

Istarian Dragon Guide

Contents

[I just made a dragon, Help!](#) – Part1

[I just made a dragon, Help!](#) – Part 2

[When do I get to fly](#)

[What is Lunus and Helian](#)

[What are the requirements for ROP](#)

[What are the requirements for AROP](#)

[What is hoard for](#)

[What are tiers](#)

[How do I use crafting abilities](#)

[How do I increase my craft skills](#)

[What are formulas](#)

[Why can't I buy a formula from a trainer](#)

[What are techniques](#)

[Where can I find techniques](#)

[Why can't I buy a technique from a quartermaster](#)

[What is a cargo disc](#)

[How do I get a cargo disc](#)

[How can I level craft quicker](#)

[How do I join the lairshaping school](#)

[Can dragons own plots](#)

[How much do lairs cost](#)

[What do statistics / skills do](#)

[What should I technique my spells with](#)

[What should I technique my scales with](#)

[What do I put my training points into](#)

[How can I level adventure quicker](#)

[What are the Dragon Ability quests?](#)

[How is combat calculated](#)

[How does aggro work](#)

[What combat tactics can I use?](#)

[What Epics are there for dragons](#)

[What is khuhit](#)

[Where can I find crystals](#)

[What are wards / resistances](#)

[Istarian Terminology](#)

I just made a dragon, Help! – Part 1

Chat Channels

When you start the game make sure you join the main community channels.

These are *Marketplace*, *Dragon* and *New Player Assistance* channels.

To join a channel click on the speech bubble shaped icon on the chat window and double left click the channel required.

In New Player Assistance chat you find high level characters who can offer guidance or assistance.

In Dragon chat you can discuss any aspect of dragon life (and sometimes random stuff).

In Marketplace you can buy and sell wares and also ask general questions.

Guides

There are a couple of guides already created to assist with the tutorial quests on skalkaar, and on New Trimus, as well as a quick reference sheet.

Tutorial Guide (Skalkaar Guide)

<http://horizons.gamersinfo.net/guides/default.php?id=7>

Training Island Guide (New Trimus Guide)

<http://horizons.gamersinfo.net/guides/default.php?id=11>

Dragon Cheat Sheet (by Kala)

<http://www.myfoxie.org/horizons/Dragon-Notes.pdf>

Add ons / mods

Horzons Crafting Calculator

<http://hcc.reclamation.dk/>

Valorynx's Icon Mod

<http://www.stengraphix.com/icons.htm>

Map Pack

<http://community.istaria.com/forum/showthread.php?t=18054>

Ancient Dragon Mod

http://home.arcor.de/takora/Horizons...al_ancient.zip

Named Poop Mod

<http://community.istaria.com/forum/showthread.php?t=17822>

Coloured Wisps Mod

<http://community.istaria.com/forum/showthread.php?t=17829>

Low Res Texture Fix

<http://home.earthlink.net/~parrot23/images/finheadhighres.zip>

Blue's Mod Page

<http://www.flying-reptile.com/goodiecollection/Index.html>

I just made a dragon, Help! – Part 2 (After New Trimus)

For Adventure

You should be looking to leave New Trimus at around level 10 adventure.

At level 10 you can start your first set of dragon ability quests. Take the teleport to Kion and locate the vault building. On top of the vault building is a dragon called "Gerix". If you greet him he will start you off on your level 10 ability quests.

Dragon Ability Quests

<http://horizons.gamersinfo.net/guides/default.php?id=14>

Also in Kion/Sslanis there are a number of low level based quests. The best thing to do is to greet any NPC's you come across as they may give you a quest to complete.

Kion/Sslanis also have trophy hunters and town marshalls. The trophy hunter will give you a tier based quests to collect 5 of a specific mob's trophies which they will reward you with money and XP. The town marshall asks you to kill x of a specific mob for a coin reward.

Please also see the section on ["How can I level adventure quicker?"](#)

For Crafter

Crafter is a bit different to adventure. As a Crafter, all the resources you require up to around level 20 can be found on the New Trimus training island.

