

Node War Guide

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<https://discord.gg/nUJNhgjJku>



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MAJOR UPDATE: [01/04/2023 Patch Notes](#) has announced the arrival of a combination of the old node war system and the former territorial expansion system.

THIS GUIDE WILL BE UPDATED CONSTANTLY!



Node War Vocabulary for Noobs

Inspired by Ambassador Rachel's Black Desert Dictionary [\[link\]](#) (please read their guide if you are an absolute beginner BDO player), I decided to add a section to this guide with node war vocabulary words for new players trying to get into node wars. Here are some common words and phrases related to node wars.

base (n.) a fully built fort

CTG (n.) referring to the "Command to Gather" guild skill, this is a skill that summons guild members to location where the Guild Master or Advisor popped the skill; (v.) the use of "Command to Gather"

E buff (n.) a skill that does no damage but buffs certain stats like attack speed, accuracy, evasion, etc.

FT (n.) short name for flame tower

GS (n.) short for "gearscore", this can be calculated by adding your AP/AAP (AP for succession and AAP for awakening) to your DP

NW (n.) short for "Node War"

PA (n.) short for the witch/wizard skill "Protected Area" that increases DP to up to 10 players around them

ping (n.) using the ~ key on their keyboard, shotcallers can show a beam of light (yellow, green, red, or purple) to mark a location they want players to go to or focus damage

pop (v.) to use consumable items or use buff skills

rat (n.) iframe and stealth classes; (v.) being an annoyance for enemy guilds to deal with

shop (n.) the Node War shop you can access after you win a node war

"Spawn flag." (v.) a phrase your shotcaller will use to tell you to "Spawn outpost" instead of spawning your base when you go to respawn

stick (n.) the tower in the center of a guild's base; a fort tower with no other structures

snipe (n.) a fort tower with no other structures; (v.) to place a fort tower and no other structures

snipe guild (n.) a guild that places fort towers with no other structures in hopes there will be no contest so they can win easy money for their guild

tag (v.) *tagging* a base requires players to horse charge or melee the fort

tap (v.) repairing the fort tower with polished stone or impeccably polished stone

trap (n.) stun trap, flame trap, ankle trap, venom trap; (v.) placing traps

V (n.) the "Emergency Escape" skill every class has that is activated by the V key; (v.) using the "Emergency Escape" skill

"Yes up" (v.) setting your war participation status to "Yes"

Z buff (n.) the "Rage Absorption (Common)" and "Rage Absorption (Innate)" skills that gives buffs

How does node war work?

For those who have never participated in node wars, this will be very important to read. The common question from new players about node wars is: How do node wars work? Well here is a brief outline of what goes on during node wars as well as some things you need to do as a member of a node war guild.

When Does Node War Start?

Pacific Standard Time (PST): **6 pm - 8 pm**

Mountain Standard Time (MST): **7 pm - 9 pm**

Central Standard Time (CST): **8 pm - 10 pm**

Eastern Standard Time (EST): **9 pm - 11 pm**

Australian Eastern Standard Time (AEST): **12 am - 2 am**

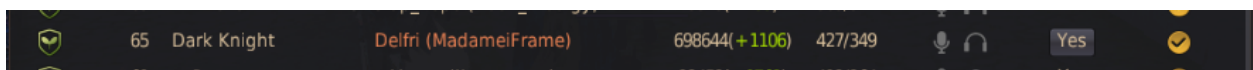
Hour Before War Start

- Be on the correct channel for node war (Balenos 1, Serendia 1, Calpheon 1, Mediah 1, Valencia 1, or Kamasyllvia 1). The leaders of your guild will tell you which one to swap to.
- Make sure you have everything on the War Prep list (if you're on defense or flex there are additional items).
- Buff up properly! Have the correct villa, food, draughts/elixirs, amity buff, furniture buff, etc. (all these buffs are included in this guide!!!)
- "X" up in in-game guild chat for the correct party/platoon!!! Your guild master and officers will appreciate it if you know where you need to be.
- Be in the proper voice comms for war! You need to hear what the shotcaller is telling you to do. Again, your guild master and officers will appreciate this!
- "YES" up in the guild menu (hit G to open the Guild menu). Scroll down to your name and under the "Participation" column, you will change the "No" to a "Yes". By doing this, you will be participating in the war. You'll be able to take base TP at the start of the war as well as being able to hit and damage enemy players.

Not Yes'd Up



Yes'd Up



- OPTIONAL: You can go to the border of the node we zone and wait for the war to start. This helps you scout areas away from your base at the start of war. DO NOT go into the zone

because you will be instantly teleported to your base when war starts, defeating the purpose of why you were not taking the TP to begin with.

How do I see the borders?

Map (M)



In-Game

Green = Outside the Borders



Red = Inside the Borders



At War Start

- **TAGGING BASES:** You will either take base TP from wherever you are or ride into the zone. You will be scouting for enemy bases so they appear on your map. Enemy bases will appear on your map if you "tag" them. Tagging bases means you horse charge or attack the enemy base's tower at the center of their fort.

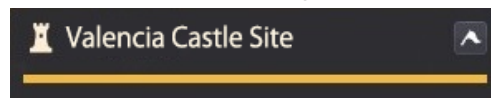
During the War

- Each node war differs on how it will go, I cannot prepare you for what happens during the war. All I can tell you is **LISTEN TO YOUR SHOTCALLER**. The sooner you learn this the better! As a former guild master, shotcaller, and flex lead I can't stress enough the importance of listening to your shotcaller. Follow the calls even if you don't agree with them. If the whole team commits to the call, the team can change a bad call into an amazing call. Calls will include attacking structures! I know this is a weird concept for most but please do it!

