# AION 2 Archer PvE Guide

Nov 7, 2026

The Archer (Ranger) is a ranged damage dealer: keep Precision up with Marking Shot, hold Snipe, run one macro and fire a charged Deadshot. Push Snipe, Deadshot and Tempest Shot to 20, take Vaizel's Authority first and keep Accuracy high. Data: about 10,800 top Korean Rangers (AION2CAL, Oct 10), the global client's tooltips (build 0.0.4387.0), global guides dated Oct 4–10 and Korea's official notes through Oct 14. This replaces my earlier Archer guide.

## At a glance

1. **Core five:** Snipe, Deadshot and Tempest Shot to 20; Drill Dart and Gale Arrow to 16–20.
2. **Skill points stop at rank 10.** Daevanion adds +4 (14 total); rank 16 needs ring lines and Arcana too.
3. **Don't push Arrow Scattershot past about 8.** Under 1% of top Korean Rangers take it to 20, and about 75% of global top Rangers sit near rank 7.
4. **Stigmas:** Vaizel's Authority first, then Bow of Blessing, Supporting Fire and Griffon Arrow.
5. **Accuracy is your stat.** Aim for about 1,100–1,200; a parried hit loses roughly 20–40% (two guides say over half).
6. **Passives:** Focused Eye, Hunter's Resolve, Hunter's Soul.
7. **Burst:** Marking Shot, then a charged Deadshot while Precision is up.
8. **Macro:** one priority sequence, with Snipe held on left mouse (see Rotation).
9. **Stay about 20 m away.** Positioning beats a perfect rotation.
10. **Spend what is closest to its cap first:** Shugo keys (3 a day, cap 12) and Odyle Energy.
11. **Use only the game's built-in macro.** Mouse macros and third-party tools get accounts banned.

## Where the Archer stands

- **Damage (Korean meter, Oct 11):** median 891K for all players (4th of 9), 999K at 400K+ combat power (3rd), 1.36M at 600K+ (tied 5th with the Gladiator, against 1.52M for the Brawler). It was 2nd on Oct 6, so these numbers move daily.
- **Role:** ranged damage and kiting. Global guides rate it A in PvE and easy to play, but it is fragile once enemies close in.
- **Global standing (Oct 11):** shugo.gg rates it A: a slow start on the first global meters, but in the top damage group in Korean endgame logs, with safe ranged play. The Korean brackets above use Korean combat power (the top-80 Korean median is about 1.12M against 268K on global), so read them as a ranking.
- **Global Combat Power (Nov 7):** the global Ranger median is 128K (metabot, Nov 4).
- **Damage types:** Drill Dart, Griffon Arrow and Explosive Arrow deal Fire; Snare Shot and the traps deal Earth; the rest deal Wind.

## Current patch: what has changed

**Global:** the Oct 5 launch patch and the Oct 6–7 and Oct 14 follow-ups list no Archer changes. The global client already has the Sep 16 state (Marking Shot's 10 s Precision, Deadshot's extra-damage option, elements). Korea's Oct 7 patch raised skill presets from 3 to 5; global timing is unknown. The Oct 21 patch (Oct 20 PDT) lists no Archer changes. It added Krao Cave and Draupnir on Hard (2,600 item level) and a new Ariel Daevanion board (see Gear score milestones), raised the Abyss player cap and Abyss boss HP, and fixed title effects that didn't match their tooltips. The Oct 28 patch (Oct 27 PDT) raised the Archer's base HP at 45 from 4,702 to 5,702, cut boss Attack and HP in Expedition and Transcendence, added Urugugu Canyon and Vakron Sky Island on Hard (2,700) and raised crafted gear's Amplify caps. The Nov 4 patch (Nov 3 PST) opened Abyssal Forge: Ludra, made Draupnir, Vakron and Horn Den Exploration pay like

Conquest, added always-succeed True and Star Dragon recipes, pet souls from Expedition and Transcendence, and Chaotic Outer Reshanta (PvP with equalised stats); no class changes.

| Date | Korean change |
|---|---|
| Aug 12 | Drill Dart's healing reduction 50% → 60%. |
| Aug 26 | Deadshot's rank-16 option: 25% cooldown reset became extra damage on hit. Marking Shot's Precision 7 s → 10 s, and its duration option +3 s → +5 s. Vaizel's Authority's rank-10 option now ×1.5 Focused Eye. Ensnaring Trap's buff removal 3 → 2. |
| Sep 4 | Deadshot's rank-16 extra damage on hit 30% → 50%. |
| Sep 16 | Deadshot's rank-16 multi-hit no longer needs its rank-12 option. All Ranger attack skills gained elements. |
| Sep 23 – Oct 7 | Tooltip fixes only. |
| Oct 14 | RvR overhaul, mostly PvP: PvP damage about −30%; Assault Smite grants up to +80% Defense and attribute tolerance for 5 s. Vaizel's Authority bug fix. Assault skills also lose their recast-reduction effect. |

## Level-by-level checklist

Follow the yellow main-story quests to 45; they pay 97–99% of the EXP. Each sealed dungeon clear also gives 2 Daevanion points, 2 skill points, 15,000 Kinah and 1,250 Enhance Stones. Levels 30–39 are slow, so fill the gap with sealed dungeons.

The last column is the highest rank you can buy by the end of each band. A skill learned by level 17 gains a rank every 3 levels (rank 8 at unlock level + 18, rank 10 at + 24); skills learned at 21 or later have no gate.

| Levels | Unlocks | Do this | Ranks you can buy |
|---|---|---|---|
| 1–5 | Snipe, Tempest Shot, Snare Shot (1); Marking Shot (3); Drill Dart (4); Arrow Scattershot (5); Lesser Daeva Wings quest (5) | Story only. Hold Snipe for MP | Tempest Shot, Drill Dart and Snare Shot to 3–4 |
| 6–10 | Concentrated Fire (6); Gale Arrow (7); Explosion Trap (8); Wind Vigor (9); Burst Arrow, enhancement, crafting (10) | Move to Verteron or Altgard. First sealed dungeons. Grab every Kisk | Core skills to rank 5 |
| 11–15 | Focused Eye (11); Suppressing Arrow, **Nezekan board (12)**; Hunter's Resolve (13); Deadshot (14); Unyielding Resolve (15) | Spend Daevanion points right away. Green quests and level-15 sealed dungeons | Focused Eye and Hunter's Resolve first; Deadshot as it unlocks |
| 16–20 | Defiance (16); Rooting Eye (17); **Zikel board (20)** | Amulet to +10 around 17, weapon to +10. Green quests in Safe Haven / Silent Hill | Snipe, Tempest Shot and Snare Shot rank 8 at **19** (mana-saving picks, mobile Snare) |
| 21–25 | Melee Fire (21); **Stigma slot 1 (22)**; Revitalization Contract (23); Hunter's Soul (25) | Slot Vaizel's Authority. Sealed dungeons. First rune | Marking Shot 8 at 21; **Drill Dart 8 at 22**; Gale Arrow 8 at 25 (mobile) |
| 26–30 | **Stigma slot 2 (27)**; **Vaizel board (30)**; Daily Dungeon, Unknown Fissure (30) | Slot Bow of Blessing | **Drill Dart 10 at 28**; Explosion Trap 8 at 26; Burst Arrow 8 at 28 |
| 31–35 | **Stigma slot 3 (32)** | Slot Supporting Fire | **Deadshot 8 at 32** (+30% skill speed); Gale Arrow 10 at 31 |
| 36–40 | **Stigma slot 4 (37)**; **Triniel board (40)** | Slot Griffon Arrow or Explosive Arrow. Second rune | Deadshot 10 at 38; Focused Eye 10 at 35; Hunter's Resolve 10 at 37 |
| 41–45 | **Azphel board (45, PvP)**; belt, amulet and endgame content (45) | Finish Episode and Ascension quests. Push Accuracy to 1,100+. Craft rings | Daevanion takes Deadshot to 14. **Rank 16 needs rings and Arcana** |

**Leveling extras:** don't open the Journal Duty tab before level 45 (a launch bug delays Duty content until the day after you reach 45); collect 40 feathers early (120 shards) for an amulet upgrade; clear hideouts at levels 15, 20 and 25; at the cap, do the Shugo activities and a map sweep.

**Leveling playbook.** Packs: tag with Snipe, pull with Marking Shot and Explosion Trap, then run the macro. Elites: Marking Shot, macro, then a charged Deadshot on the biggest target. Weave Snipe constantly; it restores MP.

**After 45, in order:**

1. Regional quests (accessory and rune slots).
2. Every remaining sealed dungeon.
3. Strongholds (Noble Belt scrolls).
4. Conquest, gated by total item level: Krao Cave and Draupnir at 700, Urugugu Canyon and Vakron Sky Island at 1,400, Fire Temple and Ferocious Horn Den at 2,100. Run the highest you qualify for.
5. Transcendence from item level 1,600 (stages to 2,500) for Arcana; see Transcendence dungeons for which one to farm.
6. Nightmare (Pantheon fragments) and Abyss (stigma shards, Daevanion resources).
7. The Ludra raid (Abyssal Forge: Ludra, open since Nov 4) needs 2,800 item level for Normal and 3,000 for Hard; until then, the top steps are Krao Cave and Draupnir on Hard (2,600) and Urugugu Canyon and Vakron Sky Island on Hard (2,700).

## How skills level up (and how to reach 16)

Skill points only buy ranks 1–10 (13 points to rank 8, 21 to rank 10). Everything above comes from the sources below.

| Source | Adds | Note |
|---|---|---|
| Skill points | Ranks 1–10 | About 203 by level 45, +2 per home sealed dungeon, about 384 in total. |
| Character-level gate | Pace | Skills learned by level 17 gain a rank every 3 levels (rank 8 at unlock level + 18, rank 10 at + 24). Skills learned at 21 or later have no gate. |
| Daevanion skill nodes | +1 per board, **+4 max** | Nezekan, Zikel, Vaizel and Triniel; 3 points per active. |
| Gear skill lines | +1 per line | Weapon, guard and both rings roll active-skill lines; necklace, earrings and armor roll passives; bracelets none. One line per skill per item, up to 4 skill lines per item, so gear can add +4 to one active. Rings are the cheapest place, since weapon and guard lines go to Weapon Damage Boost, Might and Combat Speed. About 20% of rolls are skill lines (Korean odds). |
| Arcana lines | Up to +4 per line | Every card carries skill lines: Chalice (any of 22 skills), Parchment and Compass (6 actives each), Bell and Mirror (5 passives each). A card has 1 to 4 options by grade, each starting at +1, and each enhancement adds +1 to a random one (max +4), so a Chalice plus the matching card can put +8 on one skill; a 1-option Common can beat a Unique for a core skill. |
| Stigma Shards | Stigma ranks | Stigmas level to 20 on global. A rank costs 1, 2, 4 then 8 shards by 5-rank band (5 / 15 / 35 / 75 in total at rank 5 / 10 / 15 / 20). Leveling gives about 29 by level 45, so take each stigma to 5 first, then your main one to 10. |

**Daevanion alone reaches 14, never 16.** Rank 16 needs two more levels from rings or Arcana. No global skill cap is published (client tables run to 40): the theoretical ceiling for an active is 10 points + 4 Daevanion + 4 gear + 8 Arcana = 26, and the Ariel board adds no ranks. Top global players average 14–17 on their main skills.

Rank 16 adds only part of the damage listed here (the "+% Attack" part doesn't grow). Its real value is the specializations, such as cooldown removal and ignoring Block.

| Skill | Rank 10 | Rank 14 | Rank 16 | Rank 20 |
|---|---|---|---|---|
| Snipe | 278 | 398 (+43%) | 436 (+57%) | 520 (+87%) |
| Deadshot | 1,852 | 2,275 (+23%) | 2,431 (+31%) | 2,741 (+48%) |
| Tempest Shot | 388 | 559 (+44%) | 614 (+58%) | 733 (+89%) |

| Skill | Rank 10 | Rank 14 | Rank 16 | Rank 20 |
|---|---|---|---|---|
| Drill Dart | 829 | 1,136 (+37%) | 1,266 (+53%) | 1,491 (+80%) |
| Gale Arrow | 1,804 | 2,231 (+24%) | 2,460 (+36%) | 2,796 (+55%) |

**Priority:**

1. Skill nodes for core skills on every board (12 points per active for +4).
2. Core skill lines on both rings.
3. Chalice and Parchment lines on a core skill short of 16.
4. Stop at rank 8 on skills where you only want one specialization.
5. Treat 12 and 16 as breakpoints; 13 or 15 isn't worth chasing.

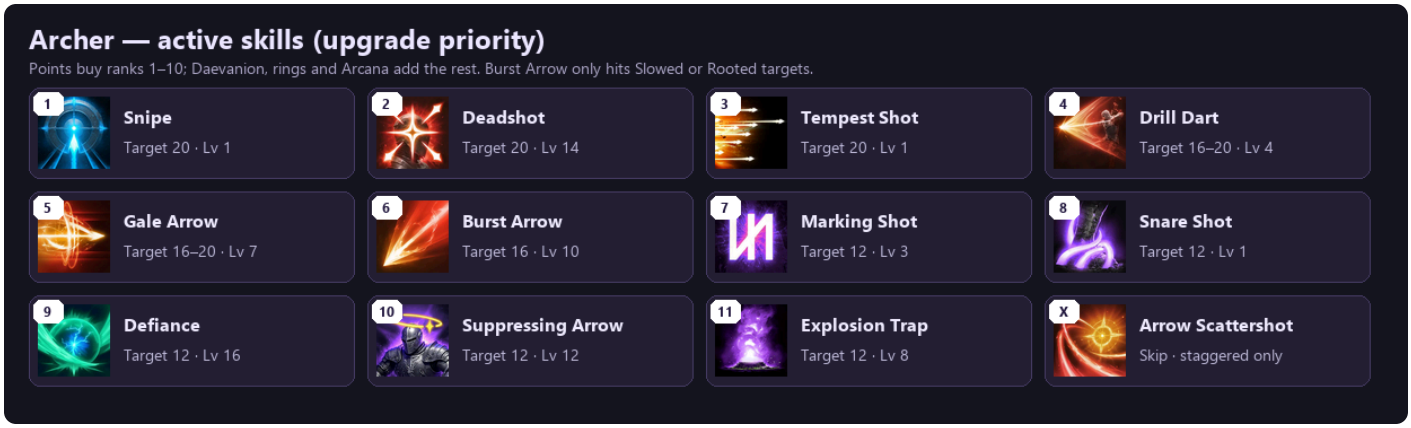
**Point budget.** Maxing every active and passive to rank 10 costs about 460, so spend in this order (cheap early ranks first, ranks 9–10 last):

| Spend | Points | Running total |
|---|---|---|
| 1. Snipe, Deadshot and Tempest Shot to 8 | 39 | 39 |
| 2. Drill Dart and Gale Arrow to 8 | 26 | 65 |
| 3. Focused Eye, Hunter's Resolve and Hunter's Soul to 8 | 39 | 104 |
| 4. Snipe, Deadshot and Tempest Shot 8 → 10 | 24 | 128 |
| 5. Drill Dart and Gale Arrow 8 → 10 | 16 | 144 |
| 6. Focused Eye 8 → 10 | 8 | 152 |
| 7. Marking Shot, Snare Shot and Burst Arrow to 8 | 39 | 191 |
| 8. Hunter's Resolve 8 → 10 | 8 | 199 |
| 9. Explosion Trap and Defiance to 8 | 26 | 225 |

Rows 1–8 fit inside the 203 points from levels alone; the rest come from sealed-dungeon and regional-quest points.

