

Introduction

Hello! If you're here, then you're likely interested in wanting to get the most out of your character in Adventure. Let's get started. First, a few disclaimers:

- I'm not very good with this whole document thing, so formatting may not be great.
- I am a Dragon main currently, and while I do know a bit about bipeds, I am NOT an active player of one anywhere near endgame. The general advice here applies to both races, but specifics may vary wildly for Bipeds.
- I do not promise that I am 100% correct about everything, and I heavily advise you to always check that what I am saying is true before assuming it is. Being curious about stuff is key to a lot of things in Istaria anyways.

Additionally, I HIGHLY recommend that you keep these websites made and maintained by other members of the community in your pocket; they are extremely helpful for all aspects of the game, not just combat.

- [Istaria Lexica](#) — This is the Wikipedia-type website for Istaria, maintained by various community members. Anybody can contribute, and while not 100% of information is up to date, it is still HIGHLY accurate and very useful. Typically what you do is google "istaria lexica X" with X being whatever you're searching for.
- [Istaria Reference](#) — Has a bunch of info, though I personally only use the map mostly; Lexica often links to here for where to find things on the map. Amazing for everything.
- [Istara's Chosen](#) — Another website with a more well-rounded set of guides. Information is fairly up to date to my knowledge. It also has the community Builds page, which lets you see other players' builds that they've submitted to the site.

For the most part, this guide will assume that in Chapter 1, you are a brand new player, in Chapter 2 that you have familiarized yourself with the basics and are hitting your first roadblock alone, such as a boss fight, and in Chapter 3 that you are a Dragon looking to min-max your character to survive the hardest fights in the game, regardless of what it takes. Chapter 4 (placeholder for a while, sorry) will eventually be for Biped Endgame.

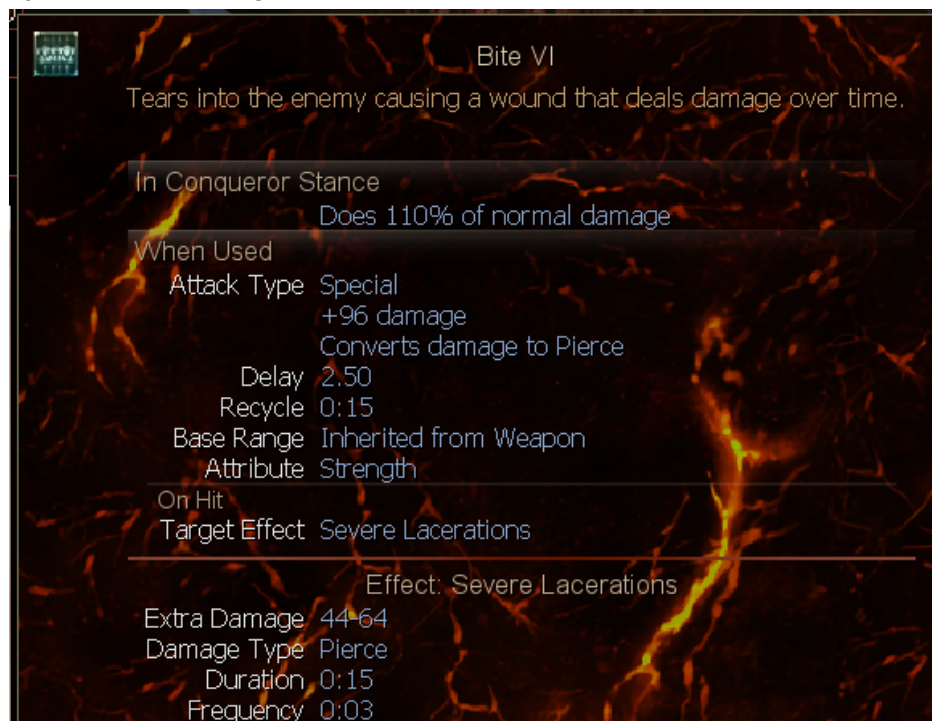
Please bear this in mind as you read. Let's begin.

Chapter 1: The Foundation — Tooltips

So you've started Istaria, finished the tutorial zone (Skalkaar/Spirit Isle) and maybe you're a bit confused. I will go ahead and assume that your user interface is set up to your liking, and you know how to put abilities on your bars.

Firstly, let's go over how to read the various tooltips on adventuring abilities and gear, so we can understand *exactly* what we're doing.

We will use Bite from Dragons as our first example. All examples will be max level abilities, so please do not be surprised if yours show different numerical values; the thing we care about is just understanding how to read these.



In Conqueror Stance

- When the Conqueror Stance effect is active, you will deal 10% more damage with this ability specifically.

Attack Type: Special

- This is a generic term to indicate that you are using an ability, as opposed to an auto-attack. Keep this in mind as we go through the various descriptions.

+96 damage, Converts damage to Pierce

- If your weapon would normally do Slash Damage, and you do not have any other effects that will change your attack type, this Ability will convert it to Pierce Damage for the ability usage. +96 damage means it will deal your weapon damage and add 96 to it.

Delay 2.50

- This is how long it takes to use the ability, in seconds, after you've pressed the button. This is another important one.

Recycle

- This is how long it takes for the ability to become available again after you've used it. Important.

Base Range: Inherited from Weapon

- In this case it just means melee range. Dragons only have one type of weapon so this field is more or less irrelevant to them, but it will mean different things for biped characters.

Attribute: Strength

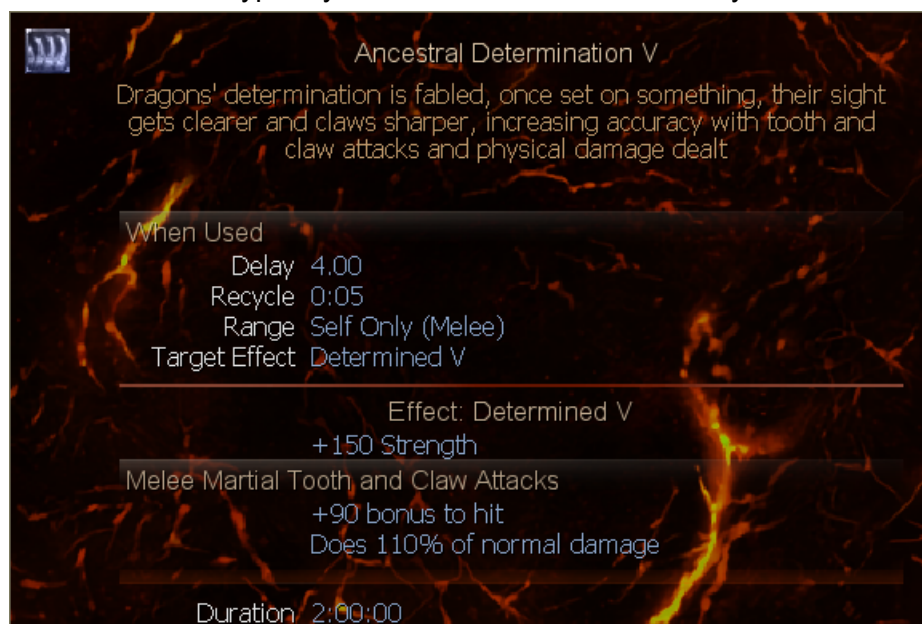
- Tells you what character attribute the ability's damage will scale on. In this case, higher strength values will result in higher ability damage.

Target Effect

- This means that on hit (when the attack connects), the effect shown below will apply to the target. In this case, it is a Damage over Time (DoT) effect dealing an instance of Pierce damage every 3 seconds for 15 seconds (5 “ticks” of damage).

Next, we'll go over this type of effect. This is a type of buff effect called a “Gift”.

- You are limited to having a certain amount of Gifts active at any time, and you can always find how many slots you have and if there are any active at the top left of your buff window. Gifts are typically POWERFUL effects and always last for 2 hours.



Range: Self Only (Melee)

- Basically just a fancy way of telling you that this buff is only for you.

Melee Martial Tooth and Claw Attacks

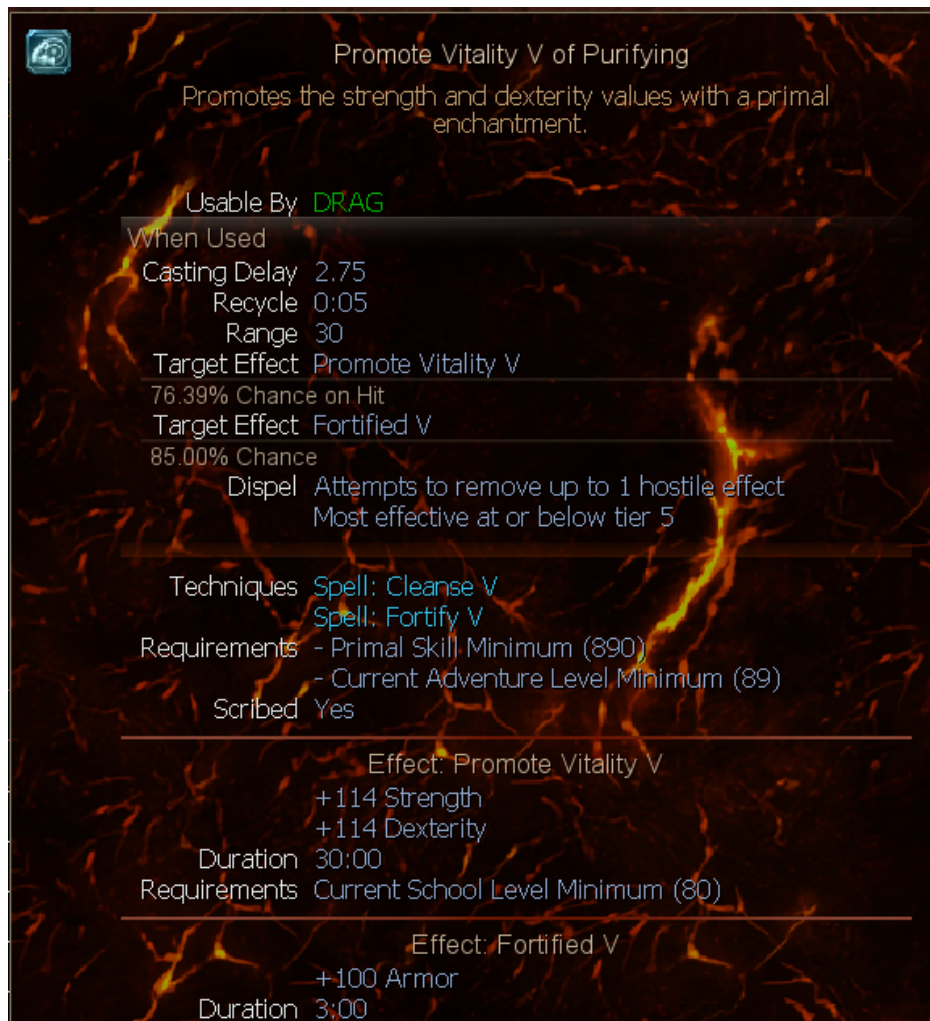
- “Melee Martial” is a fancy way of saying “Melee” for our current purposes. The difference is only relevant for Bipedal later; it has no significance to dragons. “Tooth and Claw Attacks” are your melee abilities as a dragon — Tooth and Claw (henceforth referred to as T&C) is the Weapon Skill for Dragon Melee. We'll get to what “Weapon Skill” is later.