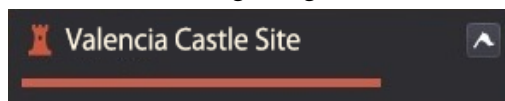
Fort HP Bar

Now you can see your fort health without being at your fort! This was a much-needed addition and really helps. (This can be found on the right side of your screen during a node war.)

Before being hit:



After getting hit:



Region Holding Guilds

As of the [02/01/2023 Patch](#), guilds/alliances that own regions can only participate in two wars a week. Members of those guilds/alliances cannot apply to be War Heroes in other guilds. Guilds/alliances who win either the Calpheon, Mediah, or Valencia regions gain a 50% drop rate buff (known as castle buff) in those respective regions. The crown above your guild icon shows everyone in-game that your guild/alliance owns a region. When the crown is gold (shown in the image below) it means you're in the region your guild/alliance owns.













Calpheon drop buff applies to the Calpheon and Kamasyllia regions.




Mediah drop buff applies to the Mediah, Odylita, and Mountain of Eternal Winter regions.

Valencia drop buff applies to the Valencia, Serendia, and Drieghan.

Node War Rewards

Node War Shop

Tier 1				
 Mass of Pure Magic x1	 Sour Green Grape Juice x10	 Sweet Wild Berry Juice x10	 Fresh Orange Juice x10	 Tears of War x1
 Glorious Extra Combat EXP Scroll x1	 Glorious Extra Skill EXP x1	 Glorious Item Drop Rate Increase Scroll x1	 Marni's Unstable Fuel x5	 Essence of Gallantry x3

 Essence of Glory x3	 Item Collection Increase Scroll x1	 Glorious Box of Spoils x2
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Tier 2

 Mass of Pure Magic x1	 Sour Green Grape Juice x10	 Sweet Wild Berry Juice x10	 Fresh Orange Juice x10	 Tears of War x1
 Glorious Extra Combat EXP Scroll x1	 Glorious Extra Skill EXP x1	 Glorious Item Drop Rate Increase Scroll x1	 Marni's Unstable Fuel x5	 Essence of Gallantry x3
 Essence of Glory x3	 Item Collection Increase Scroll x1	 Caphras Stone Box x1 - 50 Caphras	 Glorious Box of Spoils x2	

Tier 3

 Mass of Pure Magic x1	 Sour Green Grape Juice x10	 Sweet Wild Berry Juice x10	 Fresh Orange Juice x10	 Tears of War x1
 Glorious Extra Combat EXP Scroll x1	 Glorious Extra Skill EXP x1	 Glorious Item Drop Rate Increase Scroll x1	 Marni's Unstable Fuel x5	 Essence of Gallantry x5
 Essence of Glory x5	 Item Collection Increase Scroll x1	 Caphras Stone Box x1 - 50 Caphras	 Glorious Box of Spoils x2	






Tier 4

 Mass of Pure Magic x1	 Sour Green Grape Juice x10	 Sweet Wild Berry Juice x10	 Fresh Orange Juice x10	 Tears of War x1
 Glorious Extra Combat EXP Scroll x1	 Glorious Extra Skill EXP x1	 Glorious Item Drop Rate Increase Scroll x1	 Marni's Unstable Fuel x5	 Essence of Gallantry x5
 Essence of Glory x5	 Item Collection Increase Scroll x1	 Caphras Stone Box x1 - 50 Caphras	 Glorious Box of Spoils x3	

T1 Node War Individual Rewards








Fervent Triumph Reward

-  Gold Bar 1000G x3
-  Resplendent Medal of Honor x20
-  Essence of Honor x5
-  Essence of Gallantry x5
-  Item Collection Increase Scroll x1



Fervent Resolve Reward







-  Gold Bar 100G x5
-  Resplendent Medal of Honor x20
-  Essence of Honor x2

-  Essence of Gallantry x2
-  Item Collection Increase Scroll x1

T2-4 Node War Individual Rewards








Determined Triumph Reward

-  Gold Bar 1000G x5
-  Resplendent Medal of Honor x30
-  Essence of Honor x5
-  Essence of Gallantry x5
-  Glorious Item Drop Rate Increase Scroll x1
-  Item Collection Increase Scroll x1



Determined Resolve Reward

-  Gold Bar 1000G x1
-  Resplendent Medal of Honor x30
-  Essence of Honor x2
-  Essence of Gallantry x2
-  Item Collection Increase Scroll x1

Node Benefits

In the [02/08/2023 patch](#), nodes a guild wins will give double the benefits when defeating a monster in that occupied node. Refer to the **Tier 1** and **Tier 2+ Nodes** sections for details.


Highlighted Colors for Guilds

The function to assign colors to all guilds participating in the Node and Conquest Wars has been added as of the 08/31/2022 patch. Guild Masters, Advisors, and Officers can assign these colors once the war has begun. A temporary name will be assigned to all participating guilds until your guild discovers them.



War Prep

Offense

-  **TET+ Trina Demolition Axe (REQUIRED)** is used to hit the tower and it is much more effective than casting skills on the tower. Get a TET!! PRI is soooooooo 2017! Here is the questline to get a Trina axe: [Black Desert Trina Siege Weapons and Manufacture Guide](#)

DO NOT REPAIR IT WITH MEMORY FRAGMENTS. Repair with trina axes you craft in the Manufacture tab of the Processing menu.









Recipe


-  5x Steel
-  1x Cedar Timber
-  1x Pure Iron Crystal
-  10x Black Stone Powder

You can FORCE ENHANCE a Trina axe from base to TRI.














