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Ddo warforged favored soul build

This is an LR for an older character of mine. She was initially specced as a Soul Survivor hate tank when the level cap was 20, but with the extension of the cap to 30, I had to go in a different direction. So I made her an FvS variant of Axel's recent revision of his THF Cleric build. Admittedly, this build will probably see more tweaks down the line. But this is here as a jumping off point for anyone who wants to run a THF melee FvS. Aetherielle Soul Survivor 2020 Favored Soul 20 True Neutral Warforged Stats 32pt Tome Level Up ---- ---- Strength 14 +3 4: WIS Dexterity 8 Critical: Slashing 15: Great Cleave 18: Quicken Spell 21 Epic: Overwhelmingly Critical 24 Epic: Improved two hands fighting 27 Epic: Greater Two Handed Fighting 28 Destiny: Perfect Two Weapon Fighting 29 Destiny: Mass Frog 30 Epic: Maximize Spell 30 Legend: Scion by: Arborea 2 FavSoul: Knowledge of Battle 7 FavSoul: Stout of Heart 5 FavSoul: Energy absorption: Cold 15 FavSoul: Energy absorption: Electricity 1 Deity: Supporter of: Lord of Blades 6 Deity: Bladesworn Transformation 20 Deity: Damage Reduction: Adamantine Spells 1. Divine Favor (1), Nightshield (1), Cause Fear (2), Remove Fear (3) 2. Hold Person (4), Resist Energy (5), Spawn Screen (7), Soundburst (9) 3. Magic Circle Against Evil (6), Cure Serious Wounds (7), Stinging Light (9), Bestowing Curse (11) 4. Divine Power (8), Freedom of Movement (9), Holy Smite (11), Death Ward (13) 5. Divine Punishment (10), Break Enchantment (11), Slay Living (13), Greater Command (15) 6. Heal (12), Blade Barrier (13), Mass Cure Moderate Wounds (15) 7. Destruction (14), Resurrection (15), Mass cure serious wounds (17) 8. Mass Death Ward (16), Symbol of Death (17), Death Pact (19) 9. Implosion (18), True Resurrection (20) Enhancements (80 AP) War Soul (41 AP) • Smite Foe: Melee, Resilience of Battle, Sanctuary, Blur, Haste, Intransigent Enemy: Wisdom 1. Divine Will III, Toughness III, Righteous Weapons 2. Smite Weakness, Wall of Steel III, Righteous Weapons 3. Brilliant Flourish: Melee III, righteous Weapons, wisdom 4. Improving Strike, Righteous Weapons, Holy Striker: Doublestrike III, Wisdom 5. Divine Power, Angry Weapons Falconry (26 AP) • Falcon, Falcon, Falcon, Well rounded, wisdom 1. Rugged III, Out in Nature III 2. See Center III 3. Tear-gas, Strike for the eyes: Strike III, Conditioning 4. No Mercy III, Coordinated Strike Beacon of Hope (9 AP) • Pleasant Disposition, Beacon of Grace 1. Good hope I, divine durability III 2. Divine Durability III Warforged (4 AP) • Improved fortification 1. Healer's Friend III Posted: Sunday, December 15, 2019 11:18 Please Login or Sign Up to respond to this topic. (Moderator: Strakeln) < Previous topic | Next topic > Pages: 1 Send TopicPrint Favored Soul Curious (Read 1094 Times) < Previous Topic | Next topic > From Gwen Morse's Wiki Then you've made a new character on DDO. You have learned to leave Korthos, find groups, use the chat, (perhaps) check your mail and use the Auction House. But you can tell that you are not getting the most out of your character and you are not sure *why*. DDO has a very sophisticated character building system and it is easy to get caught in some very dangerous traps. But before we enter a list of Dos and Don'ts, lets enjoy a video that welcomes new people. From a noob-friendly alliance in Eve Online is recruitment video TEST: Newbies Welcome. Even if you do not know what a frigate, a net, a scram, a neut, or a titan ship can be ... you should be able to understand the feeling. Let's see if I can take the themes from 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 any new game with complex lore and mechanics. It is the responsibility of experienced players to help you and have patience 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 right up into epic elite content. Even easy to farm gear can be priceless. New players are not an obligation. New players are our greatest asset. DDO newbies are our game future. You may be a newbie now, but if you stick to the game, you'll eventually lead a foray, pass choice loot to someone who will later tell stories of your generosity, be an officer in a guild, and open quests on elite for groups of clueless newbie toddling around the Harbor. After enjoying the TEST video, let's go for a walk on the wild side and enjoy a World of Warcraft fanang and machinima. The lament of each wheel: Why should I have to wear this Big Blue Dress? My DDO Toons Some guick links to notes on my toons. Noobs should be prepared ... Be a girl scout! I will do my best to be honest and just, kind and helpful, considerate and caring, courageous and to respect myself and others, respect authority, use resources with wisely, make the world a better place and be the sister of all Scout. The Girl Scout law I realize this may seem a bit silly because most DDO players are men. I'm not. I was a Girl Scout and earned my Gold award. This is roughly equivalent to the Eagle Scout award available to scouts. Scouting had a big impact on my life, and shaped a lot of my positive values. Even as a 40+ year old matron, I live by the Scout motto Be prepared. This is my favorite explanation for the motto: A girl Scout is ready to help where she is needed. Willingness to serve is not enough; you need to know how to do the job well, even in an emergency. Male or female, I think it's an excellent standard to use. When you know you want to be a better player but are unsure how ... focus on being prepared and learning jobs (a job can be a role, a class, a guest, a raid) well enough to handle any emergency. See and learn; See how experienced people fix things that go wrong and learn how to do it for yourself. This will start with simple things like learning the map of a particular dungeon and might be able to anticipate where the traps are (so you can stop before you die in them) and eventually move on to things like being able to jump in when the primary tank dies in a raid, or have enough UMD to roll raise all the dead people and prevent a wipe. Start by stepping forward and helping the new girl. No matter how green you are, there's always someone even more new. Even something as simple as guiding a wheel to a shrine 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, remember this: Like the dark side, we have girl scout cookies! Come join us! Eachna's Rules of Noobs Make Choices, which limit being a burden to the party, instead try to be an asset. Don't expect 100% of your recovery to come from healers. Don't expect 100% of dealing with traps to come from trappers. Don't expect only mysterious wheels to provide crowd control, or only archers to provide varied damage. DDO is designed to be a group-based activity, but you should always work to be an asset to any group, instead of expecting everyone else to take care of you. There are a number of ways to increase your self-sufficiency. New players can easily put in the effort to be self-sufficient, which can make up a lot due to lack of experience with the game. Buy potions. There is a nice supplier in Marketplace (aptly titled Potion Seller) available to sell you a wide range of potions. Buy the best level of Cure potions you have access to (the more red in the icon, the more it hardens). Buy Curse Removal, Fear Removal, Removal of Disease, Poisoning Removal, and Blindness Removal. Lessor Restoration. If you are low on platinum, buy 10 of each. They are consumables, but they last a good long time. 100 of each of the Potions (except the healing potions) will probably last you in epic levels. If you can throw some kind of cure magic at yourself, for God's sake, use it. Learn where the traps are and learn to jump over/run through traps. Several types of traps can (mostly) be avoided by skilled movement. For example, some traps can be avoided if you run down the middle of a hall or hug a particular wall/edge. Fire and acid traps can often be skipped. The up-and-down spike traps, and the rotating blade traps can both be avoided by running over them when they have fully leaned. The consequence of this is not be stupid and trap with your head. Don't just blindly storm down every time because you jumped over a trap a few times in the past and have to be first to kill. If you don't have a good spot and there's a trapper in the lot, hang back just a little and let them take the lead. I don't care how amazing you think you designed your character to be... If you're dead in a trap, you're useless until someone else can help you. As for trappers, the difference between a trapper, if a burden is their gear. Trapping is about equipment (both actual trapping elements and other equipment that enhances skills). +1 or +2 skill gear will not cut it at level 13. Trappers can usually increase their skill-enhancing gear by +1 every two levels (all odd level) and they should do this at least until they hit +13 gears. There are usually a few extra levels of respite before they need +15 gears, but only a few. The first two trapping skills that can be max. If you have more points left over, then Spot. When you should get the highest skill boost gear you can use at your level. When you buy random generated skill-enhancing items at the auction house, don't select the ones that have two effects. You just want a Spot item or just want a search item. Named prey is different. The Goggles of Perception from the free-to-play Tempest Spine raid (for example) provides 10 Search and +10 Spot in one element and can be useful for multiple levels. The unpresspressed Dark Blue Ioun stone from The Dreaming Dark gives +15 Spot and +15 Listen from level 5 up, making it the best Spot element in the game (until you're in epic levels). With random (or crafted) elements, in heroic levels it is never constructive to stack two effects on a trapping element. Run past the trap. If you die in a trap, if someone rezzes (raises) your character, drive your ghost past the trap area, I mean on the other side so you don't have to pass through the trap I've lost track of the number of times I've seen a noob few and drive to the start of the trap. Then they die on the other throughput. Learn how to collect (and use) clickies. These are items with a certain number of fees per rest. The first clickie every character gets is the Ring of Waterbreathing from the end chest in the Grotto tutorial. I like 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 quest. Quick Retreat clicks help you keep up with the faster people in the group. Support clickies lend you a few extra hit points. Prayer and heroism clicks are both worth their weight in Great Devil Scales because they help you increase your chance of making skill rolls. Each trapper should wear a heroism clickie is noob's answer to using scrolls. Wealthy, skilled players will take Using Magical Device skill and carry a large selection of reels from all classes. Since noobs are poor, and unskilled, and have not yet fallen in love with UMD, they should look for clickies. When you are wealthy, change this to Learn to put points in UMD and use scrolls. Point in Jump. I used to balance on all my grades. I've since cooled on it. Although it has a (small) impact on how fast you get up, it has no effect on whether you get knocked down. Jumping, however, is universally useful. It can allow you to reach high perches, to avoid traps, and reach quest goals. I would recommend choosing Jump before Balance. If you have the skills to do with it, both are useful. Learn what options your class has to get a handle on the options your class has. Each build type has some kind of crowd control. The absolute minimum is the free tactical feat: Trip. Every character in the game gets this. Melees get attacks like Sap, Stunning Blow/Stunning Fist, and Improved Ride. Wheels usually get spells. Ranged combat types can also get magic, or simply control crowds by killing targets from a distance. There are some wands or items that can be used for limited crowd control. Dazzling enemies are a form of crowd control that is fear and crippling effects. Don't be that guy. In my first serious raiding guild on the Orien server, our guild leader would spout reminders and then finish them up with the slogan Don't be That Guy. So she would say something like make sure to pick up Curse pots... don't be That Guy (ie: the one player who doesn't have potions to remove curses). Make sure you drop off the attack now that we're done... don't be That Guy (ie: the one person who forgets to collect raid reward at the end, shows up 3 days later on the next raid day, and discovers that they have to wait another three days to be able to run it again). The advice works absolutely... I still don't think to be the guy when I'm done with every raid or I notice need to resupply some consumables. I'll add more as I think of them, but here are some that Guy Guy To avoid: When you're done with a raid, hand it over immediately. There is a 3 day timer that starts from the time you collect your final reward. It keeps you from running the raid again until it's done. If you forget to collect your reward, the timer never starts ticking. When you want to do it Caught in the web raid, make sure you have a stack of 100 potions of Remove Curse. When you want to do it against the Demon Queen raid, be sure to talk to Zawabi the Djinni *twice*. The first time you talk to him, it clears a flag from the last time you took the attack. Second time gives you pre-raid quest. Also, when you enter the pre-raid quest, double check that you don't have a message in red that you haven't picked up the search box. If you do have a message in red, go back to the refuge and talk to Zawabi again (because you were the guy). Don't share pre-raid for Vault of Night. If you do and someone accepts it, you will make them unhappy. Don't forget to bring an underwater action point to mark Shadow Crypt. One of the flagging guests is 95% swimming underwater. Don't forget a Deathblock item when you get to stand watchers. Also don't forget to equip it. Deathblock does not protect you from level drains. I repeat: DEATHBLOCK does not protect you from level drainage. You'll have both Deathblock and Deathward every time you're near enemy spell-throwers. Double check a character you haven't played in a while is marked to raid before you join the raid group. Tower of Despair has a special mechanic to teleport your character to the raid entrance and access the teleporter while you make flagging quests. Don't wait for raid day to get around to it. Don't forget your boots of anchoring. One of the bosses has a power that will kick you out of the raid if you don't have the boots. That means you'll end up doing all the work and get none of the loot. Also for the Tower of Despair. If you are not a bright monk, do not forget your Pale Lavender Ioun stone. If you don't have a pale lichen, don't forget your Jewelled Cloak, or Mantle of Worldshaper. The final boss's stun can be mitigated by spell absorption items. Get yourself some Adamantine Ore. One of the first things I do when I reach level 9 on a new character is to go farm the free guest A relic of a sovereign past. One of the first things I do when I find a new noob that is looking for instruction is to teach them how to cultivate the search for themselves when they are at the right level. I -always- for-every- toon farm: Nightforge Gorget, Nightforge Bracelet, Nightforge Helm. I'd also like to grab a Nightforge Spike if I have time for the last race. I wear each character's Nightforge gear from level 8 to their max level (because clickies are useful). Most recently, I have Collect suits of Nightforge armor for my toons. It's nice ML: 8 adamantine armor with a blue slot and a colorless castle. Use items that give you fortification. I cannot stress it out loud enough. The more fortification you have, the less critical ity affects you, which translates into the less damage you take. The less damage you take, the less cures or potions you need. The less you die. The less of a burden you end up being and the more you become an asset (going back to my very first point). If you can, get Heavy Fortification at Level 8 (Heavy Fortification sapphire magnification) or level 9 (Nightforge Gorget). You're gimping your character if you don't have it at level 11 (Minos Helm). Lootgen Fortification 100% items also work. Build and gear your character defensively. I've mentioned Fortification just before this twice, and I'll say it a third time: includes Heavy Fortification (and in higher levels, other stacking forms of fortification) in your gear. Stack healing reinforcement. Set points in UMD so you can use rolls and wands for self-suing. Grab improvements that give you PRR and MRR. Boost your saving throws. Learn how tenants work if you want to use them. Cleric (and Favored Soul) hirelings get a little bit of a bad rap. The hireling AI in DDO is pretty awful. Hirelings will stand in the Area of Effect magic (while you take damage). They will run through traps, and stop in the middle (while taking damage). If there is a way to stand in one place and take damage, tenants will find that way. I'm not going to pretend they are the wonderful wonders of modern computer programming. But the thing that gets people most incensed is that healer hirelings don't heal. There's a trick to getting them to heal, and it's pretty simple. If you are low on hit points, run towards rent. I've figured out through pure observation that tenants have a very short line of sight. If your hireling doesn't heal you (and they have spells), if you run close to them, they will suddenly brighten up and cast a healing spell. Try it if you don't believe me. Learn how to swap accessories. I group similar items into the same quickbar. So all my rudder goes in one area, all my gloves in another. If (for example), I run into a ghost while on my paladin, I can swap for her Ethereal Gloves (which allow her to hit ghosts) and hit it. When the game is over, I can swap her

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regular gloves. If I'm on my rogue and I'm having trouble finding the trap box, I can swap for her Nightforge Bracelet, use the Heroism clickie (to give her a bonus for her search skill), and then switch back to her regular bracers when heroism is cast. Choose reliable over sexy. Noobs have
bad equipment. Nothing you get going into the game is DDO is a game that is almost everything about gear. Having good and solid reliable gears is better for character than chasing after this month's sexy new item. This month's sexy new item will be next month's trash. In rare cases it can
be transferred to be old and reliable, but it takes time to sort out what is worth keeping. Instead of being disturbed (for example) that you don't have Flawless Red Dragon armor on level 20, go out and farm up a nice set of Commendation armor in the Eveningstar. Read up on Cannith
Challenge gear. It's still great if you want epic reincarnate a lot. You can carry it from 20 to 25 easily, and some items are worth it even for 28. In heroic content, I will continue to sing the praises of Nightforge gear made with adamantine, and swapped from the free raid Tempest Spine. It's
not the best gear, but items from both of these areas can legally be used right up to the 19th level if you don't find anything better. Don't be afraid to ask for help when joining a group, don't be shy about letting them know you're new to the game. Occasionally, you'll have an idiot who will
immediately kick you out. More often than that, you'll end up with a bit more kindness and patience than if you'd been silent. If you don't admit to being new, people will tend to assume that you are an experienced player who plays poorly. There is far less tolerance for bad play than there is
to be new. I've seen quite hostile people doing a virtual 180 degree tour and being friendly and helpful when someone has identified themselves as new. I've also seen groups of people get playfully competitive over how much they can each help noob out. Worst case, if you identify yourself
as new and someone is rude, they would be rude anyway. In most other cases, they are likely to be varying degrees of nice to you. If you let people know that you're new, they'll probably share useful game tips, offer named prey that you can use, or (if you're very lucky) offer you a free pass
for a pay hunt. I am active (and have loot stashes) on several servers. When I meet a new person on a server where I have a stash, I'm quite willing to escort them to the bank and pass on a few useful items like a pile of 10 adamantine, a stack of unbound cure potions, and a few crafting
shards they can use to increase their hit points or trapping skills. It all depends on what few points would be constructive help. Try playing each class You may be limited in which classes you can access, but you should try playing each class to level 20 at least once. I started playing a
paladin. This was when the paladins were on the long sharp slide from being beloved thought 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 deeply lacking building opportunities. While I was a paladin, I took pretty much
all the other classes for granted. Then I played a cleric. It really opened my eyes to the pressure on healers. Healers was when clergy were at the height of being healbots, and only a few hardy souls would play them like anything else. My first few clergy lives were a tough time for me. 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're each running in a different direction. You learn to pay attention to your environment and you just look at guests differently when you think about how you will need to heal people.