At level 10 craft you can complete the 1st set of dragon crafter quests for passive craft bonuses

Link to dragon crafter quests

<http://horizons.gamersinfo.net/guides/default.php?id=15>

Please also see the section on ["How can I level craft quicker?"](#)

Wish Giver Quests

The wishgiver quests in Tazoon are useful as they provide +10 passive boosts to Strength, Dexterity, Focus and Power.

The NPC which gives out the quest is located at 23603, 25309 at the shrine in Tazoon.

I need money

One of the advantages of Horizons is that it is not dependent on money. If you ask for something to be made in one of the chat channels, as long as you provide the materials required then the majority of the time you may find people will make for free.

There will always be items on some of the ingame consigners (New Trimus and the other town consigners)

Consigner Search Tool

<http://community.istaria.com/consigners/>

Please note that the consigner search tool will only search town consigners and not any player built consigners (such as Bristugo)

There is still to a certain extent an economy in game. Players always require consumable items (such as potions, cargo items, dye kits, armour upgrades etc).

As a dragon this is difficult as dragons cannot make any consumable items. However the New Trimus consigner always requires items to be restocked as new players join the game.

I just made a dragon, Help! – Part 2 – Cont.

The best way to work out what sells is to see what is missing on the consigner and restock, then see how quickly it sells.

A consigner will keep items placed onto it for 2 weeks, after that point the items will go back to the seller's vault if unsold.

Example 1

Hunt for technique components that are used for for creating Tier 1 items. Players will always require components for items. This could be used as a good way to raise some coin and also level adventure at the same time.

Example 2

Place basic resources on the consigner for sale. This includes bronze bars, sandstone bricks, gems and dim essence orbs. Players always need these items for various reasons and as long as you don't set the price too high on the consigner, you should be able to raise some coin and level craft at the same time.

Example 3

Lower level spells are always required. By crafting spells and selling on the consigner, you should be able to raise some coin this way.

Example 4

The trophy hunters will always buy trophies that are no longer required. Instead of turning in trophies for XP and coin by completing a trophy hunter quest, you can sell the trophies directly to the trophy hunter for a certain amount of coin.

Example 5

Pawnbrokers are available in the majority of towns and items can always be sold to them for money. The downside of pawnbrokers is that the more of an item you sell to them, the less money that they will pay out. Also worth noting here is that players can build tiered built pawnbrokers (up to tier 6) and the higher the tier of the pawnbroker the more money that will be paid out.

Please note that if you sell items on a consigner it is always dependent on what the current market is. If you sell an item too high a price then you may end up losing more money than making. Also it may be worth spending time looking at what other players buy as this can be used to judge what is best to stock. Consigners (depending on tier) will also charge the seller a percentage of the cost of selling the item

Imperial Spell Vendor

There are 3 imperial spell vendors located in New Trimus, Kion and Sslanis. Although the spells they sell are expensive they can be used as an indication of what spells you can use as a low level dragon.

When do I get to fly?

To be able to fly you need to complete the ROP (right of passage) quest to grow from a hatchie to an adult dragon. There are 2 ROP's (one for each faction – lunus or helian). The requirements for both differ slightly. You can only choose one faction as an adult.

What is lunus and helian?

Lunus Lore

TBC

Helian Lore

<http://community.istaria.com/forum/showthread.php?t=14551&highlight=dragon+lore>

Other Lore

<http://community.istaria.com/forum/forumdisplay.php?f=137>

Lunus and Helian are the names of the 2 dragon factions within the game. Lunus dragons gain Melee combat skills and Helians gain Magical Combat skills.

The racial city for a Lunus dragon is Dralk and Chiconis for a Helian.

You get to choose your faction when you complete the ROP quest to grow from a hatchie to an adult dragon. Once chosen you cannot change your faction.

