

NOTE FROM AUTHOR:

As of early 2022, I retired from the game and was not able to commit to keeping this updated. I have moved this guide from Reddit to Google Docs (will link this in the official discord and on Lemmy), because it is still outdated (but partially useful) and I am hoping someone will take up the mantle. **If you are wanting to take over, I will be happy to talk more about that - you can reach me by commenting here (or email me) and sending me your discord, or try to add me on discord or Lemmy @Jaluvshuskies and I can transfer ownership** (I have a backup) . I have also never really written a guide via Google Docs, so please bear with me - I tried to convert and throw this together quickly while keep it as nice looking as possible

Last Revision: 01/11/2022

Hello everyone! I wanted to make a collaboration of important returning information, and I have learned a lot since I returned in June 2020 (first played 2013-2016). My goal is to help players who are interested in the game but struggle, or are hesitant to give it a chance, due to obvious (and justified) reasons. I will lean more towards a more positive and optimistic outlook

For any of you returning from many years ago, prepare to be amazed, because there are a lot of excellent improvements. Don't worry about the dreaded catch-up! Why? **(1)** We get free GOOD welfare gear from level rewards (no catch), **(2)** the upgrade system is much more reasonable & realistic - you can have a full +15 set without p2w, and **(3)** obtaining runes are also much more reachable (but difficult early on)

⚠ Here is my first and most crucial piece of information: ⚠

★ When attempting an enhancement going to +9 and +10, USE A RUNE. Otherwise, if you fail, the item is stuck at that + rank PERMANENTLY, because you can't reforge it (different than restore - see section 2)

★ When attempting an enchant on a R7, R6, R5 scroll, USE A RUNE, otherwise it's basically just gone - see section 9

Anything with ★ is *especially important*

Category Breakdown (Table of Contents):

①	FREE WELFARE GEAR ★
②	ENHANCEMENT SYSTEM
③	LEVELING AND ALTS
④	NEW IMPORTANT STATS
⑤	FREE STATS
⑥	BATTLE DEPARTURES
⑦	MONEY MAKING
⑧	BEST [DAILY] TO-DO
⑨	ENCHANT SYSTEM
⑩	GUILDS
⑪	RESOURCES

(putting the original table of contents below in case it's more readable for some users)

1. Free welfare gear
2. Current enhancement process & material synthesis
3. Leveling and alts
4. 3 new important stats
5. Free stats
6. Battle departures
7. Money making
8. Best [daily] to-do
9. Enchant system
10. Guilds
11. Resources
12. FAQ

① FREE WELFARE GEAR

Yes! Every player and character can receive free permanent welfare gear from level rewards. There really is no catch. It's strong enough to participate & hold your own in lvl 95 & 100 raids

LEVEL REWARD MILESTONES ([full list](#)) - WIP

- **Level 80**: Runes, temp artifact ?
- **Level 85**: Bracelet & gems ?
- **Level 90**: Full set +12 Enchanted Level 90 Equipment
- **Level 95**: Full set +12 Enchanted Dullahan Equips + Acc at +18-20, Book
- **Level 100**: Full set +12 Enchanted Astera Equips + Acc at +15-16

Then you can buy 100% success +13 armor & wep runes. Go to C > seal shop > seal of bravery. IMO only worth spending on Astera

② ENHANCEMENT SYSTEM

This was the biggest thing for me. No more 1 chance at a +13 wep with a fat 30k AP 1 time restoration. Now you can rinse and repeat infinitely, gaining failstacks (small % increase per fail, up to like a max of 12 fails at 100%). AP is also easier / faster to obtain than before

- [Screenshot on How to Enhance](#)
- [Enhancement Rates in Eng \(KR\) <- 110 OUTDATED](#)
- [Video on Dismantling Shards for Essences](#)

IMPORTANT NEW ITEMS:

