hot bar. The cooldown is long so you need to keep track of it.



Bridled Despair: High damage skill with FG. Try to use it for back attacks to optimize your damage with this skill. Has both a short animation version and longer animation version. The short animation version does slightly less damage (7 hits vs 10) but is still good. You need to hold the input in order to extend the animation for maximum damage. Has a stun in PvE only, except when used as a 100% black spirit rage skill, then it'll stun in PvP also.



Eradication: Very fast gap closer with stiffness on the first hit.



Bleeding Hearts: Strong DP debuff (-20) with SA, does good damage and is a down attack. If the mobs can be CCd then this skill will shuffle them around a little bit with a knockback and a bound, and it will also pull the mobs towards you slightly. This is useful to tighten the pack so your followup AOE attacks will hit more mobs at once.



Binding Chains: This is our new awakened skill. The first hit has a CC (bound) but it is unprotected and the damage is negligible. The second hit has downsmash and does decent damage. You can (and should) cancel into the second hit of the skill by using it after certain Awakened abilities. Most notably, this skill flows very nicely after  Flow: Vice. You can also cancel into the second hit using  Bridled Despair,  Tailspin (after the 2nd hit),  Flow: Mangler and  Bleeding Hearts.



Bloody Stride: Our forward double dash that comes with Super Armor. Not only that, you'll heal 250 HP everytime you dash! (On the first dash, not on both dashes).



Phantom Dance: Our side dash with I-frame, has super-armor if used during cooldown with no collision. May have a small unprotected frame between constant usages or it could be desync/lag.



Soul Raid: This is the Lahn's signature ranged grab. You can use it to transition into Awakened stance. If the grapple fails due to resists or no targets being in range then your character will dash backwards, but this move has no protection.



Annihilator: E buff, greatly increasing attack speed and movement speed. While active you can cast Phantom Dance and Bloody Stride without using stamina, in addition to some other skills. You can spam Phantom Dance infinitely while this is active, but remember that Phantom Dance is only SA when used on cooldown.



Earthly Pain: This skill is a DP debuff (-20) and heals you, but the damage is not that great. Use the first hit to apply the DP debuff as part of your combo.



Blood Moon Twist: Ranged knockdown and downsmash. Has a slow windup animation, but can be used more quickly following certain skills.

Skill Builds

Skill builds used to be a thing, because you used to need a lot of skill points to unlock stuff. Now you don't and skill builds aren't a thing anymore. Just take every Awakened skill, and then take all the utility skills.

Core Skills

Core skills, also known as Bon Skills to some, have been added into the game to upgrade 1 skill in your awakening kit. Down below is a picture of the possible Core Skills you can learn, but here's a list of what they are.

- **Core: Bridled Despair:** Stun on hits.
- **Core: Eradication:** Forward Guard during the skill.
- **Core: Taunting Death:** Super Armor while using skill.
- **Core: Deadly Dance:** Forward Guard during the skill.
- **Core: Furor:** Forward Guard during the skill.
- **Core: Tailspin:** Floating on attack 2 hits.

The top picks are  Deadly Dance for PvX or  Eradication for PvP based on your preference, although some Lahns choose  Furor.  Eradication works well in PvP as a protected CC. While  Deadly Dance is primarily for PvE, it can help in PvP as well, especially because you can use mouse-movement to change the direction of the skill to control which way your forward guard is facing.  Furor is primarily for PvP and can be used to catch people and safely flow into  Dancing with Death, but it can be used in PvE as well if you often use  Furor in your skill rotation.

Locked Skills

As an Awakened player you should lock the following skills.



Evasion: You need to lock this so that you can continuously cast Phantom Dance, otherwise you'll roll in between.



Blade of Blood: Lock it and put it on your hot bar.



Berated Ghost: Useless skill.



Spring Breeze: The input for this skill clashes with Deadly Dance. Lock it and put it on your hot bar.



Soul Ascent: The input for this skill clashes with  Eradication. Lock it and forget about it.



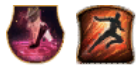
Wind Orchid: The input for this skill clashes with  Bridled Despair. Lock it so that you can transition from pre-awakened into awakened stance using Bridled Despair.

Animation Cancels

Nimbus Stride

You can cancel the startup of Nimbus Stride from the following skills, good for quickly escaping or traveling between packs.

Bloody Stride



Shift+W → Shift+Space

Phantom Dance



Shift+A/D → Shift+Space

Deadly Dance



W+F → Shift+Space

Eradication (1st hit)



Shift+F → Shift+Space

Furor (last hit)



Shift+LMB → Hold LMB until the last hit → Shift+Space

Flow: Dancing with Death



Shift+LMB → Hold LMB → LMB → Shift+Space

Tailspin (2nd hit)



Shift+RMB (2nd hit) → Shift+Space

Tailspin Cancels

You can cancel into the second hit of Tailspin from the following skills. The first hit is weak, so you should look to use these cancels whenever possible.

