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## Ddo wizard guide

(Moderator: Strakeln) < Previous topic | Next topic > Pages: 1 Send TopicPrint Best wizard build at this time(Rofeghender) (Read 4658 times) < Previous topic | Next topic > From Gwen Morse's Wiki So, you've created a new character on DDO. You've learned how to leave Korthos, find groups, use the chat, (maybe) check your email, and use the auction house. But, you tell that you don't get the most out of your character building system and it is easy to be caught in some very dangerous traps. But, before we get into a list of Dos and Don'ts, let's enjoy a video that delights in new people. From a noob-friendly alliance in Eve Online is the recruitment video TEST: Newbies Welcome. Even if you don't know what a frigate, a web, a scram, a neut, or a titanship might be... You have to be able to understand the sentiment. Let's see if I can get the themes from the Newbies Welcome video and apply them to DDO. Newbies aren't stupid. Newbies are new. Asking simple questions and feeling overwhelmed or insignificant is a normal part of a new game with complex lore and mechanics. It is the responsibility of the experienced players to help you and be patient with your questions. They were new once, too, and someone helped them. Frigates are not worthless. Frigates are priceless. First life and 28-point characters can do a lot and contribute to epic elite content. Even easy-to-work gear can be invaluable. New players are not a risk. New players are our greatest asset. DDO newbies are the future of our game. You may be a newbie now, but if you stay with the game, you'll eventually lead a raid, pass on your pick loot to someone who will later tell stories of your generosity, be an officer in a guild, and open quests about elite for groups of clueless newbies who are netting around the Harbour. 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 do I have to wear this Big Blue Dress? My DDO Toons Some guick links to notes on my tone. Noobs must be prepared ... Be a Boy Scout! I will do my best to be honest and honest, kind and helpful, thoughtful and caring, courageous and to respect myself and others, respect authority, wise use of resources, make the world a better place, and a sister to every Girl Scout. The Girl Scout Act I realize this may seem a bit silly because most DDO players are male. Am I I was a Girl Scout award. This is roughly equivalent to the Eagle Scout award available to Boy Scouts. Scouting had a big impact on my life, and formed many of my positive values. Even as a 40+ year old matron, I live by the Scout motto Be Prepared. This is my favorite explanation of the motto: A Girl Scout is not enough; you need to know how to do the job properly, even in an emergency. Male or female, I think this is an excellent standard to use. If you know you want to be a better player, but are unsure how... focus on being prepared and learning the job (a job can be a role, a class, a quest, a raid) good enough to handle any emergency. Watch and learn; See how experienced people solve things that go wrong, and learn to do that for yourself. This will start with simple things like learning the map of a particular dungeon and perhaps being able to anticipate where the traps are (so you stop before you die in them) and eventually advance to things like the ability to jump in when the primary tank dies in a raid, or with enough UMD to scroll all the dead people and avoid a wipe. Start with stepping forward and helping the new girl. No matter how green you are, there's always someone newer. Even something as simple as guiding a caster to a sanctuary you have on your map from a previous run can be helpful. If thinking Be a Girl Scout is likely to make you laugh too hard to take it seriously, don't forget this: Like the Dark Side, we Girl Scouts have cookies! Join us! Eachna's Rules for Noobs Make choices that limit a burden on the party, instead try to be an asset. Don't expect 100% of your healing to come from healers. Don't expect 100% of the handling of trappers to come. Don't expect just mysterious wheels to provide varied damage. DDO is designed to be a group activity, but you should always work on an asset for each group, rather than expecting everyone to take care of you. There are a number of ways to increase your self-sufficiency. New players can easily make up for the effort to be self-sufficient, which can make up a lot for lack of experience with the game. Buy drinks. A fun seller in the Marketplace (aptly titled Potion vendor) is available to sell you a wide range of drinks. Buy the best level of Cure drinks that you have access to (the more red in the icon, the more it heals), Buy Curse Removal, Poisoning Removal, and Blindness Removal, Buy Landlord Restoration, If you have little platinum, buy 10 of each, If you have the money, buy 100 of each. They are consumables, but they last a good long time. 100 of each of these drinks (except the healing drinks) will probably last you in epic levels. If you cast some kind of healing spell on yourself, for Heaven's sake, use it. Learn where fall and learn how to jump/run over traps. Different types of traps can (usually) be avoided by skilled movement. For example, some traps can be avoided if you walk through the middle of a hall or embrace a certain wall/edge. Fire and acid traps can often be About. The up-and-down spike traps, and the spinning leaf traps can both be avoided by walking over them after they have been fully extended. The consequence of this is not stupid and fall with your head. Not only blindly storm in each corridor, because you jumped over a fall a few times in the past and should be the first to kill. If you don't have a good Spot, and there's a trapper in the party, hang back a little and let them take the lead. I don't care how great you think you've designed your character to be... If you've died in a trapper whose an asset and a trapper whose burden is their acceleration. Trapping is all about equipment (both actual trapping items, and other equipment that increases skills). +1 or +2 skill gear will not cut it at level 13. Trappers can normally increase their skill-boosting gear by +1 to the two levels (all odd levels), and they should do so at least until they hit +13 gear. There is usually a few extra levels of breathing space before they need +15 gear, but only a few. The first two trapping skills to get the most out of skill points are Search and Disable device. If you have more points left, then ridicule. If you have any more points left, you should put them in something else useful, like UMD, . Once your skills are at max, you need to get the highest skill boost gear you use at your level. When buying randomly generated skill-enhancing items in the auction house, do not choose items with two effects. You want to just a Spot item or just a search item. Named loot is different. The Goggles of Perception of the free-to-play Tempest Spine raid (for example) give +10 Search and +10 Spot in one item and can be useful for different levels. The unsuppressed Dark Blue Ioun stone from The 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 in epic levels). With random (or edited) items, in heroic levels, it is never constructive to stack two effects on one vangitem. Run past the trap. area before accepting the elevation. When I say past the fall area, I mean on the other side so you don't have to pass through the fall again. I have lost sight of the number of times I have seen a noob rise and run to the beginning of the fall. They'll die on the second passage. Learn to collect (and use clickies). These are items with a certain number of costs per rest. The first clickie each character is the Ring of Waterbreathing of the end breast in the Grotto tutorial. I want to run the Sharn Syndicate chain every life because I usually get offered at least one item with a clickie in the reward list for each search. Search. Retreat clickies help you keep up with the faster people in the group. Support clickies lend you a few extra hit points. Prayer and Heroism clickies are both worth their weight in Large Devil Scales because they help you increase your chances of making skill roles. Every trapper must wear a Heroism clickie. Clickie's are the noob's answer to the use of roles. Rich, experienced players take the Use Magical Device skill and carry a large selection of roles from all classes. Since noobs are poor, and uneducated, and have not yet fallen in love with UMD, they should be looking for clickies. If you're rich, change it to place leather points in UMD and use reels. Put points in Jump. I always put Balance on all my characters. I've been chilling on it ever since. Although it has a (small) impact on how quickly you get up, it has no effect on whether or not you get knocked down. Jump, however, is universally useful. It can allow you to reach high perches, to avoid traps, and achieve guest objectives. I would recommend choosing Jump before Balance. If you have the skill points left, both are useful. Find out what crowd control options your class has. Each type of build has a kind of crowd control. The bare minimum is the free tactical performance: Trip. Every character in the game gets this. Melees gets attacks like Juice, Stunning Fist, and Improved Trip. Casters usually get spells. Ranged combat types can also get spells, or simply control crowds by killing targets from a distance. There are a number of wands or items that can be used for limited crowd control. Blinding enemies is a form of crowd control, just like Fear and Paralyze effects. Don't be the guy. In my first serious robbery guild on the Orien server, our guild leader would spray memories and then end them with the tag line Don't be That Guy. So, they would say something like Make sure to pick up Curse pots... don't be That Guy (i.e.: the one person who forgets to collect the raid reward at the end, appears 3 days later on the next raid day, and discovers that they have to wait another three days to be able to perform again). That advice definitely works... I still don't think be that guy when I'm done with every raid or I find I need to supply some consumables. I'll add more when I think of them, but here are some That Guy things to avoid: When you're done with a raid, hand in immediately. There is a 3-day timer that starts from the moment you Collects. It keeps you from carrying out the raid again until it is finished. If you forget to collect your reward, that timer never starts ticking. When you do the Caught in the Web raid, make sure you have a stack of 100 drinks remove curse. If you're going to do the against the Demon Queen raid, make sure. That talk to Zawabi the Djinni \*twice\*. The first time you talk to him, a flag was cleared of the last time you made the raid. The second time gives you the pre-raid quest. Also, when you enter the pre-raid quest, double check if you don't have a message in red stating that you have a message in red, go back to the refuge and talk to Zawabi again (because you were that guy). Don't share the pre-raid for Vault of Night. If you do that and someone accepts it, you make them unhappy. Don't forget to bring an Underwater Action item when you're going to take Shadow Crypt flag. One of the flags quests is 95% swimming underwater. Don't forget a Deathblock item every time you're going to be confronted by onlookers. Don't forget to rest it. Deathblock does not protect you from flat drain. I REPEAT, DEATHBLOCK DOES NOT PROTECT YOU FROM LEVEL DRAIN. You want both Deathblock and Deathward when you're near hostile spells. Check a character you haven't played in a while will be marked before the raid before you join the raid group. Tower of Despair has a special mechanic to teleport your character to the entrance to the raid and gain access to the teleporter as you do the flagging guests. Don't wait for raid day to get around to it. Don't forget your Boots or Anchoring. One of the bosses has a force that will kick you out of the raid if you don't have the boots. This means that you end up doing all the work and not getting any of the loot. Also for Tower of Despair. If you're not a light monk, don't forget your pale lavender ioun stone. If you don't have pale lav, don't forget your Jewelled Cloak, or Mantle of the Worldshaper. The anesthetic of the boss can be limited by absorption items. Buy some Adamanten Ore. One of the first things I do when I reach level 9 on a new character is to farm the free quest A Relic of a Sovereign Past. One

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of the first things I do when I have a new noob that is looking for instruction, is to teach them how to farm the search for themselves if they are at the right level. I -always- for -every - show farm: Nightforge Gorget, Nightforge Bracelets, Nightforge Helmet. I'd also like to grab a Nightforge Spike when I have
time for that last run. I wear each character Nightforge gear from level 8 to their max level (because the clickies are useful). Most recently I started collecting packs of Nightforge armor for my tone. It's beautiful ML: 8 adamantine armor with a blue slot and a colorless slot. Wear items that give you
Fortification. I can't do this strongly Emphasise. The more Fortification you have, the less criticism you influence, which translates into the less damage you do, the fewer cures or drinks you need. The less burden you end up being, and the you become an asset
(going back to my very first point). If you do, get heavy fortification by level 8 (Heavy Fortification sapphire magnification) or level 9 (the Nightforge Gorget). You give your character a gimping if you don't have it at level 11 (Minos Helm). Lootgen Fortification 100% items work too. Build and gear your
character defensively. I've mentioned fortification just for this twice, and I'll say it's a third time: include Heavy Fortification (and in higher levels, other stacking types of Fortification) in your stuff. Pile of healing reinforcement. Put points in UMD so you can use scrolls and wands for self-intervals. Grab
improvements that give you PRR and MRR. Boost your savings. Learn how the mercenaries work if you're going to use them. Cleric (and Favored Soul) hirelings get a bit of a bad rap. The hiring AI in DDO is pretty awful. Mercenaries will stand in Area of Effect spells (while taking damage). They will
stand in lava (while taking damage). They run through traps, and stop in the middle (while taking damage). If there's a way to stand in one place and get damaged, mercenaries will come 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 healer mercenaries don't heal. There's a trick to getting them cured, and it's pretty simple. If you have few hit points, run to THE MERCENARY. I have discovered through pure observation that mercenaries have a very short line of sight. If your mercenary is not healing you
(and they have spells), if you get close to them they will suddenly perk up and cast a healing spell. Give it a try if you don't believe me. Learn to trade accessories. I group similar items in the same guickbar. So all my helmets go in one area, all my gloves in another area. If (for example), I'm up against a
ghost while on my paladin, I can swap to her Ethereal Gloves (which allow her to hit ghosts) and hit it. Then, when that fight's over, I can trade for her regular gloves. If I'm on my roque and I'm having trouble finding the trap box, I can swap to her Nightforge Bracelets, use the Heroism clickie (to give her a
bonus to her Search skill), and then swap back to her regular bracers when Heroism is cast. Choose reliably over sexy. Noobs have bad equipment. Nothing you get walking into the game is great. DDO is a game that is almost all about acceleration. Having good and solid reliable gear is better for your
character than chasing after this month's sexy new item. This month's sexy new item is going to be next month's trash. In rare cases, the are to be old and reliable, but that takes time to figure out what it's worth to keep. Instead of getting angry (for example) that you don't have Flawless Red Dragon armor
at level 20, go out and farm a nice set of Commendation armor in Eveningstar. Read more about the Cannith Challenge gear. Gear. still great if you want to reincarnate epic a lot. You are wearing 20 to 25 easily, and some items are worth it, even up to 28. In heroic content I will continue to sing the praises
of the Nightforge gear made with adamantine, and the spoils of the free raid Tempest Spine. It's not the best gear, but items from both areas can legitimately be used up to 19th level if you can't find anything better. Don't be afraid to ask for help When you join a group, don't be shy to let them know you're
new to the game. Every once in a while, you have a jerk who kicks you out right away. More often than if you don't admit you're new, people will be tempted to assume you're an experienced player playing poorly. There
is much less tolerance for bad play than there is for being new. I have very hostile people doing a virtual 180 degree turn and friendly and helpful once someone has identified themselves as new. I've also seen groups of people get playfully competitive about how much they can each help the noob out. At
worst, if you identify yourself as new and someone is rude, they'd be rude anyway. In most other cases, they are probably different degrees of nice to you. If you let people know you're new, they'll probably share useful toy tips, offer loot with the name you use, or (if you're lucky) offer you a free pass for a
payquest. I am active (and have loot stashes) on multiple servers. When I meet a new person on a server where I have a stash, I'm quite willing to guide them to the bank and pass a few useful items like a pile of 10 adamantine, a pile of untethered healing drinks, and a few crafting shards that they can
use to boost their hit points or catch skills. It all depends on what few items would be constructive help. Try to play each class you open, but you should try to play each class to level 20 at least once. I started playing a paladin. This was when paladins were on the long
sharp slide from beloved tanks to one of the most terrible classes in the game. I got very comfortable playing a paladin, I knew all the ins-and-outs of their deeply missing building options. While I was a paladin, I took virtually all other classes for granted. Then I played a clergyman. That really opened my
eves to the pressure on healers. This was when clergy were at the height of his healbots and only a few hardy souls would play them as anything else. My first few spiritual lives were a difficult time for It's actually not easy to keep track of 5 to 11 other people and try to keep them all from dying,
especially if they each walk in a different direction. You learn to be aware of your surroundings and you just look at quests differently when you of how to heal people. It also learns a lot about resource management and situational awareness. You also go through a cycle of caring too much about deaths,
to not care at all, and learning to care just enough to keep you hard fighting to keep everyone alive without letting it kill be distressing. After the clergyman I tried rogue. Like many people trying rogue for the first time, I ran out in level 5 and 6 quests on Elite with my Korthos Troubleshooting set, and blew
one trap box after another. When people asked me about 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 on
how catching works. A trapper succeeds and fails almost entirely on the quality of their equipment in heroic levels. Trapping helps you learn how to look at a piece of gear and assess it's utility and worth it. Not it's worth flat, but whether it's worth it to carry it around and use it. It also teaches you to be less
lazy about changing gears every few levels. After those three, I tried other classes. I played a Pale Master/Trapper multi-class. That was fun, and I learned about managing skill points (a small lesson, but very valuable). I tried an artificial, and learned about pets and varied damage. I played a bard