- **Damascus Steel - What is it?** ★ One of the primary items required for the enhancement *reforging* process. Higher enhancement ranks will cost ranging from 14-68 steel). Can obtain in raids (most in level 105s), and events
- **Jardin Steel** ★ Only used for lvl 110 gear, and is made up of 3 Damascus Steel. Can obtain in raid Romel, crafting, weekly missions, seal shops, Reverent Tower, & Special & Guild Dungeons
- **Sealed (red) & Inherited (blue) Power Fragments** - Only used for material synthesis & enhancing accessories. Sealed from dismantling (right click menu) any orange weapon / armor essences (go cheap like dullahan, regina, lugh, [like this](#)). Inherited from dismantling chunks & shards

MORE ENHANCING INFO:

What about past +15 on wep & armor? +16-20 is no longer achievable, but any previously created items were unchanged

You can now enhance accessories! ★ Up to +20. Nothing happens if you fail - no dura loss, no boom. You do obtain failstacks. To enhance, go to inventory > enhancement > Acc. Enh tab. Enhancing the welfare acc. past +15 still costs resources & gold, but has 100% success rate up to +18. It's not critical to go past +18 on lv 100+ accessories

ENHANCING PROCESS KEY POINTS:

- [Failstack Rates + AP Restoration Costs + upcoming failstack change](#)
- [Equipment Reforge Costs](#)
- [Expected Enhancing Cost Estimator](#) - Prices Vary

A. +10-+15 Process: Attempt > Fail > Restore (AP) > Reforge (resources). No dura loss

- You can use premium armor runes going to +11 & +12. After that, send it

B. Restoring only requires AP & it perma-binds. Then, you can EQUIP the item, but NOT enhance yet. AP costs are very cheap, like ~1.5k - 10k for restoring +10-+15. To restore: Strange Traveler > start "destroyed item" convo

C. Reforging allows you to ENHANCE the item again, and it's the most "costly" part of enhancing. Need 1 rune, # of Steel (based on + rank & item level), an essence of that item, and shard(s). To reforge: Inventory > enhancement > reforge tab. *Prioritize using UNSTABLE Enhancement Runes for reforging*

D. "Failstacks" (FS) can be obtained after each fail. You get a small % increase (multiplicative, not additive), but it's 100% success at max. It ranges from 4-12 fails to cap, varying on item. You also get partial stats towards the next level from FS

E. Bottleneck will be AP, runes, or steel / money

MATERIAL SYNTHESIS:

- [My example material synthesis](#) on +15 mille wep - Almost maxed. Upgraded shards outlined
- [Material Synthesis Method A](#) (video) or [Method B](#) (video)
- [Material Synthesis Costs](#)

What is it? You throw in (very expensive) resources to increase the base stats of the shards for your armor or weapons (weps first). After unlocking certain stats, then you can unlock ALR (Sec4B) on that item. You can increase any stat besides luck and AD

When should I do this? IMO only a priority after you have full +13-15 (+15 wep) and full level 105+ gear. Since infusion is very expensive, I'd prioritize synth before infusion (unless pre-infused). Synth is VERY expensive

③ LEVELING AND ALTS

LEVELING IS NOW INSANELY FAST. KEY POINTS:

[Story Progression Mode](#) (screenshot)

A. *Prioritize main story.* It's more time efficient for rewards, and you won't backtrack

B. *Story progression mode.* A solo only mode to skip loading back to town after almost every mission. Usually more efficient than parties, potentially until late story. Press G and it's at the bottom

C. *You can also talk to NPCs anywhere,* instead of running around town. Right side of your screen > quest widget > chat bubble

D. *Fast skip through dialogue* by holding ctrl (or shift). Only unlockable after you did that story before

E. *You can skip enemies until you reach the red wall.* Nothing new, but I don't think it's obvious, and it REALLY helps

F. *Make sure to keep a pet out for loot.* Chieftain for ores, or gremlin for +1 core. The resources you gain from leveling are quite nice, so keep everything, and sell or dismantle unused equipment

G. *Once you reach 90, doing AA's will significantly increase EXP gain.* If you're just doing it for PV, no need to do story. If it's your main, continue story, and once you're 95-100 then you can do AA I until 105. Do AA II as SOON as you can. If you cap AA, you can spam "a friend once lost", "autumn reed bed", & s2 ex-raids

WHY ARE ALTS IMPORTANT?

