

Solo Rebirth Guide

(Spooky Bottom)

This guide is written by Green_Rin.

Thank you to Angitia for the required level to use level 10 Shaman AOE's and level 15 Sorcerer AOE's.

Before we start:

- This guide is only for those who level in Spooky Bottom.
- Warning: this is a very long guide, jump directly to "Suggested Setups" if you don't need all the theories.

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What Makes your Rebirth Fast?

1. Magic Accuracy

Magic accuracy lets you hit more monsters from your AoE skills. It gives the most boost to your leveling speed if you have decent physical defense and damage especially until level 60.

How to get more magic accuracy:



- Magic Pill of Accuracy

Use before you rebirth OR by switching to high level job, use the pill, then switch to the low level job you want to rebirth

+ magic accuracy for 1 hour duration, level 70 required to use



- Accuracy Saddle

Make sure you ride level 70 pet to maximize its buff. Saddle lasts for 2 hours or until you logout

+ 20 magic accuracy for level 70 pet
+ 10 magic accuracy for level 65-69 pet
+ 5 magic accuracy for level 60-64 pet

- Title

Great if your survivability is already good (only until you reach level 60)

- Stripes of Fury (+15 magic accuracy, +15 magic evasion)
- PVP Master (+10 magic accuracy, +1000 HP, +6% damage to Hunter, Blademaster, Wizard, and Sorcerer)

- Armor (Hand/Gloves)

+10 magic accuracy from magic gold bonus



- Onyx of Righteousness (slot 1 and slot 2)

Onyx to be put in your gloves

+ 5 magic accuracy for each onyx

- Weapon (Wand)

The additional bonus for low level wands is minor for you to invest in more than two wands. More details about weapon will be explained further.

2. Damage





Without strong damage, you will take forever to kill monsters, that makes you level slow.

How to get more damage:

- Job skills

Generally, the higher level of skills, the more damage you deal. Detailed explanations about the skills you should take will be discussed in later part.

- Accessories/Miscellaneous

-  Shang Yang's Tear
+10% magical damage
Can be obtained from Heavenly Accessories Box
-  Normal/  Divine/  Celestial Wand Demon Charm
+3%/+5%/+8% magical damage
can be obtained from Normal/Divine/Celestial Demon Charm Box

- Title

There are a lot of options of title that you can use if your survivability and magical attack are already good. These are some good titles to be used:

Monster	Title	Effect	Requirements
Caskmaster	Kung-Fu Fighter	+6% damage to Martial Artist	Complete level 40 Martial Artist Life Quest
	100 Dan	+8% damage to Martial Artist	Exchange 350 Raid Tokens
Crimson Glob	Outlaw	+6% damage to Thief	Complete level 40 Thief Life Quest
	Cat Burglar	+8% damage to Thief	Exchange 350 Raid Tokens
Man-Eating Zombie	Crimson Flower	+6% damage to Dancer	Complete level 40 Dancer Life Quest
	Tumbler	+8% damage to Dancer	Exchange 350 Raid Tokens
Fugitive	Public Official	+6% damage to Commoner	Complete level 40 Commoner Life Quest

	Beggar	+8% damage to Commoner	Exchange 350 Raid Tokens
Flying Noisy Snake	Mystic	+6% damage to Wizard +8% damage to Wizard	Complete level 40 Wizard Life Quest
	Black Magician	+10 magic accuracy, +1000 HP, +6% damage to	Exchange 350 Raid Tokens
	PVP Master	Hunter, Blademaster, Wizard, and Sorcerer	Exchange 380 team points in Lost Art of PVP
Crystal Shield Northern Turtle Soldier	Berserker	+6% damage to Blademaster	Complete level 40 Blademaster Life Quest
	Manslayer	+8% damage to Blademaster	Exchange 350 Raid Tokens
	PVP Master	+10 magic accuracy, +1000 HP, +6% damage to Hunter, Blademaster, Wizard, and Sorcerer	Exchange 380 team points in Lost Art of PVP

- Magical attack
Will be discussed in later part.
- Armor
Will be discussed in later part.