It also teaches a lot about resource management and situational awareness. You also go through a cycle of caring too much about deaths, not caring at all, and learning to care just enough to make you fight hard to keep everyone alive without letting deaths be sad. After clergy, I tried roque.
Like many people trying rogue for the first time, I wandered off into level 5 and 6 quests on Elite with my Korthos Troubleshooting set, and blew up one trap box after another. When people asked my skill levels and I told them they laughed in my face. When I say that, I mean that they
turned on their microphones and literally laughed. It was a little humiliating. One of these times, someone finally took pity on me and gave me an explanation of how trapping works. A trapper succeeds and fails almost exclusively on the guality of their equipment in heroic levels. Trapping
helps teach you how to look at a piece of gear and judge it is useful and worthwhile. Not worth it, but whether it's worth carrying it around and using it. It also teaches you to be less lazy about swapping gears every few levels. After those three, I tried other classes. I played a Pale
Master/Trapper multi-class. It was fun and I learned a lot about managing skill points (a small lesson, but very valuable). I tried an artificer, and learned about pets and varied injuries. I played a bard and learned to love her Disco Ball and how to raid heal without a decent Mass cure magic.
I've also tried improvements to classes I'd already played, and see how close I could get to mimicking the powers of a class with a different class split). Every class that you play clean (or mostly clean) up to level 20 teaches you the strengths and weaknesses of the class and
how to fit that class into a party. It also teaches you what is reasonable to expect from this class when it is played by someone else. You'll end up with a lot more patience for a beleagueled trapper or healer or DPS or reel (and perhaps less patience for a clearly playing bad) once you've
walked in their boots. Why do you have to reincarnate? In its heart, Reincarnating is what DDO is about. The reincarnation system is the way game developers make it desirable to play content. No MMO development team can create enough fresh and new content for satisfy players. DDO
developers solved this problem using a previous text-based MUD trick called This is a way to re-roll a character boost. Every boost is small, but once you start stacking them up over many lives the character becomes quite powerful. The more times you
remort (or Reincarnate as DDO calls it), the more of these little stacking bonuses you get, and the more powerful your character reincarnates, they go down to a lower level (1, 15, or 20, depending on the specific type of Reincarnation). So they work their way
back up to either level 20 or level 30 (also depending on the type of reincarnation). A de level back up player will decide whether to reincarnate to a lower level again, or to focus on playing epic/playoff content. What this does is put character progression completely in your hands. The faster
vou can get through missions 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 various reincarnations can be confusing and a little 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 together by different teams of developers, over what started as an online adaptation of the D&D rules and turned into a sloppy mess. Armor Class Armor class: This
is a number on an increasing scale (that is: the lower your AC, the worse it is). Armor class is really only important in heroic content. Even there it becomes less useful as developers try to phase it out with newer systems. Light armor. This, in general, has the lowest Armor Class at a certain
level, with the highest potential Dodge bonus for the categories of armor. Medium Armor, This is supposed to be the balanced position between Light and Heavy armor, Instead, it is armor that you wear if you want to wear heavy armor, but your class does not let you. Except in a few yery
rare cases, there is not much use in trying to build a character that wears Medium armor. Still, it's useful if it's the heaviest armor vou can wear. Heavy Armor. This generally has the highest Armor Class at a certain level, with the lowest potential Dodge Bonus, Most heavy armor also limits
some skill control. Clothes, Clothes and clothes are a special case. In clothing there is no cap to your potential Dodge bonus (just the normal in-game cap), but there are also no Resistance Rating bonuses. Garments and outfits tend to provide the least amount of protection and are usually
only worn due to restrictions specific to specific classes. They are classified as clothing and are usually worn by mysterious wheels or monks. Evasion is a particular achievement loosely linked to you carry. Evasion only works if you wear light armor or clothing. If you want to avoid be hit
the best armor to wear is light armor. If If You are hit you want to avoid to take the most damage, the best armor to wear is heavy armor. If you are a monk or mysterious wheel, you will probably wear clothes. Fortification When you are attacked, there is a chance of critical success on a
roll. This means that the attack does significantly more damage than a regular roll. If the monster has enough bonuses built into them, a critical hit can kill you. Fortification is a way to mitigate critical hits. It's based on a percentage, but you can have more than 100%. Light Fortification is
50%. Medium Fortification is 75%. Heavy Fortification is 100%. After that you have insightful and extraordinary fortification. And there are a few in game bonuses (feats, improvements, etc.) that provide extra stacking Fort. At level 9-11, you want 100%.
Fortification. At level 20/Epic content, at an absolute minimum, you want at least 125-150%, 150% or more shows you've been working on it. Resistance Rating (PRR): This is a newer system that has become important in both heroic and epic games. PRR lets
your character suck up a certain amount of physical damage. Physical harm comes from weapons, unarmed attacks, and blade/arrow traps. In general, Heavy Armor will have more PRR than Light armor, and magical armor will have more protection than non-magic armor. Magical
Resistance Rating (MRR): This is another newer system that is important in both heroic and epic games. MRR lets your character suck up a certain amount of magical damage comes from magic, effects, and elemental/force/spewing-type traps. In general, Heavy Armor
will have more MRR than Light armor, and magic armor will have more protection than non-magic armor. As a general rule, mrr will be 30-50 points lower than prr on an individual character. For PRR, 50-75 is as much as you'll ever have 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 at least get a PRR of 80-100. Miss Chances are tested separately and the individual levels of each chance did not stack with each other. If you have Dusk 10%, Incorporeal 50%
and Dodge 20%, almost any attack against you will have three (extra) hidden reels to check if you are missing. If you have Dusk 10%, Blur 20%, and Displacement 50%, you will only get a miss chance and it will be at 50%, not 80%. Concealment: This is miss chance that represents being
hard to see. There are two common levels: Dusk (10% concealment) and Blur (20% concealment). More rare is Displacement (50% concealment). These levels did not stack with each other. The True Seeing magic (and similar effects) negates a concealment bonus. Very high level and
epic mobs can have True Seeing. Corporal: This is a miss chance that represents phasing in and out of sight Ghost. Ghost. Ghost. Ghost. (10% Incorporeal) and Incorporeal). These levels did not stack with each other. Dodge: This is a miss chance that
represents just 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 several chances of enemies being unable to hit them. A simple way to protect yourself is to find items that give you always-on Blur and
Ghostly. Easy-to-Farm F2P sources for Blur include Bracers of Wind from Cannith Challenges (pick up and use your free daily Challenge token), and cloak of invisibility from the Tempest Spine. Learn the roles There are a number of roles in DDO, most of which can be found in other MMOs.
While there is a wide range of magic 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 while specific roles exist, in most cases many different classes can fill the same role. Just because a particular class is able to
perform a certain role doesn't mean that the player plans to use their character that way. Reel or Spellcasting. A number of classes are given magic in DDO. Most offensive spells are limited by DC (Difficulty Check) and possibly SR (spell resistance). DC-based magic requires an investment
in the class casting state to have the best chance of being effective. You want to put as many build points as possible in your casting state, spend extra points on improvements, chase a good Tome, and get the best possible gear at your level to increase your casting state DC. Divine
wheels. They are clergy, favored souls and druids. To a lesser extent, Ranger and Paladins have divine casting options, but they don't play like DC reels. Divine magic is granted by gods and does not incur Mysterious stakes failure from wearing metal armor. Divine wheels all use Wisdom
as their casting state. Druids can't wear metal armor or use metal shields, but it's not because of the Spell Mysterious wheels. They're wizards, wizards, bards and artificials. Wizards and artificers use Intelligence as their casting state, and are
further limited by having to acquire scrolls of varying levels of rarity to learn their magic. Wizards and Bards use Charisma and don't have a penalty awarded wearing armor called Mysterious Spell Failure. It's a percentage chance any
casting of a spell will fail. There are different ways in the game to work around spell failure. Healers heal, that is, restore hit points to their wounded group members. Healers are also expected to deal with certain debuffs. Clergy, Favored Souls, and the Druids have all their special
strengths as healers. Wizards, wizards and artifices can Act as healers for Warforged and Bladeforged characters. Although it's almost a non-existent style of play now, if you ever see anyone talking about toaster heals they refer to casting repair spells on constructions. Buffers. Buffers
throw spells that make individuals or the group better at their particular roles, by either being more offensive or more defensive. Every class of spells has buffs. Necros (or Necromancers) uses instant-kill magic to take out opponents. Wizards and Wizards are the most common
Necros, but clergy and favored Soul builders are also popular. Both the Bards and Druids get limited access to necromanancy magic, but are very hard to play in this role. Crowd Control. Crowd Control wheels, control crowds, that is, they stop groups of enemies from attacking by forcing
them to engage in useless activities (like lying down, being stunned or dazed, dancing in place, or simply standing still). Both mysterious and divine wheels have crowd control magic. Bards control crowds with magic and also their unique Bard Songs. Nuking. Nuking refers to using magic to
do a large amount of damage, usually of a particular element (ie: an acid nuker has focused on acid-based magic; wizards and
wizards get the four elements (fire, acid, cold and electricity) and a little force; Artificers get the Force and their elementary choices, but tend to specialize in either Brand or Cold elementary magic; Bard finish things off with their Sonic injury.
Combat roles. Melees take part in hand-to-hand combat with opponents. There are a number of weapon styles for close combat, including Two-Handed Fighting (large weapons held in two hands like large swords or large axes), Two Weapon Fighting (dual-wielding), Single Weapon Fighting
(a single one-handed weapon used as a fence rapier), Sword and Table (A one hand weapon paired with a large shield), or unarmed Combat (a martial-arts based monk). Varied battle. Varied combatants attack targets that stand too far away to hit with a melee weapon or fists. Most wheels
use varied spells. In addition, there are short and long bows, crossbows, repeated crossbows, and throwing weapons (axes, daggers, hammers and shuriken), Some classes, especially Rangers, Monks, and Artificers, are very easy to turn into effective Ranged Combat specialists. A popular
(and surprisingly deadly) flavor build is a small halving monk throwing recurring shuriken. Tanking, Almost any class can take on the thought role. Tanks sit between the lot and the big average boss, to try to keep the squishier from being squashed. Intimi tanks use scare skill to keep
monster attention. Evasion tanks Dodge Dodge from monsters to stay alive. In an older raid Pale Masters is able to tank a particular boss's mini-boss minions by absorbing negative energy. In general, it is common to have a melee class act as a tank as they can take hits and do damage up
close. Rogues and Artificers are the only two classes given access to trapping skills (open locks and disable device), although other classes can sense or find traps (using the site or search). There are actually two kinds 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 simply a subset of the other. Note: While you're on the subject roles, try to refrain from telling other people how to play their roles, especially in relation to your character. The people who play
characters who have access to certain roles may not want to limit themselves to focusing on supporting your buttocks through a quest. DDO is not like WoW or other strict, role-defined MMOs. A healer is also expected to be able to defend himself (with spells or weapons). A damage-
employing DPS is still expected to be able to heal itself at least a little bit (using potions, clicks, or rolls). Many people like to splash two levels of Rogue to gain trapping 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 at their primary role and be useful in multiple secondary roles. Glass guns that do only one thing good to the extreme of neglecting secondary roles are very frowned 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 well. A good rule of thumb is to have a reliable source of injuries, and a reliable support skill. Support skills can be loosely grouped into everything that doesn't do harm: things like crowd control, trapping, polishing, and healing. For
classes with few or no built-in support options (like warriors and barbarians) self-sufficiency can be perceived as a support skill. Using Tactics Prelude is for sissies. Real men go in, unload and pull out! Mary, but I'm the cheerleader I chose this quote to represent what you should *don't* do.
