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Link Guide Compilation (Google Sheet)Link Official Dragon Nest M Discord Server!m wanted to try to lurker this bottom for a long time and give it back to the community! God knows how many guides I did after reading, compiling a guide that I will try to update as often as possible. If you have any guide that has HQ, either reddit or DM can inbox me in the dispute group (kenny #4782) in the disagreement group. Thanks to all the guide writers and the official Dragon Nest M Discord group! Page 2Posted by2 years ago 10 comments Hey all! Recently I noticed a fair amount of returning players or new posts to the game, so I thought I'd do a post on what I've learned in the last few weeks since I started again. Anyone who's played before and haven't ified your account: CAN'T GET IT BACK. I REPEAT: YOU CAN'T TAKE IT BACK, IT'S IMPOSSIBLE. (FOR NA ONLY) So if you want to start by choosing which class to play, this topic should help you decide here: slot is primarily a grind and P2W game. I'll tell you here, so you know before you start playing. Getting in good gear, even the mid-game either requires a lot of dedication, or \$\$\$\$ to be ready to dish out. This link will tell you where to grind 1-93: leveling a few notes (Applies only to NA, I don't know if this is true for SEA/EU) The first character will get a free 2x EXP Scroll for a week. To claim, click the box icon next to the skill bar at the bottom of your screen. If you don't need to activate as soon as you claim, it will be active for a week before leveling your first character, it is highly recommended to follow questline because scrolling free 2x EXP on the first character gives you a good amount of gold to begin with and only runs up to level 80. Levelling 80-93 without any EXP bonus is a big grind, so you can take on all your daily tasks and side quests. (also gives some nice extra gold) If you press I, you will notice that there is such a thing as an Lv Reward Chest. The level will always receive a free gift or some items that will help you in the game. I recommend opening them all up to lv45, which will give you a free skill reset scroll. Opening the LV45 box will give you a pout that includes sp reset scrolling. The pout ends in 7 days and after it opens, the scrolling will end in 7 days, so we recommend keeping it in the box until you need it. As soon as you press Level 6/7, open the box to get a free costume that can be found under the EC tab of your inventory. The box won't give you the costume, but it will give you a pout that gives you a costume, so make sure you open the pout. This gives you a lot of free stats, increases maximum HP and will do more damage to clear dungeons faster. At Level 15, specialization At this point you decide which path to follow as a character, for example Archers can be snipers or Acrobats. It is a melee range fighter that focuses on using intermittent arrows and uses either kicks. This task can be found by opening the task log (by default by connecting to the U key) and going to the remote tab and finding the quest that has (Competency) and entities. It will give you a free reset scroll for SP, but I suggest you don't claim it until you reach level 93 where you can get all your skills built into a suitable skill available. When leveling, don't worry about ruining your skill build. The game gives you at least 3 free SP resets that will be available. (1 lv15 tasks, 1 lv45 box, 1 lv60 box) At Level 44, your second competency will be available to you. Here you decide on an even more special role for your character to follow. For example, a warrior who was first selected as a swordsman will be able to get either a gladiator (melee range fighter who focuses on slid-line attacks and does physical damage) or a moon knight (melee-medium-range fighter who uses energy beams and hoses and does magic damage. This task can be found by opening the task log (by default by connecting to the U key) and going to the remote tab and finding the quest that has assets with (Competency), 89. If you get level 90 you sell these mentor slots for about 100g what you can do so someone gets a lot of stuff from your mentors. You have 3 mentor slots, so it's an easy 300 gold coins you can make. Alternatively, you can trade the mentor slots you have in exchange for a power leveling service (give them mentor slots, and in return they need to level up to 93) classes for Warrior, Wizard, Archer, Clerman and Thinner, level 90 unlocks another Job Progress called Awakening, which includes 4 passive upgrades and 2 active skills. This task can be found by opening the task log (by default by connecting to the U key) and going to the remote tab and (Awakening)If you are having trouble grinding, you can make a party and find the quest for entities that are called lv32-40 grind or something similar with whatever levels you are having trouble with. Others also grind a fair amount, so