Bonus to Hit

- “Bonus to hit” is basically your accuracy. Literally makes you more likely to hit.

We've already covered what X% of normal damage is from Bite — it's just that it's an effect of this buff instead. These effects CAN stack together, so don't worry about them overwriting each other (You'd do 120% of normal damage with Bite if you have this buff and Conqueror Stance active at the same time!)

Next up, this is a regular Buff. It can be applied to yourself OR other players who meet its requirements by targeting them when you cast it.



This one is a fair bit different; this is a “Spell,” which is an important distinction from Abilities. We’ll go over that difference later.

Usable By DRAG

- Tells you what school can actually cast it (Green text means your current school can. Red text means you can’t. In this case, it means only Dragon Adventurers can use this spell.

Range 30

- Distance from your target can always be seen in “meters” when you target them. This means you can apply the buff to a target from up to 30 meters away: any further and a notification in your chat will tell you how much closer you need to get.

“X% chance on hit” and “X% chance”

- Both effectively mean “chance to apply when the effect is used on a target”. Shows you the chance to apply the effects, We know what Target Effect is already though.

Dispel

- “Attempts to remove up to 1 hostile effect, Most effective at or below Tier 5”
We'll cover tiers later, I know it's getting a bit dumb, but bear with me.
“Hostile Effects” are basically Debuffs from other games: any negative effect applied to you by a monster. When used, this spell has a chance to remove one of the effects applied to you. It will prioritize newest to oldest effects, so if you have a lot of active debuffs, you would need to repeatedly cast this spell to remove them all.

“Most effective at or below Tier 5”

- 85% chance when the dispel works to cleanse T5 or lower negative effects. Chance is lowered for every tier above the most effective range.

Techniques

- We will go over these later, again.

Requirements: Primal Skill 890, Current Adventure Level Minimum 89

- This means that in order to scribe the spell, your Primal skill and Adventure level must equal to or greater than the aforementioned amounts.

Scribed

- Tells you if you have learned this spell or not. Most relevant when looking at spells linked by other players.

Effect: Promote Vitality

- We already know that it will increase Strength and Dexterity, but there's a requirement here; in order for a player to receive this buff, their Adventure level must be 80 or higher. Otherwise, it will fail to apply even if another player who meets the requirements is the one casting the spell.

Next up, another spell.



Attack Type: Magical

- This tells you that it's a spell attack (as opposed to melee/martial).

Damage Type: Primal

- Because it's a damaging spell, this is telling us what type of damage the spell will hit for. Also, again, important later. I know, but it's called a foundation for a reason. We're almost done here.

Range: Self Only (Melee) and Area: 5

- In this case, because we have an area, this is telling us that when used, this spell will deal an Area of Effect (AOE) damage around ourselves in an area of 5 meters. All enemies within this range will be hit by the spell, but any outside will not be hit. This effect is called a "PBAoE" or Point Blank Area of Effect.

Chance on Hit: Extra Damage, Damage Type: Pierce

- When the spell hits, it has an X% chance to deal extra damage. In Istaria, this effect is known as a "Damage Kicker."

This next one is a lot.



2 extra attacks

- This ability will hit for a total of THREE times (initial hit +2 extra) with all effects listed on the tooltip.

500% damage adjustment

- This attack will deal 500% of your weapon damage. (That's a lot of damage!)

Automatically hits

- This can **NEVER MISS**: basically it skips the “dice roll” to hit.

Prevents grazing and critical hits

- See above; by skipping the “roll,” there will never be a near-miss or a lucky hit.

Hoard Cost

- This is a Dragon specific effect, and applies to many of their powerful abilities. When you open up your Equipment or Character menu (in the General Tab) as a Dragon, you will see your Hoard Size and a number. This number is how much Hoard you have, and every time you use one of these abilities, it will consume that much value from your Hoard. Not really that notable, but we'll go more in depth on Hoard later.

Now, about remembering Recycle and Delay; let me introduce you to Alacrity and Recycle Modifiers. “Alacrity” directly affects how long it takes for you to use *ANY* ability/spell that has a Delay, while Recycle Modifiers affect how long it takes to be able to use the ability again.

- A higher Alacrity stat means you use abilities faster, while a negative Alacrity means you will use them slower. This **ALSO** applies to monsters, and this is why it's important.

The same goes for Recycle Modifiers; a +x% means your abilities will take **LONGER** to be usable again, and a -x% means it will take **LESS** time.

Therefore, the effect of Gold Rage is to dramatically slow down an enemies' attacks, **AND** make their abilities take longer to be used again, while also doing a **MASSIVE** amount of damage. Now **THAT'S** a good ability!

While this section has not covered **EVERY POSSIBLE** tooltip line, It should give you a solid understanding of how effects apply based on how it reads. Next up.

Chapter 1.1: The Foundation - Statistics and Weapon Skills

Don't worry, this one won't take an ungodly amount of time to read. Maybe.

To start, let's first view our statistics and skills. Press C (default keybinding) and open up your Character Tab. Here is mine.

From top to bottom, the information presented here that is relevant to us is:

- Training Points (top left, **blue** number)
- Death Points (Skull and crossbones)
- Our actual Statistics
- Adventure School's current level and rating
- Craft School's current level and rating
- Hoard level and its bonuses

For Training Points; while mine says 0, you will gain Training Points (TP) every time you level up in an adventure school, and the number on the page will adjust to show this.

The screenshot shows the 'CHARACTER' interface for an 'ANCIENT DRAGON'. The top tabs are GENERAL, SCHOOLS, SKILLS, ABILITIES, and STATISTICS. The 'STATISTICS' tab is active, displaying a table of current and base values for various attributes.

	Current	Base		Current	Base
Health	4016	3526	Armor	2313	645
Strength	990	980	Dexterity	730	730
Power	1075	980	Focus	1005	850
Critical Rating	550	550	Tactical Mastery	550	550
Speed	90	65	Gather Alacrity	0	0
Fly Speed	100	100			

Below the statistics, the 'ADVENTURE' section shows the 'Dragon Adventurer' school with a level of 100 and a rating of 100. The 'CRAFT' section shows the 'Crystalshaper' school with a level of 100 and a rating of 122. The 'HOARD' section shows the 'Hoard' with a level of 100 and a rating of 100, along with bonuses for Armor (480) and Breath Damage (100).

Let's open up the TP menu by clicking that blue number and check it out.

The image shows a 'CHARACTER TRAINING' window. At the top, it displays 'TRAINING POINTS AVAILABLE: 0' and 'BUY BACK POINTS AVAILABLE: 300'. Below this is a table with columns: 'Statistic', 'TP Cost', 'TP Spent', a slider control, 'Current', 'Base', and 'Change'. The table lists 14 statistics/skills. 'Health' and 'Primal' are highlighted with blue bars in the 'TP Spent' column, indicating they are maxed out. At the bottom, there are two progress bars for 'TRAINING POINTS SPENT' and 'BUY BACK POINTS SPENT', and buttons for 'Reset', 'OK', and 'Cancel'.

Statistic	TP Cost	TP Spent	Current	Base	Change
Dexterity	4	0	730	730	0
Evasion	3	0	873	800	0
Flame	3	0	126	0	0
Focus	4	0	1005	850	0
Health	1	600	4016	3526	0
Ice	3	0	120	0	0
Nature	3	0	110	0	0
One Hand Pierce	3	0	99	0	0
Power	4	0	1075	980	0
Primal	3	600	1844	1100	0
Strength	4	0	990	980	0
Tactical Mastery	4	0	550	550	0
Tooth and Claw	3	0	1314	1000	0

TRAINING POINTS SPENT: --
BUY BACK POINTS SPENT: 0 / 300

Reset OK Cancel

That's a lot of statistics *AND* skills. To apply your TP, simply click and hold the right arrow on whichever statistic/skill you would like to apply them to, and hold until you've applied the amount you want to.

Click and hold the LEFT arrow to remove TP. If you have spent all your TP or are removing saved TPs, then you will need to use the "Buy Back Points" to remove them. This is a value that will regenerate to 1/4th your maximum TP over time, and caps out at that point. You can also [buy a potion](#) to speed up getting back Buy Back Points should you need to overhaul your TP distribution.

You may be wondering, can you screw up your TP investment? No, not really. If you mouse over the Statistic/Skill names, it will tell you what they do. Go ahead and mouse over all of them, and read what they do. Remember to read your abilities to see what they scale off of!

I will not provide any TP recommendations for this stage, please experiment and decide what feels good to you; there is no wrong setup for TPs as long as you're happy.

Different Statistic/Skills require different amounts of TPs per point gained, and you can see that on the TP cost. With how many TPs you are given, you can gain the maximum amount of points from 2 Statistic/Skills, any more and you will not be able to max them. Bear this in mind, as each TP is only worth a single point of the stat, and some stats need an enormous amount to see any real gains. Now, about that Statistics/Skills thing..



Skill	School	Current	Base
Dragon Breath	Dragon Adventurer	1205	1000
Evasion	Dragon Adventurer	873	800
Intuition	Dragon Adventurer	1043	1000
Primal	Dragon Adventurer	1844	1100
Tooth and Claw	Dragon Adventurer	1314	1000

Remember that I was saying Statistics/Skills, despite the TP window saying Statistics? This is why. We will now go over what “Weapon Skill” is and how Statistics and Weapon Skill works together. While there is the OBVIOUS fact that the Skill is required to learn things, there’s another thing.

Weapon skills are effectively the primary damage Attribute (Power/Strength) and the primary accuracy Attribute (Focus/Dexterity) combined into one stat. This makes them very important. (PLACEHOLDER HERE, I think Weaponskills give a 3rd of the value you would have gained from the Damage and Accuracy attributes per point? Someone needs to correct me on this.)

While dragons have this very simple (Spell users simply need Power and Primal, while Melee users need Strength and T&C), Bipeds are not so lucky - while the damaging & accuracy attribute is shared for Physical/Magical abilities, Weapon skills aren’t.

Bipeds have a BUNCH of different weapon skills, and combined with their other complexities makes TPs on them a bit annoying.

That’s it for explaining how Statistics and Weapon Skills work; let’s go ahead and move onto the next thing.

Chapter 1.2: The Foundation - The Martial-Magical split, and Damage Types

Also a short one, I will now explain why there was a “Martial” keyword in the “Ancestral Determination” Tooltip.

As of the Combat Overhaul (CO) for Istaria (relevant in case you hear about Pre-CO), all damage is now split into 2 main types and 2 sub-types, and then furthermore all damage has a

“type”, condensed into four total categories.

Main Types: **Martial**(Physical) and **Magical**(Spells)

Sub-Types: Melee and Ranged

This makes for a total of 4 combinations. **Martial**-Melee, **Martial**-Ranged, **Magical**-Melee, and **Magical**-Ranged. While this isn't super relevant in the early game, it becomes an important distinction in the late-game, and so we will talk about it now.