- [How to get to PV](#) - Press C and look at the bottom
- [My sample stats](#) - From 6x lv 105s, and 4x lv 100-104s
- [Bonus stat changes per 105 char](#)

H. "Transfer" free level-up rune rewards to your main ★

You get 4 enhancement runes & 3 enchant runes from leveling a character (to 80 or 90?). Intentionally fail enhancements & enchants with the rune, and it will turn into a "fragment" or "scrap". Combine 4 enhancement rune frags to make a +1 Ferghus Coupon (100% rate going to +8,9,10). Combine 3 enchant frags to make 1 rune. Both the rune and frags/scraps can transfer through shared storage (free slot at 60)

I. Partholon Vanguard (PV) ★

An account-wide "board" for all your characters. Send them on missions passively (can still play them), they return after x time, & give cheap resources. You gain antiquity points upon completion (mostly for cosmetics). Keep up as much as possible

HIGHLIGHT: Passive account-wide stats you receive SIMPLY for having more level 105+ characters. After 10 alts up to 15, you get +1 stamina. You get stam, att/matt, def, crit, and att surplus

PV also grants +10% impact speed, aka "penetration", which reduces hit lag

PV buffs do NOT apply in Redeemers

④ NEW IMPORTANT STATS

[Here](#) is an example of my AD & ALR (partial vanguard, redeemer, & material synthesis). This is after a year of relatively semi-casual play as a slow learner, mostly f2p player, while also spending a decent amount on outfits rather than stats :)

Additionally: [Shippuu's Reference on Player Stats](#)

3 new really important & effective stats:

A. Additional Damage ("AD" or "ADD") ★ % increase of your base damage
Obtain from + enhancing armor & weapons

B. Attack Surplus (or Attack Limit Removal, "ALR") ★ Exceeds raid's attack cap
Obtain from PV, Redeemers, or -outrageously- expensive material synthesis. F2P'ers can get ~1.2-3k.
Anyone with 3.5k+ is usually a whale 🐳

C. **Counterforce** (CF) ★ QB raid req. & increases damage % able to be done to boss

Obtain from enhancing accessories. With all level 100 accessories, 3 at +18 and 1 at +17, I have 173 CF. To be have 100% damage capability, you want CF of boss +100

Prioritize AD over ALR, by enhancing your weapon/armor, BEFORE doing material synthesis. Still go for PV and Redeemer

5 FREE STATS

4 main sources of free stats:

A. **Partholon Vanguard** - Section 31

B. **Ein Lacher** - Solo battle mode to face off against every boss

HIGHLIGHT: Free max +5 Balance and +3 Crit. To succeed, don't use pots, die, or get hit. You obtain different medals based on certain reqs:

- No pots: Self explanatory
- Gold: Don't get hit more than 3 times
- Silver: Don't die once
- Bronze: Don't die more than 3 times

C. **Redeemers** ★ - "Endgame" 8 man raids (depart via QB)

HIGHLIGHT: Free - Att, Crit, HP, and ALR (account wide)

There's 4 redeemers: Neam, Balor, Brigid, and Laura. This, and Ein Lacher, is the most "challenging content". Punishing deaths, 15 pots, need decent gear, know mechanics well even if ranged. Only camp & guild feast buffs apply

Obtain stat bonuses by doing them x many times in "tiers" - Completion rates being 1%, 25%, 75%, 100%. Rates DO shift with new redeemers added

The # of runs per tier are as follows:

- Neam: 25% per kill (4 runs)
- Balor: 25% per kill (4 runs)
- Brigid: 2% per kill (50 runs)
- Laura: 1% per kill (100 runs)

D. **Titles**

- Less efficient than other sources, but easier if you don't mind tedious work
- [Title farming list](#)

⑥ BATTLE DEPARTURES

[QB Stat Requirement](#)

RAIDS BY LEVEL

- **Level 110 Raids:** Romel
- **Level 105 Raids:** Cesar, Nyle, Rag, Siete, Epona, Tarathan (and Special Dungeon)
- **Level 100 Raids:** Claire, Macha, Elchulus, Agares, Brilliant Lugh, Selren, Marject, Aodhan

RAID PASSPORTS ([image](#))

[Screenshot](#) of raid boss Romel after converting the 2 departures

[Confirmation Prompt](#) when you convert departures

[Example](#) of possible departures to use the passports on. Click "Available Battles" to get here

This is a system in place for new/returning members which allows them to convert unused departures from higher level raids (which they typically can't access yet) into passports ("extracted raid departure licenses"), so that they can do extra lower level raids past cap

Open the main menu (T) -> "Raid Passports" (right)

When extracting passports, any bonus departure counts from VIP/VVIP services are also extracted. However, bonus departure counts from events are not extracted.

