



Y U NO DROP NADROJI?!?!

A Farming trick for Nadroji-less Dummies by LK_Stradmore.

Important note!

The tricks listed are **NOT** 100% guarantee way to obtain **Nadroji** ring/amulet! Rather, they **MAY** and **SHOULD** increase the chance of dropping gears that requires to kill Powerful Enemies(PMobs), as such it also applies with **Defiant** sets, **Maelstrom** sets, etc.

<u>Pros</u>	<u>Cons</u>
<ul style="list-style-type: none">• Increases the possible number of PMobs spawned per map.• Killing PMobs will grant you high Toon/Heroic Exp, Gold and Rare Gears, MS and CS.	<ul style="list-style-type: none">• Expect to fight +3 PMobs to fight at the same time.• PMobs can have multiple affixes that make them hard/difficult to kill(Immune, Elemental, Explosive, etc).



Powerful Enemies(PMObs) = **Epic**, **Legend** and **Mythic** Enemies.

Estimate number of **Epic** Mobs:

Map 20 - 200

1 Enslaver	1 Shrine Champion
1 Cartographer	1 Portal Guardian
Total : 4	Note: Not Including Feats.

Trick 1 : Challenge Map

Obtained from:

>Cartographer

>Merchant

Accessing maps with "+1/2/3% **Epic Enemies**" will spawn 1/2/3 **Shrine Champions** that will guard the **Cartographer**.

Use **Larimar Crystal Stone** to re-roll the Affixes on a non-**Legend** Map that you want to access.



Trick 2: HUNTER

Obtained from:

>Hunter Mythic

>Ascension

Obtaining a Hunter Ring/Ascension enable the activated Shrines/Pools to spawn 1-3 Epic Mobs each. If lucky, you can spawn up to 6(7) Epic Mobs(+3 in pool and +4 in Monster Shrine).

MythStones required for Hunter: Rebirth , Flight , Quest , Fortune.

Trick 3: Enshrined

Obtained from:

>Ascension

Obtaining this perk increases the number of possible Shrines per Map. Occasionally, 2 Monster Shrines may appear on a map, and combined it with a Pool and Hunter, a lucky event of 11 Epic Mobs can be spawned(+3 on Pool, +4 on Monster Shrine x 2).



Trick 4: Monster Spawn Powerup

Obtained from:

- >Purchased from Real Money
- >Collect 1000 Hp/Mp Orbs(Chance)

While it may not physically increase the number of spawned Epic Mobs, having this ensures that the Enslaver and the Cartographer(if not on Challenge Map) are always present on any non-boss levels.

Trick 5: Kill 100 Rare Enemies

Obtained from:

- >Codex/Feat

Just cause a genocide of Rare Mobs and a portal will show up to spawn a number of Epic Mobs. While not the fastest way to spawn PMobs, its an incentive for your hard work in farming and can increase your Heroic Level in the process.



Trick 6: Kill 50 Epic Enemies

Obtained from:

>Codex/Feat

After a massacre of Epic Mobs later, a Legend Mob will appear from a portal. Killing a Legend Mob instantly drops 1 Legend gear and may have a higher chance to drop a Nadroji jewelry. Or maybe not, i don't know...

Trick 7: Kill 10 Legend Enemies

Obtained from:

>Codex/Feat

After bullying 10 Legend Mobs, the Strongest Mob on the game appears from a portal. Killing a Mythic Mob instantly drops an Eternal Gear and may have a much higher chance to drop a Nadroji Jewelry. I hope so, who knows...

And that concludes my Farming Trick for Nadroji-less Dummies. Thank you for reading this guide!



Final Note:

This Guide assumes that you are at least on **Mythic1** Enemy Power(**EP6**), has moderate to high Luck, Item Drop, Maxed Level and capable of killing numbers of **Epic** Mobs with or without a Hireling.

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WPS Office

Yung 22 na nag like sa post ko sa Pinoy Dungeon Quest Players©

And other unmentioned names.

All Comments, Suggestions and Violent Reactions are welcome!

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