and learned to love her Disco Ball, and how to fall cured without a decent Mass healed spell. I also tried refinements to classes I had already played, and see how close I could get to mimicking the powers of one class with another class (or multi-class split). Every class you play pure (or mostly pure) up to
level 20 teaches you the strengths and weaknesses of the class and how to put that class in a party. It also teaches you what is reasonable to expect from that class when it is played by someone else. You'll end up with much more patience for a beleaguered trapper or healer or DPS or caster (and
perhaps less patience for a clearly bad play) once you've walked into their boots. Why would you reincarnate? At its heart, Reincarnation System is the way the game developers make content playback desirable. No MMO development team can create enough
new and new content to satisfy players. The DDO developers solved this problem using a former text-based MUD trick called remorting. This is a way to re-roll a character boost. Each boost is small, but when you start piling them up over many the character becomes very
powerful. The more you remort (or reincarnate as DDO calls it), the more of these little stack bonuses you get and the more powerful your character will be. When your character will be. When your character reincarnates, they go to a lower level (1, 15 or 20, 20, specific type of reincarnation). Then they work their way back to level 20
or level 30 (also depending on the type of reincarnation). A they level back up the player will decide whether to reincarnate to a lower level again, or focus on playing epic/endgame content. What this does is put character progression completely in your hands. The faster you are able to get through quests
and the more content packs 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 different reincarnations can be confusing and a bit scary, but they are really worth it. Avoiding (or mitigating) damage defense in DDO can be
confusing. Like most things, it's a disparate collection of systems hammered by different teams of developers, about what began as an online adaptation of D&Amp; D rules and turned into a messy mess. Armor Class Armor Class: This is some on an increasing scale (i.e.: the lower your AC, the worse it
is). Armor class is really only important in heroic content. Even there it becomes less and less useful as the developers try to phase it out with newer systems. Light armor. This, in general, has the lowest Armor Class at any level, with the highest potential Dodge bonus for the categories of armor. Medium
Armor. This is believed to be the balanced position between Light and Heavy armor, but your class won't let you. Except in a few very rare cases, there isn't much use in watching a character that carries Medium armor to build. Still, it's
useful if it's the heaviest armor you're wearing. Heavy Armor. This, in general, has the highest Armor Class at some level, with the lowest potential Dodge Bonus. Most heavy armor also limits some skill checks. Clothing. Robes and outfits are a special case. In clothing there is no cap on your potential
Dodge bonus (only the normal in-game cap), but there is also no Resistance Rating bonuses. Robes and outfits tend to provide the least amount of protection and are usually worn only because of restrictions specific to certain classes. They are classified as clothing and are usually worn by mysterious
wheels or monks. Evasion is a special performance loosely connected to the harness you wear. Evasion only works if you want to avoid hit the best armor to wear is light armor. If, when you are hit you want to avoid taking the most damage, the best armor to wear is
heavy armor. If you're a monk or mysterious caster, you probably wear clothes. Fortification If you are attacked, there is a chance of a critical success on a role. This means that the attack causes considerably more damage than a normal role. If the monster has enough bonuses built into them, a critical
hit can kill vou. Fortification is a way to critical hits. It's based on a percentage number, but you get over 100%. Light Fortification is 75%. Heavy Fortification is 100%. Then you have insightful and exceptional fortification, which stacks with regular Fortification. And there are a
few in-game bonuses (performance, improvements, etc) that offer additional stacking Fort. At level 9-11 you want 100% Fortification. Per level 20/Epic content, minimum 125-150%. 150% or more shows that you've been working on it. Resistance Rating Physical Resistance Rating (PRR): This is a newer
system that has become important in both heroic and epic play. PRR lets your character enjoy a certain amount of physical damage comes from weapons, unarmed attacks and blade/arrow traps. In general, Heavy Armor will have more PRR than Light armor, and magic armor will have
more protection than non-magical armor. Magical Resistance Rating (MRR): This is another newer system that is important in both heroic and epic play. MRR lets your character enjoy a certain amount of magical damage. Magical damage comes from spells, effects, and elementary/force/spit-type traps.
In general, Heavy Armor will have more MRR than Light armor, and magical armor will have more protection than non-magical armor. In general, MRR will be 30-50 points lower than PRR on an individual character. For PRR, 50-75 is as much as you ever want in heroic levels (more can't hurt, but you
shouldn't stress about getting the numbers higher). In epics, it's probably a good idea to try to get at least a PRR of 80-100. Miss Chances Each of the missed opportunity do not stack with each other. If you have Dusk 10%, Incorporeal 50%
and Dodge 20%, you'll have almost every attack against your three (additional) hidden roles to make sure you're missed. If you have Dusk 10%, Blur 20% and Displacement 50%, you only get one missed opportunity and it's 50%, not 80%. Concealment: This is a missed opportunity that represents that it
is hard to see. There are two common layers: Dusk (10% concealment) and Blur (20% concealment). Rarer is Displacement (50% concealment). These layers don't stack together. The True Seeing spell (and similar effects) denies a concealment bonus. Very high level and epic mobs can have true
seeing. Incorporeal: This is a missed opportunity that represents phasing in and out of sight, like a mind. There are two common layers: Ghostly (10% Incorporeal). These layers don't stack together. Dodge: This is a missed opportunity that just represents moving out of
the way. Dodge is strictly limited by armor type and Dexterity. It takes a bit of study to create a Dodge build. Everyone has multiple chances that enemies can't hit them. An easy way to protect yourself is to find items that give always-on Blur and Ghostly. Easy to farm F2P sources from Blur are the
Bracers of Wind of the Cannith Challenges (pick up and use your free daily Challenge token), and the cloak of invisibility of Tempest Spine. Learn the roles There are a number of roles in DDO, most of which can be found in other MMO's. Although there are a wide range of spells and effects in the game,
there are a few very commonly used terms that are useful to know. It is very important to note that although specific roles exist, in most cases many different classes can play the same role. Just because a certain class is able to perform a particular role does not mean that the player intends to use their
character that way. Casters or Spellcasting. A number of classes are given spells in DDO. Most offensive spells are limited by DC (Difficulty) and possibly SR (spell resistance). DC-based spells require an investment in class casting stat to have the best chance of being effective. You want to build as
many points as possible in your casting stat, spend extra points on improvements, hunt for a good Tome, and get the best possible gear at your level to increase your casting stat DC. Divine wheels. These are clergy, favorite 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 conferred by gods and do not incur Arcane spell failure of the Arcane Spell, it
is a limitation of the class. Arcane casters. These are Wizards, Wizards, Bards and Artificers. Wizards and Artificers use Intelligence as their casting stat, and are further limited by having to acquire roles of different levels of rarity to learn their spells. Wizards and Bards use Charisma and don't have to
write spells of roles. Arcane wheels have a penalty assigned to wearing armor called Arcane Spell Failure. It's a percentage chance of a spell failure. Healers. Healers heal, that is, restore hit points to their injured group members. Healers
are also expected to deal with certain debuffs. Clergy, Favorite Souls, Bards and Druids all have their specific strengths as healers for Warforged and Bladeforged characters. Although it's almost a non-existent playing style now, if you ever see
someone talking about toaster it heals them to casting repair spells on constructs. Buffers, Buffers, Buffers, Buffers spells that individuals or the group better in their specific roles, by either being more or more defensive. Every class with spells has buffs, It's Necros, Necros, Or (or Use instant-kill spells to disable
opponents. Wizards and Wizards are the most common Necros, but Clerics and Favored Soul builds are also popular. Both Bards and Druids have limited access to necromancy spells, but are very difficult to play in this role. Crowd Control. Crowd Control casters, control crowds, that is, they stop
  oups of enemies from attacking by forcing them to engage in useless activities (such as lying down, being sedated or dazed, dancing in place, or just standing still). Both mysterious and divine casters have crowd control spells. Bards control crowds with spells and also their unique Bard Songs. Nuking
Nuking refers to the use of spells to do a large amount of damage, usually of a particular element (i.e.: a sour nuker has focused on acid-based spells). Any class with damage-dealing spells can nuke. Certain classes specialize in certain types of damage. Divine wheels get Light (and alignment) damage
spells; wizards and wizards get the four elements (fire, acid, cold and electricity) and a little Power; Artificers get Force and their basic choices, but tend to specialize in fire or cold elementary spells; Bard finish things off with their Sonic damage. Combat roles.
Melees goes hand-to-hand to fight with opponents. There are a number of weapon styles for melees, including Two-Handed Fighting (large weapons held in two hands as large swords or large bees), Two Weapon Fighting (dual-wielding), Single Weapon Fighting (a single-handed weapon used as a
fencing rapier), Sword and Board (A one hand weapon combined with a large shield), or Unarmed Combat (a martial-arts-based monk). Ranged fighters attack targets that are too far away to strike with a melee weapon or fists. Most casters use ranged spells. In addition, there are short
and long arches, crossbows, repeat crossbows, and throwing weapons (bees, daggers, hammers, and shuriken). Some classes, especially Rangers to convert into effective Ranged Combat specialists. A popular (and surprisingly deadly) flavor build is a small halfling
monk throwing recurring shuriken. Fueling. Almost any class can take on the tank role. Tanks put themselves between the party members from being crushed. Intimate tanks use the Intimidate skill to keep monster attention. Evasion tanks dodge
damage from monsters to keep themselves alive. In an older raid Pale Masters are able to tank a specific boss mini-boss mini-b
the only two classes that can access overfilling skills (open locks and device turn off), although other classes may feel or find traps place or search). There are actually two types of trappers in the game. Those who remove dangerous traps to protect themselves (and possibly their group members), and
those who set traps to harm monsters. One is just a sub-set of the other. Note: Try not to tell other people how to play their part in the topic, especially in relation to your character. The people who play characters who have access to specific roles may not want to limit themselves to focusing on supporting
your backside through a guest. DDO is not like WoW or other strict, role-defined MUOs. A healer is also expected to be able to cure itself at least a little (using drinks, clickies, or rolls). Many people want to splash two levels
of Rogue to get catching skills in an otherwise focused combat or casting build. Part of the learning curve of the game is understanding how to gear and state your character to both excel in their primary role and be useful in multiple secondary roles. Glass cannons that do only one thing right to the
extreme of neglecting secondary roles are very frowned upon in DDO. It is also possible to go to the opposite extreme and be A Jack of All Trades and Master of None. You want to do at least a few things right. A good rule of thumb is to be a reliable source of damage, and a reliable support skill. Support
skills can be loosely grouped into anything that doesn't do any damage: things like crowd control, trapping, buffing and healing. For classes with few or no built-in support options (such as fighters and barbarians), self-sufficiency can be seen as a support skill. Use Tactic Foreplay is for sissies. Real men
go in, unload and retreat! Mary, but I'm a cheerleader I chose this quote to represent what you should *not* do. It's always a bad tactical choice to just go in and swing wildly at mobs. You can't die, but it's still not a good tactic. Choose your goals. Kill the most dangerous target first. This is usually wheels
of all kinds, or Champions. Bosses (Red and Orange Names) are usually the last target to be killed. It's usually better to get rid of their swarms of bodyquards before you go for the big name. Control range. If you are good in very close contact, get right in the face of your opponents. If you have an arc or
range spells, go back to the edge of your range and snipe your targets. Use the environment. Break the line of sight by hiding behind things. Get height about by climbing boxes or seunding on ledges. Fight in doorways so you don't get flooded. Learn the combat system. DDO has a 5-swing pattern to
combat. You basically cut sideways, then upper hand swing, then swing then swing, then twist and swing, and then have a very slow slot swing. Then the pattern all over again, Twitch-type players can use the first two very fast swings, twitch their character on one side or the other, which breaks the
attack chain, and start over. Even without vibrating, there are some DPS advantages to manually clicking to attack the mouse instead of depending on Auto-Attack. Buff yourself. Use the buffs that come from your class skills/spells. Put points in UMD and use rolls/wands to throw buffs out of other classes
Use crowd control. This is especially useful if you have solo quests. If you're a person (or a person flus a mercenary), a group of six weak mobs can still wear you down by simply swarming in and spamming their special attacks. If you pin down a few and distract them. that leaves you time to kill the
uncontrolled mobs and go back to the controlled ones to then destroy them after. You might even have a few seconds to knock back a healing drink or refresh a useful buff. The use of tactics is something I often debate with other players in the game. It's pretty common to shrug off tactics and just wade
into the fight throwing around large amounts of damage and ignoring a sense of strategy. It's not too hard to build a character that can be played this way. But there is a more subtle downside to this playing style. Approaching the game and battling it with an eye for 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. The developers of the game more (or less) difficult for the player base. If it gets easy... peoples first reaction is to complain that
it is too easy. Then, they brag about how great their pet builds are. While bragging, they scamper through dungeon mowing monsters down with no concern for their or other party members' safety. When it swings back to hard, the lazy people who haven't maintained their tactical skills have a harder time
adjusting to the new difficulty. The people who have retained their skills are in a better position when the pendulum swings their way. What class do I need to play to get into most groups? The simple answer to this question used to be spiritual. It's a free class, everyone wanted a healer, and they were
something of a scarce 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 quests and even naked raids. Characters would appear with no protective clothing (no armor, boots, rings, helmets, etc) and content using only
their spells/skills and maybe a minimal weapon (if they have a melee). Clergy would appear and do naked healing as their part of the team and could keep everyone alive with their spells and achievements. First-life, 28-point clergy used to be playable right up into epic epic with only one or two slots of
special gear. In high-level epic elite and Reaper play, the game has changed a lot compared to those days. Many builds are self-healing levels. If you want to show up to invade as a clergyman, you better put more in your tank than just healing. You should be able to kill necromancy spells, or nuke with
light spells, or do a lot of weapon damage. These are all things that are hard to do at the first 28-point clergy. For heroic play, clergy are still a strong contender. For just the first few levels, a clergyman is less useful in healing than cheap drinks purchased from suppliers. Once you get over that early bump
it's pretty smooth play. Turn Undead (and the Improvement Mighty Turning) is your friend if you decide to play a clergyman in heroics. Stunning or destroying the undead is a highly prized way for clergy to contribute to the death list and they have a nice mix of damage-destroying spells, necromancy spells
and crowd control. When they are epic levels clerics tend to slow down and solid second-tier choices behind what is the flavor of the month. Playing a light nuker or a DC caster is very gear intensive, and DC casting also requires a large number of previous lives (an absolute minimum of nine). Slowing
down doesn't mean the class becomes useless. You just need a few extra attempts to kill tough mobs, and you're advised to edit a good set of everyday gear. In Reaper fashion content, clergy are once again valued for their ability to heal. There are self-healing punishments in Reaper mode, which means
that having a character dedicated to healing others is a valuable addition to a lot. Buffs are also valuable to Reaper content and clergy 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 weapon or by
casting spells) and your stuff will have to be for the content you do. Unfortunately, clergy often have problems doing damage in reaper content. You'll want to learn all the ins-and-outs of the class for Reaper encounters. Also very handy is a wizard/trapper or ranger/trapper. Experienced players can be a
little impatient if you don't remember the locations of each trap in the game (of pure repetition), so it will be important to mention that you are new to the game and could use tips on finding trap boxes. When you announce this, usually someone in the group will be happy to play spotter for you. Watch the
group carefully as often the spotter will just stand in one spot and jump up and down when they that you have to look for the trap box, instead of typing or saying something. You also find yourself in the baffling situation of being accepted to a group of experienced players who all bounce effortlessly through
the traps and leave you behind to switch off In that case, you're included to turn off trapboxes and earn everyone the xp bonus. When that happens, you're only expected to die and go at your own pace (no one will recognize you, but you don't have to rush at a breakneck pace to keep up with everyone).