## Active skills

The last column is the share of top Korean Rangers who have the skill at that rank.




| Priority | Skill | Target | Job | Top players |
|---|---|---|---|---|
| 1 | Snipe | 20 | Basic attack; restores 120 MP; cuts Deadshot's cooldown | 76% at 20 |
| 2 | Deadshot | 20 | Charged nuke (20 s); +35% damage under Precision | 72% at 20 |
| 3 | Tempest Shot | 20 | Main spender (120 MP) | 71% at 20 |

| Priority | Skill | Target | Job | Top players |
|---|---|---|---|---|
| 4 | Drill Dart | 16–20 | 5 s cooldown; Fire bleed that cuts healing 60% | 90% at 16 |
| 5 | Gale Arrow | 16–20 | Gale: +7% Combat Speed and PvE damage for 10 s | 90% at 16 |
| 6 | Burst Arrow | 16 | Hits only Slowed or Rooted targets | 59% at 16 |
| 7 | Marking Shot | 12 | Precision for 10 s: +300 Crit | 96% at 12 |
| 8 | Snare Shot | 12 | Slow; sets up Burst Arrow | 94% at 12 |
| 9 | Defiance | 12 | Breaks stuns; fires with Space | 71% at 12 |
| 10 | Suppressing Arrow, Explosion Trap | 12 | Stun; pack control | 68–69% at 12 |
| X | Arrow Scattershot | skip (8 at most) | Staggered targets only | under 1% at 20 |

**Where sources disagree:** one global guide takes Deadshot and Gale Arrow to 20 and leaves Snipe and Tempest Shot at 16; Korean top players do the opposite, as above.

## Specializations

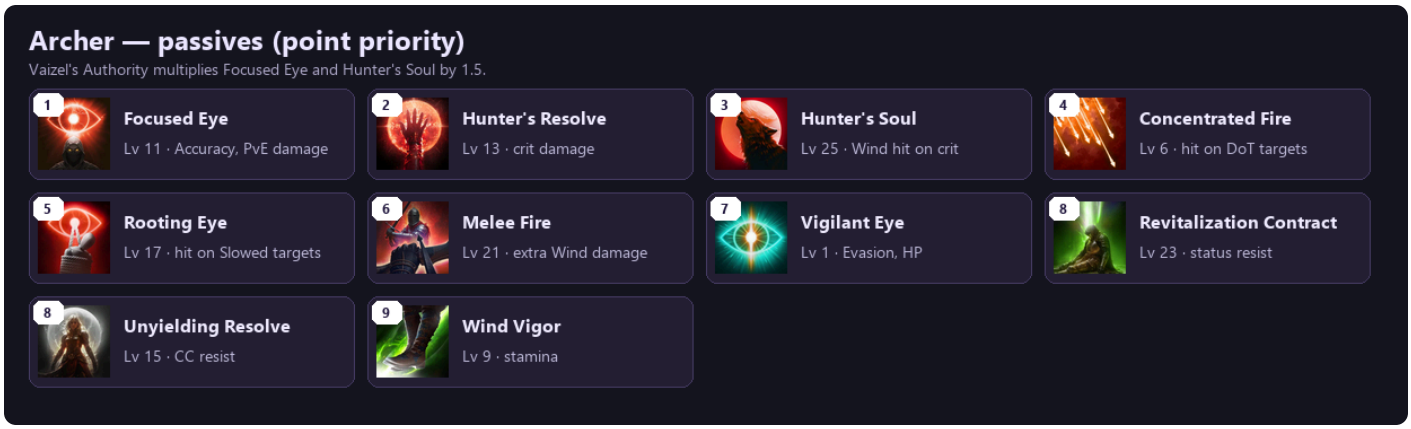
You have three slots, which open at rank 8, 12 and 20. Each option has its own minimum rank (8, 12 or 16), so at rank 16 you fill two slots from options up to 16.

| Skill | Pick order (minimum rank) | Note |
|---|---|---|
| Deadshot | +30% skill speed (8), ignores Block and Evasion with Multi-hit (12), extra damage on hit (16) | Mobile (8) lets you move while charging |
| Snipe | −1 s Deadshot cooldown (12), +50% Multi-hit or +20% MP (8), Tempest Arrow chain (16) | |
| Tempest Shot | −20% MP (8) while leveling, up to +12% vs fewer targets (8), +10% skill crit (8), +20% skill speed (16) | |
| Gale Arrow | Mobile or +5 s duration (8), more speed and damage vs fewer targets (12), −10 s cooldown (16) | |
| Drill Dart | Extra activation (16) (7 of 8 top builds), +20% skill speed (8) (6 of 8); Multi-hit (12) only at rank 20 | HP absorb (8) for long solo fights |
| Burst Arrow | Mobile and +50% Multi-hit (8), up to +20% vs fewer targets (12) | 25% reset (16) |
| Marking Shot | +5% Perfect Chance and +5 s duration (8), +1 consecutive use (12), ignores Block and Evasion (16) | Precision lasts 10 s, 15 s with the +5 s option |
| Snare Shot | +20% skill speed and mobile (8), Shackling Arrow chain (12) | |
| Suppressing Arrow, Explosion Trap | Suppressing: +50% Multi-hit (8). Trap: pulls enemies (8) | Pack utility only |
| Defiance | Restores 20% HP (8), +2 s Tenacity (12), +50% PvE tolerance (16) | |

**Where sources disagree:** guides number Deadshot's picks differently (mobile vs skill speed vs Ignore Block) because they count the third slot. Read the tooltip.

## Passives

Each rank adds the same amount, but ranks 9–10 cost 4 points each, so take the key passives to 8 first and Focused Eye and Hunter's Resolve to 10 later. Target is the rank to buy with points; fillers get ranks 2–4 (1 point each) only if points are spare. Focused Eye adds +1% PvE damage per rank, and Vaizel's Authority multiplies it by 1.5.

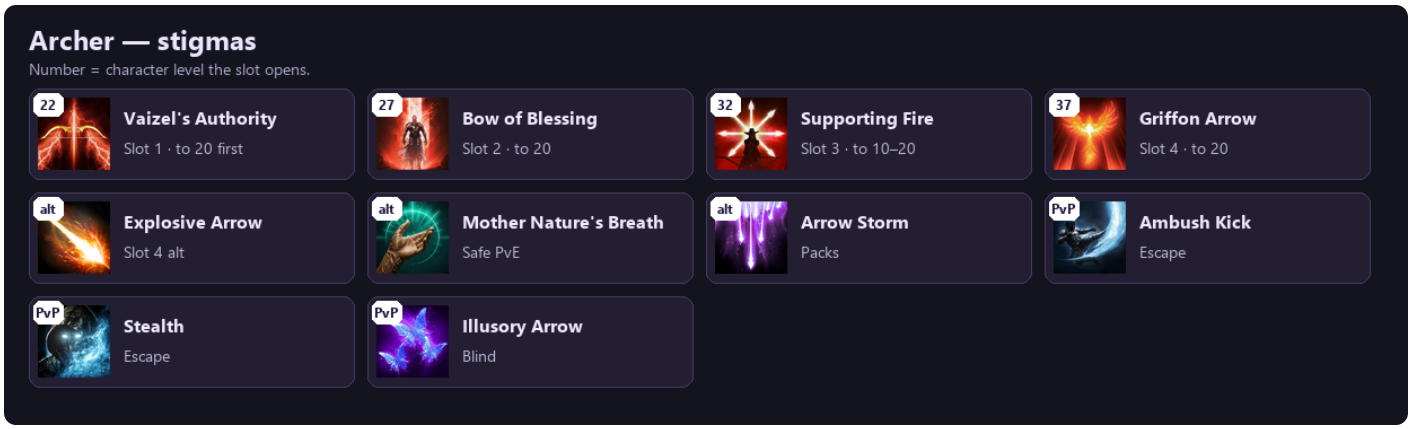



| Rank | Passive | Target | Unlocks | What it gives |
|---|---|---|---|---|
| 1 | Focused Eye | 10 (8 first) | 11 | Accuracy, PvE damage, Double Chance |
| 2 | Hunter's Resolve | 10 (8 first) | 13 | Crit damage |
| 3 | Hunter's Soul | 8 | 25 | 50% chance of a Wind hit on crit |
| 4 | Concentrated Fire | 4 | 6 | Bonus hit on targets with a damage-over-time |
| 5 | Rooting Eye | 4 | 17 | Bonus hit on Slowed or Rooted targets |
| 6 | Melee Fire | 4 | 21 | 25% chance of extra Wind damage |
| 7 | Vigilant Eye | 1 | 1 | Evasion, Max HP, heal on dodge |
| 8 | Revitalization Contract, Unyielding Resolve | 1 | 23, 15 | Status and crowd-control resist |
| 9 | Wind Vigor | 1 | 9 | Stamina, speed when hit |

For PvP, move Vigilant Eye, Revitalization Contract and Unyielding Resolve up.

## Stigmas

Global has four slots (22, 27, 32, 37) and stigmas level to 20; Korea has five slots (since Mar 25; one seller site reports six after Chapter 1) and goes to 25. Put early points into Vaizel's Authority.




| Slot | Stigma | Target | What it does, and bonuses at ranks 5 / 10 / 15 / 20 |
|---|---|---|---|
| 1 (22) | **Vaizel's Authority** | 20 | +20% Attack (10 s at rank 1, longer with rank; 60 s cooldown). +10% Perfect / ×1.5 Focused Eye / ×1.5 Hunter's Soul / 50% chance on crit to cut all cooldowns 1 s |
| 2 (27) | **Bow of Blessing** | 20 | +200 Crit and +100 Accuracy (10 s at rank 1, longer with rank). +50% Multi-hit / Attack scales with Crit / +20% Crit Damage / +7% Double Chance |
| 3 (32) | **Supporting Fire** | 10–20 | An orb that fires with you for 15 s. +25% chance / +15 s / −30 s cooldown / Crit on hit |

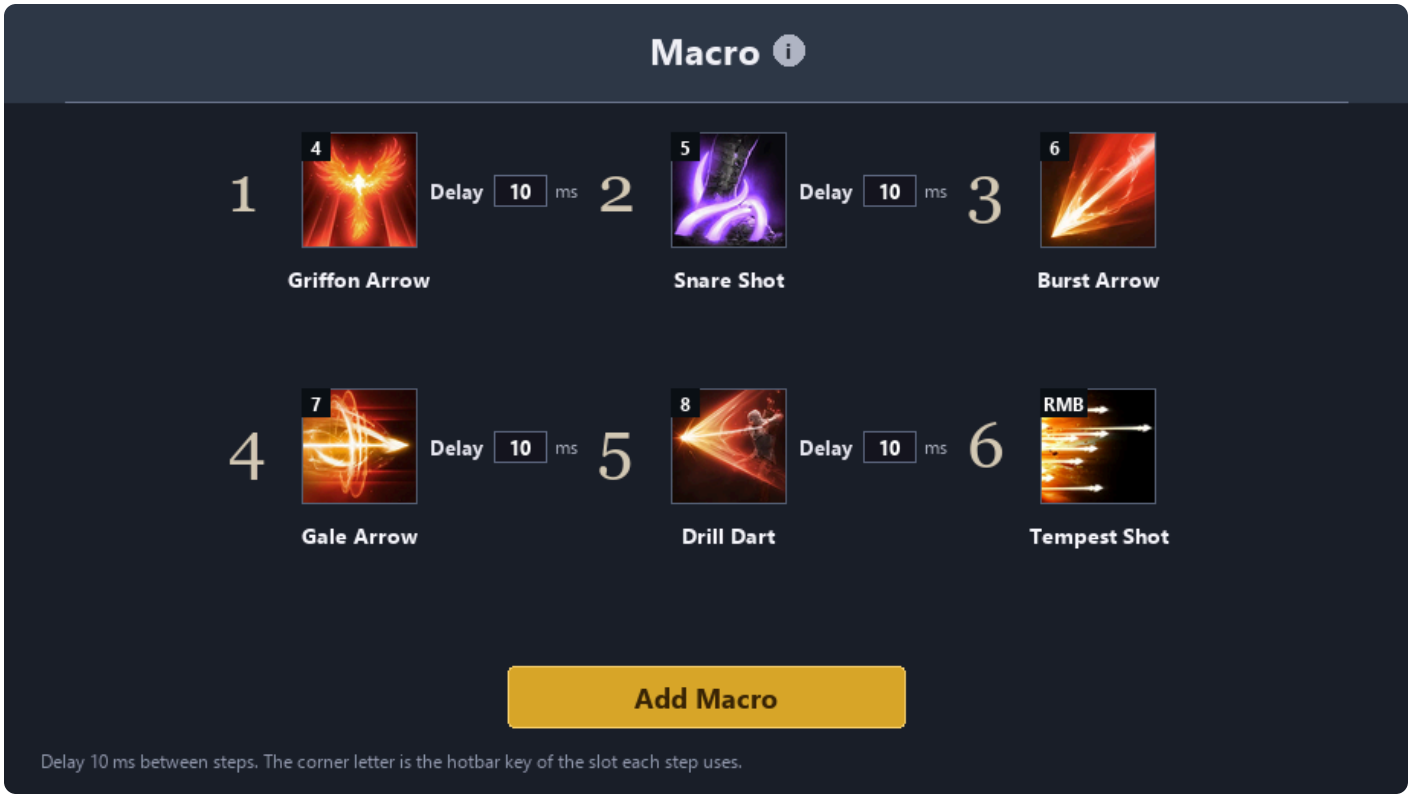
| Slot | Stigma | Target | What it does, and bonuses at ranks 5 / 10 / 15 / 20 |
|---|---|---|---|
| 4 (37) | **Griffon Arrow** | 20 | Crimson Flames damage over time. Mobile / +5 s / extra damage on burning targets / ticks twice as fast |
| 4 alt | Explosive Arrow | 5–20 | Fire hit, +20% vs Slowed or Rooted. −15 s cooldown / +10% / Crit on hit |

**Order:** Vaizel's Authority to 20 first (7 of 8 top builds run it at 20), then Bow of Blessing and slot 4 to 15, Supporting Fire last. Slot 4 is Explosive Arrow until Griffon Arrow can reach 15 (Griffon in 5 of 8, Explosive in 3).

**Alternatives:** Mother Nature's Breath for safe PvE, Arrow Storm for packs, and for PvP Ambush Kick, Stealth and Illusory Arrow.