3. Magical Attack

Generally, the higher magical attack you have, the more damage you deal. However, magical skills damage has cap that depends on target's magical defense. This means if you have more magical attack than the cap, you will not deal more damage unless you use other sources of damage increasing stuffs explained before. Basically, this is how you calculate magical attack cap:

$$\text{Magical Attack cap} = \text{Target's Magical Defense} \times 6.25$$

Magical attack cap for the monsters you will be attacking for rebirthing is summarized in this table.

Monster	Magical Attack Cap
Caskmaster	168.75
Crimson Glob	250
Man-Eating Zombie	543.75
Fugitive	400
Flying Noisy Snake	581.25
Crystal Shield Northern Turtle Soldier	~2000 (estimated)

- Wardrobe

The more items you have in your wardrobe (starting from min. 105 items), the more magical attack bonus you have. This is a very solid bonus for all levels and is a very good investment for almost everything in game because you always have this buff passively.

- Ring and Accessories

-  Normal/  Divine/  Celestial Ring of Magical Attack
+10%/+13%/+16% magical attack
can be obtained from Normal/Divine/Celestial Ring Box

- Costume

Costume with 10% magical attack is good. Having 15% magical attack costume is better if you have the fund. The choice of other stats (HP or MP) depends on your own preference. HP will be better if your survivability is not good enough (you still need a lot of HP recovering skills or items), while MP will be good if your survivability is very good.

- Weapon (Wand)


The additional bonus for low level wands is minor for you to invest in more than two wands. More details about weapon will be explained further.


- Job Skill Buff

There are a lot of skills that give magical attack and will be explained in later parts.

- Pre-buff

There are some decent pre-buffs (from job skills) that you can use before you rebirth or by using the buff on high level job then switching to low level job you want to level. These buffs last quite long and if you kill fast enough, they will last until Fugitives. These are some of the buffs that gives you extra magical attack:

-  Yin Frog
This skill is in Doctor's Croakus Pocus skills
When maxed, it gives 20 +15% magical attack for 10 minutes

-  Ready for Action
This skill is in Hunter's Hunter's Instincts skills
When maxed, it gives +10% magical attack, physical attack, physical defense, magical defense, and evasion for 10 minutes

- Title

There are a lot of options of title that you can use if your survivability is already good, and your magical attack is very low or have no extra damage title. Some of the best and relatively easy to get are:

- Adventurer
+120 magical attack, +20 magical defense
You can only get this title by buying this title at Guild Boss Merchant (3000 Killing Pupu Coins)
- Hell's Resident
+91 magical attack, +51 physical attack
This title drops from Town-God Temple Lair.
- Wrong Response Master
+56 magical attack, +91 physical attack
You can get this title from getting 551+ score in Wrong Response Master (daily event)
- God Among Men
+50 magical attack, +1500HP, +70 physical attack
This title drops from Town-God Temple Lair.

- Vanity pets

Detailed magical attack bonus from these vanity pets can be seen in https://domo.fandom.com/wiki/Vanity_Pet_Treasure_Box

The effect of each of these vanity pets are the same, so it is recommended to get Fire Charm first if you do not have plan to maximize more than one type of vanity pet since Fire Charm is the cheapest option.

- Fire Charm
- Fire Phoenix
- Magic Spirit




- Pills



- Bronze Magic Stone
This item can be crafted or bought from stalls
+50 magical attack for 30 minutes



- Iron magic Stone
This item can be bought from stalls or received from Old Treasure Chest (loot from Eversun Event)
+75 magical attack for 1 hour

- 
 Pill of Magic Power
 This item can be crafted or bought from stalls
 +100 magical attack, +200 HP, +500 MP for 30 minutes
- 
 Spellpower Scroll
 This item can be bought from Item Mall or stalls
 +10 and 10% magical attack for 30 minutes (Spellpower Scroll I)
 +20 and 10% magical attack for 30 minutes (Spellpower Scroll II)
 +30 and 10% magical attack for 30 minutes (Spellpower Scroll III)
 +40 and 10% magical attack for 30 minutes (Spellpower Scroll IV)
 +50 and 10% magical attack for 30 minutes (Spellpower Scroll V)
 +60 and 10% magical attack for 30 minutes (Spellpower Scroll VI)
 +70 and 10% magical attack for 30 minutes (Spellpower Scroll VII)
- 
 Magic Gingerbread Man
 This item is not tradable but can be received from The Lost X'Mas Gift Box Operation Quest or through GM seasonal events
 +20% magical attack, +20% physical attack for 10 minutes

4. Physical Defense & Earth Defense

Physical Defense is very important for leveling until level 40 or until you leave Fugitives. If you kill fast enough, just the physical defense from Domo Anniversary title will last you until Man-Eating Zombie because you will level up fast and therefore your HP and MP are fully recovered. If you cannot kill fast enough, you will need some extra defense from other sources, such as vanity pets, pills, wardrobe buff, and pre-buff.