I've learned to enjoy these runs when I play a trapper because it's usually combat-free for me. Wizard/trappers face the same problem as clergy in Epic and Reaper play as they were in heroic play. This is for exactly the same reasons (they 'needed' previous lives
for DC casting and/or to farm a lot of gear). Paladins are a very strong contender for both heroic and Epic games. They can heal themselves and can be self-sufficient with a small collection of rolls and potions. They are immune to anxiety, and can make themselves immune to flat drain. As you have more
experience playing, they create great solo characters that can be used to edit gear for other, weaker characters on your account. If you're new to the game and want to rush through both heroics and Epics to go to end game raiding, you can't go wrong with a Paladin. Other melees may be helpful, but
whenever possible, you should consider a self-healing/self-buffing melee. Rangers, and Bards are stronger contenders than a fighter. Fighters are very respectable and I don't want to denigrate them at all. Unfortunately for new players, they are completely dependent on others to keep them alive. They
have no equipment, previous lives, favor, or game knowledge to get themselves through guests without depending on the kindness of others or hirelings (or both). A light monk or artificialist can also be self-healing melees, but they are salary classes, and their players need a certain amount of game
knowledge to make them function properly. Barbarians were given self-healing skills in 2015. I haven't played a Barbarian since these changes, so I can't comment on how effective they can be. UMD in DDO Impressive... but I always back up my backup... Lokael, the Partycrashers quest in DDO If you're
a villain or an artificer or bard or a wizard (or a class with many skill points)... Consider getting points in Magical Device use each level. Even if you don't know what it can be used for. UMD is great even on a first life character. In fact, in a way, it helps level the field a bit for new first life characters. In its
simplest form, what it does is allow you to use magical items that you wouldn't normally be able to use. Two of the most common items are wands and But what it really does is let you take on roles that are not part of your character class. A well-trained user of UMD can throw buffs, heal, lift the dead and
do some spell-based damage, even if they don't have a single spell point. Once you've mastered UMD, you'll always have a backup to your backup. It can be little confusing for new players because they are looking at a wand or scroll or item and it says it needs UMD 20, or 30, or 38, and they don't see
how they can get the skill at their level. The trick is that it's a charisma-based skill and your Charisma bonus is added to your UMD skill, and there are a few items that boost it as well. Here's the full breakdown. When you hit epic levels, it really shines! Even before epic levels, you can do interesting things
with UMD, like raising dead party members, buffing your weapons, or healing a tank in a heroic foray. For a noob, you want to use a few umd items; an item that gives persuasion (this boost Charisma skill checks). An item that enhances your charisma, An item that +3 gives to UMD, Delera's Tomb (a pay
quest) has a nice low-level necklace that does this. Korthos has a pair of rare gloves that give a stacking +1 competency bonus to UMD. You have a skill tome that increases UMD, but those are rare and expensive. If you're lucky in one it's very rewarding using regardless of your last class. Then you put
max skill points in UMD. Cannith crafting can also help you (although it's a long grind to level). For my characters, I find two rings that have the same icon (so I can recognize them), and augment slots. Then I use Cannith to add crafting in crafting prefixes and suffixes. Ring one, which I use at level 20:
Prefix: Charisma +6 Suffix: Persuasion +3. Yellow slot: +150 spellpoint augment Ring two, which I change to level 24: Prefix: Charisma +6 Suffix: Persuasion +3 Yellow slot: +200 spellpoint augment Colorless slot: +2 exceptional look The spellpoint augment just lets me do two things with the same item
(boost casting power while also boosting UMD). With a nice UMD ring and a decent Charisma score I can umd any role I might have an interest in using. I did raids where all the healers died, and I played a villain. I switched to heal roles and healed the tank. If the right healers were available to be raised, I
raised them, and basically saved the raid. UMD skill and UMD gear is what lets my roque do that. Farming Free Quests For Heroic Elite Gear Read the wiki and learn to grow the free guests. There are some great items to be found in the free play guests, many of which are as useful, or more useful, than
items found in the pay quests. The more experience I get when playing the game, the more I realize that a fair amount of old reliable free gear is competitive as the best in slot for Heroic normal, hard or elite content. I have, and swap between, characters and I regularly rotate multiple reincarnating
characters at the same time. I have A LOT stuff to manage. Struggling to get ultra-rare items for each character is not worth it for me because I won't be at a level that can use it for long. This makes my gearing style good for newer players, if I can points to ways to get a good, solid gear quickly and
easily. Although I own many of the adventure packs in DDO, I have taken the time to familiarize myself with the equipment that falls into free quests. Years ago, loot was designed under a different paradigm than in recent years. It used to be that the loot designers made sure that what could be described
as solid core gear available in the free guests, and it was expected that players would gear all their characters mainly from the free content. Pay guests were intended for situational swap-in gear. The older gear is therefore cohesive and different items fit together neatly with just a few items from pay
quests. The newer gear often has larger numbers, but it lacks the elegance of the older gear. It is also deliberately designed to try to force you to replace all your stuff every few levels. Resist the urge and get to know the free equipment. If you go to TR a lot, the free gear is still very valuable. A list of
useful heroic Noob Gear From Free Quests A Quick Note on Augment Slots. While recommending heroic acceleration, I will often point to pieces that have augment slots are designed to allow a small amount of customization. Augments can be found in chests, purchased in the AH, or
purchased from NPC suppliers. DO NOT TRADE COLLECTIBLES FOR AUGMENTS. It's not worth it. This equipment will be useful in Heroic normal, hard or elite quests for many levels. It will probably be either useless in Reaper mode, or only situationally useful. I'll be back at DDO in November 2019.
Once I put my feet under me. I'll work out some farming lists for Reaper 1 gear. Sacrifices. The humble Offers guest in the Korthos Island tutorial area results in an end reward list that always includes the Boots Anger's Step. These free boots have a two-per-rest Expeditious Retreat clickie. This is a spell
that makes a character run very fast. The guest can be performed as often 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 make my set. If you're struggling to run fast enough to keep up with a group, Expeditious
Retreat will help your tone faster. The collaborator, Also on Korthos this search is given and completed in the Tayern, Since I usually play Undving Court clergy, or paladins (both of which can use scimitars), I usually pick up the scimitar called Fintan's Bite. It's an ML: 1 scimitar with Bodyfeeder, and a
small boost to the jump skill. Bodyfeeder is a force that usually appears in the high single digits or teen minimum levels of random loot. This sword is a bit of a hidden gem in low level free equipment. Necromancer's Doom. This Korthos optional quest gives you a chance at the Protective Gloves (the only
one called 'Shield' clickie in a free quest) or the Runic Gloves (+1 Competence bonus for UMD UMD They fall into the chest behind the closed door, so be able to open locks. There are several sets available and I quite like to use them when in lower levels. I really like the catch set,
dedication set and potency set. However, if I played a lot of melee, I'm sure I'd like the others as well. You don't really go 'wrong' by getting the set that looks like it belongs to your class or playing style. Where there's smoke. This is one of two free quests to play in the Cerulean Hills. The Raw Bauble has
a fairly high drop rate in the final box and is quite nice in the trinket slot. It has False Life +5, Fortification 25%, and a small boost to harassment. There are very few lowbie trinkets worth seeing in the F2P quests, and this happens to be useful on any build. One of the best two-handed low-level weapons in
the game is a large axe called Carnifex that comes from a pay quest (meaning F2P players can't get it). A nice replacement is called The Sword of the Thirty and it comes from the free quest The Tear of Dhakaan in House Phiarlan. It's a great sword that comes with a red augment lock. I love this sword
and almost every tone I play on Orien has one, even toons that don't often use big swords. It is possible to edit this guest without completing it as the sword is in one of the first chests on the map. You have to have a good intelligence service to get past a lockdown. Stormcleave Outpost. This search has
some interesting items scattered around the location. A favourite is the Lesser Boots by Striding and Springing. ML: 7, 20% motion boost, +10 Jump, and a colorless slot. 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 the adamant items from this quest have their uses, but the Nightforge Gorget is a standout prize with Heavy Fortification at level 9. Using the search to create a set of light, medium, or heavy adamantine armor and putting a heavy fortification magnification in the blue slot is just as good. Either
way you get Heavy Fortification at level 9. The bracers give you a heroism clickie. The rudder gives you a protection against evil clickie. Both items can be run for the clickies on the endgame! Within the weapon choices are two excellent cutting weapons: The Nightforge Avenger's Blade (a long sword with
an 18-20 crit profile) and the Nightforge Stiletto (a cutting + piercing dagger with an 18-20 crit profile). Neither weapon is sharp, so they each benefit from their good improved critical performance. Tempest Spine. The only free raid, and the only raid you have multiple times day without a raid bypass.
There's something for everyone in this raid. Most items are level 8 or 9. I especially love the cloak of invisibility, with Ghostly, a green slot (good for Resistance +3) and once-per-rest Invisibility clickie. Other bright examples include MaeIstrom, the Star of Irian (a mace with 2 augment slots), Nightblade
(a Keen falchion with 2 augment slots), the Goggles of Perception, the Choker of the Silver Tongue, and the robe of Potency. Those last two robes have identical statistics and just dropped in different chests. The weapons with two augment slots are good to use in
battle, and also good for classes with some casting ability (as a way to carry spell power augments). Invaders! This is a bit of an unusual guest as you farm tokens and put those tokens in for items. The Ring of Balance is useful for everyone (best for True Neutrals, but any alignment can use it). I also
really like the Scepter of Healing. When you play a lot of clergy, an item that gives Devotion and a red slot for extra spell power is really fun. When it also lets you use your wisdom as a bonus for To Hit and Damage, well then it will have to have. Xorian Cypher, This guest is routinely grown at level for a
belt called the Planar Gird. It's pretty rare (I've only played one and I've played steadily for several years). To be completely honest, the belt isn't really all that. I usually like to brag. When you play a trapper it's really nice to have it to stimulate your trapping roles. It's not something you should try to sweat.
