

GLORIA: The SM Guide

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This guide aims to help Majesties ranging from beginning as a new character to end game gearing. There are four weapons the Sword Master can use: Katana, Short Sword, Zanbato, and Bludgeon. No they cannot use Lightsaber, so yes your Balmung is garbage (sorry). The length of the guide is quite long and there may be white empty spaces, please excuse these. They are for the sake of formatting. Now then why should you play SM? Here's some pro and cons:

Pros

- + Can use 4 different weapons
- + Each weapon has its own playstyle and build
- + Funding varies from quite cheap to extremely expensive
- + Usable hell mode pool is quite large
- + Very strong class (**top tier dps**)
- + Has many buyable alternatives to epics

Cons

- \$\$\$ - While it uses funding well, it can take a lot of it
- The easier options require farming 9 piece chronicle sets
- Has trouble with OV3 til around 6 piece
- \$\$\$\$\$

Leveling

Do scenarios, very easy and fast. You really can use whatever weapon you want during this stage (zanbato and bludgeon are the recommended ones though).

Skills

Pre Swordmaster skills

Max Quick Rebound and Focus: Physical Critical. The first skill lets you get back up after getting knocked down and it provides invulnerability frames in the crouched position. It also lets you have a small window of super armor when you get back up. The latter skill raises your physical critical hit rate which is important to helping you reach 100% chance of landing a critical hit. As for the rest of the skills, none of them are particularly good but some skills do have some utility. Demonic Slash is useful for its innate shadow element which can be used against delezie in resphon. Flying Tips can be useful for activating more magic sword medley procs in a Monster Ruler chronicle build. Sword Barrier can be useful for blocking attacks in general. Shadow Snake Attack can be useful in pulling enemies towards you (useful in Durable Leg in Anton). Sliding slash is good for mobility and can be used for blade dance cancels. It is preference for you to use some of these skills.

Swordmaster Skills:



Blade Dance

This skill allows you to cancel out of a skill and link it to another skill. Very useful for certain skills depending on the situation. Most notable for allowing the cancel of Blade Waltz (exploding all swords at once) and the linkage between the 1st and 2nd awakening skills.



Crushing Bludgeon Mastery

The mastery for bludgeon weapons. It increases physical attack, shockwave damage, and range when using a bludgeon. It also gives additional effects to certain skills. The most important ones being arcane sword blast (makes all swords explode at once and removes initial slashes), illusion sword, and elemental shift (reduces elemental resistance).



Elemental Short Sword Mastery

The mastery for short sword weapons. It increases physical attack and adds special effects to certain skills when using short sword. Elemental shift gains the ability to summon another elemental sword (by casting elemental shift twice) that does 25% medley and elemental shift damage. Elemental shift gains additional casting chance. Magic sword medley's cooldown is lowered. Flash gains higher status inflict level and damage.



Swift Katana Mastery

The mastery for katana weapons. It increases physical attack, adds additional effects to certain skills, and increases skill damage when using blade dance when using katanas. Imperial swordsmanship and elemental shift gains a damage increase (main reason for magic cataclysm use explained later). When blade dance is used, the linked skill's cooldown is lowered and it also gains a skill damage increase (very important for katana users). Blade dance cancellation count also recovers faster when using katana.



Robust Zanbato Mastery

The mastery for zanbato weapons. It increases physical attack, adds effects to certain skills, and has a skill damage increase when using zanbato weapons. Sliding slash, flash, and crescent gains super armor. Crescent's hit count becomes 1. Crescent, imperial swordsmanship, and swift demon slash gains an increase in damage and attack range when they are fully charged. Also when a skill is fully charged, a 30 second buff is given which increases skill damage on all skills.



Imperial Swordsmanship (aka Imperial Fencing)

The bread and butter skill for swordmasters except for bludgeon users. This is the best filler skill for swordmaster and can even be the main damage skill (for SS and katana; explained later). It has no cooldown and its animation changes depending on what weapon type you are using. Bludgeon's version of this skill is not that strong for how long it takes as it has no special effects compared to the other 3 weapon types. This skill can be used for blade dance canceling (useful for katana users to start chains). When you are using this skill for SS, make sure to do use this skill in conjunction with the X attack (IS > X > IS > X > repeat). As for katana, spam this skill along with mashing X attack. There is a small delay in between every IS use which allows the use of X attack (harder to tell with katana so just mash X). This is important to maximizing damage. As for zanbato, you can use this skill to charge up your 30s skill damage buff. Another important thing to note is that this skill activates elemental shift when using SS and katana. SS also can activate magic sword medley when using this skill (very important!).



Elemental Shift

The skill that makes swordmaster a swordmaster. It changes your sword to one of the four elements (two elements if you are a SS user). It is a skill that does damage when you use basic attack (X attack) or imperial swordsmanship (if SS or katana user). This skill is also required for the use of two skills, magic sword medley and unleash). The range of your weapon also changes depending on what elemental shift you use. Water = shadow > light > fire in terms of weapon range.



Counter Strike

A counter skill when you block an attack with sword barrier. Not that useful.



Swift Sword

A mobility skill. Poor damage but it allows you to travel distances quickly.



Auto Deflect

A buff skill that helps you auto block attacks. Not that useful since it can interrupt your skills.



Ascent

A skill that makes you charge forward and knock things away. Not strong but might be useful depending on the situation.



Sentiment Du Fer Critical

Swordmaster's main buff. It increases your physical critical rate and critical damage. One of the best buffs. Must max.



Illusion Sword

A skill that sends out an illusion that slashes/slams enemies. One of bludgeon users' main skill. Does good damage as a bludgeon user but on other weapons, it is subpar.



Tossing Slash

A weak skill but it has its uses. It grabs enemies and launches them up where you will land a few slashes then knock them down. If the enemy is ungrabbable, it will grab the enemy and slash them on the ground. Useful for positioning and invincibility frames.



Magic Sword Medley

One of swordmaster's main skills and only usable if you have the elemental shift buff on. Depending on your elemental shift type, different attacks with different effects will be activated when you use a skill. SS users make the most out of this skill due to the lowered cooldown from the mastery. This is a passive skill so you just need to max it and not worry about it. Increasing its level will increase the chance of it activating. In terms of damage, water = light > fire = shadow. Water is easier to aim which is why is the most preferred element for medley.



Crescent

A skill that lets you swing your sword in a "crescent". You can move or stay in position when using this skill. This skill can also be charged for more movement (and damage if zanbato user). A decent skill but particularly good if you are a katana/zanbato user.



Flash

This skill launches several slashes through the air. If you want to do its maximum damage output, you have to be right next to the enemy since the slashing you at the beginning does damage. Depending on what elemental shift type you have on, flash has a different status inflict. A decent damage skill.



Arcane Sword Blast

Named Excalibur in the Korean version. Sadly, it is not as strong as the name implies but that does not mean it isn't strong. It does a lot of damage if you can get most if not all hits in. This is bludgeon users' signature skill (with 9 piece ancient illusion). The only way it isn't worth using this skill is if you are a magic cataclysm user (explained later) but even then it is good if used prematurely for certain enemies.



Swift Demon Slash

The strongest skill for a zanbato user and one of the strongest skills for the other weapon types. It delivers a number of slashes and one final slash. Make sure to press the skill button repeatedly for the maximum number of slashes. Can be charged for additional damage.

Noblesse (1st Awakening Skills)



Soul Render

The first of your 1st awakening skills. It increases skill damage for every soul render stack. To gain a soul render stack, you have to land a critical hit on an enemy. This should be easy with the critical rate that swordmasters have. There is a maximum of 5 stacks.



Ultimate Slayer Technique: Spacetime Cutter

Your 1st awakening skill. A very flashy skill but not as strong as the name implies. One of your strongest skills but it is also useful utility wise. At level 3, you become invulnerable during its casting. At level 6, your soul render and blade dance levels increase (more skill damage and more cancels, respectively). At level 9, all your skill cooldowns are lowered. Also whenever this skill hits, it holds the enemy (even ungrabbables). However, it has a delay between activation and its first slash. Strong damage and good utility makes it a worthy 1st awakening skill.



Dragon Mortar

A quick and decent damage skill. When you use this skill, a sword launches into the air and comes back down for an explosion. Although it isn't strong, it is very fast so you can use it and forget about it in your combo chains.



Elemental Eradicator

A strong skill ruined by how long it takes to complete. It lifts the enemy/enemies and holds the enemy/enemies while you go around in a circle slashing the enemy/enemies with different swords unless the enemy is ungrabbable. Useful for its utility.

Majesty (2nd Awakening Skills)



Ancient Pledge

The passive that gives massive amounts of physical attack. It converts the magic attack and piercing magic attack from your equipped weapon and changes a % of it into physical attack. The % changed depends on what weapon type you are using (SS/katana has the highest while zan is the lowest). The main reason why swordmasters have high physical attack in town.



Unleash

One of the two skills that needs elemental shift activated before usage. Depending on your elemental shift type, it launches a spiraling sword that spins and explodes. It does a lot of damage, and its damage can be built up with magic sword medley stacks. It seals your magic sword medley and builds up stacks on a set cooldown for more damage when this skill is used. The release timing can also be adjusted. If you hold it, it does damage to the enemy and it doesn't move as far. One of the strongest skills.



Blade Waltz

Just like elemental eradicator, it is a very strong skill ruined by its duration but it does not have utility. However, this skill has a workaround. By using blade dance to cancel into another skill, the swords from this skill will explode instantly, doing a ton of damage. That is how this skill is mainly used.



Ultimate Sword: Laevateinn

This skill's damage is not worthy enough to be called the ultimate sword. In terms of damage, it is even weaker than the 1st awakening. However, it has utility as a hold and one shot burst skill (although it has a delay before the hit). When used, any enemy vulnerable will be held until the hit applies. This is very useful for holding in any situation.

TP



Basic Training Upgrade

A useful tp upgrade for SS and katana users (mainly for magic cataclysm users). Imperial swordsmanship counts as a basic attack even though it is a skill. This means that this TP option will increase the damage of your imperial swordsmanship.



Elemental Shift Upgrade

This TP option increases the chance of elemental shift activation. Very useful for SS and katana because they use imperial swordsmanship very often.



Illusion Sword Upgrade

Useful for bludgeon users since it is one of their signature skills. Increases damage on illusion sword. Not useful for the other weapon types though.



Crescent Upgrade

Increases the damage of crescent. Unless you're a zan user, it doesn't do much since crescent does decent damage at best. However, it is still a candidate for using TP on.



Magic Sword Medley Upgrade

Lowers the cooldown on magic sword medley activations. Must have for a SS user but for other weapon types, it is a preference option for leftover TP.



Flash Upgrade

Increases the damage of flash. No weapon specifically uses flash as a signature skill so this TP option is just a preference. The damage on flash is decent at best.



Arcane Sword Blast Upgrade

Increases the number of swords exploding. Makes a strong skill even stronger. A good option to spend TP on, especially for SS and bludgeon users.



Swift Demon Slash Upgrade

Increases the damage on one of swordmaster's strongest skills, swift demon slash. However, SS and bludgeon users might not have enough TP to max this. Must max for zan users though.

Recommended Skill builds

- Short Sword - <https://i.imgur.com/1LDaUdl.png> (preference for the last 4 TP, flash or swift demon slash)
- Bludgeon - <https://i.imgur.com/ivztTp1.png> (preference for either max crescent or dragon mortar and dump the rest of sp into the other; rest of TP is preference but I recommend swift demon slash)
- Katana - <https://i.imgur.com/vnN3MyL.png> (preference for the last 4 TP)
- Zanbato - <https://i.imgur.com/oxlXKdt.png>

Basics

Kiri Reinforcement vs Klonter Amplification

There are several ways to make your gear stronger, recommended only to do this on gear that you will be using for a long time or permanently. Reinforcement is done at Kiri and adds a "+" each time it is successful. On weapons, this adds "piercing attack", and on armor, it gives "% damage reduction". Reinforcement is **heavily recommended to only do on weapons**. Klonter Amplification is another way to increase benefits from armor but is also much more costly. It has all the same benefits as reinforcement but additionally comes with a **pink line** that allows you to increase a core stat (strength,



intelligence, vitality, or spirit). The higher the amplification level, the more of that stat you will get. Higher rarity equipment will have higher stat increases than gear of the same level and amplification but lower rarity. It is **heavily recommended** you amplify armor instead of reinforcing it. Also, **do not** amplify weapons unless you 100% know what you are getting into.

