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## Ddo cannith crafting

DDO Cannith Crafting Planner and Search UtilityPlease consider either including ads for that domain or using the Donate button at the top of the screen. How to use this planner to use this planner, just select the minimum level on the left and select the slot tab gear you want to create for. Choose the charms you want to add to the item. The charms highlighted in yellow are unique charms to this element in this attachment. Click on the collectible to display agricultural information about this particular collectible. Features are still in development: Gear Set Planning, Shard Search, Slot Assistant. If you find any errors, please report them to Trello at the bottom of the page. A tutorial video may be coming soon if I get around to do it. Created by Gear Set Planning Extra Slot (requires Min Level 10 or higher) Augment Slot (if present) Additional Slot (requires Min Level 10 or higher) Augment Slot (if present) Extra Slot (requires Min Level 10 or higher) Augment Slot (if present) Additional Extra Slot Slot (if present) Additional Slot (Required Min Level 10 or higher) Augment Slot (if present) Extra Slot (requires Min Level 10 or higher) Advanced Slot (if present) Extra Slot (requires M.M. Level 10 or higher) Augment Slot (if present) Additional Slot (requires Ming Level 10 or higher) Augment Slot (if present) Additional Slot (requires Min Level 10 or higher) Augment Slot (if present) Extra Slot (requires Ming Level 10 or higher) Augment Slot (if present) Extra Slot (requires Ming Level 10 or higher) Augment Slot (if present) Additional slot (requires mine level 10 or higher) Augment Slot (if present) Extra slot (requires min level 10 or higher) Augment Slot (if present) Additional slot (requires Min Level 10 or higher) Augment Slot (if present) Additional slot (requires Min Level 10 or higher) Augment Slot (if present) House Kundarak Crafting Hall. Cannith Crafting, presented in Update 9, allows players to create fully customized weapons, shields, armor, jewelry and clothing. This system was introduced in a live beta state and has been modified in all updates 9 and 10. The beta tag was removed with update 11. The system was revised in Update 32 to bring it into line with an update of 29 random mining changes. Locations (edit)

There are three places where you can perform Cannith Crafting activities: Steps edit the main article: Cannith Crafting steps disjunct item on the item deconstruction device, stripping all effects and leaving raw materials ready to take the created effects. a minimum level shard on a shard of a craft device that determines the minimum level of the item. This, in turn, determines the power level of the shrapnel applied to the item (and also applies the basic level of the corresponding bonus if the weapon/armor). Note: Making shard Related is significantly cheaper, but creates an item that is associated with the account, creating unbound shards costs considerably more in the material, but allows the element to be between characters, accounts, players - anywhere. Use the Bound Kraft Station for Bound shards or a non-dry station for servless shrapnel.) Craft shards (bound or unbound) effects that you want to apply to an item on a shard crafting device. Create shards on an item on an item crafting device. The edit separation dust components are used to remove the enchantment from the random loot, leaving you with an empty item, which is the key to crafting. Materials types and additional slots are stored on the item after separation. Solvents are used to turn random prey into essence. The element itself breaks down in the process, however you often get some platinum in the process. Cannith Essence does not increase on weapons, unlike platinum value, which doubles on weapons. Only items with a level of charm (a-followed number in the upper right corner) will give platinum when dissolved. Weapons and armor always have this; Clothes and jewelry