- **Martial**-Melee is exactly what you think it is, It's fighting the target point blank with physical damage.
- **Martial**-Ranged is Biped and Monster only; It's stuff like shooting your target with a bow.
- **Magical**-Melee is Spell attacks that have a range of 0 (such as Gust and Barrage).
- **Magical**-Ranged is most Spell damage.

Now for the damage types. You may have noticed earlier on “Bite” and “Gust” with the Damage Type keyword. As of the CO, outside of some exceptions that we will not worry about here, these damage types are mitigated (reduced) by four statistics: Physical, Arcane, Mystical, and Ethereal Resistance. There are also Wards for each of the four condensed types, which increase your chance to dodge attacks from them. Let's go back to our Character Menu.

In our “Statistics” Tab (Yes, I know. Get used to weird stuff like this, it's Istaria.)

we will find some more in depth statistics, Most of this is self explanatory, but a quick overview: The **Martial** and **Magical** tab is mostly relevant for your Alacrity, as it's separated into two types, one for **Martial** and one for **Magical**

CHARACTER					
GENERAL		SCHOOLS		STATISTICS	
OFFENSIVE		Martial		Magical	
EXPERTISE	Value	Effect	PENETRATION	Effect	
Critical Rating	550	16%	Physical	5%	
Critical Healing		2%	Arcane	5%	
Alacrity	120	-12%	Mystic	5%	
			Ethereal	5%	
DEFENSES					
MITIGATION		Effect	AVOIDANCE		Effect
Physical		44%	Evasion	873	11%
Arcane		35%	Block	0	0%
Mystic		35%	Parry	0	0%
Ethereal		22%			
RESISTANCES	Value	Effect	WARDS	Value	Effect
Physical	234	+9%	Physical	0	+0%
Arcane	218	+8%	Arcane	168	+4%
Mystic	25	+1%	Mystic	0	+0%
Ethereal	100	+4%	Ethereal	0	+0%

- Alacrity -> Effect

Shows us how much of a delay % reduction we have from our alacrity; in this case a value of 120 Alacrity has given me a 12% delay reduction, or we use Magical abilities 12% faster.

- Penetration -> Effect

Shows you how much you will ignore your targets mitigation (unsure if this is total or resist or armor based only.), In this case 5% of it will be ignored.

Mitigation and Effect are as it says on the tin; Incoming Physical Type Damage for example will be reduced by 44%. This part of the mitigation is affected only by your Armor stat obtained from Scales and Passives (Hardened Scales, Ancient Ascension) for dragons, while the Resistance is affected by the literal X Resistance statistics (such as Physical Resistance, etc).

But you may be asking, what damage types are in each category? Well, we can mouse-over the names shown here, but I'll put it here as well.

- Physical: Slash, Crush, and Pierce.
- Arcane: Flame, Ice, Energy, Primal, Nature, Blight
- Mystical: Life, Spirit, and Mind
- Ethereal: Ethereal.

So for example, if you took Ice Damage, regardless of if it is Magical or Melee; your Arcane Resist and Mitigation would reduce it by X%, added together. We'll go into more detail on how the damage formula works at the end of the guide, feel free to use the chapter selection to get there.

You will most commonly see Physical and Arcane damage, followed by Mystical, and then Ethereal being the rarest, but also the deadliest when it appears, as it ignores a good solid half of your armor mitigation!

Now, we have discussed how to read tooltips, established how to spend TPs and learnt what our statistics and weapon skills do, and we now know how to check our Mitigation and Alacrity. We now have a solid foundation to actually begin delving into combat with. Next up; we will discuss the difference between Spellcasters and Melee attackers, as well as why Spells are important regardless of your choice in playstyle.

Chapter 1.3: The Foundation - Spells and You

So, about Spells VS Abilities; the biggest difference is

Abilities are learnt naturally by leveling up, and cannot have extra effects applied to them directly (which are called Techniques, and we will refer to adding them as Teching from here)

They CAN receive benefits and modifiers from outside sources, like Buffs, and can even have their damage type changed by X Attack abilities or special crystals made by high level dragons!

For example, you could have a Slash Damage ability, but you receive the buff “Flame Attack”. You will now hit harder (because the buff increases damage) and you will now deal Flame Damage, this also means you are now bypassing the enemies Physical Resist, and instead hitting the Arcane Resist, which armor is less effective on! That’s a nice damage increase.

Sadly, for most cases outside of certain biped classes and one dragon ability that only affects your auto-attacks, you can’t get your hands on Ethereal Damage; It’s rare for a reason. All other damage types are free game though.

But how do we obtain spells if they aren’t learnt? Well, you craft them. Did I mention spellcasters have to put in a lot more work to obtain their full toolkit compared to Melee? You’re about to learn.

Firstly, since it’s crafting and this is a combat guide; I will not tell you HOW to craft, [\(insert placeholder here, link to the crafting guide if I get around to making it i guess\)](#)

I will however tell you that if you wish to provide the materials FOR a crafter, you must obtain Essence and Stone; these are used to make the Spell Shards and Essence Orbs needed to create the spells. Alternatively you can ask the crafter to use their own materials.

In the early stages of the game, where we are currently; it is fine to simply get spells crafted for you with no techniques (We will refer to this as Untechd from here onwards), as the effects aren’t very impactful at this point. However, once you hit around T3 to early T5 (we’ll go over what that means in a moment) you will want to start getting spell techs, as this is when the early game ends and the midgame begins, you will start to see much deadlier monsters and begin requiring help at some points if you are not prepared.

In order to learn (Scribe) a spell, you must meet the skill and level requirements; for Dragons this will happen as they level up naturally, but Bipedes have a wide range of skills and require multiple schools to obtain the Skills needed. We will talk about multi-schooling later, as it’s not super relevant right now.

If you are a melee, then it is enough to only obtain the buffing and healing spells (such as Promote Vitality and Flame Attack), but if you are a spellcaster, you should be obtaining all of these *and* the damaging spells for your setup. Again; dragons have it simple, Bipedes get a mess. Sorry.

I will now provide a list of the damaging and utility spells for dragon spellcasters, but not for bipeds as I do not have the experience to do so, plus the list would be.. Very long.

Repeater Spells: This is the equivalent of an Auto-attack for melee users, hence the term.

- Prime Bolt, Improved Prime Bolt, Drain Bolt

Prime Bolt and Improved version are crafted; Drain Bolt is acquired from a quest you will be led to as part of the early game. Improved Prime Bolt does the most damage and should be your go-to; the others are simply there, although you can argue that Drain Bolt is worth using at times for the life leech effect it has, particularly in difficult solo fights where you're struggling to keep up DPS output. Some DPS is better than none!

Most techs do not work on Bolts, and I do not recommend using Primal Range, but do put on Accuracy!

Single Target Spells: These are the spells with recycle, similar to martial abilities such as Bite and Smash, that make up the bulk of your damage. You will **always** want to use these over a Bolt when available.

- Primal Strike: Equivalent of Silver Strike for dragon casters, shares a recycle.
- Primal Spark
- Primal Lightning: Low levels will not be able to obtain this without a high level crafter; generally less valuable than other spells, but still more damage than a bolt
- Primal Burst: Equivalent of Gold Rage in damage; **does not share a recycle with Gold Rage so both can be used together freely.**

AoE Spells: Spells with recycle that hit in an area, the main distinction from Melee and Caster dragons is that Caster dragons have the majority of the AoE.

- Gust: PBAoE
- Barrage: PBAoE
- Tempest: Targeted AoE; will originate from the enemy it was cast on. Weaker than all the other spells, but still worth using.
- Blast: Targeted AoE, strongest AoE spell.

Utility Spells: These spells provide Crowd Control (referred to as CC) effects or lowering an enemies resistances/wards to your damage types.

- Primal Chains: Bind an enemy for X amount of time - enemy will be immune to bind after it has worn off; will not break from damage.
- Unrelenting Winds: Decreases Enemy Arcane Resistance, Targeted AoE
- Grazing Winds: Decreases Enemy Physical and Arcane Ward, Targeted AoE

Now, about teching spells; Crafters can learn Techniques, and then while crafting a spell; apply them to it. This requires Essence Orbs and materials from monsters, requiring more depending on the Tier of Technique. Again, tiers in a moment. We're almost done with this part.

- Tier I Techniques: 1 material from 1 type of monster
- Tier II Techniques: 2 material from 1 type of monster
- Tier III Techniques: 1 material from 1 type of monster, 1 material from another type.
- Tier IV Techniques: 2 material from 1 type of monster, 1 material from another.
- Tier V Techniques: 2 materials from 2 different types of monsters.

At Tiers 1 and 2, you can only apply one technique per spell, at Tiers 3 and 4 you can apply 2 techniques per spell, and at Tier 5 you can apply 3 techniques per spell.

Typically you will technique your spells like this (Dragons, idk about peds sorry)

- [Damage Type] [Tier] (e.g Primal Damage I)
- [Damage Kicker of your Choice] [Tier] (e.g Pierce, Romp, or Gale II)
- [Accuracy] [Tier] - It is worth noting that there are alternatives to Accuracy, so keep reading!

For bipeds you should put on the tech of your Damage Type that causes the spell to have a chance to reduce the enemies resistance to your damage type, such as Cinder for flame spells; which will apply an effect that causes the enemy to take X% more damage from all damage of that type guaranteed. However, bipeds also get some extra techniques, and you don't need the resist down on every spell - as long as you're able to apply it once every 10-13s, it's fine (You don't want it to fall off!)

You may also want to look into the other special techniques for your damage type. For example, Flame has Burning Damage, which conflicts with Cinder on a single spell, but guarantees the spell teched with it will apply a DoT effect.

Other Damage Types have even more unique techs (Energy has several!) so be sure to look into the techniques available.

Dragons will receive their Cinder equivalent in a future update; at which point you would do the same as bipeds- not needed on every spell, but enough to keep uptime on the effect.

As for Buff and Healing spells; they too need to be teched later on; and it is especially important on these- both melee and spellcasters need these teched!

For Buffs, you will want to always apply Cleanse and then Fortify with it in later tiers; this will give you the ability to Dispel those negative effects we talked about in the tooltips section. Fortify will give the buff a chance to give you extra armor - less damage taken is always good, and if you're cleansing you might as well.

For Healing Spells, you will want Cleanse and then Heal Increase, followed by Heal Recycle - the names are self explanatory here, Heal Recycle reduces the cooldown of the heal, and it's maximum tier is III.

Onto the final step of the combat system before we can play the game!

Chapter 1.4: Equipment & Techs

Equipment is what will make up a majority of the stats on your build, and so we will now go over how to do so.

All gear in this game is created by crafters- however you may buy untech equipment up to Tier 4 from Imperial Requisition Officers found in some places (idr where, placeholder); While not great, it will get the job done.

In order to obtain teched equipment, someone must craft it; be yourself or another person. The material used to make equipment varies, and once again I will focus on Dragons; biped gearing is different and will be a placeholder for now as I don't actually know how it goes.