SM is a Physical %

Sword Master is a Physical % class. Despite having names and themes dealing with “magic”, **she is completely physical**. This means that on weapons, you primarily care about the physical attack on it (not the magical attack) and also that piercing attack increases from reinforcement benefit us. The only exception to this is when using bludgeons, in which case you will also care about the independent attack since bludgeon is partly fixed damage. Physical attack is also important to stack whenever possible (from enchantments) and strength should also be stacked if possible, though physical attack takes priority over strength most the time.

Critical Hit and Sentiment du Fer

SMs don't have to worry about stacking critical hit chance as much as other classes since our main buff, Sentiment du Fer, gives us 20% at level 10. With buff swapping, the critical chance gain from Sentiment goes up to a max of 41%! This means we only have to stack around 55%-80% in- town critical chance depending on whether you buff swap or not. Just remember that Sentiment also gives +% Critical Damage so having 100% Critical Chance is important to doing as much damage as you can!

Min-Max talk about crit chance: After casting Sentiment you technically only need to have 92% crit chance. The Female Slayer passive “Composure” gives +5% crit chance and there is actually a hidden 3% crit chance that is never shown. $92+5+3=100\%$

Avatar Options (with Emblems)

Hat/Hair

- Cast speed or spirit;
- Strength + Physical critical chance or Strength (depends on your critical rate)

Face/Torso

- Attack speed
- Emblems vary depending on what you need

Top (assumes you have sentiment already on another top)

- Ancient Pledge (once available) but your weapon mastery for now (elemental short sword mastery for 6 or 9 piece monster ruler users no matter what)
- Weapon mastery for platinum emblem
- Strength + Physical critical chance or Physical critical chance(depends on your critical rate)

Bottom

- Hp
- Weapon mastery for platinum emblem
- Strength + Physical critical chance or Physical critical chance(depends on your critical rate)

Waist

- Evasion, max inventory weight, or resistance (depends if you need resistance for some type of equip)
- Emblems vary depending on what you need

Shoes

- Strength
- Emblems vary depending on what you need

Skin

- Physical defense
- Emblems vary depending on what you need



Obtaining Halidom

You may find these while leveling through the game and are sure to find them while doing regular dungeons, scenario dungeons, or Circulation. This item allows you to convert a magic seal item into a Halidom. Halidom weapons are Unique-grade weapons that also increase all your skills in a certain range by +1 level, while armors form a set that increase your stats and boost specific skills. Upgrading costs Halidom fragments and materials from the area that corresponds to the level of Halidom you want to make, as well as some souls (that come from disassembling items).


Another way to get Halidom items is to use the scroll sold by Seria for 50,000 gold. This item allows you to turn legacy gear into halidoms. You can get legacy gear from compounding it yourself through Seria's compound option or buying from other players. It will still cost a few materials, but significantly less than using the magic seal pink scrolls since obtaining the base legacy item is more expensive.

Otherverse (OV)

These gimmicky dungeons can be accessed once you are level 70 and are located in the left side portals in Saint Horn. This guide will not cover how to tackle these dungeons, this section is merely an overview. There are already guides out there for learning these dungeons! These dungeons drop the "chronicle" equipment that are necessary for Short Sword and Bludgeon users. As well as people looking to min-max. The first 3 dungeons are called "OV2" and the second 3 dungeons are called "OV3".



In both OV's, non-set chronicle items drop. OV2 specifically has an immense number of different Force/Expand/Fierce/etc items that only matter when you first start OV. It only matters when you first start OV because you need to build up exorcism, which is a stat gimmick exclusive to OV. If you don't meet the exorcism requirements for the difficulty, your stats are punished. Alternatively, if you exceed the requirements then your stats will be increased. It is important when you first start OV to equip anything that will help raise your exorcism, even if it is not your (light) armor mastery. Just do it, and slowly replace those pieces to fit your armor mastery later. There is also a chance for set chronicle pieces to drop. Unfortunately, these are random and you will find very often that they are not for your class. In order to combat the randomness of

chronicle drops, you will find Interdimensional Fragments . These fragments are used as currency to buy chronicle pieces of your choice. Natalia Sue (OV2) and Ludmilla (OV3) sell the these. NOTE: OV2 equipment costs less than OV3 equipment!

Here's table of the interdimensional fragment cost for OV2 and 3 set pieces:


Slot	OV2	OV3
Top	398	443

Bottom	398	443
Shoulder	341	379
Belt	341	379
Shoe	341	379
Bracelet	283	315
Necklace	283	315
Ring	283	315
Sub equip	455	506
Magic stone	513	570

You'll notice I don't mention chronicle weapons. Please don't use them, even if they contribute towards your set. Stat-wise, they are very weak compared to just about anything else you can get.

Hell mode

You get the best items in the game via Hell Mode. Hell mode is a random lottery; you pay

demon invites  to have a chance at getting epics to drop. To unlock it, you have to complete quests under the Feat tab titled Ep2 and Ep3. Completing these quests unlocks hell mode in Power Station and Castle of the Dead respectively. Then, on the dungeon select screen, press F11 or the Hell Mode button and enter the dungeon of your choice. One room in that dungeon will be marked with a demon icon, where you will encounter the Hell party. Defeat the enemies from the hell portal and pray to get epics! If you get something there is an entire section about what drops are good later on in the guide.

Details: When selecting difficulty, the only thing that this changes are the demon eyes drop rate, hell orb drop rate and number of epic fragments. **Difficulty does not affect Epic drop rate.** Insane has a demon (Blaze, Miasma, Nightshade or Darksteel) before the hell party to defeat, but also has a higher chance to drop epics than hardcore.

[Understanding what "Smash", "Crit Smash", "Elenore", and "additional elemental damage" mean.](#) by Loriciferica of DFO Nexus

\$\$ Funding \$\$

When it comes to funding, the weapon type, from cheapest to most expensive, ranks as follows:

1. Bludgeon

2. Short Sword
3. Katana
4. Zanbato

Bludgeon and Short Sword are the cheapest to fund. These weapons utilize 9 piece chronicle sets very well and are some of the strongest chronicle sets in the game. They are as close to broken as you can get. Thus, your biggest worry is typically what weapon you use with these sets. This unfortunately is a double-edged sword since both 9 piece chronicle sets are very strong, it means they are also hard to break away from using. Additionally, it means the weapon chooses which set you will be using. Bludgeon's set is unbreakable; you must use 9 pieces or none. With Short Swords, you have some flexibility to drop down from 9 to 6 pieces, but this requires 3 items that are **very** good.

You'll notice Bludgeon is ranked below SS. This is due to SS's reliance on stacking Elemental Short Sword Mastery (ESSM). Check the Short Sword section for details!

Katana's and Zanbato's expensiveness stems from a heavy reliance from epic/legendary items. However there are chronicle options available to them and also can utilize standard gearing options such as halidom sets. These options allow them to tackle ancients for farmable legendary sets which are very powerful.

Bludgeon

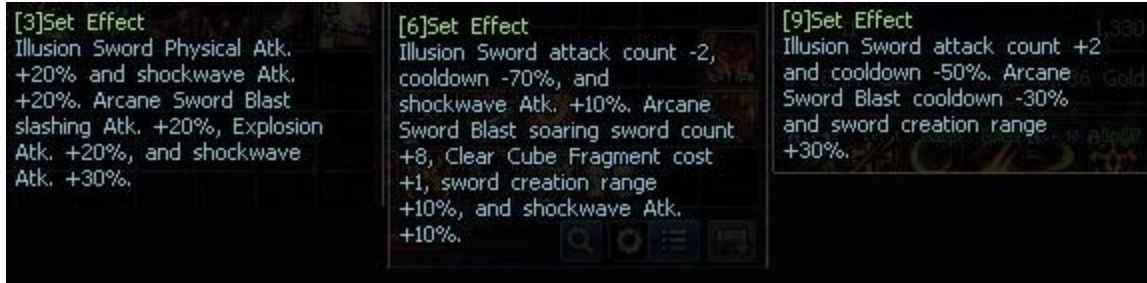
Pros

- + Armor-wise only needs 9 piece chronicle
- + Weapons are on the cheaper side (relatively)
- + Cheapest build available to SM
- + Has amazing filler skill
- + Very nice burst with ASB, Unleash and Blade Waltz
- + Safety from juggling mobs
- + Decent AoE

Cons

- You are essentially stuck with 9 piece
- Refining is not a luxury
- Juggles mobs
- Weakest weapon out of the four

The cheapest build it takes close to no funding. It is also known as the Slam Jam build: [video](#)
You use 9 pieces of Ancient Illusion, an OV3 set. Here are the set effects:



Its playstyle revolves primarily around using Illusion Sword and Arcane Sword Blast. This set makes Illusion Sword's duration around the same length as its cooldown, meaning you will always have slams. Also, after some reworks ASB (unlike the video) explodes all the swords at once, making it an incredible burst on short cooldown.

Its cheap since you only have to worry about getting a proper pet, title, and weapon!

Refining is very important for bludgeon build! The shockwaves from bludgeon are fixed damage thus benefit heavily from refining.

You have one slot that is completely free you should utilize this slot for any of the following:




- A source of elemental damage (Magic Stone!!!)
- A source of smash
- A source of critical smash
- A source of elenore
- A source of cooldown

This holds true for any 9 piece chronicle set. Also keep in mind that some of those modifiers can actually be covered by things like title and pet!

For bludgeon, you want to build 9 piece ancient illusion. 9 piece is a make or break for ancient illusion. You don't want to break away from 9 piece unless you're decked out in epics or have an epic set. Even then, 9 piece ancient illusion is still the 2nd best setup for naval gun defense (after Natural Guardian epic set) for SM. Of course you can skip some of these steps.

Beginning Bludgeons

Here are some of the bludgeons you can use/are possibly using right now, these should get you though OV:

 Holy Instant	 Halidom: Mastema's Metal Spike	 Iron Aim's Rocket Bludgeon
Superior (100%) Physical Atk. +1429 Magical Atk. +892 Independent Atk. +561	Superior (100%) Physical Atk. +1442 Magical Atk. +892 Independent Atk. +561	Superior (100%) Physical Atk. +1450 Magical Atk. +892 Independent Atk. +561
Unique Bludgeon Weapon	Unique Bludgeon Weapon	Unique Bludgeon Weapon
Sealed Lv 75(85 - 10)	Sealed Lv 75(85 - 10)	Untradeable Lv 75(85 - 10)
Class : Slayer, Dark Knight	Class : Slayer, Dark Knight	Class : Slayer, Dark Knight
Weapon Physical Atk. +1033 Weapon Magical Atk. +892 Independent Attack +561 Strength +96	Weapon Physical Atk. +1033 Weapon Magical Atk. +892 Independent Attack +561 Strength +132	Weapon Physical Atk. +1033 Weapon Magical Atk. +892 Independent Attack +561 Strength +151
Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%
Inflict Light Damage Hit Rate +1%	Inflict Light Damage Hit Rate +1%	Hit Rate +1%
Attacks have a 5% chance of increasing Light Damage +5 for 12 seconds. (Max Stacks: 4) Attacks have a 2% chance of Stunning their targets. (The chance and effect increase if the targets are Lv. 90 or above and increase if Lv. 89 or below. Cooldown: 4 sec.)	Slayer Level 1-85 Skill +1 (Special Skills excluded) Dark Knight Level 1-85 Skill +1 (Special Skills excluded) The skill level increases based on the initial skill level. There are no increases for skills that are mastered at Level 1. Following effects will be applied based on the number of Legacy and Halidom item equipped. Strength + 28 Intelligence + 28 Vitality + 14 Spirit + 14 Attacks have a 2% chance of Stunning their targets for 2 seconds. (The chance and effect decrease if the targets are Lv. 90 or above, and increase if Lv. 89 or below.)	Attacks have a 5% chance of firing a howitzer at all enemies in a 550 px range. (Cooldown: 5 sec.) Attacks have a 2% chance of Stunning enemies. (The chance and effect decrease if the targets are Lv. 90 or above and increase if Lv. 89 or below. Cooldown: 4 sec.)

Holy Instant

Gives you +20 light damage and is level 85 Unique. Pretty nice and if you use Neo-premium you get this weapon for free!

- Where do I get it:
 - Drops, buy from players, and Neo-premium allows you to rent for free.

Halidom Weapon

Gives +1 to all your skills, passives included which is a significant boost all around. Has the stats of a 85 Unique as well. If you have the 80 Halidom it is still a perfectly good weapon to use as well.

- Where do I get it:
 - Drops, buy from players, and make using halidom methods.

Iron Aim's Rocket Bludgeon

Stats of a level 85 Unique, the howitzer blasts aren't too special. This weapon is easily obtained so it makes a good choice if you are still using a magic seal.

- Where do I get it:
 - Drops from boss and buy from Hunter Von with 600 Oblivion Meteors


Some others you can use are:



If it is level 80+ and Unique+ you should be using it!