Lordsmarch Plaza Chain. Three quests that are home to the Sora Kell set. The final quest (Eyes of Stone) is also home to a beautiful set of heavy armor/teacher, and the beloved Stonedust Handwraps. The hand wraps are incredibly good for monks (consolidates some useful effects) or turned into a pet
collar for an artificial or druid pet. The Lords of Dust chain has a huge selection of gear, as well as the gateway chain that connects the Eberron quest zone. If you do, try to get an Envenomed Blade. It is a short sword that can paralyze enemies. They are a common
drop so probably someone in a run will be willing to give their way. The chain has a wide selection of armor and weapons: light and heavy armor, a quarterstaff useful as a pre-epic spell stick) and
the short sword. It's a good chain to weapons and armor that will help you get through until you get through until you get the right epic gear. Watch out for special events that allow you to remodel very useful and valuable items. It's not sexy but it's absolutely reliable gear! The
events are open to both paying and free players. The House Cannith zone has a collection of challenge guests that reward special crafting materials. Heroic and Epic equipment can be made from these materials. The challenge guests are in a pay pack, but can collect a token per day to perform a
challenge search for free. Where can F2P players get augments? Augments are an essential part of setting up your stuff. The main reliable sources of augments are the Mysterious Remnant Trader (in the Hall of Heros), collectibles sellers scattered across the cards, and the Stone Elemental trader next to
the epic altar in the Twelve. Random Notes on Gear always have Heavy Fortification as soon as you get it. If you edit epic tokens, you can edit Heavy Fortification augments. But I want TR fast! is no excuse for not having Heavy Fortification. Each class can have heroic armor/robes that are reliably useful
in heroic elite content from level 8/9 to 19 of either Tempest Spine or Nightforge gear and both can be grown an unlimited number of times in a single day (Tempest Spine requires other people who also want to farm). Smiting weapons are less useful than you might think if they are not either naturally
adamantine, or if they don't have an augment lock to turn into an adamantine magnification. Once you reasonably, get an adamantine smiter. Farming A Relic of a Sovereign Past For this guest MAKE SURE YOU HAVE A RETURNING THROWING WEAPON (buy one in the Auction house or from the
quild vendor). In short: get the search (the guest giver is hidden in the bowels of House D). Enter the guest entrance is hidden in the bowels of House K). Run through the first hall and enter the great hall full of stone and fire elements. 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 past it. Find another door with a pull lever guarded by two dwarves, this pull lever is on the left. You have to run around or run through some lava to find the second door. Open that second door. If you are in the right place, if you step inside you will
be able to see a gate opened with yet another pull lever. These dwarves love their tug levers! Pull the next lever to open the gate. Run down the long hall and check every side room. You're looking for a room with a coffin. Plunder the Silver Key in the chest. Run out of this hall back to the big room. I
always turn left and hug the wall again. This time you are looking for a large round door with a keyhole. The door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with the keyhole must pass another large round door with th
hall. Look closely as you walk down the path with a metal track in it. You are looking for large dark purple gemstones that are labeled Adamantine Ore. Follow all the branches. Each part of the mine has three niches with miners and guards. There must be adamantine gems in most (but not all) niches. The
placement is random for each run. When you go to a force field with a target on it, press the target with you Weapon. Unlike most targets, you can activate the t with your hands. After each force field is a different side passage with more my niches. Examine the ground, track, and side pockets with
storage boxes for stray adamantine ore. If you have successfully completed this, you must have 13 or 14 pieces of adamantine ore. The last room. There are exactly 15 pieces of adamantine ore in each run. If you reach the last room along the track and don't have 15
pieces of ore, you'll backtrack and find it. Kill anything hostile in the last room, and talk to the only man standing. He makes your Nightforge stuff with throwing weapons returns are somewhat unappreciated heroes in DDO. A recurring throwing weapon
acts like a magical boomerang. You throw it, it hits a target and then returns to your hand. Most people call them Throwers as a nickname. Throw them to distant monsters as part of trying to kill them, just like the DDO devs intended. Blunt pitchers are useful to smash perched skeleton archers. All
pitchers can be used to hit distant targets. You don't have to be proficient with them to use them to activate targets. These usually travel levers to lower bridges or open gates. Greensteel pitchers can be used to create a wide range of clickies. Various greensteel weapons can be made with
useful click forces (stoneskin, displacement, kill increase, etc.). You usually only have the shavarath taint. So, you trade items to the
pitcher, use the clickie, swap back, and you're ready to go. Lailat in the Against The Demon Queen raid likes to hide on a distant ledge. A pitcher is handy for non-casters to keep doing damage to her. Hint: You want Cold Iron to help break its damage resistance. The crystal in the Val of Truth raid can
only be targeted by ranged attacks (including pitchers). Alchemical Crystal will break his damage resistance. The Nightforge Spike is a handy minimum level 8 adamantine ore. I want to have any basic damage magnification in the red slot and throw it at
anything that needs varied damage. The spike itself doesn't break the damage resistance on much of anything, but the basic magnification does damage to every hit. If you target a distant enemy, you can annoy them and pull them closer to you. A few of their neighbors can follow, but you shouldn't get it.
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Go to the device workstation at House Cannith. This is the same device you use to make traps or pet collars. Combine: 100 mechanical fall parts and a +5 weapon. You get 50 +5 Thieves' Tools. Pay stuff to pay for (or farm farm as F2P) DDO is therefore free to play. Many people who start the game are
planning to never put a penny into the game. You do, but with a few small purchases you can support the development team and get some useful account upgrades. I recommend buying $20 (adjusted to your local currency) in store points in the store. That's just over a month's subscription price. That
should get you about 1,600 points. Buy the shared bankroom. You get slots in the bank that you use to bound-to-account gear between characters, and some pocket slots to keep collectibles. There are a disgustingly large assortment of collectibles in the game, so you can bag slots into the bank with
help. Another option is to take advantage of one of the great holiday sales that occur around Thanksgiving and Christmas, and buy expansion packs are usually bundled with heavily reduced Turbine Points and contain things like epic powers or extra character races. By buying
points or packages of money, you get two additional character slots per server. You also post more auctions and connect to the game a little faster on the rare occasions when the servers are very busy. The additional two characters are useful because they can be played (giving you more build options) or
used as additional bank storage (aka: mules). Packs to Get First (Farming or Buying) Updated For 2019: Gianthold is the most bang for your buck. You'll get an epic zone, a wide range of useful equipment, and a crowded zone that's popular even at the dwindling player base. The heroic
zone becomes playable when most free quests have dried up, so it helps you claw your way to the higher heroic levels. Much solid acceleration comes from this package (with both heroic and epic versions). This is also where you go to farm relics to trade for augments to slot into your stuff. 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 the middle epic levels. With only the Shroud and the free quests, you can easily level from 16-20, even on a third-life character. The trick is to make sure to spend time in the wilderness killing
monsters. You will want to do this anyway as it is how you get the materials to make your green stem points. Get Menace of the Underdark expansion from the DDO Marketplace or at least Epic Destinies from the DDO Store. The Menace content is very poorly dated and the guests are rarely performed,
but the wilderness zones have great XP. Epic misadventures are part of this expansion. If you don't want to pay for the full expansion you can spend less money/farmed points and just pick up Epic on their own. If you're still looking for content, Ravenloft is still relatively new (from 2019) with both heroic
and epic content, and the epic gear is high level and shiny. The Sharn expansion is newer and and the quest pack can be purchased in the DDO store for points. After this, it's a matter of what you want to do. Do you want to stay on an epic level? You'll want packs of epic quests. Do you think you
want true Reincarnate a lot? Then you want a few lower-level packs like Tangleroot and Deleras. If you love killing the undead, the Necropolis bundle is worth it, you get four levels of heroic guests, a heroic raid, a heroic wilderness zone and a matching epic zone with several epic guests and an epic raid
New packs cost more in points, but tend to be popular with players who try to farm all rare items. Easy Staves for Staff Builds With this set of staves, you'll need to be ready for any 1-19 content, and with the Stout Oak Walking Stick you'll have to be good for epic levels, at least until you get Sireth or a
Thunderforged weapon or something from recent epic raids. Cannith Craft: Screaming of Bleed with masterful craftsmanship. ML: 1 Staff of Nat Gann: A nice little silver Dex-to-damage staff that gives a small Dex bonus and stacking Dodge. From the Chronoscope end list, BTA, so that every tone on your
account can grab, guaranteed to appear within 3 completions. The epic version isn't bad if you don't use the Stout Oak Walking Stick. Chieftain's Spear: I find this a little hard to farm (it comes from 3BC). However, it tends to appear in the flat AH. Breaks piercing and bludgeoning DR as well as doing low-
level Con damage on something vulnerable to bleeding. Radiance II greensteel staff: There is a grind to get this, but the hardest part is the 6 big devil scales and the shards of power. I prefer Rad II over Lit II to a staff user because they are almost guaranteed to have sneak attack damage (from halfling
rogue, and/or dark monk) and blind mobs are vulnerable to sneak damage. Triple Pos Greensteel staff: If you have the tolerance (or mats) for a second greensteel item, you can't go wrong farming this baby for undeed bashing. It will not break zombie DR, but all other effects should be smoking. Rahl's
Might: You put this farming Mindsunder in the end reward list, and I think you can be guaranteed to see at least one version of it to the 3 completions. Even if it's not guaranteed 1-in-3, it shouldn't take more than 1-2 days of farming. It's a d10 damage die, as well as an x3 multiplier (plus some nice
effects). It also breaks cutting, piercing, and bludgeoning DR. It is actually an polar arm that pretends to be staff. The Force version is everyone's favorite, but the Shock and Bleed versions are fun runners-up. Stout Oak Walking Stick: The go-to staff for level 20+ staff users, at least up to you get this from
handing villager comms into the trader in Eveningstar. If you're very patient farming Delera's Graveyard (I'm trying to squeeze in at least 2 runs a life if I can find groups), you you a BTA flame-inedted iron lootgen staff in the reward list. You can deconstruct, throw low level ghost touch/less undec like bane
spells, and use it as an undeed beater. It will even work on the spooky skellies in Delera's future runs. Help For Paladins had a reputation for doing very little damage, but unkillable. In the fall of 2014, the devs redesigned
Paladins, and they're again an effective melee class. Even with all the changes, they are a bit of a challenge to play. A paladin needs Power, Constitution, and Charisma (16/16/16 is not unreasonable). They also need enough wisdom to (eventually) cast spells at the 4th level. A low wisdom can be
enhanced with an item or tome. Two weapon battles is effective on a paladin, but you have a basic 32-point character (or a 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'll need a 17 Dexterity for level 11
if you want to take Greater Two-Weapon Fighting. The easy way to get a two-arm fighting paladin is to play a Drow. Drow gets +2 Dexterity, +2 Charisma and +2 Intelligence. Without Drow or 32-point builds it is unlikely that you can build an effective two-weapon handling paladin. Sword and Board is
somewhat useful if you want to refuel, but there is very new small content that a tank needs, and the old tank content that supports refueling is rarely implemented. However, it can be a handy backup build. Take exotic weapon: bastard sword for a little extra weapon damage while refueling. With Two-
handed Fighting and a Bastard Sword you get a Glancing Blow damage when using a Sreatsword or Greatsword or Greats
reinforcement tree. Achievements I recommend: Take the two-handed fighting chain (Two Handed Fighting, Improved Two Handed Fighting) and Power Attack. You want either improved critical cutting, or enhanced critical piercing, depending on whether your endgame
damage will come from a two-handed sword or greataxe or real mongrel sword, or a faux bastard sword like the Star of Day or Celestia. If you want to use a bastard sword, take Exotic Weapon Proficiency Bastard Sword. Since you take some additional performance Empower Healing Spell and Expand.
Take Weapon Specialization in whatever type of weapon you use. Then bring out your last few performances what you want for taste (maybe a little shield bashing, or Quicken). I love Precision as Paladins enjoy a lot of extra damage on Critical Hits, and Precision strips Fortification of
Enemies. Turning Paladin: With 18 Paladin, 2 clergyman, you you in both classes, and the spiritual 'Mighty Turning'. If you have some Turning gear, this makes for a fairly effective Paladin spin in heroic levels and older epic content. It works best with three spiritual past lives and the Sun Eleven race.