Dragons have access to 7 types of scales; these being Strength, Power, Focus, Dexterity, Armor and Health; along with Repaired Scales, which do not belong to any single type and instead have their own unique stats per scale until Tier 6 (aka Endgame), at which point they will converge into being for casters or melees.

Additionally, "Claws" make up the dragon weapons.

Every scale type will give the most of its primary stat, and then some armor - for Armor scales these simply give pure armor, and Health Scales do not give as much armor as other types. For example, a full damage oriented Spellcaster / Melee wears Power / Strength scales, while a defensive one might wear Armor or Health, or a mix of the two.

For techniques, you can go wild here - the only restriction is that if the Scale already has that statistic on it, you may not technique it for that (so you cannot tech +Power onto a Power Scale, but you could do Primal instead)

Additionally, Chest, Head, and Foreleg scales, alongside the Claws all have the ability to be socketed; Chest and Foreleg use Armor, Head uses Jewelry, Claws use Weapon; generally you will always put sockets where available, except for the Claw in T5-T6, as there is a strong technique worth using over a socket at that point.

You can buy sockets from any Quartermaster in the respective cities, so do not ask a crafter to put sockets on the items- simply buy the socket techs from the vendors, and then click and drag them onto the items you'd like to apply them to; repeat multiple times to apply more sockets.

Sockets can hold Crystals of various types, which while some are found from various quests and can be very strong; most come from Undead, and will always give stat boosts higher than using Techs for the same stat in that tier, usually matching the stat of teching it a tier higher. (so a T1 gem would be equivalent to teching a T2 statistic onto an item)

However, Crystals do have one big limitation - you may not use two crystals affecting the same statistics on a piece, and some crystals come with two stats on them; for example if I use the Saris Stone of Friendship, which offers HP and Ethereal resist, I cannot add HP or Ethereal Resist crystals to the item, I must add other statistics.

It isn't particularly worth stressing over these until T6, but they are still strong bonuses and come with a variety of effects.

As a note, Weapons are the exception to the drop rule - unique weapon crystals are fairly abundant and are far stronger than any dropped crystal - a typical endgame claw will use that tech I mentioned for its damage type (Sharper / Deadly V) and two sockets using unique crystals.

There are also additionally Technique Kits, which are special rewards from quests typically (although some may be crafted, such as the aforementioned claw techs) that you can click and drag onto an item with unused technique slots to apply to. Onto tiers.

Chapter 1.5: Tiers and Epics

Tiers in this game are effectively a range of levels; this section will cover what level range and what regions generally contain the mobs within that tier range. This is a semi WIP!

To get started, Tiers go like this. We abbreviate these to T(Number) so, Tier 1 is T1.

- Tier 1 is LVL 1-20
- Tier 2 is LVL 20-40
- Tier 3 is LVL 40-60
- Tier 4 is LVL 60-80
- Tier 5 is LVL 80-100
- Tier 6 is LVL 100+

Generally, you will find quests for tiers in the following locations

- Tier 1: Tutorial Islands, New Trismus, Lesser Aradoth (Kion and Sslanis)
- Tier 2: Bristugo, Dalimond and Chiconis region, quests can be found in most small settlements here alongside the major cities.
- Tier 3: New Rachival and the Tazoon Desert, as well as the overall region of Mahagra.
- Tier 4: Dralk, Aubador, and Tower of Nature (Western Deadlands)
- Tier 5: Aughundell and the regions in the overall area, Eastern Outpost & Deadlands, Islands of Ice and Fire,
- Tier 6: Delgarath and the Dralnok's Doom Dungeon, generally Eastern Deadlands areas; anything close to it and within it is likely to be T6 aside from the Eastern Outpost area. There are also a few hidden T6 dungeon portals that will take you to the den of an Epic Monster in the world! Hint: Valkor's Fortress, Island of Fire, Dralnok's Doom also has an Epic Monster hiding inside of it somewhere.

As for Epic Monsters, I will provide a brief overview but I will not go into detail on them. If you wish to learn more about them; see this guide [WIP LOCATION].

"Epics" as they are called are divided into two categories, Lesser and Greater; and effectively serve as Istaria's World Bosses and endgame content.

All Epic Type monsters will always drop Personal Loot (as in, it is unique to each player and everyone gets it) of 1-2 Epic Tokens, and 1-2 Epic Crate of varying sizes (Small, Medium or Large). These crates contain Epic Resources used to make Epic Items, alongside a rare chance to drop an Epic Core, of which there are five types.

- Core Types: Scale, Armor, Spell, Weapon, Exotic

All Epic Items save for the Grandmaster Crafter items require *three* Epic Cores of varying types and the Epic Resources looted from the crates in varying amounts total to craft. What cores and resources you need depend on what you are making; a Demon Claw using Demon Essence will need THREE Scale Cores, 10 Lithium Bars, and 20 Maltho Bricks to build its component items, but an Ally Plaque made with a Slaver's Token will need two Armor cores, an Exotic core, and 10 Annisil Cord, Taravist Crystal, and Maltho Brick. Please use the Lexica to look up the item in question that you want and its components!

- Lesser Epics do not have any unique drops, and are obviously weaker than Greater Epics. They may have one gimmick that you will need to deal with, but are typically just monsters that deal extremely high damage and have allies with them.
- Greater Epics have a unique drop that is shared loot (as in, if you have two players and you kill a Greater Epic; only one of you will be able to take the essence and use it for yourself; how you distribute this item is decided among yourselves, as the item is tradable.) and typically have MUCH more HP than Lesser Epics. Their Unique Drop is typically called an Essence, with the exception of one who drops an item called "Slaver's Token" instead, which serves the same effective purpose. These items are used to craft "Epic Items" which require a large amount of Epic Tier resources and Epic Tokens, alongside a crafter with the ability to create the components and item itself.

You may look for or DM the following players to ask them to craft you any Epic Item of your choice on the server CHAOS [WIP, Please DM me if you are an epic crafter and are willing to have your name added to this list.], Simply provide them the needed resources and they will be happy to make the item for you!

- Racktor

Chapter 2: Tougher Enemies

The obvious answer is to bring friends, but you've gotta learn to carry your own weight at some point; so let's learn how to deal with dangerous situations now.

As always, this is dragon focused - sorry peds, I can't help you for now, I'll get around to my own ped someday, except I probably wouldn't be very helpful at the low levels, as I leveled my crafters first. Anyways...

We will first start with the assumption that you are fighting a single target, and then how to deal with a group. We will cover how to do so as a Hatchling and Adult; Ancients will be covered in the late game.

Refreshing Breeze and Wolf's Blessing

To start with, very early into the game you receive an ability called "Refreshing Breeze", and there is ALSO a questline in New Trismus about the Old Wolf; These two are going to make up the bread and butter of your ability to survive danger.

Refreshing Breeze at all tiers is basically your sustain ability - without it on, you will die to the nastier enemies. It has a 45s recycle, and a 40s duration. Those 5 seconds where it's down is a time of vulnerability we can't have in real fights.

To fix that we will acquire a Weapon Crystal called The Wolf's Blessing from that questline. You may also obtain this with Tokens of Gratitude. This will have the side-effect of making everything recycle faster, so that's nice.

When you do the quests, you will be presented with a choice to slay or save the old wolf - you must Save him, as killing him will force you to obtain the crystal via Tokens of Gratitude. Don't worry, they're not hard to get. They're awarded from the Town Marshal quests at all tiers, with the amount you receive varying by tier.

This crystal provides a -10% recycle effect, a small amount of alacrity, and 10% more damage against Animals. That's great, but that Recycle effect is quite frankly, insane. There are VERY few sources of -recycle% for a majority of the game and this one is right here in the earliest part of the game.

With the crystal, you will now have 100% uptime on Refreshing Breeze as long as you stop the action you're doing whenever it comes up, and queue it immediately. Speaking of..

Ability Queuing and Stopping Actions



This is a quick screenshot taken in-game, let's go over what we're looking at. You may have noticed where your HP, EXP and Capacity is displayed, there are two squares - The top one represents your current action, while the bottom one represents your queued action - which will be executed after the current one.

Additionally, on the menu with the basic actions there is a "Stop Action" button. Pressing this button will stop both the current action if it was being casted AND the queued action. In a serious fight, you cannot afford to have downtime on the important things, or you may have to suddenly stop and heal yourself; this is what that button is for.

- Additionally, some abilities may be used instantly but effectively have a cast time that will lock you in unlike actual spells; the abilities guilty of this are Galewind and Spiked Scales for dragons; which means that in a tight situation, these have a much lower priority to use for damage than other actions.

We want to use fast abilities; because if something goes wrong and we're stuck in an ability, we are going to die. Istaria combat may be slow, but sometimes it is in fact *that* fast.

Another very important tool we get early on, as bad as it may look, is Protective; it increases your armor by a large amount but cuts your damage to 25%. Sounds awful right? Well, not when it can easily give you +5-10% mitigation that could be the difference between being able to survive a chain of hits and being able to heal back up versus the damage overtaking your ability to heal.

- This ability is a self-buff, and it will show up where you find your buffs; apply it when you need to recover HP and focus on applying debuffs, and remove it via right clicking it and selecting "Remove" before resuming your attacks. This can and WILL save your life on monsters that like to burst out a large amount of damage at the start of a fight.

There is also a stance called "Soldier Stance" that will reduce incoming Martial damage by 5% when active, and also causes an additional effect when used together with Menacing Presence that will give you another 10% Martial mitigation for 30 seconds!

- This has the side-effect of forcing enemies to hit you if you're in a group, so be mindful of that; but it's still another large mitigation boost. There is no good spell equivalent, so use a DPS stance instead for spellcasters.

Finally, the spell Primal Chains, Primal Spark, and the ability Tail Whip are all incredibly good defensive tools; Primal Chains can be used to take a monster out of the fight entirely as long as you back away from them afterwards, Tail Whip is a Targeted AoE long stun (7 seconds, which is short in istaria time.) while Primal Spark is a Short Single Target stun (3 seconds).

However, there is a catch - Every time after a player or monster has suffered and recovered from a CC effect, these being Stuns, Roots, and Mezzes, **they will gain immunity to that effect for a certain amount of time**; so you cannot "stunlock" an enemy or keep them rooted/mezzed permanently.

Stuns will never be broken by dealing damage, Roots may depending on the root - and Mezzes last for a long time but fade upon a certain amount of 2hits being taken - usually 1 to 3.

Until you hit endgame, almost nothing will be immune to these options, and simply keeping up Refreshing Breeze while using your healing spells (you did get them, right? You can stack Spell Breezes with Refreshing Breeze by the way.) should keep you alive.

Afterwards, you will gain 3 more major tools in total for reducing incoming damage before adulthood; these being Gold Rage, Staggering Howl, and Snarl - The first two reduce Alacrity and apply a -recycle% modifier, while Snarl reduces the enemies chance to hit. Gold Rage won't have 100% uptime until you are at endgame, but Staggering Howl will with the aforementioned crystal.

These tools will be vital to finishing the Rite of Passage if you wish to undertake it alone, or dangerous monsters in general, so get used to them.