- 0 to +1 = 1x Black Stone (Weapon)
- +1 to +2 = 1x Black Stone (Weapon)
- +2 to +3 = 1x Black Stone (Weapon)
- +3 to +4 = 1x Black Stone (Weapon)
- +4 to +5 = 1x Black Stone (Weapon)
- +5 to +6 = 1x Black Stone (Weapon)
- +6 to +7 = 1x Black Stone (Weapon)
- +7 to +8 = 2x Black Stone (Weapon)
- +8 to +9 = 3x Black Stone (Weapon)
- +9 to +10 = 5x Black Stone (Weapon)
- +10 to +11 = 7x Black Stone (Weapon)
- +11 to +12 = 10x Black Stone (Weapon)
- +12 to +13 = 14x Black Stone (Weapon)
- +13 to +14 = 16x Black Stone (Weapon)
- +14 to +15 = 18x Black Stone (Weapon)
- +15 to PRI = 7x Concentrated Magical Black Stone (Weapon)
- PRI to DUO = 12x Concentrated Magical Black Stone (Weapon)
- DUO to TRI = 30x Concentrated Magical Black Stone (Weapon)





- 
100x Impeccably Polished Stone: 10x Polished Stone + 1x Clear Liquid Reagent + 5x Rough Translucent Crystal. These do a greater amount of repair than Polished Stone.
- 
8x Stun Traps are bought from the Guild Supply Manager prior to war. These *stun* enemy players. Only 3 can be placed at a time. Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
- 
8x Flame Traps will knock enemy players off their mounts and inflict explosive damage (excludes guild elephants). This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
- 
8x Ankle Traps will give movement speed -40% for 10 seconds. This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
- 
Villa Buff
- 
Church buffs
- 
Food buff rotation OR Exquisite Cron Meal
- 
Elixir rotation OR Giant's Draughts













-  **Potions (HP/MP)** - Put extras in your warehouse so you can get them from your Warehouse Maids if you have them.

Defense

-  **100x Impeccably Polished Stone:** 10x Polished Stone + 1x Clear Liquid Reagent + 5x Rough Translucent Crystal. These do a greater amount of repair than Polished Stone.
-  **50x Iron Ingots** - 1 Barricade Upgrade (bring enough for 5-10 barricades)
-  **50x Melted Copper Shards** - 1 Barricade Upgrade (bring enough for 5-10 barricades)
-  **16x Node/Conquest War Annex Construction Tool** - used to construct annexes after building a Fort, COMmand Post or Field HQ
-  **8x Stun Traps** are bought from the Guild Supply Manager prior to war. These *stun* enemy players. Only 3 can be placed at a time. Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **8x Flame Traps** will knock enemy players off their mounts and inflict explosive damage (excludes guild elephants). This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **8x Ankle Traps** will give movement speed -40% for 10 seconds. This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **4x Elephant Traps** - traps guild elephants making them unable to move for a certain time.
-  **50x purified water** OR  **50x mineral water** is used on flames left by cannon shots on the base by right-clicking them in your inventory or hotkeying them.
-  **Villa Buff**
-  **Church buffs**
-  **Food buff rotation OR Exquisite Cron Meal**

-  **Elixir rotation OR Giant's Draughts**
-  **Potions** (HP/MP) - Put extras in your warehouse so you can get them from your Warehouse Maids if you have them.

Flex

-  **100x Impeccably Polished Stone:** 10x Polished Stone + 1x Clear Liquid Reagent + 5x Rough Translucent Crystal. These do a greater amount of repair than Polished Stone.
-  **8x Stun Traps** are bought from the Guild Supply Manager prior to war. These *stun* enemy players. Only 3 can be placed at a time. Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **8x Flame Traps** will knock enemy players off their mounts and inflict explosive damage (excludes guild elephants). This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **4x Elephant Traps** - traps guild elephants making them unable to move for a certain time.
-  **8x Ankle Traps** will give movement speed -40% for 10 seconds. This is included in the 3 traps at a time. Again, Apprentices cannot buy these until their 2 weeks is over and are promoted to Quartermasters or higher.
-  **50x purified water** OR  **50x mineral water** is used on flames left by cannon shots on the base by right-clicking them in your inventory or hotkeying them.
-  **Villa Buff**
-  **Church buffs**
-  **Food buff rotation OR Exquisite Cron Meal**
-  **Elixir rotation OR Giant's Draughts**
-  **Potions** (HP/MP) - Put extras in your warehouse so you can get them from your Warehouse Maids if you have them.

How to Repair the Tower Faster!!

This is very important to have and most guilds require you to have this done on the character you bring to war. If you don't have this.... you're griefing.

Fort Repair Time
20 sec

Base Repair Time
40 Seconds

Life Skill Levels Reduce Time

Professional	1	S E C	20 Lowest Time
Artisan	2		
Master	3		
Guru	4		

How?

1	2	5
Profes.	Artisan	Master
Hunting	Alchemy	Gathering
	Training	Fishing
		Cooking
		Processing
		Trading

OR
Mix and match your own lifeskills

Why?
Obviously, you will be able to repair your fort at 2x the speed

Also

--Cannons--
Cannons have a 21-29 second downtime between shots
With 1 cannon hitting your base you are still able to get repair ticks in!!

NotMatt

Credit
Geomutic Booda



Dream Horses in Node Wars

Dream horses (or T9s) have been out since the summer of 2017. There are currently three types of dream horses are Doom, Dine (Unicorn), and Arduanatt. If you do not have a dream, a T8 courser will do until you are able to get a T9.

1. Arduanatt - mobility excluding desert



- Wings of Freedom: Allows the Arduanatt to turn sideways while using Wings of Wind
- Wings of Wind: Glide after Double Jump/Leap, Reduces fall damage by 100% when Double Jump is used

2. Doom - PvP and two-seater



- Dark Flame Steps: AOE fire damage
- Dark Sprint: A third instant accel.

3. Dine - mobility in the desert



- Earth of Life: Heals Dine and 10 friendly targets for 300 HP and 300 MP/WP/SP every 3 secs for 30 secs (Cooldown 3 mins)
- Earth of Protection: All DP, Evasion, AP +10 for you and up to 10 party members for 30 secs



Krogdalo's Horse Gear

Krogdalo's horse gear has been in high demand for high-end node war guilds.



