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r/blackdesertonline • 7 mo. ago

FatalySimple



How is group/ow/instanced PvE content doing in BDO

Hi guys, im a new player in BDO and Im currently enjoying this game soo much. I was previously a hardcore GW2 player, having played for very long time but i got kinda burnt having unlocked all masteries across all exps and living world content and having doing hardest levels of PvE content for years on end. I got into BDO a few days ago and im currently level 24 Lahn on a seasoned server, enjoying this game so much. I really love the idea of all the freedom you can have just like in GW2 perhaps even better as I havent learned about all the things you can do yet. However I was wondering is there any PvE group content that is fun and "healthy". Are there any world bosses that are being killed by players or are there any dungeons and raids. Ive read a little bit on the group content state and i learned about PvP group content but im not really into PvP. Besides that while i was watching a beginner guide to BDO iirc that same youtuber mentioned that the PA is going in the right direction in the last updates, listening to players and iirc he mentioned that the game is being expanded a little bit more towards PvE group content. As i maybe didnt quite understand him fully i want to hear the opinions of you, veterans or current players of BDO.



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Local-Cream-3457 • 7mo ago •

Hello , i palyed a lot of GW2 as well , both game are really different.
There is worldboss that spawn at specific hours like GW2 .
There is a 5 man dungeon content with 3 difficulties: season/normal/elvia.
4 guilds bosses to kill weekly or more if you use the warhero system
Group grindspot from 2 to 5 player
Blue whale hunting parties from the hunting lifeskill
5 man party scroll with pila/relic/fang scroll



14



1 more reply



Musketoon • 7mo ago •

Group content here is generally PvP focused



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Group content is not almost nonexistent. The average reddit commenter's interest in it is.

The game's pve does tend to focus on solo grinding and progression (and the communities then usually form around sharing that progression and parallel interaction over direct interaction), but that doesn't mean that group activities are unsupported. Weekly dungeon runs alone are enough group content to keep a more casual player busy, with guild bosses adding some generally simplistic but fast and rewarding weekend activity. Then every stage of the game has group grind zones that you can do with another player, but the big problem with most of those is that it will be difficult to find anyone interested in them aside from the endgame ones. Party scrolls also exist, though in their current state most people see these as more of a chore for rewards that are only arguably worth the monotony of the activity.

There's plenty of group PvP content, which is what most players will readily recognize - AoS is small scale 3v3 in equalized gear where you can enter unranked matches with a party or set up custom matches with 6 people. Most other PvP options are focused around guilds, either via Node/Conquest Wars for larger scale fort battles to control a region (with many different group size limits and gear constraints present to provide different levels to get into) or a more moderate scale with guild leagues, which are 10v10 ranked deathmatch games.

There's also some less controlled group activities, like field/world bosses, where usually a large group of players coordinate together to go and fight and loot as many bosses as possible whenever they spawn. There's even lifeskills versions of this as well, with Rawr Rawr, Khalk, and blue whales happening for hunting.

And as others have already mentioned, they've put a noticeable focus on supporting guilds and by extension guild & group content in the near future. The second half of the morning light will arrive before the end of the year at the latest, and with it there will be new guild raid bosses to tackle together for the new highest tier of weaponry. A fourth dungeon is planned and likely well into development, and Altar of Blood was an underutilized group activity that was removed with the promise of reworking it and returning it as something worthwhile, but we don't have any indicators of when these might be planned to release. Some of the other guild systems that have been showing their age, like guild missions, are also being reworked. War of the Roses is an extreme large scale game mode that's had a rather cold reception when introduced for its pre-season, and as a result it's currently in a sort of shelved state, but we'll likely see it return before long once they figure out how they want to address the issues present with it.

Or you could just spend all day playing Yar with your friend, who knows.

↑ 7 ↓ ...

⊕ 1 more reply



Macca_be • 7mo ago •

There are group dungeons you can do weekly and a few group grind spots for mid (upper gyfin, normal turos) and late game (dekhia turos, oluns and dekhia oluns) people do. But the main focus of the game is solo grinding unfortunately. There is more group PvE content in guilds in the form of weekly bosses. PvP has more organised group content in the form of Node wars, guild league and arena of solare.

↑ 11 ↓ ...

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I've played GW2 before and I'll be honest.

I prefer GW2 over BDO.

In GW2 you can choose to do any type of content and still progress.