Once you have finished your Rite of Passage and become an Adult, you will gain one new ability immediately that is the core piece of every truly hard solo done by Dragons, and then two more as you level up and complete the quests at Kelakhan.

The first ability - the one you get immediately, is Shield of Gold - This will drain a decent amount of hoard depending on the damage you are taking, but in exchange it can **reduce up to 50% damage per damaging hit taken**, up to a maximum of 500.

This means if you had Shield up and took 500 damage, you would have taken 1000 damage without it. That's a lot; Endgame HP values are usually in the 4-5k range. It has

a 2 minute cooldown and a 1 minute duration, meaning that with no recycle modifiers, it has an uptime of 50%. It's also amazing for just pulling a bunch of mobs and killing them without caring.

The second one will come at level 40 - this being Breath of Ice; however, it has a downside. It will apply a Targeted AoE debuff that will reduce the enemies Martial Alacrity by 100 (a good chunk), BUT it will also increase their flame damage taken by 25% for 3 hits.

This means that if you use Breath of Ice and then Breath of Fire, the DoT from it would remove the Breath of Ice effect, and the alacrity reduction with it. This means that in serious fights, you will forego a significant damage source for increased survivability, but sadly there's no way around this; -100 Alacrity combined with your other ways of reducing it is too strong to ignore.

The third one will come at level 80 - This is Breath of Lightning, and it's your only way to remove buffs on enemies. It can dispel up to **three** buffs in one usage while also lowering their Focus and Dexterity. It's also a Targeted AoE; this is extremely good anytime an enemy can buff themselves.

Bear in mind however, that just like there are undispellable debuffs; there are undispellable buffs.

That's all for the Dragon Solo Advice, in short; serious fights will flow like this almost every time.

Pull the enemy -> debuff them, and they will use all of their abilities on you in sequence, this is the "Burst" phase where you will take extremely high damage depending on the enemy, followed by a recovery period where you are fighting to simply get your HP back up to a safe level.

Once you have stabilized your HP, go to town on the enemy; should your HP drop, repeat the previous cycle until you are stable again. Repeat this sequence until the enemy dies.

Baubles

Baubles are **POWERFUL** consumable items you may purchase from pawn brokers - they are tiered like other content in the game - and limited by level, alongside also costing money.

You can use up to 5 baubles at once, one from each category, which goes Offensive, Defensive, Utility, Statistic, and Damage Kicker.

The Offensive Bauble will directly increase your damage - pick the one that matches your main damage type, There is Ranged Magical, Martial Melee, and Martial Ranged. Combined with the

Utility Bauble, these offer a hefty damage increase. (idk where magical melee is i never saw it??)

The Defensive one is our true weapon; It will give you a % based mitigation (up to 19% at Tier 6) for a specific damage category (e.g Holy Armament is Melee Martial), These are must get for any truly difficult fight.

Utility will provide you +Alacrity, and quite a lot of it too; just make sure you get the right one for your type.

Statistic can be used to increase any Statistic, including Armor and Health - my personal go to is Armor since it's yet more mitigation.

Damage Kicker is the same as Damage Kicker techniques - it's a chance on hit to cause extra damage. Pick whatever flavor you like.

That's all for handling dangerous monsters - should that not work, well...

Chapter 3: The Depths of Combat (Dragon) - Obtaining the Chest Scale and Resolve

Finally, for our last chapter; we will go deep into the combat, at the endgame. You may be an adult or an ancient, either works - you can get to ancient entirely alone as an adult, so fret not if you feel like you can't get there; you can with the knowledge from chapter 2 and a LOT of effort. That being said, please get help for your Ancient Rite of Passage. It's so much less painful.

We will start with the path to obtain two critical items for surviving endgame on your own (and in groups, honestly.); these being the Ceremonial Chest Scale and the ability Hero's Resolve. Both are going to be painful to get solo, and varying levels of difficulty depending on your group size. However, they are fully worth the time and effort. We will start with Hero's Resolve as it's the easier of the two to obtain overall and you'll want it to fight the monster required to get the chest scale.

Additionally, I WILL assume that you want to optimize here. Feel free to pick and choose what suits you though - this is my personal experience..

Hero's Resolve is obtained from a questline that is Delgarath Militia; the first quest is this.

[https://www.istaria-lexica.de/Delgarath Militia: Scout the Surrounding Area](https://www.istaria-lexica.de/Delgarath_Militia:_Scout_the_Surrounding_Area)

Most of this questline is easy, but there are 2-3 roadblocks. The first one is on the Provisions step, where you will need to obtain a fair few crafted items - some from Drop Only formulas.

I suggest asking in the Marketplace chat in game if you yourself are not a crafter at this point if anyone can provide the items for you.

Afterwards, the next roadblock will be the step For the Empire.

This step requires you to collect two notable items; an Enraged Aegror Bunion and an Abomination Task-Master Spleen, both of which are random drops from their respective monsters.

The issue however is that (to my knowledge) both Enraged Aegrors and Abomination Task-Masters *ALWAYS* come in a pack of four mobs, and they are both extremely tanky. These packs of monsters hit **incredibly hard**, and will apply an insane amount of debuffs to you on top of it that will easily kill any unprepared player alone. I highly recommend getting help for this step, but if you wish to solo it then we will need to go ahead and get into the build used for this part of the entry into Endgame.

<https://istaraschosen.com/resources/builds/view/JKNdQQQR>

This is my build used to get all the way to Ancient entirely alone; go ahead and take a read through it. The TP into health is especially important.

Once you're done with that and obtained the build or you've secured a group to kill off the enemies, make sure you pull them **WITHOUT** any extra mobs, it's bad enough you have to fight 4 of them at once. Use the tips from chapter 2 to take them down to the best of your ability - if you're alone, don't be afraid to bring baubles and use Soldier Stance. If you are an Adult, you **WILL** have to deal with the fact that they like to apply Blighted Atrophy and you need to dispel it as fast as you can, unfortunately. For ancients; I suggest having a Head Scale with **Sigil of Ascent V** so you don't have to deal with it.

If you're wondering why I don't recommend just nuking down the ones that have the items you need, it's because they have far too much HP to do so currently. You'll get the damage to do so *AFTER* you've gotten Hero's Resolve (Ancients may be able to nuke them with Primal Cast Breath of Flame Burst)

After you've gotten past this step, it's mostly smooth sailing - your finale will be to deal with a giant leek- I mean Major Anchor, just outside of Delgarath. For this, we are going to begin using a combo you will use before just about every single epic fight pull.

- Swap to Soldier Stance (to reduce the martial damage) -> Quickening Breeze -> Refreshing Breeze -> Shield of Gold -> Pull

As a dragon, you have plenty of AoE and the anchor itself isn't any actual threat - it's the monsters that come with it, but this one in particular is a pushover. Simply socket Arcane crystals into your physical resist set at this point, do the pre-pull buffs and run ONTO the anchor. Press Primal Cast and drop your finest nukes onto everything with the anchor as the target; for ancient this is Breath of Flame Burst, for a caster adult this is a teched Blast V, and for a melee adult this is Breath of Lightning; Ancients will delete everything instantly, adults will need to

follow up with more breath usages & spells to take everything down (Breath of Ice and Fire) afterwards.

Once everything is dead, they will generally respawn in packs of 1-3 and therefore aren't a threat. Simply stay on top of the anchor the entire time and keep it targeted, do not swap off of the anchor unless a monster has a tiny amount of HP and all your AoE is gone. This strategy will work for both solo and groups; once the anchor is dead, you will now have Hero's Resolve.

This ability is a 5 minute recycle that gives you a self-buff for 1 minute that basically skyrockets your damage, offering a +25% damage boost to ALL Spell and Ranged attacks *AND* causes every attack to do one extra hit.. Even breaths. This is your "burst" button basically, and with The Wolf's Blessing crystal not only will the recycle be lower, but if Primal Burst and Gold Rage were ready prior to using Hero's Resolve, you will be able to get TWO of each within the window! That's a lot of damage, and in the opener of a fight you should always aim for this, however in extended fights you will simply press it off cooldown and not force alignment, as you would potentially lose a usage of the two, or even letting the debuff from Gold Rage drop off.

Now that we've obtained Hero's Resolve, let's look at obtaining the Ceremonial Chest Scale - this behemoth of a defensive piece will grant you much more armor than any other chest scale in the game, along with a sizable amount of Ethereal and Arcane resistance, and it's unique effect is that once you have taken a single Special Attack Hit, all incoming Special Attacks will do 25% less damage.

If you remember, "Special Attack" is basically all Martial Abilities. That means this is a freeish 25% mitigation on every single martial ability in the game. This thing is a STAPLE for endgame, as the amount of defensive power it provides cannot be matched on martial enemies, of which most endgame enemies are.

However, in order to obtain this scale you must complete the Imperial Outpost questline [https://www.istaria-lexica.de/Imperial_Outpost:_The_Besieged_\(Part_1\)](https://www.istaria-lexica.de/Imperial_Outpost:_The_Besieged_(Part_1)) up to the point where it will then split into Imperial Outpost: Resupply and this quest.

https://www.istaria-lexica.de/Imperial_Army:_The_Raids

Follow this questline until you reach The Berserkers, at which point you will be required to defeat a Lesser Epic named Daknor the Berserk. This is why we have that physical resist set, so let's go over Daknor's fight. This is also why we picked up Hero's Resolve; it's obtainable before fighting Daknor and needs the same gear to obtain alone.

[Placeholder area for a link to a Daknor guide for solo/group instead of explaining it in detail]

To start with, Daknor will patrol around the entire Staging Grounds alongside three Kwellen Berserkers, all of which are deadly monsters in their own right alone, much less in a pack of three and then again with a Lesser Epic.

Additionally, Daknor is also Social and Staging Grounds has a large amount of undead in it, not to mention that he can potentially patrol next to Fafnir the Defiler, another Lesser Epic, although you can fight him near Fafnir just fine.

We do not want to get any monsters besides Daknor and his buddies, as the 4 of them are already an incredibly tight mitigation check solo - less so if you are in a group, but again; I will assume you are alone, and all advice here applies to group as well.

In order to defeat Daknor alone as Adult or Ancient; you'll need to be using the build I gave earlier, and at a minimum you must bring a full set of T6 baubles (get all 5 in the set, you want as much damage as you can get for a reason we'll go over in a moment), as well as the Crystalshaper T6 consumable crystals - bring the ones for [Physical Resist](#), [Mystical Resist](#), and [Primal Damage](#), as this fight does not have any blight damage in it. The resist crystals in your gear should be Physical Resist.

You will also need to bring the ability Inspire Peace VI obtained in the Fiery Rift from Aranatosh- which you will need dragon crafter and lairshaper to a certain level to access; the Inspire Peace is *not optional*, so make a detour to get those and get Inspire Peace even if you aren't leveling Crystalshaper.