Bloody Stride



Shift+W → Shift+RMB

Phantom Dance



Shift+A/D → Shift+RMB

Earthly Pain (1st hit)



S+LMB (1st hit only) → Shift+RMB

Deadly Dance



W+F → Shift+RMB

Bridled Despair



S+RMB → Shift+RMB

Eradication (1st hit)



Shift+F → Shift+RMB

Flow: Mangler

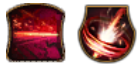


(Flow from various skills) → Shift+RMB

Binding Chains Cancels

You can cancel into the second hit of Binding Chains from the following skills. The first hit is weak and has bound CC which is undesirable and should be avoided whenever possible.

Flow: Vice



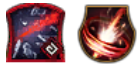
(Flow from Tail Spin or use hotbar) → Shift+Q

Tailspin



Shift+RMB → Shift+Q

Bleeding Hearts



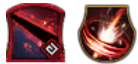
LMB+RMB → Shift+Q

Bridled Despair



S+RMB → Shift+Q

Flow: Mangler

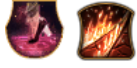


(Flow from various skills) → Shift+Q

Blood Moon Twist Cancels

You can eliminate the slow windup of Blood Moon Twist by using one of the following skills first. The slow wind up animation cannot be escaped by Phantom Dash or Primrose Sprint, so you're a sitting duck while stuck in the windup. Avoid it whenever possible using these skills first.

Bloody Stride



Shift+W → F

Phantom Dance



Shift+A/D → F

Tailspin (2nd hit)



Shift+RMB (2nd hit) → F

Flow: Vice



(Flow from Tail Spin or use hotbar) → F

PvE Skill Rotations

Lahn has a lot of flexibility when it comes to PvE combos as awakened, so some of this comes down to what feels right to you, however, there are some combos that we can recommend.

For all of the below combos, it is assumed that you are maintaining the attack speed buff from



Flailing Blades.

Protected combo with burst finish



Eradication (Shift+F) → Deadly Dance (W+F) → Bleeding Hearts (LMB+RMB) → Taunting Death (W+RMB) → Bridled Despair (S+RMB) → Flow: Mangler (RMB) → Furor (Shift+LMB)

This combo provides good amounts of protection throughout and ends with Flow: Mangler to kill the pack quickly. Eradication is used as an opener to quickly apply Monster Damage and Attack Speed addons. If there is anything still alive at the end, you can use Furor to finish them off. Be aware that Flow: Mangler is not protected, so if you think you'll be taking hits that will CC you, use the below combo instead.

Note: Depending on your gear and the spot you are grinding, you can choose to omit Taunting Death if you'll kill the pack without it. This will speed up your skill rotation and you'll finish the packs faster as a result.

Recommended Addons:

- Eradication: Extra AP Against Monsters and Attack Speed up
- Deadly Dance: Critical Hit Rate up and Critical Hit damage up
- Bleeding Hearts: All Accuracy Rate up and All DP down for target
- Bridled Despair: Movespeed Speed up and Back Attack damage up
- Tailspin: Extra AP Against Monsters and All DP down for target
- Furor: Attack speed up and All DP down for target

Why so many DP down addons when the effect doesn't stack? Because you won't always apply the DP down debuff to all the mobs with the first skill you use in your rotation (Bleeding Hearts in this case). If the pack is not tightly clumped at the beginning, you'll appreciate having another DP down effect later in your rotation to help get through the rest of the pack. It will save you time and make your grind more efficient.

Recommended Core skill: Deadly Dance

Protected combo with more protection to finish



Eradication (Shift+F) → Deadly Dance (W+F) → Bleeding Hearts (LMB+RMB) → Taunting Death (W+RMB) → Bridled Despair (S+RMB) → Tailspin (Shift+RMB) → Vice (RMB) → Binding Chains (Shift+Q) → Furor (Shift+LMB)

This combo is similar to the previous, except it finishes with Tailspin into Vice into Binding Chains. Here Tailspin and Vice are used in place of Flow: Mangler to remain protected for longer. As before, if anything is still alive, you can finish it off with Furor. The recommended addons and core skill are the same as well.

