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The Sorceress class guide is just a starting point, so be sure to tailor your strategy to your unique playstyle. It's highly advised to explore various sources and participate in class discord channels for valuable resources and guidance from skilled players. ===== The Sorceress class was one of the initial four classes in Black Desert and utilizes dark magic with a mix of mid-range and melee capabilities. At level 56, players unlock their awakening weapon, which is a scythe. This class relies heavily on melee-range spins and slashes using the scythe, supplemented by some ranged abilities and massive AoEs. ARTICLE up combos during PVP. Evasion Bloody Contract Shadow Kick Rushing Crow These are the minimum skills I recommend putting on your hotbar. Dark Trade, Absolute: Darkness Released, Shard Explosion, Flow: Soul Reaper, Shadow Leap, Shadow Kick, Dark Tendrils, Rushing Crow, Shadow Hellfire You may also want to put more skills on your hotbar and cooldown slots to keep track of them. For more information about how to do this, check out our Edit UI and Settings Guide. Core skills are a way of upgrading 1 skill from your awakening skill kit. Core skills are usually down to preference but most players choose between Grim Reaper's Judgment for PVP or Dead Hunt for PvE. Core: Dead Hunt: Forward Guard while using the skill. Core: Violation: Forward Guard while using the skill Core: Grim Reaper's Judgment: Super Armor while using the skill. Core: Turn-back Slash: Super Armor while using the skill Core: Cartian's Nightmare: Stiffness on 1st good hit. Core: Swirling Darkness: Floating on 1st good hit. Skill Enhancement skills can be obtained in the Skill Window (K) under the "Skill Enhancement" tab at the top. At levels 56, 57, and 58, you will have 2 different options to choose between. These skills have no skill points cost, but you have to have other skills leveled up to be able to take them. Level 56 - [SHIFT + X] Shadow Ignition - Requires [Bloody Calamity] and [Shadow Eruption IV] Crow Nightmare - Requires [Bloody Calamity] and [Rushing Crow II] Shadow Ignition is simply the better choice out of the two due to the high damage and low cooldown, combined with the fact the skill has air smash. It can often be used immediately after an iframe to catch players out or in a combo after skills with a float CC. Level 57 - [SHIFT + Z] Engulfing Shadow - Requires [Crow Flare III] and [Midnight Stinger II] Abyssal Blow - Requires [Crow Flare III] and [Abyssal Flame III] Engulfing Shadow is usually the preferred choice out of the two. It is a gap closer with super armor and also has good damage. Abyssal Blow is a mid-range skill with a front guard. The skill also heals you for a decent amount. Level 58 - [Quickslot Only] Shadow Hellfire - Requires [Shadow Eruption IV] and [Ultimate: Dark Flame] Shadow Wave - Requires [Shadow Eruption IV] and [Black Wave IV] I would recommend Shadow Hellfire. The skill has a forward guard and is a movement skill. It is used for protected damage. Below are some examples of PvE skill add-ons you can take. If you would like example skill add-ons for other scenarios, please refer to the Class Discord and its resources. I recommend experimenting with your add-ons and figuring out what is best for you because it really depends on your personal preference and how you play your class. If you're simply not sure what to take then you can blindly follow the examples below and they will still be effective. You can also check our Skill Add-on guide for a complete list of Skill Add-ons. Awakening PvE Add-ons (Credit: Chayu) Dead Hunt I Back Attack Damage +3% for 5 sec Critical Hit Damage +3% for 5 sec Soul Harvest Attack/Casting Speed +7% for 7 sec Critical Hit Rate +20% for 7 sec Grim Reaper's Judgment I Critical Hit Rate +20% for 7 sec All DP -15 for 10 sec for target Swirling Darkness I All Accuracy +4% for 7 sec All Evasion -4% for 10 sec for target Violation I Extra AP Against Monsters +20 for 7 sec All DP -15 for 10 sec for target Flow: Soul Reaper All DP +15 for 7 sec Attack/Casting Speed +7% for 7 sec Succession PvE Add-ons: Beak Kick I Critical Hit Damage +3% for 5 sec Critical Hit Rate +20% for 7 sec Black Wave I Back Attack Damage +3% for 5 sec Critical Hit Damage +3% for 5 sec Shadow Eruption I Extra AP Against Monsters +20 for 7 sec Attack/Casting Speed +7% for 7 sec Abyssal Flame I Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies for taking down monsters in game. We'll also be boosting our attack and casting speed by +7% for a short time. Our damage per second will increase by +15, and our critical hit rate will go up by 20%. This is just for the first 7 seconds of battle. Prime weapons like Violation will give us an accuracy boost, but we'll have to be careful not to drop our damage per second below -15 for a longer period. Tuvala Amulet is a great starting point for new players, and it's the best weapon you can get from Season Servers. If you're returning back to the game, I recommend creating a Season Character. Kzarka Amulet is another good option, but be aware that it'll give up some accuracy in exchange for more attack power. Blackstar Amulet is the top choice for PvE, and it's considered the best weapon in the game right now. Godr-Ayed weapons are similar but have a different enhancing method. If you get a PEN Kzarka, you can swap to a TET Blackstar and still perform better in PvE. Tuvala Scythe is also obtained through Season Servers, and it's another great starting point for new players. Dandelion Scythe is a good alternative that'll give you more attack power, but be aware that it requires a Garmoth's Heart to make it fiery. Blackstar Scythe is the top choice for PvE, and it has additional monster damage. Tuvala Talisman is another great option from Season Servers, and it's recommended for new players. Rhik Talisman is used in Evasion builds, while Kutum Talisman is considered the best offhand