rarely do. However, craftsmanship, Augment Slots, Feather Fall will all give clothing and jewelry a level of charm. The higher the number, the more platinum you get (usually 60 platinum/level). The solvents should be in your character inventory or ingredient bag; deconstruction using solvents in general craft pot will not produce platinum. Cannith Essence are in chests and from disconnecting random looted using solvents. Essences obtained before Update 32 can be converted into Cannith Essences into a crafting potion supplier. Collectibles are used in all craft recipes that create shards that are used to put effects on items. These collectibles can be found throughout the game and can be sold or purchased through auction houses. There are four different types of collectibles: Arcane, Lore, Natural and Cultural. The Arcane device of this range of levels has the ability to discard

all elements in this range. Backpacks/ rubble piles have the opportunity to opt out of all categories of collectibles for this level. Tier and collectible devices are the only definition on received collectibles. The recipes of the shooters and bolts do not create fragments and do not require collecting. The shards are created using Cannith Essence and Collectibles. Also: Related shards, and create items that are associated with an account, while the worn-out shards are not related and create items that are unlimited Collectibles (edit) All Cannith Crafting recipes use collectibles. There are 113 cannith craft collectibles. Any collectible can be found in adventurer or Rubble. Collectibles of each type can be found additionally found in Arcane: Alchemy Table, Cabinet, Raw Altar, Reagents Cabinet, and Scroll Rack Cultural: Treasure Bags (Fallen on Mobs) Lore: Bookshelf, Cabinet Natural: Bones, Raw Altar, Mushroom, Mushroom Patch, Mold, Moss, and Mushrooms: Mushrooms: Mushrooms: Mushrooms: Mushrooms: Mushrooms: (Total) questlevel1 Rarity Arcane Cultural Lore Natural 1 (12) 1-5 Common Amber Bottle, Tier 1 Arcane, Common Reagent String Prayer Beads, Tier 1 Cultural, Common Religious Icon Page Torn from Study Laptop, Tier 1 Lore, General Document Sweet Whitecap, Tier 1 Natural, Common Mushrooms Unusual Vial Pure Water, Tier 1 Arcane, Unusual Reagent Small Wooden Idol, Unusual Religious Icon Khyber Prayer brochure , Tier 1 Lore, Unusual document Deadly Feverblanch, Tier 1 Natural, Unusual Mushrooms Rare Viate Infection, Tier 1 Arcane, Rare Reagent Icon Of Khyber, Tier 1 Cultural, Rare Religious Icon Tom: Khyber's Prophecies, Tier 1 Lore, Rare Paper Pale Creeper, Tier 1 Natural, Rare Mushrooms 2 (24) , General Forensic Examination of Glitter Dust, Tier 2 Arcane , Common Primitive Tools Funerary Token, Tier 2 Cultural, Common Morbid Curios Caravan Logbook, Tier 2 Lore, General Document Phoenix Tavern Buying Order, Tier 2 Lore, General Financial Reports Of The Cryptmoss, Tier 2 Natural, Common Moss, Tier 2 Arcane, Unusual Forensic Examination of Sparkling Dust, Tier Tier 2 Arcane, Unusual Signet Signet Pigment, Tier 2 Cultural, Unmon , Unusual Morbid Curios Research Diary, Tier 2 Lore, Unusual document 'Wavercrasher' Cargo Manifest, Tier 2 Lore, Unusual Financial Reports, Tier 2 Arcane, Rare Forensic Fluorescent Dust, Tier 2 Arcane, Rare Pigment Shaman totem, Tier 2 Cultural, Rare Primitive Tools Necromantic Gem, Tier 2 Cultural, Rare Morbidios Tom: Myths of Old Xen'drik, Tier 2 Lore, Rare Document Tom: Stormreach Import , 857YK, Tier 2 Lore, Rare Financial Records Lush Cryptmoss, Tier 2 Natural, Rare Moth 3 (31) 11-15 Common Ceramic Bowl, Tier 3 Arcane, General Apparatus Singed Soarwood, Tier 3 Arcane, Common Soarwood Lodestone, Tier 3 Arcane, Common Foreshadowing of the Lost Empire Amulet, Tier 3 Cultural, General Talisman Small Planar Crystal, Tier 3 Cultural, Common Hell Essence Runic Parchment, Tier 3 Lore, Common Intelligence Romantic Sonnet , Tier 3 Lore, Common Lyrical Bruised Spore Pod, Level 3 Natural, Common Medicinal Spore Sour Darkcap, Tier 3 Natural, Common