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Dark summoner guide

Dragon Nest CN Kali Dark Summoner PVP Guide to the Almighty! Yes, I'm back. T4 fixed most obvious problems with DN's PVP, which led me away a few months ago. First, they changed the balanced PVP, so players have more HP and less damage. This means they actually fight, instead of 1-2 shooting each other. Secondly, they changed the ladder so that the player's equipment affects the PVP in minimal. There's no need to spend thousands of dollars to get the best of the best in order to be competitive, which is awesome news for non-hardcore cashiers like me. Unfortunately, they have also introduced a new, huge problem for most people. I'll give you a tip: it starts with Ka and ends with Li. Kali is the most defeated thing since Elemental Lord's TS Shields that came to the DN. Instant cast skills, huge range and nuclear-level damage will ensure that every noob kali can give you a hard time and every decent player will have the worst nightmare. You're wondering if you can do it right on the ladder? Here is the ranking after about a week of the game (leveling up lv 1-60 as well)Now, without further a further, here's the skill to build: Dancer wood in this tree you just want to meet the 45 SP requirement, so you can put points mostly on passive, which are worth spending points on. The only skill that I think is kinda useful for this tree is this: Despair Needle (Spikes): Be sure to use your downed opponents in order to continue your combo. Ghost Punch (Ghost Punch): This is a great super armor breaking ability. It also reaches people on the ground and launches them. The damage is not good, but it is a nice skill to continue the chains without stopping. Ghost Kick (Air Right Click): This is a super useful because it allows you to dash towards or away from the enemy while you're in the air. However, you need to be careful, because this skill has no super armor at all and is easy to wipe, so use it carefully. Screamer treePhantom Claw (4 hands) - The EX gives knock back effect on the third and fourth hands, making it awesome for the PVP as it allows you to maintain the target in the air. You can also hit people on the floor and start them upwards as well. The damage increase is good enough too, and the EX gives an additional 30% damage. The point is, get it, max, and use it. Chain Claw (Insta Uppercut): Max it and get a +1 skill ring as well. At lv 16, this ability reduces the CD from 15 seconds to 10.5 seconds (a special thank you to Saurus for pointing this out), making it the worst nightmare of opponents. He hits very hard and starts the opponent immediately. It's like a lightning-fast, frosty cardex that's not slow. Vengeance Hand: This skill is beautiful, it causes damage and explodes, triggering the opponent upwards. It's good to catch people who use long casting times like mercenaries and bowmasters. It also has a mild suction effect. However, the increase in injury is not great, so the minimum level works Claw (Slap): Max and get a +1 skill ring as well. Slapping Kali overall is the best skill. Epic range, instant cast, and (with +1 skill ring) 70% chance to stun the last slap while dealing almost the same damage as the max level fireball... *cough *OP*cough*. Phantom's Avenger (Ulti): What do you get when you mix paladin with divine avatar acrobatic spirit boost? Yes, I got it. This ulti damage is done when you drop it, and after you're done, you're invincible and move 30% faster. Never mind the other ulti, it sucks (I tested it). Ghost Spread (Spike Ball): This ability is not bad. It shoots out a spiked orb that explodes and cracks the target. However, I mostly use it to blind the enemy while throwing a faster projectile behind (like birds or curse) as it travels a little slow. Phantom's Rage (Air Hands) and Blitz Claw (Jumping Ground Hands): I actually use these two skills as one, in order to save skill bar slots. Blitz claw makes you jump backwards while summoning hands from the ground, and Phantom's fury shoots hands at your back while you're in the air. However, you can use Phantom's Rage by pressing the left button while in the air, so what do I do to my blitz claw and then press the left button quickly. I'm going to stay in the air for a while, like Moonlord's dance or tm triangular shot. This is useful to avoid those nasty freezing fields ex that damage you 1/3 of your life and cover half the arena. Also, keep in mind that Blitz claws are invincible frames while jumping upwards, so you can use it to dodge these skills like freezing sword ex or windwalker ultimate easily. Resensing area (auto casting hands): This ability is mostly useless... damage sucks, long cd and almost no super armor breaking. You can also be blind as it will be in the middle of the screen and will not allow you to see what happens to your opponent. This is only useful if an acrobat uses your acceleration skill and you know it comes at you: it helps to disrupt your skills for some reason. Besides, don't worry about it. Increase your soul (HP Reduce attack buff): HP's reduction is not too much, and it helps improve your attacking power. Only turn it off if it is less than 25% off. Stamping the curse (sheet of paper): You can smooth the sheet of paper to lv 6, so you can throw two in a row instead of one. The sheet of paper actually shakes the enemy, so if you hit two in a row your opponent should fall. If you choose to max and get a skill ring, you can shoot 3 sheets of paper. Once you land on the sheet of paper, your goal will be readable, which means you will be able to summon the defeated puppet and win afterwards. Summon Puppet (Voodoo Doll): Max in order to increase your rage so that your opponent will feel that towards you to the maximum level. This increases the damage that your opponent gets by 15% when you max and acts like a voodoo doll: you hit the baby and your opponent feels Pain. However, it should be how to use it: this puppet can get you killed often, if you don't summon it at the right time, because if both your opponent and puppet are in the range of skill, you can press the puppet and not the target. This means that you do not apply any conditions, or break any super armor, or launch an opponent. You can beat the puppet instead, so use it carefully. Also, the puppet doesn't seem to come out when your opponent is rolling, or when you get out of range while you're casting, so just make sure that your opponent is on the floor without movement or in the air before trying to summon it. However, if this comes out, be sure to hit everything you know. The other one will feel the pain. Ghost Scream (Dodge + Right Click): Other than slowing down the other guy for a short time, nothing special about this skill. Anger Formation (Field of Superarmor): Enemies that are in this area will not be able to break super armor at all. That means they can't interrupt any of the skills they do when they're on the field. It doesn't give you super armor... so if you're inside the area, but anyone attacking from outside the area that doesn't help at all (think freezing sword ex or holy cross ex). The field also improves attack performance by a certain amount. Put as many skill points as you can on this skill as you like all the things that will make it reach even harder. One particularly beautiful use of this is to use the sheet of paper, summon puppet, use the field and whack the puppet while inside the area. This is going to hurt a lot, believe me. Ghost Paper (Birds): This skill is great because it causes the curse effect, which I think is the most broken and defeated mechanic in the game right now. This makes the opponent hurt himself while maintaining a skill when he is under the influence of curse. Damage is not small either: about 2.9k per cast (balanced mode). Try to use all the skills that can cause a curse; if you can land them all, your opponent will work hard for you, too. Attachment Snake: Useless. Don't worry about it. There's no room in your bar anyway. Soul Gate (Mirror): This is a great pve skill; however, it is not good pvp because the duration is very short. It is useful to buy some time until the slap will be turned on cd. If someone decides to go at you while the mirror is there though, you can shoot souls to curse the enemy. And we all know that cursed enemies are a good thing. Beast Spirit (Wolf): It's hard to land because it has a pretty long casting time and delay, but it allows you to continue to combo nicely. The damage is good, but it is unreliable, so I decided to spend the points on other skills. Dark Summoning TreeSadism Pleasure (HP Leech): Useless. Cd is huge and its duration is too short. It's kinda nice to pve though. Chaos Formation: Great skill, huge aoe in front of you and nice damage. This is the best used enemies that are banned somehow (crashed or floating) since the enemies can also be and does not make much effort. How does it all work out? Check out these short videos that you have an idea of what you can do: Equipment and plates Luckily, T4 doesn't have many requirements for equipment. If you want a ladder, make sure you have at least four elements with mana suffix. It seems that the suffix was not nerfed as badly as the rest of it, and it allows you to recover more than 1k sec every time you hit a CD in 5 seconds. For weapons, PVP suffixes are preferred. You will need to bind the main weapon (prevent movement in 2 or 3 seconds) and slow the off hand weapon. There's no need to over do the spells: I'm a regular set of lv 60+6 A grades (no kit or anything), an lv 60 A grade +6 main weapon, and a +10 lv 60 B quality weapon, and I'm doing just fine. On stat plates, I went to Vitality, HP, MP Recovery, Critical, Magic Attack, Defense, Magic Defense and Intelligence. These are all lv 60 B grades because I don't have the money to get the A grade and I don't care about PVE anyway. On skill plates, I got 4 hands +30% critical rate, uppercut +20% damage, chaos onset of 20% damage, and slap +10% damage. These plates aren't because they're the best, they're because they're cheap and I'm poor. Another good choice would be Puppet -CD reduction, and ulti -cd reduction, but it's up to your personal playstyle. Special thanks to Saurus for training me and explaining me Kali skills. I hope that this guide helps people abuse others, as it has helped me. Happy fight! ^_^ ^_^

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