chances are you'll find someone in the level range that will help you. If that doesn't work, If>Lv32-40 grind party I try to send a blue bird message with something like highly recommended, all new players to join a guild. If you're friendly, you'll probably be happy to help level a first character and buy a guild pledge costume from the guild menu (depending on the default G), which gives you a 10% bonus EXP if you level up if you equip all 7 pieces. If you do not have any It's worthless to find when leveling up to 90. If your current gear has better stats, equip and sell/take old gear. The items you want to store during leveling are: gifts (Golden Goose Badge, Royal Court Badge, Independence Badge, Adventurers League Badge), development crystals (something that ends with altheum/diamond or garnet), black pine bracken and meat from development crests such as lv90 or above and cooking ingredients (this is once npc'ed) Dragon Gems once you sell npc'ed, dragon stones will start to notice that dungeons are going to start falling. These are upgrades to your armor that you can equip. Each dragon gem has a certain level, and if you want to equip it with a certain piece of armor, the armor must be at least dragon gem level, so you can't put an lv60 dragon gem in a level 40 armor. There are two 2 types of dragon stones: the red one and the blue green ones. The blue lisy green ones can be fitted on armor, necklaces and earrings. Red ones can be equipped with rings, weapons and lower weapons. The blue-blue green dragon gems you want to focus on are: Brutal, Windswept, Life Giving and Wise. Depending on the class you play, you'll want to equip the appropriate jewels for your character. You can see your main status by opening your character information (does it connect to P by default? I think) and the character name is listed under the information. For Intellect classes, you'll want to use wise gems, Power classes brutal gems and Agilty classes want to use Windswept gems. The red dragon becomes a little more complicated for the stones. For basic uses, the recommended stones are mystical (magic ink) and destructive (physical ink). Once you convert the base (then off) you will want to use the appropriate jewelry that gives you the appropriate % elemental damage. If you plan to get end-of-game gear, I suggest you're not bothered with level 93 dragon gems right now, because the best final game gear level 90.Enhancement Enhancement gear is increasing your gear stats. Improving gear gives additional max hp, and physical/magic damage. When your hardware reaches +6, there is a possibility that the gear you are developing will break unless you use protection jelly. There is also the possibility that the development will fail, and instead of increasing the development level, it decreases instead. For example, when going from + 8 to +9, there may be 3 possibilities. A) Can go from +to +9, B) can stay up to +8 or C) can go down to +8 or C. When you hit the level cap: goldDaily Quests-50 to make gold, per character (delivering 35 missions and running 5 dungeons over 15 sucks), you are also likely to get a double garnet or a piece of Theano gear per day, you can sell Theano gear or use the garnet improve gear. Loffy's dungeon- You get a good amount of gold to run it and you also get a few gifts or other things (accessible from the lower right corner). This was an event where you can trade passes with other people to get access more times a day, now it's over (I think?) Spam abyss red waste grind. In doing so, you get gold, theano gear, gifts, check stamps and garnet. (Sell theano gear, stamps and garnets in the marketplace) Run Erosion Castle (I don't know how this works, so someone can send me a brief description of nesting this) and selling things you get from it. If you're not good enough to run the big nests, run things like Daidalos, Manticore and archbishop's nest. Although, once you get level 93 and have improved to a good level with Theano gear equipped with suitable dragon gems, you can run Typhoon Krag Nest, which will give you good gear to sell. Run master/side tasks, actually give a good amount of gold, rhadames give all tasks about 9g each. Apple growing. The longer it takes to grow apples, the more each character who grows an apple makes 35.65 gold every 5 days. If you have a fair amount of characters doing this, you can make a lot of gold every week. If you cover your main account (20 characters), you can earn 713 gold coins per week. Honest Ed gets a bonus of npc'ing apples so make sure you use faction points to get a Golden Goose Membership 15% goldBuy EC and sell for goldMore information about endgame gear can be found here: /requirements_for_tkn_hc_rdn_and_idn/ /www.reddit.com/r/DragonNest/comments/5e3bq3/what_is_the_fastest_way_to_progress_from_here/You missed something super important, Let me know and I'll update this to make the most of my ability. Page 2 7 comments comments