For the fight itself, you will want to do the same pre-pull things as the Major Anchor from Delgarath; and then pull Daknor. However, instead of not using Protective, we have to start the fight with it on it - we will NOT survive otherwise. Get Snarl and Menacing Presence up as Daknor comes towards you - as soon as him and his friends arrive, you will likely end up stunned - We want all 4 of them to attack at once if we're alone, so don't think of binding any of them.

Istaria AI has a tendency to use all of its abilities as soon as possible - this means that at the start of any given fight, Monsters will effectively burst you with everything they have. We want to tank the entire burst from Daknor & Co so that they will NOT have it available once Shield of Gold falls off, because if they have it afterwards then we will die.

This means that we are following the priority from Chapter 2, Survive, Stabilize your HP - after the initial burst, use Tail Whip and Primal Chains on one of the berserkers and move the other 3 AWAY from him. Daknor himself cannot be affected by CC, so do not bother. After you have stabilized, remove Protective, press Primal Cast and Hero's Resolve, and dump your entire burst onto one of the berserkers; it SHOULD go down. Ensure you are keeping debuffs up on Daknor this entire time (Including Gold Rage) and your regenerative effects, do not let them fall off. Keeping up your HP has a higher priority than anything else.

The reason we are tanking this entire burst of every monster is so that we do not have to deal with the full burst without shield of gold, and also because Daknor has an ability called Berserker Barrage - this is a Magical Melee Spell that will do *OVER FOUR THOUSAND DAMAGE* to you if you are fully prepared with the solo build and consumables and every hit

lands without Shield of Gold on. It is also MYSTIC damage; hence the resist. However, it's the only Mystic damage we have to worry about, whereas the majority of the sustained damage is Physical, hence why we're bringing Inspire Peace and not socketing for Mystical Resist.

This spell will outright kill any non-tank / solo build players with the sheer amount of damage it does; you can't afford to be caught off guard by this. Daknor also has a long (30s) lasting Mez called Area Spellbind; but it will get broken by his berserkers when they are alive for the most part, and anytime it catches you afterwards your defensive abilities and debuffs should last through it. As long as Berserker Barrage doesn't catch you at less than max HP without Shield of Gold, you can survive it.

After we have survived EVERYTHING including Berserker Barrage and killed the first berserker, we will simply use Tail Whip and Primal Chains to make it so we only have to fight Daknor and one berserker at a time - pick one berserker to slowly kill from here, and keep going until it dies, followed by the last one (use chains and stuns on the last one as well!) and then finally it will be a 1v1 against Daknor. At this point, you have effectively won the fight as long as you keep calm.

Later in the fight, Daknor brings out his second barrage (about 4 minutes after he's used it the first time if you have done your debuffs correctly), you will either need to predict it and use Shield of Gold in advance, or use Protective before the hit lands as you will see the cast bar (It will take around 4 seconds), followed by immediately healing. Pray that all hits do not connect - if even ONE misses you will be safe to heal up, but if all hits do connect you will still be okay as long as you heal immediately. Continue fighting and maintaining everything. You will likely see 1 to 2 more barrages before Daknor finally goes down, but once he has gone down you have done it; the Ceremonial Chest Scale is effectively yours after a victory lap.

At this point we are now prepared to fully enter Endgame, If you were an ancient already then ignore this next part; adults looking for an AROP solo, here is your next step.

Rebuild your original set of armor, (except for the socketed pieces and the head scale) and tech it with Ethereal Resist instead. Additionally, prepare the corresponding T6 Crystalshaper Crystals, Primal will still work fine for the upcoming challenges, but we'll want every resist type now, and Ward doesn't hurt either, ESPECIALLY Ethereal.

Work your way through the AROP from where you left off; once you have reached the Rift, the Guardians will be no problem - simply use your Physical set and socket the corresponding resist crystals into your armor for each Guardian (Mystic for Blood and Mind, Arcane for Heart and Bone). Each Guardian has one unique gimmick, as well as extra damage on every autoattack of their resist type.

- **Blood** - Attempts to leech life and heal itself.
- **Heart** - Will revive itself after death a total of 3 times; once at 75% HP, once at 50% hp, and then one more time at 25% HP.

- **Bone** - Will apply a debuff called Brittle Bones that will set your armor to 0 - you must dispel this IMMEDIATELY.
- **Mind** - Has Area Spellbind - It's a stun that'll last for one hit basically when you're alone, and an annoying CC effect in a group. Can be dispelled.

Once you have found, and defeated every Guardian - the last remaining obstacle is Elial himself; Before we face him down, we need to pick up a few things.

Get all the T6 baubles again, but this time you *need* to pick up Niatha's Aegis - the one that grants +100 Ethereal Resist.

Additionally, If you do not have at least three Void Crystal of Form; (preferably more and two sets of baubles just in case), go and farm those now. They will grant you +100 Ethereal Resist for 10 minutes, and Elial should be around a 20 minute long fight, maybe longer if you play it very safe.

Once you are prepared, put on all of your consumables and your full ethereal resist set with your Ceremonial Scale having replaced your original chest scale; ensure all your crystal sockets have Ethereal Resist for the resist crystals, and spawn Elial. DO NOT attack him immediately - he is passive and will instantly cast the ability "Improved Berserk Rage". If you begin the fight while this is active, you are **GUARANTEED TO DIE**.

Elial's Epic Gimmick is that he deals Ethereal Damage as a Berserker, similar to how Daknor is. However, instead of having one truly scary ability, **Everything Elial does is HARD hitting**. He will also require you to be on top of dispels, both for yourself and on him via Breath of Lightning, he has the ability to remove 310 of your armor for a while, and we cannot afford that. By starting the fight right after Berserk Rage has worn off, we can take his deadly burst while he is debuffed from the after-effects, and ensure it will never come back at the same time as the Rage.

Additionally, Elial applies a buff to himself called "Melee Flurry" which must be dispelled off him immediately, as this causes his basic attacks to hit 4 times instead of once every time he attacks. Leaving this up is a death sentence.

Begin the fight the same way you did Daknor - Protective, both breezes, soldier stance and Shield of Gold - Snarl and Menacing Presence and get the debuffs up immediately, then HOLD OUT - He will still come very close to killing you in the beginning but you can survive it.. Once you have stabilized, take off protective and begin damaging him; keep a very close eye on your HP, and use Protective ANYTIME he does a large hit. Don't let your resist buffs or Fortify fall off either! From here, stay calm and slowly take him down; do not rush things and do not get greedy. He will eventually die. Once he has fallen, you have finished the Ancient Rite of Passage; **Congratulations, you may now complete the victory lap and become an Ancient!**

If you read this part as someone intending to not solo their rite; this advice still applies for the entire group to survive Elial and the Guardians, albeit it will not be as brutal trying to stay alive.

From this point onwards, it will be assumed that you are an Ancient Dragon, and you have your Hero's Resolve and Ceremonial Chest Scale; so where do we go from here?

Chapter 3.1: The Depths of Combat (Dragon) - The Endgame

Now that you are an ancient; there is one final upgrade to the majority of your gear available to you - Priceless scales. Tailored to whichever playstyle you've chosen and Ancient-Exclusive; a majority of these are straight upgrades to your build, at the cost of only having **TWO** technique slots. They're obtained by buying the formula Master Dragon Scale Repair from Queriatia in Dralk, and then obtaining a certain amount of T6 Scale Hardener and a broken scale of the slot you wish to make, and finally crafting them. These items will drop from all T6 undead mobs; or, my favorite; T6 Fyakkis, found Southeast of Asur'ay on the map.

That being said, I highly suggest you trade with other players to get your scale hardener and broken scales, as they are RNG drops and share a drop pool with other broken items. It could easily take you hours if not days worth of grinding to build one full set.

I will assume that you are a solo build, but if you aren't; take a look at all of them and decide what best suits you.

For us solo people; the scales you will want is everything besides Head, Wings and Chest. Ceremonial Chest Scale is just better in every way and the head and wings don't provide any armor, only HP; and while the offensive stats sound nice, they don't make up for the fact you are trading an entire technique slot and 75 armor from an armor scale for them.

Instead, you will continue to use your original Wing Scales, and create two armor head scales - One with Sigil of Ascent V and two sockets, the other with three sockets. Use the Sigil of Ascent one for whenever you're fighting monsters that increase Recycle, otherwise use the triple socketed one. Fill it in with the jewelry equivalents of your armor crystals.

Additionally, your Head Scale has become half your passives and a Weapon Crystal - go ahead and replace your original DPS crystal with this, Wolf's Blessing is staying where it is.

Depending on what you are soloing, you may simply opt for a hybrid build, or a specialized build suited to your targets; for example, if you were to go after Surtheim you would want to build Arcane Resist, but for Physical Bosses such as Avatar of Pain, Project X, General Reklar Plaguebearer, and Falgut the Slaver, you should make a Physical set instead.

Or, if you wished to rematch against Elial in his empowered form; build an Ethereal Set. However, this version of Elial has a high mitigation check - you will most likely require Reklar's equipment before facing him.

For Valkor the Impaler and Shaloth the Queen, you should build a Mystic set, while using Physical/Arcane wing scales teched with Physical Resist, HP, and Crest of the Blackhammer Clan; said wing scales are also used for Reklar.

For most T6 monsters, a generic set is plenty - nothing should actually be a well and true proper threat beyond certain things like the Task-Masters, and you should be able to pull quite a few monsters with your new abilities and delete them all in one go with the Breath of Flame Burst. Additionally, the spell [“Drulkar’s Wrath”](#) has also become available to you through a questline found in Dralnok’s Doom, and I highly suggest getting it!

Additionally, taking down Shaloth and her respective questline will allow you to obtain [“Volcano”](#) which is similar to Drulkar’s Wrath, and shares a recycle with it. Volcano does hit a bit harder than Drulkar’s Wrath, so it is for all intents and purposes a direct upgrade due to something we’ll get to later.

*Disclaimer for the link; It is the Biped version of Volcano; Dragons receive a different, more powerful version that uses Primal but still deals Flame Damage.

For a lot of these Greater Epics, at the very minimum get a friend - the only one that is actually “easy” is Son of Gigaroth. For the others; they may require gear from Reklar or a long drawn out fight, or even have a gimmick that requires a friend! They are all doable alone in theory; but how much equipment you need varies.

At this point, the endgame is yours to do with what you choose - use the Lexica to check out what each Greater Epic offers as their equipment, and decide what you’d like to hunt.

Bear in mind that when defeating Greater Epics, they will only drop ONE component for their unique loot and it is shared amongst all players in the group; so if you need a component, let your party know! Please do not steal the loot if you are in a party, especially if someone else needs it.

Best of luck in the endgame! Remember, play safe, grind hard, have fun, and don’t die! But if you do die, do it with friends so they can revive you.

Chapter 3.2: Gear Optimization - Solo / Tanking

Simply hitting endgame not enough for you? Want to take your damage, or survivability to the absolute maximum? Alright.

To start with, I will assume that you are an Ancient; as this is the only way to get the maximum damage output possible on a Dragon.

Here is the build I use if you’d prefer to skip the in depth explanation on why we build this way and instead have an [overall guide to your endgame build](#).

However, If you would rather know *WHY* we build it this way, then read on.