**Korean rates:** at rank 25, Vaizel's Authority 69%, Bow of Blessing 47%, Supporting Fire 35%; at 20, Mother Nature's Breath 63%, Ambush Kick 51%, Stealth 44%. Stigma Shards come from the Abyss shop (200), the Nightmare shop (52,500 fragments for 35) and the Shugo shop (10,500 tokens for 35).

## Rotation and macro




**Set up:** most-liked community builds now put the macro skills in one or two stacks and run a 1–2 step macro over them, held with left mouse; a macro step presses a whole slot (see Community builds for this class's stacks). The per-slot layout below is the simpler fallback: give every macro skill its own hotbar slot first (see Hotbar setup). Then open the Skill menu (K) → Macros → Add Macro, add the skills in the order shown, and bind the macro key under Settings → Key Settings → General → Gameplay → Macro. Bind it to a side mouse button and hold it together with left mouse, so right mouse keeps the bar's last slot (see Hotbar setup). Use 10 ms between steps and turn on Skill Queue.

| Step | Skill | Slot | Why here |
|---|---|---|---|
| 1 | Griffon Arrow | 4 | Damage over time, so it goes on first |
| 2 | Snare Shot | 5 | Slows the target so Burst Arrow can hit |
| 3 | Burst Arrow | 6 | Hits only Slowed or Rooted targets, so it follows Snare Shot |
| 4 | Gale Arrow | 7 | +7% Combat Speed and PvE damage for 10 s |

| Step | Skill | Slot | Why here |
|---|---|---|---|
| 5 | Drill Dart | 8 | 5 s cooldown; Fire bleed that cuts healing 60% |
| 6 | Tempest Shot | RMB | Main spender (120 MP); fills the gaps when the others are on cooldown |

| Key | What it does |
|---|---|
| **Macro key (a side mouse button)** | Runs the six steps above in order; hold it together with left mouse |
| **Left mouse (hold)** | Snipe |
| **Right mouse** | Tempest Shot, the Archer's default right-mouse skill; also the macro's last step |
| **By hand** | Deadshot (on its own key), Marking Shot, Vaizel's Authority with Bow of Blessing and Supporting Fire, Explosion Trap, Suppressing Arrow (Defiance fires with Space) |

- **Community order:** Gale Arrow is a step in all 8 top macros and the first step in 7, and none starts with Griffon Arrow: right mouse = (Gale Arrow >) Drill Dart > Tempest Shot, Q = Snare Shot > Explosive or Griffon Arrow > Burst Arrow, with a 2–3 step macro over them. Use it once your stacks are set; the table above is the simple per-slot version.
- **If Snipe keeps getting dropped,** cut the macro to Tempest Shot alone and turn Skill Queue off in Settings → Combat → Controls.
- **Opener:** press 1 up to three times for Vaizel's Authority, Bow of Blessing and Supporting Fire, then Marking Shot (E), then a charged Deadshot (Q).
- **Keep up:** recast Marking Shot when Precision has about 3 s left, and the buffs on cooldown.
- **Deadshot charge:** a full charge does three times the first level's damage, but one global guide finds the first charge better per second. Test both on a boss in the Combat Analysis.
- **Use the game's built-in macro only.**

## Hotbar setup




- **Left mouse:** Snipe, held together with the macro key. **Right mouse (RMB):** Tempest Shot, the Archer's default right-mouse skill and the macro's last step.

- **Q:** Deadshot (charged, so it stays out of the macro). **E:** Marking Shot (recast it when Precision runs low). **2:** Suppressing Arrow (optional stun). **3:** Explosion Trap.
- **Buff key 1:** Vaizel's Authority, then Bow of Blessing, then Supporting Fire; press it up to three times at the start of a fight.
- **Macro slots 4–8 and RMB, in step order:** Griffon Arrow, Snare Shot, Burst Arrow, Gale Arrow, Drill Dart, Tempest Shot. Drill Dart needs its own slot (not stacked under another skill) or it can't be picked in the macro.
- **Not on the bar:** Arrow Scattershot (skip; staggered targets only).
- **Reach:** hand-pressed skills take the keys closest to WASD (Q, E, then 1–3) and the macro steps take the far ones, since the macro presses those for you. Put the most time-critical skills (gap closers, blocks, heals) on Q and E.
- **Defiance can't be slotted:** the stun break fires with Space, so it never needs a bar slot.
- **Stacking:** a slot holds up to four skills. A press fires the lowest one that is ready; if it is on cooldown or its condition isn't met, it falls to the next one up. Put cooldown and conditional skills at the bottom and spam skills on top.
- **Stacks and macros:** a macro step presses a whole slot, so a step on a stacked slot fires that stack's first ready skill. Top community builds put the macro skills in one stack (usually right mouse) and hold it with left mouse, or run a 1–3 step macro over stacks; see Community builds, and test it on a dummy.
- **Keep out of the macro:** toggles (a second press can switch them off), charged skills, and situational or emergency skills.
- **Slots:** the bar has 12. The last four are Q, E, left mouse (LMB) and right mouse (RMB). Every class starts with its basic attack on LMB and a second skill on RMB (T is RMB's keyboard key). Put the macro on a side mouse button so RMB keeps that skill; binding the macro to right mouse pushes the slot onto T. Rebind slots under Settings → Key Settings → Quickslot, and treat this layout as a suggestion.

## Daevanion boards

Buy the blue nodes for Deadshot, Tempest Shot, Snipe, Drill Dart and Gale Arrow first (that gets you to rank 14), then the orange corners, then Focused Eye and Hunter's Resolve, routing through Attack and Crit greys. Costs: grey 1, green 2, blue 3, orange 4; each node must touch one you own. Percentages are top-200 Korean Ranger pick rates.

| Board (level) | Points (phase 1 + phase 2) | Take first | Then | Skip or leave last |
|---|---|---|---|---|
| Nezekan (12) | **115** (phase 1: 77, phase 2: 38) | Core five (100%); Focused Eye ×2, Hunter's Resolve ×2 | Combat Speed and Cooldown Reduction corners; Burst Arrow, Marking Shot, Defiance, Snare Shot, Explosion Trap (95–99%) | Suppressing Arrow, Scattershot; Crit Resist and Max MP greys |
| Zikel (20) | **112** (phase 1: 75, phase 2: 37) | Damage Boost and Damage Tolerance corners; core five | Revitalization Contract, Hunter's Soul, Melee Fire, Unyielding Resolve, Rooting Eye (94–99%) | **Evasion corners on Korean boards**, Scattershot |
| Vaizel (30) | **117** (phase 1: 67, phase 2: 50) | Crit Damage corners (99–100%), Crit Damage Tolerance corners only if they are on your path; core five, Marking Shot | Remaining passives, Suppressing Arrow | Scattershot |
| Triniel (40) | **139** (phase 1: 77, phase 2: 62) | Multi-hit Chance ×4 corners (99.5%, big for the Archer) | Every skill except Scattershot | **Multi-hit Resist corners** |
| Azphel (45) | **128** (phase 1: 58, phase 2: 70) | PvP only: PvP Damage Boost ×4 corners, PvP Accuracy/Evasion, Status Resist | PvP Damage Tolerance | Everything, for PvE |

## Recommended board setups

Numbered nodes are phase 1: buy them in that order, starting next to the center star. Outlined nodes are phase 2. Faded nodes with a red X are skips; a dimmed node without an X is only a connector. Global corners give +1.5% each.



# Archer (Ranger) · Zikel (Lv 20)

Numbers = buy order for phase 1 (75 pts). Then phase 2 (37 pts). Faded = skip. Board total 134 pts.

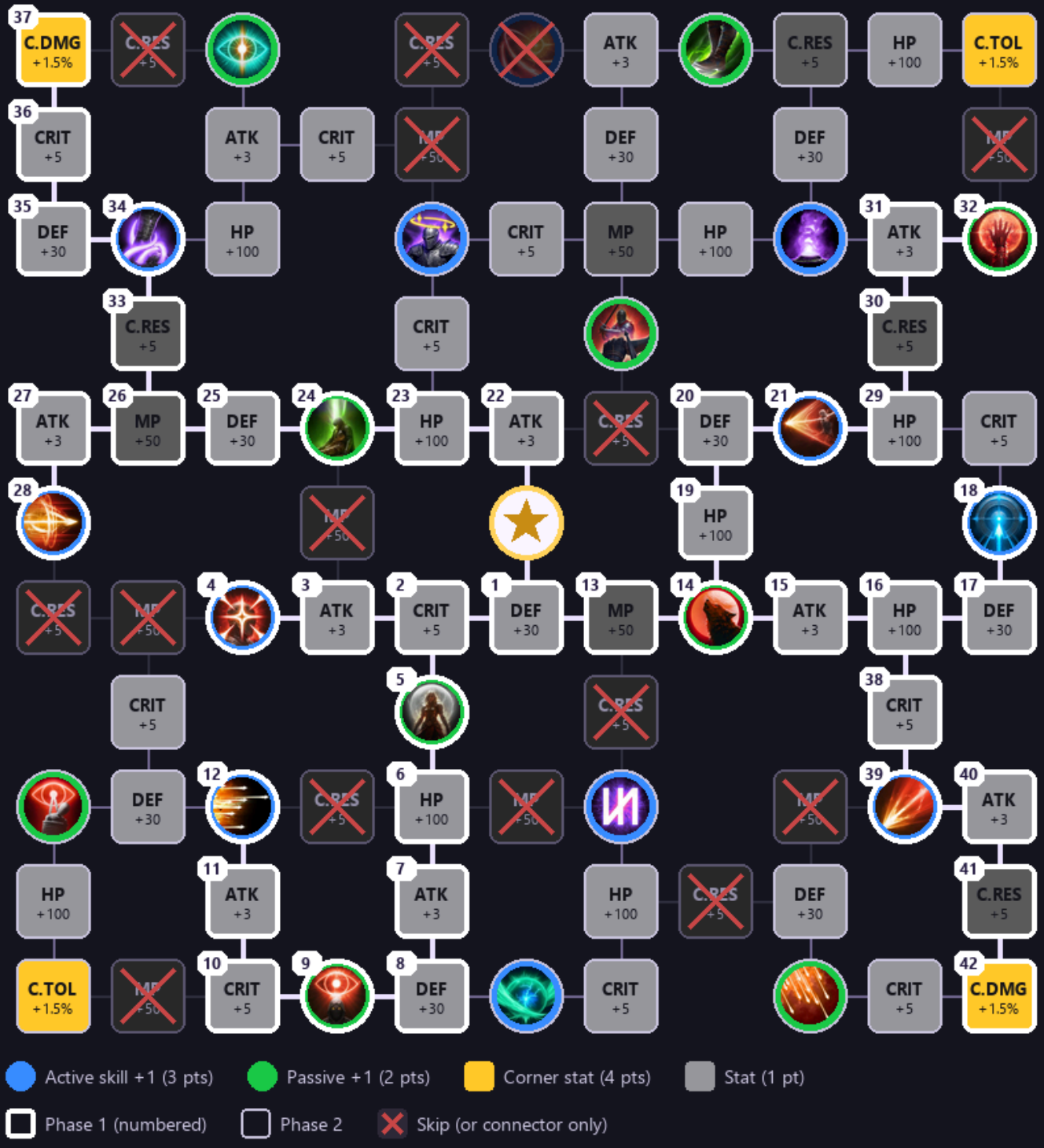



Active skill +1 (3 pts) · Passive +1 (2 pts) · Corner stat (4 pts) · Stat (1 pt)

Phase 1 (numbered) · Phase 2 · Skip (or connector only)

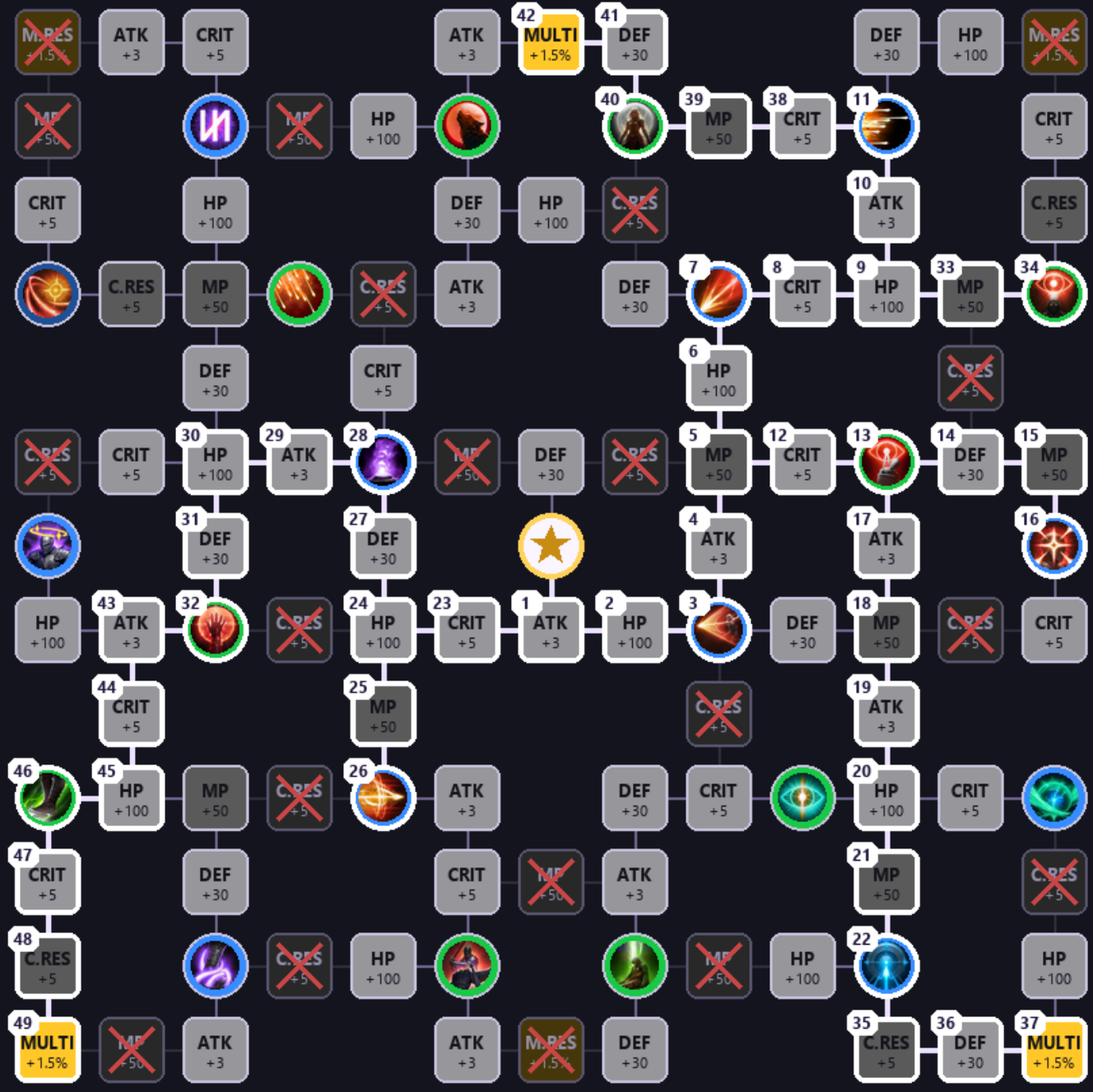
# Archer (Ranger) · Vaizel (Lv 30)

Numbers = buy order for phase 1 (67 pts). Then phase 2 (50 pts). Faded = skip. Board total 134 pts.