PvP all day everyday for three months is the same as just doing dungeons and fractals or WvW if your server group isn't dead.

BDO PvP doesn't have a much of a progression track other than limited rewards during certain PvP events.

All the money you'll make is from PvE grinding open world, there's a couple dungeons for end game content but no big raids.

There's field bosses like doing a boss train in GW2 but the main reason to do that would be for certain drops.

This game is very solo oriented compared to GW2 so that is a pro and a con.

I love the combat system though, combos like a fighting game makes it stand out from other MMOs where you press 12345. There's no real stun break like GW2 has to get out of CC. Just emergency escape that has a long cd and has an animation that'll lock you in for a bit after you move away.

↑ 3 ↓ ...



Verdin88 • 7mo ago •

Honestly its shit. Group PvE is a waste of time. Almost nobody does it since soloing is more efficient the only group PvE is at Trees for leveling. Oh and world bosses for loot.

⊖ ↑ 7 ↓ ...



inputsanitizer • 7mo ago •

dekia turos and oluns are in the top 5 highest money/h spots, how exactly are they a waste of time

↑ 2 ↓ ...

⊕ 6 more replies



Therubestdude • 7mo ago •

There are dungeon runs weekly, oluns, and upper gyfin for 5. If you can farm upper, you can do castle ruins and imps in Elvia Serendia.

↑ 2 ↓ ...



sefyicer • 7mo ago •

nonexistent

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[deleted] • 7mo ago •

What is this "group content" you speak of? I've got thousands of hours into the game and don't know what that is.

↑ 2 ↓ ...

⊕ 5 more replies



r/blackdesertonline • 1 day ago

[Global Lab] New Update December 16th - PEN Blackstar pity, Scrolls Expiration removed, Death Penalty at World & Field Bosses removed

116 upvotes · 87 comments



r/elderscrollsonline • 8 mo. ago

How is the good old MagSorc holding up in general PvE?

2 upvotes · 10 comments



r/blackdesertonline • 4 days ago

Completion statuses of announced changes/content from 2023 Calpheon Ball and 2024 Heidel Ball

100 upvotes · 33 comments



r/blackdesertonline • 21 days ago

After 1 year the Arena of Arsha Best In Guild tourney there is -72% teams for EU and -75% teams for NA

89 upvotes · 58 comments



r/blackdesertonline • 18 days ago

(Not a beginner) Mythical Censer Recipe Reminder

146 upvotes · 17 comments



r/blackdesertonline • 8 days ago

I LOVE BDO

151 upvotes · 27 comments



r/albiononline • 8 mo. ago

New player here - How is Albion PVP balanced ?

12 upvotes · 32 comments

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Hardcore Server, New Dream horses, Demon Land Adania, Free Stuff

384 upvotes · 177 comments



r/wownoob • 9 mo. ago

How is WW in pvp?

4 upvotes · 15 comments



r/daoc • 9 mo. ago

How sweaty is PvP/RvR on Eden?

11 upvotes · 14 comments



r/classicwow • 8 mo. ago

How is healer mage performing in PvP?

9 comments



r/totalwar • 9 mo. ago

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26 comments



r/classicwow • 8 mo. ago

What is better for doin rp pvp stuff, Chaos Bolt or Crusader Strike?

2 comments



r/albiononline • 8 mo. ago

Newbie here, what PvP is there for playing with my partner? 2's

3 upvotes · 5 comments



r/Guildwars2 • 8 mo. ago

How is the pvp health?

14 comments



r/projectzomboid • 9 mo. ago

Any Good Realistic RP Modded PvE Public Servers?

3 comments

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A question about feral pvp in sod

6 upvotes · 17 comments

r/blackdesertonline · 26 days ago

No 1+1 Pack?



203 upvotes · 52 comments

r/blackdesertonline · 16 days ago

Most valuable item



242 upvotes · 18 comments

r/blackdesertonline · 1 mo. ago

It is done, level 100 all 3 mythicals.



474 upvotes · 41 comments

r/ConanExiles · 9 mo. ago

LF online buddies in PvE-C server Arrestia

4 upvotes · 3 comments

r/blackdesertonline · 4 days ago

PvP Players experience watching BD Festa



96 upvotes · 45 comments

r/classicwow · 9 mo. ago

Is SoD worth playing for the world PvP?

37 comments






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