If you're a solo / tank focused build, then we're going to want our health *AND* armor to be high. Maxing out your HP to be as high as possible is good in theory, but having all that HP won't help if enemies simply shred through it, so we need both. Additionally, you're going to want to have all T6 Resist socketable crystal types on hand for your Armor and Jewelry slots (3 for armor, 1 for jewelry, except for Ethereal where you will want 2 for armor, as Saris Stone of Friendship is a staple already and covers it)

To that end, it means that we will be using T5 Mithril-Marble Armor scales in our Head and Wing slots, as their Priceless equivalents only give us an HP bonus and no armor; whereas running Mithril-Marble we can use our extra tech slot to have +100 HP, so it becomes +100 HP +75 armor versus +165 HP; and 75 armor is a good chunk!

However, everything else is going to be Priceless; while it is a small armor loss on some pieces, the damaging stats and armor gain overall more than make up for it. Bear in mind that if we are truly going to be optimal chunky dragons, we need to make 4 sets total - You will only need to craft 1 head scale and 2 foreleg scales plus you're using Ceremonial Chest Scale, but everything else must be recrafted. This means you will need 8 broken hindleg scales, 8 mithril-marble wing scales (although you should have holdovers from the previous part of the guide) and 4 of everything else; You can honestly skip Ethereal Resistance unless you really want to fight Elial.

The techs are pretty simple - maximum sockets on all socketable items, and then HP + Resist on everything else. We don't run damage on this type of build as we just don't have any room for it. Additionally, make an extra head scale; put Sigil of Ascent V and two sockets on it. It'll come in handy for any Recycle modifier debuffs. Everything else gets HP/Resist techs, except for the wings, which get HP, Resist, and Weapon skill since Armor is not an option.

HOWEVER for the Wing Arcane Set specifically, to truly min-max you will want to get the Crest of the Blackhammer Clan Tech Kit, You can get one copy for free, But the other copy requires you to spend 750 tokens of gratitude. However, it is a noticeable resist gain on top of being perfect for fighting undead, so it is worth getting to truly min max! (+100 arcane resist, 25% chance to take 20% less damage from undead over +56 arcane resist.)

There are two routes you can take here, and I highly suggest the first one; the second one is however the obvious min-maxing choice.

Only create 6 wing scales; put Health, Physical Resist, and Crest of the Blackhammer Clan on your wing scales - this will make it so the wing scales cover both Arcane and Physical, and is good on undead. The big undead boss that we want to cover is Reklar, while Valkor is the other Undead type, who is a Mystic/Physical type, but Valkor isn't nearly as scary. Additionally, Falgut's "Slaver's Guard" adds are Undead as well, and they present a noticeable threat, so the wing scales will also do well there.

OR, If you really want that tiny extra bit, then get *FOUR* Crest of the blackhammer clan, and make the wings with HP, Resist (Crest counts as resist here), and physical/mystic resist. But honestly, just do the first route. The small amount of extra mystic resist will not make or break a Shaloth/Valkor solo.

Our sockets will just be T6 Resist Crystals + Armor - although you can trade the armor for HP if you really want, it's still a hefty amount of armor overall. For the head scale with 3 sockets, put in HP as the final slot. This should land you 4804 HP with generic buffs.

Additionally, put your TPs into HP and your weapon skill stat.

Finally, for the Epic Items; I suggest the following priority.

Reklar's Tail Scale of Power -> Virrak Wyvern -> Forest Skulk (see: [placeholder] for why we are prioritizing this when we already have Skala)

After this, choose from Primal Combust, the other two Wyvern Pets, Flame Elemental Ally, and creating more Mental Bane tech kits (Casters)

We skip the Tail Scale of Strength because it's ONLY useful on Shaloth and Valkor; and both are very much doable without it. However, the Tail Scale of Power is practically mandatory to survive [Greater Epic Elial](#) if you plan on doing that, and Virrak Wyvern's active skill, [Breath of Life](#) is an incredible burst heal for groups; It also happens to align well with Reklar's Wisp timings if you keep your delay modifiers up in solo.

Chapter 3.3: Gear Optimization | Glass Cannon

So you just wanna do *big* damage.

A few things.

This gearset requires less sets crafted, but a decently higher time investment, as you must obtain all 4 techniques for the "of Silvane" set, and a few tokens of gratitude if you are a caster. Additionally, you'll need a Biped in order to create the Myloc Runes used in the set.

Secondly, this build is almost entirely glass; while maxed out Dragons end up being tanky regardless, this is still likely going to get killed if attempting to solo any serious epic fights; but will be able to fend for itself just fine in groups.

I will go ahead and use this [caster build](#) and this [melee build](#) as our baseline; go ahead and have a look at it if you don't care about the why.

Firstly, we'll be using full T6 scales for our corresponding class type, the reason for this is that since the CO, there is a diminishing return on Power/Strength and the amount of extra damage it gives you; so getting the extra Focus / Weaponskill is worth it from the wings. Additionally, we'll be using the tank oriented hindlegs because the gain from using T5 strength hindlegs is so small that it may as well not exist. We would much rather have more survivability than a barely

noticeable damage increase, as this means we can survive on our own better too. Remember, dead DPS deal no damage!

Secondly; we'll be using the "of Silvane" techniques for their 4 piece bonus due to the damage multiplier mostly; It's just too much of a gain to ignore. While we do lose out on a decent bit of Power and Primal; we make up for those losses entirely with the benefits of the set; as it gives us both accuracy and damage anyways.

Our "primary pet" is the Skala because there's.. Well, no better option. You could argue that an ally plaque pet is better because of the active ability; but we can use the skala AND those pet's abilities at the practically the same time, so that's why we call it our "primary pet". See Chapter X for the setup on pet swapping, as it's another important part of optimizing our damage output.

Otherwise, the techniques are pretty much a standard setup for glass cannons. Nothing particularly special to talk about for the most part.

Chapter 3.4: Pet Swapping

So, as mentioned previously; we use a Skala as our "primary pet" on all builds; the reason for this is that we can quite literally swap our pets out, use their special abilities, and swap back to our primary pet. Doing this is actually incredibly easy.

First, set up another hotkey bar and put it somewhere easy to access; this will be our pet bar. Open your Companion list, and pick a hotkey. Right click it and open up the hotkey editor; set this button up to be an "Equip Item" and put the pet in question on it. You'll need one for your primary pet as well.

Next, if that pet gives you an Ability; equip it and put the ability on your hotbar, preferably next to the pet. When you swap to the pet, you can queue the ability, but then immediately remove the pet and keep the ability in queue. It will be used as soon as you've finished your current action with the full effects of it going off; but you will be back on your primary pet while doing so.

Repeat this process for all pets you would like to swap to, use an ability on, and swap back to your primary pet.

You will NOT be able to see the recycle timer of the ability when doing this, but for Dragons at least; we can align Wyvern Breaths and Flame Elemental Ally's Magma Breath to our Breath of

Flame Burst timer; If BOFB is back, then the others are as well or right about to return. Just make sure you always use BOFB followed by those abilities.

As for Forest Skulk; we can't refresh debuffs, so we simply watch the orange Lethal Poison effect on the target and use it again when it expires. If it missed; you can always flip to your Skulk after what feels like enough time to check if it's back.

Chapter 3.5: Consumables

Now for what can really push our damage and survivability to the maximum; Consumables. If you read how to get to Ancient alone already; you'll know about some of these, but let's go in detail.

Firstly, let's start with Dragon Consumables. These are primarily made by Crystalshapers, which I will not explain how to get here, as it is not relevant. Typically on Chaos you can find these for sale at the Mithril's Anvil consigner a short distance away from the teleport pad.

All crystals that we care about, being at endgame already; are called Violet Crystal of X. For the damaging side; all Violet Crystal of Element Type will give you a +35% damage multiplier, convert all your damage done (*unless you have an elemental attack buff on, such as primal attack*) to a specific element (e.g [Spirit](#) would convert to Spirit damage), and give you a +35% damage taken multiplier to a different element (so [Spirit](#) gives you a 35% increased damage taken against Energy Damage).

These crystals are staples on EVERYONE for their massive damage increase, as you can pick and choose what Element you need without being affected by the negative. Always use one of these in serious content, or even when farming!

As for the others, the relevant ones are "Of X Shell", which gives you +200 to a type of resist; these are also must haves for any serious content, as they give a massive amount of mitigation when used!

- Resistance Crystals: [Physical](#), [Arcane](#), [Mystical](#), [Ethereal](#)
- Damage Crystals: [Blight](#), [Energy](#), [Flame](#), [Ice](#), [Nature](#), [Primal](#), [Spirit](#).

That's mostly it for Dragons. They can also craft Imbued Scales; which are basically a consumable way for Biped players to apply Dragon buffs to themselves; the Biped equivalent of this is Scrolls. Speaking of, let's talk about Biped consumables.

For the most part, these are made by Alchemists and Confectioners. First we will go over the potions.

- Bolster [X Stat] ([Armor](#), [Health](#), [Power](#), [Strength](#), [Focus](#), [Dexterity](#)) V Potion
Medium stat buff to one stat; lasts for 30 minutes. All types can be stacked together at once.

- Elixir of the Myloc's [Strength/Focus](#)
+75 Strength/Power and Dex/Focus for 30 minutes depending on elixir.
- [Niesa's Rub](#) and [Draught](#)
+100 power and some other benefits per potion for an hour. Should be stackable. The rub gives +75 Arcane Resist while the Draught also gives +100 Dragon Breath.
- [Avaraldo's Potion of Alacrity](#)
Small alacrity gain, reduce recycle on all Spells by 10% for 5 minutes. Lexica image is not up to date.
- [Rub of Weak Poison](#)
1 hour long 75% chance to apply a decent DoT on all hits? for 30s.
- [Ginesh's Thickened Skin V Potion](#), [Dekalis' Soul Shield V Potion](#)
+80 to Physical or Ethereal Resist for 30 minutes.
There are WARD equivalents of these; but they are not listed here due to how minimal of a mitigation gain Ward is. It's practically nothing.
- [Blight Protection V Potion](#)
Take 15% less Blight Damage for 30 minutes.
- [Potion of Memories](#)
25% of incoming hits will receive a significant accuracy penalty.
- [Vestia's Soothing Remedy V](#)
Long term, weak regenerative effect.
- [Ahala's Sweet Brew](#)
Short term powerful regenerative effect.

As for Confectioners...

- [Gummy Maggot](#)
+250 Martial Alacrity for 10 minutes.
- [Granny Nuffle's Festival Cookie](#)
+50-75 Power and Focus for 2 hours.
- [Chocolate Spider](#)
+50-150 Strength for 2 hours at the cost of taking 5-15 blight damage every minute.
Honestly, not that big of a downside.
- [Roasted Pumpkin Seeds](#)

+25-50 Armor for 2 hours.

- [Pumpkin Pie](#)
+25-50 HP for 2 hours.
- [Date Bars](#)
+15 HP for 30 minutes.
- [Granny Nuffle's Festival Punch](#)
Weak HP regen for 10 minutes; same effect as Vestia's Soothing Remedy V.