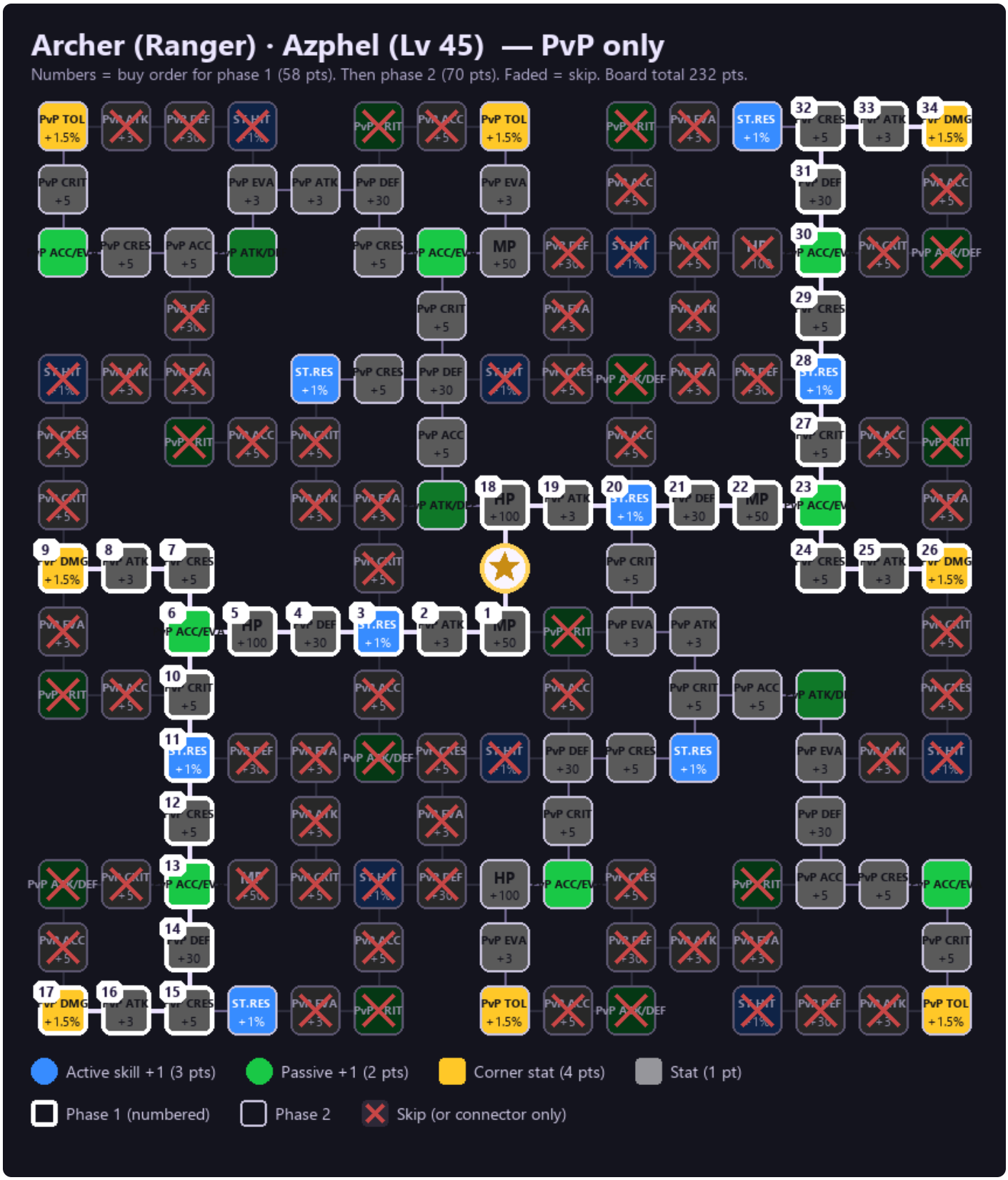
# Archer (Ranger) · Triniel (Lv 40)

Numbers = buy order for phase 1 (77 pts). Then phase 2 (62 pts). Faded = skip. Board total 168 pts.




Active skill +1 (3 pts) · Passive +1 (2 pts) · Corner stat (4 pts) · Stat (1 pt)

Phase 1 (numbered) · Phase 2 · Skip (or connector only)




Layouts are from the metabot global planner. The four PvE boards hold 570 points; this plan spends 483 of them (phase 1: 296, phase 2: 187), and you can't fill all of it. Crystals come from leveling (~136), sealed dungeons (~122), regional quests (~58) and the Shugo and Nightmare shops (50 each per character).

**Ariel board (added Oct 21):** a sixth board whose points come only from Daevanion Crystal: Ariel, morphed from Ariel Fragments from all four Hard Expeditions (Krao Cave and Draupnir at 2,600; guaranteed in Urugugu Canyon and

Vakron at 2,700); 100 fragments make one crystal (+1 gear score). Cap: 30 per character in the patch text, 30 per dungeon (120) per two community guides. Layout: 152 nodes and 232 points, with PvE Damage Boost and PvE Damage Tolerance cores, smaller PvE stat nodes and no skill nodes; nobody can fill it yet.

## Gear

Item level first, then Accuracy, then Attack and Crit. Marking Shot adds +300 Crit, so don't overbuild it. Sources disagree on the crit chance cap (metabot says 50%, gameplay.tips 80%). Percentages are top Korean Rangers with the line.

| Slot | Soul engravings to roll | Item passives to hunt |
|---|---|---|
| Weapon (bow), guard | Weapon Damage Boost, Might, Combat Speed (100%); Damage Boost (99.5%); Precision (99%); Multi-hit (98%) | None; never put skills here |
| Helmet, cape | Strike, Attack increase, Perfect, Attack | Focused Eye, Hunter's Resolve (~70–75%) |
| Chest | Damage Boost (100%), Attack, Crit, Accuracy | Same two |
| Pants | Attack increase, Damage Tolerance, Perfect, Attack | Same two |
| Gloves | Combat Speed (100%), Attack, Perfect, Crit | Same two |
| Boots | Move Speed (100%), Attack, Perfect, Crit | Same two |
| Shoulders | Crit Damage Amp (100%), Attack, Crit | Same two |
| Necklace, earrings | Attack, Crit, Accuracy (97–100%) | Focused Eye, Hunter's Resolve, Hunter's Soul (65–75%) |
| Rings | Attack | **Skill lines: Deadshot (74%), Drill Dart (73%), Gale Arrow (73%), Snipe (70%), Tempest Shot (69%)** |
| Bracelet | Korea only (level-50 bracelets): Time, Destruction, Illusion, Wisdom (98–100%); Justice (85%), Death (80%). Global Ascension and quest bracelets have fixed lines; the Abyssal Bracelet (Ludra, item 86) rolls four Empyrean Lord stats at 9–17 each | none |
| Brooch | Might, Precision, Crit, Accuracy | none |

**Global top players (level 45, Oct 8):**

- **Weapon:** Splendent Dark Dragon Lord Bow (29%) or Splendent White Dragon Lord Bow (21%), +15. **Guard:** Nuakum Guard (23%) or Splendent Dark Dragon Lord Guard (22%).
- **Armor:** Nuakum set (42–56% per slot), +10. **Jewelry:** Enraged Kromede and Aulamus pieces (20–30%), Ascension bracelets (50%).
- **Fixed slots:** Noble Belt, Revelation Amulet (97%), Clash Rune.
- Korea's top tier is Ludra weapons and the Eroded Afterimage armor set (35–47% per slot).

**Manastones, Arcana:** Attack first (two per ring and earring), then Crit, HP and Accuracy. For Arcana, aim for +4 on Deadshot and Gale Arrow, and Snipe as a third. Skill lines roll only on some cards: Deadshot and Gale Arrow on Compass and Chalice, Snipe and Tempest Shot on Parchment and Chalice. Bell (Hunter's Resolve) and Mirror (Focused Eye) fill the rest; Compass takes Deadshot or Gale Arrow before Death or Freedom. Korean top Rangers run the Magic set (Bell 96%, Chalice of Vigor 97%, Parchment 93%, Mirror 91%, Compass 84%). Two camps: global guides run the Primal Vigor 4-piece (+150 PvE Attack at 70% HP or more; 2-piece +60), while Korean top players mix in Magic cards, and the Magic Armor 4-piece gives +1,000 PvE Defense at 50% MP or more.

### Accuracy

- Your Accuracy cancels the target's Block one for one; leftover Block is the chance a hit is parried. Extra Accuracy past Block does nothing.

- A parry takes roughly 20–40% off a hit (two guides say over half), and hits from behind can't be parried.
- Block Penetration (some titles and wings) also ignores the target's Block chance.
- Check the parry percentage per boss in the in-game Combat Analysis. High means raise Accuracy (Focused Eye and Bow of Blessing each add +100, and Freedom Pantheon stats, bracelets, Precision options and Springflower Butterfly Wings add more); near zero means stop.
- Published targets (about 1,100 early; 1,300–1,400 for the Ludra raid) are unverified; whelps' Nov 4 end-stage target is Accuracy 1,200 and Crit 1,400, then Attack or Focused Eye. The aion2timers calculator has boss presets.

## Gear economy

**Gear by item level (level 45).** Only item level moves at the cap. This table is per piece; the dungeon gates under "After 45" use your total item level.

| Item level | Source | Note |
|---|---|---|
| 46 | Named elites on home maps, Fallen Ancient God set | Filler |
| 54 | Krao Cave and Draupnir Conquest (Draupnir Exploration too) | |
| 62–70 | Craft True Dragon Lord (62) for slots that won't drop; farm Vakron Sky Island and Urugugu Canyon for 70 | |
| 86 | Fire Temple, Ferocious Horn Den | Gear Change Vouchers for missing slots, guards first |
| 102 | Ludra raid weapons and Ludra's Heart guard (Abyssal Forge: Ludra, since Nov 4); armor and accessories only from Splendent Wise Dragon Lord crafts | Best gear |

- **Craft chain:** True Dragon Lord (62), Splendent (70), White (78), Splendent (86), Wise (94), Splendent Wise (102). Each step has a 25% chance of the Splendent version. Asmodian names: Star, Dark, Ebony.
- **Mastery:** True Dragon Lord pieces need crafting mastery 55 or 60, and mastery stops at 50 until you finish the upgrade quest.
- **Don't waste:** Enhance Stones on Common or Rare gear, or on Legend (blue) pieces you'll replace (the belt and amulet are the exception); Superior manastones on gear you'll replace; restarting a craft (upgrades carry enhancement, amplification and soul binding forward); Abyss Points on Potential, which gives only PvP stats.

**Enhancement (Unique gear, max +15).** +10 is guaranteed. +11 to +15 succeed 65, 50, 35, 25 and 20%, with +5% after each failure. A failure only costs materials. Expect about 22 attempts, 15M Kinah and 191,000 Enhance Stones to reach +15 on item level 102 gear. Keep the weapon at +10 until you have the final one. Amplified Enhancement comes after +15: its steps succeed 66, 50, 33, 25 and 20% (with pity), and item level caps it at +1 for 54–62, +3 for 70 and +5 for 86 and up. Since Oct 28, crafted Dragon Lord gear has the same caps (True and Star +3, White and Dark +5), and Gear Transfer can move enhancement from Expedition gear onto crafted gear.

**Soul binding (Unique gear only).** It unlocks random stats and makes the item untradeable. The first step costs 30,000 Kinah and 10 Soul Codex, the tenth 632,000 Kinah and 102 Soul Codex. Rebinding costs 300,000 Kinah and 3 Soul Codex.

**Manastones.** Slots by grade: Common 1, Rare 2, Legend (blue) 3, Unique 4 (amulet, belt and rune have none). Jewelry takes Soulstones from the same pools. Engraving fills every slot at once for 500–2,000 Kinah by gear grade and can't fail, and each line adds gear score (+1 grey to +4 yellow).

- Attack, Defense, Accuracy, Evasion, Crit and Crit Resist each roll about 10% of the time; Combat Speed and cooldown stats can't be rolled.
- Rerolling overwrites the old stat and consumes the stone. Enhancing keeps stones; dismantling gear destroys them.
- Use regular stones for PvE; Abyssal stones split a third of rolls onto PvP stats.

- Lesser stones drop; Alchemy crafts the rest. 5 Lesser, 3 Spiritstone Powder and 2 Professional Ink make an Intermediate (mastery 20), with a 20% chance of a Superior; the dedicated Superior recipe is 30 Intermediate, 10 Powder and 2 Exceptional Ink at mastery 85.

**Theostones (Epic and Unique weapons only).** A weapon engraving with a chance to proc on attack; identical stones don't stack.

- **PvE pick:** Yustiel's Compassion (Earth AoE, 10% proc) or Tiamat's Counterstrike (Fire AoE, 2% proc). The database lists the Ranger only in its multi-target DPS row, with no separate bow pick. PvP: Meslamtaeda's Greed (stun).
- **How to get them:** the 3 regional quests per faction (Rare chest plus 100,000 Kinah each), the Abyss Trade Shop Selection Chest (35,000 Abyss Points), the Season Shop (17,500 Oath Coin, limit 10), the Arena shop (1 Arena Token, 5 per week) and Daeva Pass.
- **Upgrading:** combining gives Rare to Epic 11.1% and Epic to Unique 9.1%; Unique stones come only from combining.

**Consumables.** Battle Enhance Scroll gives +10% Damage Boost and +10% Damage Tolerance for 5 minutes (quests, achievements and attendance, or the Season Shop for 6,000 Oath Coin, limit 10 per account; the shop closes Dec 16). Courage Scroll gives +10% Combat Speed for 5 minutes (1,000 Kinah). Food is defensive only.

**Check your numbers in game.** Use the in-game Combat Analysis for parry rates and rotation. Third-party macros and tools risk bans, and I can't confirm third-party meters are safe.

## Essence Extraction (gathering)

Essence Extraction is the game's one gathering skill: Ore, Gem, Log, Herb, Cooking Ingredient and Odyle nodes in Verteron, Altgard and Chaotic Lower Reshanta (Odyle also in the Expeditions). It feeds crafting (Dragon Lord gear, manastones) and the Radiant Odyle that unseals dungeon wings. Each node gives two to four extractions; the minigame fills a blue Success gauge against an orange Failure gauge, and your odds improve with use.

- **Cap at Novice 50:** proficiency stops at level 50 until you finish "[Upgrade] Essence Extraction Specialty Skill" (Korius for Elyos, Alzirr for Asmodians): extract one Splendent Ruby from a Ruby node (Elyos: around the Verteron Fortress Ruins; Asmodians: near Quay Campsite and Calderon Canyon) and hand it in. Professional runs 51–100.
- **Fast proficiency:** Orichalcum, Raydam, Azpha and Odyle nodes. Odyle sits in the air, and running out of flight stamina cancels the extraction. Since Oct 28, gathering needs level 45 and is capped at 1,000 extractions per server per day.