Earthly Pain alternative combo



Earthly Pain (S+LMB) → Taunting Death (W+RMB) → Phantom Dance (Shift+A/D) → Tailspin (Shift+RMB) → Flow: Vice (RMB) → Phantom Dance (Shift+A/D) → Bridled Despair (S+RMB) → Flow: Mangler (RMB) → Deadly Dance (W+F) → Bleeding Hearts (LMB+RMB) → Furor (Shift+LMB)

An alternative to the first two combos, this one opts for Earthly Pain at the start to apply addons as well as a DP debuff and utilizes Phantom Dash to reposition and cancel into the second hit of Tailspin before continuing on with the primary damage skills of Bridled Despair and Deadly Dance. Depending on your play style this combo may feel more comfortable than the others.

Note: Because of the relatively long cooldown of Flow: Vice and Flow:Mangler, you may not be able to use them every rotation. If that happens, use them every other rotation instead.

Recommended Addons:

- Earthly Pain: Extra AP Against Monsters and Attack Speed up
- Taunting Death: Critical Hit Rate up and All DP down for target
- Flow: Vice Back Attack Damage up and Critical Hit Damage up
- Bridled Despair: Back Attack Damage up and Critical Hit Damage up
- Deadly Dance: All Accuracy Rate up and Critical Hit Rate up
- Bleeding Hearts: Attack Speed up and All DP down for target

Recommended Core skill: Deadly Dance

PvP Combat and Combos

How does Awakened Lahn perform in PvP?**1 vs 1**

Lahn is a top tier duelist with high burst and slightly above average AP scaling. Lots of protections, mobility, gap closers, cc's and a long ranged grab. The more challenging matchups tend to be Sorc's and other Lahns. Ninja, Kuno and Tamer can also give you a run for your money (those classes being top tier duelists as well)

Node Wars

Awakened Lahn is a class that has below average performance in node war compared to other classes. Although she is super protected in 1v1, her ability to protect herself and do damage at the same time is minimal and she is one of the squishier classes in the game. On the flipside, she performs well when she picks fights with stragglers, partakes in smaller skirmishes and can also disrupt backlines extremely well. She shines well in float/flex and disruption squads, and also is a great pick for cannon as she can reach some nice places with Nimbus Stride. She will be weak if she tries to facetank large scale offensive fights, and must pick and choose when she goes in. Lahn can still be played effectively in node war when in the right hands.

Siege

Her role in Siege is pretty similar to her role in NW.

She is good at special teams. Even in Siege she can be amazing when on cannons, flex, or cannon hunting. Anything that requires small scale and high mobility.

She can dance the edges of a ball and play dive defense extremely well.

Lahn's Grab

You probably know Lahn's grab is ranged, but for reference, the distance to grab someone is about here.



Note: This was taken with MAX FOV. This might affect how your range will appear

Combos

Here are some combos we recommend following the class reboots. Combos 1 and 2 are the basic grab combos, you can start with them first. Once you are more comfortable, try combos 5 and 7 for alternative openers.

Combo 1

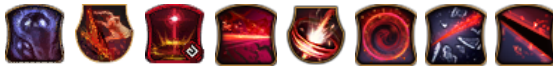


PC: E > LMB+RMB > W+RMB > W+F > Shift+RMB > RMB > Shift+Q > Shift+LMB

PS: [Square] > R1+R2 > [Up]+R2 > [Up]+[Circle] > L2+R2 > R2 > L2+L1 > L2+R1

XB: X > RB+RT > [Up]+RT > [Up]+B > LT+RT > RT > LT+LB > LT+RB

Combo 2



Note: Earthly Pain 1st hit only

PC: E > S+LMB > Shift+RMB > RMB > Shift+Q > W+F > LMB+RMB > LMB+RMB

PS: [Square] > [Down]+R1 > L2+R2 > R2 > L2+L1 > [Up]+[Circle] > R1+R2 > R1+R2

XB: X > [Down]+RB > LT+RT > RT > LT+RB > [Up]+B > RB+RT > RB+RT

Combo 3

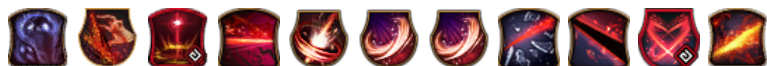


Note: Earthly Pain and Eradication 1st hit only

PC: E > S+LMB > Shift+RMB > RMB > Shift+Q > Shift+F > S+RMB > W+F > LMB+RMB > LMB+RMB

PS: [Square] > [Down]+R1 > L2+R2 > R2 > L2+L1 > L2+[Circle] > [Down]+R2 > [Up]+[Circle] > R1+R2 > R1+R2 **XB:** X > [Down]+RB > LT+RT > RT > LT+RB > LT+B > [Down]+RT > [Up]+B > RB+RT > RB+RT

Combo 4



Note: Earthly Pain 1st hit only, Eradication both hits.