Krogdalo's Set - Sea

3 -set Effect: Rising Tide (Charge)

Enemy's Movement Speed -20%, Charge Damage +50%

4-Set Effect: Ocean's Echo (S: Fore Chop)

Attack/Casting Speed -20% of all enemies within 3,5 m. radius

5-Set Effect: Ocean's Roar (Roar)

Max HP/Stamina +100 to 10 allies for 60 min. (including self)



Krogdalo's Set - Wind

3 -set Effect: Wind Gust (Charge)

Charge Speed +30%, Charge Damage +50%

4-Set Effect: Wind's Echo (S: Fore Chop)

Knockback 70% of all enemies within 3,5 m. radius, S: Fore Chop Damage +50%

5-Set Effect: Wind's Roar (Roar)

AP +5 to 10 allies for 60 min. (including self)



Krogdalo's Set - Earth

3 -set Effect: Earth Slam (Charge)

Charge Attack Range +70%, Charge Damage +50%

4-Set Effect: Earth's Echo (S: Fore Chop)

Knockdown 60% of all enemies within 3,5 m. radius, S: Fore Chop Damage +50%

5-Set Effect: Earth's Roar (Roar)

Damage Reduction +3 and Evasion +3 to 10 allies for 60 min. (including self)

You can read more about how to craft the pieces in this Grumpy Green Cricket guide here: [LINK](#). You can also save up your Shakatu seals for the pieces. It will cost 50 seals per piece.



Bufs

Villa Buff



Body Enhancement (120 mins)

- All AP +10
- All DP +10
- Max HP +200
- All Resistance +10%
- Ignores All Resistance +5%

Villa Access



1x Gold Bar 100G is needed to purchase a Lohan's/Atosa's Villa Invitation



45x Gold Bar 1G is needed to purchase [Villa] Body Enhancement (180 mins)



Tent Access

Naphart Campsites is a Pearl Shop purchasable item and cost 4,900 Pearls (\$49 USD). Body Enhancement buff (120 mins) is 2,250,000 silver.



Church Buffs

Church buffs will cost you 3 million silver per buff, so 6 million silver total.

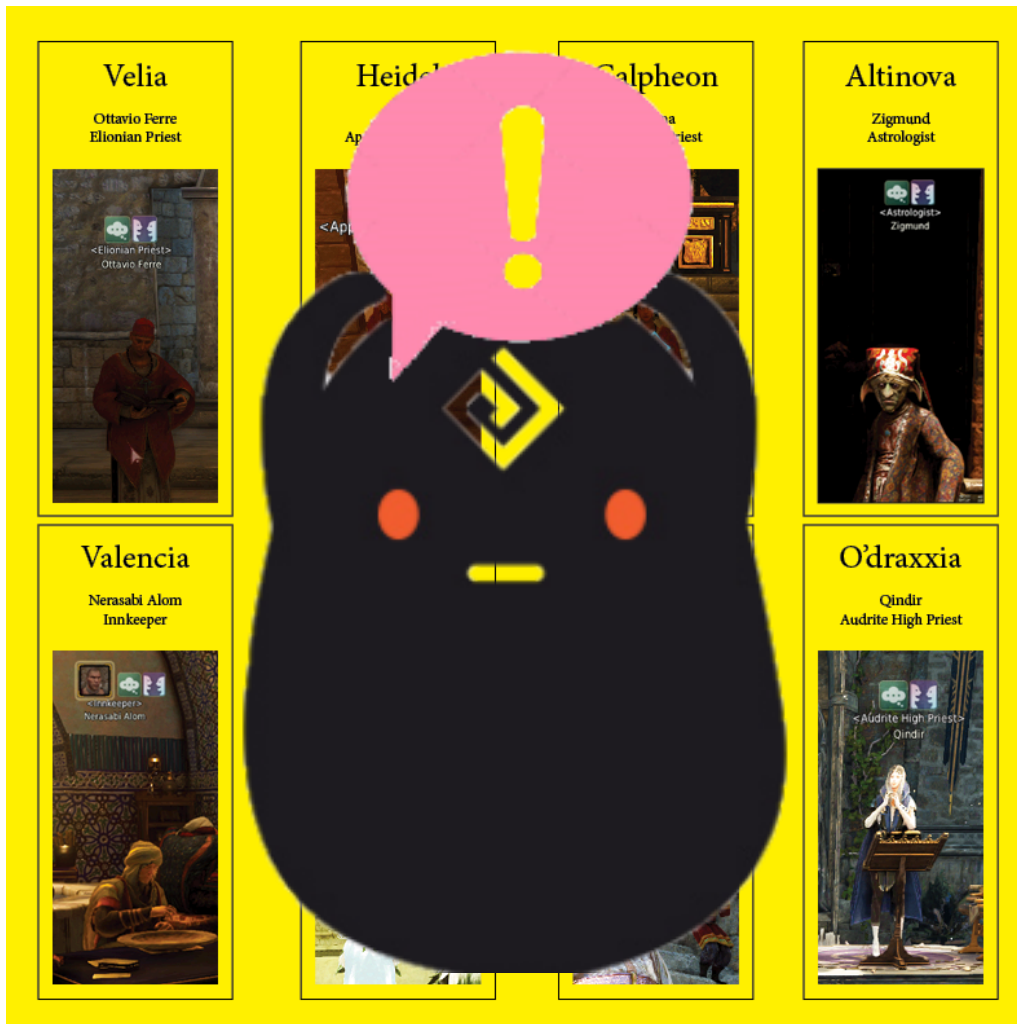
Attack (1st buff on the NPC's list)

- AP +8 for 120 mins
- Accuracy +8 for 120 mins

Defense (2nd buff on the NPC's list)

- DR +8 for 120 mins
- HP +150 for 120 mins

Church Buff NPCs (IMAGE WAITING FOR UPDATE)





Amity Buffs

If you don't know the proper combos for the amity games for these NPCs please refer to this [link](#). Amity buffs only last 30 mins so make sure you pop these 5 mins or less before war to ensure you have it as long as you can. You'll need a certain amount of amity that you'll only need to gain once.