Transitional Bludgeons

These bludgeons should get you through most, if not all content besides anton raid.

 Yang Ull's Twig Superior (100%) Physical Atk. +1659 Magical Atk. +1003 Independent Atk. +648 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1162 Weapon Magical Atk. +1003 Independant Attack +648 Strength +107 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	Yang Ull's Twig Superior (100%) Physical Atk. +1659 Magical Atk. +1003 Independent Atk. +648 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1162 Weapon Magical Atk. +1003 Independant Attack +648 Strength +107 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	 Yang Ull's Twig Superior (100%) Physical Atk. +1659 Magical Atk. +1003 Independent Atk. +648 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1162 Weapon Magical Atk. +1003 Independant Attack +648 Strength +107 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%
 Requiem Crasher Superior (100%) Physical Atk. +1560 Magical Atk. +952 Independent Atk. +607 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1102 Weapon Magical Atk. +952 Independant Attack +607 Strength +134 Speed: Average Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	Requiem Crasher Superior (100%) Physical Atk. +1560 Magical Atk. +952 Independent Atk. +607 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1102 Weapon Magical Atk. +952 Independant Attack +607 Strength +134 Speed: Average Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	 Requiem Crasher Superior (100%) Physical Atk. +1560 Magical Atk. +952 Independent Atk. +607 Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1102 Weapon Magical Atk. +952 Independant Attack +607 Strength +134 Speed: Average Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%
 Raging Hercules Superior (100%) Physical Atk. +1541 Magical Atk. +948 Independent Atk. +611 Untradeable Lv 70(80 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1098 Weapon Magical Atk. +948 Independant Attack +611 Strength +101 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	Raging Hercules Superior (100%) Physical Atk. +1541 Magical Atk. +948 Independent Atk. +611 Untradeable Lv 70(80 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1098 Weapon Magical Atk. +948 Independant Attack +611 Strength +101 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%	 Raging Hercules Superior (100%) Physical Atk. +1541 Magical Atk. +948 Independent Atk. +611 Untradeable Lv 70(80 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1098 Weapon Magical Atk. +948 Independant Attack +611 Strength +101 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5%

Requiem Crasher

Level 85 Legendary Stats along with a unconditional +11% Elenore. You also get a free +4% critical hit rate. It should smash most the content fine.

- Where do I get it:
 - Buy from Iris using 100 Appeasing Stones or 140 Low Grade Appeasing Stones from doing Ancient Dailies.
 - “Appeasing Stone” and “Purging the Requiem” each give you 1 Appeasing Stone.
 - [Ancient Dungeon] “Crude Appeasing Stone” and [Ancient Dungeon] “Purging Corruption” each give 1 Low Grade Appeasing Stone
 - Raid Viability:
 - Even though this is the transitional bludgeon section I felt I needed to address this. There are a lot of factors involved with raid. You may be able to participate in Raid with this weapon but I mean you are almost halfway there, you may as well make take the time to get this to a Liberation so there are no questions about whether you meet the cutline or not!

Yang Ull's Twig

Even though it's a level 85 epic it's referred to as a Yellow magic seal in Korea. It'll serve its role of transitional bludgeon okay, but do not expect to get into endgame with it. However, after the rework it will be significantly better than it is now. Keep it around instead of disassembling it. Especially if it's all you got.

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Raging Hercules

Has the stats of a 80 Epic. Honestly the special effects are really not amazing. The conditions which gives the free stats are very unideal but give some nice strength if you do manage to get hit.

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Some others you could potentially use are:






If it is level 85 and **Legendary**+ then it should be a transitional bludgeon.

Recommendation: Do not buy a legendary bludgeon unless it is **Tarbaza Quaker** or **Liberation Crasher**. It will be replaced by those two weapons, thus is a huge waste of money.

Endgame Bludgeons

At the endgame level you have a choice of 3 weapons, 2 of them are buyable. These are what you want to aim for to get into Anton Raid:

 Mysteltainn Superior (100%) Physical Atk. +1659 (+683) Magical Atk. +1003 (-162) Independent Atk. +648 (+189) Epic Bludgeon Weapon Untradeable Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1162 Weapon Magical Atk. +1003 Independant Attack +648 Strength +107 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5% Shadow Damage +45 Inflict Shadow Damage Hit Rate +1% Attack damage +17% Attacks have a 2% chance of Stunning enemies. (This chance decreases if the targets are Lv. 92 or above, and decrease if Lv. 91 or below.) Even the strongest weapon is useless when not in hand. View Quick Info. (F4)	 Tarbaza Quaker Superior (100%) Physical Atk. +1547 (+571) Magical Atk. +952 (-213) Independent Atk. +607 (+148) Legendary Bludgeon Weapon Sealed Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1102 Weapon Magical Atk. +952 Independant Attack +607 Strength +101 Speed: Slow Physical Skill MP+10% Cooldown+5% Magical Skill MP-5% Fire Damage +18 Inflict Fire Damage Hit Rate +1% Attacks have a 5% chance of Burning enemies, inflicting additional damage at 1,000 Atk. every second for 5 seconds. (Cooldown: 2 sec.) +20% damage on Burned enemies Mountainous Wheel, Flowing Stance - Swift, Mountain Press, Hop Smash, and Bounce Blow cast a fire brand on the ground, Burning enemies. (Cooldown: 1 sec.) (The chance and effect decrease if the targets are Lv. 91 or above and increase if Lv. 90 or below.) DFOpedia (0)	 Liberation Crasher Superior (100%) Physical Atk. +1573 (+597) Magical Atk. +952 (-213) Independent Atk. +607 (+148) Legendary Bludgeon Weapon Sealed Lv 75(85 - 10) Class : Slayer, Dark Knight Weapon Physical Atk. +1102 Weapon Magical Atk. +952 Independant Attack +607 Strength +162 Speed: Average Physical Skill MP+10% Cooldown+5% Magical Skill MP-5% Move Speed. +3% Casting Speed. +4.5% Physical Critical Chance +7% Magical Critical Chance +7% Hit Rate +1% Attack Speed +3% Attack with a 2% chance of stunning an enemy for 2 seconds; if the target's level is 91 or higher, this item's chance and effect are decreased, and increased if 90 or lower. Additional 16% damage to the enemy
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Ranked from highest to lowest

1. Mysteltainn
2. Tarbaza Quaker
3. Liberation Crasher
4. Requiem Crasher

Mysteltainn

45 Shadow Damage and a + 17% Elenore, while having the stats of a level 85 epic. BiS bludgeon hands down best weapon for this build.

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode
- Raid Viability: Pretty much everywhere

Tarbaza Quaker

Stats of a level 85 Legendary, +18 Fire damage and a +20% Additional Elemental Damage against burning enemies. Not only that, Mountain Press gives a chance to burn. Mountain Press + Medley's are a free burn just waiting to happen.

- Where do I get it:
 - Drops from Flame Krave in Durable Leg (Anton Normals), also recipe from Gabe. Can buy off of Auction House / players
- Raid Viability:
 - Unfortunately the burn caveat ends up barring you from places like Durable Leg where Agnes and Flame Krave are completely immune to burn. But you make a mean Naval Defense slave.

Liberation Crasher

Level 85 Legendary Stats along with a unconditional +16% Elenore. You also get a free +7% critical hit rate. Decent but you should really buy a Tarbaza over this if you plan on buying your weapon.

- Where do I get it:
 - Create from a Requiem Crasher using the Recipe Iris sells which requires doing dailies from EX Ancients, Can buy off of Auction House / players
- Raid Viability:
 - You make a fine Naval Defense slave

Short Sword

Pros

- ✚ Armor-wise only needs 9 piece chronicle
- ✚ Chronicle Pieces are OV2 (less fragments needed than OV3!)
- ✚ Very easy status effects (freeze, burn, etc)
- ✚ You are a fucking machine gun
- ✚ Incredibly strong, properly geared you will be a top tier dps

Cons

- You are essentially stuck with 9 piece
- Popular, more competition
- ESSM = \$\$\$\$ and lots of it
- Depending on season +ESSM titles can be easy or incredibly difficult to get!
- Top tier weapons are hard or expensive to get
- ESSM = \$\$\$\$\$\$\$\$\$\$\$\$\$\$

You use 9 pieces of Monster Ruler. Here are the set effects:

[3]Set Effect Elemental Short Sword Mastery: Magic Sword Medley cooldown reduction +10%. Flash cooldown -20%, Abnormal status effect levels +6, and Abnormal status effect Atk. +20%.	[6]Set Effect Elemental Short Sword Mastery: Magic Sword Medley cooldown reduction +20%. Magic Sword Medley Atk. +40%. Arcane Sword Blast soaring swords +50% and cooldown -15%.	[9]Set Effect Magic Sword Medley Atk. +50%. Arcane Sword Blast soaring sword count +20%, cooldown -30%, and Clear Cube Fragment cost +1. Flash cooldown -30% and Abnormal status Atk. +30%.
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Its playstyle revolves around proc'ing Magic Sword Medley as fast as possible. This means mostly using Arcane Sword Blast and then using Imperial Swordsmanship during ASB's downtime. However, just about any other skill can also proc Medleys so you have some freedom.

You have one slot that is completely free. You should utilize this slot for any of the following:

- A source of elemental damage (Magic Stone!!!)
- A source of smash
- A source of critical smash
- A source of elenore
- A source of cooldown
- +level(s) of ESSM

Keep in mind that some of those modifiers can actually be covered by things like title and pet!

When using a Short Sword, you get to Elemental Shift twice. The sword that floats behind you is your secondary element (comes from your first Elemental Shift cast) and its Medley procs do 25% of what your main element does. And, of course, your main weapon uses your second Elemental Shift element and does 100% Medleys.

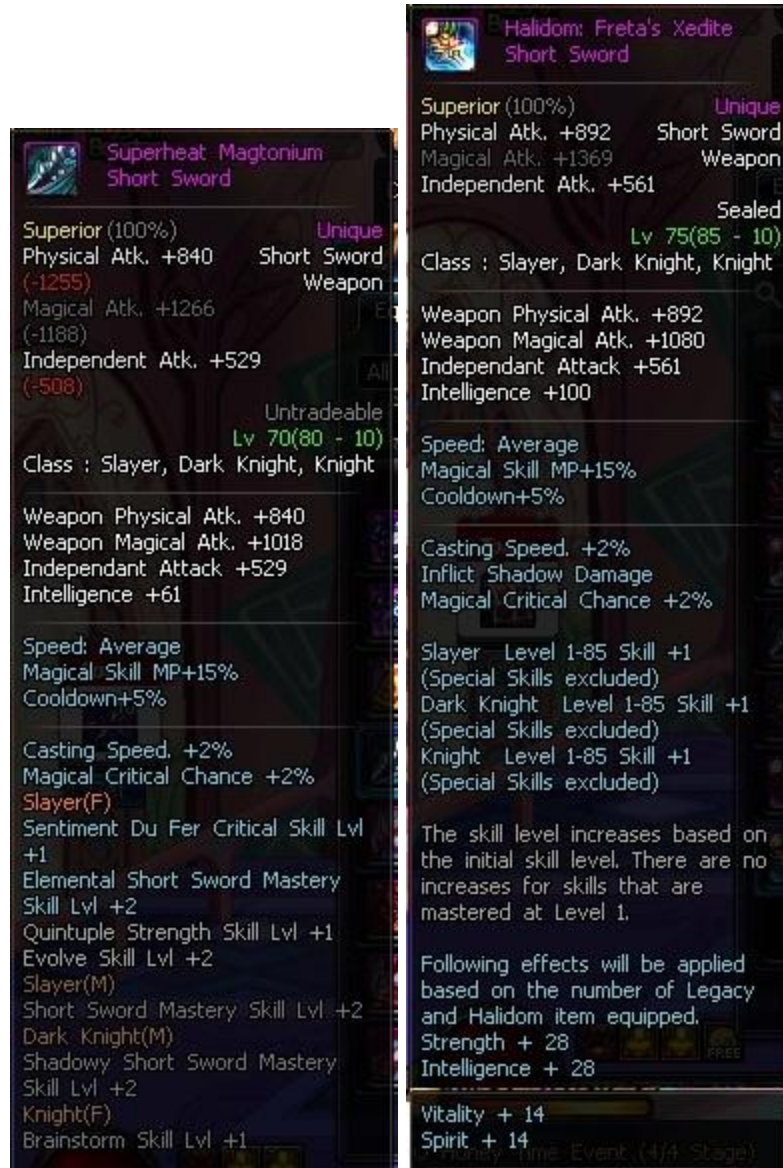
As previously mentioned, the build relies heavily on stacking levels of Elemental Short Sword Mastery (ESSM). The mastery reduces the cooldown on how long it takes to fire a Magic Sword Medley. The higher you stack it, the faster medleys fire. Example: [Video of level 40 ESSM](#). Unfortunately due to the popularity of the build, items that give you levels of ESSM are expensive. This, of course, varies depending on what season it is and what items are readily available. If another +skill title comes out, you can expect the title to be much cheaper than when this guide was written (currently 300m for +2 ESSM title).

