

# Avoiding the betrayer: Movement Speed Options for Dusky Island



By Racky

Dusky Island is our first Seon Legion Dungeon, added on March 19 2024 with a minimum fame of 50 248. The boss of Dusky Island hits quite hard, so dodging his attacks is very important. However you need to have enough movement speed to do this. Having strong maximized damage isn't useful if you're too slow and keep dying.

The niche of this guide is providing some equipment options to help you increase your movement speed, without sacrificing too much in opportunity cost or requiring significant build changes. Opportunity Cost is the cost of an opportunity, what you give up from alternatives by choosing an option. This guide will not go into every possible way to increase movement speed, just some frequent choices that don't sacrifice too much. I will largely be focusing on Custom Epics for now.

This guide is not necessarily meant to help you decide your final build. Instead it is just to help you be aware of some, not all, options for increasing movement speed to help you clear Dusky Island with. How much movement speed your final build has is up to you, it will likely depend on your preference in addition to the content you are running and what you have available.

On May 14, DFOGlobal received a patch adjusting the conditionals for epics, both fixed and customs. Generally this means removing conditionals for faster access to an equipment's full power and effect. This opens up more options for movement speed as there will be more options (custom options, weapon options, fusion, and fixed epics) for speed.



A sample damage build, quite common but can be a bit slow. Having high damage isn't helpful if you can't move fast enough to avoid dying.

## Weapons

	Berserk Tenacity Short Sword	105
	Berserk Tenacity Katana	105
	Berserk Tenacity Bludgeon	105
	Berserk Tenacity Zanbato	105
	Berserk Tenacity Lightsabre	105

Berserk Tenacity Weapons, (also known as Hismar weapon):  
 These weapons are obtained from materials and auctions in Total War: Machine Revolution and Bakal Raid. You want to increase your **total skill range** to at least 24% without this weapon, as the weapon itself gives up to 24% to help you hit the 48% conditional required for 8% skill attack.

	Seon: Abyssal Concentration: Undefined P...	110
	Seon: Abyssal Concentration: Infinite Con...	110
	Seon: Abyssal Concentration: Amorphous ...	110
	Abyssal Concentration: Undefined Presence	105
	Abyssal Concentration: Infinite Contraction	105
	Abyssal Concentration: Amorphous Power	105

	Watcher: Worshipped Grace	110
	Watcher: Awakened Responsibility	110
	Watcher: Agonizing Will	110

Common ways to increase skill range are the Abyssal and Watcher special equipment fusion sets from Hall of Dimensions and Dusky Island. These are commonly used fusions. Bakal weapon options, and some custom epic lines also give total skill range increase.

Asharan Deterioration Fusion Armor Set effect also gives 10/15/25 skill range, the shoe has 10% movement speed as well.

An issue with these Berserk weapons is that the opportunity cost varies depending on subclass because of passives, which are affected by Aspect weapons' level increase. You also can't use culmination weapons.

## **Shoulders**



Deep Diver Air Pack (DDAP)

Deep Diver Air Pack has an inherent 20% speed line. Recommended to pair with the inherent 6% original damage line and with the inherent 40 single elemental damage.

Deep Diver Shoulder is a common way to get speed and strongly recommended for consideration.

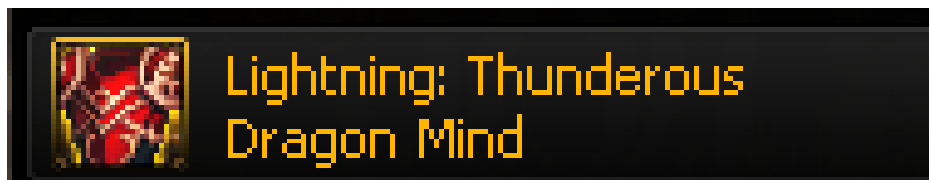
## **Tops**

Ent Spirit Top has a 6% speed line that stacks up to 4 times, for 24%. Depending on your elemental damage, which shouldn't be hard to max out. After May 14 this becomes 24% unconditional flat speed, which is great.

However custom tops are very important depending on your build, so usually only mana shield, barrier, and Lv80 stackers run Ent Top. I wouldn't usually recommend trying to find speed here if you're not doing one of those three builds.

## Top Fusions

Fusion armor tops are a great option now after the May 14 renewal. Currently you want the Lightning Top from Total War/Bakal Raid which gives 16% Movement speed:



Asharan fusions have set effects at 2/3/5 pieces  
After Asharan comes out you will want:



Snow Top (10% All Speed)



Earth Top (10% All Speed) & 6/9/15

Convection Set Effect 6/9/15 Move Speed

Earth Set Effect 6/9/15 All speed

## **Belts**



Expansion Supply Belt is a great option if your HP pool isn't limited. It has skill attack, cooldown reduction, and a lot of speed.

Competition includes Starry Belt Fixed Epic, and Forest Witch Belt custom epic, which can be an extremely powerful belt.

## **Bottoms**

Like Tops, Bottoms are very build dependent, often specialized for a particular skill range or other important build aspects like status damage. I would not recommend sacrificing these aspects for speed.

Robotic Combat Pants is an option, as you get 2% Speed for every amplification level on these pants. However, think about the cost of that and what you give up by choosing RCP.

## **Shoes**



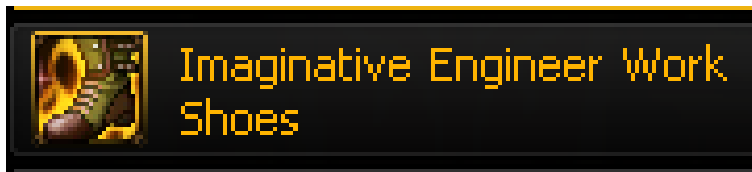
There are a lot of strong shoes. Fixed Shoes have a lot of skill attack, so custom shoes need to account for this. Ent Spirit Shoes have an option that gives 30% movement speed. Ent shoes are generally for stacking 70 or 75, and take the empty skill slot line (up to 12%) to help close the distance to a fixed shoe. However because fixed shoes are extremely strong there likely isn't room for movespeed option on a custom shoe.

