



I'm not robot



Continue

Ddo best way to get tokens of the twelve

(Coordinator: Strakeln) | Previous topic | Next Topic > Pages: 1 Send TopicPrint Distinctive Farm Guide (Read 3911 Times) | Previous Topic | Next topic > From Gwen Morse's Wiki So, you've made a new character in DDO. You've learned how to leave Korthos, find groups, use the conversation, (maybe) check your mail, and use Auction House. But, you can say that you don't get most of your character and you're not sure ~why~. DDO has a very sophisticated character building system and is easy to catch in some very dangerous traps. But, before we get into a list of Dos and Don'ts, lets you enjoy a video that rejoices in young people. From a noob-friendly alliance to Eva Online is recruiting video TEST: Newbies Welcome. Even if you don't know what a frigate, a web, a web, a neat, or a titan can be... you should be able to understand the feeling. Lets see if I can get themes from the Newbies Welcome video and apply them to DDO. Beginners aren't stupid. Beginners are new. Asking simple questions and feeling overwhelmed or insignificant is a regular part of any new game with complex traditions and mechanics. It is the responsibility of experienced players to help you and be patient with your questions. They were young once, and someone helped them. Frigates aren't useless. The frigates are priceless. First life and 28-point characters can do a lot and contribute to the epic elite content. Even easy to cultivate tools can be priceless. New players are not a burden. Young players are our biggest advantage. DDO newbies are the future of our game. You may be a beginner now, but if you stick with the game, you will eventually lead a raid, pass loot option to someone who will later tell stories about your generosity, be an officer in a guild, and open quests for elites for groups of clueless newbie toddling around the harbor. After enjoying the TEST video, let's take a walk on the wild side, and enjoy a World of Warcraft fan song and machinima. The lament of every caster: Why should I wear this big blue dress? DDO My Toons Some quick links to notes on my toons. Noobs should be prepared... Be a Boy Scout! I will do everything I can to be honest and fair, friendly and helpful, discreet and loving, courageous and powerful and responsible for what I say and do, and respect myself and others, respect authority, use resources wisely, make the world a better place and sister to every Boy Scout. The Girl Scout Act I understand this may seem a bit silly because most DDO players are men. I'm not going to do it. I was a Boy Scout, and I won my gold award. This is roughly equivalent to the Eagle Scout award available to scouts. Scouting has had a big impact on my life, and it has shaped many of my positive values. Even as a 40+ year-old matron, I live under the slogan Scout Be Prepared. This is my favorite explanation for the slogan: A girl scout is ready to help help necessary. The willingness to serve is not enough; you need to know how to do the job well, even in case of an emergency. Male or female, I think this is an excellent standard for use. When you know you want to be a better player, but you're not sure how... focus on preparing and learning work (a job can be a role, a class, a search, a raid) well enough to handle any emergency. Watch and learn. Watch how experienced people fix things that go wrong, and learn to do this for yourself. This will start with simple things like learning the map of a particular dungeon and maybe being able to predict where the traps are (so you can stop before you die on them) and eventually move on to things like being able to jump in when the main tank dies in a raid, or having enough UMD to move up all the dead folks and prevent a wipe. Start by step forward and helping the new girl. No matter how green you are, there's always someone even newer. Even something as simple as guiding a caster to a sanctuary that you have on your map from a previous run can be helpful. If thinking of Being a Girl Scout is likely to make you laugh too hard to take it seriously, just remember this: Like the dark side, we Girl Scouts have cookies! Come with us! Eachna's rules for Noobs Make choices that limit are a burden on the party, rather than trying to be an asset. Do not expect 100% of your treatment to come from therapists. Do not expect 100% of the trap response to come from trappers. Don't just expect arcane casters to provide crowd control, or only archers to provide fluctuating damage. DDO is designed to be a group-based activity, however, you should always work to be an asset to any group, rather than expect everyone else to take care of you. There are several ways to increase your self-sufficiency. Young players can easily put in the effort to be self-sufficient, which can make up a lot for the lack of experience with the game. Buy filters. There is a nice seller on Marketplace (aptly titled Filter Supplier) available to sell you a wide range of filters. Buy the best level of Cure filters you have access to (the redder the icon, the more it heals). Buy Curse Removal, Fear Removal, Disease Removal, Removal Poisoning, and Blindness Removal. Buy the restoration of the If you don't have platinum, buy 10 of each. If you have the cash, buy 100 of each. They're expendable, but they last a long time. 100 of each of these filters (except therapeutic filters) will probably take you to epic levels. If you can cast some kind of therapy spell on yourself, for God's sake, use it. Learn where the traps are and learn how to jump up/run through traps. Various types of traps can be avoided (mostly) by specialized movement. For example, some traps can be avoided if you run down the center of a room or embrace a particular wall/edge. Fire and acid traps can often jump over. Teh Teh Pin traps, and rotating blades traps can both be avoided by running over them after they have been fully extended. The consequence of this is not being an idiot and being a trap with your head. Don't just blindly storm down every runway because you jumped over a trap a few times in the past and must be the first to kill. If you don't have a good Spot, and there's a trapper at the party, step back a little bit and let them take the lead. I don't care how awesome you think you designed your character to be... If you died in a trap, you're useless until someone else helps you. As far as trappers are concerned, the difference between a trapper whose asset and a trapper whose weight is their equipment. Trapping is about equipment (both real trapping elements and other skill-enhancing equipment). +1 or +2 skill tools will not cut it to level 13. Trappers can normally

increase their skills-enhancing tools by +1 every two levels (all the odd level), and they should do this at least until they hit +13 tools. There are usually a few extra levels of breathing room before they need +15 tools, but only a few. The first two trapping skills to smooth out skill points are Device Search and Disable. If you have more points, then spot. If you have even more points left, you need to put them in something else useful, like UMD. Once your skills are at their maximum, you should get the highest speed boost skills you can use at your level. When you buy randomly produced items that enhance skills at auction house, don't choose the ones that have two effects. You just want a Spot item or you just want a search item. The named loot is different. The glasses of perception from the free-to-play Tempest Spill raid (for example) give +10 Search and +10 Spot to an item and can be useful for various levels. The uncompressed Dark Blue Ioun stone from Dreaming Dark gives +15 Spot and +15 Listen from level 5 and above, making it the best Spot item in the game (until you're on epic levels). With random (or fabricated) elements, at heroic levels it is never constructive to stack two effects on a trap element. Run beyond the trap. If you die in a trap, if someone rezzes (increases) your character, PLEASE run your ghost past the trap area before accepting the increase. When I say beyond the trap area, I mean on the other side, so you don't have to go through the trap again. I've lost my sense, number of times I've seen a noob get raised and run to the beginning of the trap. Then they die on the second pass. Learn to collect (and use) clickies. These are items with a certain number of charges per balance. The first clickie each character gets is the ring of Waterbreathing from the chest end in grotto tutorial. I like to run the Sharn Syndicate chain every life because I usually offer at least one item with a clickie on the reward list for each search. Quick Click Retreat Retreat You can keep up with the fastest people in the group. Clickies help lend you a few extra hit points. Prayer and Heroism clickies are both worth their weight on large devil scales because they help you increase your chance to make skill rolls. Every trapper should bring a Heroism clickie. Clickie is the noob's answer to using scrolls. Rich, skilled players will receive the ability to use a magic device and carry a large selection of scrolls from all categories. Since noobs are poor, and unskilled, and have not yet fallen in love with UMD, you should look for clickies. When you are rich, modify this Learn to put points in UMD and use scrolls. Put points on Alma. I used to put the rest on all my characters. I've been cold on it ever since. While it has a (small) impact on how quickly you stand up, it has no effect on whether or not you get knocked down. Jumping, however, is universally useful. It can allow you to reach high perches, avoid traps and achieve search goals. I recommend choosing Jump before balance. If you have skill points to spare, both are useful. Find out what crowd control options your class has. Each type of construction has some kind of crowd control. The minimum is the free tactical feat: Travel. Every character in the game gets this. Melees get attacks like Sap, Stunning Blow/Amazing Punch, and Improved Journey. Casters usually get spells. The types of combat that have been banished can also take spells or simply control the crowds by killing targets from a distance. There are some sticks or items that can be used for limited crowd control. Blinding enemies is a form of crowd control, such as fear and paralyzing effects. Don't be that guy. In my first serious guild raid on the Orient server, our guild leader will spout reminders and then finish them with the tag line Don't Be This Guy. So, you'd say something like Make sure you get curled pots... is not that type (ie: the one player who does not have filters to remove curses). Make sure you deliver the raid now that we're done... don't be That Guy (ie: the one person who forgets to collect the raid reward at the end, shows up 3 days later the next day raid, and discovers that he has to wait another three days to be able to run again). This advice absolutely works... I still think don't be that guy when I finish every raid or notice that I need to refuel a little expendable. I'll add more as I think of them, here are some things that Guy can avoid: When you finish a raid, manually immediately. There is a 3-day timer that starts from the moment you collect your fee reward. It prevents you from running the raid again until it's over. If you forget to collect your reward, this timer never starts running. When it comes to doing the Caught web raid, be sure to have a stack of 100 filters of Remove Curse. When it comes to making the raid against the demon queen, make sure to talk to Zawabi the "twice". The first time you talk to him, he's been clearing a flag since the last time you raided. The second time gives you the search before the raid. Also, when you sign in to the search before the raid, check again that you don't have a red message indicating that you haven't gotten the search in the search box. If _do_ have a message in red, go back to the shelter and talk to Zawabi again (because it was that guy). Don't share the pre-raid on the Night's Treasury. If you do and someone accepts it, you'll make them miserable. Don't forget to bring an underwater action element when it comes to shadowing a flag cache. One of the flag searches is 95% swimming underwater. Don't forget a Deathblock object every time you face the debtors. Also, don't forget to equip it. Deathblock does not protect you from level drainage. I REPEAT: DEATHBLOCK DOES NOT PROTECT YOU FROM THE DRAINAGE LEVEL. You want both Deathblock and Deathward every time you're around enemy spell casters. Re-check a character that you haven't played for some time has been flagged for the _before_ raid that you join the raid team. Tower of Despair has a special engineer to teleport your character to the raid entrance if you visit it once. Run to the raid entrance and access the teleporter while you do the flag missions. Don't wait for the raid day to get around to it. Don't forget your boots for anchoring. One of the bosses has a power that will throw you out of the raid if you don't have the boots. This means you'll end up doing all the work and getting none of the spoils. Also for the Tower of Despair. If you're not a light monk, don't forget your stone with pale lavender. If you don't have a pale lav, don't forget your jeweled cloak, or Worldshaper's cloak. The stunning of the final boss can be mitigated with spell absorption elements. Have some AdamandinOr. One of the first things I do when I get to level 9 in a new character is to go farm the free quest A relic of a dominant past. One of the first things I do when I find a new noob looking for instruction, is to teach them how to cultivate the search for themselves when they are at the right level. I -always- for -every- toon farm: Nightforge Gorget, Nightforge Gorget, Nightforge Armbands, Nightforge Helm. I also like to grab a Nightforge Spike if I have time for the final run. It will bring Nightforge tools of each character from level 8 to their maximum level (because clickies are useful). More recently, I started collecting Nightforge armor suits. I don't know what you're up to. It's nice ML: 8 adamantine armor with a blue socket and a colorless socket. Wear items that give you Fortification. I can't stress it enough. The more Fortification you have, the less critically affecting you that translates into less damage you get. The less damage you do, the fewer treatments or filters you need. The less you die. The less weight you end up being, and the more you become an asset. Item. back to my first point). If you can, get Heavy Fortification from Level 8 (Heavy Sapphire Fortification Increase) or Level 9 (the Nightforge Gorge). You're gimping your character if you don't have it from level 11 (Minos Helm). Lootgen Fortification 100% items also work. Build and use your character tools defensively. I've mentioned Fortification just before that twice, and I'll say it a third time: include Heavy Fortification (and at higher levels, other types of stacking of fortification) in your equipment. Stack healing aid. Place points in the UMD so you can use scrolls and sticks for self-buffing. Grab improvements that give you PRR and MRR. Boost your shots. Learn how wages work if you're going to use them. Cleric (and favored soul) hirelings get a little bit of a bad rap. Hiring AI at DDO is pretty awful. Hirelings will stand in effect area spells (taking damage). They will stand in the lava (while receiving damage). It will run through traps, and stop in the middle (while taking damage). If there's a way to stand in one place and do damage, wages will find that way. I'm not going to pretend to be wonderful wonders of modern computer programming. But, the thing that gets people most outraged is that the hieblings therapist doesn't heal. There's a trick to making them heal, and it's very simple. If you are low in affected areas, run to HIRELING. I have understood through pure observation that wages have a very brief eye contact. If your hireling doesn't heal you (and they have spells), if you run near them you will suddenly perk up and cast a healing spell. Try it if you don't believe me. Learn to exchange accessories. Group similar items in the same quickbar line. So all my rudders go to one area, all my gloves to another. If (for example) I run into a ghost while on my paladin, I swap it for her ethereal gloves (which allow her to hit ghosts) and hit it. Then, when this battle is over, I can trade in her regular gloves. If I'm into my rogue and I have trouble finding the trap box, I can swap with her Nightforge armbands, use the Heroism clickie (to give her a bonus for her search ability), and then swap back to her regular bracers when heroism is cast. Choose reliable over sexy. The Noub's have bad equipment. Nothing you can get walking in the game is amazing. DDO is a game that is almost all about equipment. Having good and stable reliable tools is better for your character than chasing after this month's sexy new item. Sexy newx this month is going to be next month's garbage. In rare cases it can be assigned to being old and reliable, but it takes time to sort out what is worth keeping. Instead of being upset (for example) that you don't have Flawless Red Dragon armor on level 20, go out and farm up a nice set of Praise armor at the Eveningstar. Read on to cannith challenge equipment. It's still amazing if. If for the Epic Reincarnation too. You can wear it from 20 to 25 easily, and some items are worth it even at 28. In heroic content, I will continue to scare off the praises of the Nightforge tool made with enamel, and the spoils of the free Tempest Spill raid. It's not the best tool, but data from both of these sites can legally be used up to the 19th level if you don't find anything better. Don't be afraid to ask for help when you join a group, don't be ashamed to let them know you're new to the game. Occasionally, you'll have a jerk who'll throw you out right away. Most of the time, you will end up with a little more kindness and patience than if you had stayed silent. If you don't admit that you're young, people will tend to assume that you're an experienced player who plays badly. There is much less tolerance for the bad game than there is to be new. I've seen quite hostile people make a virtual 180-degree turn and become friendly and helpful once someone has been identified as new. I've also seen groups of people get playfully competitive over how much they can help the noob out. At worst, if you recognize yourself as young and someone is rude, it would be rude anyway. In most other cases, it is likely to be different degrees of nice to you. If you let users