**Points.** Every proficiency level gives a Common point (45 by level 50, 95 by level 100). Specialty points come every 10 levels, two at 50, 80, 90 and 100 (6 by level 50, 14 by level 100).

| Common skill | Triggers on | Level 5 | Level 10 |
|---|---|---|---|
| Proficient Handling | Every success | +25 Success Gauge gain | +50 |
| Delicate Touch | Every failure | −40 Failure Gauge gain | −80 |
| Lady Luck | Every success | 24% chance of a ×2.5 gauge boost | 40% chance of ×2.5 or ×4 |

Levels 1–5 cost 1 to 5 points (15 per skill, Novice); levels 6–10 cost 5 each (25 more, Professional).

- **Novice:** all three to 5, which is exactly the 45 points you have.
- **Professional:** the 50 extra points max two skills. Take Lady Luck and Proficient Handling to 10 (both fire on successes, and the ×2.5 or ×4 boost likely multiplies Proficient Handling's gain) and keep Delicate Touch at 5; swap it in if failures keep ending your extractions on high-level nodes. This split is my reading of the tooltips; no guide publishes one.

**Specialty skills.** Every node type has the same tree, 7 points to max: Seeker (1 point, shows that node type on the minimap), Plentiful Harvest (3 levels: 10, 20 or 30% chance of double materials) and Appraiser (3 levels: 10, 20 or 30%

chance to reroll to a higher grade; for Cooking Ingredients it rerolls the quantity). Only level 1 of each opens at Novice, and 14 points max two of the six trees.

| Stage | Spend | Why |
|---|---|---|
| Novice (6 points) | Odyle Seeker, Odyle Plentiful Harvest 1 and Odyle Appraiser 1; then Seekers for the two node types you farm most | Appraiser pushes Odyle toward Radiant Odyle for wing unsealing; Seekers save travel |
| Professional (8 more) | Odyle Plentiful Harvest and Appraiser to 3, then Plentiful Harvest and Appraiser for one crafting material (usually Ore or Gems for Dragon Lord crafts) | Two trees maxed |

Check in game whether the points can be reset before you commit.

## Gear score milestones

Gear score is the item level shown under your character level, and it gates almost all level-45 content. Climb it in the order below: each bracket lists what opens, what to do and what to skip.

**What counts.** Every equipped piece's item level, plus +1 per enhancement level, +5 per Amplify level, manastone lines (+1 grey, +2 green, +3 blue, +4 yellow), +1 per Daevanion point spent, +40 per Clash Rune, +3 per Rare Theostone, and Arcana cards (+20 / 40 / 60 / 80 by grade, +1 per card level). Each Ariel crystal adds +1. Soul binding, skill points, Stigmas, titles, pets and Genus Insight, the Pantheon and the closet raise Combat Power only; sources split on whether wings add gear score.

| Gear score | Opens |
|---|---|
| 700 | Krao Cave and Draupnir Conquest (Unique gear 54), Draupnir Exploration |
| 1,000 | Ascension Trial and Subjugation on Easy (the Abyss and Arena need only level 45 in the client data, though some guides list them here) |
| 1,400 | Vakron Sky Island and Urugugu Canyon Conquest (Unique gear 70), Vakron Exploration |
| 1,500 | Ascension Trial and Subjugation on Normal |
| 1,600 | Transcendence stage 1 (Deus Research Base, Shattered Arkanis): Arcana |
| 1,900 | Transcendence stage 2 (Epic Arcana) |
| 2,000 | Ascension Trial on Hard |
| 2,100 | Fire Temple and Ferocious Horn Den Conquest (Unique gear 86), Horn Den Exploration |
| 2,200 / 2,500 | Transcendence stages 3 and 4 (Unique Arcana); Ascension Trial on Challenge at 2,500 |
| 2,600 | Krao Cave and Draupnir on Hard (added Oct 21; the patch calls them Expedition): Philosopher's Stone: Revelation, every Unique crafting material, Ariel Fragments for the new Ariel board |
| 2,700 | Urugugu Canyon and Vakron Sky Island on Hard (added Oct 28): Philosopher's Stone: Revelation, guaranteed Ariel Fragments, every Unique crafting material |
| 2,800 | Abyssal Forge: Ludra on Normal (open since Nov 4; 1-hour runs) |
| 3,000 | Abyssal Forge: Ludra on Hard |

Gates are from the global client data (metabot, Corpus). Some creator videos quote 1,500, 2,200 and 2,700 instead; the client wins.

### Combat Power

Combat Power (CP) is the server's own rating and NC hasn't published the formula. It weights attack over defense (Korean estimates: Attack 1.25, Defense 1, secondary stats 0.25, about 100 per 1% stat). Gates check item level only, but

party finders ask for CP, and global CP runs about a quarter of Korean CP.

| Content | CP parties ask for |
|---|---|
| Krao Cave and Draupnir (700) | 60–65K |
| Vakron and Urugugu (1,400) | 75–80K |
| Fire Temple and Horn Den (2,100) | 100–110K |
| Transcendence stage 4 | 130–135K |
| Hard Expeditions (2,600) | 150K |
| Hard Expeditions (2,700) | 160–165K |
| Ludra Normal | 175–190K |
| Ludra Hard | 200K+ |

The targets are AionFlex entry CP (the 25th percentile of players who killed the boss, Nov 7). The cheapest CP comes from Stigmas, Daevanion points, titles and Genus Insight, which need no new gear.

## Level 45 to 1,000: finish the free gear

- **Story and quests:** finish the main story and the last Ascension and Abyss quests for the Spiritforged weapon (Unique, 45), guard and bracelet.
- **Clash Runes:** open both rune chests from the Verteron or Altgard regional quests; at +40 each, two runes alone carried one creator to 1,000.
- **Belt and amulet:** Stronghold scrolls (2 per home Stronghold) take the Noble Belt to +10, and Monolith Resonance scrolls (one per home Monolith level, so feed it Empyrean Trace feathers) take the Revelation Amulet to +10; enhancing them always succeeds. Then Substance Morph each one (Alt+H → Gear; at +10 and unequipped, always succeeds, returns at +0) from Rare (item 13) to Legend, the blue grade some guides call Epic (item 36, +23 each).
- **Spend:** every Daevanion point (+1 each), and the Spiritforged weapon to +10 (about 406,000 Kinah and 16,000 Enhance Stones).
- **Odyle:** bank it for 1,400, where Vakron and Urugugu pay more per point, but never let it reach the 560 cap.

## 1,000 to 1,400: points, not drops

- **Daevanion crystals:** clear every sealed dungeon (2 each, +122 total) and the regional quests (+58). Feathers to Monolith level 16 give 36 Azphel crystals, and the Nightmare and Shugo shops sell 50 each (+100).
- **Belt and amulet to Unique:** take each Legend piece to +10 (+10 gear score each; about 1.58M Kinah and 63,000 Enhance Stones per piece), then Substance Morph it to Unique (item 65, +29 each). Unique also goes to +10 (+10 more each, about 5M Kinah per piece) when Kinah allows.
- **Clash Runes to +1, then stop:** +1 always succeeds; +2 is 80%, then 66, 50 and 33%, down to 10% at +10, and sources disagree on whether a failure drops a level or destroys the rune.
- **Weapon, guard, bracelet to +10,** with one grey or green manastone line each. The Spiritforged Guard comes from the Abyss (Forgotten Commander).
- **Every Unique piece to +10:** enhancing to +10 always succeeds, so finish the +6 and +7 pieces you already wear (+1 gear score per level).
- **Fill every manastone slot:** gear arrives with open slots (Rare 2, Legend 3, Unique 4; jewelry takes Soulstones). Engraving fills them all at once for 500–2,000 Kinah and can't fail. Grey or green lines (+1 or +2) are enough on pieces you'll replace; Lesser stones drop from named level-45 mobs in your home region and Lower Reshanta, and the Abyss shop sells 50 Lesser Abyssal stones a week (1,000 Abyss Points each). Fifty-odd slots at +2 is over +100.
- **Swap leftover quest pieces for item-54 Unique:** Draupnir Conquest drops Bakarma armor, and Krao Cave Conquest drops Berk necklace, earrings and rings (and Rupture weapons). Replacing an item-40 piece is +14 before enhancing; the usual weak slots are the helm, pants, necklace, earrings, second ring and a quest bracelet.

- **Worked example (a 1,231 Chanter, Oct 15):** +6 Unique gloves, boots, cloak and ring, a +7 bracelet, a +0 Legend belt and amulet, item-40 helm, pants, necklace and earrings, and few manastones. Finishing the +10s (+19), belt and amulet to Unique (+78) and green manastones cover the 169 it needed; two or three item-54 swaps add a margin.
- **New content:** start Ascension Trial (Easy), Subjugation and Arena; this is where parry rates first show up, so check Accuracy (see Accuracy).
- **Skip:** enhancing item-43 quest gear past +5, Clash Runes past +1, Superior manastones, or anything you'll replace at 1,400.

### 1,400 to 2,800: the full route

Odyle Energy sets the pace until about 2,500, then Kinah and Enhance Stones. A claim is one cube at 40 Odyle: regeneration pays for about 21 a week, the shop about 20 more (4 per character, 16 per server), and the Odyle Energy Boost mails 4 a day until Nov 10, so farm hardest now.

| Step | Run | Upgrade, in this order | Gear score | Time (regen only; with event and shop energy) |
|---|---|---|---|---|
| 1,400 → 1,600 | Vakron Exploration (pays like Conquest since Nov 4) or Conquest, plus Urugugu Conquest | Replace the lowest pieces first (item 40 → 70 is about +30); new pieces to +5 with green manastones | About +200 | 25–35 claims: 1 week; 3–4 days |
| 1,600 → 1,900 | Transcendence stage 1 until all five Arcana slots are filled, then back to Vakron and Urugugu | Five cards (+20 each at Common, +40 at Rare); finish the item-70 set and take it to +10; buy the 50 Daevanion Crystals in the Nightmare and Shugo shops | About +250 | About 50 claims: 2–3 weeks |
| 1,900 → 2,100 | Transcendence stage 2; Ascension Trial on Hard from 2,000 for Mysterious Crystals | Epic cards (+20 over Rare); transmute a Unique Chalice (5 Mysterious Crystals and 2M Kinah, +80); Vakron Guard (2 vouchers and 1.5M Kinah) | About +150 to +200 | 30–40 claims: about 2 weeks |
| 2,100 → 2,500 | Horn Den Exploration (pays like Conquest since Nov 4) or Conquest for armor and Fire Temple Conquest (accessories); Transcendence stage 3 at 2,200 (aim for an S rank: several guides say it opens stage 4) | Item 86 in every slot (+16 each). Move the +10 across with Gear Transfer, or a swap onto a +0 piece nets only +6. Nuakum Guard: 3 vouchers and 2M Kinah | About +250 | 120–150 claims: 6–7 weeks; 2–3 weeks |
| 2,500 → 2,800 | Transcendence stage 4; Krao Cave and Draupnir on Hard (2,600) and Urugugu and Vakron on Hard (2,700) | Unique cards and their levels (+125); Ariel crystals (+1 each, up to 30); re-engrave manastones to blue (+64); weapon and guard to +15 (+5 each, about 12M Kinah each) and Amplify (+5 a level); belt and amulet to +10 (+20) | About +300 | 4–6 weeks; Kinah and Enhance Stones are the limit |
| 2,800 → 3,000 | Abyssal Forge: Ludra on Normal (2,800) and Hard (3,000) | Abyssal Bracelets (Amplify cap 3; questlog's global table lists item 70, GameWith 86, so +27 or +43 each; check the tooltip) are the biggest jump left, then Ludra's Bracelet (Amplify up to 5) and the Ludra weapon (102, +16) | About +100 | Open now |

Times come from published drop rates and one creator's pace (2,500 in two weekly resets with membership; expect four or five without), not measured player data.

- **Guaranteed picks:** every 21 claims at Vakron and Urugugu, every 28 at Fire Temple and Horn Den. Fire Temple's never offers the weapon (3 vouchers, 2M Kinah and an off-class Enraged Kromede weapon, about 84 claims) and Horn Den's never offers the guard. Since Nov 4, Draupnir, Vakron and Horn Den Exploration pay like Conquest (same guaranteed-pick count, Amplify Stone Fragments, bound crafting materials), but their Kinah shrinks after 40 runs, to 20% from run 71.

- **Gear-score math:** a one-tier swap (54 → 70 → 86 → 102) is +16 at the same enhancement; +1 per enhancement level, and +10 → +15 costs about 12M Kinah and 130,000 Enhance Stones per item-86 piece for +5; Amplify (after +15) is +5 a level, about 6.3M Kinah and 58 Amplify Stones for three levels; manastone lines are +1 (grey) to +4 (yellow), 64 lines on a full Unique set; Arcana is +20 per grade plus +1 per card level (a full Unique set at +5 is 425).
- **Crafting** beats farming only for the weapon (about 240M Kinah to item 102, with 5 Soul Binding lines against Kromede's 3). Since Oct 28, Kromede and Nuakum enhancement can move down onto crafted gear, so enhancing them isn't wasted. Since Nov 4, True and Star Dragon gear also has an always-succeed recipe (bound, no Great Success).
- **Bracelets** stay at item 43 until Ludra; no other source has been found.
- **Archer weapon:** crafting matters most; top players use a Splendent Dark (29%) or White (21%) Dragon Lord Bow, though the Kromede Longbow is a fine bridge (3 of 6 questlog builds) and Gear Transfer keeps its enhancement.

### 2,600 and 2,700: Hard Expeditions and the Ariel board

- **Krao Cave and Draupnir on Hard (2,600, Oct 21) and Urugugu Canyon and Vakron Sky Island on Hard (2,700, Oct 28):** a 4-minute boss Frenzy timer and 3 revives per player.
- **Rewards:** a chance at Philosopher's Stone: Revelation (or pick it as the guaranteed reward), every Unique crafting material, Wrathful Mind, Will and Ego, Ariel Fragments (guaranteed at Urugugu and Vakron), more Kinah than Normal, and Expedition Hero Artwork. Hard achievements give Unique skins.
- **Claims and checks:** 40 Odyle per claim and 60–90 Ariel Fragments per final-boss cube (client data); the guaranteed pick comes after 28 claims per one guide (another says 14 at Krao Cave and Draupnir, 21 at Urugugu). Stagger Berk at about 50% and hide behind rocks for Wave of Fury; stop attacking during Lakshmi's reflection and before Raur's Counterstrike Stance; stack for Auldor's Tempest Strike; at Thamon, red means physical stops and purple magic stops. Entry CP runs 147–151K at 2,600 and 161–163K at 2,700.
- **Ariel Fragments:** Substance Morph turns 100 into a Daevanion Crystal: Ariel (up to 30 per character in the patch text; one guide reads it as 30 per dungeon) and 1 into 5 Enhance Stones with no limit.
- **Ariel board:** a new Daevanion board whose points come only from those crystals; 152 nodes and 232 points, with PvE Damage Boost and Tolerance cores and no skill nodes.