It's always a bad tactical choice just to go in and swing wildly at the mobs. You may not die, but it's still not good tactics. Choose your goals. Kill the most dangerous target first. This is usually wheels of all types, or Champions. Bosses (Red and Orange Names) are usually the last target to
be killed. It is usually better to get rid of their swarm bodyguards before going after the big name. Control area. If you are in very close contact, get right in the face of your opponents. If you have an arc or varied spells, move back to the very much of your reach and snipe your goals. Use the
environment. Break the line of sight by hiding behind things. Get height over opponents by climbing boxes or eating on ledges. Fight in doorways so you can't be swarmed. Learn the combat system. DDO has a 5-swing pattern to combat. You basically slash sideways, then the upperhand
swing, then back-hand swing, then turn and swing, and then have a very slow closing swing. Then the pattern starts all over again. Twitch-type players can make use of the first two very fast swings, twitch their character to one side or the other, which breaks the attack chain, and start it all
over again. Even without twitching, there are some DPS advantages manually to click with the mouse to attack instead of depending on Auto-Attack. Buff yourself. Use buffs that come from your class skills/magic. Set points in UMD and use rolls/wands to throw buffs from other classes. Use
crowd control. This is especially useful if you solo quests. If you are a person (or a person plus a hireling), a group of six weak mobs can still wear you down by simply swarming in and spamming their particular attacks. If you can pin down a few and distract them, that leaves you time to kill
the uncontrolled mobs and go back to they controlled them to then destroy them after. You can even get a few seconds to knock back a healing elixir or renew a useful buff. The use of tactics is something I often debate with other players in the game. It's pretty common to pull tactics and
simply wade into the fight throwing around large amounts of damage and ignoring any sense of strategy. It's not that hard to build a character that can be played this way. But there is a more subtle downside to this style of play. Approaching the game and combat with an eye for tactics is a
skill like any other. It involves developing certain problem solving skills, muscle memory, and reflexes. Like any skill, if you don't use it, you lose it. The developers of the game go through phases where they make the game more (or less) difficult for the player base. When it gets easy...
people's first reaction is to complain it's too easy. So they brag about how awesome their pet builds are. While bragging, they scamper through dungeons mowing down monsters without concern for their or other party members' safety. When it swings back to being hard, the lazy people
who haven't maintained their tactical skills have a harder time adjusting to the new difficulties. The people who have maintained their skills are in a better position when the pendulum swings their way. What class do I have to play to get in most groups? The simple answer to this question
used to be clergy. It's a free class, everyone wanted a healer and they were something of a scarce resource. In the old times of DDO, by the content was really out of step with character power, and people used to Naked quests and even naked raids. Characters would show up without
protective gear (no armor, boots, rings, helmets, etc.) and finish content using just their magic/abilities and maybe a minimal weapon (if they were a melee). Clerics would show up and do nude healing as their part of the team and could keep everyone alive with their magic and
accomplishments. First-life, 28 point clergy used to be playable right up into epic levels with just one or two slots of dedicated gear. In epic elites and High-level Reaper games, the game has changed a lot from those days. Many builds are self-healing levels. If you want to show up for raids
as a cleric, you better have more in your tank than just healing. You should be able to cast necromanancy killing spells, or nuke with light magic, or do lots of weapon damage. These are all things that are hard to do on first-life 28-point clergy. For heroic games, clergy are still a strong
contender. For just the first few levels, a cleric is less useful for recovery than cheap potions purchased from suppliers. Once you get over the early hump, it's pretty smooth play. Turn Undead (and Improving Mighty Turning) is your friend if you decide to play a cleric in heroics. Stunning or
destroying the undead is a much appreciated way for clergy to contribute to the kill list, and they have a nice mix of injuries employing magic, and crowd control. When they reach epic levels clerics tend to slow down and be solid second tier choices behind whatever
build is the taste of the month. Playing either a light nuker or a DC wheel is very gear intensive, and DC casting also requires a large number of previous lives (an absolute minimum of nine). Slower doesn't mean the class becomes useless. You just need a few extra attempts to kill hard
mobs and you will be advised to grow a good set of everyday gears. In Reaper fashion content, clergy are again appreciated for their ability to heal. There are self-healing penalties in Reaper mode, which means having a character dedicated to healing others is a valuable addition to a
party. Buffs are also valuable for Reaper content and clergy have a good selection of buffing spells. But in Reaper mode you should also be able to do some kind of reasonable amount of damage (either with a weapon or by casting magic) and your gear should be in order for the content
vou're doing. Unfortunately clergy tend to have trouble doing harm in Reaper content. You'll want to learn all the ins-and-outs of the class for Reaper meetings. Also very useful is a guide/stairs or ranger/stairs. Experienced players can be a bit impatient if you do not have the location of
every trap in the game remembered (from sheer repetition), so it will be important to mention that you are new to the game and could use to find trap boxes. If you announce this, usually In the group will be happy to play spotter for you. Watch the group carefully, so often the spotter will
simply stand in one place and jump up and down when they want you to search for the trap box, rather than typing or saying anything. You may also find yourself in the confusing situation of being accepted to a group of experienced players who all jump effortlessly through traps and leave
you behind to disable them. In that case, you have been included to disable trap boxes and earn all trapping XP bonus. If that happens, you're only expected to avoid dying and to walk at your own pace (no one will spot for 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, as it's usually mostly match-free for me. Wizard/trappers face the same problem as the clerics in Epic and Reaper play as they slow down and stop being as effective as they were in heroic games. This is for exactly the same
reasons (they 'need' past lives for DC casting and/or to grow a lot of gear). Paladins is a very strong contender for both heroic and Epic play. They can heal themselves and can be self-sufficient with a small collection of scrolls and potions. They are immune to fear, and can make
themselves immune to level drainage. As you gain more experience with play, they make great solo characters that can be used to grow gear for other, weaker characters on your account. If you're brand new to the game and want to rush through both the heroics and epics to get to the
playoffs raiding, you can't go wrong with a Paladin. Other nurtured may be useful, but where possible, you should consider a self-healing/self-buffaloing melee. Rangers and Bards are stronger contenders than a fighter. Warriors are very respectable and I don't mean to denigrate them at all
Unfortunately for new players, they are totally dependent on others to keep them alive. They have no gear, past life, advantage, or game knowledge to get themselves through quests without everything dependent on the kindness of others or hirelings (or both). A light monk or artifice can
also be self-healing melees, but they are grades, and their players need a certain amount of game knowledge to make them work properly. Barbarians have been 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 have a backup for my backup ... Lokael, the Partycrashers quest in DDO If you are a rogue or an artificer or bard or a wizard (or any class with a lot of skills)... Consider putting points in Using Magical Device each level. Even if you don't know
what it can be used for. UMD is amazing, even on a first life character. Actually it somehow level the field a little for new first life characters. In the simplest form, what it does is is you to use magical items you would not normally be able to use. Two of the most common items are wands
and scrolls. But what it -really does- do is let you take on roles that aren't part of your character class. A well-qualified user of UMD can throw buffs, heal, raise the dead, and do some spell-based damage, even if they don't have a single magic point. Once you're in control of UMD, you
always have a backup to your backup. It can be a little confusing for new players because they look 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 skills 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 elements that enhance it as well. Here's the full breakdown. When you hit epic levels, that's when it really shines! Even before epic levels, you can do interesting things with UMD like raising dead party members, buff your
weapons, or heal a tank in a heroic raid. For a noob, you want a few elements to use UMD: An element that provides persuasion (this increase charisma skill control). An element that increases your charisma. An item that gives +3 to UMD. Delera's Tomb (a pay guest) has a nice low level
necklace that does this. Korthos has a pair of rare gloves that give a stacking +1 skill bonus to UMD. You can get a skill tome that increases UMD, but they are rare and expensive. If you good luck in one it is very worth spending regardless of your final class. Then you set max skill points in
UMD. Cannith crafting can also help you out (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 increase slots. So I use Cannith crafting to add in crafting prefixes and suffixes. Call one that I use on level 20: Prefix:
Charisma +6 Suffix: Persuasion +3. Yellow slot: +150 spellpoint augment Ring two, which I switch to at level 24: Prefix: Charisma +6 Suffix: Persuasion +3 Yellow slot: +200 spellpoint augment Colorless slot: +2 exceptional charisma Spellpoint augment just lets me do two things with the
same element (boost casting power while increasing UMD). With a nice UMD ring and a decent Charisma score I can UMD any scroll I might have an interest in using. I've been in raids where all the healers died and I played a rogue. I switched over to heal rolls and healed the thought. As
the proper healers were available to be raised, I raised them and basically saved the raid. UMD skill and UMD gear is what let my roque do it. Farming Free Quests For Heroic Elite Gear Read the wiki and learn how to cultivate the free missions. There are some amazing elements that exist
in the to play quests, many of which are as useful, or more useful, than items found in salary quests. The more experience I get on playing the game, the more I realize that quite a lot of the old reliable free is competitive as the best in slot for Heroic normal, hard or elite content. I have, and
swap between, multiple characters, and I regularly run multiple reincarnate characters at the same time. I have A LOT of tools to control. Struggling to get ultra-rare items for each character isn't worth it to me as I won't be on a level that can use it for too long. This makes my gearing style
good for newer players as I can give tips on ways to get good, solid gear quickly and easily. Although I own a lot of the adventure packages in DDO, I've taken the time to get familiar with the gear that falls into free quests. Years ago, loot was designed under a different paradigm than in the
last few years. It used to be that loot designers made sure there was what could be described as solid core gear available in the free quests, and it was expected that players would gear up all their characters primarily from the free content. Salary quests were intended for situational swap-in
gear. The older gear is therefore coherent and different elements fit together nicely with just a few items from salary quests. The newer gears often have larger numbers, but it lacks the elegance of the older gears. It is also deliberately designed to try to force you to replace all your gears.
every few levels. Resist the urge and get to know the free equipment. If you want 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 gear, I would often point out pieces that have
augment slots. Augment slots are intended to allow a small amount of customization. Augments can be found in chests, purchased from NPC suppliers. DO NOT TRADE COLLECTIBLES FOR AUGMENTS. It's not worth it. This gear will be useful in heroic normal, hard
or elite guests for many levels. It will probably be either useless in Reaper mode, or only situationally useful. I have returned to DDO in November 2019. When I get my feet under me, I'll find some agricultural lists for Reaper 1 gear. Victims. The humble Sacrifices 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 twice-per-rest Expeditious Retreat clickie. This is a spell that lets a character run very fast. The hunt can be run as many times as you want and will always produce the same
reward list. I usually grab two pairs of boots per character, plus whatever element I need to do my set. If you're having trouble running fast enough to keep up with a group, Expeditious Retreat will help your toons run faster. The partner. Also on Korthos, this guest is given and completed in
the Tavern. Since I normally Undying Court clerics, or paladins (both of which can use scimitars), I usually grab the scimitar scimitar scimitar Bodyfeeder, and a little boost to the leap skill. Bodyfeeder is a power that usually shows up in the high single digits
or low teen minimum levels of random loot. This sword is a bit of a hidden gem in low level free gear. Necromancer's downfall. This Korthos optional guest gives you a shot at the protective gloves (the only named 'Shield' clickie in a free guest) or Runic Gloves (+1 Competency bonus for
UMD control). They fall in the chest behind the locked door, so be able to open the locks. The Korthos set. There are several sets available and I quite happily make use of them when in lower levels. I really like trapping sets, affection sets and strength sets. But if I played a lot of melee, I'm
sure I'd like the others, too. You can't really go 'wrong' by getting the set that looks like it belongs to your class or style of play. Where there's smoke. This is one of two free to play quests in Cerulean Hills. The raw Bauble has a pretty high drop rate at the end chest and is quite nice in the
trinket slot. It has False Life +5, Fortification 25%, and a small boost for intimidation. There are very few lowbie trinkets worth having in 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 big axe named Carnifex that
comes from a salary quest (meaning F2P players can't get it). A lovely replacement is called The Sword of the Thirty, and it comes from the free quest The Tear of Dhakaan in House Phiarlan. It's an amazing sword that comes with a red augment castle. I love this sword and almost every
toon I play on Orien has one, even toons that don't often use big swords. It is possible to cultivate this quest without completing it, as the sword is in one of the first coffins on the map. You'll need to have good intelligence to get past a lock run. Stormcleave Outpost. This quest has a number
of interesting elements scattered around the site. A favorite is the smaller boots of striding and jumping. 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 adamantine objects from this quest have their uses, but Nightforge Gorget is a stand out prize with Heavy Fortification on level 9. Using the quest to make a set of light, medium or heavy adamantine armor and put a heavy fortification increase in the blue slot is just as well.
Either way you get Heavy Fortification on level 9. Bracers gives you a heroism clickie. The rudder gives you a protection from evil clickie on the playoffs! Within gun selection are two excellent cutting weapons: The Nightforge Avenger's Blade (a
with an 18-20 crit profile) and Nightforge Stiletto (a tear + + with an 18-20 shrink profile). Neither weapon is eager, so they each benefit from their rightly Improved Critical Feat. Tempest Spine. The only free raid and the only raid you can run multiple times the same day without a raid
bypass. There's something for everyone in this raid. Most items are level 8 or 9. I'm especially fond of the mantle of invisibility, with Ghostly, a green slot (good for Resistance +3) and a once-per-rest invisibility clickie. Other shining examples are Maelstrom, Star of Irian (a mace plum with 2
augment slots), Nightblade (a Keen falchion with 2 augment slots), Goggles of Perception, Choker of the Silver Tongue and Robe of Potency. The last two garments have identical statistics and simply fall into different coffins. The weapons with two
augment slots are good to use in combat, and also good for classes with some casting ability (as a way of wearing spell power increases). Invaders! This is a bit of an unusual quest as you farm tokens and turn these tokens in for items. Ring of Balance is useful for everyone (best for True
Neutrals, but any adjustment can get use out of it). I also really like the Scepter of Healing. When you play a lot of clergy an element that gives Devotion and a red slot for extra magic power is really nice. When it also lets you use your wisdom as a bonus for hitting and hurting, well then it
will have to have. Xorian Cypher. This guest is routinely bred at the level of a belt called Planar Gird. It's guite rare (I only have one and I've been playing steadily for several years). To be honest, the belt isn't really all that. I mostly keep it for bragging rights. If you play a trapper it is really
nice to have it to increase your trapping rolls. It's not something to sweat on, the Lordsmarch Plaza Chain. Three quests that are home to the Sora Kell set. The last quest (Eyes of Stone) is also home to a neat set of heavy armor/docent, and the much-loved Stonedust Handwraps. The hand
sacts are incredibly good for monks (consolidating a number of useful effects) or turned into a pet collar for an artificer or druid pet. The Lords of Dust chain has a large selection of gears, as well as being the gateway chain that connects the Eberron search zone with the Forgotten Realms
quest zone. If you can, try getting an Envenomed Blade. It's a short sword that can paralyze enemies. They are a very common drop so likely someone in a race will be willing to give theirs away. The chain has a wide range of armor and weapons: light and heavy armor, a quarterstaff useful
for wheels and melee, a dwarf axe, a bastard sword, a maul, a short sword. I'm quite fond of the staff (useful as a pre-epic spell stick) and the short sword. It is a good chain to get weapons and armor that will help you get by until you have epic gear. Keep an eye on Events. Crystal Cove,
Mabar and Risia are annual events that allow you to cultivate very useful and valuable tools. It's not sexy gear, but it's definitely reliable gear! The events are open to pay and free players a like. House Cannith zone has a collection of challenge guests that reward special crafting materials.