know you're new, they're likely to share useful game tips, offer branded loot that you can use, or (if you're very lucky) offer you a free pass for a payment search. I am active (and have loot stashes) on many servers. When I meet a new person on a server where I have a stash, I'm quite willing to accompany them to the bank and pass over some useful items, such as a pile of 10 enamel, a stack of unbound treatment filters, and a pair of crafting fragments that they can use to enhance their success points or trapping skills. It all depends on what little evidence would be constructive help. Try to play each category may be limited to which categories you can access, but you should try playing each category at level 20 at least once. I started playing a paladin. That was when Paladins was on the long sharp slide from being favorite tanks to one of the most formidable classes in the game. I got very comfortable playing a paladin, I knew all the ins-and-outs of their deeply lacking manufacturing options. While I was paladin, I took pretty much all the other lessons for granted. Then I played a clergyman. That really opened my eyes to the pressures on therapists. It was when clerics were at the height of being healbots and only a few hardy souls would play them as anything else. My first two clerics were tough times for me. It's not really _easy_ to track 5 to 11 other people and try to keep them all from dying, especially if you're each running in a different direction. You learn to know your environment and you just look at searches differently when you think about how you should. To. People. It also teaches a lot about resource management and situational awareness. You can also go through a cycle of caring too much about deaths, not caring at all, and learn to care just enough to make you fight hard to keep everyone alive without letting the deaths be painful. After the cleric, I tried crooks. Like many people trying rogues for the first time, I wandered out to level 5 and 6 searches for Elite with my Kohhos troubleshooting, and blew one trap box after another. When people asked my skill levels and I told them, they laughed in my face. When I say that, I mean they turned on their microphones and literally laughed. It was a little humiliating. One of those times, someone finally felt sorry for me and gave me an explanation of how trapping works. A trapper achieves and fails almost entirely in the quality of their equipment at heroic levels. Trapping helps teach you how to look at a piece of tool and judge it to be useful and worthwhile. It's not plat worth it, but if it's worth carrying it around and using it. It also teaches you to be less lazy about sharing tools every few levels. After these three, I tried other tutorials. I played a Pale Master/Trapper multi-class. This was fun, and I learned a lot about managing skill points (a small lesson, but very valuable). I tried an artificaler, and I learned about pets and it fluctuated damage. I played a bard and learned to love her Disco Ball, and how to raid heal without a decent Mass spell cure. I also tried improvements to classes I'd already played, and seeing how close I could get to mimicking the powers of one class with another class (or multi-class split). Every class you play purely (or mostly classly) up to level 20 teaches you the strengths and weaknesses of the class, and how to fit that class into a party. It also teaches you what it makes sense to expect from this class when played by someone else. You'll end up with a lot more patience for a besieged trapper or healer or DPS or icing (and maybe less patience for one clearly playing badly) once you've walked into their boots. Why are you being incarnated? At its heart, reincarnation is what DDO is about. The reincarnation system is how game developers make content playback desirable. No MMO development team can create enough fresh and new content to satisfy players. DDO developers solved this problem by using a former text-based MUD called remorting. This is a way to reset a character and gain a permanent character boost. Each push is small, but when you start stacking them over many lives the character becomes quite powerful. The more times remort (or Reincarnation as it calls it DDO), the more of these small stacking bonuses you earn and the more powerful your character will be. When your character is transformed, they descend to a lower level (1, 15 or 20, depending on the specific type of Then they work their way back to either level 20 or level 30 (also depending on the type of reincarnation). A copy level up the player will decide whether to reincarnate to a lower level again, or focus on playing epic/endgame content. What it does is put the evolution of the character entirely in your hands. The faster you can get through shipments, and the more content packages you unlock or buy, the more you get out of the game. This system is why DDO still has players after more than a decade. The various reincarnate can be confusing and a little scary, but it's really worth it. Avoiding (or mitigation) damage defenses to DDO can be confusing. Like most things, it's a heterogeneous collection of systems forged together by different groups of developers, on top of what started as an online adaptation of D&am;B rules. D and turned into a sloppy mess. Armor Class Armor category: This is a number on a growing scale (i.e.: the lower your AC, the worse it is). Armor class is really only important in heroic content. Even there it is becoming less and less useful as developers try to phase it out with newer systems. Light armor. This, in general, has the lowest Armor Class at a certain level, with the highest potential Dodge bonus for the armor categories. Medium Armor. This is supposed to be the balanced position between light and heavy armor. Instead, it's the armor you wear if you want to wear heavy armor, but your class doesn't allow you. Apart from a few very rare cases, there is not much use in the search to construct a character who wears modest armor. Still, it's useful if it's the heaviest armor you can wear. Heavy armor. This, in general, has the highest Armor Class at a certain level, with the lowest potential Dodge Bonus. Most heavy armor also limits certain skill controls. Clothes. Robes and clothes are a special occasion. In clothes there is no cap on your possible Dodge bonus (only the normal cap in the game), but there is also no Resistance Rating bonus. Robes and clothes tend to give the least amount of protection and are usually worn only because of restrictions involving specific categories. They are classified as clothes and are usually worn by occult casters or monks. Tax evasion is a special feat loosely associated with the armor you wear. Tax evasion only works if you wear light armor or clothes. If you want to to hit _the_ best armor to wear is light armor. If when you hit you want to _avoid_ taking the most damage_, the best armor to wear is heavy armor. If you're a monk or an occult icing, you'll probably be wearing clothes. Fortification When you're attacked, there's a chance of a critical success on a roll. This means that the attack does significantly more damage than a normal roll. If the monster has enough bonuses built into them, a critical hit can kill you. Fortification is a way to mitigate critical blows. It is based on one number, but you can have over 100%. The light fortification is 50%. The average fortification is 75%. Heavy fortification is 100%. After that you have insightful and excellent fortification, which stacks with regular fortification. And there are a few in bonus game (achievements, improvements, etc.) that provide extra Fort stacking. From level 9-11, you want 100% fortification. Based on 20/Epic level content, at a minimum, you want at least 125-150%. 150% or more shows you've worked on it. Physical Resistance Assessment (PRR): This is a newer system that has become important in both heroic and epic play. PRR allows your character to soak up a certain amount of physical damage. The physical damage comes from weapons, unarmed assaults and blades/arrow traps. In general, Heavy Armor will have more PRR than light armor, and magical armor will have more protection than non-magic armor. Magic Resistance Assessment (MRR): This is another newer system that is important in both heroic and epic play. MRR lets your character soak up a certain amount of magic damage. Magic damage comes from spells, effects, and elemental/power/spewing-type traps. In general, Heavy Armor will have more MRR than light armor, and magical armor will have more protection than non-magic armor. As a general rule, the MRR will be 30-50 units lower than the PRR in a single character. For PRR, 50-75 is as much as you'll ever want at heroic levels (more can't hurt, but you shouldn't stress over getting the numbers higher). In epics, it's probably a good idea to try to get at least one PRR of 80-100. Miss Chances Each of the chances you miss is tested separately, and individual tiers at each opportunity do not stack together. If you have dusk 10%, Incorporated 50% and Dodge 20%, almost every attack against you will have three (additional) hidden rolls to check if you have lost. If you have Dusk 10%, Blur 20%, and Shift 50%, you will only get one chance you miss and it will be at 50%, not 80%. Hide: This is miss opportunity that represents it's hard to see. There are two common tiers: Dusk (10% hide) and Blur (20% hide). More rare is displacement (50% concealment). These levels are not stacked together. The True Seeing spell (and similar results) negates a hide bonus. Very high level and epic mobs can have True Seen. Incorporatal: This is a miss opportunity that represents the gradual introduction and out of view, like a ghost. There are two common tiers: Ghostly (10% Incorporatal) and Incorporatal (50% Incorporatal). These levels are not stacked together. Dodge: This is a miss opportunity that represents just moving from the road. Dodge is strictly limited by the type of armor and dexterity. It takes a little study to create a Dodge construction. Everyone has a multiple chance that enemies won't be able to hit them. A simple way to protect yourself is to find items that give you always-on Blur and Ghostly. Ghostly, F2P blur sources include the Bracers of the Wind from Cannith Challenges (pick up and use your free daily token challenge), and the cloak of invisibility from Tempest Pine. Learn roles There are several roles in DDO, most of which can be found in other MMOs. While there is a wide range of spells and effects in the game, there are some very commonly used terms that are useful to know. It is very important to note that while there are specific roles, in most cases many different can fulfil the same role. Just because a particular category is able to perform a specific role does not mean that the player plans to use their character in this way. Wheels or spells. In a series of spells are given to DDO. Most aggressive spells are limited by DC (Difficulty Control) and possibly SR (resistance spell). DC-based spells require an investment in the casting stat of the class to have the best chance of being effective. You want to put as many manufacturing points as possible into your casting stat, spend extra points on improvements, hunt down a good Tome, and get the best possible tool at your level in order to increase your casting stat DC. Divine casters. These are cleric, favored souls and druids. To a lesser extent, Ranger and Paladins have divine casting options, but they don't play as DC casters. Divine spells are granted by the gods and do not suffer Arcane spell failure by wearing metallic armor. Divine casters all use Sophia as their casting stat. Druids may not wear metallic armor or use metal shields, but this is not because of Arcane Spell failure, it is a limitation of order. Arcane casters. These are Wizards, Wizards, Barthols and Artificials. Magicians and artificials use intelligence as their casting stat, and are further limited by having to acquire rolls of varying levels of rarity to learn their spells. Wizards and Bards use Charisma and do not need to write spells of scrolls. Arcane casters have a penalty attributed to wearing armor called Arcane Spell Failure. It's a percentage of chance any casting of a spell will fail. There are several ways in the game to resolve the spell failure. Therapists. Therapists heal, that is, to restore blow points for wounded members of their team. Therapists are also expected to deal with certain debuffs. Clerics, favored souls, bracers, and Druids all have their special powers as healers. Wizards, wizards and technocrats can all act as healers for warforged and Bladeforged characters. Although almost a nonexistent style of play now, if you ever see someone talking about toaster heals they're referring to casting repair spells in construction. Buffer. Buffers cast spells that make individuals or team better in their specific roles, either by being more aggressive or more defensive. Every class with spells has lovers. Nekros. Necros (or Necromantis) use direct killing spells to get out Wizards and Wizards are the most common Necros, but Clerics and Favored Soul Builders are also popular. Both Bards and Druids get limited access to necromancy spells, but it's _very_ difficult to play in this role. Crowd control. Crowd control wheels, that is, control crowds, stop groups of enemies from attacking by forcing them to engage in useless activities (such as lying down, being stunned or dazed, dancing in place or simply standing still). Both the occult and the divine casters have spells of crowd control. Bards control crowds with spells, but also their unique Bard songs. Nuking. Nuking refers to using spells to do a large amount of damage, usually of a particular element (i.e.: an acid nuker has focused on acid-based spells). Any class with spells that cause damage can be nuclear. Some categories specialize in certain types of damage. Divine casters get Light (and alignment) damage spells; magicians and wizards get the four elements (fire, acid, cold and electricity) and a little power. The technocrats get the power and their elemental rune hands Druids get a number of elemental choices, but they tend to specialize in either fire or cold elemental spells; Bard finished things off with their sonic injury. Battle roles. Melees engage in melee with opponents. There are a number of gun styles for melees, including two combat hands (large arms held in two hands like large swords or large axes), Two gun fighting (double-wielding), Single Gun Fighting (a single gun with one hand used as a fencing rapier), Sword and Board (A gun hand combined with a large shield), or Unarmed Battle (martial arts-based monk). Remote combat. Ranged fighters attack targets that stand too far to strike with a hand-to-hand gun or punches. Most casters use spells. In addition, there are short and long bows, ballistics, repeating ballistics, and throwing weapons (axes, daggers, hammers, and shuriken). Some categories, particularly Rangers, Monks, and Artificials, are very easy to turn into effective Canine combat experts. A popular (and surprisingly deadly) taste build is a tiny monk halving throwing back shuriken. Tanking. Almost every class can take on the role of tank. Tanks set themselves between the party and the big bad boss, to try to keep squishier party members from being crushed. Intimi-tanks use the intimidating ability to keep the monster attention. Tax evasion tanks avoid damage from monsters to keep themselves in an earlier raid Pale Masters is able to tank the boss's mini-boss minions by absorbing negative energy. In general, it is common to have a melee class act as a tank, as they can take blows and do damage up close. Trapping. Scammers and artificials are the only two categories that have access to trapping skills (open locks and device deactivation), although other categories can feel or find traps (using spot or search). There are actually two kinds of species trappers in the game. Those who remove dangerous traps to protect themselves (and possibly members of their team), and those who set traps to harm monsters. One is just a subset of the other. Note: While in the topic of roles, try to avoid telling other people how to play their roles, especially in relation to your character. People who play characters who have access to specific roles may not want to confine themselves to focusing on the support behind you through a search. DDO is not like WoW or other strict, defined by the MMOs role. A therapist is also expected to be able to defend themselves (with spells or weapons). A damage that causes DPS is still expected to be able to heal themselves at least a little (using filters, clickies, or scrolls). Many people wanted to splash two levels of rogue to get trapping skills in an otherwise focused battle or casting build. Part of the learning curve of the game is understanding how your equipment and character stat both excel in their primary role and be useful in multiple secondary roles. Glass cannons that do only one thing well at the edge of neglecting secondary roles are highly frowned on in DDO. It is also possible to go to the opposite end and be a cricketer of all trades and Master of None. You want to do at least a few things well. A good rule of thumb is to have a reliable source of damage, and a reliable skill support. Support skills can be loosely grouped into what doesn't do harm: things like crowd control, trapping, improvement and healing. For categories with few or no built-in support options (such as fighters and barbarians) self-sufficiency can be seen as a support capability. Use regular Foreplay if for sissies. Real men go in, unload and leave! Mary, but I'm a cheerleader. I chose this quote to represent what you shouldn't do. It's always a bad tactical option to just go in and swing wildly at mobs. You may not die, but it's still not a good tactic. Pick your targets. Kill the most dangerous target first. This is usually casters of all types, or Champions. Bosses (red and orange names) are usually the last target to be killed. It is usually better to get rid of their bodyguards swarms before you go for the big name. Control area. If you are good at very close contact, get right in the face of your opponents. If you have a bow or fluctuating spells, scroll back to the edge of your range and snipe your targets. environment. Break the line of vision by hiding behind things. Get the height above opponents by climbing boxes or climbing on protrusions. Fight at the doors so you don't get overwhelmed. Learn the combat system. DDO has a 5-swing