Deep Diver shoe is also usable, though you'd want to combine the 5% skill attack 20% speed line, with 3 of the 4% SA 25 single ele lines, rather than going for the 30%.

The other custom shoes are more niche for specific builds or not used.

Fixed Shoes are fine and often used instead. Choose one that fits your build.

Good generic options include



A popular shoe is Boundless Dimensions, also known as the TP shoe because it gives +1 TP if your total range is above 23%. This is then often paired with Blue Pirate Earrings with the unique

inherent 6% SA 6% to lv75-100, to help offset the shoe's lower SA.

Other shoes like Jade Ghost Chausses become nice options after their inconvenient conditionals are removed on May 14.

An important note is that many shoes have a penalty to abnormal status tolerance. This is important because many builds want a Forest Witch Ring as it is an incredibly efficient large source of cooldown and skill attack. The issue is that the cooldown requires 50% abnormal status tolerance, while only giving 40%, so any abnormal status penalty can be a problem unless you're one of a few subclasses. This is the situation with Electric Proof Boots, which give a significant amount of speed and skill attack, but the abnormal status penalty is why I don't recommend them.

## Shoe Fusions



Gives 10% Movement Speed



Gives 8% Movement Speed but includes super armor

I would recommend Wrath due to the utility of super armor



Deterioration Shoes give 10% Movement Speed



Snow Shoes give 15% Movement Speed

Choose based upon your build and which set effect you want. Deterioration gives less speed but the set effect (skill range) is generally more beneficial and Snow's set effect (evasion).

Thunder Shoes give 12% Movement Speed, but most damage dealers will not be going for object builds, so other fusions are recommended.

## Shoe Enchants



This guide is focused on equipment, however this shoe enchant can be extremely helpful, even unupgraded. It is obtained in Hall of Dimensions, either as a drop or from the card album.

An alternative for 12% speed is:



## Bracelet



Bracelets are a very important piece for builds. This means that any bracelets need to be extremely strong to keep up with the usual build options.

Deep Diver Watch can give a great amount of speed. The issue is getting all of the rolls. You want the Watch exclusive inherent skill attack lines and the bracelet exclusive skill attack lines. Getting them opens up the possibility of a fast and strong build.

Blue Beryl Armlet can work with Range and TP builds, a potential option for Hismar Weapon builds. Like Deep Diver Watch, the rolls need to be really good.

## **Necklace**



Cruel King of Dragons' Rule - Terror

Cruel King of Dragons' Rule - Terror, the “Bakal Necklace”, is a great necklace from Total War/Bakal Raid. It gives a significant amount of speed, 20% movement speed, some overall damage, a barrier, and it's easily obtainable. A great choice. I would recommend this necklace.

Custom Necklaces are used, but they need to be rolled really well. There often isn't room for speed on them.

I would strongly recommend holding onto this necklace as it is a quick swap for a lot of speed.

## **Ring**

As mentioned earlier, Forest Witch Ring is extremely strong for damage and cooldown. This then affects the rest of your build as you don't want to accidentally not be able to activate this ring's inherent cooldown recovery option. Because of this domination

it's hard to recommend anything else unless it's a really good custom because of how hard it is to compete with this.

## Sub-Equipments

There are some sub-equipments that give speed. However fixed subs aren't very strong, so they're often one of the first slots replaced by a custom. I'd recommend seeking Damage here from a custom instead.

Stalled Knowledge is a good sub-equipment if you're seeking speed here.

## Earrings

There are some strong fixed earrings, though their conditions may be a bit challenging at the moment. For example, the dash from Universal Gravitation may be dangerous. As special equipments are a great source of skill attack I would recommend seeking an upgrade to a custom anyways.



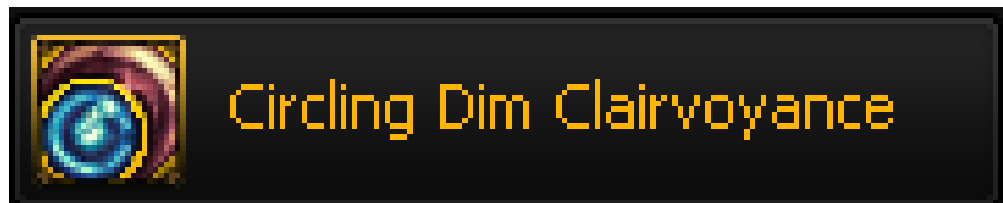
Is a good general option with 10% OD/SA and **53%** movement speed



Is another option depending on if you're going for an awakening build or want to experience the effect.

## **Magic Stones**

I would recommend trying to focus on damage custom options. Fight for Freedom is a nice fixed Magic Stone.



I would still recommend seeking damage from a custom when you can.

## **Summary**







Lightning: Thunderous  
Dragon Mind



Expansion Supply Belt



Wrath: Aimless Desire



Cruel King of Dragons' Rule  
- Terror



Explosive Type: Small  
Tactical Flare



Fight for Freedom



He Who Hid the Dew Card

After Asharan:  
Snow/Earth Top,

Snow/Deterioration Shoes,  
Earth/Conviction Set Effect

4 Piece Mist Set Effect (Long term goal)

I would recommend these items the most to help with Movement Speed.

## About Me



Hello, My name is Racky and I've been playing DFO since its launch. Currently I have cleared Dusky Island over 80 times.



Date Guide was last updated: April 23 2024