- Make sure NOT to cap raids if you want to convert their departures into passports
- Passports will expire on the next day's departure count RESET (7 AM UTC)
- You can extract each 105+ for 2x passports each, for a total of 10
- You can extract 5 raids each day per account. Passports will be character-bound

DEPARTURE METHODS: [Board](#) (G) and [Quick Battle](#) (K)

Reason to use Board: Pre-formed parties for raid trains / groups, or stats too low for QB

Reason to use QB: It's more popular, so faster formed parties from randoms, and you'll party with people more at your gear level or higher. You can get extra cores (drops) if you do high damage (split in tiers)

Labels based on the above links:

- 1 - Depart for normal dungeons / raids on board
- 2 - Royal Army Raid (RAR) - Excellent for AP & gold. 3 alternating raids, weekly cycle. lv 60+ req
- 3 - Abyssal Arena (AA) - Excellent for AP & EXP
- 4 - Ein Lacher - Section 5B
- 5 - Redeemers - Section 5C
- 6 - Red Moon's Energy - 2 alternating dungeons for gold (sell new era or keep for mat synth)
- 7 - Reverent Tower - More rewards the more levels you complete (1v1 bosses)
- 8 - Special Dungeon - Excellent for gold; 2 alternating raids, weekly cycle. lv 105+ req

7 MONEY MAKING

Common Methods:

- A. Raids : Laura > 110's > Other Redeemers > 105's > RAR > Guild Dungeon > Special Dungeon
- B. Red Moon's Energy : 2 daily alternating dungeons. [Image](#) (G > Taratha > RME)
- C. Other : Playing the market, profit enhancing

Note: Personally cannot recommend the Element Stone Farming method anymore. For that, you now run lvl 100 raids for fragments, then dismantle and craft stones. Mediocre income and slower than old s2 spam method, but at least it's consistent. Element stones now go for about ~1.3-1.5m on NA (sept '21)

8 BEST [DAILY] TO-DO

Here's what I recommend:

- Level 110 & 105 raids
- Guild Dungeon - For both steel, dye amp resets, and chance of runes (reset 3x / week)
- RAR, Red Moon's Energy, & Special Dungeon
- Event-based objectives
- Temporal missions - For +1 quality booster & other rewards
- Weekly 4 redeemers (4 per) - Bonuses and/or seals past 100
- Keep PV up

Other:

- Ein Lacher - Free +5 Bal +3 Crit
- Revenant Tower - Complete floors (max 30) and get rewards (reset 1x / month)

- **Leveling alts for PV** - 10 max for ALR, 15 for stam. Also get nice loot leveling
- If you cap 105's, you could do 100's (Aodhan & Marject best)

9 ENCHANT SYSTEM

- [Scroll drops](#) (not 110 updated)
- [Scroll stats](#)
- [Warning](#) when attempt r7 restored/reforged w/out rune

Obtaining enchant runes is a lot more achievable now without spending IRL money, mainly due to events and seals. You might struggle at first, though

★**Re-iterated important note:** PLEASE use a rune with R7/6/5 scrolls, otherwise it's basically gone, unless it has NOT been restored or reforged before. If the item fails & gets destroyed w/out a rune on r7/6/5, and has the restored/reforged status, then you cannot restore it with AP and it's gone forever. If it doesn't have those status, then you can restore but not enhance further; if after +10 then you can also reforge

TL;DR: Just use a rune for these ranks, especially for an expensive scroll, and assume it gets yeeted into oblivion without one

10 GUILDS

Joining a guild is highly recommended. Join the [official discord](#) for recruitment & more