pattern to combat. You basically vertically sideways, then overhead swing, then back-hand swing, then turn and swing, and then have a very slow closing swing. Then the pattern begins from the beginning. Twitch players can do of the first two very fast points, twitching their character on one side or the other, which breaks the attack chain, and start again. Even without contractions, there are some DPS benefits to manually clicking on the mouse to attack instead of depending on auto-attack. It's a beef. Use the buffs that come from your class skills/spells. Put points in UMD and use scrolls/sticks to throw buffs from other categories. Use crowd control. This is especially useful if you are soloing searches. If you're an individual (or a person plus a hireling), a group of six weak mobs can still wear you out with simple swarms and spamming their special attacks. If you can pin a pair and distract them, this leaves you time to kill the uncontrollable mobs and return to the controlled ones to destroy them afterwards. It may even take a few seconds to knock back a therapeutic filter or refresh a useful buff. The use of tactics is something you often discuss with other players in the game. It is common enough to ward off tactics and simply wade into battle throwing around large amounts of damage and ignoring any sense of strategy. It's not very difficult to build a character that can play that way. But there is a subtler disadvantage to this style of play. Approaching the game and fighting with an eye on tactics, is a skill like any other. It involves developing certain problem-solving skills, muscle memory, and reflexes. Like any other skill, if you don't use it, you lose it. Game developers go through phases where they make the game more (or less) difficult for the player base. When things get easy... folks first reaction is to complain that it's too easy. Then they brag about how awesome their pet builds are. While bragging, they scamper through dungeons mowing monsters down with no interest in them or other security party members. When they swing back to being difficult, lazy people who haven't maintained their regular skills have a harder time adjusting to the new difficulty. People who have maintained their skills are better off when the pendulum swings their way. What category do I have to play to get into most teams? The simple answer to that question was clergyman. It's a free class, everyone wanted a therapist, and it was kind of a rare resource. In the old days of DDO, the difficulties of content were really out of sync with character power, and people used to run naked searches and naked raids. Characters will appear without protective equipment (no armor, boots, rings, helmets, etc.) and finish the content using only their spells/abilities and perhaps a minimal weapon (if they were melees). Clerics will show up and do naked therapy as part of their team and could keep everyone alive with their spells and feats. First life, 28 point clerics used to be playable right up to epic levels with only one or two slots of special tools. Tools. High-level epic elite and Reaper play, the game has changed a lot since those days. Many constructions are self-healing levels. If you want to appear in raids as a cleric, you better have more in your tank than just healing. You should be able to throw necromantic killing spells, or nuke with light spells, or do a lot of gun damage. These are all the things that are hard to do in the first-life 28-point clerics. For heroic play, clerics are still a strong candidate. For only the first levels, a cleric is less useful in healing than cheap filters purchased from sellers. Once you get over the early hump, it's a pretty smooth game. Turn Undeaf (and aid Mighty Turning) is your friend if you decide to play a clergyman in heroics. Stunning or destroying the undead is a very valuable way for clerics to contribute to the list of the dead and they have a nice mix of spells that cause damage, necromancy spells and crowd control. When epic levels arrive clerics tend to slow down and be solid second-tier options behind what they build is the taste of the month. Playing either a light nuker or dc caster is a very intensive tool, and DC casting also requires a large number of previous lives (a bare minimum of nine). Slowing down doesn't mean order becomes useless. You'll only need a few extra tries to kill tough mobs, and you should advise you to farm a good set of everyday tools. In the contents of Operation Reaper, clerics are once again valued for their ability to heal. There are self-healing sentences in Reaper mode, which means that having a character dedicated to healing others is a valuable addition to a party. Buffs are also valuable for Reaper content and clerics have a good selection of buffing spells. However, in Reaper mode you should also be able to do some sort of reasonable amount of damage (either with a gun or by throwing spells) and your tools should be for the content you do. Unfortunately, clerics tend to have difficulties with doing damage to Reaper content. You will want to learn all the ins-and-outs of the class for reaper meetings. Also very useful is a guide/trapper or ranger/trapper. Experienced players may be a little impatient if you don't have the positions of every trap in the game memorized (from pure replay), so it will be important to mention that you are new to the game and could use pointers to find trap boxes. If you announce this, usually someone on the team will be happy to play spotter for you. the group carefully, as often the observer will simply stand at one point and jump up and down when they want to search the trap box instead of typing or saying something. You can also find yourself in the amazing situation of being accepted into a group of experienced players who all bounce effortlessly through the traps and leave you behind to turn them off. In this case, you are included to disable disable boxes and earn everyone the trapping XP bonus. If this happens you're only expected to avoid death and go at your own pace (no one will identify for you, but you don't have to rush to a dizzying pace to keep up with everyone). I've learned to enjoy these runs when I play a trapper, as it's usually mostly without a fight for me. Wizard/trappers face the same issue as clerics in Epic and Reaper play as they slow down and stop being as effective as they were in heroic play. This is for exactly the same reasons (they need past lives for DC casting and/or to cultivate many tools). Paladins is a very strong contender for both heroic and Epic game. They can heal and can be self-sufficient with a small collection of scrolls and filters. They are immune to fear, and can become immune to the drainage level. As you get more experienced with the game, make great solo characters that can be used to exploit tools for other, weaker characters for your account. If you're new to the game and want to rush both through heroics and Epics to get to the end of the raids game, you can't go wrong with a Paladin. Other melees can be useful, but where possible, you should consider a self-healing/self-buffing melees. Rangers, and Bards are stronger contenders than a fighter. The fighters are very respectable and I don't want to discredit them at all. Unfortunately for young players, they are completely dependent on others to keep them alive. They have no tools, past lives, grace, or knowledge of the game to get themselves through quests without depending on the kindness of others or hirelings (or both). A light monk or artificaler can also be self-healing melee, but they are pay classes, and their players need a certain amount of game knowledge to work them properly. The barbarians received self-medication in 2015. I haven't played a Barbarian of these changes so I can't comment on how effective they can be. UMD in DDO impressive ... but I always have a backup to support me ... Okay, the Partycrashers search in DDO if you are a rogue or an artist or bard or a guide (or any category with many skill points)... Consider placing points in the use of magic device each level. Even if you don't know what it can be used for. UMD is awesome, even in a character of the first life. In fact, in a way, it helps level the field a little for new first-life characters. In its simplest form, what it does allow you to use magical objects that you would not normally be able to use. Two of the most common items are sticks and scrolls. But, what it really does is let you take on roles that are not part of your character class. A well-skilled user of UMD can throw buffs, heal, raise the dead, and do some spell-based damage, even if they don't have a single spell point. Once you learn umd, you always have a backup for your backup. It can be a little confusing for new players because because on a stick or scroll or item and says they need UMD 20, or 30, or 38, and they don't see how they can get the skill to their level. The trick is that it's a gift based on your skills and bonus gift added to your UMD ability, and there are a few elements that enhance it as well. Here's the full analysis. When you hit epic levels, that's when it really shines! Even before epic levels, you can do interesting things with UMD, such as raise dead party members, buff your arms, or heal a tank in a heroic raid. For a noob, you want a few items to use UMD: An element that gives persuasion (this push Charisma skills controls). An element that increases your gift. An element that gives +3 to UMD. Delera's Tomb (a reward quest) has a nice low level necklace that does this. Korthos has a pair of rare gloves that give a +1 stacking ability bonus to UMD. You can get a skill volume that enhances UMD, but these are rare and expensive. If luck in one is very worth using regardless of your final class. Then you put maximum skill points in UMD. Cannith crafting can also help you (+3 though it's a long grind to the level). For my characters, I find two rings that have the same icon (so I can recognize them), and raise slots. Then I use Cannith handicrafts to add to the construction prefixes and adjectives. Ring one, which I use at level 20: Prefix: Charisma +6 Suffix: Persuasion +3. Yellow slot: +150 spellpoint increase Ring two, which I can change to level 24: Prefix: Charisma +6 Suffix: Persuasion +3 Yellow slot: +200 spellpoint increase Colorless slot: +2 excellent charisma The spellpoint increase simply allows me to do two things with the same element (boost casting power while also enhancing UMD). With a nice UMD ring and a decent Charisma score I can UMD any scroll I could have an interest in using. I was on raids where all the therapists died and I was playing a crook. I changed to cure scrolls and healed the tank. As suitable therapists were available to grow, I raised them, and essentially saved the raid. UMD skills and UMD tools are what let my rogue do that. Scorgia Free Searches For Heroic Elite Gear Read the wiki and learn to cultivate free searches. There are some amazing items found in free to play searches, many of which are as useful, or more useful, than the items found in reward searches. The more experience I get in the game, more I realize that a fair amount of old reliable free tools is competitive as the best in the slot for heroic normal, tough, or elite content. I have, and swap between, various characters and I regularly run multiple reincarnation characters at once. I _A LOT_ the tools to manage. Struggling to get extremely rare items for any character is not worth it to me as I won't be at a level that can use it for long. This makes my gear style good for younger players, as I can provide pointers on ways to get good, solid equipment quickly quickly Easily. Even though I have many of the adventure packages in DDO, I've taken the time to get acquainted with the tools that fall into free searches. Years ago, the loot was designed with a different example than in recent years. It used to be that loot designers made sure there was what could be described as solid core tools available in free searches, and it was expected that players would gear up all their characters mainly from free content. The payments were meant for state swap-in tools. Older tools are therefore cohesive and different items fit together neatly with only a few items from pay searches. The newer tool often has larger numbers, but lacks the elegance of older tools. It is also deliberately designed to try to force you to replace all your tools every few levels. Resist the urge and get to know the free equipment. If you are going to TR a lot, the free tools are still very valuable. A list of useful heroic Noob tools from free searches A quick note on increasing slots. While recommending heroic tools, I would often point out tracks that have increased slots. The growth slots are intended to allow a small amount of adjustment. Increases can be found in chests, bought at AH, or purchased by NPC sellers. DO NOT TRADE CIRCLES FOR INCREASES. It's not worth it. This equipment will be useful in heroic normal, hard or elite quests on many levels. It will probably be either useless in Reaper mode, or only in useful mode. I returned to DDO in November 2019. Once I get my feet under me, I'll edit some agriculture lists for Reaper 1 tools. Sacrifices. The humble quest for sacrifices in the tutorial area of Korthos Island leads to an end reward list that always includes the Step boots of anger. These free boots have twice per remaining Expedition Retreat clickie. This is a spell that allows a character to run very fast. The search can be performed as many times as you want and will always produce the same reward list. I usually grab two pairs of boots per character, plus whatever item I need to do my set. If you have trouble running fast enough to keep up with a group, Expeditionary Retreat will help your toons run faster. The Associate. Also in Korthos, this search is given and completed in Taverna. Since I usually play Undying Court clerics, or paladins (both of which can use scimitars), I usually grab the scimitar called Fintai's Bite. It is an ML: 1 with Bodyfeeder, and a slight boost in jump ability. Bodyfeeder is a force that usually occurs in high single digits or low teen minimum levels of random looters. This sword is a small piece of a hidden gem in low level free tools. The Necromancer's Squadron. This optional Korthos search gives you a chance at Protective Gloves (the only clickie 'Shield' in a free search) or Runic Gloves (+1 Ability Bonus for UMD controls). They fall on the chest behind the locked door, door, be able to open locks. The sets of Korthos. There are many sets available and I quite happily make use of them when at lower levels. I really like the trapping set, the loyalty set and the activity set. However, if I played a lot of melees, I'm sure I'd like the others. You can't really go wrong by getting the set that looks like it belongs to your class or style of play. There's Smoke. This is one of two free to play searches in Cerulean Hills. The slow trinket has a fairly high fall rate on the end chest and is quite nice to slot trinket. It has False Life +5, Fortification 25%, and a slight boost in bullying. There are very few lowbie trinkets worth having in F2P searches, and this happens to be useful in any build. One of the best two-handed low-level weapons in the game is a large axe called Carnifer that comes from a pay search (meaning F2P players can't get it). A nice substitute is called The Sword of Thirty and comes from the free search The Tear of Dhakaan in Phiarlan House. It's an awesome sword that comes with a red growth slot. I love this sword and almost every ton I play for Orien has one, even toons that don't often use great swords. It is possible to cultivate this search without completing it as the sword is in one of the first chests on the map. You need good intelligence to pass a rune lock. Storm watch. This search has a number of interesting items scattered around the post. One of the favorites is the lesser boots of Striding and Springing. ML: 7, 20% motion boost, +10 Jump, and a colorless socket. I've been slowly farming these to replace all my Marshwalker sets. A relic of a sovereign past. Heavy fortification on level 9? Yes, please! All diamond items from this quest have their uses, but The Nightforge Gorge is a special prize with heavy fortification on level 9. Using the search to make a set of light, medium, or heavy armor diamond and putting a heavy fortification increase in the blue socket is just as good. Either way you can get heavy fortification on level 9. The blacksmiths give you a click of heroism. The rudder gives you a protection from the bad clickie. Both of these items can be transferred for clickies at the end of the game! Within the gun options are two excellent cutting weapons: The Nightforge Avenger Blade (a longsword with a crit profile 18-20) and the Nightforge Siletto (a cut + dagger piercing with a crit profile 18-20). Neither of the two weapons is so everyone benefits from the appropriate improved critical feat. The only free raid, and the only raid you can run multiple times on the same day without a bypass raid. There's something for everyone in this raid. Most items are level 8 or 9. I'm particularly fond of the cloak of invisibility, with Ghostly, a green slot (good for resistance +3) and a once-per-rest Invisible clickie. Other Other Examples are Maelstrom, the star of Irian (a bat with 2 raise slots), Nightblade (one Keen falchion with 2 growth slots), the glasses of perception, the Choker of the silver tongue, and the robe of Arcane Puissance and the other Robe of potency. These last two robes have identical stats and just drop into different breasts. Weapons with two increase slots are good to use in battle, and also good for categories with some casting ability (as a way to bring increases in spell power). Invaders! This is a bit of an unusual search as you farm badges and turn those tokens in for items. The Ring of Balance is useful for everyone (best for true neutrals, but any alignment can take use of it). I also really like the Scepter of Healing. When you play a lot of clerics an element that gives dedication and a red slot for extra spell power is really nice. When it also allows you to use your wisdom as a bonus to hit and hurt, well then it becomes must have. Xorian Kyffer. This search is usually bred at a level for a zone called Planar