Mushroom Duskblood Trubach, Tier 3 Natural, Common Beetle Unusual Glass Phial, Tier 3 Arcane, Unusual Devce Charred Soarwood, Tier 3 Arcane, Unusual Soarwood Moonstone, Tier 3 Arcane, Unusual Omen Amulet of Six, Tier 3 Cultural, Unusual Talisman Planar Level 3 Unusual Lyrical Scientific Notes, Tier 3 Lore, Unomon Document Intact Spore Pod, Tier 3 Natural, Unusual Medicinal Spore Fragrant Sleepiness, Tier 3 Natural, Unusual Mushroom Headsman Beetle, Tier 3 Natural, Unusual Beetle Rare Crystal Decanter, Tier 3 Arcane, Rare Lightning-Split-Soarwood, Tier 3 Arcane, Rare Soarwood, Rare Talisman: , Tier 3 Lore, Rare Lyric Tom: Aurum Codes, Tier 3 Lore, Rare Document Blossoming Spore Pod, Tier 3 Natural, Rare Medicinal Spores Flowering Hellscape, Tier 3 Natural, Rare Mushroom Executioner, Tier 3 Natural, Rare Beetle, Tier 4 Arcane, Common Ritual Attributes Ritual Candle, Tier 4 Arcane, Common Antiquities Chipp Talisman Bone, Tier 4 Cultural, Common Sone , General Paper Ruddy Fungus, Tier 4 Natural, Common Mushroom Swaying Mushroom Cluster, Tier 4 Natural, Common Ingredient Uncommon Silver Bowl, Tier 4 Arcane, Level 4 Cultural, Unusual Sleepy Artifact Polished Ore, Tier 4 Cultural, Unusual Elemental Essence Academic Treatise, Tier 4 Lore, Unusual Text Bloodfeast Mushroom, Tier 4 Natural, Unusual Mushroom Swaying Mushroom , Tier 4 Arcane, Rare Ritual Attributes Oceanic Sphere, Tier 4 Arcane, Rare Antique Gap, Level 4 Cultural, Rare Elementary Essence Volume: Alchemist's Chapbook, Tier 4 Lore, Rare Text Sanguine Moth, Tier 4 Natural, Rare Mushroom Glows Clump, Tier 4 Natural, Rare Ingredient 5 (14) 21-25 Common Mortar and Pestle, Tier 5 Arcane, General Smoul amber, Tier 5 Cultural, General Essence , Tier 5 Lore, General Text Slime Mold, Tier 5 Natural, Common ygomycota , Tier 5 Natural, Common Unusual Fractured Femur, Tier 5 Arcane, Unusual Stone Fetish, Tier 5 Cultural, Unusual Warehouse Ledger, Tier 5 Lore, Unusual Controversy Glowmoss, Tier 5 Natural, Unusual Blister Beetle, Tier 5 Natural, Unusual Rare Prism Dust, Tier 5 , Rare 6 (12) 26 Common Censer brass, Tier 6 Arcane, Common Flint Knife, Tier 6 Cultural, General Ancient Text, Tier 6 Lore, Common Moth, Tier 6 Natural, Common Unusual Bone Bag, Tier 6 Arcane, Unusual Orca, Tier 6 Cultural, Unusual Archaic Journal, Tier 6 Lore, Unusual Haired Pipe, Tier 6, Tier 6 Rare Oratorio, Tier 6 Lore, Rare Shimmering Spore Pod, Tier 6 Natural, Rare Minimum Level Shards (Edit) Minimum Shard Level have the difficulty of crafting their level x 10, except ML 1, which has the difficulty of crafting level 1. The low-level shards are experiencing the complexity of their level x 10 and 50. Minimum level of Shard requirement Cannith Crafting Shard (s), various shards of minimum level 1 2 3 4 5 6 7 8 9 10 11 12 14 11 5 1 6 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 33 3 Related Craft Level 1 20 30 40 50 60 70 80 90 100 110 120 130 140 150 16 0 170 180 190 200 210 220 230 240 250 260 270 280 290 300 310 320 330 340 Cannith Essence 10 20 30 40 50 60 80 90 100 110 120 130 140 150 160 17 0 180 190 200 210 220 230 240 250 260 270 280 290 300 310 320 330 340 340 Unsized Kra 50 70 80 90 100 110 120 130 140 150 170 180 190 200 220 230 240 25 0 260 270 280 290 300 310 320 330 340 350 360 370 380 390 Cannith Essence 100 140 160 180 200 220 240 260 280 300 320 340 360 380 400 420 440 460 500 520 540 5555 5560 580 600 620 640 660 680 700 720 740 760 780 Charms edit the main article: Cannith Crafting enchantment Every treacherous item has a set-top box and a slot for the spell of suffix. The Cannith house sign can be used to add a third extra charm slot. Additional charm slots are not available for items at a minimum level of 10. Where you can place specific shards just like on randomly generated loot. (Weapons, shields, and armor bonuses are automatically applied to the minimum level. Creating higher-level items and more powerful benefits is possible once you've gained enough crafting experience. You can