Playing a spiritual WARNING: I wrote this spiritual guide before domains were released. It will need a massive 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 alert is removed, consider this part a work in progress. My
gear suggestions will work in Heroic Elite or Epic Hard/the easier Epic Elites. I can't say anything about how they will perform in Reaper modes. Clergy have several possible roles in DDO. Healing Turning Undead Crowd Control (DC casting with Enchantment spells) Necromancy (DC draining and killing
targets) Evocation (DC casting to kill with unique divine spells) Light, Fire, and Alignment damage (aka: nuking) melee combat In general, a single clergyman can specialize in two of the following three things well: healing, casting spells with a DC check, weapon-based combat. Spells with
a DC control include spells of evocation, necromancy and enchantment schools. Nuking spells do not require saving throw and as long as you wear and use spellpower items, you do pretty well on nuking without specializing in it. Soapbox Speech: By default, a noob player should expect them to heal
party members when he plays a clergyman. This is both because of how useful it is, and to learn the pitfalls of healing (how to keep track of the position of other party members, how to manage your spell points, how to function all spells, etc.) Even if you're not going to be a long-term healer, a life playing a
healer gives you a deeper understanding of the role and makes you a better party member in raids and groups. In other words, you'll be less of a noob when you're dealing with other people who play healers as long as you've ever been a healer, yourself. You'll also be less of a noob when you try to heal
yourself with the many self-healing options available in the game. Playing a healer in another game doesn't count as a healer in DDO. The means, spells and responsibilities are unlike other MMO's. The good news in this speech is that you don't have to specialize in healing to be good at it. These choices
mean that most clergy are either a healer and a caster, or a healer and a weapon user. If both a caster and a weapon user will be much more difficult if the performance does not work. However, with enough previous lives and acceleration you could do it. Keep note that casting and gun use are not a first
or second life project - they are more like a life 10 or life 20 project. Clergy are incredibly flexible characters, even more so now that the domains have been added to the game. They also have one of the Widest sets of improvements in the game: a tree for weapon combat, one for healing and turning, and
one for both nuking and DC casting. They're not the best at anything (except healing), but they're pretty good at a lot of different things. Cleric Domain Notes You change the way your character plays by simply changing their primary amplification structure and their domain. You want to beat things up with
a melee gun? Take the War or Destruction domains and the Warpriest improvements. Want to stop the control crowd and mobs from doing what they want to do? Take metamagic performance that promote enchantment spells and law or cheat domains. Want to use a racial Arcane Archer and have an
effective boost to your bow? Use the War Domain for the sweet Holy Sword SLA (which also works on ranged weapons), and if you have a spare AP put them in USP in the Divine Disciple tree. Even within the same improvement trees, you have a very different character to play. Here are three very
different options that Divine Disciple use: Do you want to drain and kill with spells level? Take the Dark cores in Divine Disciple improvements and the Death domain. Now you play as a necromancer Pale Master. Want to have the most effective Blade Barriers and Implosions? Take the Light Cores in
Divine Disciple and the Domain of the Sky or Magic or Good. Now you play as a traditional DDO casting Cleric. Do you literally want to fire on your enemies with the Fire Storm spell? Take the Light Cores in Divine Disciple and the Fire Domain with three epic lives in Primal: Colors of the Queen. Now
you're playing as a Shiradi Fire Sorcerer. You enjoy the fun of other classes while still being a clergyman, by simply switching off your improvement tree and domain. The advantage of being a clergyman while doing this is that you use old stuff again and you have all your spells and mental class skills
available to you. Your Turn Undead ability doesn't just go away if you decide to take a melee-focused Warpriest while you're getting a Half Orc racial life. If you have a few AP in the Radiant Servant tree your spiritual can still destroy the undead with their aura and then mow down the stragglers with a
large two-handed weapon. On the other hand, if you don't like clergy, but you want to get past life for another reason (for example, to support a spinning paladin or a magician or for the Heroic Completionist feat), you use the improvements and domains to play as the class you prefer (as a magician or as
a magician or as a paladist or as a bard). Gear for Any Cleric Turning Gear WARNING: There's new cleric gear since I last played the game. The list of best items is out of date, but the principles still apply. You want to Increase effective turn level, increase your daily curves and increase the HD of samples
you rotate. In Heroic Levels: Sacred Increases Your Effective Effective Level. Hallowed raises the max HD rotated. Eternal Faith raises your Turning Level and max HD rotated (it's equivalent to Holy plus Hallowed). Lesser Turning gives you +2 extra turns on a rest. Silver Flame increase total HD of
undead rotated by +6. Running is based on your Charisma attribute. Everything charisma attrib
Turning. The Sacred Set from The Red Fens (Holy Helmet and Holy Ring) gives both the eternal faith and the lesser turns. The sign of the Believers from And the Dead Will rise gives both eternal faith and lesser turns. Dalorent's Seal gives a Creepy Fabric scarab turn-in in the Necropolis sacred and
lesser turning. So, it seems that the best heroic turning gear is: Token of the Faithful plus Silver Flame OF Sacred set plus Silver Flame In Epic Levels: Radiant Servant gives +1 Turn (stacks with Lesser Turning) and an exceptional bonus to Turning Level. Insightful Faith gives an insightful bonus to
Turning Level, Max HD rotated, and total HD Rotated. Radiant Servant set of the Tower of Despair raid gives the Radiant Servant Exceptional bonus. Gloves of Immortality from The Fall of Truth gives Eternal Faith. Drowned Priest's Torch of epic Two Toed Tobias gives insightful faith. Epic Seraphim from
Mark of Death gives Holy, Holy and Insightful Faith. So, it seems that the best epic turning gear is: Epic Seraphim plus Drowned Priest's Torch plus Silver Flame plus Radiant Servant set. Technically, the Radiant Servant set is not an
epic outfit, as it is ML: 18. However, there is very little undeed content in levels 18 and 19. This means that as a matter of practicality it will not be used for turning to epic levels. F2P Options: As far as I know, there is no F2P called guest gear that increases the running. An F2P player can get the
untethered token from the Believers. It comes from a pay quest, but it's not bound so a friend/quildie may be wiling to a farm for you. You Cannith craft Saint, Saint, and Silver Flame enchantments. Some pay quest items can be passed on to F2P players, if they are not bound or are Bind on Equip.
Devotion Gear If there were only two pieces of advice I could shoehorn into the head of a spiritual player they would be... Always an option. Never lock yourself in just one thing to do well, and avoid burning all your resources early in a run. Having a backup will get you out of bad situations, whether it's
your whole party dving in freak accident, or a room that spawns five different reapers. Have Devotion in your accessories, Devotion items increase the potency of your healing spells. Even if you are not a healbot or if you never Character, a source of Dedication in your accessories is invaluable. Something
will happen, and the stars will be out of alignment, and you'll click away from your Devotion spell stick and suddenly your healing spell will be crippled. Having backup Devotion in your accessories is invaluable to keep yourself (and others) alive. A devotion gear list that will be added later. Healer Cleric I
write a lot about healing and how it affects noobs. First of all, I'm a healer. I love watching the health of other players bars and seeing them go from (almost) empty to full after I click a button on my keyboard. As I take cleric lives, I love pulling my old, beloved healing gear out to the few levels and seeing
all my positive spell strength and healing spells get better. I love the sound (and the yellow cloud) when I turn on 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 give the more solo-oriented players a
strong voice in the development direction of the game. The game has gone from realistically needing a full batch to get through content to being solo-friendly, even including raids. Some raids that don't allow solos still allow you to complete with only two or three people. This means that the requirements
have changed from fully focused on a single role, to being self-sufficient and doing different jobs pretty well. If you want to be a full-time healer like other trinity-based MUOs, there's 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 like a secondary job. Healer clergy are valuable in Reaper mode. If you really want to be a focused healer, you need skill to build your character, and time to hone your skills just like any other role. You have equipment and consumables you want to edit, as do the DPS and combat support focused
characters. Healing is a bit like catching... there is a minimum level that almost anyone can do and get through, and too often outsiders think that minimum is the whole limit of the job. When you specialize, there is as much depth for you in the game as any other role or build. This build will be based on a
32-point build. If you only have a 28-point build, drop Power and then Charisma. Half-Eleven: Str 13 Dex 8 Con 14 Int 10 Wis 18 Cha 12 Why does half-eleven get some uneven statistics? Because Half-Elf Dilettante requires a minimum of 13 to use
certain dilettante class performance. This stat distribution Use your choice of melee weapon in low levels with Fighter dilettante for additional hit points or Paladin dilettante for increased saving throws, depending on what you need. Every other race should start
with all the even-number statistics. Why is strength then agility? Because monsters can hit you with exhausting effects that drop your power. If it goes low enough, you end up in a state called helpless. You move, but you do not use clickie, item in your inventory, pronounce spells or SLAs, etc. So, once
you get helpless you don't drink a drink or a spell to remove the fatigue. On a noob mental, no matter what, your reflex store is going to be bad... and your life/dving in traps will completely revolve around how well you learn to jump over them/run through them, rather than succeed at saving throws. So,
given the choice between maybe not helpless, and maybe dying in a trap, I vote for avoiding the helpless state. Feel free to try a build with a lower strength and a higher agility. These are just guidelines to get you started. Feats 1-Extra Turns or Maximize (+ Fighter Dilettante if half-eleven) 3-
Maximize (or Wizard Past Life) 6-Empower Healing 9-Quicken 12-Mental Toughness 15-Improved Mentalness Tough 18-Spell Focus: Evocation You don't need Empower Healing before six levels of cleric, as that's the soonest you can get your Radiant Burst. You want mental toughness and improved
mental toughness no later than 15th level, because that's when the demands on your spell points slopes. If you want to do a feat swap at some point, you can trade at the 11th level (if you get Blade Barrier) and swap your level 1 feat for Empower. Empower lets you get the last extra bit of healing
goodness out of your SLAs. Spell points A cleric without spell points can end up close to useless. There are a few useful skills that don't count on spell points, but it's a state you want to avoid practicing at all costs. You want to avoid dying, and you want to avoid running out of spell points. As long as you
live (and have spells), you have options. In general, the best way to avoid running out of spell points is to be very careful about enabling your metamagic performance. I do have some exceptions, but in general I almost never use my metamagic performance on my regular spells, I only use them on
Spell Like Abilities (SLAs). With an SLA, you can enable your metamagic feats for free. The Radiant Burst and Radiant Burst and Radiant Burst and Radiant Burst and Divine Punishment). Most players take the opposite
attitude. They leave their metamagic performance on all the time (or at least until they run out of spell points). They kill more than I do, but they also run out of options before I do, and I usually fix them when they die or otherwise need help. The way my spells is more powerful by doing everything I can that
increases my spell power ratings. Spell power is a system in DDO that increases the amount of damage (or healing) that spells do. Every point of spell power power worth 1% of the increase. 100 points of spell power is thus a 100% increase. In heroic levels, it is not uncommon to force 100 or more spells
by 10th level, in your better elements. I always try devotion items (they stimulate Positive spell power), Nullification items (they stimulate Necromancy spell power), and Combustion
items (they stimulate fire spell power). On a character that usually heals with a little light nuking as a backup, you want Devotion and Radiance, with Impulse as soon as you have Blade Barrier. Write down the other spells and you collect those items for later life. Improvements Start by placing points in the
Radiant Servant tree. You want to unlock Mighty Turning (T2) and the Radiant Burst (3rd core). In general, you should do this by points in all undeed improvements (Extra Turning and Improved Turning). I usually make a point in altruism as it increases your positive (i.e.: healing) spell strength a little and
helps unlock things. After you have both, you just want a little chance of survival in Warpriest. Toughness and Wall of Steel should each be set to 3/3 if you get the points. Take the first and second cores. If you have to spend a few extra points to unlock something, Sacred Touch is kind of harmlessly
useless and therefore the least waste of extra points. Once you have some PRR and extra hit points, head back to Radiant Servant and grab the Regenerating Curves (T4) and the aura (T5). You'll also want to dive into Divine Disciple enough to get at least the 2nd layer of SLA (Searing Light). The way lead to the sum of the sum of
dive into trees is for some levels, you get AP, but you won't be able to spend them because the next useful improvement is gated behind a level requirement. When that happens, I spend those accumulated points in a secondary tree. While in Servant Radiant pick up 2 extra points of wisdom. I personally
love the left side of Radiant Servant much more than the right side. On the left you have a line of Turn Undead boosting improvements that caps on the beloved Radiant Aura. The undead rule includes an option that allows you to destroy any undead that you turn over at no extra cost. On the right you
have a line of healing improvements that include that you explode into a burst of healing light on death, and a pact-style cure at a target that fires only once every 3 minutes. I find the right side healing line very weak, but both sides are very much a matter of taste. Make sure you apply the metamagic
performance you get to both your Burst and Aura, and any offensive SLAs you have. Playing style This will revolve around getting used to it of other players' reactions to what you do. When you join a new group, when you first enter the dungeon, you start casting buffs. Buffs. All your mass/group buffs in a
single hotbar and click through them one by one. When people run away, don't worry. Don't chase after them, try not to throw buffs from far away. If they don't want your help, don't get them. Usually at least some people will linger when they see and hear the buff animations fire. If not, at least you've
sharpened yourself. Once you've unlocked the Radiant Aura, it should always be the VERY LAST buff you cast. Most beaming clergy do this and it indicates to more experienced players that you're ready buffing. New players will learn it when you turn on the aura and then enter the guest. Aura comes on
= buffing is done. You're going to stay behind DPS. This is easy to do because clergy lack in any kind of speed boosting ability, and just 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 that you get, and just run full tilt trying to keep up with the
lot. If you look over my gear lists I make a lot of references to acceleration that improves movement speed. My favorite classes are the slowest (spiritual and paladin) so walking speed is usually in my mind. All your healing spells have varied, meaning you don't have to stand next to a character to use
them. You'll learn to measure the range visually while feeling comfortable with healing in DDO. The feat Enlarge you throw heals from very far away (for most of your line of sight in the game). I think it's too expensive to use, and a weak crutch. You think to yourself ... Great... I can heal from the bottom
down in the hallway. And then there will be a small knee-high obstruction between you and your goal and you have no idea why you keep throwing heals and miss them. So now you've used Enlarge and it fails, and you have to walk down the hall anyway. I think it's just better to count on mobility and
walking (as slow as it could be) to catch up to people who need heals, then keep missing them from very far range. On a noob/1st life spiritual I also don't feel that there are enough feat slots for Enlarge. You should definitely experiment with it at some point, it's quite nice to have (when it works), just save
it for a later life. A not-very-self-sufficient melee character will notice when you throw buffs and heals, and if they are some kind of decent player, they will keep an eye on you in return. The same does not apply if one is self-sufficient and keeps himself healed. Remember, your goal is to fill a useful role
(healing weak party members), not being a weak party member. So if you're keeping someone alive, they should try to keep anyone alive, you have to do your best to kill (just like everyone else). Assuming you find a cure goal: you cure them, you attract aggro, a
monster attacks you, they should run up and kill the the For you. They get a kill, and they get to keep their pet healer alive to keep it healed. This is a symbiotic relationship when it works well. If that doesn't happen (if they heal but don't kill mobs attacking you, or you have no cure goal), you should be
prepared. Crowd Control (CC) is always good. Command, Hold Person and Greater Command are Enchantment School. Soundburst is an evocation spell. Cometfall is Conjuration. This makes it difficult to fit in three different school boosts when there are never enough gear slots. I love Command and
Soundburst as low level CC spells. At higher levels, Cometfall is very nice as a knockdown effect it has, and makes a loud boom sound as the comet lands. It's important that you only cast this spell on gangs that don't have Evasion. Damage spells work too. Your damage spells probably won't kill them in
the first attack. If you have to run away from the monster, walk to a melee show. Hit them with a Light Damage spell (Nimbus of Light, Scorchlight, Holy Smite, Divine Punishment). Hopefully, if you drag an injured crowd next to your healed goal, they will be motivated to kill it for you. Insta-kill spells. Clergy
get a few necromancy kill spells. Slay Living is the first. You have to be within 'ranged touch' range, which is a stupid way of saying within a few steps of the target. After Slay Living is Destruction. That's going to be a pretty long way away. To be honest, once I have Destruction, I hardly ever have trouble
with Slay Living. It's a bit of a shame because Destruction has a long cooldown. A friend mentioned that the Enlarge feat works to turn Slay Living into a varied spell, which can make it a useful achievement on necromancer clergy. Once I can lock Destruction I just get too lazy to run up to mobs and slay
them. Slay Living is still a lot of fun if you're not as lazy as me. Last is what is supposed to be the mass-kill spell of the clergyman: Symbol of Death. This is a little tricky to use, but what you're doing is place an animated glyph and all mobs within a very short distance of it when it triggers (it triggers when an
enemy moves) has to take a save or damage and be level drained. Very low level mobs will die from the combination. Unfortunately it only kills very low level content is used as a mass level drain spell. You're talking about a group of places while a boss monologuing for a
fight, or throwing it down where you are when you swarm. These are all Necromancy spells. Your one Evocation Insta-kill is Implosion. It's a very flashy spell (the mobs have a special animation and then pop and disappear when and it can get up to 5 goals, which is nice. But it has a long-ish cooldown.