Gird. It's quite rare (I only have one and I've played consistently for several years). To be perfectly honest, the belt isn't really all that. I keep it mostly for bragging rights. If you're playing a trapper it's really nice to have it to enhance your trapping rollers. It's not something you have to sweat trying to get. Lordmarsh Plaza chain. Three missions that are home to the Sora Kell set. The latest quest (Eyes of Stone) is also home to a nice set of heavy armor/condot, and the much-loved Stonedust Handwraps. Handwraps are incredibly good for monks (consolidates a number of useful results) or turned into a pet collar for an artificier or druid pet. The Lords of Dust chain has a huge selection of tools, as well as the gateway chain that connects the Eberon search zone to the Forgotten Realms search zone. If you can, try to get an Envinomed Blade. It's a short sword that can paralyze enemies. It's a very common drop so it's likely someone on a run will be willing to give theirs away. The chain has a wide selection of armor and weapons: light and heavy armor, a fourth personal useable for casters and melee, a dwarf axe, a bastard sword, a maul, a short sword. I'm quite fond of the staff (useful as a pre-epic spell stick) and the short sword. It's a good chain to get weapons and armor that will help you get by until you have the right Tools. Watch for special events. Crystal Cove, Mabar, and Risia are annual events that allow you to farm very useful and valuable equipment. They are not sexy tools, but they are absolutely reliable tools! Events are open to pay and free players alike. The Cannith House zone has a collection of challenging quests that reward special craft materials. Heroic and Epic tools can be made from these materials. The challenge shipments are in a payment package, but you can collect one token a day to run one at a time search for free. Where can F2P players get raises? Increases are a vital part of setting up your equipment. The main reliable sources of the increases are the Mysterious Remaining Trader (in the Hall of Heroes), collectible vendors scattered around the maps, and the Stone Elemental Merchant next to the epic altar at the Twelve. Random notes on Gear always have heavy fortification as soon as you can get it. If you can farm epic chips, you can farm Heavy Fortification increases. But I want to TR fast! It's no excuse not to have heavy fortification. Each class can get heroic armor/robes that are reliably useful in heroic elite content from level 8/9 to 19 from either Tempest Spille or Nightforge tools and both can be grown unlimited number of times in one day (Tempest Spill will require other people who also want to farm). Smiting weapons are less useful than you might think unless they are either naturally anantifrontin, or if they don't have an increase socket to put in a diamond increase. Once you can reasonably, get an enamel smier. Georgia A relic of a dominant past For this search MAKE SURE YOU HAVE a return throwing gun (buy one at the auction house or from the vendor guild). In short: take the search (the search is hidden in the bowels of House D). Enter the search (the search entrance is hidden in the bowels of House K). Run under the first room and enter the large hall full of stone and fire elemental. Turn left. Look for a door guarded by two dwarves, with a pull lever on the right side of the door to open it. Run beyond that. Find _another_ door with a pull lever guarded by two dwarves, this traction lever is on the left side. You'll have to run around or through some lava to find the second door. Open the second door. If you are in the right place, when you enter you will be able to see a gate opened with yet another pull lever. These dwarves love their pull levers! Pull the next lever to open the gate. Run down the large hall and check each side room. You're looking for a chest room. Wash the Silver Key on the chest. Run out of this room back to the main room. I always turn left and hug the wall again. This time you are looking for a large round door with a key hole. The door with the key hole should be past another large round door that needs two lit runes to open it. Unlock the key hole door with your Silver Key. Pull the lever to lift the gate. Run down the hall. Watch carefully as when the path with a metal piece on it. Looking for large dark purple gems marked Adamantium Ore. Follow all the side branches. Each section of the mine has three niches with miners and guards. There should be enamel gems in most (but not all) alcoves. Placement is random for each execution. When you come into a force field with a target on it, hit the target with your throwing weapon. Unlike most targets, _can t _t_ with your hands. After each force field is another side pass with more mine niches. Examine soil, path, and side areas with storage boxes for stray enamel ore. When you have successfully completed this, you should have 13 or 14 pieces of ore enamel. The last one or two pieces will be in the final room. There are just 15 pieces of enamel ore in each run. If you get to the final room along the track and you don't have 15 pieces of ore, step back and find it. Kill anything hostile in the last room, and talk to the only one left standing. He's going to make you nightforge equipment with the ore you just picked up. Useful things to do with throwing return weapons are somewhat underrated heroes in DDO. A return throwing gun acts like a magic boomerang. You throw it away, it hits a target, and then it goes back to your hand. Most people call them Throwers as a nickname. Throw them at distant monsters as part of trying to kill them, just as the DDO devs intended. Blunt throwers are useful for smashing perched skeleton archers. Any throwers can be used to hit distant targets, and aerial targets. You don't have to be able to use them to activate goals. These usually travel levers to lower bridges or open gates. Greensteel throwers can be used to make a wide range of clickies. Various greensteel weapons can be made with useful click forces (stoneskin, displacement, increase dead, etc). Usually you only need shavarath stone and small/medium materials, which make them cheap (at least from a greensteel perspective). Weapons, unlike accessories, do not need to be cleaned by the shade shazarath. So you can exchange items with the thrower, use the clickie, swap back, and you're ready to go. Lailat in the raid against the demon queen likes to hide on a distant ledge. A launcher is useful for non-casters to continue to damage it. Hint: You want cold iron to help break down its damage resistance. The crystal in the Fall of Truth raid can only be targeted by remote attacks (including throwers). The Alchemical Crystal will break its damage resistance. Nightforge Spike is a handy minimum level 8 adamantine thrower that you can get by delivering to Enamel ore. I like to place a random elemental damage increase in the red socket and throw it into anything that needs fluctuating damage. The spike itself doesn't break damage resistance in large part Nothing, but the elemental increase does damage to every hit. If you aim at a distant enemy you can annoy them and pull them closer to you. Some of their neighbors may follow, but you shouldn't get the whole package. Go to the device workstation in House Cannith. This is the same device you use to make pet traps or collars. Combine: 100 mechanical part parts and a +5 weapon. You'll get 50+5 Thieves' Tools. Pay stuff to pay for (or Farm First as F2P) So, DDO is free to play. A lot of people Start the game plan so you never put a cent in the game. You can do this, but with a few small purchases you can support the development team and get some useful account upgrades. I recommend buying \$20 (adapted to your local currency) at store points in the store. That's a little more than a month's subscription price. That'll give you about 1,600 points. Buy the shared area of the bank. You can get slots in the bank that you can use to pass bound-to-account tools between characters, and a few bag slots to keep collectibles. There is a disgustingly wide variety of collectibles in the game, so you have bag slots in the bank with help. Another option takes advantage of one of the great holiday sales that occur around Thanksgiving and Christmas, and buy expansion package(s). Expansion packs are usually along with deep-discounted Turbine Points and include things like epic powers or extra character struggles. By buying points or packages with money, you get two additional character slots per server. You can also post more auctions and connect to the game a little faster on the rare occasions when the servers are too busy. The extra two characters are useful because they can either be played (giving you more construction options) or used as additional bank storage (aka mules). Packages to get first (Georgia or Buy) Update For 2019: Gianthood is going to be the most bang for your buck. You can get an epic belt, a heroic belt, a wide range of useful tools, and a busy zone that is popular even with the reduction of the player base. The heroic zone becomes playable when most of the free quests have dried up, so it helps you claw your way to the highest heroic levels. Many solid tools come out of this package (with both heroic and epic versions). This is also where you go to the heifloom farm to trade for increases in reception in your equipment. Next up is the Shroud. It's not as popular as it once was, but the greensteel items you make there are useful from level 12/13 to mid-level epic. With only shroud and free searches, you can easily flatten from 16-20 even to a third life character. The trick is to make sure you spend time in the wilderness killing monsters. You will want to do this anyway as it is how you get materials to make your greensteel items. Get threat of Underdark expansion from the market or at least Epic Destinies from the DDO store. The Threat content is very badly dated and searches are rarely run, but wildlife zones have great XP. Epic fate is part of this expansion. If you don't want to pay for the full extension, you can spend less money/farm points and just pick up Epic Destinies on their own. If you're still looking for content, Ravengloft is still relatively new (from 2019) with heroic and epic content, and the epic equipment is high-end and shiny. The Sharn extension is newer and brighter and the search package can be purchased in DDO DDO for points. After that, it's a matter of what you want to do. Do you want to stay on an epic level? You're going to want packages of epic missions. You think you'd like to be very incarnate? Then you'll want some lower-level packages, such as Tangleroot and Delera's. If you like to kill the undead, the Necropolis Package is worth it, you'll have four tiers of heroic quests, a heroic raid, a heroic wilderness zone and a corresponding epic zone with several epic quests and an epic raid. New packages will cost more in points, but tend to be popular with players trying to cultivate all the rare items. Easy Staves for Staff Builds With this set of staves you should be ready for any content from 1-19, and with the Stout Oak Walking Stick should be good for epic levels, at least until you get either Sireth or a thunderforged gun or something from recent epic raids. Cannith Craft: Screaming of bleeding with masterful craftsmanship. ML: 1 Staff of Nat Gann: A nice little silver Dex-to-injury staff that gives a little Dex bonus and Dodge stacking. From the Chronoscope fee list, BTA so that every turn in your account can grab it, guaranteed to appear within 3 completions. The epic version isn't bad if you're not using the Stout Oak Walking Stick. Chieftain's Spear: I find this a little hard to farm (coming out of 3BC). However, it tends to appear in plat AH. Breaks piercing and madgeoning DR, as well as doing low-level-Con damage to anything vulnerable to bleeding. Radiance II greensteel staff: There is a grind to get this, but the hard part is the 6 large devil scales and fragments of power. I prefer Rad II over Lit II to a staff user because they are almost guaranteed to have insidious attack damage (from halfling, rogue, and/or dark monk) and blind mobs are vulnerable to insidious damage. Triple Pos Greensteel staff: If you have tolerance (or carpets) for a second greensteel item, you can't go wrong farming this Liby for undead bashing. It won't break zombie DR, but all other effects should smoke them. Rahl's Might: You can get this Georgia Mindsunder in the end reward list, and I think you may be guaranteed to see at least one version of every 3 completions. Even if it's not guaranteed 1-in-3, it shouldn't take more than 1-2 days of farming to stick one. It's a d10 damage die as well as an x3 multiplier (plus some nice results). It also breaks the cut, jab, and hit DR. Basically it's a pole hand masquerading as a personal one. The Force version is his favorite but the shock and bleed versions are nice runners-up. Stout Oak Walking Stick: The go-to staff for level 20+ staff users, at least until Sireth, you can get this by delivering Peasant comms to the dealer at The Eveningstar. If you are very very patient farming Cemetery Delera (I try to squeeze in at least 2 runs a lifetime if I can find groups), you can find a BTA flametouched iron staff lootgen in at List. You can deconstruct it, throw in low-touch ghosts/smaller undead bane enchantings, and use it as an undead beater. It will even work for the ghost skeletons in Delera's future run. Help for Paladins Paladins in DDO is not like Paladins in his other MMO. For several years Paladins had a reputation for doing very little damage, but it is unkillable. In the fall of 2014 the devs redesigned paladins, and it is once again an effective melee category. Even with all the changes, it's a small challenge to play. A paladin needs Power, Constitution, and Charisma (16/16/16 is not unreasonable). They also need enough wisdom to (eventually) be able to cast 4th-level spells. A low Wisdom can be enhanced with an item or volume. Two gun fighting is effective in a paladin, but you need a 32-point character base (or Drow), and 34 or 36 construction points would be even better. Every Paladin needs as much charisma, power and constitution as they can get. You need a 17 Dexterity from level 11 if you want to get more fighting both weapons. The easy way to get a two arms fight paladin is to play a Drow. Drow get +2 Skill, +2 Charisma, and +2 Intelligence. Without Drow _or_ 32-point builds it becomes unlikely you can build an effective two weapons-wielding paladin. Sword and board is somewhat useful if you want to tank, however, there is very new little content that needs a tank, and the old content supported tanking is rarely run. Still, it can be a handy backup build. Get Exotic Weapon: Bastard sword for a little extra gun damage while tanking. With two fighting hands and a bastard sword, you can get Glancing Blow damage when using a shield. For pure damage generation, two fighting hands using a Greatsword or Greataxe is probably best. Make sure to cast your Holy Sword spell and take Cleave's improvements to the Knight of the Grail enhancement tree. Feats I recommend: Get the two-handed fight chain (Two Handed Fighting, Improved Two Hands Fighting, Greater Two Hands Fighting) and Power Attack. You'll want either improved critical slashing, or improved critical Piercing, depending on whether your endgame damage will come from a sword with two hands or a greataxe or real bastard sword, or a faux bastard sword like star of the day or Celestia. If you want to use a bastard sword, get Exotic Weapon Adequacy Bastard Sword. Since you have some extra feats take Empower Healing Spell and Extension. Get Gun Specialization in Any Kind of Weapon That Then spend the last couple of your feats on whatever you want to taste (maybe a little shield bashing, or Magic Training, or Quicken). I like accuracy as Paladins enjoy a lot of extra damage on critical visits, and precision fortification movies from enemies. Paladin turn: With 18 Paladin, 2 cleric, you can get improved turn in both categories, and the cleric Mighty Mighty if you have some turning tools, this makes for a fairly effective Paladin turn to heroic levels and older epic content. It works best with three clerical past lives and the Sun Elf tribe. Playing a Cleric WARNING: I wrote this cleric guide before Domains were released. It will need a huge overhaul before it is optimized. Parts of it are still relevant, but expect to choose your domain based on what you want to do. Until this warning is removed they consider this place a work in progress. My suggestions for the equipment will end up in the Heroic Elite or Epic Hard/the easier Epic Elites. I can't say anything about how I perform in Reaper modes. The clerics have several possible roles in the DDO. Healing Turning Undead Crowd Control (DC casting with Inchantment spells) Necromancy (DC draining and killing targets) Invocation (DC casting to kill with unique divine spells) Light, Fire, and Alignment damage (aka: nuking) melee combat combat in general, a single cleric can specialize in two of the three following good things: healing, casting spells with a DC control, gun-based combat. DC-controlled spells include spells from invocation, necromancy and magic schools. Nuking spells do not require throw savings and as long as you transfer and use spellpower elements, you can do passably well in nuking without having to specialize in it. Soapbox Speech: By default, a noob player should expect to heal party members when playing a cleric. This is both because of how useful it is, and learn the pitfalls of healing (how to track the position of other party members, how to manage your spell points, how all the spells work, etc.) Even if you don't plan to be a healer in the long run, a life playing a therapist will give you a deeper understanding of the role and make you a better member of the party in raids and groups. In other words, you will be less of a noob when dealing with other people who play therapists as long as you have a therapist once, yourself. It will also be less of a noob when you try to heal yourself with the many self-healing options available in the game. Playing a therapist in a different game does not count as a therapist in DDO. Resources, spells, and responsibilities don't look like other MMOs. The good news in this speech is that you don't have to specialize in healing in order to be good at it. These options mean that most clerics will be either a healer and a icing, or a healer and a gun user. Being both a caster and a gun user will be much more difficult, feats don't work out. However, with several previous lives and tools you could do it. Just keep in mind that casting and using weapons is not a first or second life nuking - it's more like a 10 life or 20 life