try to work out the shard even if you are not high enough level, but there is a chance for a crafting recipe to fail, costing you the ingredients used for the craft. You can work out recipes if you have at least a 1% chance of success. Minimum-level shards simply define the ML of the item. Related to AccountBound for account: This item is associated with the ML Shard account having the difficulty of crafting their x 10 level, except for ML 1, which has the difficulty of crafting a Level 1. The non-binding fragments of the minimum level have a target level of crafting their level x 10 and 50. There are three main groups of Scaling charm fragments (plus 2 different exceptions). Group 1 has a minimum crafting level of 1, group 2 has a minimum crafting level of 50, and group 3 has a minimum crafting level of 100 (see table below). Two scaling exceptions (which don't have an insightful version) are: the CL 150 Spell Lore (critical) CL 175 Natural Armor Most non-scaling charms (such as Keen, Everbright or Scary) are Kraft Level 250, which is moderately advanced. They how deep, and will CL 400 if not bound. However, three of these non-scaling effects are available in CL 1 (CL 150 unbound), unbound), Can be made by any novice artisan. These three CL 1 effects are: Deathblock Feather Fall Underwater Action Unbound versions of these shards (scaling and not scaling) add 150 pounds to their kraft level. For effects that are insightful (not everyone can), add 175 pounds to their crafting level for the insightful version. Shards that are unswked plus shrewd add 325 pounds (150-175) to the baseline. Scaling Charm Group Table (edit) Exclusive effects (edit) Not all effects can be duplicated with Cannith Crafting, and not all Cannith effects can be found on randomly generated items; some of them can only be found through one or the other, although most (if not all) of them can be found on the named items. In other words, the following effects may not be strictly exclusive to Cannith Crafting or random loot, but are mutually exclusive between them: the number of effects in the second column has been significantly increased with new effects added to the randomly generated prey in U46. Other treacherous items can be created using a combination of Cannith Essences and Siberys Dragonshard Fragments fragments. The workstation device can be used to make traps, grenades, and companion collars. Cannith Essence are used in some pomegranates, traps and collar recipes. Some run weapons can be manufactured on. Minimum level, charge level, spell, infuse, and unique enchantments of 40s handles remain after separation, while other benefits of 40 weapons are removed. Please note that the minimum level cannot be raised after separation. Run weapons can have three enchantments created on them, just like random loot. BUG: It seems that when you deconstruct a flat hand, the description shows that the minimum level is much lower, but in fact it remains the same. (See Kraft Steps) 4estones can be manufactured with a combination of Cannith Essence and Siberys Dragonshard Fragments. Level Progression (edited) Main article: Cannith Crafting Level Progression Crafting Experience Experience 10 104 20 264 30 489 40 807 50 1,256 60 1.87 2 70 2,699 80 3,811 90 5 305 100 7313 Level Experience 110 9 938 120 13 298 130 17 598 140 23 104 150 30 151 160 38 925 17 0 49 620 180 62 658 190 78 551 200 97 924 Level Experience 210 119 659 220 142 505 230 166 520 240 191.763 250 218,297 260 245,580 270 273,137 280 300,971 290 329,084 300 357,480 Level Experience 310 386 083 320 414 828 330 330 00 443 718 340 472 752 350 501 932 360 531 259 370 560 732 380 390 353 390 620 122 400 650 040 Maximum Kraft Level is 400. The amount of experience required to gain a level increases as levels increase. You gain experience by creating shards and elements in essence. The experience before update 32 was transferred to the new system. Three schools at level 50 (7305 x 3 - 21,915) → level 138 in the new Three