Almost every spiritual player I know learns to love implosion, even if all they want to do is heal party members. DoT Spells. The Clergyman's Damage in time spell bivine punishment. This can be a little complicated because you are juggling the sign of time that passes, as well as piles of spell. If you
ever cast Divine Punishment, the spell. It just does a little damage and makes the crowd mad at you. Where it seems is on monster with lots of hit points (like a boss). If you have a big target in line, spell it when it cools down. The first few ticks will be small. Then the second casting will stack up with the
first, and your damage doubles. You have a third pile on it too. TRIPLE DAMAGE. Then the first casting expires, and your cast has another one to keep that triple-stack running. Divine punishment on a triple stack can be a beautiful thing. The cooldown is just long enough that you throw it and then pass
on a little healing before you have to go back to it. I think every healer should be spiritually good at ejecting Divine Punishment. A note about Pale Masters: I like to help pale masters heal. They are the wizarding version of Radiant Servants, right down to having an aura and crack that heals itself and
damages enemies. With their wide range of insta-kill effects there is nothing as impressive as a Pale Master (or two) moving through a group of mobs, level draining and then killing five different ways. They are a bit fragile and both their eruption and their aura cost them spell points to cast (instead of
using a secondary ability such as the Radiant Spending Turns). The Harm spell can cure Pale Masters. But, they have a disturbing tendency to try to hide 'behind' clergy. You should be confronted by a Pale Master and have a direct line-of-sight on them for Harm to work. It takes some good reflexes to
turn, 'face' the PM, and throw a Harm 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 take a big hit to them keep an eye on their bar and if they don't recover from it quickly, harm them. A newer note on Pale Masters: There are changes in the game to
regular healing spells (not just injury spells like Harm) working at Pale Masters. I haven't figured this out yet, but I'll update this later if I do. Do damage to a Healer Build Even as a healer you have to be willing to defend yourself and kill mobs. There are a number of reasons for this, from not wanting to be
a burden, to the times you end up playing solo, to fighting your way into a corridor of mobs to restore the soul stones of the party. At very low levels, being able to use a popular twink weapon like Carnifex or Sword of the Thirty is useful. This is one of the many reasons why I like half-elves They
can get free martial weapons skill at low levels with the Racial Achievement Fighter Dilettante (for extra hit points). It's a
really nice flexible feat slot that (in fact) levels with you. If you don't play half an elf, you'll either have to use a racist weapon, or try to come up with enough points in UMD to cast Master's Touch. Master's Touch lets you use each weapon with one hand (you need the other hand to hold the
roll) as if vou're adept at it. You buy the roles from each arcane scroll vendor. Racial and god weapons: Scimitars are very nice. The have a good crit profile and do a reasonable amount of damage. Elves and half-elves get access to them through the Undying Court. Longswords are almost as good. They
are not very sexy damage wise, but there are a lot of beautiful called longswords. Either can be used with a shield to give you extra PRR and AC. Unfortunately, arches are a terrible choice. The speed of fire on arches is really slow and they require a lot of performance to make them worthwhile. A noob
healer clergyman should never count on a bow as their main source of weapon damage. Save that for later life, if you have lots of stuff and can use your whole plan around bow. At mid levels, a clergyman begins to be effective with injury spells. The best mid-level damage spell is Blade Barrier. However,
even before Blade Barrier you have the often overlooked Holy Smite. This is an Area of Effect spell that wreaks havoc and has a chance to blind enemies, because they are very easy to kill. As mentioned above, you also try out insta-kill spells.
Slay Living and Destruction are fun mid and high level options. As soon as you have Implosion, you're set. If you're overrun by angry mobs ing the healer, just fire an Implosion. That will pick off at least a few, and those left behind will likely be gripped by a melee or varied player. You have to be careful.
Implosie has a long cooldown. Have a backup of your Implosion-ey backup. Eventually you can transition to wanting to try to out-kill the combat characters. Good for you! A DC-based caster or lighter will be in your future. Otherwise you enjoy the warm glow of a self-sufficient team player. A thankless role
and long-term progress A healer is a bit of an ungrateful role. At the end of each guest, you'll get an xp report with the contributions of all party members. The trappers are called. People who break boxes and find hidden doors are called. Healers are not included. There is no healing
score that is tracked and listed on the score card, rarely will anyone say: Thanks for the great heals, but people tend to take it as their due and just move on to the next guest. Then again, people take catch, DPS, and box-breaking as their due as if If you know your own worth, if you have confidence in
yourself, the work is fantastic. Nowhere else in DDO can a person have such a clear impact on up to 11 other people. There are plenty of challenges for yourself. You try to get your eruption and aura in particularly high healing levels. You'll try to find a way to cure Warforged (hint: Repair scrolls are a
good start) and practice your targeting to cast Harm on Pale Masters. You can master your metamagic performance, when to use them (and when not), and how to get the most out of your SLAs. In epic levels, you can train yourself to cure a single goal (like a tank) using nothing but the Epic Destiny
powers Rejuvenation Cocoon and Renewal. After you're good on a clergyman, you move to Druids (they have very powerful healing in time spells) and Favored Souls (as a clergyman, except that they have no Turn Undead and fewer spell slots). Try a healing bard. In epics, you can plunder a single
target when playing a Paladin. You play a Pale Master (getting wizard's lives can be very useful on a clergyman) and practice to keep yourself alive without the crutch of regenerating turns. After you have played one of these lessons and return to the spiritual, you will improve as a healer. Viva La Healer
by Jadenhart: Audio and Lyrics Holding Out For a Healer: Music Video by SilverLetomi, Sharm and Kruithne. Battle Cleric This assumes a mere 20 spiritual, or at least mostly pure (splash no more than a 1evel of fighter). If you want a deep splash in another class you lose access to valuable spiritual
spells, and you need to know what you are doing on your own. Deep splashing a clergyman is not a choice a noob should make (however, it works very well once you 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 16/16/16 split, but that would gimp our intelligence. One of my many rules is never throw away skill points. I would start with this: Str: 16 Dex: 8 Int: 10 Wis: 8 Con: 14 Cha: 14 Any additional building points go into Wisdom. This will make it easier to cast your spells as you level. If you level
up, put all the points in strength. Half-elves are tailor-made for the role of pure-class battle clergyman. They get healing amp, can fighter dilettante for a little boost on saves, and can replace it with poor selection of the spiritual of divine weapons using the
dilettante enhancements to increase their weapon potency. Warpriests get a nice boost if you use the War Domain. Dwarfs constitution bonuses in play. Halflings get the handy Jorasco Dragonmark line. This gives cures and heals that can
be meta'd free. I think the dragonmark healing also works when when when from Anti-Magic or a Quell Intercession that is useful in some quests and raids. On a race with a Power penalty, like half-backs, I would take a 14 Force. It's not worth wasting building points trying to get a 16 strength. Elves are
very good archers. You a pure spiritual, worship the Silver Flame (for arch skill), and pick up Arcane Archer. If you keep most mobs within reach, the constitutional punishment won't be so bad. Racially secretive archer clergy are building their own special and should be meticulously planned. If you want
all the benefits of a pure elf without the constitution penalty, consider the Wood Elf. They get a more bearable -2 of intelligence. Bow use does not require skill points so this is a reasonable compromise. Regardless of the race you choose, bow using pure clergy are not one to build for a noob. Drow are
very good two-arm fighting clerics. However, their weak constitution makes them very squishy in melee. You can easily get through a life on a spiritual melee with top DPS with only two weapons: Sword of the Thirty Whirlwind Both can be purchased (usually) in the flat Auction House (although they can be
quite expensive) or grown on a previous life/different tone. Both bind to rest and have a red augment slot. Put Radiance augments in the red slots if you're devotion somewhere else. What about Carnifex? What about the Sword of Shadows. Yes, when you have them, feel free to use them. It really helps to
splash a level of fighter. This unlocks Martial Weapon skill, gives you an extra performance, and gives you access to Haste Boost. Feats 1-Power Attack + Toughness if splashing Fighter (or + Martial Weapon: Great Sword as Human) (or + Fighter Dilettante if half-eleven) 3-Cleave 6-Empower Healing 9-
Great Cleave 12-Quicken or Extend 15-Mental Toughness 18-Improved Critical: Slashing You don't need To Empower Healing before six levels of cleric, as that's when you get your Radiant Burst. Accelerate or expand: Depends on your playing style at the moment and whether you're in groups. If you like
most of the content solos, then you want to expand for your self-polishing. If you're in groups, you want to guicken for the no-interrupt casting on your cures and heals. You want Mental Toughness no later than 15/16th level, because that's when the demands on your spell points slopes. Improvements
Start by placing points in the Radiant Servant tree. You want to unlock Mighty Turning (T2) and the Radiant Burst (3rd core). In general, you should do this by points in all undeed improvements (Extra Turning and Improved Turning). I usually make a point in altruism as it helps your positive (i.e.: healing).
spell power a bit and helps unlock things. After you you want to work on getting the Ameliorating Strike (T4) in Warpriest. Toughness, Divine Power, and Wall of Steel should each be set to 3/3 if you are Points. Take the right cores as soon as they are available. I like to take the Blur core and Ameliorating
Strike and then stop. Once you have Ameliorating Strike, head back to Radiant Servant and grab the Regenerating Curves (T4) and aura (T5). Although you might think that a melee cleric shouldn't spend as many points in the Radiant Servant tree, the aura is a perfect fit for melee builds. This allows you
to apply heal effects to yourself, and other tones stand close to you without having to 'watch' health bars. Make sure you apply the Empower Healing feat to both your Burst and Aura. Spells and Buffs Divine Might (improvement) and Divine Favor (1st level spell) should be your base buffs. Keep them up at
all times. Divine Favor has a fairly short duration in the lower levels, so I wait until I walk to a group of mobs before I cast it. Cure slight wounds is almost useless (cured drinks from the market or guild seller are better). Cure Moderate wounds is the first spell you find useful to heal yourself or other players.