Heroic and epic tools can be made from these materials. The challenge quests are in a pay packet, but you can assemble one symbolic a day to run a challenge quest for free. Where can F2P players get augments? Augments are an important part of setting up your equipment. The main
reliable sources of augments are the mysterious Rest Trader (in the Hall of Heros), collectible vendors scattered around the cards, and Stone Elemental trader next to the epic altars of the Twelve. Random notes on Gear always have heavy fortification as soon as you can get it. If you can
grow epic tokens, you can grow Heavy Fortification augments. But I want to TR quickly! is no excuse for not having Heavy Fortification. Each class can get heroic armor/robes that are reliably useful in heroic elite content from levels 8/9 to 19 from either Tempest Spine or Nightforge gear
and both can be bred an unlimited number of times in a single day (tempest spine will require 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 slot to put in an adamantine
augment. As soon as you reasonably can, get an adamantine contagion. Agriculture A relic of a sovereign past For this quest make sure to have a recurring throwing weapon (buy one in the auction house or from the guild seller). In short: get the quest (the quest giver is hidden in the
bowels of House D). Enter the guest entrance is hidden in the bowels of House K). Drive down the first hall and enter the great hall full of stone and fire elementals. Turn left. Look for a door guarded by two dwarfs, with a pull handle on the right side of the door to open it. Run past
it. Find another door with a pull arm guarded by two dwarfs, this pull handle is on the left side. You will have to run around or through some lava to find the other door. If you're in the right place when you step in, you'll see a gate opened with another pull handle.
These dwarves love their tow bars! Drag the next handle to open the port. Drive down the long hall and check out each side room. You're looking for a room with your chest. Plunder the silver key in the chest. Ran out of this hall back to the main room. I always turn left and hug the wall
again. This time you're looking for a big round door with a keyhole. The keyhole door must be past another large round door that needs lit runes to open it. Unlock the key hole door with your silver key. Pull the handle to raise the port. Drive down the road Watch carefully as you run down
the path with a metal track in it. You're looking for big dark purple beads that are labeled Adamantine Ore. Follow all the side branches. Each part of the mine has three alcoves with duregar miners and guards. There should be adamantine beads in most (but not all) alcoves. The location is
random for each race. When you get to a force field with a target on it, hit the target with your throwing weapon. Unlike most can you t activate it with your hands. After each force field is another side crossing with several my alcoves. Examine the ground, track and side areas with storage
boxes for stray adamantine ore. Once you have completed this, you will need 13 or 14 pieces of adamantine ore. The last room. There are exactly 15 pieces of adamantine ore in each race. If you reach the last room along the course and do not have 15
pieces of ore, backtrack and find it. Kill everything hostile in the last room and talk to the only guy left. He'll make you Nightforge gear with the ore you just collected. Useful things to do with throwing weapons Returning throwing weapons are somewhat unappreciated heroes in DDO. A
recurring throwing weapon acts as a magic boomerang. You throw it, it hits a target and then returns to your hand. Most people call them 'Throwers' as a nickname. Throw them at distant monsters as part of trying to kill them, just as DDO devs determined. Blunt throwers are useful to smash
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up skeleton archers. Any throwers can be used to hit distant targets, and air targets, and air targets. You don't have to be adept with them to use them to trigger goals. These usually turn handles to lower bridges or open gates. Greensteel throwers can be used to make a variety of clicks. More greensteel
weapons can be made with useful click powers (stone skins, displacement, travel dead, etc.). You usually only need shavarath stones and small/medium materials, which makes them cheap (at least from a greensteel perspective). Weapons, unlike accessories, do not need to be cleaned of
Shavarath taste. So you swap items for the thrower, use clickie, swap back, and you're good to go. Lailat in the Against The Demon Queen raid likes to hide on a remote ledge. A thrower is useful for non-wheels to keep doing damage to her. Tip: You want Cold Iron to help break her injury
resistance. The crystal in the Fall of Truth raid can only be targeted by varied attacks (including throwers). Alchemical Crystal will break his injury resistance. The Nightforge Spike is a handy minimum level 8 adamantine thrower that you can get by handing over the Adamantine ore. I like to
place a random elemental injury increase in the red slot and fling it on to something that needs varied damage. The tip itself does not break the injury resistance on much of anything, but Elemental reinforcement does damage every hit. If you aim it at a distant enemy, you can annoy them
and 'pull' them closer to you. A few of their neighbors may follow, but you shouldn't get the whole package. Go to your device's workstation in House Cannith. This is the same device you use to make traps or pet collars. Combine: 100 Mechanical Trap Parts and a +5 weapon. You get 50 +5
Thieves' Tools. Pay things to pay for (or Farm First as F2P) So DDO is free to play. Many people who start the game plan to never put a cent in the game. You can do it, but with a few small purchases, you can support the development team and get some useful account upgrades. I
recommend buving $20 (adjusted to your local currency) at store items in the store. That's just a little more than a month's subscription price. That should give you about 1600 points. Buy the shared bank space. You get slots in the bank you can use to pass tied to account gear between
characters, and some bag slots to hold collectibles. There is a disgustingly large selection of collectibles in the game so you have bag slots in the bank with help. Another option is to take advantage of one of the big holiday sales that occur around Thanksgiving and Christmas, and buy
expansion pack (s). The expansion packs are usually bundled with deeply discounted Turbine Points and include things like epic forces or extra character races. By buying points or packages of money, you get two extra character slots per server. You can also send more auctions and
connect to the game a little faster on the rare occasions when the servers are very busy. The extra two characters are useful because they can either be played (giving you more building options) or used as extra bsts (aka: mules). Packages to be updated for 2019: Gianthold will be the most
bang for your buck. You get an epic zone, a heroic zone, a variety of useful tools, and a busy zone that is popular even with the dwindling player base. The heroic zone becomes playable when most of the free quests are dried up, so it helps you claw your way to the higher heroic levels. A
lot of fixed gear comes out of this package (with both heroic and epic versions). This is also where you will go to farm relics to trade for augments to slot in your gear. Next is the Shroud. It's not as popular as it once was, but the greensteel elements you make there are useful from level
12/13 to mid epic levels. With only the Shroud and the free guests, you can easily level from 16-20 even on a third-life character. The trick is to make sure to spend time in the desert killing monsters. You want to do this anyway as that's how you get the materials to make your greensteel
items. Get the Underdark extension threat from the DDO Marketplace or at least Epic Destinies from the DDO Store. The threat content is very bad is rarely run, but desert zones have great XP. Epic fates 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 Destinies on your own. If you're still looking for content, Ravenloft is still relatively new (from 2019) with both heroic and epic content, and the epic equipment is high level and shiny. The Sharn extension is newer and shiny, and the
quest package can be purchased from the DDO store for points. After that, it's a matter of what you want to do. Want to stay on epic levels? You will have packages of epic missions. Do you think you'd like to threaten Reincarnate a lot? Then you will have a few packages on the lower level
like Tangleroot and Delera's. If you like to kill the undead Necropolis Bundle is worth it, you get four levels of heroic quests, a heroic wilderness zone, and a matching epic zone with multiple epic quests and an epic raid. New packages will cost more in points, but tend to be
popular with players who try to grow all the rare items. Easy Staves for Staff Builds With this set of batons you should be ready for any content from 1-19, and with Stout Oak Walking Stick you should be good at epic levels, at least until you either get Sireth or a Thunderforged weapon or
something from recent epic raids. Cannith Craft: Screaming of Bleed with masterful craftsmanship. ML: 1 Staff Nat Gann: A nice little bex bonus and stacking Dodge. From the Chronoscope end list, BTA so any toon in your account can grab it,
guaranteed to show up within 3 completions. The epic version is not bad if you are not using stout oak walking stick. Chieftain's Spear: I find this one a bit hard to farm (it comes out of 3BC). But it tends to show up in plat AH. Breaks piercing and bludgeoning DR as well as doing low level
Con damage to something vulnerable to bleeding. Radiance II greensteel staff: There is a grind to get this, but the hard part is the 6 large devil scales and shards of power. I prefer Rad II over Lit II on an employee user because they are almost guaranteed to have sneak attack injuries (from
halfling, roque, and/or dark monk) and blinded mobs are vulnerable to sneak damage. Triple Pos Greensteel staff: If you have tolerance (or mats) for another greensteel item, you can't go wrong farming this baby for undead bashing. It won't break zombie DR, but all the other effects should
smoke them. Rahl's Might: You can get this Farming Mindsunder eventually reward list, and I think you can be guaranteed to see at least one version of it every 3 completions. Although it is not guaranteed 1-in-3, it should not take more than 1-2 days of agriculture to snatch one. It's a D10
injury as well as an x3 multiplier (plus some good effects). It also breaks the tear, piercing, and bludgeoning DR. It is a stangarm masquerading as staff. The Force version is everyone's favorite, but the Shock and Bleed versions are nice runners-up. Stout Oak Walking Stick: The go-to staff
to level 20+ Staff users, at least until Sireth, you get this from handing Villager comms in to the trader in Eveningstar. If you are very patient farming Delera's Cemetery (I try to squeeze in at least 2 runs a life if I can find groups), you can find a BTA flame pipe iron lootgen staff in the
reward list. You can deconstruct it, throw on low-level ghost touch/less undead trajectory enchants, and use it as an undead whisk. It will even work on ghostly skellies in the future running of Delera's. Help for Paladins Paladins in DDO is not like Paladin's in other MMO's. For several years
paladins had a reputation for doing very little damage but being inexplorable. In the fall of 2014, devs redesigned Paladins and they are again an effective melee class. Even with all the changes they are a bit of a challenge to play. A paladin needs Strength, Constitution, and Charisma
(16/16/16 is not unreasonable). They also need enough wisdom to (eventually) be able to cast 4th level magic. A low wisdom can be boosted with an element or tome. Two weapons fights are effective on a paladin, but you need a base 32-point character (or a Drow), and 34 or 36 build
points would be even better. Every Paladin needs as much Charisma, strength and constitution as they can get. You need a 17 Dexterity at level 11 if you want to take Greater Two-Weapon Fighting. The easy way to get a two-weapon fighting paladin is to play a Drow. Swell gets +2
Dexterity. +2 Charisma and +2 Intelligence. Without Drow or 32-point builds it becomes unlikely you can build an effective two-weapon wielding paladin. Sword and board is something useful if you want to tank, but there is very new little content that needs a tank, and the old content that
is supported refueling is rarely run. Still, it can be a convenient backup build. Take exotic weapons: Bastard sword for little extra weapon damage while refueling, With two-handed fighting and a Bastard Sword, you get Glancing Blow damage when you use a shield. For pure damage output,
two-handed matches using a Greatsword or Greataxe are probably best. Be sure to cast your Holy Sword magic and take cleave enhancement tree. Feats I recommend: Take the two-handed battle chain (Two Handed Fighting, Improved Two
Hand Fighting, Greater Two Handed Fighting, or improved critical piercing, depending on whether your endgame damage will come from a two-handed sword or greataxe or real bastard sword, or a faux bastard sword like Star of
Day or Celestia. If you want to use a sword, take Exotic Weapon Bastard Sword. Since you have some extra feats holdings Strengthen Healing Spell and Extend. Take Weapon Specialization in any type of weapon you use. Then you can spend your last few feats on what you'd like for flavor
(maybe a small shield bashing, or Magical Training, or Quicken). I like Precision as Paladins enjoy a lot of extra damage to Critical Hits, and Precision strips fortification from enemies. Turning Paladin: With 18 Paladin, 2 Clergy, You Can Take Improved Turning in Both Classes, and Clergy
Mighty Turning. If you have some Turning gear, this provides a pretty effective Turning paladin in heroic levels and older epic content. It works best with three clergy's past lives and the Sun Elf race. Playing a Cleric WARNING: I wrote this clergy guide before Domains was released. It needs
a huge overhaul before it is optimized. Parts of it are still relevant, but expect to choose your domain based on what you want to do. Until this warning is removed consider this part a work in progress. My gear proposal will work up in Heroic Elite or Epic Hard/the Lighter 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 magic) Necromancy (DC drainage and killing goals) Evocation (DC casting to kill with unique divine magic) Light,
Fire and Adaptation injuries (aka: nuking) melee varied combat Generally, a single clergy can specialize in two of the three following magic with a DC check, weapons-based fight. Spells with a D.C. check include spells of the hint, necrity and enchantment
schools. Nuking magic doesn't require a saving throw, and as long as you carry and use spellpower items, you can do passably well on nuking without having to specialize in it. Soapbox Tale: By default, a noob player should expect to heal party members when playing a cleric. This is both
because of how useful it is and to learn the pitfalls of healing (how to keep track of the position of other party members, how all the magic function, etc.) Even if you don't plan to be a healer in the long term, a life playing a healer will give you a deeper
understanding of the role and make you a better party member in raids and groups. In other words, you will be less of a noob when trying to heal yourself with
the many self-healing options in the game. Playing a healer in another game does not count as a healer in DDO. The resources, spells, and responsibilities are unlike other MMOs. The good news in this is that you don't have to specialize in healing to be good at it. These choices mean that
most clergy will either be a healer and a wheel, wheel, a healer and a weapons user. Being both a wheel and a weapon user will be much harder as the feats don't work out. But with enough past life and gear, you could do it. Just keep in mind that casting and weapons use is not a first or
second life project – they are more like a life 10 or life 20 project. Clerics are incredibly flexible characters, all the more so now that the domains have been added to the game. They also have one of the widest set of improvements in the game: a tree for gun combat, one for healing and
turning, and one for both nuking and DC casting. They are not the best at anything (except healing), but they are pretty good at many different things. Cleric Domain Notes You can change how your character plays by simply changing their primary enhancement tree and their domain. You
want to break things up with a melee? Take war or destruction domains and Warpriest improvements. Do you want to crowd control and stop mobs from doing what they want to do? Take metamagical feats that enhance Enchantment magic and law or Trickery domains. Do you want to be a
race Arcane Archer and have an effective boost to your bow use? Use War Domain for the cute Holy Sword SLA (which also works on varied weapons) and if you have any extra AP put them in USP in the divine Disciple tree. Even within the same enhancement trees, you can play a very
different character. Here are three very different options that use Divine Disciple: Want to level drains and murder with magic? Take the dark cores of Divine Disciples improvements and death domain. Now you play as a necromancer Pale Master. Want the most effective blade barriers and
implosions? Take the light cores of the divine disciple and the air or magic or well domain. Now you play as a traditional DDO casting Cleric. Will you literally rain fire down on your enemies with Fire Storm magic? Take the light cores in divine disciple and the fire domain with three epic lives
in Primal: Colors of the Queen. Now you play like a Shiradi Fire Sorcerer. You can get much of the fun of other classes while still a cleric, by simply switching up your enhancement tree and domain. The advantage of being a cleric while doing this is that you can recycle old gear and you
have all your magic and clergy class skills available to you. Your Turn Undead ability doesn't just go away if you decide to be a melee-focused Warpriest while you get a Half Orc race life. If you put a few AP in the Radiant Servant tree your cleric can still destroy the undead with their aura
and then cut down the after-naked with a large two-handed weapon. On the other hand, if you don't like clergy, but you want to get the former life for another reason (e.g. to support a turning paladin or a magician or for heroic completionist featist), you can use improvements and domains to
as the class, you you (as a wizard or as a wizard or as a paladin or as a bard). Gear for Any Cleric Turning Gear WARNING: There are new clergy gear since I last played the game. The list of best items is outdated, but the principles still apply. You want to increase your effective turn level,
increase your number of daily turns, and increase the HD of monsters you can reverse. In heroic levels: Sacred increases max HD turned, Eternal Faith increases your turning level and max HD turned (it's similar to Sacred plus Saints), Lesser
Turning gives you +2 extra teeth on a break. Silver Flame increase the total HD of the undead reversed by +6. Turning is based on your Charisma attribute. Anything that increases Charisma directly improves your trip results. Note: I'm not sure Silver Flame appears on any named items.