Finally, if you've somehow gotten every single epic item you want, do not feel like giving your spare epic items to other players, and want to try and murder a specific boss as fast as possible, there are the two Epic tier consumables.

- [Ambrosia of the Gods](#)
This requires a HEFTY amount of Greater Epic kills; and you must harvest the Emyrean Essence from their corpse. Each Greater epic drops a random amount of 0 to 2 empyrean essence.
+10% base Power, Strength, and HP; alongside a +10% damage multiplier and +3 damage for 4 hours, while also reviving you upon death and reapplying the effect when doing so.
- [Blood of the Myloc Queen](#)
Requires the full cost of an epic item to craft (3 cores + other components).
Turns you into a DPS GOD for 30 seconds when used; as it lets you spam any high damage ability of your choice constantly during the 30 seconds alongside a +25% Base Power, Strength, Focus and Dexterity Bonus.
Also gives you an hour long buff that will revive you upon death automatically.
 - Hero's Resolve BOFB spam anyone?

Chapter 3.6: "Rotation" aka Priority System

To fully maximize your damage, we'll also need to understand how to prioritize our abilities. Istaria does not have a true "rotation" like some other games; because all our hard hitters are on a Recycle timer (aka a Cooldown), we need to use them in order of priority, as we want the best ones to ALWAYS be on Recycle, so that we can fit as many uses of them in as possible per fight.

CASTER TYPE PRIORITY

BUFFS (Burst Window type) - ALWAYS use off recycle, this is where you do big damage

- Hero's Resolve: 1 minute duration, 5 minute recycle, 25% damage multiplier + extra hit on all spells and breaths.
- Allowance of Power: Large amount of +Power, use it when its up
- Primal Cast: Makes the next Spell used deal two extra hits. Always used with BOFB ideally, as Breaths count as magical attacks; if not, then Volcano or Primal Combust also work. Extra hit stacks with the extra hit from Hero's Resolve.

If you own Primal Combust, you ALWAYS use it with Hero's Resolve active, as the two always align to each others recycle timers.

Beware of using Volcano or Drulkar's Wrath - **they will force the remaining Recycle of Hero's Resolve to 2 minutes left if its current timer left is less than that, or currently available.**

Actual DPS (Damage Output) - Single Target

- BOFB -> Primal Burst -> Gold Rage -> Primal Strike -> Volcano/Drulkar's Wrath -> All breath attacks (Fire, Ice, Lightning, Acid) -> Primal Spark -> Primal Lightning -> Blast -> Barrage -> Ravage -> Bite -> Gust -> Improved Prime Bolt (Filler)

Ravage is woven in because it deals a bit under Primal Strike's damage - harder than a bolt for sure; and has a chance to crit per hit. Generally most hits connect, so it's overall a gain to use it. Drain Strike should be used only to heal, and Bite can be used if you think it will hit as the DoT pushes its total damage relatively high compared to everything else.

For multiple monsters..

- All breath attacks in their corresponding order -> Volcano/Drulkar's Wrath -> Blast, Barrage, Gust, Tempest

"Why do we not use Galewind in either of these?"

- Galewind in my personal experience is an unreliable AoE in terms of what it hits, and is weak on top of that; it only beats Tempest outright, and all the other AoEs will do more damage than it if they proc their damage kicker effect. Even if you use the wing techs to empower it and Primalist Stance, it will still barely be on par with a Bolt for single target, along with having a much higher Delay than other AoE choices, so it isn't shown here and isn't recommended.

"How should I use Volcano or Drulkar's Wrath in the priority if they cause Hero's Resolve to go on recycle?"

- You'll basically use *ONE* of them after each Hero's Resolve; there isn't enough time to do both of them before Hero's Resolve will be under the two minute mark; It will always be the same one, so If you have Volcano, Drulkar's Wrath gets sidelined in favor of it due to the higher damage output.

- That being said; as a tiny optimization if you care, If you have Drukar's Wrath, no other good spells available, and Hero's Resolve will not be back in time before a boss dies, you can use it to get an extra chunk of damage off.

MELEE TYPE PRIORITY - WIP, I need testing here.

BUFFS (Burst Window Type)

- Hero's Resolve: 1 minute duration, 5 minute recycle, 25% damage multiplier + extra hit on Primal Burst, Breaths, and Auto-attacks
- .
- Ethereal Claw: 30s duration, 1 minute 30s recycle; Converts your Auto-attack damage to Ethereal. It's.. okay. Maybe we use this with Hero's Resolve?
- Allowance of Power: Large amount of +Power, use with Hero's Resolve to empower Breaths and Primal Burst during the window.
- Primal Cast: Makes the next Spell used deal two extra hits. Always used with BOFB ideally, as Breaths count as magical attacks. Extra hit stacks with the extra hit from Hero's Resolve
-

If you own Primal Combust, you ALWAYS use it with Hero's Resolve active, as the two always align to each others recycle timers.

- Single Target: BOFB -> Gold Rage -> Silver Strike -> Ravage -> Drain Strike -> Bite -> All breath attacks -> Primal Burst -> Claw Strike -> Tail Whip.

POSSIBLE Note

During Hero's Resolve, we will stop using Claw Strike, Tail Whip, Ravage, and Drain Strike; while continuing to use other abilities. This means that we will fill these slots in with Auto Attack damage instead. See the Q&A below for why we're doing this.

"Why do we use Primal Burst and Primal Combust as a Melee?"

- Primal Burst does not share a recycle with Gold Rage; and it hits incredibly hard, even without caster gear especially because if you are a melee, you can easily get this with Mental Bane and regular damage techs to make it hit like a truck. This is the same reasoning that we use for using Ravage and Bite on casters. This same logic also applies for Primal Combust.

POSSIBLE QUESTION "Why do we stop using certain abilities during Hero's Resolve?"

- Because Hero's Resolve doesn't give extra hits of Special Attacks (all your martial abilities), so we only use the HARD hitters and spend the rest of the time auto attacking to maximize the damage gained from it. We return to the normal priority after Hero's Resolve ends.

Hidden Mechanics

This section will be a WIP dedicated to explaining how various mechanics hidden from the player or those that are confusing actually work. This will be updated as I obtain more knowledge of the game and its inner workings.

The Damage Formula

Thanks to AmonGwareth being kind enough to answer my questions in the Istaria Discord, we know how the mitigation formula works, so we can calculate how much mitigation is required to survive any given attack.

Armor and your Resistances are added together additively, this means having 50% armor mitigation and 20% physical resist = 70% mitigation, However, it's not quite just a flat 70%.

The formula goes like this.

Final Damage = (damage x attacker multiplier) (damage x defender multiplier) x (mitigation+resist values)

Anything that says x% of incoming is considered a multiplier, and they are separated by if they're a debuff or a buff on you, so Inspire Peace is on Attacker multiplier, but Holy Armament of Istaria is on the defender one; the game will loop through each multiplier until it gets through all of them, and then finally applies your actual mitigation. For example...

We take 8000 damage unmitigated, but we've got 50% mitigation, a 10% reduction on the attacker, and a 10%, plus 25% reduction on ourselves. My calculator doesn't do the full formula well, so bear with me.

First, the attacker 10% is applied. This brings it down to 7200. Next, we'll apply our two multipliers. First it's 6480 after 10%, and now it's 4860 after the 25%. NOW; this number is what our mitigation is reducing! So now, 4860 -> 2430, and that's our final damage taken.

No wonder Elial hits so hard.

Delay Adjusted

Delay Adjusted is seen on a variety of damage increases; and even seen on the Damage Kicker Techniques for spells. But, how does it work? The game isn't very clear.

Please bear in mind the following is observed from in-game, and that we do not know what the fully optimal setup is for DPS with this information. For soloists, more alacrity will ALWAYS be better in order to react to everything.

To test this yourself as a Dragon; follow these steps.

Ensure you have claw with Sharper V of some kind.

- 1: Remove all scales, claws, gifts, buffs, and stances.

- 2: Once this has been done, go to a Training Dummy of your choice.
- 3: Use Drain Strike - the damage value you see in your combat log will be the same everytime unless it crits. Use it again if you crit the dummy and remember this value.
- 4: After you have your original damage value, equip your Sharper V claw and use Drain Strike again. This value is your non-alacrity damage.
- 5: Apply "Primal Alacrity" to yourself, and use Drain Strike one more time. You will now lose damage compared to not having Alacrity on your Drain Strike.

What this means is that Delay Adjusted updates dynamically; You will always gain at least the value listed on the tech in question; but it will give more depending on how high your delay is. Higher Delay = Higher increase, lower delay = less increase, up to a minimum of X

- We know that for Damage Kicker Techs, this is a minimum of 2.0 delay; for Weapons we do not know.

Afternote

- If you found any part of this guide confusing, or feel that it missed important information, PLEASE send me feedback! You can comment, or message me on discord directly, I am Tirwa#2088 on there, and I am open to all constructive criticism! I cannot make the guide better if nobody tells me anything.

Credits

Vevshin for helping format the guide into an actual readable form instead of being awful to read, alongside teaching me how to format better.

Changelog (at the bottom, sorry, the formatting is bad enough.)

6/23/2024 - First iteration, unfinished

6/24/2024 - Cleaned up the parts where I literally forgot some information and typos. Also added links to all other resource / guide websites that I am aware of. I don't know why this wasn't the first thing I did Imfao. Rewrote what is in chapter 3 AND completed it for now.

6/25/2024 - Updated the description of abilities like Gust and Barrage to specify that they are known as "PBAoE" type attacks. Fixed an inaccuracy about Accuracy and Bolt spells (thanks Inana!) Added more details about the dragon Bolts. Added another subchapter to Chapter 3 that ACTUALLY talks about optimizing your gear in detail. Imagine having "optimization" in the title of your guide and not actually having an optimization section. Very big "bruh" moment. Also, added *WHERE* to get priceless scales, AND the damage taken formula thanks to AmonGwareth being willing to answer my questions. The gear section is a WIP, Spells will follow after I'm done with it, and then finally buffs.

6/27/2024 - Added headers thanks to Vevshin telling me how. You can now click to get to every chapter quickly; working on formatting and readability.

6/30/2024 - MORE FORMATTING AND CLEANUP OF WORDING, some links to lexica added, more overtime, some more information on endgame.. peds soon (™)

7/22/2024 - Over a month later; finally almost finishing the Dragon Side of the guide. Sorry for the delay; I was working on other stuff and my own Istaria characters. Maybe I should get a second person to help me write. Still need to insert a lot of links everywhere though. Added info on what "Gifts" are in the tooltip section since the game apparently doesn't explain it well.

To-Do

- Maybe add information about each Epic and their gimmicks in detail? It'd probably fit here, but I don't know if people would be interested in that. (This will probably be a separate doc)
- Actually get around to playing a Bipod or ask someone who is doing solo bipod stuff at endgame to help provide information on bipods. I also forgot masterable abilities for bipods... they need their own advanced chapter honestly. (Currently working on my own bipod, but I will be a Ranger main, so I need other class players, I believe the other meta endgame main classes are Monk, Blood Mage, Paladin, and one or two others?)