Earth defense is important for level 60+ as you will be only killing Crystal Shield Northern Turtle Soldier that uses water elemental attacks. Earth defense does not make you tankier in Flying Noisy Snake as they only deal non-elemental magical attack.


The amount of percentage damage reduction you get from having earth defense against Crystal Shield Northern Turtle Soldier is equal to the earth defense you have. For example, if you have 60 earth defense, you will have 60% damage reduction from water elemental attacks. However, elemental defense caps at 80. Any elemental defense higher than 80 will not have any effect.

- Wardrobe
 Having at least 210 items in your wardrobe will give you +60 physical defense. This is a very solid bonus for early levels and is a very good investment for almost everything in game because you always have this bonus passively.

- Ring and Accessories

-  Normal/  Divine/  Celestial Ring of Earth
+50/+55/+65 earth defense
can be obtained from Normal/Divine/Celestial Ring Box

- Job Skill Buff


-  Secrets of the Earth Spirit
This skill is in Wizard's Spellcasting skills
When maxed, it gives +60 earth defense for 10 minutes


- Title


- DOMO Anniversary
+100 physical defense, +500HP, +25 physical attack, +25 magical attack

- Pre-buff

There are some decent pre-buffs (from job skills) that you can use before you rebirth or by using the buff on high level job then switching to low level job you want to level. These buffs last quite long and if you kill fast enough, they will last until Fugitives. These are some of the buffs that help you to last longer while leveling (not restricted to only skills that gives physical defense):

-  Frog Forcefield
This skill is in Doctor's Croakus Pocus skills
When maxed, it gives 20 +15% physical defense for 10 minutes




-  Prolong Life
This skill is in Doctor's Croakus Pocus skills
When maxed, it gives +50% +450 HP for 10 minutes

-  Ready for Action
This skill is in Hunter's Hunter's Instincts skills
When maxed, it gives +10% physical defense, physical attack, magical defense, magical attack, and evasion for 10 minutes

- Vanity pets

Detailed physical defense bonus from these vanity pets can be seen in https://domo.fandom.com/wiki/Vanity_Pet_Treasure_Box

The effect of each of these vanity pets are the same, so it is recommended to get either Panda or Bronze Beast first if you do not have plan to maximize more than one type of vanity pet since Panda and Bronze Beast is the cheapest option.

- Panda
 - Bronze Beast
 - Polar Bear
- Pills
-  Bronze Armor Stone
This item can be crafted or bought from stalls
+50 physical defense for 30 minutes
 -  Pill of Iron Wall
This item can be crafted or bought from stalls
+120 physical defense, +1000 HP for 30 minutes
 -  Earth Bronze Armor Stone
This item can be crafted or bought from stalls
+20 earth defense for 30 minutes

5. Armor

Ideally, you will want to use double golded and modded robes for everything. If you don't use Experience Stone, you will have to level through fugitives and therefore you will need to use level 30 or lower armor. If you use Experience Stone, getting level 40 armor will be better. However, there is not much difference in the stats between level 30 and level 40 armor.

Starting from level 60, you can keep using your low-level armor (level 30 or 40), level 60 suit armor (Artemis), or even level 70 suit armor (Juno). For just leveling purpose, you should be fine with just low-level armor as long as you have the required mods. Getting Artemis or Juno (or both) is very good because your survivability will be better and the damage you deal will be higher too.




Generally, the armor you use until Flying Noisy Snake only needs to have 60% Wizard reduction. Having 40-50% reduction is minimum and having over 60% reduction is definitely better. You can get this reduction by having Nona Onyx in your armor and/or reduction III mod (damage reduction from Wizard, Shaman, and Witch Doctor). Until here you also most likely do not need magical attack mod on your armor if you already have decent wardrobe buffs and if you use magical attack pills.