Cannith can be designed. Signal of Silver Flame is a Scarlet Dust scarab turn-in giving Lesser Turning. The sacred set from The Red Fens (Sacred Ring) provides both eternal faith and less twist. The token of the Faithful and the dead shall rise gives both eternal faith and
less turning. Dalorent's Seal an Eerie Dust scarab turn-in in necropolis gives Sacred and Lesser Turning. So it seems that the best heroic turning gear is: Token of the faithful plus Silver Flame OR Sacred set plus Silver Flame I Epic Levels: Radiant Servant provides 1 Turn (stacks with
Lesser Turning) and an extraordinary bonus for Turning Level, Insightful Faith provides an insightful bonus for Turning Level, Max HD turned, and total HD Turned. Brilliant Servant set from Tower of Despair raid gives Radiant Servant Extraordinary bonus. Gloves of immortality from the fall
of Truth give eternal faith. Drowned Priest's Torch from epic To Toed Tobias provides insightful Faith. Epic Seraphim from Mark of Death provides Sacred, Hallowed, and Insightful Faith. So it seems that the best epic turning gear is: Epic Seraphim plus Silver Flame plus Radiant Servant
set. OR Gloves of immortality plus Drowned Priest's Torch plus Silver Flame plus Radiant Servant set. Technically, the Radiant Servant kit is not epic equipment, as it is ML: 18. However, there is very little undead content in levels 18 and 19. This means that as a matter of practicality it will
not be used to turn until epic levels. F2P Choice: As far as I know, there is no F2P named quest gear that increases turning. An F2P player can get the unbound Token of the faithful. It comes from a pay quest, but it's not tied, so a friend/guildie might be wiling to farm one for you. You can
Cannith craft Sacred, Hallowed, and Silver Flame enchantments. Some salary quest items may be able to be passed on to F2P players if they are unbound or are Bind on Equip. Devotion Gear If there are only two pieces of advice I could shoehorn in any the player's head, they would
Always have an opportunity. Never lock yourself in to only do one thing 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 dying in a freak accident, or a room that spawns five different reapers. Have
Affection in your accessories. Devotion items increase the strength of your healing magic. Even if you are not a healbot, or you never touch another character, a source of affection in your accessories is priceless. Something will happen and the stars will be out of line and you will click away
from your Devotion stakes stick and suddenly your healing magic power will be paralyzed. Having backup Devotion in your accessories will be invaluable for keeping yourself (and others) alive. An affection gear list to 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 other players' health bars and watching them go from (almost) empty to full after I click a button on my keyboard. When I do clergy life, I love pulling my old, beloved healing gear out every few levels and watching all my Positive Spell power
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 playing base has shrunk enough for the more solo-oriented players to have a strong voice
in the direction of development of the game. The game has gone from realistically needing a full party to getting through content to being solo-friendly, even including raids. Some raids that don't allow soloing still allow completion with only two or three people. This means that the demands
have changed from being completely focused on a single role, to being self-sufficient and doing more jobs quite well. If you want to be a full time healer like other trinity-based MMOs there is no room for you in DDO. But you can easily play (and enjoy) the game by healing about 70-80% of
the time, and only kill things like a secondary job. Healer clergy are valuable in Reaper fashion. If you really want to be a focused healer it takes skill to build your character, and time to hone your skills, just like any other role. You have equipment and consumables that you'd like to grow like
DPS and combat supporting focused characters. Healing is a bit like trapping... there is a minimal level that almost anyone can do and get past, and too often outsiders think that minimum is the whole limit of the job. If you specialize, there is as much depth for you in the game as any other
role or build. This build will take on a 32-point build. If you only have a 28-point build, drop strength and then charisma. Half-Elf: Size 13 Dex Con 14 Int 10 Wis 18 Cha 12 Why half-alf half-alf some uneven stats? Because Half-Elf
Dilettante requires at least 13 to use certain dilettante class feats. This state breakdown allows you to use your choice of melee weapons in low levels with Fighter dilettante and then switch to either Barbarian dilettante for extra hit points or Paladin dilettante for boosted saving throws,
depending on what you need. Any other breed should start with all even-figure statistics. Why is strength higher than dexterity? Because monsters can hit you with tiring effects that lose your strength. If it goes low enough, you end up in a state called helpless. You can move, but you can't
use any clickie, last in your inventory, cast any magic or SLAs, etc. So when you're helpless, you can't drink an elixir or throw a spell to eliminate fatigue. On a noob clergy, no matter what, your reflex save will be bad... and your living/dying in traps will be solely about how well you learn to
jump over them/run through them, rather than succeed at saving the throw. So given the choice between maybe not being helpless, and maybe dying in a trap, I vote to avoid the helpless state. Feel free to try a build with a lower strength and a higher dexterity. These are simply
guidelines to get you started. Feats 1-Extra Turns or Maximize (+ Fighter Dilettante If Half-Elf) 3-Maxims (or Wizard Past Life) 6-Empower Healing 9-Quicken 12-Mental Toughness 15-Improved Mental Toughness 18-Spell Focus: Evocation You Don't Need Empower Healing Before Six
Levels of Clergy As It's The Fastest You Can Get Your Radiant Burst. You want mental toughness and improved mental toughness by the 15th level, as that's when the demands of your spell points ramp up. If you want to do a holding swap at some point, you can swap at the 11th level
(when you get the Blade Barrier) and swap your level 1 feat for Empower. Empower will let you get that last extra bit of healing goodness out of your SLAs. Spell Points A cleric without spelling points can end up being close to useless. There are a few useful abilities that don't count on
spelling points, but it's a condition you'll practice avoiding at all costs. You want to avoid dying and you want to avoid running out of spelling points is to be
very careful about turning on your metamagic feats. I have some exceptions, but in general I almost never use my metamagic feats on my regular spells, I only use them on Spell Like Abilities (SLAs). With an SLA, you get to turn on your metamagic feats for free. Radiant Burst and
Radiant Aura are two SLAs. If you put points in the divine Disciple tree, you can buy SLAs along side (my two favorites are burning light and divine punishment). Most players take the opposite stance. They leave their metamagic exploits on time (or at least until they run out of wand 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 I make my magic more potent is by doing everything I can that increases my magic power ratings. Spell power is a system of DDO that increases the
amount of damage (or healing) that magic does. Each point of magic power is worth 1% of the increase. 100 points of spell power is therefore a 100% increase. In heroic levels, it is not uncommon to have 100 or more spell power at the 10th level, in your better elements. I always try to carry
Devotion items (they increase Positive spell power), Nullification entries (they increase Necromancy spell power), Impulse entries (they increase force and unwritten spelling), Radiance entries (they increase light and alignment spell power), and combustion objects (they increase fire spell
power). On a character that mostly heals with a little light nuking as backup, you'll have Affection and Radiance, with Impulse, when you get the Blade Barrier. Note the other spell powers and you can collect these items for later life. You want to unlock Mighty Turning (T2) and Radiant Burst
(3rd core). In general, you should do this by putting points in all the undead improvements (Extra Turning and improved turning). I usually put a point in Altruism as it increases your positive (ie: healing) spell power a little and helps unlock things. When you get both of these, you want to
work just a little bit of survivability in Warpriest. Toughness and Wall of Steel should each be set to 3/3 as you get points. Take the first and second core. 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. When you have some PRR and extra hit points, you go back to Radiant Servant and pick up Regenerating Turns (T4) and aura (T5). You'd also like to delve into Divine Disciple enough to at least get the second level of SLA (Burning Light). The way I dip into trees is for some
levels, you get AP, but you won't be able to use them because the next useful enhancement is gated behind a level requirement. When that happens, I use the accumulated points in a secondary tree. While in Radiant Servant pick up 2 extra points of wisdom. I personally like the left side of
the Radiant Servant much more than the right side. On the left you have a line of Turn Undead increase enhancements that caps on the much loved Radiant Aura. The undead line contains an option that lets you destroy any undead you turn on at no extra cost. On the right you have a line
of healing improvements that includes you exploding into a flurry of healing light on death, and a covenant-style cure at one there is only once every three minutes. I find the right side healing line to be very weak, but both sides are very much a matter of taste. Be sure to apply the
metamagical feats you get to both your Burst and Aura, and any offensive SLAs you have. Play Style This will be about getting used to testing other players' reactions to what you're doing. When you join a new group, once you enter the dungeon, start casting buffs. Have all your
mass/group buffs in a single hotbar and just click through them one at a time. If people run away, don't worry. Don't chase after them, don't try to throw buffs from far away. If they don't want your help, don't force them. Usually at least some people will linger when they see and hear buff
animations fire. If not, at least you've buffed yourself. If you have unlocked the Radiant Aura it should always be the every last buff you vote. Most brilliant clerics do this and it signals to more experienced players that you are done buffing. New players will learn it as you turn on the aura and
then go toddling in search. Aura comes on = polishing is done. You're going to stay behind DPS toons. This is easy to do because clerics lack in any kind of speed increase ability, and simply can't keep up with the rest of the party. This means that your goal will be to get the best Striding or
Speed element you can and simply run full tilt trying to keep up with the party. If you look over my gear lists I make a lot of references to gear that improves movement speed. My favorite classes are the slowest ones (clergy and paladin), so running speed is usually on my mind. All your
healing spells are varied, which means you don't have to stand right next to a sign to use them. You will learn to measure the area visually when you become familiar with healing in DDO. The holding magnifying allows you to shed heals from very far away (for most of your line of sight in the
game). I find it too expensive to use, and a weak crutch. You think to yourself... Great... I can heal from the hall. And then there will be a little knee-high obstruction between you and your target, and you have no idea why you keep shedding heals and missing them. So now you've
used Enlarge and it fails and vou have to run down the aisle anyway. I figured it's just better to count on mobility and driving (as slow as it could be) to catch up with people who need health than to keep missing them from very far away. On a noob/1st life clergy I also don't feel that there are
enough feat slots to Enlarge. You should definitely experiment with it at some point, it's quite fun to have (when it works), just save it for a later life. A The melee character will notice when you throw buffs and heals, and if they are any kind of decent player, they will keep an eye on you in
return. The same is not true if someone is self-sufficient and keep themselves Remember, your goal is to fill a useful role (healing weak party member. So if you keep someone alive, they should try to keep you alive in return. If you don't keep anyone
alive, you should do your best to kill monsters (just like everyone else). Assuming you find a cure target: you heal them, you attract aggro, a monster attacks you, they should run up and kill the monster for you. They get a kill and they get to keep their pet healer alive to keep healing
them. This is a symbiotic relationship when it works properly. If that doesn't happen (if they take heals but don't kill mobs attacking you or you don't have a cure goal), you need to be prepared. Crowd Control (CC) is always good. Command, Hold Person, and Greater Command is
Enchantment School. Soundburst is an Evocation magic. Cometfall is a magician. This makes it hard to fit into three different school boosts as there are never enough gear slots. I like Command and Soundburst as low level CC magic. At higher levels, cometfall is very nice, which has a
knockdown effect, and makes a loud boom sound as the comet lands. It is important that you only throw this spell at the mob that does not have Evasion. Damaging spells work too. Your injuries probably won't kill them on the first hit. If you need to run away from the monster, run against a
melee toon. Hit them with a Light injury spell (Nimbus of Light, Burning Light, Holy Smite, Divine Punishment). Hopefully, if you pull a wounded mob right next to your heal target, they will be motivated to kill it for you. Insta-kill spells. Clergy get a few necromanancy killing magic. Slay Living
is the first. You need to be within 'varied touch' range, which is a stupid way to say within a few steps of the target. After Slay Living is destruction. It hits from a pretty far distance. To be honest, when I get Destruction I almost never bother with Slay Living. It's a bit of a shame, as Destruction
has a long chilling. A friend mentioned that enlarge feat works to make Slay Living a varied magic, which can make it a useful feat on necromancer clergy. When I can slot Destruction I just get too lazy to run up to mobs and kill them. Slay Living is still really nice if you're not as lazy as me.