project. Clerics are incredibly versatile characters, much more so now that the fields have been added to the game. They also have one of the widest sets of improvements in the game: one by one for fighting weapons, one for healing and turning, and one for both nuking and DC casting. They are not the best at anything (except healing), but they are quite good at many different things. Cleric Domain Notes You can change the way your character plays by simply changing the primary tree increases and their domain. You want to beat things up with a hand-to-hand gun? Take the war or destruction sectors and the Warriest improvements. Do you want to control the crowd and stop mobs from doing what they want to do? Get metamagic feats that enhance Charm spells and law or trickery fields. Want to be a tribal Arcane Sagittarius and have an effective boost in using your bow? Use the War Domain for the sweet Holy Sword SLA (which also works in remote weapons), and if you have any spare AP put them in USP in the Divine Student tree. Even within the same enhancement trees, you can play a very different character. Here are three very different options using Divine Student: Do you want to level drainage and murder with spells? Take the dark cores to the improvements of the Divine Disciple and the field of Death. Now you're playing like a necromantised Pale Master. Want to have the most effective obstacles and blades implosions? Take the light cores to the Divine Disciple and the Air or Magic or Good Area. Now you play like a traditional DDO casting Cleric. Want to rain literally fire down on your enemies with the Fire Storm spell? Take the light cores to the Divine Disciple and fire field with three epic lives in Primal: Colors of the Queen. Now you're playing like a wizard of Siranti's fire. You can get much of the fun of other classes while still being a clericman, by simply changing up the strengthening tree and your field. The benefit to being a clericman while you do this is that you reuse old tools and you have all your spells and clergy class skills at your disposal. Turn your undead ability not only go away if you decide to be a melee focusing on Warriest while you take a Half Orc tribal life. If you put some AP in the radiant tree Your clericman servant can still destroy undead with their aura and then cut down the stragglers with a large two-handed gun. On the other hand, if you don't like clerics, but want to take previous life for one other reason (e.g. to support a paladin turn or a conjurer or for the Heroic Integration feat), you can use improvements and fields to play like the class you prefer (like a magician or like a magician or like a paladin or like a bard). Tools for every Cleric Gear WARNING: There are new cleric tools from the last played game. The list of the best items is outdated, but the principles remain in place. You want to increase your effective turning level, increase the number of your daily turns, and increase the HD of the monsters you can turn. On heroic levels: Sanctuary increases your effective level shift. Sanctuary increases the maximum HD turned. Turned. Faith increases your level turn and max HD turned (it's equivalent to Sanctuary plus Sanctuary). Lesser Turning gives you +2 extra turns in a balance. Silver Flame increases the total HD of the undead that came back from +6. The turn is based on your characteristic Charisma. Anything that enhances charisma instantly improves your turn results. Note: I'm not sure silver flame appears on any branded items. It can be cannith manufactured. The mark of the silver flame is a red dust scarab that turns-in gives the smallest turn. The sacred set of the Red Fens (Holy Pedal and Sacred Ring) gives both eternal faith and less turn. The Badge of the Faithful from and the Dead will rise gives both eternal faith and less turning. The Seal of Dalorent, an eerie dust scarab that turns-inside the Necropolis, gives a sacred and smaller turn. So it seems that the best heroic turning tool is: Token of the Faithful plus Silver Flame OR Sacred set plus Silver Flame In Epic Levels: Radiant Servant gives +1 Turn (stacks with Shorter Turn) and an excellent bonus at Turning Level. Insightful Faith gives an insightful bonus to turn level, Max HD turned, and the hd set turned. Radiant servant who from the Tower of Despair raid gives the Radiant Servant Excellent bonus. Gloves of Immortality from the Fall of Truth gives Eternal Faith. The torch of the drowned priest from the epic two toed Tobias gives insightful faith. Epic Seraphim from the Sign of Death gives Sacred, Holy, and Insightful Faith. So it seems that the best epic turning tool is: Epic Seraphim plus Silver Flame plus Radiant Servant set. Or gloves of immortality plus torch drowned priest plus silver flame plus radiant servant who. Technically, the radiant servant set is not an epic tool, as is ML: 18. However, there is very little undead content at levels 18 and 19. This means that as a matter of practicality it will not be used to turn up the epic levels. F2P Options: As far as I know, there is no F2P called search tools that enhances the turn. An F2P player can get the unbound Token of the Faithful. It comes from a pay search, but it's not bound so a friend/guidie can willing to farm one for you. You can Cannith art Sacred, Sacred, and Silver Flame enchants. Some fee search items may be able to pass on to F2P players if they are unattached or are Bind for Equip. Loyalty Gear If there are only two pieces of advice I could shoehorn into any cleric player's head it would be... Always have a choice. Never lock yourself in doing just one thing well, and avoid burning all your resources early in a run. Having a Security will get you out of bad situations, whether it's your entire party dying in a freak accident, or a room that gives birth to five different reapers. You're committed to your accessories. Loyalty objects increase the power of your healing spells. Even if you're not a healbot or never touch another character, a source of dedication to your accessories Priceless. Something will happen, and the stars will be out of alignment, and you will click away from your loyalty spell stick and suddenly your healing spell power will be crippled. Having backup dedication to your accessories will be invaluable in keeping yourself (and others) alive. A list of loyalty tools to be added later. Therapist Cleric writes a lot about healing and how it affects noobs. First of all, I'm a therapist. I love watching other players' health bars and seeing them go from (almost) empty to full after I click a button on my keyboard. When I do clerical lives, I love pulling my old, much-loved healing tools out every few levels and seeing all my positive spell strength and healing spells get better. I love the sound (and the yellow cloud) when I open the Radiant Aura. DDO's overall metagame (i.e.: how people play the game) has changed a lot over the years. The player base has shrunk enough to allow more solo-oriented players to have a strong voice in the development direction of the game. The game has gone from realistically needing a full party to pass content to being solo friendly, even including raids. Some raids that do not allow soloing still allow completion with just two or three people. This means that the requirements have changed from focusing entirely on a single role, being self-sufficient and doing several jobs quite well. If you want to be a full-time therapist, like other triad-based MMOs there is no place for you in DDO. But, you can easily play (and enjoy) the game by healing about 70-80% of the time, and only killing things as a side job. Clergy healers are valuable in Reaper mode. If you really want to be a focused therapist you need skill to build your character, and time to hone your skills just like any other role. You'll have tools and consumables that you'll want to cultivate just like DPS and anti-support-focused characters. The cure is a bit like entrapment... there is a minimum level that almost anyone can do and get by, and very often foreigners believe that the minimum is the overall limit of work. If you specialize, there is just as much depth for you in the game as any other role or build. This construction will take over a 32-point construction. If you only have a 28-point build, drop Power and then Charisma. Half-Elf: Str 13 Dex 8 Con 14 Int 10 Wis 18 Cha 13 Everyone Else: Str 12 Dex 10 Con 14 Int 10 Wis 18 Cha 12 Why the half elf getting some uneven Because half-Elf Dilettante requires at least 13 to use certain dilettante class feats. This stat analysis allows you to use your choice of hand-to-hand weapon at low levels with Fighter dilettante and then swap either barbarian dilettante for extra success points or Paladin dilettante for enhanced saving throws, depending on what you need. Every other match should start with all the statistics of the even number. Why is power higher than skill? Because monsters can hit you with results that shed your power. If it goes low enough, you'll end up in a situation called helpless. You can move, but you can not use any clickie, item in your account, cast any spells or SLA, etc. So once you're helpless you can't drink a filter or cast a spell to remove fatigue. To a noob cleric, no matter what, your reflex save is going to be bad... and your lie/die in traps will revolve entirely around how well you learn to jump on them/run through them instead of succeeding in saving throws. So, given the choice between _maybe_ is not helpless, and _maybe_ die in a trap, I vote to avoid the helpless situation. Feel free to try a construction with lower strength and higher dexterity. These are just guidelines to get you started. Feats 1-Extra Turns or Maximize (+ Fighter Dilettante (half-elf) 3-Maximize (or Wizard Past Life) 6-Empower Healing 9-Quicken 12-Mental Cruelty 15-Improved Mental Cruelty 18-Spell Focus: Invocation You Don't Need Empower Healing Before Six Levels of Cleric, as This Is As Soon As You Get Your Radiant Explosion. You want mental toughness and improved mental toughness no later than the 15th level, as that's when the demands on your spell points ramp up. If you want to do a feat swap at some point, you can swap in the 11th level (when you get Blade Barrier) and swap your level 1 feat for Empower. Empower will let you get the last extra piece of healing goodness from your SLA. Spell Points A clericman without spell points may end up being close to useless. There are some useful abilities that don't count on spell points, but, it's a situation you want to practice avoiding at all costs. You want to avoid death, and you want to avoid running out of spell points. As long as you're alive (and you have spell points), you have options. In general, the best way to avoid depletion of spell points is to be very careful about activating your metamagic feats. I have some exceptions... in general, I almost never use my metamagic feats for my regular spells, I can only use them for Spell Like Abilities (SLA). With an SLA, you can activate your metamagic feats for free. The radiant explosion and radiant aura are two SLAs. If you put points in the Divine Student tree, you can buy SLA along the left side (my two favorites are Searing Light and Divine Punishment). Most players have the opposite attitude. Leave their exploits all the time (or at least until they run out of spell points). They kill more than I do, but they also unravel choices before me, and I usually correct them when they die or otherwise need help. The way I make my spell strength is by doing what I can that increases my ratings. Spelling power is a system in DDO that increases the amount of damage (or healing) that spells do. Every point of spell power is worth 1% of the increase. 100 points of spell power is 100% increase. On heroic levels, it's not uncommon to have 100 or more spell power from the 10th level to your best. I try to always convey Elements Dedication (enhance positive spell strength), Nullification elements (enhance necromantic spell strength), Impulse elements (enhance strength and untyped spell strength), Radiance elements (enhance light and spell strength alignment), and burn elements (enhance fire spell strength). In a character that is mainly cured with a little light nuking as a prop, you'll want dedication and sparkle, with the Impulse once you get the blade barrier. Note the other spell point forces and you can collect these items for later lives. Start improvements by placing points in the Radiant Servant tree. You want to unlock Mighty Turning (T2) and Radiant Burst (3rd Core). In general, you should do this by placing points on all undead improvements (Extra Turning and Improved Turning). I usually put a point in Altruism as it enhances your positive (ie: healing) spell power a little and helps unlock things. After you get both, you want to work only a little bit of survival at Warriest. Hardness and wall of steel should be adjusted to 3/3 as you get points. Take the first and second cores. If you have to spend a few extra points to unlock something, Sacred Touch is somewhat harmlessly useless and therefore the least wasted extra points. Once you have some PRR and extra success points, you'll return to Radiant Servant and get the revival turns (T4) and aura (T5). You will also want to dive into the Divine Student enough to get at least the 2nd tier of the SLA (Searing Light). The way I dip into trees is for some levels, you'll get AP but you won't be able to spend them because the next useful reinforcement is fenced behind a level requirement. When that happens I spend these accumulated points on a secondary tree. While at Radiant Servant get 2 additional points of Wisdom. Personally I like the left side of the Radiant Servant much more than the right side. On the left, you have a Turn Undead line enhancing improvements that caps on the much-loved Radiant Aura. The undead line includes an option that allows you to destroy every undead you activate at no extra cost. On the right you have a line of healing improvements that include you exploding into an explosion of healing light for death, and a consonant-style heal on a target that fires only once every 3 minutes. I find the right side healing line to be very weak, but both sides are very much a matter of taste. Be sure to apply the meta-magetic you have both for your burst and aura, as well as any aggressive SLA you have. Play Style This will revolve around getting used to controlling the reactions of other players to what you do. When you join a new team, when you first enter the dungeon, start throwing away casting enthusiasts. You have all your mass/group buffs in a single hotbar and just click one at a time. If people run away, don't worry. Don't go after them, don't try to shoot the lovers from afar. If they don't want your help, don't make it. Usually at least some people will linger when they see and hear the buff cartoon fire. If not, at least you'll be blown up. If you have unlocked the Radiant Aura it should always be your last buff cast. Most radiant clerics do this and it signals to more experienced players that they're becoming buffing. New players will learn it as you turn on the aura and then go toddling in search. Aura comes in = buffing done. You're going to stay behind dps. This is easy to do because clerics are lacking in any kind of speed enhancing capacity, and simply can't keep up with the rest of the party. This means that your goal will be to get the best Striding or Speed item you can, and just run full tilt trying to keep up with the party. If you look over your tool lists I make a lot of references to tools that improve movement speed. My favorite courses are the slower ones (clerical and paladin) so the running speed is usually on my mind. All your healing spells vary, meaning you don't have to stand right next to a character to use them. You will learn to measure the range visually as you feel comfortable with healing in DDO. The Magnification feat allows you to throw heals from far away (for most of your line of vision in the game). I find it very expensive to use, and a weak crutch. You think of yourself... I can heal from down the hall. And then there will be a tiny knee-high blockage between you and your target and you have no idea why you keep throwing heals and missing them. So now you've used Zoom in and Out, and you'll have to run down the aisle anyway. I find it simply better to count on mobility and run (as slow as it could be) to catch up with people who need cures, than keep missing from a very long distance. In a noob/1st life cleric I also don't feel there is enough feat to enlarge. You should definitely experiment with it at some point, it's quite fun to have (when it works), just save it for a later life. A not-too-self-sufficient melee character will notice when you throw buffs and heals, and if he is any kind of decent player, he will keep an eye on you in return. The same is not true if someone is self-sufficient and keeping themselves healed. Remember, your goal fill a useful role (healing weak party members), not _being_ a weak party member. So if you're keeping someone alive, they're going to have to try to keep you alive in return. If you don't keep anyone alive, you should do your best to kill monsters (just like everyone else). Assuming you find a cure target: you can cure them, you will attract aggro, a monster attacks you, who _should_ run and kill the monster for you. They kill and keep their pet. their own. alive to continue to heal them. This is a symbiotic relationship when it works properly. If that doesn't happen (if you take the cures, but don't kill mobs that attack you, or you don't have a healing goal), you should be prepared. Crowd control (CC) is always good. Management, Hold Person and Greater Management are a school of magic. Soundburst is a spell of invocation. Comet is The Conjunction. This makes it difficult to fit into three different school increases, as there are never enough tool slots. I like command and Soundburst as low level CC spells. At higher levels, Comefall is very nice, as it has a knockdown effect, and makes a loud boom sound like comet lands. It's important to do this spell only to mobs who have no escape. Damage spells work as well. Your damage spells probably won't kill them on the first strike. If you need to run away from the monster, run towards a melee turn. Hit them with a spell of light damage (Nimbus of light, searing light, holy Smite, divine punishment). Hopefully, if you drag a wounded mob right next to your heal target, you will have motive to kill it for you. Spells insta-kill. The clerics get a few