PC: E > S+LMB > Shift+RMB > RMB > Shift+Q > Shift+F > LMB > LMB+RMB > LMB+RMB > S+RMB > Shift+LMB

PS: [Square] > [Down]+R1 > L2+R2 > R2 > L2+L1 > L2+[Circle] > R1 > R1+R2 > R1+R2 > [Down]+R2 > L2+R1

XB: X > [Down]+RB > LT+RT > RT > LT+LB > LT+B > RB > RB+RT > RB+RT > [Down]+RT > LT+RB

Combo 5



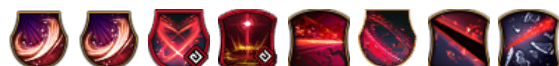
Core Skill: Deadly Dance

PC: W+F > Shift+RMB > RMB > Shift+Q > E > LMB+RMB > LMB+RMB

PS: [Up]+[Circle] > L2+R2 > R2 > L2+L1 > [Square] > R1+R2 > R1+R2

XB: [Up]+B > LT+RT > RT > LT+RB > X > RB+RT > RB+RT

Combo 6



Core Skill: Eradication

Note: Eradication both hits, you need the knockdown for the combo to work.

PC: Shift+F > LMB > S+RMB > Shift+RMB > RMB > W+RMB > LMB > LMB+RMB

PS: L2+[Circle] > R1 > [Down]+R2 > L2+R2 > R2 > [Up]+R2 > R1 > R1+R2

XB: LT+B > RB > [Down]+RT > LT+RT > RT > [Up]+RT > RB > RB+RT

Combo 7



Core Skill: Furor

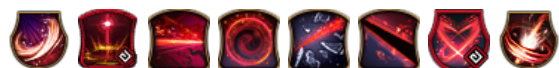
Note: Bait your opponent by casting Furor when you are out of range. You want the first CC to be the knockdown from Deadly Dance.

PC: [Shield] > Shift+A/D > Shift+RMB > RMB > Shift+Q > Shift+F > W+F > LMB+RMB > S+RMB > RMB

PS: [Shield] > L2+[Left]/[Right] > L2+R2 > R2 > L2+L1 > L2+[Circle] > [Up]+[Circle] > R1+R2 > [Down]+R2 > R2

XB: [Shield] > LT+[Left]/[Right] > LT+RT > RT > LT+RB > LT+B > [Up]+B > RB+RT > [Down]+RT > RT

Combo 8



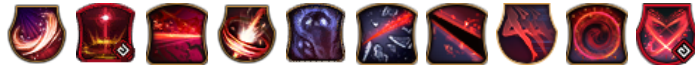
Core Skill: Eradication

Note: Eradication 1st hit only

PC: Shift+F > Shift+RMB > RMB > W+F > LMB+RMB > LMB+RMB > S+RMB > Shift+Q

PS: L2+○ > L2+R2 > R2 > ↑+○ > R1+R2 > R1+R2 > ↓+R2 > L2+L1
XB: L2+B > LT+RT > RT > ↑+B > RB+RT > RB+RT > ↓+RT > LT+LB

Combo 9



Core Skill: Eradication

Note: Eradication 1st hit only

PC: Shift+F > Shift+RMB > RMB > Shift+Q > E > LMB+RMB > LMB+RMB > Shift+A/D > W+F > S+RMB

PS: L2+○ > L2+R2 > R2 > L2+L1 > □ > R1+R2 > R1+R2 > L2+←/→ > ↑+○ > ↓+R2

XB: L2+B > LT+RT > RT > LT+LB > X > RB+RT > RB+RT > LT+←/→ > ↑+B > ↓+RT

CC's

Lahn has MANY CC's to utilize. Once you get used to how to use them all, you will have an easier time with CCing a target.



Soul Raid: Our grab, unprotected if you miss.



Core: Deadly Dance: AOE float, forward guard with Core version.



Core: Eradication: Stiffness, knockdown on 2nd hit, forward guard with Core version.



Core: Furor: Bound on 1st hit, down smash on 2nd hit, forward guard with Core version.



Flow: Dancing with Death: Knockdown, super armor, only recommended for catching opponents in combination with Core: Furor.



Blood Moon Twist: Ranged knockdown, unprotected, use it from a safe distance.



Salp'uri Purge: AOE float, has lingering SA throughout the entire animation.



Furious Chase: Stiffness, forward guard, also useful as a movement tool.



Fragrant Stigma: Bound, super armor, this is your primary landing tool from flight.



Morning Dew: Ranged stiffness, unprotected after landing, this is an alternative landing tool from flight. Can be used in 1v1s if you're confident.



Ethereal Dance: Stun, unprotected after landing, this is yet another alternative landing tool from flight. Fragrant Stigma is better for catching opponents thanks to having better protection.