YOU CANNOT TAKE MORE THAN ONE OF THESE BUFFS.



Carolin's Kindness (30 mins)

- NPC: Carolin in Heidel
- Critical Hit Damage 10%
- 25 energy needed
- 50 amity needed w/ NPC



Elixir of Last Resort (30 mins)

- NPC: Alustin in Velia
- Max HP +100
- 5 energy needed
- 150 amity needed w/ NPC





Eileen's Potion (Effect) (30 mins)

- NPC: Eileen in Velia
- Max Stamina +100
- 5 energy needed
- 100 amity needed w/ NPC



Furniture Buffs

AP/Human Damage Buffs



- Ancient Kamel Statue (AP +9, 60 mins)



- Imp Captain's Knife (AP +15, 60 mins)

- 
 Master's Stuffed Feather Wolf Head (Human Damage +9, 60 mins)

Accuracy


- 
 Ancient Artifact China (Accuracy +12, 60 mins)

- 
 Goblin Chief Helmet (Accuracy +20, 60 mins)



DP

- 
 Ancient Artifact Pot (DP +8, 60 mins)

Damage Reduction

- 
 Master's Stuffed Grass Rhino Head (All Damage Reduction +15, 60 mins)



Evasion

- 
 Ancient Slate Ornament (All Evasion +16, 60 mins)
- 
 Muskan's Bloody Steel Helmet (All Evasion +20, 60 mins)

Stamina

-  Khalk's Wings (Max Stamina +200, 60 mins)

Boss

-  Kutum Lamp (All AP +15 & Ignore All Resistance +5%, 60 mins)
-  Nouwer Statue (All AP +15 & Ignore All Resistance +5%, 60 mins)

Food

Food rotations are a thing of the past! Buy Exquisite Cron Meals instead! Not only is it less food buffs to pop, it has **THE BEST** stats!



Exquisite Cron Meal (120 mins)

- All AP+ 8
- All Accuracy +15
- Attack Speed +2
- Casting Speed +2
- Movement Speed +2
- Critical Hit +2
- All Evasion +15
- Max HP +150
- Max Stamina +200
- All Resistance +4%
- Ignore All Resistance +4%
- Back Attack Damage +5%
- Critical Hit Damage +5%

OASIS Event: since the 03/25/2020 update, an NPC named Ellie will sell you [Oasis] Exquisite Cron Meal for 1 silver. You can find her next to the stable keepers of Velia, Heidel, Calpheon, Altinova, Valencia, Grana, and Duvencrunce.

ENDED: 11/24/2022.



The Oasis Event has ended. We thank you for your services, Ellie...



Draughts/Elixirs









Draughts are good if your guild is running platoons and you aren't coordinating elixirs with your party. Elixir rotations are to run with a party (there will be one or two non-party elixirs listed here). Remember to assign different elixirs to people in your party (REMINDER: Parties consist of 5 people).

Draughts


-  Giant's Draught (15 mins)
 - All AP +10
 - Max HP +150
 - All Special Attacks +10% Damage
 - Movement Speed +3
 - Critical Hit +3
 - Max Stamina +200
-  Frenzy Draught

- Extra AP Against Monsters +30
- All Accuracy +12
- Max Stamina +200
- HP Recovery +3 per hit
- All DP -15
- Critical Hit Damage +10%
- Weight Limit +100 LT






T1 Elixir Rotation

-  [Party] Elixir of Lethal Assassin
 - Back Attack Damage +15%
-  [Party] Elixir of Brutal Carnage
 - Down Attack Damage +15%
-  [Party] Elixir of Sharp Detection
 - Critical Hit Damage +15%
-  [Party] Elixir of Perfect Human Hunt
 - Additional Damage +11 against Humans
-  [Party] Brutal Death Elixir
 - Defense Nullifying Damage +10 per Critical Hit
-  [Party] Elixir of Brutal Perforation
 - Defense Nullifying Damage +10 per Back Attack
-  [Party] Elixir of Strong Draining
 - HP +5 per Critical Hit
-  [Party] Grim Soul Reaper's Elixir
 - HP Recovery +3 per Successful Hit

T2+ Elixir Rotation

-  [Mix] Manhunt-Rage Elixir (8 mins)
 - Damage Against Humans +11
 - All AP +8

-  [Party] Elixir of Strong Draining (15 mins)
 - HP +5 per Critical Hit
-  [Party] Grim Soul Reaper's Elixir
 - HP Recovery +3 per successful Hit
-  [Party] Elixir of Strong Life
 - Max HP +150
-  [Party] Elixir of Sharp Detection
 - Critical Hit Damage +15%
-  [Party] Elixir of Brutal Carnage
 - Down Attack Damage +15%
-  [Party] Elixir of Lethal Assassin
 - Back Attack Damage +15%
-  [Party] Merciless Sky Elixir
 - Air Attack Damage +15%
-  [Party] Brutal Death Elixir
 - Defense Nullifying Damage +10 per Critical Hit
-  [Party] Elixir of Brutal Perforation
 - Defense Nullifying Damage +10 per Back Attack
-  [Party] Elixir of Strong Shock
 - Critical Hit Rate +3
-  [Party] Elixir of Intrepid Swiftmess
 - Movement Speed +3
-  [Party] Elixir of Advanced Concentration
 - All Accuracy +12