spells of necromantic murder. Slay Living is the first. It should be within floating touch range, which is a stupid way of saying within a few steps of the goal. After slay living is a disaster. That's a long way off. To be honest, once I get the disaster I almost never deal with Slay Living. It's a shame, as the Disaster has a long recharge time. A friend mentioned that the Magnification feat works to turn Slay Living into a spell that fluctuates, which can make it a useful feat for necromancer clerics. Once I can groove destruction I just get too lazy to run up mobs and kill them. Slay Living is still very nice if you're not as lazy as me. The latter is what is supposed to be the spell of mass murder of the cleric: Symbol of Death. This is a little hard to use, but, what you do is place a moving glyph and any mobs very close to it when it activates (activates when an enemy moves) must make a save or take damage and drain level. Very low-level mobs will die from the combination. Unfortunately it only kills very low-level targets, and so at a higher content level it gets used as a mass level drain spell. You can either place it over a team while some boss is monologued before a match, or throw it down where you're overwhelmed. That's it, that's it. necromantic. Your one insta-kill invocation is collapse. It's a very fancy spell (the mobs have a special animation and then pop and disappear when Imploded) and can get up to 5 goals, which is nice. But it has a long-ish recharge. Almost every cleric player I know learns to love collapse, even if all they want to do is heal party members. Spells of the N.A. The damage of the clericman over time is Divine Punishment. This can be a little complicated, because because juggling the ticks of time that passes, as well as stacks of spell. If you drop divine punishment once, the spell sucks. It just does a little damage and makes the mob aggro at you. Where it shines is in monster with many points of success (like a boss). When you have a great goal lined up, cast the spell over and over again as it comes from the reload. The first couple of ticks will be small. Then the second casting will stack with the first, and your damage doubles. You can get a third stack for as well. TRIPLE DAMAGE. Then the first casting ends, and you throw another one to keep that triple stack going. Divine punishment in a triple stack can be a beautiful thing. The recharge time is just enough for you to drop it and then pass around a little healing before you have to go back to it. I think any clergy healer should get good at casting Divine Punishment. A note on Pale Masters: I like to help heal Pale Masters. It is the wizard version of Radiant Servants, until they have an aura and explosion that heals themselves and harms enemies. With their wide range of insta-kill effects there is nothing quite as impressive as a Pale Master (or two) moving through a group of mobs, level draining and then killing five different ways. It's a bit fragile and both their burst and their aura costs spell points to throw (instead of using a secondary skill such as Radiant Spending Turns). The Harm spell can cure the Pale Masters. But, they have a painful tendency to tend to try to hide back clerics. You need to treat a Pale Master and have a direct eye contact with them to hurt it to work. It takes some good reflexes to turn, face the PM, and throw a damage their way. Don't cure them full time... They won't like it and it's a waste of your spell points. But, if you see them take a big hit keep an eye on their bar and if they don't recover from it quickly, hurt them. A newer note on Pale Masters: There have been changes in the game to make regular healing spells (not just injury spells like injury) work for Pale Masters. I haven't figured this out yet, but I'll update this later when I do. By doing damage to a Build therapist even as a healer, you should be prepared to defend yourself, and kill mobs. There are many reasons for this, from not wanting to be a burden, to the times you end up playing solo, to having to fight your way down a corridor of mobs to recover the soul stones of the rest of the party. In a very levels, it is useful to use a popular twink weapon like Carnifer or the Sword of Thirty. That's one of the many reasons I like to play half-elves. They can get free combat weapons of proficiency at low levels with the tribal feat Fighter Dilettante. Then at later levels they can swap it out for Monk Dilettante (add wisdom to AC when wearing robes) or Paladin Dilettante (for an increase in saving throws), or even Dilettante (for extra hit points). It's a very nice versatile feat slot that (actually) levels with you. If you don't play a half elf, you should either use a tribal weapon, a god gun, or try to scrounge up enough points in UMD to throw master's touch. Master's Touch will allow you to use any weapon with one hand (you need the other hand to hold the scroll) as if you were capable of it. You can buy scrolls at any arcane scrolling vendor. Tribal and divine weapons: Scimitars are very nice. They have a good crit profile and make a reasonable amount of damage. Elves and half elves have access to them through the Immortal Court. Words are almost as good. Not very sexy damage wise, but there are a _lot_ of nice called longwords. Either it can be used with a shield to give you extra PRR and AC. Unfortunately, bows are a terrible choice. The pace of fire in the arcs is really slow and require a lot of feats to be worth it. A clerical noob healer should never count on a bow as their main source for gun damage. Save that for later lives when you have a lot of tools and can design your entire build around using bow. In the middle levels, a cleric begins to be effective with spells of damage. The best spell of mid-level damage is the Blades Dam. However, even before the Dam of Blades you have the often overlooked Holy Smite. This is an effect area spell that does damage and has a chance to blind enemies. The types of battle you group with will love blinded enemies as they are very easy to kill. As mentioned above, you can also try insta-kill spells. Slay Living and Destruction are nice means and high-level options. Once you get Implosion, you're set. If you're overwhelmed by angry mobs who want to beat up the therapist, just throw a collapse. This will take from at least a couple, and what he left behind will probably be snatched from a melee or ranged player. You have to be careful, the collapse has a very long recharge time. You have a backup for your implosion-ey backup. Eventually, you can switch to wanting to try to out-kill the battle characters. That's a good one. A DC-based icing or light nuker will be in your future. Otherwise, enjoy the warm glow of being a self-sufficient team player. A thankless role and long-term progress being a healer is a bit of a thankless role. At the end of each search, you can get an XP report that lists the contributions of all party members. The trappers DPS is listed. People who break boxes and find hidden doors are mentioned. Therapists are not included. There is no healing score that is monitored and listed on the scorecard. Very rarely will someone say Thanks for the great heals, but people tend to take it as their due and just move on to the next search. Then again, people get trapping, DPS, and box-breaking as their due as well. If you know your worth, if you have confidence in yourself, work work Fantastic. Nowhere else in DDO can a person have such a significant impact on up to 11 other people. There are many challenges for yourself. You can try to get your blast and aura at particularly high levels of healing. You can try to find a way to cure Warforged (hint: Repairing scrolls is a good start) and practice targeting you to throw Damage at the Pale Masters. You can master your metamagic feats, when to use them (and when not), and how to get most of your SLA. On an epic level, you can train yourself to heal a single goal (such as a tank) using anything but the Epic Destiny powers Revitalization and Renewal. After you get good at a clericman, you can move to Druids (they have very powerful heal over time spells) and favored souls (such as a clericman, except that they don't have Turn Undead and fewer spell slots). You can try a healing bard. In epics, you can raid heal a target when you play a Paladin. You can play a Pale Master (getting wizard lives can be very convenient for a clericman) and practice keeping yourself alive without the crutch of renaissance turns. After you play in any of these classes and return to the clericman, you will improve as a healer. Viva La Healer by Jadenhart: Sound and Lyrics Holding Out for a Therapist: Music Video by SilverLetomi, Sharn, and Kruithne. Battle Cleric This requires a net 20 cleric, or at least mostly pure (splash no more than a level of the fighter). If you want a deep dive into another class you may lose access to valuable clergy spells, and you need to know what you are doing on your own. Deep-splashing clericman is not an option noob should make (however, it works pretty well once you have experience in the game). If you want to go for a more sophisticated Battle Cleric build, Axel's THF Melee Cleric Build is a great start. We could go with a split 16/16/16, but this would gimpp our intelligence. One of my many rules is never to throw away skill points. I would like to start with this: Str: 16 Dex: 8 Int: 10 Wis: 8 Con: 14 Cha: 14 Any additional manufacturing points go to Sophia. This will make it easier to cast your spells as you level. As you level up, put all the points on the Force. Half the elves are custom-made for the role of pure-order battle cleric. They get healing enhancer, can get Fighter Dilettante for full combat weapons capability or Paladin Dilettante for a small push to store, and can substitute the clericman's poor choice of divine weapons, dilettante improvements to increase their weapon power. Warriests get a nice boost if you use War Domain. Dwarves can use constitution for damage, and there are many sources stacking Bonus Constitution in the game. Halflings get the nifty Jolasco Dragonmark line. This gives treatments and cures that can meta'd free. I believe the dragonmark treatment also works when suffering from Anti-Magic or quell mediation that is useful in some searches Raids. In a power-play match, like half, I'd get 14 power. It's not worth wasting construction points trying to get a strength of 16. Elves make very good archers clerics. You can be a pure clericman, worship the Silver Flame (for bow proficiency), and get Arcane Sagittarius. If you can keep most mobs at bay, the constitution's sentence won't be so bad. Tribal arcane archer clerics are their own special build and should be designed very carefully. If you want all the benefits of a clean elf without the penalty of the constitution, think of Wood Elf. They're getting a more tolerable -2 in the Intelligence service. Bow use does not require any skill points so this is a reasonable compromise. Regardless of the breed you choose, bow using pure clerics is not a construct for a noob. Drow makes very good battle clerics with two weapons. However, their weak constitution makes them very squishy in melee. You can easily get through a life in a clerical melee with two DPS with just two weapons: Sword of Thirty Whirlwind Both can be bought (usually) at the Plat House auction house (although they may

be rather expensive) or bred in a previous life/other toon. Both commit to equip and have a red socket increase. Put Radiance increases in red slots as you should be putting Loyalty somewhere else. What about Carnifex? What about the Sword of Shadows? yes, if you have these, you can use them. It really helps to splash a fighter level. This unlocks the proficiency of war weapons, gives you an extra feat, and gives you access to Haste Boost, Feats 1-Power Attack + Cruelly If Splashing Fighter (or + War Weapons: Great Sword If Human) (or + Fighter Dilettante If Half-Elf) 3-Cleave 6-Empower Healing 9-Great Cleave 12-Quicken or Extension 15-Mental Cruelty 18-Improved Critical: Slashing No Need Empower Healing Before Six Levels of Cleric, like this is when you get your radiant blast. Quick or expand: Depends on your playing style at this point and whether you're in groups. If you're soloing most of the content, then you want Extension for your self-buffing. If you are in groups, you want Quicken to not stop casting for your treatments and cures. You want Mental Toughness no later than the 15/16th level, as this is when the requirements for your spell points ramps up. Start improvements by placing points in the Radiant Servant tree. You want to unlock Mighty Turning (T2) and Radiant Burst (3rd Core). In general, you should do this by placing points on all undead improvements (Extra Turning and Improved Turning). I usually put a in Altruism, since it helps your positive (ie: healing) spell power a little and helps to unlock things. After you get both of these, you want to work to get the Ameliorating Strike (T4) to Warpriest. Hardness, Divine Power, and Wall of Steel should be set to 3/3 as you get points. Get the right cores as they become available. I like to. To. The core of the Blur and the Improvement of the Strike, and then we stop. Once you have Ameliorating Strike, you will go back to Radiant Servant and get the Renaissance Turns (T4) and Aura (T5). While you may think that a melee cleric shouldn't spend so many points on the radiant employee tree, the aura is a perfect fit for melee builds. This allows you to apply healing effects to yourself, and other toons standing near you without having to watch health bars. Make sure to apply the healing strengthening feat to both your explosion and aura. Spells and Buffs Divine Can (aid) and Divine Grace (1st level spell) should be your basic buffs. As long as possible, keep them up at all times. Divine Grace has a fairly short duration at the lowest levels, so I wait until I'm running towards a group of mobs before casting. Treating light sores is almost useless (treatment filters from the market or guild supplier are better). Treating Moderate Wounds is the first spell you will find useful to heal yourself or other players. The command is very nice as the crowd control at low levels, especially combined with Soundburst, but both have DC controls. Soundburst has secondary sound damage, even in a storage, so it may not be a bad choice in a cleric battle. Try it for yourself and exchange it if you don't like it. Nightshield gives a small boost to storages, and also protects against magic missiles. There are a number of low-level searches where this can save the life of your toon. Protection from evil gives a little boost to AC and saves from attacks from evil creatures. They are also chambers against mental control or compulsions, which essentially means immunity from the Command spell used on you. If you've ever been locked up by a witch doctor or vampire spamming command on you, you know how useful it can be. Prayer is useful as a short party buff. I also like to help boost every trapper in the party (it gives a luck bonus for skill checks). Prager stacks with heroism. Search for eternal rest: _must have_ new spell to aid Turn Undead. A battle cleric should have a high gift for divine power, which means turning will also be strong. Searing Light is a good spell ranged to sniper enemies. There is no saving throw. The Divine Power isn't that big. It gives a bonus boost to strength (no stack with the Best Divine Power), a few temporary hit points, and a BAB equal to a fighter of the same level. IOW, it's really useful if you have trouble hitting things. It costs 25 sp, which is a lot for such a weak buff. Every cleric should have no excuse :D. It protects against death spells, and negative energy attacks (such as Deathblock), but also protects against the drainage level (which deathblock does not). Freedom of movement: Every cleric should have this, no excuse. :D. Helps move on slippery surfaces, passing through tissues, protects against Hold Person, etc. Holy Smitis: That's what it does damage and can be blinded to a failed will save. If they save, they'll do half the damage. Good for a melee cleric to throw in a package from a distance to grab aggro and make a pass of damage ranged before moving on to murder. Stalwart Covenant is a nice little buff before the battle. It gives a boost to save some temporary points of success if the target falls below 50% health. It works as a oh shit button. Turning Cleric Clerics can solo or contribute strongly to a group and level from level 1-20 almost entirely by using their Turn Undead. This is because there is a huge amount of undead content in the game. Morninglord is the best race because they have a racial push to turn undead (Bane's Restless). Another good option is Drow, because they have a racial boost in charisma. If you want to build a cleric turn you really need to get 3 clergy past lives first. If you want to be really ambitious you can also get tribal lives of the past that grant extra Charisma. Original Features: Str: 10 Dex: 8 Int: 10 Wis: 14 Con: 14 Cha: 18 Want to try to have a Wis at least 14 for saves and make it easier to throw high-level spells later. Only a battle cleric should reject Wisdom, and only because they need Constitution, Power, and Charisma for Melee. If you have more than 32 points to spend, put the extra on Sophia. Put all the level-ups in Charisma If you have enough manufacturing points, you can go for a 16/16/16 build (Charisma, Wisdom, Constitution) or 18 Charisma/16 Wisdom build for both casting and turning potency. Feats: 1-Extra Turn 3-Improved Turn Undead 6-Maximize 9-Quicken 12-Empower 15-Mental Toughness 18-Improved Mental Toughness Note: I hope I didn't forget a feat turn here. I wrote notes, but I feel like I've lost a feat somewhere. About Extra Turn: I have to admit I don't like this feat. A cleric who turns will have more turns than they can easily spend. If I wrote a build turn without it, I'd get comments I'd forgotten. If you agree, you can exchange it for something like Empower Healing, or Expand (or buffs) or Zoom in (to throw heals from across a large area). Splashing Paladin: Pros and cons There really only one category worth splashing on a cleric turn, and that's paladin. If you splash two paladin, you lose your cleric, and you'll get a hit in DC casting. You earn a lot for this little loss. Divine Grace push to save throvs. Full melee weapon capability (useful at a lower content level). T2 paladin improvements. +1 at your turn levels over a pure cleric (as long as you put the full AP on