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## Dragon nest sea quest guide

Welcome to my guide (very extensive and in-depth) for beginners (or those who start over.) This guide is aimed at beginners only by going in without much of a clue what to do (because I remember those days. except I had a friend to help me!) I love this game, but I realize it is really difficult for new players to enter it. With every new level of cap, it seems to get harder and harder for new players to choose Dragon Nest (aka DN) as their game because DN is mainly focused on the content at the cap level and it is not always easy to get there when you are so confused. So. To encourage neophytes to truly join the DN community, I have made a guide to help explain things and start. I will try to put this in a complete order, starting from a mini Summary on what to do when you come into play, then I will talk about Classi, Leveling, Construction and Tips. I will also have notes on the content that DN offers, and section for Extra Notes. Content:ClassesLeveling Building ContentTipsExtra Additional Content: FAQsResources First of all, there are some things you might want to know about DN... It's a very heavy game. Most fun/important things are at the level cap (currently 80.) Because it is a final heavy game, having friends at the level next to you the first time is really recommended! The base of the DN player seems to be around the age of 15 to 25 years (and still censor bad words!) This can mean that the community is notthe most friendly, but of course there are always very kind people willing to help you. Hopefully, you can put up with some average players for this great game. Class selection: When you sign in, you will be sent to the font selection menu. Create a new character. Choose one of the 8 classes and travel! You can see the Class section of the guide if you can't make your choice or want to be efficient in the future. One thing I'll say is that your first class is often not the class you'll end up playing, so really, collect any class you want for now. I stopped 5 levels before the cap on my first character, deciding to choose a different class instead. Departure city: You will be sent to one of the two initial cities. I'm a little empty, but don't let this bother you. The two departure cities are Prairie Town and Mana Ridge, basically, the wooded green place and snowy place respectively. The class you choose will put you in a different city. Prairie Town: Guerrero, Archer, Kali, Assassino Mana Ridge: Sorceress, Cleric, Thinker, Lencea Once you reach level 9 or 10, you can continue to Carderock Pass. Regardless of the class, everyone comes to this city. Search and level: You will see an arrow on the right side of the screen. Follow him. It's your research spell. Your missions are the best way to level from level 1 to 16 (or even to 24.) so just follow your research and go through the dungeons that send you until you are at level 16 orthe Leveling section for more details. Making dungeon hard mode is usually quite efficient in terms of time and EXP. (Starter) GUILTY: You'll start in a beginner guild. This is how you can make friends and such. Celebrating with your grielles will bring you a little more experience, but at low levels you level so fast with your missions that you could so just your missions. You can choose to leave the guild beginner or not (open the guild menu, go to the member tab). A real guild offers EXP bonuses alone to be in it (provided that the guild has this advantage turned on, which usually do), as well as give a 7-day EXP push parchment and a temporary title called [New Wind] with good statistics for low dungeons. You can save this EXP boost and title for later, if you want. You get a different temporary title instead of [New Wind] if you enter a real guild at a higher level. Improvement and Enlargement: You will receive drops of random gears from your dungeon spelunking and your missions. It is a good idea to improve your equipment at low levels and throughout the game. Find your local blacksmith and improve your equipment at least +6. It's really cheap. After +6, your equipment can break so you have backups if you want to improve past +6. The gear you get from missions can't improve the past +6 now. This will help you manage your dungeons faster. Improve weapons first, then the other equipment. You also have accessories that will help you improve your stats. You can fit a necklace, aand two rings. Crests also help various rise statistics. Learn about them in one of your missions. You get multiple ridges slots while you level. Choose the accessories and ridges that work for your class (see the Class section). - The gear has different degrees of rarity. You'll start seeing this at level 15.+ Anything with GRAY's edges is normal. The gear with GREEN edges is "magic grade. They're not that good. Gear with BLUE edges is rare, but they are not so rare. This is quite standard/sub-par march. The gear with ORANGE edges is of an epic level. This is a very typical gear for a decent player, and it is the highest gear you can get at this point. Skills: There are a lot of skills to choose and try. There are skill builds that are great for your character. But they're mostly for the level cap. Your useful skills will not be available at lower levels if you try to follow a skill training while you are still leveling. I suggest you put your skill points in different skills and try them. This will also make your learning-game process more fun. You can reset your ability to build when you reach the stopper, although it is still a good idea to put the points in high damage capabilities while you are leveling. Specialization: On level 15, you can specialize your class. This specialization is the key to determining your gameplay and role in the team. You can try one of their(Note, you must have the right weapon for your specialized class equipped. See the Class section for details.) As your class selection, choose what you want for now should be fine. From here on, you can only use the weapon for your class. Level 24 and nests: Once you reach level 24, you can go to Saint's Haven, the main city in DN. Other missions and adventures await you! You can also try your first nest - challenging dungeons with precious boot for gearing. Minotaur Nest is the first nest available. You can just brown this nest. I said the nests have a precious booty, but they are mostly high-level nests that are worth a lot. You can still get drops that allow you to create a good march for leveling. Those weird chests. At the end of a dungeon, you will see 4 breast silhouettes. Click one of four. It's an extra reward for the completion of secrecy. After choosing, the chest will reveal what you could get and what you have. Gold, silver, bronze and wood carpets are available depending on the degree you have completed your dungeon. (This chest thing confused me at first...) You have more space than your inventory. The storage NPC will always be the same. It has yellow and red striped pants, and it's really useful. At Carderock Pass, Rupert is your man. Useful things: If you find them, hold them. They are useful for later in the game. Size keys (and size fragments.) Incomplete approval stamps. Alti, onyx and diamonds leaveimprove the highest levels (Epic gears, onyx for rare gears). The disassembly keys allow you to get more rewards after a difficulty of Abys dungeon. Size fragments (from the bunny opening with keys) can be collected to buy a Skill Crest. Approved stamps, like incomplete ones, allow you to unbind elements that are related to your character. In addition to these items and gears for your character (equips, weapons, accessories that are good for you), you can sell or throw most of the other items. Good luck getting started! Read more for more details if you have other questions, DN NA has a beautifully set forum page for new players here. Just log in, make a forum account (you need to choose a forum name) and post a thread. The DN NA community is very willing to help new players! Or you can contact me and ask here dragon nest sea awakening quest guide

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