For short sword, you want to use 9 piece monster ruler. There are a few ways to break out of 9 piece monster ruler which include magic cataclysm, cold princess set, anton epics, or an epic set. You do not want to break 9 piece otherwise.

In terms of gear progression: 9 piece monster ruler → 6 piece monster ruler with cataclysm, anton epics, or cold princess set → full legendary/epic set up with cataclysm → epic set → Mana vortex epic set (best set for SS). Of course you can skip some of these steps.

Beginning Short Swords

Starting out here are some of the Short Swords you can use/are possibly using right now:



Superheat Magtonium Short Sword

A very nice starting weapon, it gives +1 to Sentiment and also gives you an early taste at what +levels of ESSM can do for you. Should see you nicely through Otherverse as well as other simple farming. Even after you outgrow the weapon, you can keep it as a buff swap!

- Where do I get it:
 - Buy it from Farrel Wane for 555 burning meteors

Halidom Short Swords

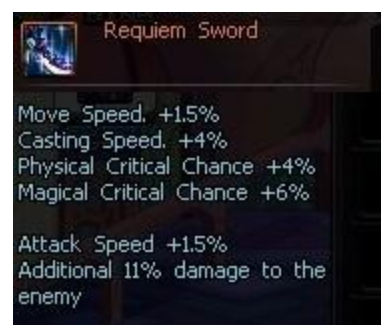
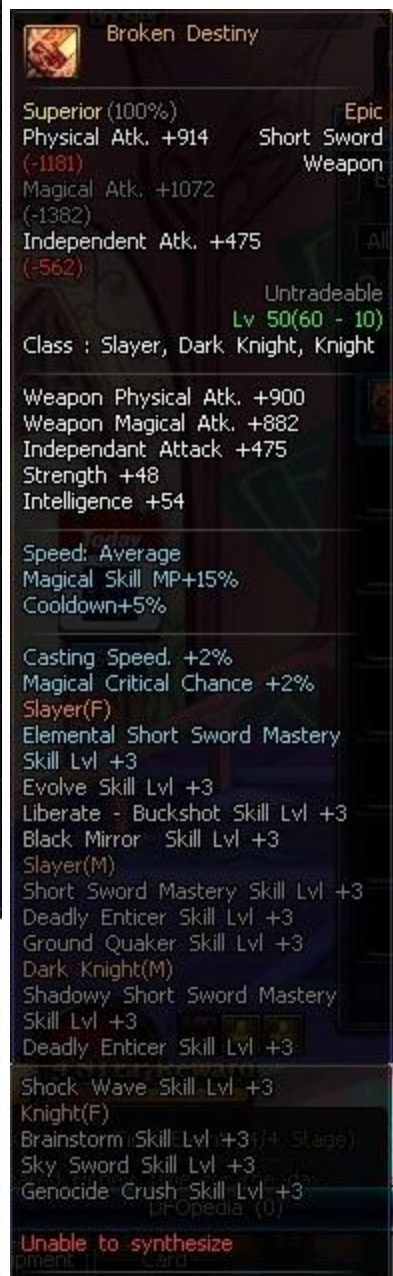
Are unique (better stats than rares) and have +1 to all skills which includes Sentiment and ESSM, should hold you over for a while til you get an transitional or endgame SS.

- Where do I get it:
 - Drops, buy from players, and make using halidom methods.

You could use some other Unique Short Swords but those two are pretty good. Rental from Neo-premium is also fine if you don't want to farm these two.

Transitional Short Swords

They are fine quite strong even, usable even for Anton Normals, but you'll want to upgrade:



Ranking:

1. Bone Red Dragon
2. Broken Destiny
3. Liberation Sword
4. Requiem Sword

Bone Red Dragon

Has an HP shear proc on burn, this allows you to “cheese” many of the high hp monsters as well as incredibly high defense monsters. Since it's based on burn it works perfectly with medley which burns as well as hits often. It works in Anton Normals and has a nice chunk of fire damage and the stats of a level 80 epic SS. It also has that +8% increase on physical attacks. The HP shear proc does not work in Raid!

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Broken Destiny

Hero pots are weighted towards lower level epics, thus your chances of getting this weapon are quite high (relatively) should you choose to open the pot. While it is a lvl 60 epic, it comes with a whopping +3 levels of ESSM and abnormally high p attack for its level. When stacking ESSM high enough you can out damage a liberation weapon no problem.

- Where to get it:
 - Hero Epic Pot, buy from Grandis with Demon Eyes

Liberation Sword

Liberation is obviously better than the requiem. This weapon comes with the stats of a 85 Legendary which is nice and then the 16% elenore which is also nice. Don't forget the free crit as well. Honestly Monster Ruler is so broken that using this weapon with high ESSM does very nice dps.

- Where do I get it:
 - Create from a Requiem Sword using the Recipe Iris sells which requires doing dailies from EX Ancients, Can buy off of Auction House / players

Requiem Sword

Level 85 Legendary Stats along with a unconditional +11% Elenore. You also get a free +4% critical hit rate. Try to get something better, but this is a fine starting point to get to endgame.

- Where do I get it:
 - Buy from Iris using 100 Appeasing Stones or 140 Low Grade Appeasing Stones from doing Ancient Dailies.
 - “Appeasing Stone” and “Purging the Requiem” each give you 1 Appeasing Stone.
 - [Ancient Dungeon] “Crude Appeasing Stone” and [Ancient Dungeon] “Purging Corruption” each give 1 Low Grade Appeasing Stone

Endgame Short Swords

There are what you want to aim for:



Ranking:

1. Yin Sword: Makya
2. Kill Joe's Spirit Sword = Arges

Yin Sword: Makya

By itself gives +70 Water, +70 Shadow, +15% Critical Damage, and has the highest stats for a Short Sword!! This sword gives you a ridiculous bonus to your secondary Elemental Shift. This weapon also fills in the Critical Smash portion of your gear, allowing your one off-slot item to be any high-impact item. Then there's the +20% additional elemental damage when you pair with a Yang user. Its seriously amazing, many SM's on the server would kill to have this. Deserves its title of "Best in Slot".

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode
- Raid Viability:
 - Its BiS, you will be main dps everywhere

Kill Joe's Spirit Sword

This thing is amazing for a legendary weapon. Level 85 Legendary stats, +22 water damage, and a whopping +2 levels of ESSM. To make things better, you have a 50% chance of outright doing 25% more damage. This weapon synergizes perfectly with Monster Ruler. It's so amazing that it deserves an amazing price as well. I would say never to expect it to go lower than 200m, ever. Well worth the price though.

- Where do I get it:
 - Drops from Killjoy in EX Ghost Train, also recipe from Gabe. Can buy off of Auction House / players
- Raid Viability:
 - Just about everywhere

Invisible Sword Arges

Really the only place you should get this from is from an epic pot, but don't worry, it's quite good! It has a +15% elenore and +25% light critical damage. These two effects more than make up for the fact it is a level 75 short sword. As an SM, Elemental Shift guarantees you do light damage and Sentiment should pretty much get you a 100% crit chance rate so you don't have to worry about the conditions on this weapon.

- Where do I get it:
 - You should only really get from a Hero's Epic Pot
- Raid Viability
 - Should get you pretty much everywhere



KILL JOE'S TRAP SHORT SWORD

This weapon is a trap, it is nothing compared to its brother in name. You will even notice it is significantly cheaper in price than Kill Joe's SPIRIT Sword. Do not buy this, its a waste of money.

Heaven's Luck and its Rework

It will become the second best SS after the recent epic rework in Korea. While not too efficient right now, it will be usable in the future, so keep it. There is also a typo currently. It gives +1 to lvl 20-50 skills and not just lvl 50 skills.



Item Building

Despite posting chronicle options, SM relies on epics/legendaries is extremely heavily. With the heavy variance in builds it is very grey on what is considered “best”. Check the Legendary and Epic setup sections for understanding what good builds are.

Katana

Pros

- + Fast attack speed
- + Has a strong filler skill
- + Endgame builds have flexible slots
- + Large hell pool
- + Stupidly powerful with certain epics (CATAclysm)

Cons

- Very Weak (relatively) in chrons
- Legendary weapons are weak
- Heavy reliance on epic weapon
- Heavy reliance on legendary and epic slots at the endgame
- Lots of Hells will mostly likely be required
- \$\$\$

Chronicle option: You can use 9 pieces of Ms. Fundamentals:

[3]Set Effect Mountain Press Atk. +25% and cooldown -15%, Sliding Slash cooldown -20%.	[6]Set Effect Elemental Shift elemental effect casting chance +100% and elemental effect Physical Atk. +30%, Ascent Atk. +20% and cooldown -30%, Sentiment Du Fer Critical damage +10%.	[9]Set Effect Elemental Shift elemental effect casting chance +50% and elemental effect Physical Atk. +40%, Tossing Slash cooldown -30% and Atk. +35%.
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Katana's playstyle revolves around cancelling skills for extra skill damage and using Imperial Swordsmanship as a filler (or main damage with magic cataclysm). Elemental Shift procs provide heavy damage as well from bonuses from mastery.

Unlike bludgeon and SS, katana does not have an amazing chronicle set which is why it requires a large amount of funding to make katana strong (anton raid viable). You can use 9 piece Ms. Fundamentals as a starting point for katana since it boosts the elemental shift damage which is already strong from swift katana mastery.

Magic Cataclysm



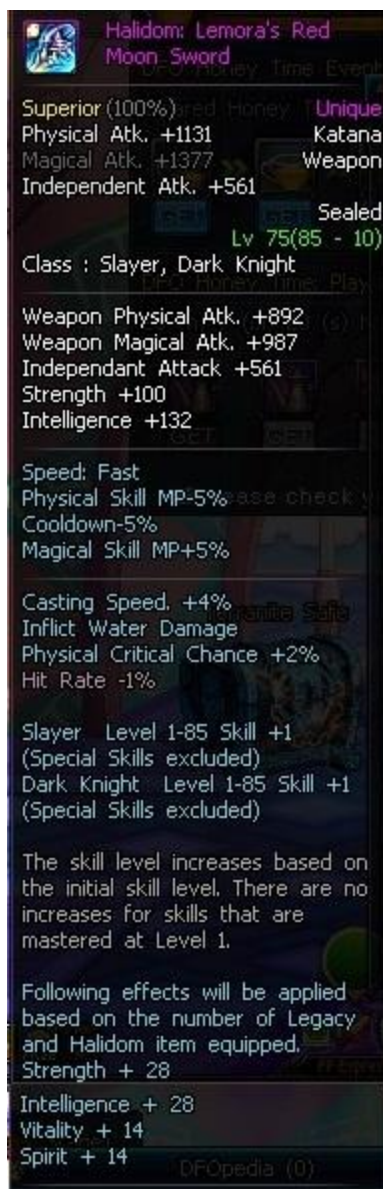
Katana becomes broken when you have the epic **Magic Cataclysm**. This is because Imperial Swordsmanship counts as both a skill and an auto attack. If you have this epic, you can use

it for both SS and katana builds. Hopefully you have a good weapon to use with it!

In terms of gear progression: 9 piece ms. fundamentals → legendary setup → cataclysm build → some epic sets (ex. Natural Guardian) → Mana Vortex → burst epic sets (if you can one shot everything even if you use katana) like dark gothic. Of course you can skip some of these steps.

Beginner Katanas

These should get you through OV but look to get something better ASAP:



Ice Flare

Level 85 Unique stats, +18 Water, +7% Critical Chance and +5 Attack Speed. Pretty nice for a unique weapon.

- Where do I get it:
 - Drops, buy from players, and Neo-premium allows you to rent for free.

Halidom Weapon

Gives +1 to all your skills, passives included which is a significant boost all around. Has the stats of a 85 Unique as well. If you have the 80 Halidom it is still a perfectly good weapon to use as well.

- Where do I get it:
 - Drops, buy from players, and make using halidom methods.


Fiery Flames

Level 80 Unique stats, +1 Sentiment, two proc effects and then best of all Elemental Shift bonuses. The Elemental Shift chance increase synergizes well with the chronicle as you build it up.

- Where do I get it:
 - Buy it from Farrel Wane for 555 burning meteors

Transitional Katanas

You just get these til you get one of the endgame katanas. Other katanas aren't listed since it would be a waste of money! You should be blowing that money in hell modes instead to find that epic katana!