-  [Party] Splendid Helix Elixir
 - All Evasion +12
-  [Party] Elixir of Clear Mentality
 - Max MP +150
-  [Party] Elixir of Overwhelming Endurance
 - Max Stamina +150
-  [Party] Strong Resurrection Elixir
 - HP Auto Recovery +15
-  [Party] Surging Energy Elixir
 - MP Auto Recovery +15

Perfumes



Perfume of Courage

- All AP +20
- Max HP +200
- Attack Speed +5
- Casting Speed +5
- Movement Speed +5



Spirit Perfume Elixir

- Max HP +300
- Critical Hit Rate +5
- MP/WP/SP +3 per every good hit



Khalk's Elixir

- All Resistance +10%
- Damage Reduction +15
- Max HP +100
- Movement Speed +5%



Elixir of Deep Sea

- All AP +10
- Max Stamina +100
- Max HP +100
- Back Attack Damage +10%
- Down Attack Damage +10%
- Air Attack Damage +10%



Perfume of Charm

- All Evasion +15
- Max HP +200
- Special Attack Evasion +10%



Tier 1 Node Wars

T1 nodes have AP, DP, HP, and DR rate caps. There are three types of T1s; Easy, Medium, and Hard.

Capped Stats

Tier	AP	DR	Accuracy	Evasion	DR Rate	Accuracy Rate	Evasion Rate	Special Evasion	All Resistance
Tier 1 Beginner	245	223	645	741	7%	15%	15%	0%	20%
Tier 1 Intermediate	335	286	695	805	14%				30%

[07/21/2021 Patch Notes](#) - AP limits adjusted. Evasion, evasion rate, and DR restrictions added.

[09/01/2021 Patch Notes](#) - Accuracy, accuracy rate, and all resistance limits added.

[10/27/2021 Patch Notes](#) - Adjusted AP and accuracy limits.

[Jan. 4, 2023 Patch Notes](#) - Adjusted all stat caps.

Max HP Restriction



- 5,000 HP cap
- HP decays 500 every 20 mins

Example: 5,000 -> 4,500 -> 4,000 -> 3,500 -> 3,000 -> 2,500

Pay attention to that health decay!!! Flame towers, elephants, and cannons will just about 2 shot you!

What You Can Do If You're Above Caps

Since the 03/24/2021 update, Mandolf the armor vendor in Trent sells the following accessories:

-  Chimera's Pupil Gem x2 (100,000 silver)
Down Attack Extra Damage +10%
-  Kaia Necklace (1,000,000 silver)
Back Attack Extra Damage +10%

Notes: You can replace your  8x Flame Traps with  8x Venom Traps.

More guides on T1 Node Wars are in the “Additional Resources” section of this guide under the “Google Doc Guides”.

Tier 1 Nodes

Tier 1 Beginner				
Node	Region	Day	Max Participants	Node Benefit
Western Guard Camp	Balenos	Tuesday	20	-
Northern Plain of Serendia	Serendia	Thursday	20	[Elvia] Altar Imp
Wolf Hills	Balenos	Friday	25	-
Polly's Forest	Kamasylvia	Sunday	30	Polly's Forest

Tier 1 Intermediate				
Node	Region	Day	Max Participants	Node Benefit
Cron Castle	Balenos	Monday	25	-
Alejandro Farm	Serendia	Wednesday	25	-
Abandoned Iron Mine	Mediah	Thursday	30	-
Desert Naga Temple	Valencia	Sunday	30	Desert Naga Temple
Tooth Fairy Forest	Kamasylvia	Friday	35	Forest Ronaros



Tier 2+ Node Wars

As of the [Jan. 18, 2023 Patch Notes](#), Tier 2 and Tier 3 nodes have been capped as follows:

Tier	AP	DR	Accuracy	Evasion	DR Rate	Accuracy Rate	Evasion Rate	Special Evasion	All Resistance
Tier 2	514	354	757	870	21%	20%			50%
Tier 3	572	398	796	922	26%	None			
Tier 4	None								

Tier 2+ Nodes

Tier 2				
Node	Region	Day	Max Participants	Node Benefit
Southern Swamp	Serendia	Monday	30	[Elvia] Swamp Fogans
Rhutum Outstation	Calpheon	Tuesday	30	[Elvia] Rhutum Outstation
Mirumok Ruins	Kamasylvia	Wednesday	30	Mirumok Ruins
Abandoned Monastery	Calpheon	Friday	30	Abandoned Monastery (Restricted Territory)
Helms Post	Mediah	Monday	40	-
Saunil Camp	Calpheon	Wednesday	40	[Elvia] Saunil Camp
Ibellab Oasis	Valencia	Sunday	40	-
Omar Lava Cave	Mediah	Tuesday	50	-
Khuruto Cave	Calpheon	Thursday	50	-
Manshaum Forest	Kamasylvia	Sunday	50	Manshaum Forest

Tier 3				
Node	Region	Day	Max Participants	Node Benefit
Roud Sulfur Mine	Valencia	Monday	40	Roud Sulfur Mine
Canyon of Corruption	Valencia	Thursday	40	-
Primal Giant Post	Calpheon	Friday	40	[Elvia] Primal Giant Post
Quint Hill	Calpheon	Monday	55	[Elvia] Quint Hill
Valencia Castle Site	Valencia	Tuesday	55	-
Ancado Coast	Valencia	Wednesday	55	Aakman (Aakman Temple)
Bashim Base	Valencia	Thursday	55	-
Elder's Bridge	Balenos	Sunday	55	-
Navarn Steppe	Kamasyllvia	Tuesday	70	Navarn Steppe
Orc Camp	Serendia	Wednesday	70	[Elvia] Orc Camp
Hexe Sanctuary	Calpheon	Sunday	70	[Elvia] Hexe Sanctuary
Sausan Garrison	Mediah	Sunday	70	-

Tier 4				
Node	Region	Day	Max Participants	Node Benefit
Ivory Wasteland	Mediah	Monday	50	-
Hasrah Cliff	Mediah	Friday	50	Kratuga Ancient Ruins
Taphtar Plain	Valencia	Tuesday	75	Centaurus Herd
Pilgrim's Sanctum: Obedience	Valencia	Thursday	75	Hystria Ruins
Gyfin Rhasia Temple	Kamasyllvia	Sunday	75	Gyfin Rhasia Temple (Upper/Underground)
Star's End	Calpheon	Wednesday	100	Star's End
Bloody Monastery	Serendia	Sunday	100	[Elvia] Bloody Monastery

Ash Forest	Kamasylvia	Sunday	100	Ash Forest
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Node War Guild Skills



Battle Command to Gather

Sends a gathering call to all guild members participating in a Node/Conquest War. All guild members who agree to the call will teleport to the location of the guild master/advisor.