### 2,800 and up: Ludra

- **Abyssal Forge: Ludra** opened Nov 4: Normal at 2,800 item level, Hard at 3,000, with a 1-hour limit per run; Normal drops the same item types as Hard at lower rates. The first 20 parties per region to clear Hard get titles, and anyone who clears either mode before Nov 24 gets Ludra's Nemesis.
- **Drops:** Ludra's weapon and guard, Abyssal Bracelets (Amplify up to 3), Sealed Abyssal Waves Wings and Artwork: Abyssal Ludra. Take a Gear Change Voucher as the guaranteed reward: Substance Morph turns one into a weapon selection chest, and 6 Ludra vouchers (or 3 Hard ones) make Ludra's Bracelet (Amplify up to 5); 2 Normal vouchers trade for 1 Hard voucher.
- Fire Temple and Ferocious Horn Den on Hard are in the client at 2,800 but locked (a Nov 4 hotfix removed the Hard option that briefly showed); the client also lists higher Conquest tiers and Korean raids at 3,500 and 4,300.
- **Format:** 10 players in two parties of five, 2 revives, and one counted final-boss kill a week (Wednesday reset); the bosses are level 75. As of Nov 7 there were 11 Eternal Ludra kills on Normal and none on Hard.
- **Ready gear (community):** Kromede weapon and Nuakum guard at +16 to +18, armor +10 to +15; for Hard, desolo targets +16 everywhere, +17 weapons and all 120 Ariel crystals. Parties ask about 175–190K CP for Normal and 200K+ for Hard.
- **Reactor:** break the auxiliary reactors.
- **Rahu and Ketu (split boss):** pass Rahu's SOS Bomb on (3 failures wipe the party); on Ketu the tank blocks the jump, face the red side and turn away from the blue, and the crystals give immunity.
- **Eternal Ludra:** berserk at 10:00; the red tower needs a blocker, then come two Bingo grids, a colour split and the Thunder Zone. The Reactor and Ludra details come from early-access and client data (mobalytics live guides), so

expect changes.

- **Loot:** sites disagree whether the guaranteed voucher comes every 2 or every 4 kills, and a specific Ludra weapon drops at about 0.3–0.6% per kill, so plan on vouchers. A crafted Splendent Wise or Ebony (102) weapon matches a Ludra weapon's Attack at max enhancement with more lines, so the Ludra weapon is the no-craft route and Ludra's Heart and the bracelets are the real upgrades. Ludra Hunt titles have no stats.
- **Archer duties:** Rangers are in 86% of Ludra fights. Clear Ketu's Abyssal Gaze spirits south to north, bait the 'furthest player' attacks (Siliator's line, Ruthilis's and Talisra's jumps), finish your orb assignment without overlapping others, and carry enough HP for Hard lunges (one Ranger died to a hit others survived).

**Rules for every bracket**

- Spend Odyle on the highest tier you can enter, and never let it cap (560, or 840 with membership). Membership reportedly also allows two Odyle injections per Expedition or Transcendence cube (80 Odyle for double rewards) and makes Sanctuary cubes eligible; NC hasn't published global numbers.
- Open every Conquest and Transcendence cube: leaving one unopened burns the shared 10-per-week counter, and at 0 you can't enter until Wednesday's reset.
- Enhancement priority is weapon, guard, bracelet, then the rest; only enhance past +5 on gear you'll keep.
- Belt and amulet morphs are once per character per grade; the 20-per-server weekly cap added Oct 6 covers only turning Sealed Wings into Enhance Stones. Grades run Common, Rare (green), Legend (blue; some guides say Epic), Unique (gold).

**Archer at each bracket.** Accuracy matters most for an Archer: keep pushing it toward 1,100 as Ascension Trial opens at 1,000. At 1,600, aim Compass and Chalice at Deadshot and Gale Arrow and Parchment at Snipe. Top global Archers use a Splendent Dark Dragon Lord Bow (29%) or a Splendent White Dragon Lord Bow (21%), so the Dragon Lord craft chain matters more than the Fire Temple weapon.

## Transcendence dungeons

Season 1 (to Dec 16) has two Transcendence dungeons: Deus Research Base drops Bell, Compass and Chalice cards, and Shattered Arkanis drops Mirror, Parchment and Chalice. Farm the one whose card slots your build still needs; for the Archer, start with Deus Research Base.

| | Deus Research Base | Shattered Arkanis |
|---|---|---|
| Bosses | Gelcos, Nazmun, Atiel (final) | Siliator of Deceit, Ruthilis of Pain, Talisra of the Void (final) |
| Arcana | Bell, Compass, Chalice | Mirror, Parchment, Chalice |
| Stage 2 / 3 / 4 effect | Balance (dying Elites leave damage zones) / Wrath (trash gains Damage Boost below 50% HP) / Judgment (boss hits stack, then explode on everyone nearby) | Poison Blood (dying Elites leave zones that heal monsters) / Elevation (each kill buffs nearby trash) / Tolerance (bigger boss Stagger gauges) |
| Hardest fight | Atiel: tethers that tick until players spread, knockback waves off a shrinking platform, and a ~10 s Stagger check (Morphic World) that wipes the party if failed | Talisra: take only your own orb colour, follow the barrier colour sequence, break the called pillar within ~6 s, and free players from Diamond Jail |
| Classes in clears | Cleric 89%, Chanter 66%, Gladiator 62%, Archer 61%, Templar 55%, Sorcerer 47% | Cleric 87%, Chanter 67%, Gladiator 62%, Archer 59%, Templar 55%, Sorcerer 50% |

| Stage | Gate | Best Bell, Compass, Mirror, Parchment | Best Chalice | Use it for |
|---|---|---|---|---|
| 1 | 1,600 | Rare | Common | Fill all five slots (+20 each even at Common) |
| 2 | 1,900 | Epic | Rare | Main farm to 2,200; easier since the Oct 28 boss nerf |
| 3 | 2,200 | Unique | Epic (a guaranteed Chalice roll) | Aim for an S-rank clear: several guides say it opens stage 4 (unconfirmed); few groups run it |

| Stage | Gate | Best Bell, Compass, Mirror, Parchment | Best Chalice | Use it for |
|---|---|---|---|---|
| 4 | 2,500 | Unique | Unique (the only source, about 18% a cube) | Main farm from 2,500; also the most Kinah and Amplify Stone Fragments |

**Best dungeon by class:**

| Class | Farm first | Cards to chase there | Then | Why |
|---|---|---|---|---|
| Gladiator | Shattered Arkanis | Parchment (Overhead Slam, Ruinous Blow), Mirror | Deus for Compass (Rending Blow) and Bell of Magic | Good in both; Arkanis stage 4's bigger Stagger gauges reward Gladiator Stagger. Save Stagger skills for Atiel's Morphic World check |
| Templar | Shattered Arkanis | Parchment (Judgment, Punishment; Punishment is the biggest single hit on every Atiel stage and on Talisra stage 4) | Deus for Compass (Pummel, Shield Smite) and Bell (Fury, Punishing Benediction) | Deus is the harder tank job: drag Nazmun, take the tank-targeted lines and bombs, and tank stage 4 Judgment stacks away from the melee |
| **Archer** | Deus Research Base | Compass (Deadshot, Gale Arrow), Bell (Hunter's Resolve) | Arkanis for Parchment (Snipe, Tempest Shot) and Mirror (Focused Eye) | Slightly higher damage in Deus. In Arkanis the ranged player baits the "furthest player" attacks (Siliator's line, Ruthilis's and Talisra's jumps) |
| Sorcerer | Shattered Arkanis | Parchment (Hellfire, Blaze), Mirror (Robe of Flame) | Deus for a Compass and a Bell | Even in both. AoE suits stage 3 trash; Talisra's colour and pillar phases interrupt long casts, and Atiel's waves need movement |
| Cleric | Either (lean Arkanis) | Arkanis: Parchment (Condemnation), Mirror (Healing Enhancement). Deus: Compass (Healing Light), Bell of Magic | The other dungeon | In almost every clear. Heal pressure peaks on Atiel: tethers tick until players spread, then a shared hit, then knockback waves |
| Chanter | Shattered Arkanis | Chalice of Vigor (Onslaught), Parchment of Vigor (Dark Crush, Onslaught, Spinning Strike), Mirror | Deus for Bell of Magic and Compass of Vigor | The second most-wanted class; higher typical damage in Arkanis |

- **Rewards:** entry is free; taking the cube spends a reward count (1 per 12 hours, cap 14) and 40 Odyle. Every cube costs the same, so spend counts on the highest stage your group clears reliably.
- **Sets don't decide the dungeon:** both drop Vigor and Magic cards; the card slot does. The version you keep decides your Empyrean Lord stat (see Empyrean Lord stats and Pantheon). Duplicates extract into Mysterious Crystals, and 5 crystals and 2M Kinah transmute a Unique card of your choice.
- **Party:** 2–5 players; a player who leaves mid-run fails the dungeon for everyone. AionFlex entry Combat Power (25th percentile of players who killed the boss, Nov 7) is 80–81K at stage 1, 91K at 2, 109–110K at 3 and 134K at 4; most uploads predate the Oct 28 nerf, so post-nerf needs are slightly lower.
- **Oct 28 boss nerf:** stage 1 boss Attack −15%, stages 2–4 boss Attack and Damage Boost −10%, stages 1–2 boss HP −6.5%; base HP rose at the same time.
- **Coming:** the launch leaderboard closed Nov 2, with winners due Nov 9 and mail rewards by Nov 16 (top 10 per server and class: 35,000 Enhance Stones, 30 Unique Amplify Stones and a Philosopher's Stone: Revelation); Season 2 (Dec 16) adds Submerged Life Temple (client data).

Class fit uses AionFlex meter uploads from before the Oct 28 nerf; the damage gaps between dungeons are about 5%, so treat them as a lean, not a rule.

## Wings and collection

Worn wings add stats; every pair you own adds a second bonus that grows to +10, even while you wear another. Pairs come in Elyos and Asmodian versions.

| Wings | Grade | Equipped stats | How to get them |
|---|---|---|---|
| **Talisra** | Unique | Attack +60, Accuracy +35, Cooldown Reduction +4%, Defense +400 | Season shop (about 250,000 season points per one guide; check the in-game price) |
| **Abyssal Waves** | Unique | Attack +60, Cooldown Reduction +4%, PvE Damage Boost +3.5%, PvE Damage Tolerance +3.5% | Sealed drop from Ludra (about 2.5% per kill, tradable), converted in Substance Morph |
| **Nightmare** | Unique | Boss Damage Boost +3.5%, Attack +60, Crit +35, Accuracy +35 | Nightmare shop, paid in Phantasmal Fragments |
| **Forest Spirit** | Unique | Damage Tolerance +2.5%, Defense +400, Boss Attack +95, Boss Damage Boost +3.5% | Drops sealed in Vakron Sky Island (a normal party dungeon, Conquest gate item level 1,400); unseal it by conversion with 10 Radiant Odyle |
| **Dark Veil** | Unique | Damage Boost +2.5%, Attack +60, Boss Defense +500, Boss Damage Tolerance +3.5% | Ferocious Horn Den (normal party dungeon, item level 2,100), same conversion |
| **Kromede** | Unique | Attack +60, Crit +35, HP +500, HP Regen +250 | Fire Temple (normal party dungeon, item level 2,100), same conversion |
| **Black Fragment** | Unique | Crit +35, Crit Attack +95, HP +500, HP Regen +250 | Krao Cave (normal party dungeon, item level 700), same conversion |
| **Blue Wave** | Unique | Evasion +35, Crit Resist +35, MP +250, MP Regen +90 | Draupnir (normal party dungeon, item level 700), same conversion |
| **Ancient Aullaeu** | Unique | Attack +60, Defense +400, MP +250, MP Regen +90 | Urugugu Canyon (normal party dungeon, item level 1,400), same conversion |
| **Springflower Butterfly** | Unique | Penetration +500, Block Penetration +60, Attack +60, Accuracy +35 | Festa (Shugo Festival) shop |
| **Conqueror** | Epic | Defense +300, Boss Attack +80, Boss Defense +400 | Nightmare shop |
| **Brawler** and **Warrior** | Unique and Epic | PvP stats (Status Effect Chance, Defense, HP) | Abyss, arena and battlefield shops |
| **Sealing** and **Glorious** | Epic | Healing and MP stats (Glorious: MP Cost Reduction +3%) | Sealed dungeons: 70 Sealed Wing Featherdown plus 10 Pure Odyle (Featherdown drops 2 at a time) |
| **Radiant Love** | Unique | Defense +400, Evasion +35, potion and MP regen | Hidden Cubes |
| **Lesser Daeva** and **Aullaeu** | Common and Rare | HP +200; MP +200 | Quests at level 5 and level 30. Owning Lesser Daeva Wings adds +2,000 Flight Power (one source says +2,500 after the Oct 9 patch) |

Ultimate Daeva Wings are free from the level-45 Ascension quest. The six dungeon-drop wings are Unique items from normal party dungeons, gated by your total item level for Conquest (700 for Krao Cave and Draupnir, 1,400 for Urugugu Canyon and Vakron Sky Island, 2,100 for Fire Temple and Ferocious Horn Den). They drop sealed and unseal with Radiant Odyle, and the drop is rare.

**Wing ladder.** Wear the best pair you own and keep every pair, because owned bonuses stack even while another pair is worn. The Daeva quest levels (22, 32, 45) come from a single guide, so check your quest log.

| Stage | Wings | Equipped | How to get them |
|---|---|---|---|
| Level 5 | Lesser Daeva (Common) | HP +200 | Episode quest (The Power in the Lake or The Being Beneath the Lake) |
| Level 22 | Intermediate Daeva (Rare) | Defense +200, HP +300 | Quest "The One Who Hears the Voice" |
| Level 30 | Aullaeu (Rare) | MP +200, MP Regen +50 | Quest (Secrets Within Secrets or Canyon's Secret) |
| Level 32 | Superior Daeva (Epic) | Accuracy +25, HP +400, MP +200 | Quest "The One Who Dreams" |
| Level 45 | Ultimate Daeva (Unique) | Crit +35, HP +500, MP +250, Penetration +500 | Free Ascension quest "The One Who Witnesses the Nightmare" |
| Festa shop | Violet Butterfly (Rare) | Attack +40, Defense +200 | Festa shop (level and price not listed) |
| Item level 700 | Black Fragment (Krao Cave) or Blue Wave (Draupnir), Unique | Crit Attack +95; or Evasion and Crit Resist | Normal party dungeon: sealed drop, unseal with 10 Radiant Odyle |
| Item level 1,400 | Forest Spirit (Vakron Sky Island) or Ancient Aullaeu (Urugugu Canyon), Unique | Boss Attack and Boss Damage Boost; or Attack +60 and Defense +400 | Same; Forest Spirit drops about 0.75% |
| Item level 2,100 | Kromede (Fire Temple) or Dark Veil (Ferocious Horn Den), Unique | Attack +60 and Crit; or Damage Boost and Boss Damage Tolerance | Same; Kromede drops about 1.25% |
| Bosses | Conqueror (Epic) | Boss Attack +80, Defense +300, Boss Defense +400 | Nightmare shop |
| End game | Talisra, then Nightmare; Abyssal Waves from Ludra (Unique) | Cooldown Reduction +4% and Attack +60; Boss Damage Boost +3.5% | Season shop (closes Dec 16); Nightmare shop; Ludra (sealed drop) |

The item levels are your total, not a piece's, and match the Conquest gates under "After 45".