For Crystal Shield Northern Turtle Soldier, your armor needs to have Blademaster reduction. 40% is minimum if you have at least around 50-60 earth defense. However, you will still need a lot of healing or regeneration. Having 80% Blademaster reduction is ideal and extremely helpful. You will need at least 50-60 earth defense here and you can get them by using any

type of earth ring, having earth defense mod in your armor, or using earth bronze armor stone.

Another important mod stat in your armor by the time you reach Crystal Shield Northern Turtle Soldier is magical attack. Having total of 40% magical attack mod in your armor is great. However, 32% is still enough.

These are choices of onyxes you can use on your armor and shield:

-  Onyx of Loyalty (Head Onyx, slot 1 and 2)
+20% HP
Good for everything.
Slot 1 and 2 level 20-30 can be obtained from Green Rooster Dice Chest
Slot 1 and 2 level 25-35 can be obtained from Green Monkey Dice Chest
Slot 1 and 2 level 30-40 can be obtained from Green Sheep Dice Chest
Slot 1 and 2 level 35-45 can be obtained from Green Horse Dice Chest
Slot 1 and 2 level 60-70 can be obtained from White Sheep Dice Chest, Northern Turtle Lair
-  Onyx of Kindness (Body Onyx, slot 1 and 2)
+5% magical attack
Good for everything.
Slot 1 and 2 level 20-30 can be obtained from Green Rooster Dice Chest
Slot 1 and 2 level 25-35 can be obtained from Green Monkey Dice Chest
Slot 1 and 2 level 30-40 can be obtained from Green Sheep Dice Chest
Slot 1 and 2 level 35-45 can be obtained from Green Horse Dice Chest
Slot 1 and 2 level 60-70 can be obtained from White Dragon Dice Chest
-  Onyx of Righteousness (Hand Onyx, slot 1 and 2)
+5 magic accuracy
Good for everything.
Slot 1 and 2 level 20-30 can be obtained from Green Rooster Dice Chest (and slot 2 from Seizer's Palace)
Slot 1 and 2 level 25-35 can be obtained from Green Monkey Dice Chest (and slot 1 from Seizer's Palace)
Slot 1 and 2 level 30-40 can be obtained from Green Sheep Dice Chest (and slot 2 from Seizer's Palace)
Slot 1 and 2 level 35-45 can be obtained from Green Horse Dice Chest
Slot 1 and 2 level 60-70 can be obtained from White Dragon Dice Chest



- Onyx of Harmony (Shoe Onyx, slot 1 and 2)

+13 evasion (level 25-35)

+18 evasion (level 35-45)

+30 evasion (level 60-70)

Good for everything if you do not use Experience Stone.

Slot 1 and 2 level 20-30 can be obtained from Blue Rooster Dice Chest (and slot 2 from Seizer's Palace)

Slot 1 and 2 level 25-35 can be obtained from Blue Monkey Dice Chest (and slot 1 from Seizer's Palace)

Slot 1 and 2 level 30-40 can be obtained from Blue Sheep Dice Chest (and slot 2 from Seizer's Palace)

Slot 1 and 2 level 35-45 can be obtained from Blue Horse Dice Chest

Slot 1 and 2 level 60-70 can be obtained from White Pig Dice Chest



- Onyx of Equality (Shoe Onyx, slot 1 and 2)

+5 magic evasion

Good for Flying Noisy Snake if you use Experience Stone and use different armor after level 60.

Slot 1 and 2 level 20-30 can be obtained from Blue Rooster Dice Chest (and slot 2 from Seizer's Palace)

Slot 1 and 2 level 25-35 can be obtained from Blue Monkey Dice Chest (and slot 1 from Seizer's Palace)

Slot 1 and 2 level 30-40 can be obtained from Blue Sheep Dice Chest (and slot 2 from Seizer's Palace)

Slot 1 and 2 level 35-45 can be obtained from Blue Horse Dice Chest



- Nona Onyx (Trousers Onyx, slot 1 and 2)

10% Wizard damage reduction

Important for Flying Noisy Snake.