Phoenix Chase or  **Eyes of Blood:** Stun or knockdown, unprotected, also useful as a movement tool.



Blade of Souls: Very quick stiffness into knockdown, unprotected, can be used in 1v1s if you're confident.



Cymbidium: Bound, forward guard, more useful for its forward guard than catching your opponent.



Blade of Blood: Stiffness, lingering super armor, risky to use for catching an opponent.



Eye of the Phoenix: Stun, unprotected, risky to use for catching an opponent.

Protections

Lahn has A LOT of protection. It's kinda ridiculous. You can basically rotate super armor permanently.

Super Armor



Salp'uri Purge: Hotbar or Shift+Q in pre-awakened stance, has lingering SA throughout the entire animation



Sacred Dance: Hotbar or S+LMB+RMB in pre-awakened stance, has lingering SA throughout the entire animation



Blade of Blood: Hotbar, has lingering SA throughout the entire animation



Cymbidium Trail: Hotbar or Shift+Z



Nimbus Stride: Shift+Space



Flow: Nimbus Stride: Shift during Nimbus Stride



Bloody Stride: Shift+W



Tailspin: Shift+RMB



Flow: Vice: Hotbar or hold RMB after Tailspin



Bleeding Hearts: LMB+RMB



Taunting Death: W+RMB



Flow: Dancing With Death: Hold LMB after Furor

Forward Guard



Crimson Glaives of Antiquity: C Swap. W+C and S+C swaps into Awakened stance have lingering forward guard throughout the entire animation.



Bridled Despair: S+RMB



Spring Breeze: Hotbar



Furious Chase: W+RMB (or LMB while sprinting, but why are you sprinting?)



Cymbidium: S+F



Three Point Stipple: LMB after Cymbidium



Four Point Splatter: Hold LMB during Three Point Stipple



White Heron: Hotbar or Shift+Z

I-Frame



Phantom Dance: Shift+A/D; Note: Super Armor when on cooldown



Primrose Sprint: Shift+S. Combine with  Phantom Dance for an extended iframe:



Stance Swaps

Abilities you can use to swap stances

Pre-Awakening to Awakening



Eradication: Shift+F or hotbar; lock  Soul Ascent to avoid input clash



Deadly Dance: W+F; lock  Spring Breeze to avoid input clash



Bridled Despair: S+RMB; lock  Wind Orchid to avoid input clash



Flow: Vice: Hotbar



Bloody Stride: Shift+W



Phantom Dance: Shift+A/D



Soul Raid: E

Awakening to Pre-Awakening



Salp'uri Purge: Hotbar



Cymbidium Trail or  **White Heron:** Hotbar or Shift+Z



Phoenix Chase or  **Eyes of Blood:** Hotbar or Shift+X



Spring Breeze: Hotbar



Blade of Blood: Hotbar



Wind Orchid: Hotbar



Cymbidium: S+F

Black Spirit's Rage Abilities

Lahn's BSR kinda suck, but you can utilize a couple of them.



Eradication: 10% - You can knock people off horses with it, but other than that it's garbage.



Bleeding Hearts: 25% - Lackluster. It takes too much time to charge and already has SA without BSR. Recommended to lock.



Flow: Mangler: 50% - Can be used in large scale PvP as it offers protection. Not useful in 1v1.



Bridled Despair: 100% - Very stationary, only really worth the risk with high AP. Damage is pretty bad at low AP. Lock if low AP.



Pendulum Kick: 100% - Pretty good damage, hard to pull off, but can be done.

Succession



While losing those Crimson Glaives seems sad, don't worry! Succession has cool things to offer too! Succession offers more long distance movement in the form of Spring Breeze now gaining a glide. Bigger AoE's! Bigger Damage! Swing the pendulum around! Have fun!

Skills



Prime: Cymbidium: One of the three primary DPS skills. Has FG on the first three hits (looks like the deadly restraint animation) and SA on the dash and two slashes (looks like Catasetum animation). Most of the damage comes from the two slashes at the end, be sure to keep holding the input until the two slashes come out.



Prime: Blooming Nether Flower: One of the three primary DPS skills. Hold LMB when casting for a no-collision version which will pass through mobs (useful for getting back attacks). Can be cancelled early with Prime: Primrose Sprint or Prime: Pendulum Kick. If used from a quickslot, the collision version will be activated.



Prime: Blade Dance: One of the three primary DPS skills. Has a long animation and roots you in place. Has a stiffen on first hit with no protection then has SA for the rest of it.



Prime: Pendulum Cleaver: This skill used to have an attack speed buff, but it was removed in the August 2023 patch. Now, there isn't much of a reason to use this skill. It has WP regen on it, if you're desperate...