**Which to wear (Archer).** On global (metabot, 3,950 Rangers, Nov 7) Dark Veil leads at 31%, then Ultimate Daeva 15%, Talisra 11% and Forest Spirit 9.8%; questlog end stages use Talisra (2), Dark Veil and Kromede, none Forest Spirit. **Plan: Ultimate Daeva at 45 (free), Forest Spirit at 1,400, Dark Veil at 2,100, then Abyssal Waves from Ludra; Talisra if you need Accuracy.** Springflower Butterfly (Festa shop) adds Block Penetration, which suits a class that fights parries; that pick is my inference, not a guide's.

**Upgrading.** Rare and Epic always succeed to +10. Unique is safe to +3, then 90, 80, 50, 50, 50, 40 and 30% to +10 (about 16.7M Kinah, 137 Sync Stones and 66,000 Enhance Stones). Enhancing never changes worn stats, and Unique wings gain only Flight Power from it; each failure adds +10% to the next try. Collect pairs before enhancing, and enhance only the Epic and Rare pairs whose owned stat grows (for example Spirit Wings' PvE Defense).

**Titles.** You have three equip slots, one each for Attack, Defense and Other, and a title only fits its own slot. Every title you own also adds a collection bonus (check your Title tab). Fill each slot with the best title you own and swap up as you progress:

| Slot | Stage | Title | Equipped | How to get it |
|---|---|---|---|---|
| Attack | Leveling | Teleportation Specialist (Epic) | PvE Damage Boost +3.1%, PvE Accuracy +58 | Activate every Kibelisk in Verteron (Altgard: Altgard Binding Veteran) |
| Attack | Leveling | Nice to Meet You (Rare) | PvE Damage Boost +2.9% | Use the Spacetime Rift 50 times (Verteron's, on the Elyos side) |
| Attack | Leveling | Guardian of Verteron or Altgard (Epic) | PvE Damage Boost +3%, Penetration +210 | Reach level 20 of your home Monolith |
| Attack | Bosses | Verteron Seal Breaker (Rare) | Boss Damage Boost +2.7% | Clear 30 sealed dungeons in Verteron |
| Attack | End game | Scenery Collector (Epic) | PvE Damage Boost +3.3%, Block Penetration +54 | Collect 7 Unique Shugo Festival Artwork |

| Slot | Stage | Title | Equipped | How to get it |
|---|---|---|---|---|
| Attack | End game | Unbound by Genus (Unique) | PvE Damage Boost +4.5%, Attack +34, Crit +68 | "Genus Genius" achievement: every Genus Insight at level 10 |
| Attack | Crit builds | Golden Glow (Unique) | Crit Attack +45, Crit Damage Boost +3%, Accuracy +60 | Tailor-Made achievement |
| Attack | End game | Genuine Masterpiece | Crit Damage Boost +3%, Perfect +2.5% | Collect 13 Unique boss artworks |
| Defense | Leveling | Hello There | PvE Damage Tolerance +1.9% | Use the Spacetime Rift 3 times |
| Defense | Leveling | Ferocious Horn Den Sightseer | PvE Damage Tolerance +2.6% | First Exploration clear of Ferocious Horn Den |
| Defense | Level 30 Monolith | Saint of Verteron or Altgard | Defense +300, Damage Tolerance +3%, Block +100 | Raise your home Monolith to level 30 |
| Defense | Late | Dominator of Dimensions | PvE Damage Tolerance +4.5%, Defense +340, HP +1,000 | Own 25 wings |
| Defense | End game | Hero's Footsteps | Damage Tolerance +4%, PvE Defense +570, HP +1,000 | Collect 6 Heroic Expedition artworks |
| Defense | End game | Click | Damage Tolerance +3.5%, HP +1,000 | Collect 10 Shugo Festival artworks |
| Defense | Optional | Rule All Creation | Boss Damage Tolerance +4%, Defense +320, Back Attack Tolerance +3% | Collect 200 pet types |
| Other | Leveling | Through Hell and Back | Cooldown Reduction +3%, HP +900 | Clear the sealed dungeon Ruins of the Ancient City of Roah |
| Other | End game | Empty Closet (Unique) | Combat Speed +3.5%, Cooldown Reduction +3.5% | Skin-collecting achievement (over 700) |
| Other | End game | Journey's Path | Combat Speed +3%, HP +900 | Collect 6 Unique Expedition artworks |

Asmodian counterparts (Guardian of Altgard and others) have the same stats; I only checked the Elyos quest names. The guide I read doesn't state the slot for Hello There or the Sightseer title; I placed them in Defense by their stats. Some titles also pay just for owning them: Unbound by Genus, Dominator of Dimensions and Hero's Footsteps each add +1% PvE Damage Boost or Tolerance.

## Pets and Genus Insight

Genus Insight rerolls pet stats; Owned Effects grow with how many pets you own. No pet is mandatory.

- **Pet:** pick a Fera pet (Fossa, Armadon or Tog) from the level 10 quest; only Fera adds ground mount speed. Five souls unlock a pet; level 2 takes 25 more and level 3 (the cap) 75 more, about 105 per pet. Each pet adds 500/250/250 Insight EXP (failed rolls add EXP too), and Genus Insight is shared by every character on the server.
- **Stat priority:** Double Chance (on global it rolls only in the Special board's slot 4; the 'levels 3 and 9' advice is Korean or Taiwanese data), Attack Bonus, Boss Attack, Accuracy, Crit.
- **Slot 4:** Cogni = Damage Boost (most questlog builds; PvE Damage Boost also works), Fera = Weapon Damage Boost, Natura = PvE Damage Boost (Perfect Chance or Multi-hit as fallbacks), Varian = Front or Back Attack Damage Boost, Special = Double Chance.
- **Other slots:** 1 and 5 Max Attack; 2 and 8 HP; 3, 6 and 9 Accuracy; 7 Damage Tolerance or Endurance.
- **Rolling:** each roll costs 4 Soul Crystals and 1,000 Kinah; at Insight 10 a roll is Heroic 5% and Unique 15%, so a Heroic Double Chance is about 0.4% per roll. Level all five boards to 9–10 on unlocked rolls, roll Special first with rainbow crystals, and lock only slot 4 (and 7 for tanks); each lock raises the cost.
- **Soul Crystals:** Substance Morph (1 per 500 Kinah, 1,000 a week), the Festival shop (100 per 50 tokens, 30 a month), pet milestones (100 every 10 pets), Hidden Cubes, the Odylium Repository and the Ludra check-in (3,000). Pet souls drop in Expedition and Transcendence dungeons since Nov 4.

## Empyrean Lord stats and Pantheon

**For the Archer: Time and Destruction, then Wisdom, Life, and Freedom or Death; skip Illusion and Space.** Each point adds 0.1% to both of its stat's effects on global (Korea doubled it to 0.2%, and some sites show the Korean rate). You can't spend or reset these points: they come from items, and almost all of the difference between players comes from which version of each Arcana card you run.

| Stat (Empyrean Lord) | +0.1% per point to | Arcana card that gives it | Archer priority |
|---|---|---|---|
| Justice (Nezekan) | Defense, Perfect Chance | Bell of Vigor | skip |
| Freedom (Vaizel) | Accuracy, Evasion | Compass of Vigor | 5 (if parries are high) |
| Illusion (Kaisinel) | Cooldown reduction, Endurance Penetration | Mirror of Vigor | skip |
| Life (Yustiel) | Max HP, Regeneration | Parchment of Vigor | 4 |
| Time (Siel) | Combat Speed, Double Resist | Chalice of Vigor | 1 |
| Destruction (Zikel) | Attack, Perfect Resist | Bell of Magic | 1 |
| Death (Triniel) | Crit, Regeneration Penetration | Compass of Magic | 5 |
| Wisdom (Lumiel) | MP cost reduction, Double Chance | Mirror of Magic | 3 |
| Destiny (Marchutan) | Max MP, Endurance | Parchment of Magic | skip |
| Space (Israphel) | Move Speed, Block | Chalice of Magic | skip |

- **Arcana is the real choice.** Each slot has a Vigor and a Magic version with a fixed stat (+20 at Unique, +1 per card level, so +25 at +5). Skill lines belong to the slot, not the version, so the version only changes the stat and the set bonus. Top Archers run Chalice of Vigor (100% of top Archers), Parchment of Vigor (83%), Bell of Magic (92%), Mirror of Magic (83%); the Compass is 50/50, so take Vigor (Freedom) while your parry rate is high and Magic (Death) once Accuracy is covered. Only 17% run Mirror of Vigor (Illusion) and none run Chalice of Magic (Space).
- **Sets:** most top players run three Vigor and two Magic cards for both 2-piece bonuses (Primal Vigor +60 PvE Attack at 70% HP or more; Magic Armor restores 1,500 MP at 20% MP or less); only 32 of 144 run four Vigor cards.
- **Colossus:** take the Justice, Time and Destruction one: Zikel's Apparition (14,000 Phantasmal Fragments, +45 each; 140 of 144 top players run it), or Guardian Lord Nahma (+55 each) if you get the drop.
- **Statues and artworks** add only +4 to +10 each (the Pantheon holds 1 colossus, 4 statues and 12 artworks; you swap pieces, you can't enhance them), so buy them last; every questlog endgame build runs Statue: Transcendent Bakarma (Death, Space and Freedom +12; kill Bakarma 10 times in Conquest), then Asahr's Mirror (22 of 24 questlog builds) and Artifact of Eternity (20), then Statue: Kibelisk (10) or Fortress Guardian Notun (9); Artwork: Abyssal Ludra (a Ludra drop) appears in 5. Freedom statues: Gerod (8,000 fragments, +10), Wraith Giselle (5,000), or all 61 home teleports for Statue: Kibelisk (+10).
- **Bracelets:** Ascension and quest bracelets have fixed lines, but the Abyssal Bracelet (from Ludra; item 70 in questlog's global table, 86 per GameWith) rolls four Empyrean Lord stats at 9–17 each (up to +68), so look for Time and Destruction lines; 19 of 44 questlog characters wear two in some stage, and the common lines are Time, Destruction, Wisdom and Illusion.
- **Currency:** Phantasmal Fragments, mostly from Nightmare (up to 1,500 a run, and Instant Clear Tickets cost 30,000 Kinah since Oct 28). They can't be traded and carry over between seasons.
- **Spend order:** Stigma Shards and Daevanion Crystals first (Nightmare Trade Shop: 300 fragments per crystal, 50 per character; 52,500 for 35 shards), then the colossus, then statues and artworks, then wings and cosmetics.

Class orders come from 144 top EU and NA characters (23–25 per class, 196K–288K Combat Power) read from the official armory on Oct 28.

## Build variants

| Variant | Skills | Stigmas | Stats |
|---|---|---|---|
| **Boss DPS** (this guide) | Marking Shot, charged Deadshot, Gale Arrow, Drill Dart, Tempest Shot, Snipe | Vaizel's Authority, Bow of Blessing, Supporting Fire, Griffon Arrow | Accuracy, Attack, Crit, Combat Speed |
| **Solo and AoE** | Tempest Shot, Drill Dart, Gale Arrow, Snare Shot into Burst Arrow, Explosion Trap | Explosive Arrow, Griffon Arrow, Arrow Storm, Mother Nature's Breath | Attack, Accuracy, HP |
| **Safer PvE** | Defiance, movement, sustain picks | Mother Nature's Breath, Bow of Blessing, Explosive Arrow, Arrow Storm | HP, Damage Tolerance |
| **Arena** | Snare Shot, traps, Marking Shot, Deadshot, Drill Dart | Bow of Blessing, Explosive Arrow, Arrow Storm, Mother Nature's Breath | HP, PvP Accuracy, PvP Tolerance |
| **Abyss** | Focus fire, healing reduction, control | Griffon Arrow, Explosive Arrow, Arrow Storm, Mother Nature's Breath | HP, PvP Tolerance, Status Resist |

**PvP:** Snare Shot to slow, Marking Shot for Precision, then a charged Deadshot. Drill Dart cuts healing. Keep an escape (Stealth or Ambush Kick) off cooldown, and spend Azphel points on PvP Damage Boost.

## Events and what to prioritize

Almost everything in AION 2 refills on a timer and wastes anything past its cap, so the rule is: **spend whatever is closest to its cap first.** Daily and weekly counters reset at 16:00 server time (weekly on Wednesday).

### Shugo Festival (hourly)

A rotating minigame that opens every hour (a Shugo icon and countdown appear beside the minimap; trust the in-game timer, since published schedules disagree). Entering is free; you pay one **Reward Key** per reward pick after you finish. A better placement gives more picks, but every pick still costs one key, and confirming a pick is final.

- **Keys:** 3 per day, cap 12 (21 with membership), shared by every character on your server. Keys over the cap are lost. Sources disagree on exact numbers, so check your in-game counter. Hidden Cube and Dimensional Invasion keys cannot be used here.
- **Rewards at level 45:** the participation package gives 50 Centuryroot Tokens and 700 Enhance Stones; the key package adds 1,200 Enhance Stones, three Soul Codex (bound), 800 Abyss Points and extra rolls, with a chance at unique gear. Reward pools are Chaos gear, Shade gear, Odyle, Refining Stones and Abyss Points.
- **Token milestones:** each of the nine games pays 20, 40 and 85 tokens at three participation milestones (1,305 tokens for all of them), and the general Festival track pays 30 tokens plus 10 Soul Crystals at 3 participations and 40 plus 10 at 10.

| Minigame | Goal | Players | Time |
|---|---|---|---|
| Jump Jump | Dodge lasers, collect balloons | 1–4 | 2:55 |
| Not This Tile? | Memorize safe tiles over 8 rounds | 1–6 | 3:15 |
| Hidden Lugi | Hunt disguised Lugis, or gather Odyle drops as one | 2–9 | 3:30 |
| Odyle Flight Frenzy | Fly a canyon route collecting drops | 1–8 | 3:30 |
| Goldrin's Treasure | Open chests marked by light columns | 1–8 | 3:50 |
| Wraith Evasion | Collect drops while avoiding wraiths | 1–6 | 5:00 |
| Mysterious Track | Mount race with boosts | 1–8 | 5:00 |
| Defend Shugo Merchants | Hold off enemy waves | 1–8 | 5:00 |
| Up! Up! Up! | Climb moving platforms (clear checkpoint 1 to qualify for rewards) | 1–8 | 5:00 |

**What a PvE Archer should buy with Centuryroot Tokens (in this order):**

1. **Daevanion Crystals (bound):** 50 tokens each for the first 10, then 100, 200 and 400 (all 50 cost 10,500). More board points is the strongest upgrade for this build.
2. **Wisdom Stones (bound):** 350 tokens in an event Festival shop per one guide; metabot's global shop data lists none in the Centuryroot Festival shop, so check in-game before saving tokens for them. Each stone is worth one skill point, which only helps until your key skills reach rank 10 (see How skills level up).
3. **Stigma Shards (bound):** 300 tokens each, up to 35 per character, for Vaizel's Authority to 20 and Bow of Blessing, Supporting Fire and Griffon Arrow to 10.
4. **Soul Crystal packs:** 50 tokens each for ×100, up to 30 per month per character.
5. **Cosmetics** (wings, pets, skins) last. Wings cost 2,100 to 8,350 tokens.