Slot 1 and 2 level 20-30 can be obtained from Red Rooster Dice Chest

Slot 1 and 2 level 25-35 can be obtained from Red Monkey Dice Chest

Slot 1 and 2 level 30-40 can be obtained from Red Sheep Dice Chest

Slot 1 and 2 level 35-45 can be obtained from Red Horse Dice Chest



- Trio Onyx (Trousers Onyx, both slot 1 and 2)








10% Blademaster damage reduction

You should prioritize this onyx over Nona Onyx if you use the same armor from Flying Noisy Snake until Crystal Shield Northern Turtle Soldier.

Slot 1 level 60-70 can be obtained from White Rooster Dice Chest and True Trial Tower

Slot 2 level 50-60 can be obtained from Madam Malachite

Slot 2 level 60-70 can be obtained from White Sheep Dice Chest and True Tigerman

-  Onyx of Rain – Property Def(Earth) (Armor Onyx, slot 3)
+4/+5/+6/+7/+8 earth defense (level 60-100)
Good for leveling.
Can be obtained from Challenge Whetstone Lion Instance
-  Onyx of Moon (Armor Onyx, slot 3)
+4% magical defense (level 60-100)
Good if you use same armor for leveling and general usage.
Can be obtained from Eastern Dragon Tower Secret Chamber.
-  Onyx of Earth – MP REC (Body Onyx, slot 3)
+11/+12/+13/+14/+15/+16/+17/+18/+19/+20 MP recovery
Good for everything.
Can be obtained from Word Bingo.
-  Onyx of Inspiration: Defense (Armor Onyx, slot 4) (Optional)
When being attacked, there is a probability of 2%-4% of initiating [Solid Defense]
Used to be able to be obtained from Northern Turtle Lair.
-  Onyx of Inspiration: Mage Strike (Armor Onyx, slot 4) (Optional)
When being attacked, there is a probability of 2%-4% of initiating [Powerful Magic Attack]
Can be obtained from Scary 13 Warriors: Magistrate Soulcatcher.
-  Absolute Onyx: Rejuvenation (Body & Weapon Onyx, slot 4) (Optional)
+14 MP recovery (level 60-100)
+23/+24 MP recovery (level 70-100)
Good for MP recovery, but it is quite hard to find and pretty expensive. Therefore, if you have limited budget, try to optimize other survivability and damage boosting stuffs first before getting this.
Can be obtained from Southern Vermillion Lair.
-  Fortification Onyx: Resistance (Shield Onyx, slot 1)
+15 Physical Block (level 70-100)

Good for everything.

Can be obtained from Inside Town-God Temple Lair.



- Onyx of Boundary (Shield Onyx, slot 2)

+700 HP (level 70-100)

Good for everything.

Can be obtained from Northern Turtle Lair.

These are alternatives for armor mod stats based on your personal plan on choosing armor. The mod stats are ordered from more important to less important. Bolded stat means you must have this.

- Level 30/40 armor only

Level 30/40 armor:

Head: **reduction I**, **reduction III**, HP

Body & Trousers: physical defense, MP recovery, earth defense/magical defense

Hand & Shoe: **reduction I**, **reduction III**, **magical attack**

- Level 30/40 armor and Level 60/70 armor

Level 30/40 armor:

Head: **reduction III**

Body & Trousers: MP recovery

Hand & Shoe: **reduction III**

Level 60/70 armor:

Head: **reduction I**, physical defense, HP

Body & Trousers: physical defense, MP recovery, earth defense/magical defense

Hand & Shoe: **reduction I**, **magical attack**

Notes:

Reduction I: damage reduction from Blademaster, Fencer, and Mercenary

Reduction III: damage reduction from Wizard, Shaman, and Witch Doctor

6. Weapon

You do not have to mod your wand until level 60 but having them magic golded is very good. These are the recommended wands until Flying Noisy Snake:



- Level 10 Wooden Wand until Fugitives and





- level 45 (downgraded to level 40) Fiery Cloud Wand or



level 43 (downgraded to level 40) Rime Rod for Flying Noisy Snakes.

After level 60, you have to get better Wand that is modded and at least magic golded. The required mod stat is only magical attack. If you have Artemis and do not have plan to make Juno, you can stay with level 60 Ultimate/True Sacred Blaze Wand all the way until you cap. Use level 70 Ultimate Soaring Serpent Wand only if you have Juno.