 Liberation Katana	 Requiem Katana
Superior (100%) Physical Atk. +1233 Magical Atk. +1502 Independent Atk. +607	Superior (100%) Physical Atk. +1222 Magical Atk. +1489 Independent Atk. +607
Legendary Katana Weapon Sealed Lv 75(85 - 10)	Legendary Katana Weapon Untradeable Lv 75(85 - 10)
Class : Slayer, Dark Knight	Class : Slayer, Dark Knight
Weapon Physical Atk. +952 Weapon Magical Atk. +1052 Independant Attack +607 Strength +129 Intelligence +162	Weapon Physical Atk. +952 Weapon Magical Atk. +1052 Independant Attack +607 Strength +101 Intelligence +134
Speed: Very Fast Physical Skill MP-5% Cooldown-5% Magical Skill MP+5%	Speed: Fast Physical Skill MP-5% Cooldown-5% Magical Skill MP+5%
Move Speed. +3% Casting Speed. +8.5% Physical Critical Chance +9% Magical Critical Chance +7% Hit Rate -1%	Move Speed. +1.5% Casting Speed. +6% Physical Critical Chance +6% Magical Critical Chance +4% Hit Rate -1%
Attack Speed +3% Additional 16% damage to the enemy	Attack Speed +1.5% Additional 11% damage to the enemy

Liberation Katana

Liberation is obviously better than the requiem. This weapon comes with the stats of a 85 legendary which is nice and then the 16% elenore which is also nice. Don't forget the free crit as well. This is what you buy when you have no other weapon to use.

- Where do I get it:
 - Create from a Requiem Katana using the Recipe Iris sells which requires doing dailies from EX Ancients, Can buy off of Auction House / players

Requiem Katana

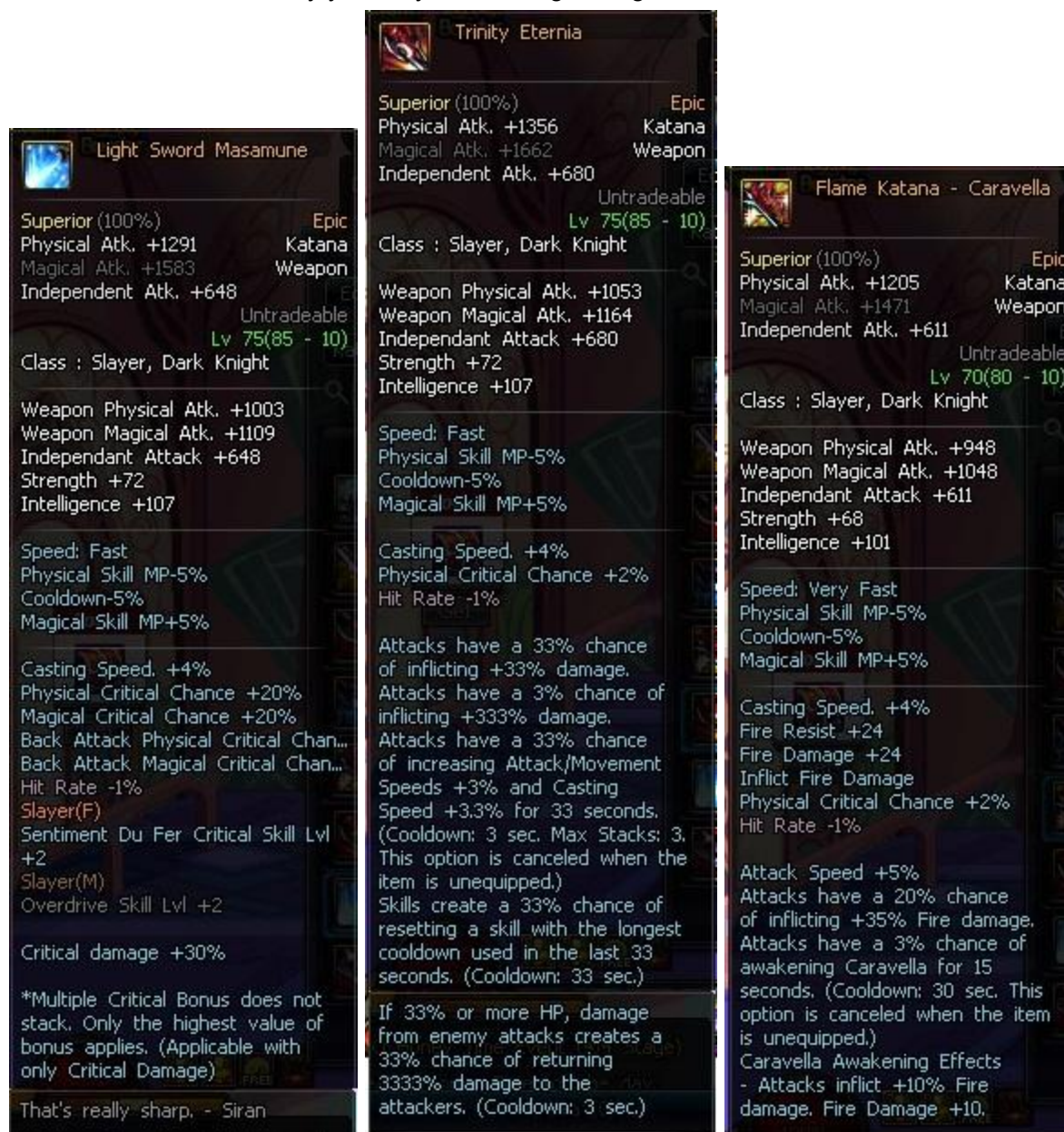
Level 85 legendary stats along with a unconditional +11% elenore. You also get a free +6% critical hit rate. This just a farmable katana that you can obtain if you don't have anything yet and would like to start getting stronger.

Where do I get it:

- Buy from Iris using 100 Appeasing Stones or 140 Low Grade Appeasing Stones from doing ancient dailies.
 - “Appeasing Stone” and “Purging the Requiem” each give you 1 Appeasing Stone.
 - [Ancient Dungeon] “Crude Appeasing Stone” and [Ancient Dungeon] “Purging Corruption” each give 1 Low Grade Appeasing Stone

Endgame Katanas

The best katanas will carry you very well through endgame



I won't rank these weapons because it depends on the rest of your slots.

Light Sword Masamune

Critical chance up the ass and a whopping +30% critical damage. The +2 levels to Sentiment are amazing for buff swapping if you aren't able to fully utilize this weapon as well. This weapon is best with full epic sets. Specifically full Mana Vortex and Cold Princess accessory set synergize perfectly with this weapon.

Trinity Eternia

Has gimmicky effects but is very good. Is very similar to Masamune in terms of item building (make sure to use a crit damage modifier with this weapon).

Flame Katana - Caravella

Might be a level 80 weapon but comes with some ridiculous additional fire damage mods. The build for this weapon is a find stuff that is good on its own and put that on your body. To a noob it will look like you just have random stuff on your character. The main goal with this build is to take advantage of the additional elemental damage on Caravella so stacking fire should be your main priority. However, things that defense shred, give smash, and crit smash are also very important. Check the Fire Setup section in Legendary Setups for what slots to use.

Zanbato

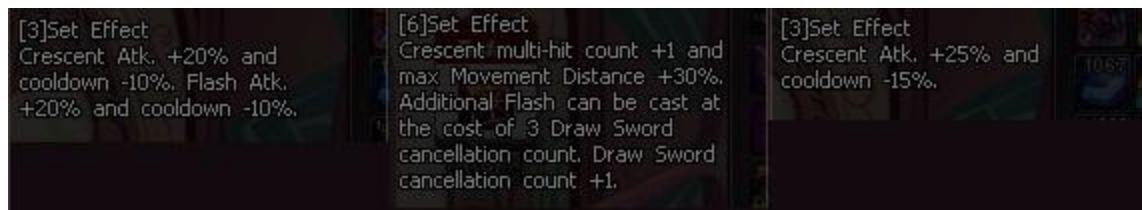
Pros

- + Most powerful weapon at the endgame
- + Burst is amazing
- + Absolutely destroy all the content in the game when in full epics

Cons

- Very Weak (relatively) in chrons
- Legendary weapons are weak
- Heavy reliance on epic weapon
- Heavy reliance on legendary and epic slots at the endgame
- Lots of Hells will mostly likely be required
- Long Cooldowns
- No really good filler skill
- \$\$\$\$\$\$\$\$

Chronicle option: 6 pieces of Forbidden Swordsmanship + 3 pieces of Fencing Master



This chronicle set revolves around boosting Crescent and making it extremely good.

Like katana, zan lacks a good chronicle option compared to Bludgeon or Short Sword. The cooldown on skills are very long when using zan which makes it unfavorable as mobs get stronger and don't die in 1 skill rotation. It is fairly easily to break away from the recommended chronicle option if you have a good weapon.

In terms of gear progression: 6 piece forbidden swordsmanship/3 piece fencing master → legendary setup → epic set. Of course you can skip some of these steps.

Beginner Zanbatos

You can use these during OV and while farming up halidom armor/accessory pieces. Try to upgrade ASAP!



Klau Solas

Level 85 Unique stats, and gives +150 strength. Decent especially since it's free with Neo-premium.

- Where do I get it:
 - Drops, buy from players, and Neo-premium allows you to rent for free.

Halidom Weapon

Gives +1 to all your skills, passives included which is a significant boost all around. Has the stats of a 85 unique as well. If you have the 80 halidom it is still a perfectly good weapon to use as well.

- Where do I get it:
 - Drops, buy from players, and make using halidom methods.

Brakium Black Metal Wrench

Basically it's just a farmable 85 unique. Halidom is much better in my opinion but you take what you can get.

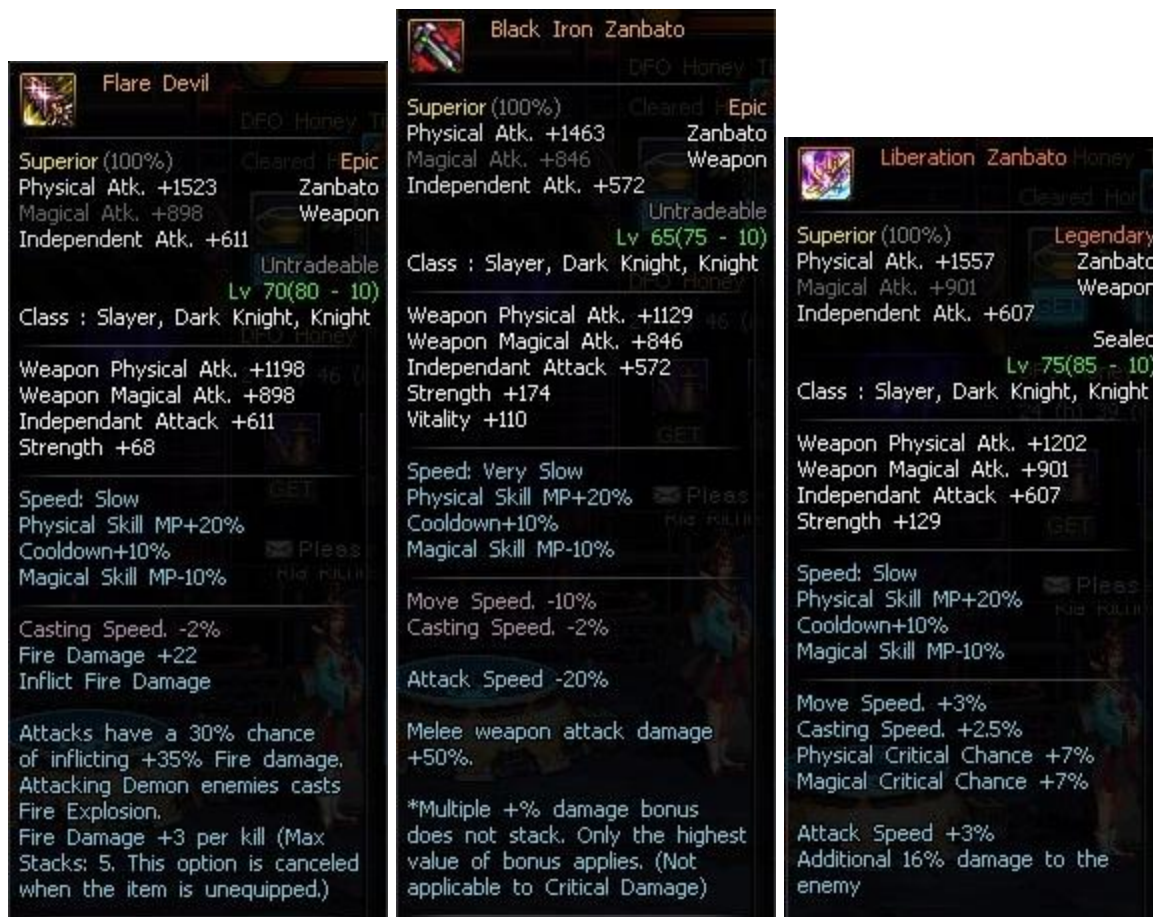
- Where do I get it:
 - Drops from boss and buy from Hunter Von with 600 Oblivion Meteors

You can use this as well if you want to:



Transitional Zanbatos

You might be able to get into anton normals if you have some nice epics/legendary setups alongside these weapons. Expect it to be hard to get into parties since people know SS/bludgeon chronicle builds are strong. Don't spend your money on other zanbatos, spend it in hell mode!