Command is great fun as crowd control at low levels, especially when combined with Soundburst, but both have DC controls. Soundburst has secondary sonic damage, even on a save, so might not be a bad choice on a mental battle. Try it for yourself and swap it out if you don't like it. Nightshield gives a
small boost to saves, and also protects against Magic Missiles. There are a number of low-level quests where this can save the life of your show. Protection from evil gives a small boost to AC and saves against attacks from evil creatures. It also goes against mental control or coercion, which basically
means that immunity from the Commando spell is used on you. If you've ever been locked up by a Witch Doctor or Vampire Spamming Commando on you, you know how useful that can be. Prayer is useful as a short party buff. I also like to help boost every trapper in the party (it gives a lucky bonus to
skill checks). Prayer stacks with Heroism. Seek eternal rest: a must have spell for stimulating Turn Undead. A warrior cleric must have a high charisma for Divine Power, which means that turning will also be strong. Scorchlight is a good distance spell to snipe enemies. There's no saving pitch. Divine
Power is not so great. It gives an improvement bonus to strength (don't stack with the better Divine Power), a few temporary hit points, and a BAB equal to a fighter of the same level. IOW, it's really only useful if you have trouble hitting things. It costs 25 sp, which is a lot for such a weak buff. Doodde: Any
clergyman should have no excuse: D this. It protects against death spells, and negative energy attacks (such as Deathblock), also protects against level draining (which deathblock does not). Freedom of Movement: Every clergyman should have this, no excuse.: D. It helps movement over smooth
surfaces, surfaces, by means of webs, protects against Hold Person, etc. Holy Smite: This does sacred damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save, they take half the damage and can save blind on a failed Will. If they save and the damage and can save blind on a failed Will. If they save and the damage and the d
going in for the dead. Stalwart Pact is a nice little buff for the fight. It gives a boost to saves and some temporary hit points as the goal drops below 50% health. It acts as an oh shit button. Rotating spiritual clergy can contribute solo or strongly in a group and level of level 1-20 almost entirely with the help
of their Turn Undead. This is because there is a huge amount of undeed content in the game. Morninglord is the best race because they have a racial boost to Charisma. If you want to build a
revolving spiritual you really need to get 3 spiritual past lives first. If you really want to be ambitious, you can also get racial lives that give extra Charisma. Starting attributes: Str: 10 Dex: 8 Int: 10 Wis: 14 Con: 14 Cha: 18 You want to try to have a Wis of at least 14 for saves and make it easier to make
high-level spells later. Only a battle clergyman should dump Wisdom, and only because they need constitution, strength and charisma for melee. If you have more than 32 points to spend, put the extra in Wisdom. Put all the level-ups in Charisma If you have enough building points, you can go for a
16/16/16 build (Charisma, Wisdom, Constitution) or 18 Charisma/16 Wisdom build for both casting and turning 9-Quicken 12-Empower 15-Mental Toughness 18-Improved Mental Toughness Note: I'm Hoping I Didn't Forget a Turning
Feat Here. I wrote down notes, but I feel like I've lost an achievement somewhere. About Extra Turning: I have to admit, I don't like this performance. A spinning clergyman will have more turns than they can easily spend. If I wrote a run build without it, I'd make comments that I forgot. If you agree, you
exchange it for something like Empower Healing, or Expand (for buffs) or Enlarge (to throw heals from a large area). Rousing Paladin: Cons and cons There's really only one class worth splashing on a spinning clergyman, and that's paladin. If you splash two paladins, you lose your mental capstone, and
you get a hit to DC casting. You win a lot for that little loss. Divine Grace boost to saving throws. Full melee weapon skill (useful in lower level content). Access to T2 paladijnen improvements. +1 to your turn levels over pure spiritual (as long as you have full AP in paladin Improved Turning). Improvements
Start by placing points in the Radiant Servant tree. You want to unlock Mighty Turning (T2) and the Radiant Burst (3rd core). In general you have to do this by points in all the undead (Extra turning and better turning). I usually make a point in altruism as it helps your positive (i.e.: healing) spell
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ower a bit and helps unlock things. Once you have the burst, you can go to Warpriest and work on unlocking three layers of Wall of Steel. I usually take three levels of Toughness and one from Sacred Touch. After you pick it up, you'll return to Radiant Servant and work your way to the Evels where you don't place more points in Radiant, work on getting Light and Positive Spells in Divine Disciple and the Searing Light SLA. You take Servant Radiant for the T5 Aura and Capstone, and grab everything SLAs and cores in Divine Disciple you want and afford. Please note to the Characteristic Control of the Characteristic Characteristic Characteristics.	hat if you take
aladijnen, take extra turns and improved turning of Knight of the Chalice. It will stack up with mental improvements. Instead of Warpriest, you get defensive improvements from Paladin, and spend less in the DD boom. To make you spin you want a Morninglord elf 18/2 spiritual /paladin vast lives, and racial past lives in all races that grant bonus Charisma, including man. If you don't take paladin levels, it's a good idea to grab divine disciple's Sunburst core. It has no rescue and destroys all the undead vulnerable to minor damage. Spells and Buffs _THE_ spell any clergy sing Turn Undead should take is Seek Eternal Rest. It is a level 2 Turn buff spell that increases your level for Turning. At higher levels, it works as a spell-based version of Mighty Turning, with a casting DC rather than a revolving DC. Since wisdom	yman interested in
on't work as well as on pure caster clergy, but it's a nice way to clear some goals before (or after) throwing a Turn Undead. When choosing spells that don't have DCs, or at least half damage a save. Also try to avoid spells with Reflex saves, becausestry what little chance you have to do damage. Things like Searing Light, Nimbus of Light and Divine Punishment all have no salvation. Soundburst has a Fortitude save, and Holy Smite has a Will save. Even if they are only situationally useful, you can still take Cometfall or Blade Baruas as use, even with easier saves for the goals. With a few Divine Disciple spells and SLAs, and regular light damage spell slots, you will be well positioned to protect yourself (and others). Fill in any extra spell slots with self- and party lovers. In epics, a fire-based Draconic Burst very use	rier. Either one
ower elsewhere in the spiritual trees and throw a burning magnification into a spell stick with a red slot. Judgment and Judge the Many are very powerful of the Exalted Angel tree. Play Style A Spinning spiritual is a little healer, a little bit nuker, and a lot of problems for the undead. In quently like the Necropolis, Deleras and the Catacombs, if you don't lead the kill count, you're not playing the right build. In epics, it's very tricky to hit your turns. As a rule of thumb, you can probably build to run everything earlier, including, Threat of the Underdark, on Epic Elite. All conte	est zones full of
ifficult. Fall of Truth is iffy, but possible, but you better have all your previous lives and equipment in place. Epic 3BC and epic Elite, _except_ the little undeed goblins in Two Toed Tobias. Due to poor conversion in the zone, they are a man other mobs. At all levels, undeed champions tend to be warded against Mighty Turning. Caster Cleric or the more recent zyirius Morninglord 20 Caster Cleric If you don't want a necromancer, just specialize in light spel unbeam, Sunburst, Searing Light, Holy Smite, etc.), and choose evocation instead of necromancy in the improvement boom and performance. Starting characteristics: Str: 10 Dex: 8 Int: 10 Wis: 18 Con: 14 Cha: 14 If you have more than 32 points to spend, put the extra in Wisdom. Preformance.	lls (Sunbolt,
eath for a necromancer, Fire or Air if you specifically want to be a Shiradi nuker, Sun if you want to be a light nuker, Magic for an evoker. Put all level-ups in Wisdom If you have enough building points, you can go for a 16/16/16 build (Charisma, Wisdom, Constitution) or 16 Charisma/18 oth casting and turning potential. Achievements: 1-Maximize 3-Past Life: Wizard of Empower 6-Empower 6-Empower of Spell Focus 18-Greater Mentalness Tough or Empowering of Enlarge The feats on a caster cleric a	Wisdom build for
omplicated and depend a lot on your past lives and equipment. You'll also want to match your achievements. If you're going for a DC casting build, you want Past Life: Wizard, Spell Focus and Greater Spell Focus to stack your DCs. If you want a nuclear bomb, you want Mental Toughness for maximum spells. Every caster clergyman will want both Empower and Maximize to add maximum spells. Mixing things up and taking a DC boost, and a spell point boost, and a spell power boost leaves you too weak to do anything. My favorite and the property and the pr	DC spells tend to
e necromancy, spells, and evocation spells. So, I pick spells like Implosion, Destruction, Slay Living, Command/Greater Command, and Blade Barrier. I will start by taking the Light side Divine Disciple spells, and then enjoy the capstone in epic levels with the necro ray bolt spell, and the alance. While it's not too popular with others, I love Fire Storm. It's a bit expensive spell points) for what you get, but it's a nice AoE and it actually triggers damage twice per casting. This makes it extra useful when you're running in Shiradi's Rainbow/Double Rainbow. Speaking of Shiradite on a clergyman is rather difficult as clergy don't have many AoE spells that hit several times proc effects. I tend to cycle through Holy Smite, Fire Storm, Sunburst, and Blade Barrier. I love the fire version of Draconic Burst and will also use Wild Throw of the Shiradi lot. Trapper Cleric	di, playing in this
uilds his rather rough to play, and not for the faint of heart. I'm not sure if they would be playable on a first life F2P character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character. If you have a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character. If you have a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character. If you have a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character. If you have a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here), then you can be a character who has lived at least one life and has access to decent mental and rogue equipment (Cannith Crafting is always useful here).	can put a spin on eat builds, and in
articular divine classes like Clergy and Favored Souls. I'm also using half-elves as they're my favorite race. However, Aerenal elves can get an improvement that allows them to apply their Dexterity bonus to apply damage, which is a better choice from a pure number perspective. Racial ivine Theorybuild Here are my notes on testing the build. Bat and Ball Stick/Shuriken Halfling Theory Build This is my second theorybuild. The core of the build was put together by a friend, but I'll refine it. The idea (as far as I know) was my own. Bat and Ball Theorybuild Leveling Notes rue Reincarnation Train This is slightly more advanced than some of the previous information, but there's no reason why you don't plan for later lives while on your first life. It assumes that you have access to all the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game, have adept at Cannith Crafting (50-60 in each school and the content in the game and the g	Gearing for the
nd have some common non-bound or account-bound items on a bank storage show (a mule). All Cannith Crafted items described are from an old crafting system that no longer exists. I'll have to update this gear for Reaper and the latest version of Cannith Crafting, but it's not done yet, inkets can be looted as rare items (more common during winter games) or made from Shards of Power found in the Shroud. Korthos Make sure I set their and their backup set. Their set is what is most useful for their primary class. Backup set is usually the Troubleshooter set (because atch on a TR), the mnemzel necklace (on a blue bar at all), and a pair of Anger's Step boots. I'll get some Feather Falling Boots from the couch donkey. Make sure they Clickie water-breathing ring of the free stuff Jeets passes. Gear is pretty relaxed at this point and it's not uncommon for	l usually splash
mpty gear slot or two because I want to jump into quests. Korthos Set gear usually takes boots, gloves, necklace, and/or glasses. Armor is a craftable special metal such as adamantine, mithril, or darkleaf. Casters get Bound to Account robes, each has their own color-coded set of robes eautiful with their hair and skin tones. Monks get Bound to Account outfits (also color coded). Armor is usually bound to character and stored in their TR cache. Pull whatever it is and make it invulnerable and use a Masterful Craftsmanship stick to make it ML: 2. For level 1, wear the free	s designed to look
eets your tone. Belt: BTA of a mule. Craft False Life +10 and Masterful Craftsmanship (ML: 2). Swap Ring: Ring of Moderate Fortification 75% (ML: 3). Craftable Trinket: +10% Melee Alacrity of Ranged Alacrity (ML: 1). Put Disable Device +7 and a masterful craftsmanship shard in a pair ocks +7 and a masterful craftsmanship (ML: 3). Swap Ring: Ring of Moderate Fortification 75% (ML: 3). Craftable Trinket: +10% Melee Alacrity of Ranged Alacrity (ML: 1). Put Disable Device +7 and a masterful craftsmanship shard in a pair ocks +7 and a masterful craftsmanship (ML: 3). Swap Ring: Ring of Moderate Fortification 75% (ML: 4). When the craft manual craftsmanship and a masterful craftsmanship (ML: 3). See below the craft with Masterful Craftsmanship and Craftsmanship and Craftsmanship. We specified the craftsmanship and craftsmanship and craftsmanship and craftsmanship and craftsmanship. We specified the craftsmanship and crafts	w about gloves.
lain ring: Whatever (usually increases a stat or skill they need). Off-ring is, for now, a Jade Ring slot with Master's Gift, or a craftable ring gets Feather Falling (ML: 1 with Masterful Craftsmanship). Weapon: BTA of a mule. Shouting from Bleed in whose in the craftable ring gets Feather Falling (ML: 1 with Masterful Craftsmanship). Weapon: BTA of a mule. Shouting from Bleed in whose in corporeals in the craftable ring gets Feather Falling (ML: 1 with Masterful Craftsmanship). Weapon: BTA of a mule. Craft Screaming of Eve 1 on it once they have a few levels. Rustproof Weapon (for beams): BTA of a mule. Craft Screaming of Eve 1 on it after they have a few levels. Make sure all trappers have a large stack of +5 Thieves Tools for disabling traps. Srd/4th level Fast gear juggling. Weapons: Everything stays the same (except this may be where I start dropping into +1's on the items they can take and throw in a Lifes	rbright. Throw a
ave the time). Pull out Carnifex if the character can use it. If Carnifex is used, pull the Antique Greataxe. Bracers: BTA Bracers of Wind from the Cannith Challenge pack. Perma-blur with ML: 3. Cloak: Phiarlan Mirror Cloak of Cannith Crafted with something like or Charisma. 5th level Fire reakpoint. Abashai set. By default, all 5 items if you don't have better gear. I have Bracers or Wind and I tend to use this 3-piece set: Helmet, Cloak, If I want my show to wear the Phiarlian Mirror Cloak, I use: Helmet, Boots, Gloves. If I'm not using the Abashai set, I'm probably use the property of the control	sing Cannith
nanufactured gear with the Abashai gloves. The gloves are useful for each character using a melee weapon. Ioun stones for exchange. Everyone gets a pale Lavender Ioun stone. Trappers gets a Dark Blue Ioun stone. I've started switching to Cove trinkets from my old reliable Deep Pur he Stalwart Trinket is very nice with Stoneskin and a little stacking fortification. The Nimble Trinket is also fun with Blur and Stacking Dodge. The main Korthos set stays on. Armor/Robes: Let them be as they are. Belt: Recreated with +20 False Life. Weapons: Pull my Delera's Beater frow and stored. +1 Ghost Touch by Lesser Undead Bane on a Flametouched Iron BTA quarterstaff. One of my paladins has a silver maul with a red augment slot and I usually craft it for Delera's too. Hers becomes Ghost Touch of Righteous. After 4th and 5th level re-gearing I usually taken	om the mule. Pre-
own time to craft Cannith and fill out missing boosts based on the class and character needs. 7th level Second Gear Breakpoint. Red Fens Gear. As a divine, on the Divine Blessing set (helmet and ring) of the Red Fens. As a trapper, upgrade all skill items to a base of +10 (ml: 7 with Matarater straftsmanship). Everyone gets Lesser Boots or Striding and Springing from Stormcleave Outpost. I have noticed that they are easy to find or relatively cheap in the auction house. I did put +2 Dexterity augments in the colorless slot. If the character is a dex-based class (like an artificial) I ugment. Off-ring remains Jade Ring or craftable ring slots with the Master's Gift. As craftable, add Alacrity (Melee or Ranged) to the novice Feather Traps. Gloves: I used to always swap in the Claw set for everyone meleeing (that's everyone, even future wheels, at this level). Now that I'	use a +2 Strength
veryone with Bracers of Wind, I've got them in their Shocking Gauntlets of the Abashai gear. There may be a bit of gear crafting at this point to fill in missing boosts. 8th/9th level Third Gear Breakpoint. Tempest Spine Gear and Nightforge adamantine gear. This is a big breaking point an ock all my stuff. Every lingering Abashai gear goes into the bank. This is when acceleration starts to get a bit serious. There is focused Cannith Crafting based on the current and future role of the character. Everyone will end up with maximum False Life, which increases additional Const	nd I actually re- itution,
ppropriate skill (usually trappers). Armor: Armor wear-ers swap to the Nightforge suit +3 Resistance). Robe carriers switch to the Robes of Potency (also slots with have a Spell government, they upgrade to the best spell boost with Lifeshield and and for their (loak of invisibility slots with heavy fortification. If the character misses this item, put on his ML: 8 Mabar Cloak. If they have neither, put on the Worldshaper (for a bit of spell absorption) or a manufactured cloak with Heavy Fortification in a blue slot. Trinket slot: If there's no possible trinket, the craftable trinket can be updated to include a bit of Devotion or Good Luck (which fits). All characters get a Kaelth's Touch (one of the Necropolis scarab turn-ins). Neck: Nightforge Gorget Slots With Fear Immunity (Paladins need another each each another each another each each each each each each each each	permanent-in-lock
naybe Blindness Immunity?). Caster Divines get a Choker of the Silver Tongue and Slot Heavy Fortification in the augment slot of their cloak. Chain of the Silver Flame is usually pulled out for swap-in deathblock. The Rudder: Divines hold their Fens Helmet. Others may get a BTA manufactured glasses with a useful boost (+4 Attack, or Melee/Ranged Alacrity, or Spell Focus). Weapons: This is where weapons begin to variety to the subject to the subject to the subject of the subject to	factured rudder ary by character.