Lately is what is supposed to be the priest's mass-kill spell: Symbol of Death. This is a little hard to use, but what you do is place an animated glyph and any mobs within a very close distance of it when it triggers (it triggers when an enemy moves) has to make a save or take damage and be
level drained. Very low level mobs will die from the combination. Unfortunately it only kills very low level targets, and so in higher level content it is being used as a mass level drain spell. You either place it over a group while some boss is monologuing before a fight, or throw it down where
you are when Swarmed. These are all Necromaning magic. Your one Hint Insta-kill is Implosion. It's a very flashy spell (mobs have a special animation and then pop and disappear when Imploded) and it can get up to 5 goals, which is nice. But it has a long-ish cooldown. Almost every
clergy player I know learns to love Implosion, although all they want to do is heal party members. DoT spells. Priest's Damage over Time magic is Divine Punishment. This can be a little complicated because you juggle ticks of time passing, as well as stacks of magic. If you throw divine
punishment once, the spell sucks. It just hurts you a little bit and makes the mob angry at you. Where it shines is on the monster with a lot of hit points (like a boss). When you have a big goal lined up, throw magic over and over again as it comes out cooldown. The first few ticks will be
small. Then the second casting will stack with the first and your injury will double. You can get a third stack on as well. TRIPLE DAMAGE. Then the first casting expires and you throw another to keep that triple-stack going. Divine punishment on a triple stack can be a beautiful thing. The
cooldown is just long enough that you can throw it and then pass around a little healing before you have to go back to it. I believe that every healer cleric should become good at casting divine punishment. A note on Pale Masters: I like to help heal Pale Masters. They are the wizard version
of Radiant Servants, right down to having an aura and burst that heals itself and harms enemies. With their wide range of insta-kill effects there is nothing quite as impressive as a Pale Master (or two) moving through a group of mobs, level drainage and then killing five different ways. They
are a little fragile and both their burst and their aura cost them spell points for votes (instead of using a secondary skill like Radiant Spending Turns). The Harm magic can cure Pale Masters. But they have a woeful tendency to try to hide the 'behind' cleric. You have to face a Pale Master
and have a direct line-of-sight on them for harm to work. It takes some good reflexes to turn, 'face' PM, and throw an injury their way. Do not cure them full time ... They won't like it and it's a waste of your magic points. But if you see them take a big hit keeping an eye on their bar, and if they
don't recover from it quickly, injure them. A more recent note on Pale Masters: There have been changes in the game to make regular healing spells (not just damage spells like Harm) work at Pale Masters. I haven't figured this out yet, but I'll update this later when I do. Doing Damage on a
Healer Build Even as a healer, you should be prepared to defend yourself and kill the mobs. There are a number of reasons for this, from not wanting to be a to the times you end up playing solo, having to fight your way down a corridor of to recover the soul stones of the rest of the lot. 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 I love playing half-elves. They can get free martial weapons skills at low level with race feat Fighter Dilettante. So in later levels they can swap it out for
Monk Dilettante (adding wisdom to AC when wearing robes) or Paladin Dilettante (for a rise to save throws), or even Barbarian Dilettante (for extra hit points). It's a really nice flexible feat slot that (in effect) levels with you. If you're not playing half an elf, either use a racist weapon, a god's
weapon or try to scrounge enough points in UMD to throw the Master's Touch. Master's Touch will let you use a one-handed weapon (you need the other hand to keep rolling) as if you were skilled in it. You can buy the rolls from any mysterious roller supplier. Race and God Weapons:
Scimitars are very nice. They have a good crit profile and do a reasonable amount of damage. Elves and half-avant are granted access to them through the Immortal Court. Langsord is almost as good. They are not very sexy injury wise, but there is a lot of nice named longswords. Either
can be used with a shield to give you extra PRR and AC. Unfortunately arches are a terrible choice. The number of fires on the bows is really slow and they require a lot of feats to make them worthwhile. A noob healer cleric should never count on a bow as their main source of gun injuries.
Save it for later life when you have a lot of gear and can plan your entire build around bow use. At mid-levels, a cleric begins to be effective with damage magic. The best mid-level injury spell is the Blade Barrier. But even before the Blade Barrier you have the often overlooked holy Smite.
This is an Area of Effect magic that does damage and has a chance to dazzle enemies. The battle types you group with will love blinded enemies as they are very easy to kill. As mentioned above, you can also try insta-kill magic. Slay Living and Destruction is nice middle and high level
options. When you get Implosion, you're set. If you get swarmed by angry mobs looking to beat up the healer, just fire off an Implosion. It will pick up at least a few, and those left behind will likely be gripped by a melee or varied player. You have to be careful, Implosion has a very long
cooling. Have a backup to your Implosion-ey backup. Eventually you can switch to wanting to try to kill the fighting characters. Good for you! A DC-based wheel or light nuker will be in your future. Otherwise, you can enjoy the warm glow of being a self-sufficient team player. A thankless role
and long-term progress being a healer is a bit of an ungrateful role. At the end of each quest, you get an xp report that contributions from all parties The trappers are mentioned. DPS is mentioned. The people breaking boxes and finding hidden doors are being mentioned. Healers are not
included. There is no healing score that is tracked and listed on the score card. Very rarely someone will say Thank you for the great healer, but people tend to take it as their reason and just move on to the next quest. Then again, people take trapping, DPS, and box-breaking as their
reason as well. If you know your own worth, if you trust yourself, the job is great. Nowhere else in DDO can a person have such a significant impact on up to 11 other people. There are plenty of challenges to set for yourself. You can try to get your burst and aura in particularly high healing
levels. You can try to find a way to cure Warforged (hint: Repair rolls are a good start) and practice your targeting to throw Harm at Pale Masters. You can master your metamagic feats, when to use them (and when you can't), and how to get the most out of your SLAs. In epic levels, you
can train yourself to heal a single goal (like a tank) using I everything but Epic Destiny powers rejuvenation Cocoon and renewal. When you get good on a cleric, you can move to the Druids (they have very potent heal over time magic) and Favored Souls (as a cleric, except that they have
no Turn Undead and fewer spell slots). You can try a healing bard. In epics, you can raid the cure single-target when playing a Paladin. You can be very convenient on a clergy) and practice keeping you alive without crutch regenerating turns.
When you play through one of these classes and go back to clergy, you will improve as a healer. Viva La Healer of Jadenhart: Audio and Lyrics Holding Out For a Healer: Music Video by SilverLetomi, Sharm, and Kruithne. Battle Cleric This requires a pure 20 clergy, or at least mostly pure
(splash no more than a 1evel of fighter). If you want a deep splash in another class, you may lose access to valuable clergy magic, and you should know what you're doing on your own. Deep squirt a cleric is not a choice a noob should make (though it works pretty well when you have
experience in the game). If you want to go for a more sophisticated Battle Cleric build, Axel's THF Melee Cleric Build is a good start. We could go with a 16/16/16 split, but that would gimp our intelligence. One of my many rules is never throw skill points away. I will start with this: Size: 16
Dex: 8 Int: 10 Wis: 8 Con: 14 Cha: 14 Any additional build points go in wisdom. This will make it easier to cast your magic as you level up, put all points of strength. Halvalver is tailored to the role of pure class battle clergy. They get healing amp, can take Fighter Dilettante for
full martial weapons or Paladin Dilettante for a small boost to save, and can replace clerical poor poor of divine weapons using dilettante enhancements to increase their weapon potency. Warpriests get a good boost if you use War Domain. Dwarves can use the Constitution for damage,
and there are a lot of sources of stacking constitution bonuses in the game. Halflings gets the smart Jorasco Dragonmark line. This provides cures that can meta'd for free. I think that dragonmark healing also works when suffering from Anti-Magic or a Quell Intercession, which is
useful in some guests and raids. On a run with a strength penalty, like halflings, I would take a 14 Strength. It's not worth wasting build points trying to get a 16 strength. Elves make very good archer clergy. You can be a pure cleric, worship silver flame (for bow skills), and pick up Arcane
Archer. If you can keep most mobs at bay, the Constitution punishment won't be that bad. Race mysterious archer clergy are their own special build and should be planned out very carefully. If you want all the benefits of a clean elf without the Constitution penalty, consider Wood Elf. They
get a more bearable -2 for Intelligence. Bow use does not require any skill points, so this is a reasonable compromise. Whatever race you choose, bowing using pure clergy is not a build for a noob. Drow do very good two-weapon fighting cleric. But their weak constitution makes them very
squishy in melee. You can easily get through a life on a melee clergy with top DPS with only two weapons: Sword of the Thirty Whirlwind Both can be bought (usually) in plat Auction House (although they can be pretty expensive) or bred on a previous life/second toon. Both tie on equipment
and have a red augment slot. Set Radiance increases in the red slots that you want to put Devotion somewhere else. What about the Sword of Shadows? Yes, if you have them, feel free to use them. It really helps to splash a level of fighter. This unlocks Martial
Weapon skills, gives you an extra feat, and gives you access to Rush Boost. Feats 1-Power Attack + Toughness If Spraying Fighter (or + Martial Weapon: Great Sword if Human) (or + Fighter Dilettante If Half-Elf) 3-Clover 6-Empower Healing 9-Great Cleave 12-Quicken or Extend 15-Mental
Toughness 18-Improved Critical: Slashing Empower EmpowerIng Before Six Levels of Clergy, As It Is When You Get Your Radiant Burst. Speed or expand: Depends on your style of play at this time and whether you are in groups. If you are soloing most of the content, then you want
Extend for your self-buffing. If you are in groups, you want Quicken for no-interrupt casting on your cure and healing. You want Mental Toughness by 15/16th level as that's when the requirements for your magic points ramp up. Improvements Start by putting points in the Radiant Servant
tree. You want to unlock Mighty Turning (T2) and Radiant Burst (3rd) In general, you should do this by putting points in all the undead improvements (Extra Turning). I usually put a point in Altruism as it helps your positive (ie: healing) spell power a little and helps
unlock things. Once you get both of these, you want to work on getting the Improvement Strike (T4) in Warpriest. Toughness, divine power, and Wall of Steel should each be set to 3/3 as you get points. Take the appropriate kernels as they become available. I like to take blur kernel and
improve Strike and then stop. Once you have Improvement Strike, you go back to Radiant Servant and pick up Regenerating Turns (T4) and aura (T5). While you might think a melee cleric shouldn't use as many points in the Radiant Servant tree, the aura is a perfect fit for melee builds.
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This allows you to apply cure effects to yourself, and other toons standing close to you, without having to 'see' health bars. Be sure to apply empower healing feat to both your Burst and Aura. Spells and Buffs Divine Might (Enhancement) and Divine Favor (1st Level Magic) should be your
basic buffs. As much as possible, keep them up at all times. Divine Favor has a relatively short duration in the lower levels, so I wait until I run towards a group of mobs before casting it. Cure light wounds are almost useless (heal potions from the market or guild seller is better). Cure
Moderate Wounds is the first spell you will find useful for healing yourself or other players. Command is very nice as crowd control at low level, especially paired with Soundburst, but both have DC control. Soundburst has secondary sonic damage even on a save, so can't be a bad choice
on a combat clergy. Try it yourself and swap it out if you don't like it. Nightshield gives a small boost to AC and saves, and also protects against magic missiles. There are a number of low level guests where this can save your toon life. Protection from evil gives a small boost to AC and saves
against attacks from evil creatures. It is also wards against mental control or coercive placements, which basically means immunity from Command spells being used on you. If you've ever been locked down by a Witch Doctor or Vampire Spamming Command on you, you know how useful it
can be. Prayer is useful as a short party buff. I also like it to help increase any trapper in the lot (it gives a luck bonus to skill control). Prayer stacks with heroism. Seek eternal rest: a must have to increase Turn Undead. A battle cleric should have a high charisma of divine power, which
means turning will also be strong. Stinging Light is a good varied magic to snipe enemies. There are no saving throws. Divine power is not so great. It provides an optional bonus for strength (not With better divine power), a few temporary hit points, and a BAB similar to a fighter at the same
level. IOW, it's really real useful if you're having trouble hitting things. It costs 25 sp, which is a lot for such a weak buff. Deathward: Every cleric should have this no excuse: D. It protects against death magic, and negative energy attacks (like Deathblock), but also protects against level
drainage (which deathblock doesn't). Freedom of movement: Every cleric should have this, no excuse. :D. It helps movement across smooth surfaces that pass through webs, protects against Hold Person, etc. Holy Smite: This does holy damage and can blind on a failed Will save. If they
save, they take half the damage. Good for a melee priest to throw on a pack from a distance to grab aggro and do a pass of varied damage before moving in to kill. Stalwart Pact is a nice little buff before the match. It gives a boost to saves and some temporary hit points if the target falls
below 50% health. It works like an oh shit button. Turning Cleric Clerics can solo or heavily contribute in a group and level from levels 1-20 almost exclusively using their Turn Undead. This is because there is a huge amount of undead content in the game. Morninglord is the best race
because they have a race lift to turn undead (Bane of the Restless). Another good choice is Drow because they have a race boost to Charisma. If you want to build a turning cleric you really should get 3 clergy past lives first. If you want to be really ambitious, you can also get race past lives
that provide extra charisma. Starting attributes: Size: 10 Dex: 8 Int: 10 Wis: 14 Con: 14 Cha: 18 You'll try to have a Wis at least 14 for saves and make it easier to throw high level magic later. Only a battle cleric should dump Wisdom, and only because they need constitution, strength and
charisma for melee. If you have more than 32 points to spend, put extra in wisdom. Put all level-ups in Charisma If you have enough build (Charisma, Wisdom, Constitution) or 18 Charisma/16 Wisdom build for both casting and turning potency. Feats:
1-Extra Turning 3-Improved Turn Undead 6-Maximize 9-Quicken 12-Empower 15-Mental Toughness 18-Enhanced Mental Toughness Note: I hope I don't forget a turning feat here. I wrote down notes, but I feel as if I may have lost a feat somewhere. On Extra Turning: I must admit that not
like this feat. A Turning cleric will have more turns than they can easily use. If I wrote up a turning build without it, I'd get comments that I'd forgotten about it. If you agree, you can swap it out for something like Empower Healing, or Expand (for buffs) or Enlarge (to shed heals from across a
large area). Splashing Paladin: Pros and Cons There's really only one class worth splashing on a Turning cleric, and that's paladin, you lose your capstone and you get a hit to DC casting. You get a lot for that little loss, Divine Grace Grace to save throws, Full
melee weapons skills (useful in lower level content). Access to T2 paladin improvements. +1 for your tour levels above a pure clergy (as long as you put full AP in paladin Enhanced Turning). Improvements Start by putting points in the Radiant Servant tree. You want to unlock Mighty
Turning (T2) and Radiant Burst (3rd core). In general, you should do this by putting points in all the undead improvements (Extra Turning and improved turning). I usually put a point in Altruism as it helps your positive (ie: healing) spell power a little and helps unlock things. Once you've
burst, you can move over to Warpriest and work to unleash three levels of Wall of Steel. I usually take three levels of toughness and one of Sacred Touch. Once you've picked them up, go back to Radiant Servant and work your way towards Radiant Aura. For levels when you can not put
more points in Radiant, work to gain light and positive spellpower in divine disciples, and the burning Light of SLA. You will take Radiant Servant for T5 Aura and Capstone, and pick up whatever SLAs and cores in divine Disciple you want and can afford. Note: If you take paladin levels, take
Extra Turning and Improved Turning from Knight of the Chalice. It will stack with clerical improvements. Instead of Warpriest, get your defensive improvements from Paladin, and spend less in the DD tree. To maximize your turning you want a Morninglord elf 18/2 clergy/paladin with three
clergy's past lives, and race past lives in all the races that provide bonus charisma, including human. If you do not take paladin levels, it is a good idea to grab the Sunburst core from divine disciple. It has no save and destroys any undead vulnerable to light damage. Spells and Buffs
THE spell every cleric interested in using Turn Undead have to take is Seek Eternal Rest. It is a level 2 turn buff magic that increases your levels, Undeath to Death is useful. In short, it works as a spell-based version of Mighty Turning, with a casting DC instead
of a turning DC. Since Wisdom is a little low, it won't work as well as on pure wheeled clergy, but it's a good way to clear some goals before (or after) throwing down a Turn Undead. When choosing spells, try prioritizing spells and spells that don't have DCs or do at least half the damage to a
save. Also try to avoid magic with Reflex saves, as Evasion will ruin what little chance you have of doing harm. Things like Stinging Light, and Divine Punishment all don't have a save. Soundburst has a Fortitude save, and Holy Smite has a Will save. Even if they are only
situationally useful, you can still take either Cometfall or Blade Barrier. Either you have a use, even with lighter for the objectives. With a few divine Disciples magic and SLAs, and the regular light damages spell slots, slots, be well positioned to protect yourself (and others). Fill out any extra
spell slots with self and party buffs. In epics, a fire-based Draconic Burst is very useful. You can get fire spell power elsewhere in clergy trees and throw a combustion augment into a spelling stick with a red castle. Judgment and judge the many are very potent from the exalted Angel tree.