Flare Devil

Level 80 Epic stats, +22 fire damage (+15 more conditional), and an additional elemental! Its pretty decent if you have a good fire build. Unfortunately there happens to be a way better fire zanbato...

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Black Iron Zanbato

Comes with a heavy -20% attack speed penalty but also a nice +50% smash! The smash allows it to be decent despite being a level 75 weapon. Unfortunately there happens to be a way better +50% smash zanbato... Try to be rid of it ASAP.

- Where do I get it:
 - You should only really get this from a Hero's Epic Pot

Liberation/Requiem Zanbato

85 Legendary stats, +7% critical chance and of course 16/11% elenore. Just something you use if you can't get a break on anything else and need something better than pinks

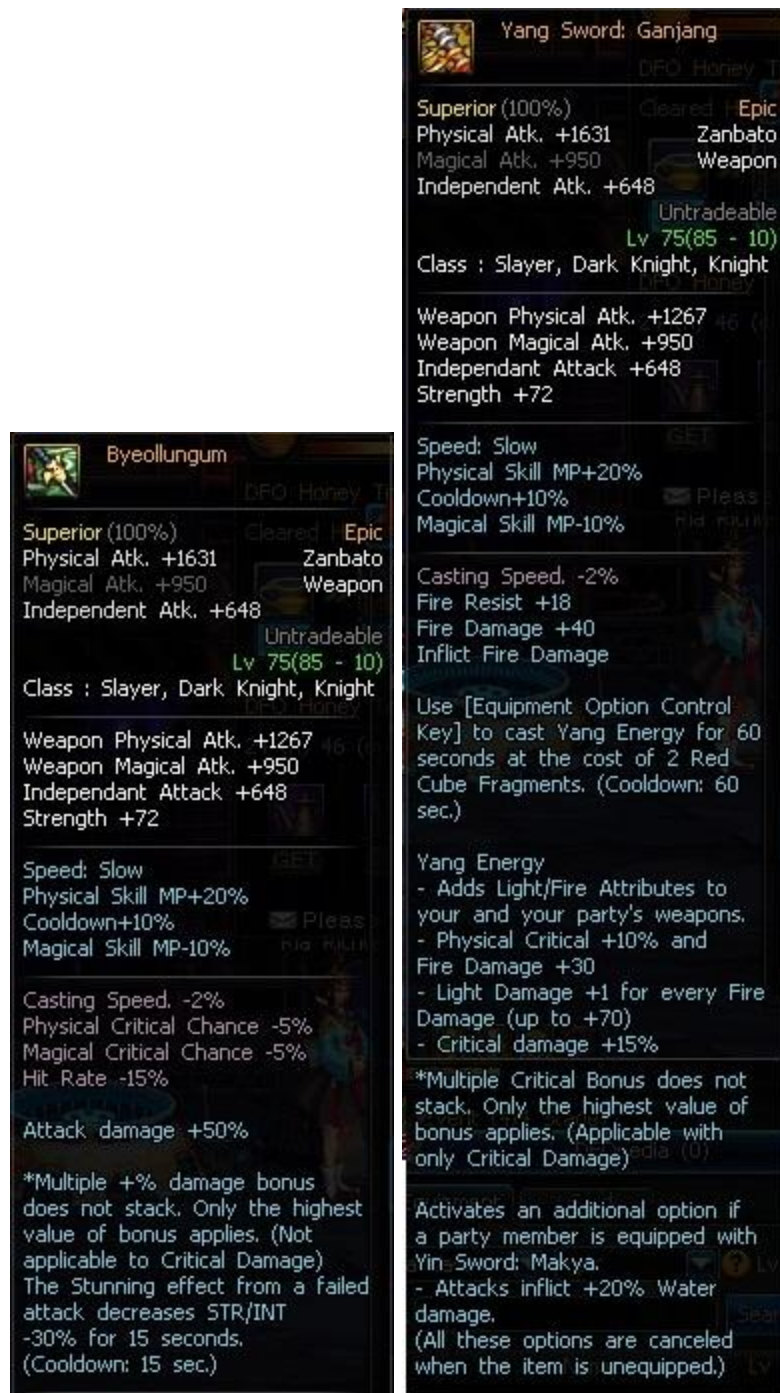
- Where do I get it:
 - Create from a Requiem Sword using the recipe Iris sells which requires doing dailies from EX Ancients, or you can buy off of Auction House / players

Requiem

- Buy from Iris using 100 Appeasing Stones or 140 Low Grade Appeasing Stones from doing Ancient Dailies.
 - "Appeasing Stone" and "Purging the Requiem" each give you 1 Appeasing Stone.
 - [Ancient Dungeon] "Crude Appeasing Stone" and [Ancient Dungeon] "Purging Corruption" each give 1 Low Grade Appeasing Stone

Endgame Zanbatos

These are the best. In a similar to situation to katanas the build you use with these is pretty important.



Byeollungum

Level 85 Epic stats, +50% smash. Seriously, it is so good. The -15% hit rate can be easily mitigated with enchanting and emblems. This weapon paired with Dark Gothic/Gracia/other setups will make you blow everything up. Pray everyday you can get it.

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Yang Sword: Ganjang

Level 85 Epic stats, +70 fire, +70 light, and +15% Critical Smash. It also comes with the +20% additional fire elemental damage when with a Yin party member (tooltip is incorrect, it is not water damage). Because of the light damage you can actually use it with the legendary Gracia set! Of course, it is much better to use Yang with a Fire setup like Caravella. Check the Legendary setups!

- Where do I get it:
 - Hero's Epic Pot or drop from Hell mode

Min-Max'ing with Sentiment du Fer

Sentiment Du Fer Critical caps out at level 10 in your skill build, which is shame since it gives such nice Critical Hit Rate and Critical Damage. No worries; you can actually stack it past level 10 using equipment, pets, avatars, and platinum emblems! The real limit is actually level 20, 10 levels from SP and 10 more from what your gear.

You are able to "snap shot" Sentiment Du Fer Critical. This meaning that if you cast Sentiment while wearing equipment that boosts its levels and/or effects, the effects will stay even if you swap out of the Sentiment boosting equipment. This is called "buff swapping" is used on most of the classes in the game to get a huge damage boost. The only cost being you have to take the time to buff with your Sentiment boosting gear and then swap to your damage gear.

Here is what a buff swapping setup would look like:



You get Sentiment levels from:

Top

- Legacy: Holy Clay Mail of Kers (or the Halidom Variants) = +1
- War God Top = +2

Bottom

- Sea God Pants = +1
- Bleak Wind Suede Greaves = +1

Ring

- High Tech Slayer Ring = +1

Weapon

- Light Sword Masamune = +2
- Heaven's Luck Sword = +1 (+2 after rework)

- Any legacy/halidom weapon that gives +1 to lvl 25 skills
Title
- A title that gives sentiment lvls or has a lvl 25 skill range = +1 to +3 (depending on title)
Sub-Equip
- Time Traveler's Silver Watch = +1
- Navarre's Insignia = +1
Avatars
- Platinum emblems = +1 each, up to +3 (if you have the unique motion aura)
- Avatar top = +1

Pet

- Any pet that gives +1 to lvl 25 skill range or +1 to sentiment
Extra
- 6 Pieces of the Ms. Fundamentals Chronicle set (important since it gives 10% crit damage)
- Tainted pieces that are imbued with sentiment crit damage (multiplicative so it is not that important but used for ultimate min-maxing)

For ideal min-maxing, you want to use all available sentiment levels from avatars/emblems/pet/title before using equipment slots for sentiment levels (this can be quite expensive though). If you don't care that much for min-maxing, +10 to sentiment and 6 piece ms. fundamentals is good enough.

Mixed Legendary & Epic Setups

*In general, zanbato > katana > bludgeon > short sword for legendary setups

**Do not ignore smash and critical damage modifiers (make sure to have both if possible)

Shadow setup

The least popular of the elemental legendary setups because the other elemental setups out-damage it and are also cheaper to build (other than fire). Regardless, it is still viable for raid when properly set up. The main factor in a shadow setup is whether you have darkness low sash or not. If not, it is better to build off other elemental set ups usually. In this setup, the most common legendaries used are dead captain's bone breastplate, ominous giant bat pants, absolute field, and gigantic presence set. A pink physical attack sub and shadow damage magic stone can do for those slots. You can also replace the legendary equips if you have better epics.

Examples:

<https://i.imgur.com/sEzjNQA.jpg>

<https://i.imgur.com/kU9pC2R.jpg>

<https://i.imgur.com/WR0BEbw.png>

Water setup

The 2nd least popular elemental legendary setup because of the existence of gracia. This setup is used with the Sea God legendary set obtained from ghost train dailies. It is not popular these days but it is still raid viable with a good weapon (byeol mainly). In order for ghost train set to outdo gracia, you would need the cold princess set. This is one of the reasons why it is rarely seen nowadays.

Examples:

<https://i.imgur.com/TRzO6nC.jpg>

<https://i.imgur.com/MwkhVV0.png>

Light setup

The 2nd most popular elemental legendary setup due to the existence of gracia. This setup is used with the Gracia legendary set obtained from noire dailies. The amount of light damage and the additional light damage from the set makes it comparable to even some epic sets (pre-rework at least). The basic setup is to use gracia with gigantic presence set with a light damage magic stone or another good epic offslot. You can raid with a liberation zan using this setup and even sell raid with byeol or yang.

Examples:

<https://i.imgur.com/DRbgfeN.jpg>

<https://i.imgur.com/192PBtK.jpg>

<https://i.imgur.com/S0zcAv8.png>

Fire setup

The most popular elemental legendary setup due to the existence of additional fire damage weapons (caravella, flare devil, yang). This setup requires a lot of funding due to the lack of a farmable legendary set which usually makes gracia the more appealing option. However, it won't lose to gracia in damage and it can even be better than it. Setups can vary (it needs some epics) but I will list the most widely used fire legendaries and also some epics that can replace it.

Shoulder

- Flaming Veil Over-mantle
- Magic Cataclysm (if caravella build)

Top

- Black Flower Top
- Bleak Aura Suede Tunic
- Submarine Top
- Tarantula
- Magical Rainstorm (smash tops are preferred in this setup)
- Night Shadow Top (smash tops are preferred in this setup)

Bottom

- Power Chain Leggings
- Sea God Pants

- Flame Drop Trousers (best)
- Red Fang Bottom
- Pioneer Auto Bottom
- Submarine Volcano Bottom
- King Baboon Pants

Belt

- Submarine Volcano Belt (best)
- Dark Rubrium Coil
- Fire Execution Moros
- Tactical Lord Belt

Shoes

- Flame Veil Overshoes
- Native Ornamental Shoes
- Submarine Volcano Shoes (after rework)

Bracelet

- Filir - Undying Fire
- Pyromancer's Torture Bracelet

Necklace

- Flame Offering Necklace
- Fire Knight's Armor
- Refined Chaos Necklace
- Razor Queen's Necklace
- Butchery Necklace
- Filir - Seething Anger

Ring

- Sacred Fire
- Gorgeous Burner
- Assassin's Blade Ring

Sub

- Hyper Mecha Tau's Machine Heart (best)
- Phy attack sub (Maximizer, Sword Demon's Spirit Gloves, etc)
- Textbook
- Silver Watch

Magic stone

- Fire elemental damage magic stone
- Dethroned King's Tear

Examples:

<https://i.imgur.com/sHe7K3l.png>

<https://i.imgur.com/huFY0Vt.jpg>

<https://i.imgur.com/x6Br5y7.jpg>

<https://i.imgur.com/HgtmZtP.jpg>

<https://i.imgur.com/8L1JAyo.jpg>

<https://i.imgur.com/8ye4QSE.jpg>

<https://i.imgur.com/6EoLqVX.png>

<https://i.imgur.com/LyTzmlD.jpg>

<https://i.imgur.com/aWZonFo.jpg>

Epic Setups

*In general, zanbato > katana > bludgeon > short sword for epic setups

**Do not ignore smash and critical damage modifiers (make sure to have both)

Superstar



-Before rework

Mediocre set because it lacks 100% uptime on the 30% additional damage. Individual pieces also are bad as standalone pieces. It also takes 3 pieces for just 30% additional damage. No point in using this set because gigantic presence set exists unless you have nothing else currently.