-  level 60 Ultimate/True Sacred Blaze Wand

-  Level 70 Ultimate Soaring Serpent Wand

Starting at level 60, you have to use onyx in your Wand. You will want to choose magical attack onyx over Blademaster onyx if your magical attack is still below 2000. These are the onyxes:

-  Monkey Onyx


+5% damage to Wizard (slot 1)

+7% damage to Wizard (slot 2)

A must-have onyx for Flying Noisy Snake.

Slot 1 can be obtained from Giant Turtle King, Senior Spookizen, and Spectral Servant.

Slot 2 can be obtained from Mutant Wisewood.

-  Onyx of Water – M.ATK

+50-77 magical attack (slot 1), minimum +60 is recommended

+50-86 magical attack (slot 2), minimum + 70 is recommended

Slot 1 can be obtained from Northern Turtle Lair and True Trial Tower.

Slot 2 can be obtained from Southern Vermilion Lair and True Trial Tower.

-  Onyx of Sun

+6% magic attack (level 60-100/70-100, slot 3)

Can be obtained from Southern Vermilion Lair.

-  Tiger Onyx

+5% damage to Blademaster (slot 1)

+7% damage to Blademaster (slot 2)

Good for Crystal Shield Northern Turtle Soldier

Slot 1 can be obtained from Purple Rabbit Dice Chest, White Pig Dice Chest.

Slot 2 can be obtained from Woken Wyvern, Chu River, White Pig Dice Chest.

-  Onyx of Interval

+9% damage to Blademaster (level 60-100, slot 2)

+11% damage to Blademaster (level 70-100, slot 2)

Good for Crystal Shield Northern Turtle Soldier.

+9% can be obtained from Northern Turtle Tower Secret Chamber.

+11% can be obtained from chest dropped by floor bosses in /Northern Turtle Lair/
Southern Vermilion Lair/ Western Turtle Lair.



- Any type of Constant Onyx: Slay (slot 3)

Use this onyx only if you have over 2000 magical attack and already use Blademaster onyx), preferably earth, but water, wood, and metal are also fine. If possible, do not use fire.

+60/+100 elemental attack (level 60-100)

+117 elemental attack (level 70-100)

+60 can be obtained from Mirror Sprite Instance, Northern Turtle Lair, Southern Vermilion Lair, Western Turtle Lair, True Trial Tower.

+100/+117 can be obtained from Lightning Spirit Lair.

Skills

This skills guide is only for rebirthing/leveling purpose.

You will mainly use Shaman and Sorcerer skills. Other than these two jobs, you are free to use whatever you can use.

1. Shaman

- All elemental based AoE skills from Seasonal Magic skill tree:



Blizzard (metal element),



Summer Solstice (fire element),



Acid Rain (water element),



Scorched Earth (earth element),



Blackthorn (wood element).

These skills are damage skills and give elemental defense debuff to the target(s), that allows you to deal more damage if you use skill(s) with the element that is strong against the elemental defense debuff you give.

Of course, the higher the level, the more damage you deal.

However, if you are low in budget, level 7-8 of these AoEs is sufficient. If you don't have enough skill points, try to divide your skill points to these 5 AoEs fairly.



- Equip Wand

Without this skill, you cannot equip wand on non-shaman, wizard, and sorcerer jobs.

2. Sorcerer

- All elemental based damage AoE skills from Spells of The Five Elements skill tree:



Blizzard's Curse (metal element),



Summer Solstice's Curse (fire element),



Acid Rain's Curse (water element),



Scorched Earth's Curse (earth element),



Blackthorn's Curse (wood element).

These skills are damage skills.

Again, the higher the level, the more damage you deal.

However, if you are low in budget, try to get level 11-13 skill scrolls for these skills crafted. level 7-8 of these AoEs are sufficient. If you don't have enough skill points, try to divide your skill points to these 5 AoEs fairly.



- Fire of Sultry Summer

This skill gives you magic attack buff.

The higher the level, the more magic attack you get.

Usually, level 5 is required. Level 8 is great to have, and you can get level 6-8 skill scrolls crafted. Any levels above that is good to get if you feel rich.



- Godlike Demeanor

If maxed, this skill increases magical skill damage vs. enemy by 20% (1/2 effect for non-Sorcerer occupations). You have to max this skill's level.