Korea's Oct 7 patch also merged the per-mode Shugo remnants into one "Masterpiece" remnant that converts through Material Conversion, and added Stigma Shards to the Abyss, Nightmare and Festival shops; global already sells them (Abyss shop 200 per character, Nightmare 35 at 1,500 fragments each, Festival 35 at 300 tokens each). Don't interrupt leveling for every hourly round; start farming it at level 45.

## Daily and weekly priority order

| Counter | Refill and cap | Why it matters |
|---|---|---|
| Odyle Energy | +15 every 3 hours; cap 560 (840 with membership). The shop adds 4 per character and 16 per server a week, and a login event mails 4 a day until Nov 10 | Spend on Conquest first for gear, leftovers on Transcendence. The most important resource not to waste |
| Duty Missions | 5 per day, shared by the server | Each pays 50,000 bound Kinah and 1,000 Abyss Points; pick missions that pay Odyle or Enhance Stones |
| Nightmare | 2 per day, cap 14 (only a clear spends one) | Phantasmal Fragments for Pantheon |
| Conquest | 1 reward count per 8 hours, cap 21 | Unique gear; cubes cost about 40 Odyle |
| Transcendence | Reward count 1 per 12 hours, cap 14 (entry is free; each cube costs 40 Odyle); gates 1,600 to 2,500 | Arcana |
| Shugo Festival keys | 3 per day, cap 12 | See above |
| Dimensional Invasion | 1 key per day, cap 7 | Bankable; low urgency |
| Odyle cube counter (one guide; unverified) | 10 per server per week | Clearing without taking the cube still lowers it; at 0 you can't enter Conquest or Transcendence until reset |
| Weekly (reset Wednesday) | Raids (4 attempts; Abyssal Forge: Ludra runs last up to 1 hour), Ascension Trial ×3, Subjugation ×3, Exploration ×7 per dungeon, Unknown Fissure ×14, Abyss time (stores up to 7 hours since Oct 14; two weekly Season Missions give Abyss Entry Stones) | Spend non-banking weekly entries first after reset; finish before Tuesday's cutoff |

## Limited-time events right now (as of Nov 4)

| Event | Dates | What you get |
|---|---|---|
| Odyle Energy Boost | Oct 28 – Nov 10 (PST) | 4 Odyle Energy a day per account by mail (mail expires after 7 days), about 28 extra claims a week |
| Halloween Twitch Drops | Ended Nov 3; claim by Nov 17 | 1 hour: Resurrection Spiritstone ×15. 2 hours: Appearance Change Voucher. 4 hours: Customization Voucher ×3. 6 hours: Odyle Energy ×4. 8 hours: Chubby Panda helm |

| Event | Dates | What you get |
|---|---|---|
| Trick or Treat (Halloween) | Ended Nov 3 (the chest and tickets last until Dec 15) | Pumpkin Coins from attendance (35 a day, 100 on days 7 and 14) and Season Missions; the Coin Merchant sells a Special Halloween Chest (250, 1 per server), Odyle Energy (10, 4 per server a week), Lower Abyss Rift Stones (30, 2 a week) and Shugo Festival keys (7, 3 per server a week). Coins and candy are deleted Nov 3; the chest and tickets on Dec 15 |
| Transcendence Dungeon Leaderboard | Ended Nov 2; winners Nov 9 | Per server and class; the top 10 get 35,000 Enhance Stones, 30 Unique Amplify Stones and a Philosopher's Stone: Revelation |
| Guides for Glory (no current source names it; check the event page) | Ended Nov 2 | Original guide submissions; up to 10 winners get 4,000 Quna and the Tutor of Atreia title |
| Atreia's Call (28-day attendance) | Oct 28 until the Dec 2 maintenance | Odyle Energy ×2 on days 7, 14, 21 and 28, plus Battle Enhance Scrolls, Soul Crystals, Soul Codex: Reset and Content Usage Ticket Selection Chests |
| Daeva Pass: Prelude to Flight | Oct 28 – Dec 2 | Free track: Small Odyle Energy, Battle Enhance Scrolls and tickets; premium (1,000 Quna) pays full Odyle Energy. 300 pass EXP per Expedition or Transcendence clear, 15,000 a week |
| Wind Breeze Merchants (since Oct 28) | Ongoing | Odyle Energy: 4 per character and 16 per server a week. Instant Clear Tickets for Nightmare and the Daily Dungeon: 14 per server a week at 30,000 Kinah each |
| Rise to the Challenge: Resurrection Spiritstone (Season 1) | Oct 21 until the Dec 15 PDT (Dec 16 CEST) maintenance | Shop → Wind Breeze Merchants: 30 for 25,000 Kinah, then 30 more for 50,000 Kinah, per server per week (Korea's version was Resurrection Flare) |
| Abyssal Forge: Ludra (open, 1-hour runs) | Nov 4 | Normal at 2,800 item level, Hard at 3,000 |
| Ludra Conquest Check-In | Nov 4 – Nov 17 (PST) | 7 login rewards over 14 days: 1.5M bound Kinah in total, 2,000 Centuryroot Tokens, 3,000 Phantasmal Fragments, 30,000 Abyss Points, 3,000 Soul Crystals and a Fresh Leaf Tiara |
| Ludra Twitch Drops | Nov 4 – Nov 17 (PST) | 1–14 hours of watching: Odyle Energy ×6 at 9 hours, a Content Usage Ticket Selection Chest at 10, 2 Rare Theostone Chests at 13, plus cosmetics |
| Ludra Hunt | Nov 4 – Nov 24 | Titles for the first 20 Hard clears per region (The First to Slay Ludra, Ludra's Conqueror, Ludra's Vanquisher); Ludra's Nemesis for anyone who clears |
| Daeva Bootcamp | Nov 4 – Nov 17 | Global Conquest and Transcendence clear milestones mail Instant Clear Tickets, Intermediate Training Arcana and Resurrection Stones |
| Server transfers | Resumed after a pause (Oct 26 notice) | Free, one per account, same faction and region; now level 45 and up |
| Launch login rewards | Log in before Dec 1 | Pre-registration and wishlist rewards arrive by mail (collect by Dec 8) |
| Global Launch Twitch Drops | Ended | 1 hour: Odyle Energy ×4. 3 hours: Enhance Stones ×5,000. 8 hours: Resurrection Spiritstone ×10. 10 hours: Adorable Young Elim shoulder cosmetic |

## Common mistakes

1. Leveling Arrow Scattershot past about 8.
2. Ignoring Accuracy, so hits get parried.
3. Charging Deadshot without Precision, or right before forced movement.
4. Recasting Marking Shot early; it wastes damage.
5. Putting Burst Arrow in the macro without Snare Shot before it.
6. Putting traps or buffs in the macro.
7. Standing in melee range.
8. Skipping the +1 Daevanion skill nodes and the ring lines.

9. Weapon past +10 before the cap, or Superior manastones on gear you'll replace.
10. Rerolling manastones for perfect rolls, or locking Genus Insight early.
11. Letting Shugo keys or Odyle Energy sit at their cap. The weekly Odyle cube counter (10) also drops when you clear without taking the cube; at 0 you can't enter Conquest or Transcendence until reset.
12. Mouse macros or third-party tools.

## Community builds (questlog)

The most-liked global PvE builds on questlog.gg's skill builder and character builder (checked Oct 31, rechecked Nov 7) mostly match this guide. Likes are small and many endgame stages are wish lists, so read them as community opinion beside the armory data above.

| Build | Author | Type | Likes |
|---|---|---|---|
| Whelps (gear) | whelps | Gear | 764 |
| Ranger updated 10.08 | whelps | Skills | 190 |
| Fubgun | fubgun | Gear | 200 |
| j0eitv's GLOBAL Ranger | j0ei | Gear | 155 |
| J0ei's global Ranger Skill build | j0ei | Skills | 58 |

**Where they differ from this guide:**

- **Stigmas:** Vaizel's Authority to 20 first, even with the others at 1; then Bow of Blessing and slot 4 to 15; Supporting Fire last. Slot 4 is Explosive Arrow until Griffon Arrow can reach 15.
- **Ranks:** the most-liked build runs Deadshot and Gale Arrow at 20, Snipe, Tempest Shot and Drill Dart at 16.
- **Options:** Drill Dart skill speed and extra activation at 16 (Multi-hit at 20); Burst Arrow mobile and up to +20% vs fewer; Tempest Shot +12% vs fewer and +20% skill speed.
- **Macro:** Gale Arrow is the first step in almost every top macro (its +7% window); Griffon Arrow never is.
- **Arcana:** 4 of 5 run the Compass, Bell and Mirror of Magic (2 Vigor + 3 Magic), so Death beats Freedom once parries are low. Lines: Deadshot, Gale Arrow and Marking Shot on the Compass; Snipe, Tempest Shot and Drill Dart on the Parchment and Chalice.
- **Jewelry:** Might and Precision after Focused Eye and Hunter's Resolve; once Accuracy is capped, whelps rerolls Accuracy and Crit lines into Attack or Hunter's Resolve.
- **Stack setup:** Right mouse = Gale Arrow > Drill Dart > Tempest Shot; Q = Snare Shot > Explosive or Griffon Arrow > Burst Arrow; a 2–3 step macro runs over them.
- **Gear by stage:** Spiritforged +10 → Aulamus Bow and Vakron (1,400) → crafted Splendent Dark or White Dragon Lord Bow (4 of 6) or the Kromede Longbow (3 of 6), Nuakum and Kromede jewelry → Splendent Ebony or Wise Bow (102), Abyssal Bracelets. whelps keeps the Kromede Longbow to +20 for 3,000+, and niitsz's "Zeref" stage is the only Ranger build with Ludra's Bracelets (two at +15A5).
- **Titles:** Playing God (Attack slot: PvE Damage Boost +5.5%, Accuracy +90, Double Chance +400) appears in some builds, but its condition is unpublished, the client flags it hidden and no global owner is confirmed, so plan around Unbound by Genus. Global Rangers wear Saint (75%), Unbound by Genus (67%), Through Hell and Back (43%) and Journey's Path (14%), whose Combat Speed suits the class. Journey's Path (Other slot: Combat Speed +3%, HP +900) comes from collecting 6 Unique Expedition artworks.
- **Gear extras:** Philosopher's Stone: Revelation adds a fifth engraving line to Unique gear (2 stones and 1M Kinah, always succeeds; weapon and guard first). Superior stones can also roll Damage Boost, Weapon, Crit Damage, or Front or Back Attack Damage Boost (about 0.5% each, +100 at best); keep any on the weapon and guard, but yellow Attack +10 is the realistic target. Necklace and earrings reroll toward Might, then Precision, after the class passives.
- **Chalice crystals:** the 5 Mysterious Crystals for a Unique Chalice come from Season Mission > Tower of Trials (3, for 4,000+ points in Hard Ascension Trial), the Season Shop (1, 25,000 coins) and extracting spare cards (1).

## Sources

Korean data runs a couple of patches ahead of global; check tooltips after big patches.

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- AION2CAL Ranger skills and stigmas by level
- AION2CAL Ranger Daevanion route
- AION2CAL class DPS by combat-power bracket
- metabot Ranger class page (global client data)
- metabot Daevanion planner (Ranger boards)
- metabot wings list and mounts, pets and wings guide
- metabot gear progression, Theostone and Manastone guides, and the enhancement calculator
- couga54 Ranger guide (Oct 10)
- expcarry Ranger guide (Oct 6)
- aion2-meta Ranger build (Oct 9)
- gegebase Ranger PvE guide
- games.gg Ranger build
- metabot leveling guide
- metabot titles, dungeon, stigma, crafting and gear enhancement guides
- metabot daily and weekly checklist
- Official Korean update notes list
- AION2 Hub patch notes: Oct 7, Oct 5 launch, Sep 23, Sep 4 and Aug 12
- aion2.blog Shugo Festival guide
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- Sportskeeda Pantheon explained
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- aion2timers stat calculator
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- metabot content unlocks by item level
- Official notice: Server Transfer Products Info (Oct 9)
- Official Producer's Letter: Welcome to Atreia (Oct 9)
- Official notice: Update on Sanctuary Raid (Ludra)
- Official Oct 14 global update notes (aion2hub transcription) and Korea's Oct 14 notes
- Official Oct 21 global update notes (Expedition Hard, Ariel board)
- Official Oct 28 global update notes (boss nerf, Hard Urugugu and Vakron, crafted Amplify)
- Official notice: Ludra Awakens on November 4th (Odyle Energy Boost, Ludra events) and Halloween Twitch Drops

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- mobalytics Deus Research Base guide and Shattered Arkanis guide; timesaver Transcendence guide
- AionFlex class presence in clears and class damage by dungeon
- raidrelay gear score, Conquest, Transcendence and Gear Transfer guides; aion2-guides.info progression
- metabot stats (0.1% per point, caps) and Arcana guide; Odealo best Arcana per class
- aion2tool global Combat Power ranking (sample selection; stats read from the official armory), allthings.how Nightmare Trade Shop, aion2hub Colossus: Guardian Lord Nahma and GamesFuze Pantheon guide
- questlog.gg skill builder and character builder community builds (checked Oct 31; most-liked global PvE builds per class)
- Official Nov 4 global update notes (Abyssal Forge: Ludra, Exploration buff, crafting)
- AionFlex boss entry Combat Power (Nov 7)
- metabot class builds (wings, titles, CP medians, Nov 4–7)
- metabot Abyssal Forge: Ludra and Combat Power guide
- mobalytics Rahu and Ketu boss guides; expcarry Ludra guide
- questlog.gg skill and character builds, rechecked Nov 7
- Official announcements mirrored on Steam (events, transfer limits)
- allthings.how: Noble Belt and Revelation Amulet upgrades, Daevanion Crystal sources and Clash Runes
- GameTruth belt and amulet guide, Fextralife Clash Rune odds and daevaguides Krao Cave loot
- senseos.gg grade names and Amplify and Selphie: raising gear score (Oct 12)
- wikily.gg Essence Extraction skills and proficiency and Odyle specialty skills (the other node types share the tree)
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