-After rework

The easier activations, higher uptime, and elemental damage on each piece makes this a decent set. It is comparable to gigantic presence set and can be used instead. It is a stronger burst set than gigantic presence which makes it more fitting in the current meta of bursting monsters down. The nerf of super armor potions also makes this set shine with its super armor options.

Refined Otherverse Magic



-Before rework

A good set for users that don't have cold princess or use water (natural guardian, submarine, etc.). The bracelet is useless as a standalone piece because it is a conditional smash and there are better smash modifiers. The necklace is a good piece if you need a smash modifier (make sure to invert your directional keys and inputs to counteract the confuse). It is recommended to use remy's sparkling touch to heal status effects since it won't cancel out the confuse for 10s like toy of sparkling world will. The ring is a good swap piece to reset skill cooldowns but not good as a standalone piece. The set is very solid as it gives 20% additional damage and elemental damage. Two things to note is that it reduces elemental resistance, and it is also not that great of a set if you already have a smash modifier that is close to or exceeds the 20% smash. It is not ideal to use it with byeol and dark gothic set (at least pre rework).

-After rework

Overall same but the bracelet gains 5% skill damage which makes it a decent option for a standalone piece due to poor bracelet options in the game.

Ice Princess Breath (Cold Princess)

-Before rework

The individual pieces are not that great by itself but as a set, it is very powerful. It gives a high amount of water damage and 18% additional damage for 3 pieces. If you're using water as your main element, this set cannot be beaten without at least 1 upgraded anton accessory.

-After rework

No change in the set. Still very strong.

Other lvl 85 epic accessories/sub/m stone

-Before rework

- Bloodstained cuffs: SMs have no problem with critical rate which makes this a bad bracelet option for her.
- Pyromancer's torture bracelet: A decent option if you have no smash modifier because SM can burn with medley, elemental shift, or unleash. It is also a good choice to use with sacred fire because of their synergy together.
- Razor queen's necklace: A high smash modifier necklace like refined chaos necklace but instead of confuse, it makes you bleed. This will use up your hp potions but if you're partying with a sader, you won't use quite as many potions. Just like the refined chaos necklace, use sparkling remy's touches instead of toys of mysterious world.
- Executioner's butchery necklace: A somewhat gimmicky smash necklace but not as gimmicky as razor queen or refined chaos. However, it only gives an average of 14% smash as a downside compared to the 20% of the other two. It also doesn't favor burst for monsters with high hp so it has a lower effective smash average than expected. Still a decent choice if you lack a smash modifier but don't want to deal with the other 2 necklaces' gimmicks.
- Assassin's blade ring: One of the best rings which can only be beaten by an upgraded anton epic ring or conditionally by an accessory set (cold princess or refined). It boasts an average critical damage modifier of 19%. It doesn't favor burst damage at high hp as well but still a very strong modifier. This ring is one of the best ways to break away from using gigantic presence, superstar, or refined set (as well as cold princess if you have 1 upgraded anton epic accessory) assuming you have a decent bracelet and necklace.
- Worshipful general's textbook: One of the rarest epics along with silver watch and dethroned. It is a good sub equip but it only boosts TP skills which was good at one point

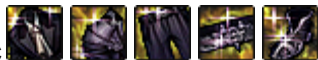
but now that every class has 2nd awakening, it is not as good as before. However, for short sword SM, it is still the best sub available due to the +1 to medley TP.

- Time traveler's silver watch: The best sub in game currently (save machine heart for caravella/yang builds) which is only beaten by upgraded anton epic sub later on. It gives +1 to level 1-80 skills (important) and it resets a skill cooldown every 20s for a skill below 40s cooldown. It can also be used as an option for buff swapping sentiment.
- Dethroned king's tears: One of the best magic stones which only loses its value if you somehow have a large amount of additional damage modifiers together (like wesley's strategy set, refined chaos set, etc). It is beaten by upgraded anton epic magic stone and supporter magic stone for an anton epic weapon (agnes). It makes you take more damage but that hardly matters because in exchange, you gain 15% additional damage.

-After rework

- Bloodstained cuffs: Still mediocre but it gives a huge str boost (283 str at max) so it can be used as a standalone piece if you really have nothing else.
- Pyromancer's torture bracelet: Overall same but it gives more str and gives p crit but functions the same as pre-rework.
- Razor queen's necklace: No change
- Executioner's butchery necklace: The percentages have been changed to be like assassin's blade ring which gives an average of 19% smash. This makes it an even better option to not deal with the gimmicks of refined chaos or razor queen.
- Assassin's blade ring: No change
- Worshipful general's textbook: It now gives more stats and +1 to awakenings which makes it a good choice for swapping and a bit better as a main slot.
- Time traveler's silver watch: No change
- Dethroned king's tears: You don't take additional damage anymore and it gains 3% more additional damage which makes it overall better but still loses to the other 2 magic stones mentioned above. Still very strong.

Dark Gothic



-Before rework

The strongest set before the epic rework for good reasons. It gives a LARGE amount of shadow damage as well as a 10% additional shadow damage modifier. This set puts out the highest damage currently. When building this set, you need shadow resistance. The recommended shadow resistance for SMs is 250 in dungeon after use of moon charm (170 in town basically due to the +50 shadow resistance from the set and moon charm's 30). This is because you won't gain any more shadow damage from the top and bottom which lowers your gains from higher shadow resist. Going above 250 shadow resistance in dungeon should only be done if there are no better options. The recommended weapon choices to use with dark gothic currently are Byeol (best), Masamune, or Trinity. It is not recommended to use other weapons because dark gothic is focused on burst and those 3 weapons are the best for dark gothic burst. Bludgeon and shortsword lacks skill damage modifiers on their weapon masteries compared to

zan and katana. If you have Mysteltainn, it is a decent option but don't use it over the other 3 weapon choices I listed above. Dark gothic is a special case which uses different accessories compared to the other epic sets so I'll list some accessories.

Bracelet

- Human sinew bracelet (useful for crit rate to switch avatar emblems into elemental resistance)
- Great Glory Bracelet (smash)
- Yellow Dragon Motif Bracelet (anton since a lot of the mini bosses/bosses are human),
- Hyper Mecha Tau Wrist Joint (smash)
- Guardian Knight's Armor (only if you need shadow res; don't really recommend using money for this)
- Skeleton Bracelet (only if you need shadow res)
- (upgraded) Anton Epic Bracelet (smash)

Necklace

- Forgotten Fellow's Glory (with appropriate necklace to swap to)
- Filir - Seething Anger
- Refined Chaos Necklace
- Executioner's Butchery
- Razor Queen
- Desperate Cry
- Great Glory Necklace
- Ygdram - Origin of Nature
- Shadow Seeker Black Rosary
- (upgraded) Anton Epic Necklace

Ring

- Assassin's Blade Ring
- Lightless Spirit Ring
- 10% str mileage ring
- Black Smoke Fang - If you are using Byeol, need crit damage! Comes with nice hit rate
- (upgraded) Anton Epic Ring

Sub

- Phy attack sub (maximizer is really good since it gives crit which allows you to take off crit emblems in favor of shadow res)
- Textbook
- Silver Watch
- Wooden Puppet - Sword
- Shadow Seeker's Priest Face Veil (only if you need shadow res)

Magic stone

- (epic) Shadow damage magic stone

- Dethroned King's Tears
- Small True In The World (only if you need shadow res but gleaming eye should be better since no RNG involved in the procs; don't really recommend using money for this)
- Shadow Seeker Gleaming Eye (only if you need shadow res; don't really recommend using money for this)
- Supporter magic stone for anton epic wep (agnes)

Accessory set

- Gigantic Presence
- Refined Otherverse

-After rework

While dark gothic did get nerfed and a lot of sets got buffed, dark gothic is still viable but it is not the strongest set anymore. One of the main changes is the reduction of shadow resistance needed, so shadow resistance emblems, accessories, sub, and m stone are not really needed anymore. This allows for more customization on accessories and it became easier to build byeol.

Examples (mainly of pre rework):

<https://i.imgur.com/PvO27Kk.jpg>

<https://i.imgur.com/mHo2Onj.jpg>

<https://i.imgur.com/LPjYfgT.jpg>

<https://i.imgur.com/a61RoTl.jpg>

<https://i.imgur.com/EXE1lbC.jpg>

<https://i.imgur.com/N6YWN3Y.jpg>

<https://i.imgur.com/HfcgbqF.jpg>

<https://i.imgur.com/0vNc2Fg.jpg>

<https://i.imgur.com/pkKxE0F.jpg>

<https://i.imgur.com/ljLYc1X.jpg>

<https://i.imgur.com/AXsCGhr.jpg>

<https://i.imgur.com/QRANVZM.png>

<https://i.imgur.com/jNMTitx.jpg>

<https://i.imgur.com/NT5VN0Z.png>

<https://i.imgur.com/oSjfqzG.jpg>

<https://i.imgur.com/kbL57cm.jpg> (pre nerf)

<https://i.imgur.com/g7OwcFL.jpg> (after nerf)

Elemental Dropper



-Before rework

For SM, the individual pieces are good as standalone but do not use this set. You can use the individual pieces for the one element that you inflict (ray decrease for gracia, darkness low sash for shadow, etc) since it gives an effective +56 ele damage of 1 element in a piece.

-After rework

Still the same for SM except the shoes gives +30 all ele damage so it is a good standalone piece.

Examples:

None

Mana Burn

-Before rework

Don't use this set or the pieces.

-After rework

No change for SM.

Examples:

None

Silent Chameleon

-Before rework

A bad set due to the amount of downtime it has on the set option's additional damage effect. The top of this set is a decent piece because it shreds defense but there are better options for a top (ex. tarantula top, nightshadow, rainstorm, etc). The shoes are very good for a magic cataclysm build because it increases attack speed for you and the party so you can spam imperial fencing + X attack faster.

-After rework

Basically 0 downtime on the set's option but the set has a low additional damage modifier which makes it very weak. Other than that, no change from before rework.

Examples:

None because no one really uses this set.

Assassin's Attitude

-Before rework

A decent set but not one of the best. The top and bottom are good standalone pieces (especially the top). This set requires a decent attacking rate because of the low camouflage rate but it gives 35% additional damage when camouflaged. This is a good damage modifier but it shines when you can use that 35% additional damage with the 18% smash top and 15% crit damage bottom. However, using the full potential of this set limits your weapon choices as well

as your accessories. For weapons, it is best used with anton epic wep, byeol, yang (with yin partner), trinity, caravella, or flare devil. For accessories, it is best used with cold princess, fire legends (fili, flame offering, and gorgeous burner/sacred fire for a yang/flare devil/caravella build), or gigantic presence set.

-After rework

Belt, shoes, and the set got a bit stronger but still an average set.

Examples (mainly of pre rework):

<https://i.imgur.com/ASa91pq.png>

<https://i.imgur.com/obUQRQF.jpg>

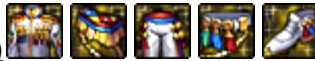
<https://i.imgur.com/yNEGDbf.jpg>

<https://i.imgur.com/D8tp7zV.png> (Byeol + CP)

<https://i.imgur.com/M7QOj2J.jpg> (pre rework)

<https://i.imgur.com/evQPgdc.jpg> (after rework)

Wesley's Strategy (Tactical)



-Before rework

One of the best sets due to the high amount of buffs and huge additional damage modifier (in full party). The individual pieces aren't good as standalone but as a set, it is amazing. It provides aura buffs for the party and yourself. This set is very flexible since it doesn't provide a smash or crit damage modifier, so it does not limit your accessory or weapon choices. The only problem with this set is that it requires a full party to reach its max potential. Best used with byeol or anton epic weapon.

-After rework

Some of the auras got buffed and the set option got changed to allow 40% additional damage solo (instead of 25%) which is huge for a solo player. Still requires a full party for its full potential but at least it is easier to do anton raid sell party with tactical (if that is your goal).