Play Style A Turning cleric is a little bit healer, a little bit of light nuker, and a whole lot of problems for the undead. In quest zones full of undead like the Necropolis, Delera's, and the catacombs, if you don't lead the kill count, you're not playing build right. In epics, it is very difficult to get your
turns to hit. As a rule of thumb, you can probably build to reverse anything before, and including, Menace of the Underdark, on Epic Elite. Any content after that is hard. Fall of Truth is uncertain but possible, but you'd better have all your past lives and gears in place. Epic 3BC and epic
Necropolis guests are virtually impossible on Epic Elite, except the little undead kobolds in two toed Tobias. Due to poor conversion in the zone, they are a much lower CR than other mobs. At all levels, undead champions tend to be warded against Mighty Turning. Caster Cleric You can't
go wrong using the template from EllisDee's Necro Cleric or more recently zyirius Morninglord 20 Caster Cleric If you don't want to be a necromancer, just specialize in light magic (Sunbolt, Sunbeam, Sunburst, Stinging Light, Holy Smite, etc.), and choose hint instead of necromancy in
optional wood and feats. Starting attributes: Size: 10 Dex: 8 Int: 10 Wis: 18 Con: 14 Cha: 14 If you have more than 32 points to use, put extra in Wisdom, Favorite domains: Death for a Necromancer, Fire or Air if you specifically want to be a Shiradi nuker, Sun, if you want to be a bright
nuker, Magic for an evoker. Put all level-ups in wisdom If you have enough build points, you can go for a 16/16/16 build (Charisma, Wisdom, Constitution) or 16 Charisma/18 Wisdom build for both casting and turning potency. Feats: 1-Maximize 3-Past Life: Wizard or Empower 6-Empower
Healing 9-Quicken 12-Empower or Spell Focus 15-Mental Toughness or Greater Spell Focus 18-Greater Mental Toughness or Sharpen or Magnify Feats on a WheelEd Priest is a little complicated and depends a lot on your past life and equipment. You also want to match your
accomplishments. If you need a DC casting to build, use Past Life: Wizard, Spell Focus and Greater Spell Focus to stack your DCs. If you want to be a nuker you want Mental Toughness and greater mental toughness for maximum magic points. Any caster cleric will have both Empower
and Maximize to add maximum magic power to all your spells. Mix things up and take a D.C. boost, and a spell point boost, and a spell power boost will leave you too weak to do something. My favorite DC DC tends to be necromancy, enchantment, and hint magic. So I will seize spells like
Implosion, Destruction, Slay Living, Command/Greater Command, and Blade Barrier. I will start by taking the Light side divine disciples magic, and then enjoy the capstone in epic levels with necro ray and bolt magic, and the very lovely Word of Balance. Although it is not too popular with
others, I like Fire Storm. It's a little expensive (in spelling 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 running in Rainbow/Double Rainbow from Shiradi. Speaking of Shiradi, playing in this fate on a cleric is
pretty difficult as clergy don't have many AoE magic that hit several times to proc effects. I tend to cycle through Holy Smite, Fire Storm, Sunburst, and Blade Barrier. I like the fire version of Draconic Burst and will also use Wild Throw from Shiradi's fate. Trapper Cleric Cleric-Rogue builds
are pretty rough to play, and not for the faint-hearted. I'm not sure if they would be playable on a first life F2P character. If you have a character who has been through at least one life and has access to decent clergy and rogue gear (Cannith Crafting is always useful here), then you can give
a whirl. Racial Arcane Archer Divine Theory Build Then He Got an Idea! A terrible idea! THE GRINCH HAD A WONDERFUL, HORRIBLE IDEA! How grinch stole Christmas This build is still a work in progress. The plan is to create a template for race Arcane Archers who work with 7-feat
builds, and especially divine classes like Clerics and Favored Souls. I also use half-elves as they are my favorite breed. But Aerenal elves can get an enhancement that allows them to apply their Dexterity bonus to bend injury, which is a better choice from a pure numbers perspective.
Racial Arcane Archer Divine Theorybuild Here are my notes on testing build. Bat and Ball Stick/Shuriken Halfling Theory build. The core of the build was put together by a friend, but I'll be refining it. The idea (as far as I know) was my own. Bat and Ball
Theorybuild Leveling Notes Gearing for True Reincarnation Train This is a little more advanced than some of the previous information, but there's no reason why you can't plan for later life while on your first life. It assumes that you have access to all content in the game, have adept at
Cannith Crafting (50-60 in each school is pretty useful) and have some common unbound or account-bound items on a bank storage toon (a mule). All of the Cannith Crafted objects described are from an old forging system that no longer exists. I'll have to update this gear to reaper and the
latest version of Cannith Crafting, but it's not done, vet. Craftable jewelry can be looted as rare items (more common during winter games) or or from the Shards of Power found in the shroud. Korthos Make sure I have their set and their backup set. Their set is what is most useful for their
primary class. Backup sets are usually troubleshooting sets (because I usually splash trapping on a TR), the memorably monic necklace (at any blue bar at all), and a pair of Anger's Step boots. I'm going to grab a couple of Feather Falling Boots from the bank mule. Make sure they have
their clickie water-breathing ring from the free stuff Jeets passes. Gear is pretty relaxed at this point and it's not uncommon for me to have an empty gear slot or two because I want to jump into guests. Shorthos Set gear usually records boots, gloves, necklace, and/or goggles. Armor is a
craftable special metal like adamantine, mithril, or darkleaf. Wheels get tied to account robes, each has their own color-coded set of garments designed to look great with their hair and skin tones. Monks get tied to account outfits (also color-coded). Armor is usually tied to the character and
stored in their TR cache. Pull what it is out and craft inevitability on it, and use a Masterful Craft token to make it ML: 2. For level 1, carry the free element Jeets gives your toon. Belt: BTA from a mule. Craft False Life +10 and Masterful Crafts (ML: 2). Swap Ring: Ring of Moderate
Fortification 75% (ML: 3). Craftable Trinket: +10% Melee Alacrity or Ranged Alacrity (ML: 1). Gloves: Gloves tend to be regardless but trappers get 2 pairs of BTA gloves from a mule. Put Disable Unit +7 and a Masterful Craft shard in a pair, and an Open Lock +7 and a Masterful Craft shard
in the second pair. These elements become ML: 3, but transported from level 1 (it saves a trip to crafthall later). If they are not trapping. I can put Constitution +2 on them. Trappers get a pair of Seach +7 goggles with Masterful craftsmanship (ML: 3). See note above about gloves. Head ring:
Whatever (usually increases a state or skill they need). Off-ring is, for now, a Jade Ring slotted with master's gift, or a craftable ring gets Feather Falling (ML: 1 with Masterful Craftsmanship). Weapon: BTA from a mule. Screaming of Bleed whatever
element they will specialize in (ie: greataxe users get a BTA greataxe). Fintan's Bite if they can use it. Blunt weapons (for skellies and corporals): Ghost Touch of Righteousness. Throw a +1 at it when they get a few levels. Rust-proof weapons (for oes): BTA gstaff from a mule. Craft
Screaming by Everbright. Throw a +1 at it when they get a few levels. Make sure that all trappers have a large stack of +5 Thieves Tools for disabling traps. 3./4. level Quick gear juggle. Weapons: Everything stays the same (except it may be where I start dropping in +1's on the items that
can take them and throw in a Lifeshield if I have time). Pull out Carnifex if the character can It. If Carnifex is being used, pull the antique Greataxe. Bracers of Wind from the Cannith Challenge pack. Perma-blur with ML: 3rd Cloak: Phiarlan Mirror Cloak or Cannith Crafted with
something like intelligence or charisma. 5. Level First serious gear breakpoint. Abashai set. Standard are all 5 items if you don't have better gear. I have Bracers of Wind and I tend to use this 3 piece set: Helm, Cape, Gloves. If I want my toon to wear Phiarlian Mirror Cloak I will use: Helm,
Boots, Gloves. If I don't use the Abashai set, I probably use Cannith crafted gear with Abashai gloves. The gloves are useful for any character using a melee weapon. Ioun stone for swap. Everyone gets a Pale Lavender Ioun stone. Fur hunters get a dark blue Ioun stone. I've been starting
to switch over to Cove jewelry from my old reliable Deep Purple Ioun stone. The Stalwart Trinket is very nice with Stoneskin and a little stacking Dodge. The most important Korthos set remains on, Armor/Robes: Let them as they
are. Belt: Re-crafted with +20 False Life. Weapon: Pull my Delera's Beater out of the mule. Pre-designed and stored. +1 Ghost Touch of smaller Undead Bane on a Flametouched Iron BTA quarterstaff. One of my paladins has a silver maul with a red augment castle, and I usually make it for
Delera's as well. Hers will be Ghost Touch of Righteous, after 4th and 5th level re-leverage I usually take advantage of any downtime to Cannith crafts and fill in lack of boosts based on the class and needs of character. 7. level second gear breakpoint. Red Fens Gear. If a divine, put on the
divine blessing set (rudder and ring) from the Red Fens. If a trapper, upgrade all skills to a base of +10 (ml: 7 with Masterful craftsmanship). All get Smaller Boots of Striding and Springing from Stormcleave Outpost. I have noticed that they are easy to find or relatively cheap in the Auction
House. I've been putting +2 Dexterity boosts into colorless slot. If the character is a dex-based class (as an artifice) I use a +2 Strength augment. Off-ring continues to be Jade Ring or craftable ring slotted with Master's Gift. If it can be forged, add Alacrity (Melee or Ranged) to the starter
feather blade. Gloves: I always used to swap in claw sets for all melee (which is all, even future wheels, at this level). Now that I'm gearing everyone with Bracers of Wind, I've been keeping them in their shocking Gauntlets from Abashai gear. There may be a bit of gear crafting at this point
to fill in missing increases. 8th/9th level third Gear Breakpoint. Tempest Spine Gear and Nightforge adamantine gear. This is a big breakpoint and I basically re-slot all my gear. Any lingering Abashai gear goes in This is when gear starts to get a little serious. Cannith Crafting is focused
based on present and future role character. All will end up with maximum False Life, some extra constitution, appropriate skill boosts (usually trappers). Armor: Armor wear-ers swap for Nightforge suit (slotted with +3 resistance). Robe carriers switch to Robes of Potency (also slotted with +3
Resistance). If they don't have Robes of Potency they upgrade to the best enchantment boost with Lifeshield and Invulnerableness for their level. Cloak: Cloak of invisibility slotted with Heavy Fortification. If the character is missing this element, put on their ML: 8 Mabar Cloak. If they haven't
either, put on the Mantle of the Worldshaper (for a little bit of spell absorption) or a crafted mantle with Heavy Fortification in a blue slot. Trinket slot: If there are no permanent-in-slot Cove trinkets, the craftable trinket can be updated to have a bit of devotion or Good Luck (regardless of fit).