Schools system at 100 (35,230 and 3 x 105,690) → level 203 in the new Three Three Three system at 150 (81,905 y 3 and 245 715) → level 260 in the new Tips Levels system edit You have related and unsaldished variants of shrapnel to gain crafting experience. Go back and forth between both devices, sort by experience and choose your best option. Once you reach 50 House Cannith Favor, Small Craft Experience Elixirs (10%, 30 minutes) and 10% Krafting Success Boosters are available for in-game boards. Making Guild Tutorial rewards you with either a lot of craft experience Elixirs (75%, 30 minutes, BtA) or 5 25% Krafting Success Boosters, BtA. Since burning through even 50,000 Cannith Essence can be done within 30 minutes, it is recommended that you have enough essences before you start the 30 minute crafting spree. You can run a tutorial quest with all your characters every life and either choose Elixir, or success boosters if you already have an elixir ready to go for a crafting spree. Since the elixir and craft accelerators are tied to the account, you can transfer them to your artisan through a common bank. A tutorial quest is available from Maker's Kundarac Crafting Hall, Felix d'Cannite in the Harbour, or Vertigo in the Marketplace. Basic Crafting Experience Elixirs (100%, 30 minutes) from the DDO store is recommended if you are going for a quick level. They are cheap, and can be obtained for the equivalent of 200 favors at DDO points. If you use basic Crafting Experience Elixirs, major success boosters, and wait for the DDO Bonus Day for the crafting experience, you can level very quickly by making only a few related and unrelated minimum level shards of each level. Tables with so many effects, many are scaling from level 1-34, as well as recipes for those and each going into different slots (prefix, suffix, and extra) depending on the item... Well, here are some links to the tables to get a better look at, at first glance, exactly what's going on... Costs for ML shards and consumables (edit) Collectible effects and recipes note: Any effect is either scaling or not scaling - there are no effects that can be like. Scaling effects vary in value when placed at the lower or higher minimum level of splinter elements, increasing with higher ML. Examples of strengthening, false life, or any skill or ability bonus. Non-scaling effects don't change with a minimum level. Examples are water breathing, Deathblock, Keen, and any effective metamagic effects (such as Empower or Extend) that reduce the cost of using that metamahaic effect on spells at a fixed amount. Notes to Update 32, most, if not all, randomly generated prey can be dissolved for Cannith Essence. Some old randomly generated loot may not be soluble, but still be disconnected (old term deconstruction) to be used as spaces. Unlike the original Cannith Crafting, you don't need to create a Shard Bonus Boost for weapons, shields or armor armor Clothing, equipment and assistant professors). The scaled improvement bonus is applied automatically when applying minimum-level shards. Removing a high minimum increase level from the lower minimum level of Cannith created element does not immediately reset the minimum level of the item. Putting an item into a common pot and re-extracting (or overworking) resets the minimum level properly. DDO Forums When developing an item with an enlarged slot, after the item is disconnected, it will be listed as having a minimum level, but it seems that a lower splinter level can be applied. This can be a hold from the old crafting system when working on a slotted item increased by the overall level of the item. For reference, these listed minimum levels: Colorless: ML 1 Red/Blue: ML 2 Yellow (ML 3) Green (ML 5) Purple and Orange Slots still have to be found only on the named items Dissolving item with an added insert will destroy the increase as well as the item. See also external links (edit) links (edit)

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