There is very little difference between an adult Lunus and Helian dragon

Link to Helian and Lunus details

<http://horizons.gamersinfo.net/guides/default.php?id=17>

Adult Lunus

Breath of Fire 2

Shield of Gold

+40 Fire resistance

+20 Tooth and Claw

Lunus Walkthrough

<http://horizons.gamersinfo.net/guides/default.php?id=18>

Adult Helian

Breath of Fire 2

Shield of Gold

+20 Spirit Resistance

+20 Ice Resistance

+20 Primal

Both helian and lunus gain Breath of Lightning and Breath of Ice once they complete the relevant quests at level 50 adventure.

What is lunus and helian? – Cont.

Ancient Dragons (AROP)

When either a lunus or helian dragon complete the AROP (ancient right of passage) they receive the following abilities

Flight Height of 2000

90 Velocity

+250 Health

+75 Power

+50 Strength

+15 Focus

+133% Armour

+500 Capacity

Breath of Flame Burst Ability (Area Attack)

Primal Rebirth (Resurrect Ability)

Dragon Fear Ability (Mesmerize Ability)

Drain Strike 8 Ability

Ancient Lunus

Fangs of Fury Crystal (+50 Tooth and Claw, -5% melee delay, -5% melee recycle)

Ancient Helian

The Primal Rage Crystal (+50 Primal, -5% delay spell, -5% spell recycle)

What are the requirements for the ROP?

Lunus Right of Passage requirements

To start the quest you require

- Level 30 adventure
- Level 20 craft
- 250k of Hoard

Minimum levels required to complete Lunus ROP are

- Level 30 adventure
- 300 Transmutation skill (approx level 30 craft)
- 250k Hoard

Helian Right of Passage requirements

To start the quest you require

- Level 30 adventure
- Level 20 craft
- 250k Hoard

Minimum levels required to complete Helian ROP are

- Level 30 adventure
- 450 Spellcraft (approx level 40+ craft with craft quests completed)
- 250k Hoard

What are the requirements for the AROP?

The requirements to start AROP are the same for a lunus or a helian dragon.

- Level 90 adventure
- 100 days old
- All adventure quests completed
- All breath quests completed
- Khuhit quest completed

Link to AROP walkthrough

<http://community.istaria.com/forum/attachment.php?attachmentid=328&d=1215459884>

What is hoard for?

Hoard is used by dragons a number of different ways. Firstly hoard will power certain abilities (that is it costs hoard to use the ability). Hoard is also a requirement for the ROP (right of passage) quests for adulthood. Additionally hoard increases the amount of damage that breath attacks cause and also adds armour points (if a player has sufficient hoard at their current adventure level).

What abilities are powered by hoard?

- Gold Rage (1 – 7)
- Silver Strike (1- 10)
- Shield of Gold (adult ability, both factions)
- Drain Strike (1-8)
- Primal Rebirth (ancient ability, both factions)
- Dragon Fear (ancient ability, both factions)
- Flame Burst (ancient ability, both factions)
- Breath of Lightning (adult ability, both factions)
- Breath of Ice (adult ability, both factions)

How do I increase my hoard?

There are a number of ways to increase your hoard levels.

The majority of items that are not stackable can be hoarded (stackable items are normally craft materials, which stack on top of each other in a container/inventory/vault). There are also hoard only loot (including some rare hoard items).

Purchase hoard loot items from a consigner

Many players will sell hoard items on a consigner. The general rule for hoard items is that it should not cost more than half of items hoard value in coins. For example if a hoard item has a hoard value of 1000, then it should not cost more than 500c to purchase (if it does you are most likely being ripped off). Bipedes tend to loot more hoard than dragons and therefore there is normally quantities of hoard items for sale on the main consigners (on Chaos shard these would be New Trimus or Bristugo consigner).

Loot from dead mobs

The majority of mobs in the game randomly drop hoard items. The higher the tier of the mob, then the higher the value of the hoard items. Some mobs tend to drop hoard more often than other types of mobs. The best mobs for hoard drops tend to be all tiers of wolves and beetles.

Charitable Donations

Sometime players will donate hoard items to dragons (especially if you are a hatchie). The best place to get donations would be in Bristugo or in New Trimus. NB Please don't repeatedly ask people to give you hoard as you will end up being ignored. Also as bipedes have no use for hoard they tend to be the best people to ask for donations.