Prime: Spring Breeze: "Mini nimbus" and most used mobility skill. Has issues going up cliffs (hot bar alleviates this somewhat). FG and stiff on hit can be transitioned into a nimbus like descent with W+F. Note that the ending attacks are not protected (except for W + F). The glide portion, which requires rank 3 of the skill, uses stamina and lasts as long as you have stamina remaining. On cooldown it can be used to cancel many different skills. Overall a very complex skill with a lot of skill transitions afterwards.



Prime: Crescent Barrage: Main sustain skill with down attack and air attack. No protection on first hit, SA afterwards. Does big damage with modifiers.



Prime: Pendulum Kick: Mid-ranged damage skill with knockdown, no protection on first hit and SA afterwards. Used for proccing addons in PvE and as an attack speed buff. Useful in PvP as a CC and a good skill to poke with. The first kick's aftercast can be cancelled by Pendulum Cleaver or auto attack (LMB).



Prime: Furious Chase: Bread and butter engage skill with frontal guard and a stiffen CC can cancel wind orchid, uses stamina. Has a very short linger FG in succession. W+RMB will use the second unprotected leap that bounds. RMB after either the first or second hit will cast Wind Orchid.



Prime: Salp'uri Purge: Super armor skill with a float, -15 DP debuff, and a bit of damage. When cast after Furious Chase this skill will lunge forward. You can cast it using the hotbar to remain in place instead of lunging. This skill hits in a wide, 360 degree area around you and is good for catching people.



Prime: Bleeding Hearts: DP debuff that pokes and does little damage. Has a pull effect for PvE that pushes sometimes.



Prime: Phantom Dance: Our side dash with I-frame, has super-armor if used during cooldown with no collision. May have a small unprotected frame between constant usages or it could be desync/lag.



Prime: Primrose Sprint: Backwards i-frame with no collision, has a weird protection hole in the beginning of it and an evasion buff. Can be used to cancel a spring breeze like descent with W+F (this might have SA, FG or nothing).



Prime: Crescent Charm: Succession E-Buff. Identical to the awakening version, letting you spam Prime: Phantom Dance without using stamina.



Prime: Silk Flower: Evasion passive, get this.



Prime: Blooming Aroma: AP + HP passive, max this.

Skill Builds

Skill builds used to be a thing, because you used to need a lot of skill points to unlock stuff. Now you don't and skill builds aren't a thing anymore. Just take every Prime skill, and then all the utility skills.

Locked Skills

As Succession you should lock the following skills.



Evasion: You need to lock this so that you can continuously cast Phantom Dance, otherwise you'll roll in between.



Blade of Blood: This skill comes out automatically after a number of other skills which gets in the way of your skill rotation. Lock it and put it on your hot bar.



Berated Ghost: Useless skill.

Depending on your playstyle and personal preferences, you may also wish to lock Wind Orchid.



Wind Orchid: Wind Orchid can be chained into an animation canceled version from many other skills (furious chase, spring breeze, catasatum, ethereal dance, fragrant stigma, sacred dance, white heron, cymbidium, jump + LMB) with both frontal guard and knockdown on a single hit. Some people dislike this and feel that Wind Orchid gets in the way of skills they would rather use instead. You should experiment for yourself to see if you like these skill chains or not.

Animation Cancels and Skill Chains

Prime: Spring Breeze Chains (Off Cooldown)

These skill chains are specific to Succession's Prime: Spring Breeze and only work when Spring Breeze is not on cooldown.

Jump cancels (at the max height of spring breeze - before descending):

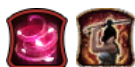
Spring Breeze Fragrant Stigma:



Spring Breeze → LMB (at max height)

Note: you can continue directly into other chains that begin with Fragrant Stigma

Spring Breeze Ethereal Dance:



Spring Breeze → F (at max height)

Spring Breeze Morning Dew:



Spring Breeze → RMB (at max height)

Descent:

Spring Breeze Ethereal Dance Landing:



Spring Breeze → W+F → F (whenever)

Spring Breeze Descending Orchid:



Spring Breeze → *W+F* → *RMB (after landing)*

Spring Breeze Nimbus 1:



Spring Breeze → *Shift + Space*

Spring Breeze Nimbus 2:



Spring Breeze → *W+F* → *Shift + Space*

Prime: Spring Breeze and Nimbus Chains

Max Distance Flying:



Spring Breeze → *W+F* → *Shift+Space* → *Shift+A/D* → *Shift*

“Oh Sh!t I Gotta Run”:



Shift+S → *W+F* → *Shift+Space* → *Shift+A/D* → *Shift*

Prime: Pendulum Kick Cancels

Pend Kick LMB Cancel:



F (one hit) → *LMB* → *SHIFT+A/D*

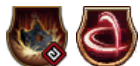
Pend Kick Cleaver Cancel:



F (one hit) → *LMB+A/D*

Prime: Cymbidium Chains

Cymbidium Orchid:



S+F (hold until after the dash and two slashes) → *RMB*

Cymbidium Catasetum Orchid:



S+F (only the first three hits, not including the two slashes) → RMB → RMB

Cymbidium Stipple Crescent



S+F (only the first hit) → LMB → LMB → S+LMB

Note: You must input S+LMB for Prime: Crescent Barrage to come out. If you merely hold LMB, the non-prime version will come out which is unprotected and will chain into Fragrant Stigma.