Caster: Guild Master/Advisor

Cooldown: 5 hrs



Horrors of Battle

Max HP +1000 (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: 10 mins (nullifies upon death)

Cooldown: 2 hrs



Battle Reorganization I

All guild members HP +3000 (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: Instant

Cooldown: 30 mins



Battle Reorganization II

Restores all guild members' total HP instantly (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: 10 mins (nullifies upon death)

Cooldown: 5 hrs



Intimidating Force

Ignore All Debuff Resistance +10% (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: 10 mins (nullifies upon death)

Cooldown: 30 mins



Boost Morale

Movement Speed +20% (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: 1 min (nullifies upon death)

Cooldown: 30 mins



Frenzied Fighter

All Debuff Resistance +10% (only during Node/Conquest War)

Caster: Guild Master/Advisor/Officers

Duration: 3 mins (nullifies upon death)

Cooldown: 30 mins



Breath of Life

Removes the death timer of all dead guild members (only during Node/Conquest War)

Caster: Guild Master/Advisor

Duration: Instant

Cooldown: 1 hr



Blessing of Battle

HP Recovery +500 every 3 sec, All Damage Reduction +200, Movement Speed +10%, Super Armor (only during Node/Conquest War)

Caster: Guild Master/Advisor

Duration: 30 secs (nullifies upon death)

Cooldown: 5 mins

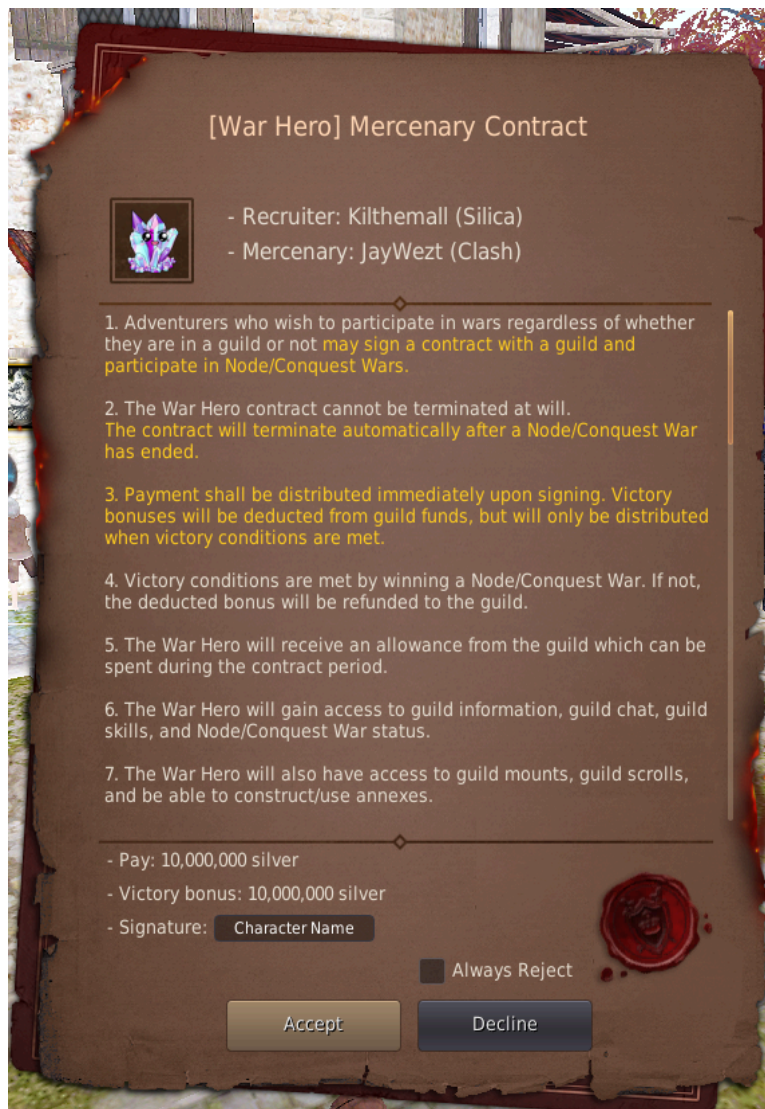


War Heroes

Can't get enough node wars in your life? The War Hero system is perfect for you! War Heroes (or *mercs* or *mercenaries* as the community calls them) was added in the [02/13/2022 patch \(Steam\)](#). This system allows players to temporarily join a guild for T2+ node wars, siege, and other guild activities (like khan and other guild bosses).

How to Become a War Hero

- Guild Masters, Advisors, and Officers can send War Hero contracts.



- You must be on the same server as the one inviting.
- **REMEMBER** to remove **ALL** items with [Guild] in them (trash, sell, or move to guild storage).
- If your guild has placed a fort or command post, you **CANNOT** become a War Hero.
- War Heroes **CANNOT** be contracted during Node War or Siege.
- Members of guilds that own regions **CANNOT** become War Heroes.
- Guild Masters **CANNOT** become War Heroes.
- Once the contract is accepted, the contract cannot be terminated manually. War Heroes contracts terminate daily 10 minutes after war ends.