1. **Guild seals** - Exchange seals for a guild chest, with goodies like runes and dye amps. Save up for Premium Enhancement Runes (max out at +11) since those are very rare
2. **Daily scrolls** - You can get any stat, including LUCK, except for ALR or AD. Use fortune cookie to reroll with festival trophy seals to try to get luck
3. **3 daily vending machine seals**
4. **Drop off your pet at the daycare for afk leveling** - Guildies can pet for faster leveling
5. **Obtain 5 extra guild seals on top of guild daily missions**, by tending to farm
6. **Higher level guild = more gains** +1 core, more AP gain, more EXP gain, cheaper repairs, cheaper enhancement, +3 extra daily departure tickets, and more transformation points gain

Please let me know if something is inaccurate or broken

- General -

- General Tables Spreadsheet: [link](#)
- Mitigating Fatigue Guide: [link](#)
- PV Stats: [link](#)
- DK / Paladin Transformation Guide: [link](#)
- DK vs Paladin Discussion: [link](#)
- Transformation Fervor vs. Impact: [link](#)
- Proving Grounds (DPS dummy): [link](#)
- Friendship Skills Guide: [link](#) | Favorite gifts: [link](#)

- Upgrading -

- Enhancement / Reforge Rates: [link](#)
- Enhancement Rates: [link \(KR\)](#) or [link \(EN\)](#) - outdated for 110
- Enhancement Cost Estimator: [link](#) - 110 updated?
- Enhancement Info: [link](#)
- Item Binding & Binding Levels: [link](#)
- Reforge Material Costs: [link](#)
- Enchant Stats: [link](#) (not updated regularly)
- Endgame Enchant Scrolls: [link](#)
- Adri gear +11-15 att spd & AD: [link](#)
- Mat Synth Costs: [link](#) - 110 updated?
- ALR Calculator: [link](#)

- Battles -

- QB Stat Requirements: [link](#)
- RNG Tracker: [link](#)
- Drop Tables: [link](#)
- Damage Scaling Calculator: [link](#)
- DPS Bonus Cores: [link](#)
- Gold Reward Table: [link](#)

- Player Info -

- 2021 / 2022 Ultimate Gearing Guide / QB Raid Roadmap: [link](#)
- 2021 New Player Gearing Guide: [link](#)
- Shippuu's Player Stats Reference: [link](#)
- Character Playstyle Overviews: [link](#) (no tessa)
- Character Focus Breakdowns: [link](#) (no tessa)
- Picking Your Character: [link](#)
- Character Overview Spreadsheet: [link](#)

Some are ranked SS and some A, but in the end, it's all about your playstyle & what is comfortable or appealing. A skilled CB Vella can out DPS a Sword Fiona, so don't just go by what's ranked top. Skill > Gear >>>> Class (situational)

- Performance / Graphics -

- Optimizing Vindictus in 2020: [link](#)
- Performance / Optimization Notes: [link](#)
- DX9 vs DX11: [link](#)
- Fancy graphics guide: [link](#)

12 FAQ

Compilation of questions either myself or others have asked:

1. Is it worth it to come back? This is entirely subjective and worth is up to you. IMO anything that sparks fun is worth trying. This game still, in 2021, has arguably one of the best action combat systems for any mmo. It is so unique and fluid that no other pve mmo has achieved. It's a korean mmo, expect it time consuming. RNG and progression have improved SO much since when I played in 2016. Do your research, be open minded, and join a guild

2. Is it dead? Dead is also subjective and I've found it's honestly a word used for shit talking. Everyone loves to have a hate boner for this game and call it dead. Let's just say that it's always called that by people who don't play the game anymore. There's 200 (?) channels, which means players are more spread out. It is small, but still active enough & there are plenty of active guilds. As a "average player" (I work M-F 8-5), I have no problems finding groups outside of guild. Timezone and "prime time" hours play a big factor though. After over a year returning, it feels surprisingly active, all things considered. It hasn't taken away from my experience

3. How is the enhancement process now? Much better. Very reasonable. Read S2. For enchants, read S9

4. How P2W is it now? ★ Another sensitive topic of discussion and very arguable; p2w means different things to different people. I consider a p2w game as one at which:

- (1) You are at a significant disadvantage compared to whales
- (2) Are unable to obtain the same items which are only locked behind IRL money
- (3) Those items you can p2w are very significant in terms of "winning" AND
- (4) Unable to compete/succeed in endgame without p2w