weapon for PVP. Nouver Talisman is your top choice for PVP, but be aware that Godr-Ayed weapons are similar alternatives with different enhancing methods. ===== PEN Kutum enhancement is notoriously difficult, making it a rare achievement for many players. As such, Blackstar offhands are not recommended at this stage, but rather seen as a long-term goal. When it comes to armor, two primary options exist: Damage Reduction and Evasion gear. Damage Reduction For Sorceress classes, Damage Reduction is generally preferred due to its benefits on this character build. However, for those who prefer a more defensive playstyle, Evasion can be considered viable. If you achieve high gear score, you may opt for Evasion over offense. Tuvala Set ----- The Tuvala set is an excellent starting point for armor. This set provides the best starting armors and is highly recommended for new or returning players. Creating a Season character will grant access to these exceptional items. Boss Sets Two primary boss sets exist: Damage Reduction and Evasion. Both offer unique benefits, but some classes are more suited to one over the other. # Damage Reduction Set This set focuses on reducing damage taken and is suitable for several classes, including Warrior, Ranger, Berserker, Tamer, Valkyrie, Wizard, Witch, Dark Knight, Archer, Guardian, Nova, Drakania, and Woosa. Choosing the Red Nose Armor over Dim Tree saves silver in the long run. # Evasion Set This set prioritizes evasion and is best suited for classes such as Striker, Mystic, Hashashin, Shai, and Sorceress. While it can be viable for other classes, doing so will result in reduced damage output. Fallen God Armor ----- As the top armor piece, Fallen God will eventually replace Red Nose or Dim Tree armor. To obtain it, you'll need a Flame of Despair and a PEN Red Nose or Dim Tree item with level 10 caphras. Labreska Helmet ----- The Labreska helmet is an essential upgrade for any player. With the same caphras requirements as the Griffon helmet, it will eventually replace your Giath/Griffon helmet. Accessories ----- Accessories play a crucial role in enhancing gameplay. Focus on acquiring items with high AP in each slot. Some accessories are also free and can be obtained from Season Servers. PEN Accessories ----- PEN accessories offer significant benefits, especially for those who prioritize AP. The PEN Capotia Necklace is an excellent starting point, followed by the Belt and then the Ring or Earring. ===== Completing Jetina's PEN Accessory quests provides a highly discounted PEN accessory for both new and returning players. These daily quests take at least 45 days to complete. Essential Starter PvE accessories include TET Black Distortion Earrings, TET Basilisk's Belt, and TET Ring of Crescent Guardian. Some popular starter Crystal builds for PvE are available, with some crystals being expensive. The Rebellious Crystal can be obtained by completing the main story questline. For more example crystal builds, including an end-game PvE build and PvP builds, check the Crystal Preset Guide. Looking for advice on which Black Desert Online class is best? We've got you covered with our comprehensive BDO Class Tier List ranking the top damage classes for solo play. Black Desert Online offers a diverse range of classes, each with unique abilities and playstyles. With so many options available, choosing the right class can be daunting. Our BDO Class Tier List provides an in-depth analysis of each class's effectiveness in both PvE and PvP gameplay. S-Tier: Top Classes for Solo Play S-Tier classes are highly recommended for players looking to excel in BDO. They offer exceptional damage output, survivability, and utility in end-game PvE. \* Guardian \* Ninja \* Witch \* Archer \* Berserker \* Dark Knight \* Hashashin \* Lahn \* Maegu \* Maehwa \* Sage \* Shai \* Sorceress \* Striker \* Tamer \* Warrior \* Wizard \* Corsair A-Tier: Strong but Demanding Classes A-Tier classes are still very strong and viable options for PvE, but may require more practice and skill to master than S-tier classes. \* Kunoichi \* Nova \* Scholar \* Valkyrie \* Ranger B-Tier: Solid Choices with Room for Improvement B-Tier classes are solid choices for PvP, but don't quite measure up to the S and A tier classes. They have their strengths and weaknesses, but can still be effective in the right hands. \* Dosa \* Drakania \* Musa \* Mystic \* Woosa C-Tier: Average Classes with Limited Potential C-Tier classes are average in terms of PvP effectiveness. They can hold their own in some situations, but are generally outclassed by higher tier classes. \* Berserker \* Dark Knight lower-tier classes can be played with success, but it requires significant investment and skill. These classes have inherent weaknesses that make them less effective against stronger opponents. If you choose to play a lower-tier class, focus on developing exceptional skills in that area to overcome the class's limitations. =====I recently started playing Summoners War on my mobile device and have become quite hooked. Over five years, I've been perfecting my skills with this game, particularly with my favorite class - the Sorceress. In my opinion, she's an excellent choice for PvE content, but I'm struggling to optimize her performance. However, it appears that most guides available are outdated or geared towards PvP gameplay. I found myself searching for more recent strategies and tips specifically tailored to sorceress builds. Unfortunately, many of the resources I came across were less than helpful, leaving me eager for a reliable guide on optimal gear, skills, and combinations. Moreover, as a mobile gamer, I'm aware that mobility is crucial for success in Summoners War. While I've observed that sorceress might not be the most agile class, I want to understand if there are any ways to improve her movement capabilities. Is she indeed one of the less mobile classes, or are there hidden gems that can boost her speed and agility?