Examples (mainly of pre rework):

<https://i.imgur.com/HiTHhVJ.jpg>

<https://i.imgur.com/OdhA0IL.jpg>

<https://i.imgur.com/PCMwDYx.jpg>

<https://i.imgur.com/ACmVqOT.jpg>

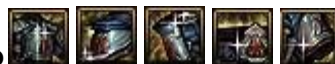
<https://i.imgur.com/VwB2PnN.jpg>

<https://i.imgur.com/VxcNqVe.jpg>

<https://i.imgur.com/2OWNcFt.jpg> (pre rework)

<https://i.imgur.com/5hH6B4R.jpg> (after rework)

Submarine Volcano



-Before rework

A decent set but pales in comparison to the other top sets. The belt is the best fire damage piece in a fire setup. Sadly, the other individual pieces aren't that great although they still can be used if you have nothing else that is better. The one thing that the set has going for it is the synergy it has with yang sword, flare devil, and caravella which is strong enough to even sell anton raid. It is also a good tog killer (anton mini boss in black smoke). Another thing is that wearing this set gives light armor mastery for more strength and other stats. It is on par with a fire legendary/epic setup so if you have this set, you can choose to use this set and not use money on a fire setup. This set is best used with yang, caravella, or flare devil and fire damage accessories.

-After rework

Submarine got a huge buff but so did a lot of other epic sets. This set is above average but still not one of the best. The set effect became 8% additional fire damage which is good (but still less than dark gothic's 10%). The top, bottom, and shoes joined the belt to become good standalone pieces. Notably, the shoes can now be used for a fire setup.

Examples (mainly of pre rework):

<https://i.imgur.com/sMeV8wI.png>

<https://i.imgur.com/l7QJhcK.jpg>

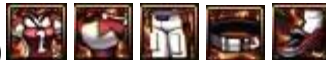
<https://i.imgur.com/RHyty0M.jpg>

<https://i.imgur.com/8rN2jgE.jpg>

<https://i.imgur.com/dacTwbO.jpg>

<https://i.imgur.com/3Jri3Z5.jpg> (after rework)

Eyeshield LaDainian (Football)



-Before rework

A mediocre set due to the fact that the individual pieces don't really do anything (save pants but conditional). The set has two 20% additional damage effects but one of them is only 50% uptime which makes the set even worse. It is still decent for burst since you get 2 20% additional damage for 20s. The armor break doesn't work in raid so you can basically ignore it. Not worth using this set over chronicle options pre rework.

-After rework

This set got a huge buff during the rework. The top and bottom became good standalone pieces which beats even the top and bottom from assassin's attitude set due to light armor mastery. The shoulder gives a ridiculous amount of str but there are better options. When dashing, you get 40% p attack for 30s on a 15s CD (doesn't stack) which doesn't diminish with more additional damage modifiers like other epic sets. That makes this a very good set to use with additional damage modifiers like yang, cold princess, dethroned, etc. It also shreds enemy

defense when you dash attack an enemy (10k def shred in anton is ~8.3% damage increase).
An above average set after rework.

Examples (not many due to the fact it was a bad set pre rework):

<https://i.imgur.com/wtcE2Gg.png>

<https://i.imgur.com/31SQBsR.jpg> (after rework)

Natural Guardian

-Before rework

An above average set for SM due to the crit damage buff from sentiment (which affects the proc effects from individual pieces), katana's multi hit, and additional ele damage from the set. The individual pieces of this set are a decent option for good standalone pieces (inis auto belt for water, pioneer auto bottom for fire, etc.). Unless you have the full set, try not to use the pieces together unless you're farming or using it for fun. The main problem with this set is that the stronger you and your buffer/debuffer are and the higher the monster's hp, the weaker this set will become. This set does not scale well with a sader or a debuffer which means the procs do not mean that much in high end dungeons. Also, the higher the monster's hp, this set will feel weaker because the procs' damage does not increase much from str/p attack (scaling problem). This means that in places like anton raid where everything has high hp (save mobs), the procs will not do much. It falls off in party play and high end dungeons but it still a strong set and it is the best set to handle naval gun defense and energy block (if selling anton raid). Natural guardian is best used with masamune, trinity, yin sword (with yang party member), or anton epic wep pre rework. Make sure to stack all elemental damage when using this set (cold princess is decent but not the best accessories for this set).

-After rework

A(n unneeded) huge buff was given to this set to make it the best set for SMs. Every piece gained p attack/m attack/i attack and the set options were buffed to 25% or 45% additional ele damage, depending on the proc. With this set, it is easy to reach 30k p attack in town with a zan and 40k p attack in town is even possible with amplification. The amount of raw stat and the additional ele damage/additional damage this set gives makes it the best set for SM. After rework, this set is best used with byeol or anton epic wep since the procs don't matter as much compared to pre rework.

Examples (mainly of pre rework):

<https://i.imgur.com/1tSADlx.png>

<https://i.imgur.com/w19N8j3.jpg> (after rework)

<https://i.imgur.com/93Zf135.jpg> (after rework)

<https://i.imgur.com/LPE2gqN.jpg>

<https://i.imgur.com/TExDW39.jpg>

<https://i.imgur.com/t7V7J8T.jpg>

<https://i.imgur.com/6zauYym.png> (after rework)

<https://i.imgur.com/BReaGza.jpg>

<https://i.imgur.com/ucUBC16.png> (after rework)

<https://i.imgur.com/GfC8goO.jpg>

<https://i.imgur.com/b7A62zW.jpg> (pre rework)

<https://i.imgur.com/kkGpSbr.jpg> (after rework)

Unknown Dark Hole

-Before rework

A mediocre set due to the conditional set effect and individual piece options. The pieces aren't worth using as standalone. The blind can hinder you in high end dungeons (assuming you don't mod it out) which can be annoying. If you can deal with the blind, it gives a huge additional damage modifier (50%) when blinded which is comparable to wesley's strategy set effect minus the aura buffs. There are better epic sets but if you have nothing else and you can deal with the blind, this set is viable even in anton raid.

-After rework

The set gained 30% additional damage without being blinded but with this set, you will almost always be blinded anyway (unless you're using toy of sparkling world). Not much difference. Still a mediocre set compared to other sets but still viable.

Examples (mainly of pre rework):

<https://i.imgur.com/vFj1McG.jpg>

<https://i.imgur.com/EL8U9yA.jpg>

<https://i.imgur.com/Bkqb9HS.jpg>

<https://i.imgur.com/Ycwhev9.png>

Forbidden Contract

-Before rework

Another set that has conditional set effects but this time even the individual pieces have gimmicks. The shoulder, belt, and shoes are decent (good for shoulder) standalone pieces. This set is decent but it requires skill to maintain the hp threshold needed for the set effect. You have to maintain 50 - 80% HP to gain the full benefits. It might not seem that bad but when you're in high end dungeons, it is hard to keep track of your hp, your skills, and the gimmicks of the dungeon. However, if you are able to maintain this hp threshold, the damage from this set is comparable to wesley's strategy set assuming you don't have a critical damage modifier.

-After rework

Some minor buffs were added to this set. The top gained a large amount of str so it can be used if you have nothing better. The boots got better as a standalone piece. The set threshold became 50 - 90% HP so it is now easier to maintain. Still overall a decent set.

Examples (mainly of pre rework):

<https://i.imgur.com/hq4leVY.jpg>

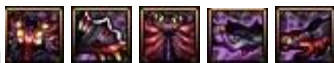
<https://i.imgur.com/Hj1TJdQ.png>

<https://i.imgur.com/XQpZ5cp.png>

<https://i.imgur.com/1lL6JiM.jpg> (before rework)

<https://i.imgur.com/dcy88Sz.jpg> (after rework)

Spider Queen's Breath



-Before rework

A bad set with a conditional set effect but it has good individual pieces. The individual pieces are very good because each piece can shred up to 24k phy def (10s shred and 8s cooldown per piece though) and up to 36k phy def total (30% damage increase in anton) from all pieces. In order of how well the pieces work in anton and in raid: shoes/top (best) > bottom > belt (basically need bremen to be viable) > shoulder (impossible to activate in raid). The set is a conditional 30% smash that only works when the mobs have status effects which isn't that great because SM cannot put on status effects that easily due to not partying with a soul bender in raid and monsters are lvl 115. The life shear also doesn't work in raid. Overall, the set is bad but the individual pieces are good standalones (save shoulder and belt).

-After rework

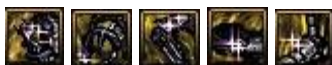
A major buff was made to this set and the individual pieces. The shoulder and belt status effects got changed into electrocute and burn, respectively. Electrocute and burn are two status effects that are easy to activate in anton and anton raid as well which means they became good standalone pieces. All pieces also got some strength increase which is relevant in a full set. As for the set, it gained 10% crit rates and 15% more smash (45% now vs 30%) against enemies with status effect(s). The set also reduces status resistance at a higher number (25 vs 10) with a lower cooldown. Not to mention, it gains 12% phy attack. This makes it one of best sets (only second to NG due to the smash condition and non armor mastery). To use this set, you don't want a smash modifier in your accessories or weapon because one of the best parts about this set is the huge 45% smash modifier it gives. Weapons like anton epic wep, masamune, trinity, and yang are favored. Accessories like cold princess, anton epics, and fire legends are favored.

Examples (both after rework, hard to find images since ex nugol gets life shredded):

<https://i.imgur.com/kH6zMuZ.jpg>

<https://i.imgur.com/3adE1Xy.jpg>

Infinity Requiem



-Before rework

Don't use this set.

-After rework

Much better than pre rework but still not good enough to be used on SM. It buffs a plethora of skills for plate classes but not SM. The set effect is decent but pales in comparison to other sets and it requires all 5 armor slots to get that set effect. Not worth using because chron and legendary setups are better.

Examples:

None because no SM really uses this set.

Full Plate

-Before rework

A bad set for SM due to the conditional set effect that requires you to be in super armor for the 40% additional damage. The only way outside of getting hit to get super armor has a 5s uptime and 10s CD which is very bad as that won't even be enough for one rotation if you want to burst. The individual pieces are also bad. The only reason to use this set pre rework on an SM is to gain the 300 p attack (30 p attack x 10 stacks) and then swap into another set of equips. You can oil + bomb yourself to get the effect but it takes some time to get all 300 p attack.

-After rework

The rework for the ability to activate super armor with near 100% uptime without getting hit makes this set an above average set. You can now physical or range attack to gain super armor for 5s on a 5s duration or jump/dash for super armor as well. The individual pieces also got very minor buffs. Overall the set got made easier to use and easier to maintain the 40% additional damage effect.

Examples:

None because it was a bad set pre rework and better sets exist.

Mana Vortex

-Before rework

One of the best sets (top 3 with tact and dark gothic) with its amount of cooldown reduction, reset, and non gimmicky set effect. The top and shoulder (if katana/SS user) are some of the best standalone pieces in game. The top provides a smash modifier and cooldown reduction. Magic cataclysm affects the basic attack damage (multiplies basic training) which alters imperial fencing and X attack which are mainly used in a katana or SS SM build. The most famous use of cataclysm is with caravella where with enough fire damage and proper setup, anton sell party is possible. This is the only set where SS moves up in rankings: zan > katana = SS > bludgeon due to the existence of cataclysm. Normally, the problem with zan is that it has large downtime due to the cooldown duration. Dark gothic fixes this problem by making burst strong enough with zan to finish everything with one rotation or a few skills. However, MV has its own fix which

is to provide constant burst with its cooldown reduction and reset. It gives a 25% additional damage as its set effect as well.

-After rework

Overall it is the same except a few minor buffs. However, the effectiveness of MV is lowered due to the fact that other sets got huge buffs which favors the current meta of burst damage. There is no point in using MV for constant, steady damage when there are sets like DG that can kill everything with one rotation or a few skills now. This has led to the downfall of MV from its position as one of the top sets.

Examples (mainly of pre rework):

<https://i.imgur.com/HZ8pOKN.jpg>

<https://i.imgur.com/bnOznRV.jpg>

<https://i.imgur.com/FbNMca7.jpg>

<https://i.imgur.com/lGg9LVT.jpg>

<https://i.imgur.com/HpOh1ef.jpg>

<https://i.imgur.com/nWk4Chy.png>

<https://i.imgur.com/oo5Xjil.jpg>

<https://i.imgur.com/SkPS5cu.jpg>

<https://i.imgur.com/Cbvrolj.jpg>

<https://i.imgur.com/qcVtEJE.png>

<https://i.imgur.com/vfmlF8u.jpg>

<https://i.imgur.com/vKpsfNM.jpg> (pre rework)

<https://i.imgur.com/N7Xet4O.jpg> (after rework)

That's it for the guide. If you have any questions, feel free to ask on the SM thread on dfonexus or whisper in game.

Credits to Ashye (cutest FMage) for proofreading. Thanks!

THE END