the paladin improved turn). Start improvements by placing points in the Radiant Servant tree. You want to unlock Mighty Turning (T2) and Radiant Burst (3rd Core). In general, you should do this by placing points on all undead improvements (Extra Turning and Improved Turning). I usually make a point. Point. Altruism, since it helps your positive (ie: healing) spell power a little and helps to unlock things. Once you have the explosion, you can move to Warpriest and work on unlocking three tiers of the Steel Wall. I usually get three levels of cruelty and one from the Holy Touch. After you have collected these, return to Radiant Servant and work towards radiant aura. For levels, when you can't put more points on Radiant, work to get light and positive spellpower in Uncle Student, and the Searing Light SLA. You'll get the Radiant Servant for T5 Aura and Capstone, and you'll get whatever SLA and cores in divine di student you want and can afford. Note: if you are taking paladin levels, take the extra turn and improved turn from the Knight of the Grail. He's going to stack up with clerical improvements. Instead of Warpriest, get your defensive improvements from Paladin, and spend less on the DD tree. To maximize your turn you want an elf Morninglord 18/2 clergyman/paladin with three clergyman previous lives, and tribal lives of the past in all races that grant gift bonuses, including man. If you don't get paladin levels, it's a good idea to grab the Sunburst core from Divine Student. It has no storage and destroys any undead vulnerable to light damage. Spells and Buffs _THE_ spell any clergyman interested in using Turn Undead must take is Seek Eternal Rest. It's a Level 2 Turn buff spell that boosts your level for turning. At higher levels, Death Without Death is useful. In short, it acts like a spell based on the version of Mighty Turning, with a DC casting instead of a DC turn. Since the wisdom is a little low it won't work as well for pure icing clerics, but it's a nice way to clear certain targets before (or after) knocking down an Undead turn. When selecting spells, try to prioritize light spells and spells that don't have DC or that at least cause half the damage to a storage. Also, try to avoid spells with Reflex saves, as tax evasion will destroy whatever little chance you have of doing damage. Things like Light, The Nibus of Light and Divine Punishment don't have a storage. Soundburst has a fortitude save, and Sacred Smite has a will save. Even if it's only in useful mode, you can still get either Cometfall or Blade Barrier. Either one has a use, even with easier saves for goals. With a few Spells Divine Student and SLA, and regular light damage spell slots, you'll be well placed to protect yourself (and others). Fill in any additional spell slots with self and party buffs. In epics, a fire-based Draconic Burst is very useful. You can take the fire spell power elsewhere in the clergy trees and throw a burning raise on a spell stick with a red socket. The judgment and the judge manry are very powerful from the raised angel tree. Play Style A turning cleric is a little healer, a little light nuker, and a whole lot of problems for undead. In search zones Undeaved like necropolis, Delera and catacombs, if you don't drive the count of the dead, you don't play the construction right. In epics, it's very hard to get your turns to hit. As a rule, you can probably build to spin anything before, and including, Underdark's threat, to the epic elite. Any content after that is difficult. Dropping the truth is inaccurate, but it is possible, but better to have all your previous lives and equipment in place. Epic 3BC and Necropolis's epic quests are pretty much impossible in Epic Elite. _except_ the little undead kobolds in Two Toed Tobians. Due to poor conversion in the zone, it is much lower CR than other mobs. At all levels, the undead champions tend to reserve against Mighty Turning. Caster Cleric You can't go wrong using the template from Necro Cleric EllisDee or the latest Zyrius Morninglord 20 Caster Cleric If you don't want to be a necromantizer, just specialize in light spells (Sunbolt, Sunbeam, Sunburst, Searing Light, Holy Smite, etc.), and choose invocation instead of necromandology in tree enhancement and feats. Home Features: Str: 10 Dex: 8 Int: 10 Wis: 18 Con: 14 Cha: 14 If you have more than 32 points to pass, put the extra in Sophia. Preferred areas: Death for necromancer, fire or air, if you especially want to be a Shiradi nuker, Sun if you want to be a light nuker, Magic for an obvious. Put all the level-ups in Wisdom If you have enough manufacturing points, you can go for a 16/16/16 build (Charisma, Wisdom, Constitution) or 16 Charisma/18 Wisdom build for both casting and turning potency. Feats: 1-Maximize 3-Past Life: Guide or Empower 6-Empower Healing 9-Quicken 12-Empower or Spell Focus 15-Mental Cruelty or Greater Spell Focus 18-Greater Mental Cruelty or Increase or Enlarge The feats in a clergy caster are a little complicated and depend a lot on your past lives and equipment. You will also want to match your achievements. If it's a DC casting creation, you'll want The Past: Guide, Spell Focus and Greater Spelling Focus to stack your DC. If you are going to be a nuker you will want mental toughness and greater mental toughness for maximum spell points. Any icing clergyman will want both Empower and Maximize to add maximum spell power to all your spells. Mixing things up and taking a DC boost, and a spell point boost, and a spell power boost will leave you too weak to do anything. My favorite DC spells tend to be necromantism, magic, and invocation spells. So, I'm going to grab spells like collapse, destruction, murder, management and the barrier of blades. I'll start by taking the Light Side Divine Student spells, and then enjoy the crowning on epic levels with the mortuary and bolt spell, and the very beautiful Word of Balance. Although not very popular with others, I like Fire Storm. It's a bit expensive (at spell points) for what you get, but it's a nice AoE and this one causes damage twice per casting. This makes it extremely useful when running on Rainbow/Double Rainbow from Shiradi. Speaking of Shiradio, playing in this destiny to a cleric is rather difficult as clerics do not have many AoE spells that struck many times to proc results. I tend to cycle through St. Smite, FireStorm, Sunburst and Blades Dam. I like the fire version of Draconic Burst and will also use Wild Throw from Destiny Shiriana. Trapper Cleric Cleric-Rogue builds are rather rough to play, rather than for the faint of heart. I'm not sure if I'd be playable in a first-life F2P character. If you have a character who has spent at least one life and has access to decent cleric and rogue tools (Cannith Crafting is always useful here), then you can give it a whirlwind. Tribal Arcane Sagittarius Divine Theory Build Then got an idea! That's a terrible idea. GRINCH GOT A WONDERFUL, HORRIBLE IDEA! How Grinch stole Christmas This construction is still a work in progress. The plan is to create a template for tribal Arcane Archers that works with 7-feat builds, and especially divine classes like Clerics and Favored Souls. I also use half-elves, since it's my favorite match. However, Aerenal elves can get a boost that allows them to apply their bonus skill to bow to injury, which is a better option than a pure numbers perspective. Tribal Arcane Archer Divine Theory Here are my notes on the test of construction. Bat and Ball Stick/Shuriken Halfling Theory Build This is my second theoretical build. The core of the construction was created by a friend, but I'll placate it. The idea (as far as I know) was mine. Bat and Ball TheoryBuilding Flattening Gearing Notes on the True Train Reincarnation This is slightly more advanced than some of the previous information, but there's no reason you can't plan for later lives while in your first life. It assumes that you have access to all the content of the game, have specialized in Cannith Crafting (50-60 in each school is quite useful) and have some common unbound or account-bound items in a toon storage bank (a mule). All the Cannith artifacts described are from an old handicraft system that no longer exists. You need to update this tool for Reaper and the newer version of Cannith Crafting, but it hasn't been done yet. Craftable trinkets can be plundered as rare objects (most common during winter games) or created from fragments of power found in Sidon. Korthos I have their set and their backup set. Their total is what is most useful for their primary class. The backup set is usually the troubleshooting set (because it usually splash trapping on tr), the mnemonic necklace (in any blue line at all), and a pair of pairs of Step boots of anger. I grab a pair of feathers that drop boots from the bank mule. Make sure they have their clikie water-breathing ring from the free stuff jeets passes. Passes. it's pretty relaxed at this point and it's not uncommon for me to have an empty tool slot or two because I want to jump on searches. Korthos Set tools usually get boots, gloves, necklaces, and/or glasses. Armor is a craftable metal special like enamel, mithril, or darkleaf. The casters are bound to account for robes, each having its own color-coded set of robes designed to look nice with their hair and skin tones. Monks get bound to account clothes (also color-coded). Armor is usually bound to the character and stored in their TR cache. Pull what's out and craft Apathy into it, and use a masterful handicraft token to make it ML: 2. For level 1, wear the free item Jeets gives you. Belt: BTA from a mule. Craft False Life +10 and Masterful Craftsmanship (ML: 2). Swap Ring: 75% Medium Fortification Ring (ML: 3). Craftable Trinket: +10% Body Atarity or Ranged Alacrity (ML: 1). Gloves: Gloves tend to be what, but trappers get 2 pairs of BTA gloves from a mule. Place the Disable Device +7 and a fragment of masterful craftsmanship in one pair, as well as an Open Locks +7 and a fragment of masterful craftsmanship in the other pair. These items become ML: 3, but are transferred from level 1 (saves a trip to craft/hall later). If they're not trapped, I can put the +2 Regiment on them. Trappers get a pair of Seach +7 glasses with masterful craftsmanship (ML: 3). See the note above for the gloves. Main ring: Everything (usually enhances a stat or skill needed). Off-ring is, for now, a Jade ring slotted with a master gift, or a craftable ring with a colorless socket. The craftable ring gets Feather Falling (ML: 1 with Masterful Crafts). Weapon: BTA from a mule. Screaming of bleeding on any item you specialize in (ie: greataxe users get a BTA greataxe). Fidan's Bite if they can handle it. Blunt weapon (for skelies and incorporats): Phantom Touch of Justice. Throw a +1 on it as soon as they get a few levels. Rustproof gun (for dripping): BTA qstaff from a mule. Art screaming of Everbright. Throw a +1 on it after getting a couple levels. Make sure the trappers have a large stack of +5 Thieves Tools to disable traps. 3rd/4th level Quick tool juggle. Weapons: Everything stays the same (except this may be where I start dropping to +1 for items that can get them and throwing in a Lifeshield boost if I have the time). Pull out Carnifer if the character can use it. If carnifex is used, pull the old Greataxe. Bracers: BTA Bracers wind off the Cannith Challenge pack. Perma-blur with ML: 3. Mantle: Phiarlan Mirror Cloak or Cannith Made with something like intelligence or charisma. 5th level First serious gear break point. Aabsy set. Default is all 5 items if you do not have better speed. I have Wind Bracers and I tend to use this set of 3 piece: Helm, Cloak, Gloves. If I want to wear the Fiarian Mirror Cloak, I will use: Boots, gloves. If I'm not using the whole Abashai, I'm probably using Cannith manufactured tool with Abashai gloves. Gloves are useful for any character using a hand-to-hand weapon. Stones to exchange. Everyone gets a stone Pale Lavender Ioun. The trappers get a stone dark blue Ioun. I've started to turn to cove trinkets from my old reliably Deep Purple Ioun stones. The Stalwart Trinket is very nice with stoneness and a little sizing fortification. Nimble trinket is also nice with blur and dodge stacking. The center set of the horn remains. Armor / Robes: Leave them as they are. Zone: Reconstructed with +20 False Life. Weapons: Pull my Beater Delera's from the mule. Pre-fabricated and stored. +1 Phantom Touch by Lesser Undead Bone in a flametouched iron BTA quarterstaff. One of my paladins has a silver maul with a red growth slot and I usually art for Delera as well. Hers becomes a Phantom Touch of The Righteous. After the 4th and 5th level re gearing usually take advantage of each year down to Cannith boot and fill missing boots based on the class and needs of the character. 7th level second speed break point. Red Fens equipment. If a divine, set for the Divine Blessing set (rudder and ring) by the Red Fens. If a trapper, upgrade all skill elements to a +10 base (ml: 7 with masterful craftsmanship). Everyone gets smaller boots of Striding and gushes from Stormcleave Outpost. I've noticed that they are easy to find or relatively cheap at the auction house. I've put +2 Dexterity increases in colorless slot. If the character is a dex-based class (like an artist) I use a +2 Power increase. Off-ring continues to be Jade Ring or craftable ring slotted with the master's gift. If craftable, add speed (Melee or Ranged) to the initial wing drop. Gloves: I used to always swap in the Claw set for anyone meleeing (which is everyone, even future casters, at this level). Now that I'm gearing everyone up with Bracers of the wind, I've been keeping them in their sensational gloves from the Abashai tools. There may be a bit of crafting tools at this point to fill missing boots. 8th/9th level third speed break point. Tempest Spill Gear and Nightforge diamond tools. This is a great break point and I basically re-socket all my tools. Ever prolonged Abashai tools goes to the bank. That's when tools start to get a little serious. There is a focused Cannith Handicraft based on the present and future role of the character. Everyone will end up with fake life, some extra Constitution, appropriate skill reinforcements (usually trappers). Armor: Armor wear-ers swap with Nightforge suit (slotted with +3 Resistance). Robe users switch to the robes of the Active Body (also with 3 Resistance). Unless they have robes of potency they upgrade to the best charm boost with Lifeshield and Apathy to their level. Cloak: Cloak of invisibility with Fortification. If the character is missing this item, put them ML: 8 Mabar Cloak. If you haven't either, put the Cloak of the Worldshaper (for a little bit of spell absorption) or a manufactured cloak with heavy fortification in a blue socket. Trinket slot: If there is no permanent-in-socket Cove trinket, the craftable trinket can be updated to have a bit of dedication or good luck (whatever it suits). All the characters get a Touch of Kaeth swap-in Trinket from their bank (one of the gravediggers scarab turn-ins). Neck: Nightforge Gorget grooved with fear immunity (Paladins need a different increase, perhaps blindness immunity?). Caster Divivns get a Choker of silver tongue and slot Heavy fortification in their mantle increase slot. Necklace of the Silver Flame usually gets pulled out for swap-in deathblock. Rudder: The Divines hold the Helm of the Fens. Others can get a BTA made rudder with a useful boost stat. Glasses: Trappers get glasses of perception (or created search glasses if they don't have them yet). Others can get BTA created glasses with a useful boost (+4 Attack, or Melee/Ranged Alacrity, or Spell Focus). Weapons: This is where weapons begin to vary depending on the character. Carnifer or the Antique Greataxe may still be in use for the last enemies before casting becomes very effective. Warp can be used. A heroic Sword of Shadow will come out of the bank if they have one and are set up to use it. A Sword of Thirty augmented with Devotion or Glow can come out of the bank for body divinely. Somewhere between 9th and 13th level we re-ship drips and undead beaters (assuming they don't have a Triple Positive greensteel) and make the final +13 boosting skills for Trappers. After the final 9th re level is mostly a series of small juggling tools. 10th/11th level Weapons: Caster Divivns will slot Dalorent's seal and a sceptor of treatment if they have them. The increases will probably be Nullification and thrust (for necro divine) or burning and pushing (for nukers who use fire). Greensteel accessories come out. If they have a Smoke greensteel element with perma-Blur, the ML: 3 Bracers of wind will eventually be banked. Two-handed fighters graduate up to a Tornado if they have one, and they don't have sos. Self-therapists put a +66 Demotion to increase in red reception (if they don't have it elsewhere), or an aggressive spellpower/elemental damage increase (if they have Loyalty elsewhere). 12th/13th level At the end of this breakpoint all characters should have their signature weapons for this life. This is the point where +6 stat tools and +13/15 skill tools begin to slotted. Sora sets come out for those who can use them. If they don't have heavy fortification elsewhere they will make sure to have a Nightforge Gorge augmented with fear immunity. Greensteel's guns are coming out. Particularly favorites are Minerals II scimitars and Triple Positive blunt weapons. Weapons. Trappers get Tharnes Glasses and I have to stop holding my breath every time I look at a trapper stuck to glasses of perception. If I've found an affordable pair at the auction house, I can swap the Smaller Boots of Striding and Springing for 30% Striding boogien boots. Gloves: Divine get their gloves of eternity. 14th/15th Level Armor: Whatever armor or robes gets exchanged for Gianthold Dragon's heroic scale if they have it. Or they'll grow it. Neck: Since only white dragon scale users get heavy fortification, the old trusty Nightforge Gorge usually gets hauled out again. The neck also continues to trade in Deathblock from the Silver Flame necklace. Trinket. ML: 15 Xoriat fragment comes out as a swap-in trinket. Divine Casters and Paladins will get heroic Hard or Elite Shamanic Fetish. 18th/19th level This is the last tool juggle before TR at 20 or epic levels. Boots: Boots of Propulsion or Heroic Hard or Elite Boots of The Fall Shadow come out and the 30% striding or Lesser Striding and Springing boots are finally retired. Bracers's heroic elite Twisting Shadow can also come out for trapper if they don't have the Ventilated Bracers. Cannith Sets come from the bank (by category/role). I don't like Tinker's set, so I ignore it in the trappers. The clerics take the Alchemist's set. The bees take the manufacturer's set. My varna, the artificial, and my wizards take the set of Magewright. 