Prime: Furious Chase Cancels & Chains

Furious Orchid:



W+RMB → RMB

Furious Orchid 2:



W+RMB → W+RMB → RMB

Furious Salp'uri:



W+RMB → Shift+Q

Note: requires Prime: Salp'uri Purge

Note: you can turn your camera to change the direction of Salp'uris lunge

Furious Salp'uri 2:



W+RMB → W+RMB → Shift+Q

Note: requires Prime: Salp'uri Purge

Note: you can turn your camera to change the direction of Salp'uris lunge

Prime: Crescent Barrage Chains

Crescent Orchid:



S+LMB (hold until the final hit after landing) → RMB

PvE Skill Rotations

Succession PvE rotations are very straight forward. Focus on keeping your self buffs active as you rotate through the core DPS skills.

Self Buffs



Stately Dignity / Pendulum Kick / Dismemberment

Stately Dignity and Dismemberment are your primary self buffs, granting you attack speed and AP. Stately Dignity also aggro's mobs and can be used on cooldown for this purpose. Pendulum Kick serves as a secondary source of attack speed which is useful when looping the PvE combo.

Note: You can cancel the animation of  Dismemberment with  Eye of the Phoenix, which can help you to use your next skills faster at the cost of additional stamina.

DP Debuffs



Salp'uri Purge / White Heron / Sacred Dance of Souls

Salp'uri Purge, White Heron and Sacred Dance of Souls are the three DP debuffs available to Succession. Use whichever skill is not on cooldown.

Note: You can cancel the animation of  Sacred Dance of Souls with  Phantom Dance more quickly than you can cancel  White Heron with  Primrose Sprint, which gives it an advantage over White Heron, in addition to having the stronger DP down effect.

Core DPS Skills



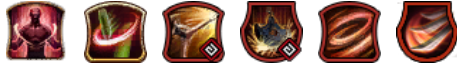
Pendulum Kick / Cymbidium / Blooming Nether Flower / Blade Dance

Your big three DPS skills are Cymbidium, Blooming Nether Flower and Blade Dance. You can rotate these three skills as your primary sources of damage. Pendulum Kick is an alternative to Blade Dance if you need to hit enemies that are further away from you or you need the WP regen.

Note: Most of the damage from  Cymbidium comes from the two slashes at the end of the skill, remember to hold down S+F until the animation is finished!

Note: You can hold LMB while casting  Blooming Nether Flower to use the “flying” version which does not collide into enemies. You can use this to move through the pack to reposition behind the mobs for back attacks.

PvE Skill Rotation



Stately Dignity & Dismemberment for self buffs → Pendulum Kick → Cymbidium → Nether Blooming Flower → Blade Dance

Video example of this rotation (credits to Limex#6044): <https://www.youtube.com/watch?v=6rmqo-40DMQ>

Note that the video shows Pendulum Cleaver at the start instead of Stately Dignity due to its age.

This is the core PvE skill rotation. Only the first hit of Pendulum Kick is used in the rotation, to proc addons, but you can full cast it if you need to wait for the mobs to group up. Normal addon choices for Pendulum Kick are Monster Damage and Attack Speed. The combo loops from Blade Dance back into Pendulum Kick.

PvP Combat and Combos

CC Catches

Nimbus Stigma [bound]



Nimbus → Stigma

Shift+Space → LMB

Note: Airborne moves have SA only while your character is airborne

Aggressive Salpuri Engage [stiffen & float]



Furious Chase → Salpuri

W+RMB → Shift+Q

Note: Salpuri will catch opponents with float over a large AOE

Long Range Engage



Eyes of Blood → Furious Chase → Salpuri

Hotbar or Shift+X → W+RMB → Shift+Q

Pendulum Kick [mid-range KD]



F [unprotected]

Note: This skill is unprotected

Furious Orchid Salp'uri [stiffen & KD & float]



Furious Chase → Wind Orchid → Salpuri

W+RMF → RMB → Shift+Q

Note: Wind Orchid has FG and KD when cancelled after Furious Chase

Combos

Ball Disruption Combo 1



Nimbus Stride → Fragrant Stigma → Furious Chase → Furious Chase 2nd hit bound → Salp'uri