- Tinges of Spring (optional)

This skill lowers target's magical defense for a duration. Since magic attack cap depends on target's magical defense, this skill is useless if you have enough magical attack already.




- Fallen Rain


This skill does not give anything that boost your damage. However, this skill is decent for your extra magic defense and MP recovery.

3. Wizard

Active skills in this part are not required unless you are on wizard job or have enough sub skill slots.

-  Secret of Earth Spirit

This skill gives you +60 earth defense if maxed. Great to have so you don't have to use any kind of earth defense ring.

-  Cataclysmic Converter

This skill gives you extra MP recovery. Allows you to spend less Magical Daikon or Yule Log.

Active skills in this part are not required unless you do not have sorcerer skills yet.

-  Toppling Tremor
-  Acid Rain Scroll
-  Secret Charm of Thorns
-  Explosive Runes

4. Witch Doctor

-  Withered Earth

Create a circle area for 5 min that increases damage taken by enemies by specific percentage. The higher the level, the greater the effect and the greater the radius. Level 7 is decent, but it is good to have if you want to go for higher.

-  Blood Boil

Give a self + magic attack and + physical attack buff and reduce a little amount of your HP while standing. Useless if you have enough magic attack already.

5. Dancer

-  Bestial Boogie

Gives you a significant more HP recovery for 5 minutes. Good to spend less Milk Chocolate Cake/Yule Log

-  Mating Dance

Gives you a significant more MP recovery for 5 minutes. Good to spend less Magical Daikon/Yule Log


-  Flaming Foxtrot


Fire elemental AoE damage skill with fast cast time


-  River Rhumba


Water elemental AoE damage skill with fast cast time


6. Doctor

-  Frog Forcefield
- When maxed, it gives 20 +15% physical defense for 10 minutes

-  Prolong Life
- When maxed, it gives +50% +450 HP for 10 minutes

-  Yin Frog
- When maxed, it gives 20 +15% magical attack for 10 minutes

-  Mega Magic Boost
- When maxed, it gives +50% +215 MP for 10 minutes

-  Regeneration (level 11)

Regeneration level 11 is when its effect is significant. It recovers 5% of max HP every second for 30 seconds.



- First Aid

A single target healing skill



- Inner Magic

Gives MP recovery for 6 minutes

7. Hunter



- Ready for Action

When maxed, it gives +10% magical attack, physical attack, physical defense, magical defense, and evasion for 10 minutes

8. Martial Artist



- Channel Energy

Does not stack with Prolong Life.

Gives extra max HP



- Fortifying Force

Does not stack with Frog Forcefield, Fighting Foresight, Fleecing Fan, Iron Curtain, Defensive Aura and Better Blocker.

Gives extra physical defense for a duration



- Tranquil Turtle

Gives you a significant more HP recovery for 5 minutes. Good to spend less Milk Chocolate Cake/Yule Log.

9. Mercenary



- Bronze Sinew, Iron Bone

Reduce normal attack damage from enemy by *% (1/2 effect for non-Mercenary occupations)



- Equip Shield

Equipping shield is good as shield gives you more physical defense and other bonuses if modded.

10. Thief



- Control Breathing

Recovers significant amount of MP instantly.



- Premonition

Increases significant evasion. Helps if you are lacking of physical defense when you are in Fugitives.

Suggested Setups

1. Status

Max agility until 102/103, then wisdom. Same status for all jobs you want to level.








2. Hotkeys

For efficiency purpose, prepare your hotkeys prior to starting your leveling as the following and use the corresponding skill by the time you reach the stated estimated level or when you can use the highest available skill level:

Level (estimated)	Shaman Skills Level	Sorcerer Skills Level
10	1	6
22	4	9
30	6	11
38	8	13
46	10	15

3. Items

Use the following items before starting your rebirth if you start rebirth at level 10. If you start from level 40 (use experience stone), you don't need any physical defense stuffs.

-  Magic Pill of Accuracy
-  Iron Magic Stone
-  Accuracy Saddle or
-  Recovery Saddle
-  Spellpower Scroll VI or VII (if needed)
-  Bronze Armor Stone (if needed or if you don't have 210 stuffs in wardrobe)
-  Pill of Iron Wall (if needed or if you don't have DOMO Anniversary title)

Use these items when needed.