What War Heroes Can & Cannot Do

CAN DO

- Can participate in Node Wars/Siege with the guild they are contracted with.
- Can view Guild Information tab, Guild Member status, Guild Skills tab, Guild Alliance tab, Alliance Status, and Node War/Siege status.
- Can receive guild buffs.
- Can benefit from castle buff from the guild they are contracted in if said guild owns a territory with a castle.
- Can receive the individual node war rewards box from the "Rewards" button from the War Heroes tab.

CANNOT DO

- Allowance cannot be given to War Heroes. (*TIP: Craft your own non guild stun/flame/ankle traps in a workshop.*)
- Cannot access Guild Missions, Guild History, Recruit Guild Member Status, Final Battle, and Guild Crafting tabs.
- Cannot access Guild Storage and Guild Skill Acquisition features.
- Cannot manually terminate the contract.
- Cannot access the node war reward vendor.

War Hero Tab

The War Hero guild tab is the last one at the top of the Guild menu (push G to open Guild menu). You use this to:

- YES up.
- Collect reward boxes from the "Reward" button at the bottom of the page..

Position	Level	Class	Family (Character)	Activity (?)	Voice (?)	Participate (?)	Contract (?)
	62	Tamer	Endheart (JangGeum)	-		Yes	
	61	Sage	Shadowround (NextBustedClass)	-		Yes	
	66	Dark Knight	Delfri (MadameVediant)	-		Yes	

※ List of hired War Heroes.
※ The contract will terminate automatically after a Node/Conquest War has ended.

Reward



Additional Resources

Additional Guides

Google Doc Guides

- [WTF T1 Node War Guide](#)
- [T1 - Defense Guide](#)
- [Ultimate FunHub Tier 1 Nodewar Build Guide](#)
- [EXO's T1 Nodewar Guide](#)
- [Node War Defense Guide by Delfri#4131](#)

Video Guides

- [A Beginner's Guide to Node Wars 2021 Edition by Delfri](#)
- [How to Prepare for a Node War 2021 Edition by Delfri](#)
- [Node War Guide by BDOFoundry](#)
- [The Basics of Node Wars in Black Desert Online by Im Choice](#)
- [Bufs You Should Be Using In PvP/Node Wars by Im Choice](#)
- [T1 Node War Gear & Optimization Guide for Beginners by Dottz Gaming](#)

Discords

Links that are in **BOLD** in the "Node War Discords" section are what I see to be active discords.

Node War Discords

- [T1 Hub](#)
- [T1 Community](#)
- [**T1 Node War Hub NA**](#)
- [T2+ Nodewar](#)
- [**T2+ Politics**](#)
- [**War Library**](#)

Class Discords

- [Maehwa/Musa](#)
- [Wizard/Witch](#)
- [Ninja/Kunoichi](#)
- [Valkyrie](#)
- [Tamer](#)
- [Berserker](#)
- [Sorceress](#)
- [Ranger](#)
- [Warrior](#)
- [Dark Knight 1](#)

- [Dark Knight 2](#)
- [Striker/Mystic](#)
- [Lahn](#)
- [Archer](#)
- [Shai](#)
- [Guardian](#)
- [Hashashin](#)
- [Nova](#)
- [Sage](#)

Guild Recruitment

- [NA/EU Guild Recruitment BDO](#)



Patch Notes

- **10/22/2021:** Guide created. Rough outline completed.
- **10/23/2021:** Guide completed.... for now.....
- **10/27/2021:** Added Kamasylvia to the node war schedule and added the new Tier 1 Node Wars capped stats from the [10/27/2021 patch](#). Made the document outline available to navigate the guide faster.
- **11/09/2021:** Added Special Evasion cap to the Tier 1 Node Wars capped stats chart from the [11/03/2021 patch](#).
- **11/17/2021:** Changed the node war days to the Sun/Tues/Wed/Thurs/Fri schedule from the [11/10/2021 patch](#). Added guilds/alliances who own a region can now participate in node wars from the [11/17/2021 patch](#).
- **08/31/2022:** Added video guides to the Additional Resources section of this guide. Added information on the function to designate highlighted colors of guilds in Node and Conquest Wars from the [08/31/2022 patch](#). Removed Venom Traps from all War Prep lists and added Flame Traps and Ankle Traps. Added a note to T1 Node Wars page about Venom Traps. Added to "How does node war work?" section from the "A Beginner's Guide to Node Wars" to this one. Changed the name of the guide from "NEW Node War Changes" to "Node War Guide".
- **09/01/2022:** Updated the cost of Church Buffs. Updated GIFs for Villa Buff from Tent and Church Buffs.
- **09/07/2022:** Node War schedule removed from The Changes section since there is no region schedule anymore.
- **09/15/2022:** Added TET Trina Axe as a required item for war due to damage increase from the [09/08/2022 patch](#).
- **09/18/2022:** Added information about War Heroes.
- **09/19/2022:** Added links to T1 Node War guides to the Additional Resources section. Added T1 Node War Hub NA discord link to the Additional Resources section.
- **09/24/2022:** Reverting back to OLD Node War system. Please stay tuned for a major update to this guide.
- **09/28/2022:** Updated the Node War shop section due to the [09/28/2022 patch](#).
- **10/21/2022:** Added link to my War Library discord to Additional Resources section..
- **01/04/2023:** Updated the T1 node caps and added the T2 and T3 node caps.
- **01/18/2023:** Updated the T2 and T3 node caps.
- **02/01/2023:** Updated the Node War Rewards section with the new individual rewards from the [02/01/2023 Patch](#).
- **02/28/2023:** Updated the required materials to upgrade barricades, flame towers, and hwachas.