In my experience, this game is *significantly* less "forced p2w". Previously, it was mainly p2w due to upgrade runes being locked behind cash. Now you CAN obtain runes, unbinds, pets, self-buffs, and "raid boosts" all in-game, for a reasonable price or free. There is nothing cash-exclusive that's game breaking. The only real

advantage to p2w now is to gain more ALR, which... just lets you do more damage. Obtaining "soft cap" is a very reachable goal for f2p. You can still do high end content very well. I'm currently at that point and don't really see what I'd be winning if I would p2w to get more ALR, because I can already clear endgame runs quickly. THAT'S the difference and why I don't think it's very p2w if at all. P2w'ing for ALR is -EXTREMELY- expensive due to the rate of gold per ALR. For the year I've been back, I've never thought to myself "I really need to spend IRL money to progress". Just because it's possible to p2w, doesn't define it as a p2w game. Warframe is a perfect example

- TL;DR: (A) pay 2 look pretty, (B) pay 2 have overkill stats, (C) "p2w" items not cash locked
- Steam user [R] Nerva describes this well [here](#) & his info IS still accurate & up-to-date

5. **How's the catch-up?** Since everyone can get free good PERMA welfare gear, it's VERY generous. Obtained from lv 90, 95, & 100 rewards. You can hop right into current raids with that gear, and work your way up in gear while making money. The excellent events also help a LOT. Welfare gear updates as we receive higher level items / cap

6. **How significant is the fatigue system?** ★ It's seriously not as bad as people make it out to be. As an "average" player, I don't have issues running out of fatigue. Even when I was more active, with VVIP, if I kept my 3 hourly fatigue pots up, I didn't have issues (seemingly infinite w/ pots). Now if I'm spamming the living shit out of raids, no VVIP, not popping pots, no soap, then yeah you could be restricted if you have 0 fatigue pots from events

7. **What's the content like compared to before?** Let's say S3 and earlier - overall better & more things to do. Now we have: redeemers, Ein Lacher, friendship skills, Mag Mell PvP mode, daily/weekly/monthly temporal missions, Reverent Tower, guild dungeon, story progression mode / faster leveling, and incentive for leveling alts. All raids are 4-man, except for Redeemers which are 8

8. **Do we still have to pay IRL money to unbind stuff to sell?** This doesn't really happen anymore, because of the way the new enhancement system works. When you have old gear that you replaced, you almost always can't do anything with them other than dismantle/extract, because they're permanently bound after restoring. Accessories you can unbind and sell, and you can get unbinds from MP and events

9. **Is it still a bitch to get runes?** It actually isn't! As a semi-casual player, I get enough of a supply of runes from seals, events, guild chests, & guild dungeons. Another big source is from leveling alts (section 3H). Sometimes my progression bottleneck was AP, runes, or money. It really varies, so now it's not always runes :) I've never felt pressured to buy them from the cash shop anymore. **HOWEVER, when you first return** - early on it will take a bit before you start accumulating runes, especially enhance. Make sure to buy weekly unstable enhance rune for 100 seals of bravery every-single-week, **EVEN** if you don't need it right then

10. **How is the money making now?** Compared to before, I'd say better, but still quite slow. There's not really a "spam solo Ship Graveyard or Moonlight Peak for money" method anymore. All things considered, it's not THAT bad and the RNG feels noticeably better than it used to. It helps that prices have gone down on the market for buyers. Your main popular sources of money are going to be raids, RAR, and Special Dungeon. I've made quite a bit of money from enhancing & selling from extra runes I had laying around

11. **Is the optimization still bad?** ★ It's improved a bit IMO, but still uses the same engine so it's still CPU heavy and single-core focused. Optimization issues are mainly just in town, menus, and loading in/out buildings or missions. FPS wise in missions/raids, it's quite decent, though some stutters can be bad. Unless you have a potato computer, it isn't bad enough to take away from the best experience. For me, raids are actually very smooth and stable (I had a 1660 ti and AMD ryzen 7 2700x). **NA/EU NOW HAS 64 BIT, FPS UNCAP, AND DX11**

