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r/blackdesertonline • 1 yr. ago

Mucek121



What is the PvE endgame?

Question

For quite a while now, I heard that BDO is a PvP centered endgame mmo I heard people saying they're adding more PvE content. So as of now, what is the PvE endgame? Dungeons? Raids? Or is it grinding zones for hours to get silver?



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MeHugeRat • 1y ago

For me endgame is currently hunting treasure items. (I will never get the oluns ring piece so my game will never end.)

17 ...

1 more reply



hotbox4u • 1y ago • Edited 1y ago

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For better understanding let's compare it to another MMO i used to play, ESO. In ESO your endgame is to progress through dungeons and raids where you get gear that makes you fit one of the holy trinity roles and lets you perform your role better. You meet with 12 people and then you play with them and try to beat the mechanics of the trial/raid. Or you meet with fewer people and do the dungeons. The more sweaty you are, the more difficult you can make the dungeon and ultimately you will get a title that reflects your achievements, in very rare cases you might even get a skin for your mount.

For other people (quiet a lot) endgame is just questing and achievement hunting. Every update adds new quests, dungeons or trials. And that's basically the 'endgame'. There are other things like grinding for xp for higher numbers or collecting special items. There is also pvp but that feature is the red-headed stepchild of the game devs and basically abandoned let to rot in the attic. But you need to progress the content to do more difficult content. That's how ESOs endgame works. Get gear to get better gear to get even better gear and then get a title and then wait for new gear to be released.

In BDO you run around and right from the start you can do all the content there is. You can grind, you can life skill like cook, hunt or sail. But you will most likely just focus on one thing because there are rather complex. The longer you play, the better you get at them and the more freedom you get. But you could just do what you do in the first 10 hours forever until you stop playing. You can save up your money and then just buy a lot of the 'endgame' items from the market. There are very few items you can not buy. The games just lets you play the way you want.

If you focus on combat grinding you move through different spots until you reach a spot where you instantly die. Then you improve your gear to grind that spot, learn the mechanics and grind it more and more efficiently. The mechanics aren't all that difficult so you can do them sloppy and just grind at your own pace. Or you really learn and understand them and figure out ways to grind even faster and more efficiently. The better your gear, the more spots you can grind. You can do solo, duo spots or trio spots until you reach a point where you can do every kind of pve content there is.

Maybe during your grind for better combat gear, someone invites you into a vell platoon (a world boss in the middle of the ocean) and picks you up at a sea town and drives you out to that boss. You realize boats, ships and sailing is a whole thing in this game and you want to try that. So you start with a shitty little ship and soon realize you need a bigger boat. So you get into sailing and do all what is necessary.

And another time someone rides past you on a blue, shiny mount. And you think, oh i want that. And then you get into horse training.

Then you realize that it's really not something you want to focus on but rather do on the side. And you get back into combat grinding. Now you are at spots where you really could use some furniture buffs and you want to make them yourself. So you get into hunting and learn what it takes to become a proficient hunter. That leads you down a totally different path of gameplay.

Suddenly 6 months have past and you know have an account that can do combat grinding, sailing, horse training and hunting. You own decent gear because you got lucky with enhancing one of your weapons, you have a not so shitty boat and working even on a decent boat, you have 2 dream horses (but really want that doom horse) and you just reach guru hunting. You are in a nodewar guild, you do 2 nodewars a week because it fits your schedule and you practice in the arena to get better at match-ups. Now you realize that alchemy would let you make your own potions and an elixir rotation for grinding is really powerful and would

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overlap. You have to decide what you want.

So as you can see, just like all the others said, totally just grinding in circles. Yeah.

↑ 67 ↓ ↻ ...



MilkyTittySuckySucky • 1y ago

Bro dropped his PhD thesis

↑ 23 ↓ ↻ ...

⊕ 5 more replies



rogu14 • 1y ago

Endgame is grinding for silver and getting better gear or lifeskilling (cooking, gathering, bartering etc.).

Endgame in bdo is not really PVP contered unless you make it to be doing uncapped nodewards. There are some other capped and uncapped pvp modes but these are not an "endgame"

Imo the endgame in bdo has been stale for some time now, everyone focusing on getting their pen debos done. There are new things comming with new expansion but how it will affect the end game no one knows

↑ 47 ↓ ↻ ...

⊕ 4 more replies



[deleted] • 1y ago

Endgame is people avoiding PvP until they have the "right gear" which is an infinite loop because they will never have the right gear as other people are also chasing the right gear.

↑ 81 ↓ ↻ ...

⊕ 4 more replies



[deleted] • 1y ago

Endgame is gambling on gear upgrades and grinding endlessly for more materials and silver so you can try again and again.

↑ 7 ↓ ↻ ...



kelsodisco • 1y ago

Running around in circles.

↑ 6 ↓ ↻ ...

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[Learn More](#)**[deleted]** • 1y ago

Running in circles to eventually (or not) run in circles faster

↑ 6 ↓ ↺ ...

**ILoveThiccWaifus** • 1y ago

Dungeon is a weekly activity that is barely worth it and you need to read a guide before.

There are no PVE raids.

PVE content is indeed grinding monster in circle for infinite hours.

There are lifeskills activities , but it's just spamming R to gather some materials. Or just AFKing while your character is doing something (cooking , fishing , horse training)

⊖ ↑ 19 ↓ ↺ ...

**Dracico** • 1y ago

"PVE content is indeed grinding monster in circle for infinite hours."

That's mostly midgame PVE content.

Endgame PVE content is instead grinding monster near a stationary object for infinite hours.

↑ 38 ↓ ↺ ...

⊕ 6 more replies

⊕ 1 more reply

**r/blackdesertonline** • 4 mo. ago**How's the PVE in this fame?**

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People Keep Saying PvP is Dead. Is It Really?

56 upvotes · 76 comments



r/blackdesertonline • 3 mo. ago

How viable is Deadeye PVE?

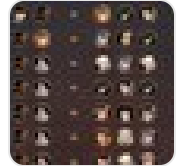
7 upvotes · 14 comments



r/blackdesertonline • 4 mo. ago

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24 upvotes · 50 comments



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45 comments



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9 upvotes · 37 comments



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What class for fun and strong pve

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6 upvotes · 31 comments



r/blackdesertonline • 24 days ago

Give me a SINGLE logical reason for this P.A.



391 upvotes · 41 comments



r/exoprimal • 1 yr. ago

PvE content?

4 upvotes · 13 comments



r/fo76 • 1 yr. ago

! SPOILER

What is the Endgame content?

10 comments



r/blackdesertonline • 12 days ago

Is it possible to play pvp with 100-120 ping and still be good?

11 comments



r/blackdesertonline • 5 days ago

Hi I'm new and wanted to know more about classes like which is good PvP or PvE and the difficulty.

18 comments



r/blackdesertonline • 4 days ago

I have been on BDO since KR and NA launch and never got to a high gear score. I honestly need help as I am tired of being behind and want to really participate in PvP content and...



5 upvotes · 51 comments

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1 upvote · 3 comments



r/blackdesertonline • 3 mo. ago

Any warrior awe main pls explain this to me.

90 upvotes · 24 comments



r/blackdesertonline • 2 mo. ago

Current State of PvP Balance make me wanna stop playing

3 upvotes · 49 comments



r/blackdesertonline • 1 mo. ago

Pvp xdd

244 upvotes · 34 comments



r/blackdesertonline • 21 days ago

It used to be so much fun :(

6 comments



r/blackdesertonline • 12 days ago

Returning and overwhelmed player needs help

13 upvotes · 39 comments

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