-  Magical Daikon

Fully recovers your MP



- Yule Log

Fully recovers your HP and MP



- Milk Choco Cake

Same effect as Regeneration level 11, recovers 5% of max HP every second for 30 seconds.

4. Pre-buffs

Use the following skills before starting your rebirth.



- Frog Forcefield



- Prolong Life



- Yin Frog



- Mega Magic Boost



- Ready for Action

5. Vanity Pets

Use the following vanity pets.

Level 10-40/43:

- Panda/Bronze Beast/Polar Bear and
- Fire Charm/Fire Phoenix/Magic Spirit

Level 40/43-60:

- Fire Charm/Fire Phoenix/Magic Spirit and
- Tigerman/Duck/any elemental Sprite/any elemental Elf

Level 60+:

- Fire Charm/Fire Phoenix/Magic Spirit and
- Tigerman/Panda/Bronze Beast/Polar Bear/any elemental Sprite/any elemental Elf

6. Title

Use the following titles.

Level 10-40/43:

- DOMO Anniversary

Level 40/43-60:

- Black Magician,
- Mystic, or
- Stripes of Fury

Level 60+:

- Adventurer,
- Hell's Resident,
- Manslayer,
- Berserker, or
- DOMO Anniversary

Leveling Path and Skill Rotation

1. Leveling Path

Level 10-40/43:

Spooky Bottom map. Just kill everything along the way and make sure by the time you go to Fugitives, you can equip at least 4 pieces of your armor. You can stay at Fugitives until level 43 if you are not tanky enough for Flying Noisy Snake.

Level 40/43-60:

Spooky Bottom map. Kill Flying Noisy Snake.

Level 60+:

Spooky Bottom instance. Kill Crystal Shield Northern Turtle Soldier.

2. Skill Rotation



Scorched Earth →



Blackthorn's Curse →



Blackthorn →



Blizzard's Curse →



Blizzard →



Summer Solstice's Curse →



Summer Solstice →



Acid Rain's Curse →



Acid Rain →








Scorched Earth's Curse

FAQ

1. Is it possible to solo rebirth without Regeneration level 11?

Yes. The first alternative you can use is Milk Choco Cake, that gives the same effect as Regeneration level 11. The difference is its cooldown is not affected by job penalty.

Second alternative (if you don't have Milk Choco Cake) is to have enough HP regeneration. This alternative only works if you have at least 60% Wizard reduction at Flying Noisy Snake and at least 68% Blademaster reduction and 60 earth defense at Crystal Shield Northern Turtle Soldier with some physical defense mods. These are the items from which you can get HP regeneration.

-  Recovery Saddle
+50 HP recovery, +20 MP recovery
-  Jiangshi's Orb
+100 HP recovery, +750 HP
-  Seafood Pancake
+245 HP recovery for 1 minute
This item gives so much more HP recovery compared to Pill of HP Recovery
-  Absolute Onyx: Restoration (Body & Weapon Onyx, slot 4)
+113/+117 HP recovery (level 60-100)
+203/+209 HP recovery (level 70-100)
-  Vitamin F Pill
Recovers 2100 HP

2. If I don't want to solo and have a support or if I can spam use Milk Choco Cake, how tanky should I be?

Around 30% Wizard Reduction at Flying Noisy Snake will be enough. Be careful not to pull too many snakes, though. At Crystal Shield Northern Turtle Soldier, if you have at least 60 earth defense, 30% Blademaster reduction is enough but 40% will be better.

3. Must I use both Shaman and Sorcerer AoEs?

Those two job subs are ideal. However, if you don't have sorcerer yet, you can use shaman and wizard combination.

4. Really? You don't use earth wand?

Yes. Shaman skills will change target's elemental defense. Therefore, earth wand will only boost your earth skill when the current monsters' element is water. If these two conditions are not met, your skills will not deal more damage even though the monster's initial element is water.

5. I have very limited budget. What should I mod/get first?

When you are solo leveling, survivability is the most important. Try to have decent survivability while having not-so-bad damage or try to get a support. Having less damage but great survivability will enable you to use more AoEs and level up faster than having high damage but you always have to kite for your life.

References

https://domo.fandom.com/wiki/Domo_Wiki