12. **Cosmetics?** There are 5 main sources for cosmetics / outfits: (1) *Events* (2) *Outfit/Avatar Shop* (3) *Gacha* (4) *Marketplace* (5) *Fusion Runes*. Female outfits are a lot more expensive but some of the lower tier ones are relatively affordable (know when price drops and who to buy from), males are cheaper due to reasons. Low tier male outfits go down to 40-60m, female ~90m? We get fusion runes mainly from events, or MP for ~3-5m, so they're cheap. Dyes overall are significantly cheaper than before, and a lot more obtainable - events, seals, guild dungeon, amp extractors, and weekly AP shop

13. **How well can I compete as a f2p player?** Very reasonably well. In a familiar redeemer, I float around 3rd-5th. 105 raids varies on the boss's hitbox, but good bosses and I'm usually 2nd or 3rd. My S/O (cestus karok) has more gear, f2p, returned later, and does more dmg than me. Guildies had similar experiences

Final Notes:

A lot of what I wrote is arguable, solely in my opinion, and came from my own personal experience. PLEASE tell me if I misspoke or if I should add something, and I'll credit you :)

Please let me know if something in the guide is hard to read, broken, or if you have any formatting suggestions.

My personal most important advice:

- Join the [official discord](#) - find a guild & ask questions
- Take advantage of events as much as you can, whether you need those items or not
- Make sure to do research. Whether it's using this guide or others
- Don't pick a class just because it's the most broken or FotM / Meta. Play what looks fun
- Don't focus too much on every drop you get and every piece of you make. Enjoy the game, and your income will grow more than you expected
- Really try not to get discouraged from the leveling & long tutorial. First time will appear slow, but once you're done following the story and learn efficiency tips, it's really a breeze. The game kicks in once you get past that, so what you're experiencing is truly -nothing- like what you'll be doing on a day-to-day basis!
- Alts are extremely useful (for runes & free good stats), so don't delete old ones

Change Log

- 6/2/21 - [Screenshot](#) of changes
- 6/2/21 - Tweaks
- 6/6/21 - [S11] Added Mat Synth costs link
- 6/11/21 - [S11] Added Enchant stats. [S1] Added 3rd link. [S9] Corrections
- 6/12/21 - [S11] Added Endgame scrolls & DPS bonus drops
- 6/15/21 - [S9] Tweaks & added warning SS. [S5C] Added Laura Redeemer
- 6/16/21 - [S11] Added New Player Gearing Guide
- 6/18/21 - [S11] Added General Tables spreadsheet
- 6/24/21 - Vids → YT links
- 7/22/21 - [S12] Added #13 FAQ
- 8/24/21 - Cleanup
- 8/3/21 - [S11] Added fatigue guide
- 9/8/21 - Cleanup
- 9/14/21 - [Secs. 1, 2, 3, 4, 6, 11] Updated for lvl 110
- 9/16/21 - Updates + [S11] Grouped better & added more
- 9/17/21 - Tweaks
- 9/20/21 - Fixes & cleanup
- 9/25/21 - [S3] Added part about power frags
- 9/28/21 - Tweaks. ALL links → bit.ly. [S11] Many new links. [S11] Added Performance group
- 10/12/21 - OP deleted bc of URL shorteners. Reposted with fixed links & converted a lot of text into screenshots to lower character count. Improved formatting for clarity & visibility
- 10/12/21 - [S11] Added ALR Calculator. More formatting touch-ups
- 10/13/21 - [S7] [S8] Updates. [S11] tighter spacing. Added Recent News up top. Centered and divided headers
- 10/14/21 - Cleanup
- 10/18/21 - [S11] Removed misleading link. [S6] Added section about Raid Passports
- 10/19/21 - [Final Notes] Added personally recommended advice
- 10/28/21 - [S11] Updated optimization notes & added enhancement resource
- 11/9/21 - [S11] Added optimization guide
- 12/6/21 - Updated news
- 12/30/21 - [S2] Updates/tweaks. Updated news. [S11] Tweaks
- 1/11/22 - Updated news & reduced character count
- 6/24/23 - Migrated guide off reddit and to google docs (linked in the discord and on Lemmy)

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