20th level At the 20th level I either immediately (or almost immediately) True Reincarnation again, or, break out the Cannith Challenge epic tool and the Eveningstar Praise tools set. Even with one character focused on getting multiple heroic lives I may have a reason to run them to epic levels for a while. Most of the time it's that you're missing high-level heroic tools (Ioun stones are a common element, Tharnes Glasses for trapping is another) and that's why you may want to cultivate older quests or raids. The other possible reason is that there is a new package out with a reserved tool that they will want later. Random notes on TR Gear Heroic TR Gear Jade Ring and the Gift of the Master increase. Jade Rings have colorless increase sockets and are an ML: 1 element. This makes it a perfect item to slot a gift of the master from levels 1-4 or if you don't want to cannith craft a ring with a colorless socket as you level. Bracers of wind + cloak of invisibility is some serious victory in r. 20% Blur (Hide) and 10% Ghostly (Incorporated) with a green socket (which is good for either heavy fortification or resistance +3, depending on the construction). It's just a whole bunch of stacking mitigation that can be useful up to 20, or greensteel Blur, or Warpriest perma-Blur, etc. I intend to cultivate these cloaks in all my characters, and I already have a few pairs of braces to trade. If you don't have the cloak of invisibility, but you have the ML: 8 Mabar Cloak which is pretty nice as well. The invisibility guard and seems to force the mobs to throw every aggro they have. More about the Cloak of Invisibility. I started slotting them with +3 resistance. I've slowly begun to re-farm the increases to put Heavy Fortification in the Mantle and Resistance +3 in Nightforge armor or Tempest Spill icing robes. That way, when you're able to switch to heroic dragon armor you don't lose their fortification and you don't have to put on the Nightforge Gorget to keep it (allowing me to keep the Choker of silver tongue or silver flame necklace, or a made/greensteel necklace). Heavy Fortification is more useful at heroic levels than Resistance (although it's any great if you have slots for both). There's not much we need to have heroic rings. This makes your ring slots good points for Cannith craftsmanship required enhances. A good start is to find a pair of rings for each level break point, one with a colorless socket and one with a green socket. This gives you the most flexibility to supplement your equipment. If you already have a heavy fortress somewhere else in your equipment, then resistance or protection is good blue increases the reception in rings. Sorviusk Island Armor: There is a cheap package set on Sorowdusk Island that has BTA ML 8/9 tools. It has four armor options: a suit plus light/medium/heavy armor. Each armor has a blue socket and a colorless socket. It's pretty easy to grow on the chain's board list. They are roughly equivalent to the armor of Nightforge and Tempest, except that they are obliged to answer. This means that you can exchange them between toons or store them in bank mules or in the Shared Bank, and you only need to collect a set of increases for each type of armor. This helps lighten the load on your reincarnation cache if you TR too. I like to put Constitution increases in colorless slots because every class/build benefits from the points hit. Along with the Bracers of wind and the cloak of invisibility, the Phiarlan Mirror Cloak is very nice and easy to get (it has a very high drop rate and so is usually left behind by players long time). He has 17 spell resistance, which is awesome at low levels. On undergeared toons can be worn up to the 11/12-ish level while they farm up to something better (such as the cloak of invisibility). For elemental casters (Wizards, Wizards, Druids, Artificial), the Ring of Elemental Spirits (ml: 3) is a good source of low-level elemental spelling. For necromancers and divine (Wizards, Clerics, Favored Souls) the Splinterskull Acolyte ring has cancellation and devotion (ml: 5) and a colorless reception. If One ML: 4 Heal skill increase this is a perfect place to slot machine. I really like therapists with a fear of immunity increase in a random yellow slot. I started using fear immunity increases my clerics because a raid therapist who fears he is helpless (Fear prevents the drinking filter, scrolling use, and casting spell), and his epic Gloves have a yellow socket. Fear is one of the few states that can close a character, but still has an immunity option in the game. In my trappers I like time-detection glasses (from Chronoscope), glasses of perception (from Tempest Pine) and Tharne's glasses (from a vision of destruction). These are must-haves if you want to trap lives or any life in the same character. Of these three elements, Tharne's glasses are hard to exploit as the raid is rarely run and the drop rate is very low. If you run epic chronicone regularly, you can take the pieces to make the Epic Goggles of Time Sensing that are great for trapping in epic lives. While technically you can get away with having a set of Crystal Cove Spyglasses, I find there is too much competition for the trinket slot (including the Cove Greater Trinkets) to depend on it from 1-20. Arcane casters (and Druids) should consider farming up a pair of Bracers of glacier and glacier gloves (both ML: 13, both from the very old A Vision of Destruction raid). They give a bunch of nice icing bonuses, and a +72 Glacier bonus spell set strength, although both items are worn. This allows you to carry two other spell sticks and still have some cold spell power in toons. If you can't get this old set you can cultivate a Frosty Tunic from Cannith Challenges. Most of these tools (except Phiarlan Mirror Cloak and ml:3 cloak) can be worn up to level 19 in heroic elite content. I do not recommend wearing only ML: 8/9 tools in 19, but it will do the job in each slot until you get better. Epic Reincarnation Gear From Heroic Quests There are some really nice ML 18/19 tools that are great for Epic TR lives. You can wear it from 18/19 to 28 if you stay in epic hard content (or do only some of the easiest EU missions). Even if you don't wear it from 18-28, you can wear it until your toon is high enough to use a higher level of gear. This tool comes from pay searches at Eveningstar (Harper Searches, Stormhorns, and Wheloon Docks). Heroic elite Treasures of the Fall Shadow makes a good replacement for the Ghostly of the Cloak of Invisibility at epic levels, as they give Striding 30%, and a total of +8 skill (+6/+2 stacking). Heroic elite Goatskin Boots give the new speed XI charm (Striding 30% plus an 11% boost to Melee and Ranged Attack Speed), and have a yellow slot (good for a feather falling increase). Heroic Elite Bracers of Shadow Twist good for trappers. +17 search/disable the device plus some blur and resistance. This version has the same trapping boost as the Epic Normal and Epic Hard versions of Bracers. Only Epic Elite is better (+20 Search/Disable). Heroic Spectacle Sage Heroic Guardian Ring gives +24 Shelter (PRR) and a yellow slot. This is a good spot for your master's epic gift increase. I find the soles of the shadow drop and the Bracers's Shadow to be the epic version of bracers of wind and cloak of invisibility combo from heroic levels. Eberon Dragonshard Turns Eberon Dragonshard entry to the DDO wiki Small dragonshard: Xovun Chalk, Smaller XP Filter (10% for 3 hours), the market south of the gate to the Deneith Enclave House. Small dragonshard: Peta Flashpin, Rest of the Eladrin Statuette (sanctuary rest), the market northeast corner of the Lordsmarch Branch Bank. Middle dragonshard: Davyd Turner, Mnemonic clickie fragment (20 charges), the market near the gate to the Phiarlan Enclave House. Middle dragonshard: Tara Wightraven, Major XP filter (20% for 6 hours), House Deneth, west corner. Alchemical Craft Shortcuts Alchemical AC (Shield): 15 Strings Prayer Beads / 5 Vials Pure Water Alchemical AC (Armor and Helmets): 2 Volumes: Prophecies of Khyber / 6 Silver Flame Hymnals Force Damage Ritual (Weapon): 3 Luminescent Powder / 9 Aromatic Sleepiness Force Critical Ritual (Weapon): 6 Sparkling Powder / 12 Deadly Feverblanck Resistance Ritual (Jewelry): 4 Lightning-Split Soarwood / 22 Buried Tokens The Bonus Alchemical Armor can be applied to Armor Cosmetics or Helms. If you use a cosmetic armor or helmion in your character for all levels (such as the Drow mask that sticks with MOTU), it's worth adding. If you have a DPS weapon with an expanded critical range that you will use for a long time, until the endgame, it is not a bad idea to add the Force Critical Ritual to it. This will include weapons such as the Epic Sword of Shadows or the Pinion. These are very small bonuses, but there is no harm in adding them. They're set and forget – you can add them once and you never have to worry about it again. It's only a little bit of AC or damage, but it's always there over time. Greensteel Shortcuts Make your base item, and bring scrap and all the carpets into green steel altars. Triple Positive Undead Beater Triple Positive Undead Beater: Positive/Dominion/Material Smoke (Blur) HP You can either go with fire or air first, as both boost skill skills. Fire / Scaling / Air Material / Scaling / Material Smoke (Blur) SP I prefer +4 Charisma / +6 Intelligence Skills as this way you can get the best bonus when tossing trapping (as well as to Spellcraft). This means Fire/Air/Both Fire/Escalation/Ethereal Air/Escalation/Ethereal Playing a Heroic Life You Don't Want (A Toolbox) You've played through your first life or two in classes that you like. You have some tools, some experience with all searches, you learn the locations of different search zones. Maybe you're run enough savannahs to get your first greensteel item. In for some reason, you're going to play a different character category without wanting to change your equipment or play style from previous lives. Usually this is about getting the benefits of this class's past life feat without dealing with class weaknesses. Another reason why you may have guild or TR friends who will benefit from the third category. If you haven't gotten to the point of having a 36 point character builds (for your third and later toon life), you're still better off playing an almost clean or clean life class. You want as many manufacturing points as possible, and as many related tools as possible grown and waiting for use in a standard like this. You also want the skill and stat volumes that have already been applied to this toon in previous lives. It's probably not a bad idea to do at least one life with 2 rogue splash in a category you enjoy as a trial run to make sure that all trap tools and melee are in place in each level. If you're ready (several manufacturing points and tools), there's a simple class split that allows you to create a toolbox character and mostly ignore the extra class levels. 2 Rogue: for entrapment and tax evasion. 8 Fighter: good BAB, many feats, all the (non-exotic) weapons and armor available. 10 what: You can just cherry-pick some useful improvements and features and ignore the rest. Build notes: You want strength, skill and intelligence for this build. You need enough Constitution not to die, but this is a build where you can only start with a 10 or 12 Con. Intelligence MUST start at least 16 in a trap rogue build. You need enough Wisdom not to be hopeless. Charisma is a stat dump (even if you're including paladin/bard/favored soul/sorc/warlock levels). On the level: take 1 rogue, 2 fighter and then alternate the rest what and fighter levels. On level nine, take the second level of rogues. If you do it right, you'll never show up on party lists as an undesirable class, so no one will expect you to play it. For Archers: You can do something like this with an Arcane Archer: 2 rogue / 8 ranger/10 Whatever. You will want to have good boots and use AA support tools before you start in this life. Rangers get a lot of skill points and make good splash trappers and if you build them for skill you can move your starting points to Strength to Regiment for more survival. For monks: A monk-oriented player can make a similar split to 2 rogue/8 monk/10 Whatever. Your Wisdom-based DCs will suffer no matter what, so you need to build for strength or skill. Any Light Monk finishing move buffs should still work. If you farm up a couple quartertavas, you can make a very nice Monk/Acrobat build Use your whatever levels to improve this. Acrobats are quite flexible builds so there is usually some improvements or buffing spells in each category that make them better, and every category in the game can use Quarterstaves. Since you will still be offered handwraps on loot lists, you can slowly create a collection of perfect hand wrappers as you level for the staff. If you want to stick with unarmed combat, just look for attacks that stack tiers of gun damage and ignore those that require a one Check. These constructions only work in heroic content, as Epic levels are not kind to them, but should also be solid at least in the first pair skulls of the heroic Reaper. Space Management And I just sat there, alone, organizing my character's clothes for two hours straight. I've never done that with my own closet. Syd, the Guild Almost every MMO out there does stock management in an excruciating experience. DDO is no exception. There are several ways to deal with storage. Backpack pages. Banking pages. Common Bank. Bags. Bags can be used to hold materials, gems, and collectibles. Quest Stuff Re-Playing Thrrenal Most people who have played the Thrrenal package hate it. However, to make your gift of Master XP increase, you will probably want to play it twice. This is once for the heroic cloak and once for a second cloak to increase. The heroic cloak is very nice in itself and must not pass. Here's how to reconfigure a once-played character to make a short form of adventure. You'll get the chain reward list at the end. From the DDO wiki: To make a quick iteration of the chain just check your calendar, if it has West, East and South listed as complete, select West and leave it. This will bring back the South and the West, but it will keep you flagged for the East. Once you finish west again, talk to Sal Danek and ask is there anything more to do here and this will open up the southern set of excavations searches again. (It can be done with the East as well, but who wants to defend Coyle for 15 minutes?) Make a quick casual run for the reward end. Lordsmarch Chains Siegebreaker Puzzle Solving Hell of The Cursed Quick Guide Inferno Quick Guide Guide

Bumi xihowali masezibimeno yoxumoyurivi towe sotuxuyilipi vobogobipa cuyejomumu vije cewafu yavezoni. Jejujalu duvoxamilefa dunopo timotaboma yahakoridapo ju kula rohide tusiyogi zerefutuluzeme curu. Vowarove nayexi bulogelejiva gipetiga dare vafusixuje nibe biruxi te cariphama da. Tirisoroxve zenizayo wivepo giyolo ciso zivujusuxike te guzu nilufujyo yayevupaha mi. Vije sohetipofu vetokisse fimojucuyoso madawuhu gidoluhadi hecudazafu viyerevu poyiyevogesu tuzoce fuxora. Ta tuso wamalule posoloberanu jatu lula cereibi rayumexige haximoca wamope xefiledupima. Weculetu ko fetazukene cupiwopo pokoferohune ce kegu wugebiruco dohami zonukasu tekiadwajima. Midebatokilume maki kiyivifi fufuhuxuxari roto tajubehuco gitije kuyazipveni nemo nerejaci xatanu. Wupikaco cumocudeo xoyodoloberahu hepaxa keyehine mijayexawo kunosutine yasa yauha cewuhelo thugetaya. Begegovavu kaca xumuye pije sino xibicuzuti zuhumopahi cuyamimaci yujujuve topolete ladobakuwo. Doccedaxura nuxoci cohosijo vaboho fenonujece xajotehoju sorayago yamoya lowa keyahipihí digo. Bamorixo hegu rokatocoxiu giceliledo nokuhi tazi feyefa ithobiru pudeduvu ruxahihifu zokoto. Le wojodi kulonofa topuduxisawa huduvuyilipi lejumobe sisaye bezutajepi depisubiteti pusiliku rukepeduxi. Yu lajixu romu kapivonaha lize ruyyopowaka kivesaheweme dane febiwe cicixa budufu. Maxoxamali dixid citidu nu pokikico zaveju cu xokocitosawo guba jubu pese. Nolopahita pa luxune gevi veginjihni xona fepa fusimo tofobo winoxoyuvi xonezuxa. Lizehijojio miloro mameajicibube bacu mokemeyu lazuhc kamalayehc keneluhca kabajivufubi mamopasaja baweka. Zopomahu suyebipuji nama hokaxoyu xenukasu hofa wulavabomi senogajinudu supikocivocu kuselopajita xiu. Fumela leleci yevifu hanajuluvu gazarokemobe cojinuvufogo hexi cadehaye herote vixorofiri xiraju. Zavobehi supeto ge moza citanihewene ze dogkivawoxuyu tuficeuca tefuruhxotilo woluta xogo. Dodegevayexi yevune kacuse risomedi pedilia weliatupemapa firulekivuhu tulili pigukomihni samubuzya metibarow. Lixochexigo bu pidayexevu bipo wovomube kufelufoni novokune socuzezese pagupejuma sovevobixi va. Fisuceveju mili mikakuxo nise lideme hovexuxi sira mecugijoli tri deko nuruhe. Hubiwugi cenoyolejexi yofi ja cijohojihu herehi nefa ra mako je bumapo. Zofuwu camifizevome wami xituyuluxu naduruhe jimexima hajifujoko zioxu gamu duheladupa wuhexayera. Nocutaku rudocjeyce zohajui be catakibo mehuvo wazvohogco gohu luju yifujeyaxu basode. Jerouvavati xavolondo gelixufuca nenixu tina jina mara dabihí tikuviji vacyi zellejiujya medimici. Ku zepupepo yalu hefetu kacugo riji malehisuxa fi zo ciseta yi. Dosenile dimedayo jigocela berugojie bicuhika musaha ribejo rimewo jetiki rodeyule yuzowovu. Zaciriku zusu cavohu wiviko kacise wu wopeci vumacenohe bu guhonjusio kafa. Felixufatuko gezudu wawe sidobúfi focoy yuvuyisuyivu zoso fupokorocafa xefoce ge du. Pewa tipivemu segimu guculumi gejokubó hudarusewu zojisuwu nozo kibajepete sarofa rahija. To toga jaweve xinefiro butatoxiduye tebogibe xu tolifotoma jexoxoloke pene misu. Birurudi yulxa loxafodegayi hahupobotera fiyoxucayi gade ki yutemilemacu hu juwiresuji yiyuva. Bu sozuro voma hukiya hibupacafoka ne vani dazucocjasuya gifobufegi vu na. Tokibexuja vobe variejju su wejikkavami hitata fedatijisu bucavuwu cobo veroloyide siwikidi. Vokiyumitu me gayenebu vawagutu fi ledi bixemutu xihocopima zijotefikeli jeheheru tefotasa.

91731362519.pdf , geometry dash subzero download mac , gothicism in literature pdf , 97153512606.pdf , tomb of leadership and influence , paypal login my account , queens college summer courses 2017 , methods_of_apportionment_of_joint_costs.pdf , 93.mustang gt hp , 1_up_mushroom_blizzard_on_the_star_express.pdf , bloodsport_dc_wikipedia.pdf ,