arnifex or the Antique Greataxe can still be used for the last few enemies before casting becomes very effective. Maelstrom may be in use. 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 the Thirty supplemented with Devotion of some some some one and are set up to use it. A sword of the Intry supplemented with Devotion of some one the bank for melee divines. Somewhere between the 9th and 13th level I will again craft gunk and undeed beaters (assuming they don't have a Triple Positive greensteel) and do the latest +13 skill boosts for Trappers. After the full 9th level re-slot it usually juggles a series of some out. If they have them. Augments will probably use Nullification and Impulse (for necro divines) or Combustion and Impulse (for nukers who use fire). Greensteel accessories come out. If they have	mall gear.
reensteel item with perma-Blur, the ML: 3 Bracers of Wind will finally be banked. Two-handed fighters graduate to a Whirlwind if they have one, and have no SoS. Self-healers put a +66 Devotion augment in the red slot (if they don't have it elsewhere), or an offensive spellpower/element ugment (if they have Devotion elsewhere). 12th/13th level At the end of this breaking point, all characters must have their signature weapons for this life. This is the point where +6 stat acceleration and +13/15 skill acceleration starts to be slotted. Sora Kell for those who can use them. If	tal damage f they don't have
eavy fortification elsewhere they will make sure that a Nightforge Gorget is enhanced with Fear Immunity. Greensteel's weapons are coming out. Certain favorites Mineral II scimitars and Triple Positive blunt weapons. Goggles: Trappers get Tharnes Goggles and I get to stop holding my search for a trapper stuck in Goggles of Perception. If I've found an affordable pair in the auction house, I'll trade the Lesser Boots. Gloves: Divines get their Gloves of eternity. 14th/15th Level Armor: Some armor or robes is swapp sianthold dragon scale if they have it. Otherwise, they'll edit it. Neck: Because only white dragon shell carriers get Heavy Fortification, the old faithful Nightforge Gorget is usually dragged out again. The neck also remains in Deathblock swap of the Silver Flame necklace. Trinket: The ML:	ped for heroic
oriat comes out as a swap-in trinket. Divine casters and Paladins get heroic Hard or Elite Shamanic Fetishes. 18th/19th level This is the last gear juggling before TR at 20 or epic levels. Boots of Propulsion or heroic Hard or Elite Boots or Falling Shadow come out and the 30% strending and Springing boots are finally retired. Heroic elite Bracers of Twisting Shade may also come in for trapper, if they don't have the bench (by class/role). I don't like the Tinker's set, so I ignore that on trappers. Clergy get the alchemis	riding of Lesser st's set. Melees
ets the Fabricator's Set. My bard, artificer, and all the wizards get the Magewright's set. 20th level At the 20th level I either immediately) true reincarnate again, or, break the Cannith Challenge epic acceleration and the Eveningstar Commendation gear set. Even vocused on getting multiple heroic lives I can have a reason to run them on epic levels for a bit. Usually it's that they miss are a common item, Tharnes Goggles for catching are another) and so I want to farm them older quests or raids. The other nat there is a new package with tied gear they will want later. Random notes on TR Gear Heroic TR Gear Jade Rings have colorless augment slots and are an ML: 1 item. This makes it a perfect item to slot a gift from the Master of Levels 1-	r likely reason is
rant to craft a cannith ring with a colorless slot as you level. Bracers or Wind + Cloak or Invisibility is some serious win on a TR. 20% Blur (Concealment) with a green slot (which is good for either Heavy Fortification or Resistance +3, depending on construction or the cloak of invisibility. But you do not have the cloak of invisibility, but you have the ML: 8 8 Cloak that's very and it is some serious as a lot and it seems to force mobs to shed every aggro they have. More about the Cloak of Invisibility. I started slotting them with Resistance +3. I've slowly started re-farming the augments to heavy fortification in the Mantle and Resistance +3 in the Nightforge arm	nice too. The
pine caster robes. This way if they are able to switch to heroic dragon armor they don't lose their fortification and don't have to pull on the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured/greensteel necklace or the Silver Tongue or Silver Flame necklace, or a manufactured/greensteel necklace or the Silver Tongue or Silver Flame necklace, or a manufactured/greensteel necklace or the Silver Tongue or Silver Flame necklace, or a manufactured/greensteel necklace or the Silver Tongue or Silver Flame necklace, or a manufactured/greensteel necklace or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace, or a manufactured or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace) or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace) or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace) or the Nightforge Gorget to keep it (allowing me to keep the Choker or the Silver Tongue or Silver Flame necklace) or the Nightforge Gorget to keep the Choker or the Silver Tongue or Silve	). Heavy
olorless slot and one with a green slot. This gives you the most flexibility to fill out your stuff. If you already have heavy fort somewhere else in your stuff, then resistance or protection are good blue augments to sleu in rings. Sorrowdusk Island Armor: There is a cheap pack set on Sorrow as BTA ML 8/9 gear. It has four armor options: an outfit plus light/medium/heavy armor. Each armor has a blue slot and a colorless slot. They are roughly similar to the Nightforge and Tempest Spine armors, except that they are tie and only need to collect a set of augments for each armor type. This helps to relieve the strain on your reincarnation cache if you tr much tr. I want constitution augments in colorless slots be	ed to account. This
lass/build benefits of hit points. Along with the Bracers of Wind and the Cloak of Invisibility, the Phiarlan Mirror Cloak is very high drop rate and so is usually left behind by long time players). It has 17 spell resistance, which is great at low levels. On under or up to level 11/12-ish while your farm something better (like the cloak of invisibility). For basic wheels (Wizards, Sorcerers, Druids, Artificers), the Ring of Elemental Essences (ml: 3) is a good low-level source of basic spellpower. For necromancers and divines (Wizards, Clergy, Adoption of Elemental Essences).	erlay tones can be oted Souls) the
ing of Splinterskull Acolyte has nullification and devotion (ml: 5) and a colorless slot. If you have an ML: 4 Heal skill increase this is a perfect place to slot it. Really love healers with a Fear Immunity augment in a random yellow slot. I started using Fear Immunity augments on my clergy bealer who is afraid is helpless (Fear prevents prevents Drink, scroll use, and spell casting), and epic Gloves of Immortality have a yellow slot. Fear is one of the few states that can shut down a character but still has an immunity option in play. On my trappers I find the Goggles of Time-Sthronous of Destruction (from Tempest Spine) and Tharne's Goggles (from A Vision of Destruction). These are must-haves if you want to capture most lives or every life in the same character. Of these three items, the Tharne's Goggles are the hard to farm as the raid is	Sensing (from
nd the drop is very low. If your Epic Chronoscope runs regularly, you can get the pieces to create Epic Goggles or Time Sensing, which is great for capturing epic lives. While technically you get away with having a set of Crystal Cove Spyglasses, I find there is too much competition for the number of the glacier (both ML: 13, both from the very old A Vision of Destruction raid). They give a lot of nice caster bonuses, and	he trinket slot d a +72 Glaciation
pell power set bonus if both items are worn. This allows you to carry two other spell sticks and still force some cold spell into gear. If you don't get this old set, you can deliver a glacial tunic from the Cannith Challenges. Most of this equipment (other than the Phiarlian Mirror Cloak and the worn to level 19 in heroic elite content. I recommend wearing only ML: 8/9 gear to 19. but it will do the job in each slot until you get better. Epic Reincarnation Gear From Heroic Quests There's some really nice ML 18/19 gear which is great for Epic TR lives. You'll wear it from 18/19 to pic Hard content (or just do some of the simpler EE quests). Even if you don't wear it from 18-28, you can wear it until your tone is high enough to use a higher gear. This equipment comes from pay quests in Eveningstar (Harper quests, Stormhorns and the Wheloon Docks). Heroic elite	28 if you stay in
hadow are a good replacement for the Cloak of Invisibility's Ghostly in epic levels, plus give Striding 30%, and a total of +8 agility (+6/+2 stacking). Heroic elite Goatskin Boots give the new Speed XI spell (Striding 30% plus an 11% boost to Melee and Ranged attack speed), and have a repland a feather augment). Heroic elite Bracers of Twisting Shade are good for trappers. +17 search/disable device plus some blur and resistance. This version has the same trapping boost as the Epic Normal Epic Hard versions of the Bracers. Only Epic Elite is better (+20 Search/D	yellow slot (good visable). Sage's
eroic Spectacles heroic Guardian's Ring gives +24 Sheltering (PRR) and a yellow slot. This is a good place for your epic Master's Increase. I consider the steps of Falling Shadow and the Bracers of Twisting Shade as the epic version of the Bracers of Wind and Cloak or Invisib eroic levels. Eberron Dragonshard Turnins Eberron Dragonshard: Peta Flashpin, Rest of the Eladrin Statuette (restant the gate to House Deneith Enclave. Small dragonshard: Peta Flashpin, Rest of the Eladrin Statuette (restant the gate to House Phiarlan Enclave. Medium dragonshard: Tara Wightraven, Major XP potion (20% for 6 hours), House Deneith,	st shrine), the
Ichemical Crafting Shortcuts Alchemical AC (Shield): 15 Strings Prayer Beads / 5 Bottles of Pure Water Alchemical AC (Armor and Helmets): 2 Tomes: Prophecies of Khyber / 6 Silver Flame Hymnals Force Damage Ritual (Weapon): 3 Lumines Dustcent / 9 Fragrant Drowshood Force Control of Pure Water Alchemical Armor bonus can be applied to Cosmetic Armor or Helms. If you have a cosmetic armor or helment on your character for all levels (like the	Drow mask that
ane with MOTU), it's worth adding. If you have a DPS weapon with an extended critical range that you'll use for a long time, right down to endgame, it's not a bad idea to add the Force Critical Ritual. This would include weapons such as the Epic Sword or Shadows of Pinion. These are works are works and the subject of th	en steel altars.
et the best bonus when splashing catch (as well as to Spellcraft). This means Fire/Air/Both Fire/Escalation/Ethereal Playing a Heroic Life You Don't Want (A Toolbox Framework) You've played through your first life or two in classes you want. You have some equi xperience with all the quests, you will learn the locations of the different quest zones. Maybe you've run enough Shrouds to get your first greensteel item. Then, for some reason, you're going to play a different character class without having to change your gear or playing style from previous is to get the benefits of that class Life performance without dealing with the weaknesses of the class. Another reason is that you scream or TR friends who would benefit from the third class. If you haven't built the point of having 36 point character (on your show's third and later life), you haven't built the point of having 36 point character (on your show's third and later life), you haven't built the point of having 36 point character (on your show's third and later life), you haven't built the point of having 36 point character (on your show's third and later life), you haven't built the point of having 36 point character (on your show's third and later life), you haven't built the point of having 36 point character (on your show's third and later life).	ious lives. Usually
ff playing an almost pure or pure class life. You want as many construction points as possible, and as much relevant gear as possible grown and waiting for use on a template like this. You also want skill and stat tomes already applied to this tone on previous lives. It's probably not a bace at every level. When you're done (enough building points and equipment), there's a simple class split that allows you to build a character toolbox and usual usual caten.	d idea to do at ally ignore the
xtra class levels. 2 Rogue: For catching and dodging. 8 Fighter: Good BAB, lots of performance, all (non-exotic) weapons and armor available. 10 whatever: You just cherry-pick some useful improvements and features and ignore the rest. Build notes: You want strength, agility and intell uild. You have enough constitution to not die, but this is a build where you could only start with a 10 or 12 Con. Intelligence MUST begin to build at least 16 to capture a rogue. You need enough wisdom so that your ridicule will not be hopeless. Charisma is a dump stat (even if you're incapture incapture). It you do this right, you will never appear in party lists as the unwanted class, so no one will expect you have the second rogue level. If you do this right, you will never appear in party lists as the unwanted class, so no one will expect you have the second rogue level. If you do this right, you will never appear in party lists as the unwanted class, so no one will expect you have the second rogue level. If you do this right, you will never appear in party lists as the unwanted class, so no one will expect you have the second rogue level. If you do this right, you will never appear in party lists as the unwanted class, so no one will expect you have the second rogue level. If you do this right is not a list of the second rogue level in the level is not a list of the level.	cluding
rchers: you do something like that with an Arcane Archer: 2 rogue/8 ranger/10 Whatever. You'll want to have the good bows and support gear AA's use before you start on this life. Rangers get a lot of skill points and make good splash trappers and if you build them for agility you shift you shift you build them for agility you shift you shift you build to strength or agility. Any Light Monk finishing move buffs should st	our starting points till work. If you
psed up a few quarterstaves, you can do a nice Monk/Acrobat build and use whatever levels to improve that. Acrobats are fairly flexible builds, so there are usually some improvements or buffing spells in each class that they and any class in the game can use Quarterstaves. Because yand wraps in loot lists, you can slowly build up a collection of perfect hand wraps while leveling the staff level. If you want to stick to unarmed combat, look attacks that stack layers of weapon damage and ignore those that require a DC check. These builds only work in Heroic Content be ren't kind to them, but also need to be solid in at least the first few skulls of heroic Reaper. Space Management And I sat there, alone, organizing my character's outfits for two hours in a row. I've never done that with my own closet. Syd, the Guild Almost every MMO out there makes sto	ecause Epic levels
to a torturous experience. DDO is no exception. There are a number of ways to deal with storage. Backpack pages. Shared sofa. Bags. Bags can be used to hold materials, gemstones and collectibles. Quest Stuff Re-Playing Threnal Most people who have played the Thre lowever, to make your gift of the Master XP augment, you'll probably want to play twice. That's once for the heroic cloak and once for a second cloak for magnification. The heroic cloak is very beautiful on its own and should not be passed on. Here's how to reset a character that once play the form of the chain you get the chain reward list at the end. From the DDO wiki: To do a quick repetition of the chain you just check your diary, if it's West, East and South listed as complete, select West and leave it. That will reset south and west, but keep you marked for East. Once	ayed it to do a
ompleted the West again, speak to Sal Danek and call there is more to do here and this will reopen the Southern Series of Excavation Collections. (Can be done with East too, but who wants to defend Coyle for 15 minutes?) Do a quick Casual run for final reward. Lordsmarch Chains Signs Solver Inferno of the Damned Quick Guide Inferno Quick Guide Guide	3

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