Shift+Space → LMB → W+RMB → W+RMB → Shift+Q

Note: There is a protection gap at the end of Fragrant Stigma

Note: Furious Chase is unprotected except for the attack animations themselves which have FG

Ball Disruption Combo 2



Blooming Nether Flower → Cymbidium → Pendulum Kick → Blooming Nether Flower

LMB+RMB → S+F → F → LMB+RMB

T1 SA Rotation



Nimbus Stride → Stigma → Salp'uri → Blooming Nether Flower → Cymbidium → Blade Dance

Shift+Space → LMB → Shift+Q → LMB+RMB → S+F → RMB

FGx3 into SA dmg Combo



Cymbidium → Three Point Stipple → Four Point Splatter → Crescent Barrage → Fragrant Stigma

S+F (only the first hit) → LMB → LMB → S+LMB

Note: You must input S+LMB for Prime: Crescent Barrage to come out. If you merely hold LMB, the non-prime version will come out which is unprotected and will chain into Fragrant Stigma.

Big Dmg 1v1 Combo



*Furious Chase or Salpuri → Blade Dance or Blooming Nether Flower → Pendulum Kick → Cymbidium
W+RMB or Shift+Q → RMB or LMB+RMB → F → S+F*

Note: You'll want to cancel either Blade Dance or Blooming Nether Flower with Pendulum Kick due to the long skill animations or your opponent will escape.

Protected Mobility



*Eyes of Blood → Furious Chase → Spring Breeze → Nimbus Stride → Eyes of blood → Furious Chase
Shift+Z → W+RMB → W+F → Shift+Space → Shift+Z → W+RMB*

Glide into Salpuri Purge Combo Mid Air



Primrose Sprint → Spring Breeze → Nimbus Stride (Hold LMB) → Salpuri Purge

Shift+S → W+F → Shift+Space+LMB (hold LMB) → Shift+Q

Demonstration: <https://www.youtube.com/watch?v=8Dsn3yZmm5A>

T1 Strategy/Tactics

Step 1: Get close to enemy fort/ball.

Step 2: Get high ground (optional)

Step 3: Dive the backline / AFK nooblets: 
(*Spring Breeze → Nimbus Stride → Fragrant Stigma*)

Step 4: DPS & Disrupt: 
(*Salp'uri → Blooming Nether Flower → Phantom Dance → Cymbidium*)

Step 5: Get out

If you want to play in the ball you'll still be required to use  (*Spring Breeze → Nimbus Stride*) to dive enemy backline. Focus Archers/Rangers and people out of position or on cliffs.

You have slight vertical gain with  so you don't have to climb much to get to people on cliffs.

Lahn has a really long CC engage with  (*Eyes of Blood → Furious Chase → Salp'uri*) that catches many people off guard.

 Furious Slash is unprotected until the blade attack comes out at the end of the animation (FG). W+RMB → W+RMB is a good way to disrupt enemy balls but is unprotected

When facing grab classes the main idea is you do more damage with SA trading but a grab will end you. Play your Phantom Dance 1 second i-frame, Primrose i-frame,   (*Blooming Nether Flower* → *Phantom Dance*) cancel to bait.  Salp'uri has a HUGE AOE range around you. I'll bait grabs with    [ (or) ] (*Blade of Blood* → *Dash* → *Salpuri* → *Cymbidium* or *Blooming Nether Flower*) for easier trading dmg often.

Realistically - you're squishy. Ideally you want them to either all peel for you so your ball gets their damage off, CC the enemy ball for your team to clean up (*Furious chase* → *RMB flow* → *Salpuri* from an angle to catch people behind their FGs (behind or side)) or take on enemy flex/do other flex things like de-annex or dive bomb bases by yourself and kill defenders.

You'll be using  Primrose Sprint into  Phantom Dance for i-frame a lot. Keep in mind  Spring Breeze isn't protected in the beginning of it but it's only a small gap.

Also, the [class damage tables](#) are really important to keep in mind. Hunt rangers, tamers, lahns, archers, shais, guardians, any flex classes (when you can) as Lahns do more damage to these classes than normal or enough burst to down them quickly. Avoid Warriors, Valks, Mystics, Strikers, Zerkers if possible.

Black Spirit's Rage Abilities



Pendulum Kick - Slow, doesn't do too much damage, if timed well, you can use it for demounting.



Cymbidium - Just lock it. You'll be sad at the damage, waste of people's BSR%.

In conclusion, if you're playing Succession Lahn, press that ALT+B and lock it please. Your BSR should be used for either your Z buff, or giving it to your teammates with X.