All characters get a Kaelth's Touch swap-in Trinket from their bank (one of the Necropolis scarab turn-ins). Neck: Nightforge Gorget slotted with Fear Immunity (Paladins need another augment, maybe Blindness Immunity?). Caster Divines get a Choke of Silver Tongue and slot Heavy
Fortification in their vying augment slot. Necklace of Silver Flame usually gets pulled out for swap-in deathblock. Helm: Divines hold their Fens Helm. Others may get a BTA crafted helm with a useful state boost. Goggles: Trappers get goggles of perception (or designed search goggles if
they don't have them yet). Others may get BTA designed goggles with a useful lift (+4 Attack, or Melee/Ranged Alacrity, or Spell Focus). Weapons: This is where weapons begin to vary by character. Carnifex or the Ancient Greataxe may still be in use 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 Thirty reinforced with devotion or Radiance can come out of the bank for melee divine. Somewhere between the 9th and 13th levels
will re-craft ose and undead beaters (assuming they don't have a Triple Positive greensteel) and make the final +13 skill boosts for the Trappers. After the full 9th level re-slot it is mostly a series of small gear juggling. 10th/11th Level Weapon: Caster Divines will slot a Dalorent's Seal and a
Scepter of Healing if they have them. Augments will likely be cancellation and Impulse (for necro divine) or combustion and impulses (for nukers who use fire). Greensteel accessories come out. If they have a Smoke greensteel element with perma-Blur, ml: 3 Bracers of Wind will finally be
beaten. Two-handed warriors upgrade up to a whirlwind if they have one and don't have a SoS. Self-healers put a 66 Devotion increase in the red slot (if they don't have it other or an offensive spellpower/elemental injury increase (if they have Devotion Devotion 12th/13th level At the end of
this breakpoint all characters should have their signature weapon for this life. This is the point where +6 stat gear and +13/15 skill gear start to be slotted. Sora Kell sets come out for those who can use them. If they don't have Heavy Fortification elsewhere, they will make sure to have a
Nightforge Gorget enhanced with Fear Immunity. Greensteel weapons are coming out. Special favorites are Mineral II scimitars and Triple Positive blunt weapons. Goggles: Trappers get Tharnes Goggles, and I get to hold my breath every time I search for a trapper stuck in the Goggles of
Perception. If I've found an affordable pair in Auction House, I swap the smaller boots of striding and jumping for 30% Striding lootgen boots. Gloves: Divines get their gauntlets of eternity. 14th/15th Level Armor: Whatever armor or robes are swapped for heroic Gianthold dragon scale if they
have it. Otherwise, they'll grow it. Neck: Since only white dragon-scale wearers get Heavy Fortification, the old trusty Nightforge Gorget usually gets pulled out again. The neck also continues to swap in Deathblock from the Silver Flame necklace. Step: ML: 15 Shard of Xoriat comes out as a
swap-in trinket. Divine Wheels and Paladins will get heroic Hard or Elite Shamanic Fetishes. 18th/19th level This is the last gear juggle before TR at 20 or epic levels. Boots of propulsion or heroic Hard or Elite Boots of Falling Shadow come out and the 30% striding or less striding and
jumping boots are finally retired. Heroic Elite Bracers of Twisting Shade can also come out for the trapper if they have not ventilated Bracers. Cannith Sets comes out of the bank (by class/role). I don't like Tinker's set, so I ignore it on trappers. Priests get the Alchemist's set. Melees gets
Fabricator's Set. My bard, artifice, and all wizards get Magewright's set. 20th level At the 20th level I either immediately (or almost immediately) True Reincarnate again, or break out Cannith Challenge epic gear and Eveningstar Commendation gear set. Even with a character focused on
getting more heroic lives, I may have a reason to run them on epic levels for a little bit. Most often it is that they lack high level heroic gear (loun stone is a common post, Tharnes Goggles for trapping is another), and so I can have them to grow older quests or raids. The other likely reason is
that there is a new pack out with tied gear they will have later. Random notes on the TR Gear Heroic TR Gear Jade Rings has colorless augment slots and is an ML: 1 element. This makes it a perfect item to slot a Gift of the Master from levels 1-4, or if
you do not want to Cannith craft a ring with a colorless castle that you level. Bracers of + Mantle of invisibility is some serious win on a TR. 20% Blur (Concealment) and 10% Ghostly with a green slot (which is good for either Heavy Fortification or Resistance +3, depending on the
build-up). It's just a whole heap of stacking mitigation that can be useful until 20, or greensteel Blur, or Warpriest perma-Blur, etc. I have plans to farm these capes on all my grades and I already have a few bracers to swap around. If you don't have the cloak of invisibility but you have ML: 8
Mabar Cloak it's quite nice as well. Invisibility Guard procs a lot and it seems to force mobs to throw any aggro they have. More on the cloak of invisibility. I started out slotting them with Resistance +3. I have slowly begun to re-farm augments to put Heavy Fortification in Cape and
Resistance +3 in Nightforge armor or Tempest Spine caster robes. This way, when they are able to switch to heroic dragon armor they do not lose their fortification and do not have to put on nightforge gorget to keep it (allows me to hold choker of Silver Tongue or Silver Flame necklace, or a
crafted/greensteel necklace). Heavy Fortification is more useful in heroic levels than resistance (although they are each great if you have slots for both). There aren't many must-have heroic rings. This makes your ring slots great places for Cannith crafting necessary boosts. A good start is
to find a few rings for each level breakpoint, one with a colorless slot and one with a green slot. This gives you the most flexibility to fill your equipment. If you already have heavy fort elsewhere in your gear, then resistance or protection are good blue boosts to slot in rings. Sorrowdusk
Island Armor: there is a cheap package set on Sorrowdusk Island that has BTA ML 8/9 gears. It has four armor options: an outfit plus light/medium/heavy armor. Each armor has a blue castle and a colorless castle. They are pretty easy to grow in the chain reward end list. They are roughly
assimilated to Nightforge and Tempest Spine armor, except that they are tied to accounting. This means that you can swap them between toons or store them on bank mules or in the shared bank and only need to collect a set of augments for each armor type. This helps ease the load on
your reincarnation cache if you TR a lot. I like to set constitution increases in colorless slots because each class/build benefits from hit points. Along with Bracers of Wind and The Cloak of Invisibility, Phiarlan Mirror Cloak is very nice and easy to get (it has a very high drop rate and so is
usually left by long time players). It has 17 spells of resistance, which is great at low level. On the under-geared toons it can be worn right up to level 11/12-ish while you grow something better (like the sheath of invisibility). For elementary wheels (Wizards, Wizards, Druids, Artificers), the
ring of elementary essences (ml: 3) is a good low-level to elementary magic. For For and divine (wizards, clergy, favored souls) splinter skull Acolyte ring has annulment and devotion (ml: 5) and a colorless castle. If you get an ML: 4 Heal skill augment this is a perfect place to slot it. I really
like healers with a fear immunity increase in a random yellow slot. I started using Fear Immunity boosts on my clergy because a raid healer who is afraid is helpless (Fear prevents potion drinking, scrolling, and spell casting), and epic Gloves of Immortality have a yellow slot. Fear is one of
the few states that can close a character but still have an immunity option in the game. On my trappers I like The Goggles of Perception (from the Tempest Spine) and Tharne's Goggles (from A Vision of Destruction). These are must-haves
if you want to capture most lives or any life on the same character. Of these three points, Tharne's Goggles are hard to farm as the raid is rarely run, and the drop is very low. If you're running Epic Chronoscope regularly you can get the pieces to make Epic Goggles of Time Sensing, which
is great for trapping epic life. While technically you can get away with having a set of Crystal Cove Spyglasses, I find there is too much competition for the trinkets slot (including Cove Greater Trinkets) to depend on this from 1-20. Mysterious wheels (and Druids) should consider farming up a
few Bracers of the Glacier and Gloves of the Glacier (both ML: 13, both from the very old A Vision of Destruction raid). They give a lot of great wheel bonuses, and a +72 Glaciation spell power set bonus if both items are worn. This allows you to wear two other pole sticks and still have some
cold spell power in gear. If you can't get this old set, you can grow a glacial tunic from Cannith Challenges. Most of this gear (apart from Phiarlian Mirror Cloak and ml:3 rings) can be worn right up to level 19 in heroic elite content. I recommend not only to wear ML: 8/ 9 gears to 19th but it
will do the work in each slot until you can get better. Epic Reincarnation Gear From Heroic Quests There some really nice ML 18/19 gear that is great for Epic TR life. You can wear it from 18/19 right up to 28 if you live in Epic Hard content (or only do some of the lighter EE quests). Even if
you don't wear it from 18-28, you can wear it until your toon is high enough level to use higher level gear. This gear comes from salary quests, Stormhorns, and Wheloon Docks). Heroic elite treads of Falling Shadow make a good replacement for Cloak of
Invisibility's Ghostly in epic levels, plus give Striding 30%, and a total of +8 dexterity (+6/+2 stacking). Heroic Elite Gedeskind Boots provides the new XI enchantment (Striding 30% plus an 11% boost to Melee and Ranged attack speed), and has a yellow slot (good for a Feather Falling
Falling Heroic Elite Bracers of Twisting Shade is good for trappers. +17 search / disable device plus some blurring and resistance. This version has the same trapping boost as Epic Normal and Epic Hard versions of Bracers. Only Epic Elite is better (+20 Search/Disable). Heroic Sage's
Spectacles heroic Guardian's Ring provides +24 Sheltering (PRR) and a yellow slot. This is a great place for your epic Master's Gift augment. I consider the treads of falling shadow and bracers of Twisting Shade to be the epic version of Bracers of the Wind and Cape of invisibility combo
from heroic levels. Eberron Dragonshard Turnins Eberron Dragonshard entry in DDO wiki Small dragonshard: Xovun Chalk, Lesser XP potion (10% in 3 hours), Marketplace south of the gate of House Deneith Enclave. Small dragonshard: Peta Flashpin, Rest of Eladrin Statuette (rest
shrine), Marketplace northeast corner of Lordsmarch Branch Bank, Medium dragonhard: Davyd Turner, Mnemonic shard clickie (20 charges), Marketplace near the gate of the House Phiarlan Enclave, Medium dragonshard: Tara Wightraven, Major XP potion (20% in 6 hours), House
Deneith, western corner. Alchemical Crafting Shortcuts Alchemical AC (Shield): 15 Strings Prayer Beads/5 Vials of Pure Water Alkymical AC (Armor and Helmets): 2 Tomes: Prophecies of Khyber/6 Silver Flame Hymnals Force Damage Ritual (Weapons): 3 Lumines Dust/9 Scented
Drowshood Force Critical Ritual (Weapons): 6 Sparkling Dust/12 Deadly Feverblanch Resistance Ritual (Jewelry): 4 Lightning-Split Soarwood/22 Funeral Toss The Alchemical Armor Bonus Can Be Applied to Cosmetic Armor or Helms. If you use a cosmetic armor or helment on your
character for all levels (like the Drow mask that can come with MOTU), it's worth adding. If you have a DPS weapon with an extended critical area that you want to use for a long time right up to the playoffs, adding Force Critical Ritual to it isn't a bad idea. This would include weapons like
Epic Sword of Shadows or Pinion. These are very small bonuses, but there is no harm in adding them. They are set and forget - you add them once and never have to worry about it again. It's just a little bit of ac or injury, but it's always there over time. Greensteel Shortcuts Make your base
element, and bring shards and all mats to green steel alters. Triple Positive Undead Beater Triple Positive Undead Beater: Positive/Dominion/Material Smoke (Blur) HP You can go with either Fire or Air first as both increase Dexterity skills. Brand/Escalation/Material Air/Escalation/Material
Smoke (Blur) SP I prefer +4 Charisma/+6 Intelligence Skills, which that way you get the best bonus when spraying trapping (as well as that spellcraft). That means Fire/Air/Both Fire/Escalation/Ethereal Air/Escalation/Ethereal Playing a Heroic Life You Don't Want (A Toolbox You've played
through your first life two in classes you like. You have some tools, some experience with all the quests, you are learning the location of the different quest zones. Maybe you've driven enough Shrouds to get your first greensteel item. So, for some reason, you get to play a different character
class without wanting to change your gear or style of play from previous life. Usually this is to get the benefits of this class's Past Life feat without dealing with the weaknesses of class. Another reason is that you may have guild or TR friends who would benefit from the third class. If you
haven't reached the point of having 36 point character builds (on your toon's third and later life), you're still better off playing an almost clean or clean class life. You want as many building points as possible and as much relevant gear as possible bred and waiting for use on a template like
this. You also want skill and stat tomes already applied to this toon on past life. It's probably not a bad idea to make at least one life with a 2 rogue splash in a class you enjoy as a test drive to ensure that all trapping and melee gear is in place at each level. If you are ready (enough build
points and gears), there is a simple class split that allows you to build a toolbox of character and mostly ignore the extra class levels. 2 Rogue: for trapping and evasion. 8 Fighter: good BAB, a lot of feats, all (non-exotic) weapons and armor available. 10 no matter what: You just cherry-pick
some useful improvements and features and ignore the rest. Build Notes: You will have strength, agility and intelligence for this build. You need enough constitution not to die, but this is a build where you might only start with a 10 or 12 Con. Intelligence must start at least 16 on a trapping
rogue build. You need enough wisdom so your Spot won't be hopeless. Charisma is a dump state (though you include paladin/bard/favored soul/wizard levels). To level: take 1 rogue, 2 fighter and then switch the remaining whatever and fighter levels. On the 9th. If you do this right,
you will never show up in party lists as the unwanted class, so no one will expect you to play it. For Archers: You can do something like this with an Arcane Archer: 2 roque/8 ranger/10 Whatever. You 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 dexterity you can move your starting points in strength to constitution for more survivability. For monks: A Monk-oriented player can do a similar split with 2 rogue/8 monk/10 Whatever. Your Wisdom-
based D.C. will suffer no matter what, so you'll have to build for strength or dexterity. Any Light Monk finishing move buffs should Work. If you grow a few quarterstaves, you can do a pretty nice Monk/Acrobat build and use your your levels to improve this. Acrobats are pretty flexible builds,
so there are usually some improvements or buffing magic in each class that make them better, and every class in the game can use Quarterstaves. Since you will still be offered hand wraps in loot lists, you can slowly build up a collection of perfect hand wraps as you level on the staffs. If
you want to hold on to unarmed combat, just look for attacks, stab levels of gun damage and ignore those that require a D.C. check. These builds only work in heroic content as Epic levels are not kind to them, but should also be stuck in at least the first few skulls of heroic Reaper. Space
Management And I just sat there, alone, organizing my character's outfits for two hours straight. I've never done that with my own closet. South, Guild Almost every MMO out there makes inventory management a torturous experience. DDO is no exception. There are a number of ways to
handle storage. Bank pages. Shared Bank. Bags. Bags can be used to hold materials, gemstones and collectibles. Quest Stuff Re-Playing Threnal Most people who have played Threnal pack hate it. But to make your Gift of Master XP expand, you'll probably want to play it twice. It is once
for the heroic mantle and once for another mantle for increase. The heroic mantle is quite nice on its own and should not be passed on. How to reinsert a character who played it once to make a short form of the adventure. You will get the chain reward list at the end. From the DDO wiki: To
do a quick repeat of the chain just check your diary, if it has West, East and South listed as completed, select West and abandon it. It will reset south and west, but will keep you marked for the East. Once you have completed the West again, talk to Sal Danek and ask is there more to do
here and this will open the Southern Excavation set of quests again. (Can be done with East as well, but who wants to defend Coyle in 15 minutes?) Make a quick Casual run for end reward. Lordsmarch Chains Siegebreaker Puzzle Solver Inferno by Damned Quick Guide Inferno Quick
Guide
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