Craft Items

Some craft items (non-stackable) have a value and can be added to a dragons hoard. This includes items that a biped may craft. The best examples for dragons are scales, claws and spells. The bonus of crafting and hoarding is that you can increase your hoard and your craft level at the same time as you gain craft XP.

Adding coin to hoard

The rate is 10 copper = 1 hoard point. Adding coin to you hoard is NOT recommended unless you are very very rich.

What is hoard for ? – Cont.

Guilds

If you join a guild, the other members of the guild (as long as they are not all dragons) will normally give any hoard they loot to their other guild members. This is probably one of the best ways to quickly gain the 250k hoard needed for the ROP quests (however this does depend on how friendly the guild is that you join).

Hoard bonuses

Hoard also provides a bonus to a dragon's armour and breath attack. The below table shows the amount of hoard required at each level to provide the bonuses.

Level	Hoard Required	Accumulated Armour	Accumulated Breath Damage
1	100	4	1
2	200	8	2
3	300	12	3
4	400	16	4
5	500	20	5
6	600	24	6
7	700	28	7
8	800	32	8
9	900	36	9
10	1000	40	10
11	2600	44	11
12	4200	48	12
13	5800	52	13
14	7400	56	14
15	9000	60	15
16	10600	64	16
17	12200	68	17
18	13800	72	18
19	15400	76	19
20	17000	80	20
21	25100	84	21
22	33200	88	22
23	41300	92	23
24	49400	96	24
25	57500	100	25
26	65600	104	26
27	73700	108	27
28	81800	112	28
29	89900	116	29
30	98000	120	30
31	123600	124	31
32	149200	128	32
33	174800	132	33
34	200400	136	34
35	226000	140	35
36	251600	144	36
37	277200	148	37
38	302800	152	38
39	328400	156	39
40	354000	160	40
41	416500	164	41
42	479000	168	42
43	541500	172	43
44	604000	176	44
45	666500	180	45
46	729000	184	46
47	791500	188	47
48	854000	192	48
49	916500	196	49
50	979000	200	50
51	1108600	204	51

Level	Hoard Required	Accumulated Armour	Accumulated Breath Damage
52	1238200	208	52
53	1367800	212	53
54	1497400	216	54
55	1627000	220	55
56	1756600	224	56
57	1886200	228	57
58	2015800	232	58
59	2145400	236	59
60	2275000	240	60
61	2515100	244	61
62	2755200	248	62
63	2995300	252	63
64	3235400	256	64
65	3475500	260	65
66	3715600	264	66
67	3955700	268	67
68	4195800	272	68
69	4435900	276	69
70	4676000	280	70
71	5085600	284	71
72	5495200	288	72
73	5904800	292	73
74	6314400	296	74
75	6724000	300	75
76	7133600	304	76
77	7543200	308	77
78	7952800	312	78
79	8362400	316	79
80	8772000	320	80
81	9428100	324	81
82	10084200	328	82
83	10740300	332	83
84	11396400	336	84
85	12052500	340	85
86	12708600	344	86
87	13364700	348	87
88	14020800	352	88
89	14676900	356	89
90	15333000	360	90
91	16333000	364	91
92	17333000	368	92
93	18333000	372	93
94	19333000	376	94
95	20333000	380	95
96	21333000	384	96
97	22333000	388	97
98	23333000	392	98
99	24333000	396	99
100	25333000	480	100

What are tiers?

The game splits progress into 6 tiers starting at tier 1. Tiers last for 20 levels. Mobs and resources are normally grouped together by tier in certain parts of the map.

Tier 1	0-20	Training Islands and Lesser Aradoth (Kion and Sslanis)
Tier 2	20-40	Dalimond, Chiconis and Bristugo
Tier 3	40-60	Mahagra, New Rachival, Trandalar, Aughendell West
Tier 4	60-80	Dralk and Kirasanct
Tier 5	80-100	Satyr Isles, Harro, Last Stand, Aughendell East, Morning Light
Tier 6	100+	Eastern Deadlands, Harro

Adventure and craft schools for players only go up to level 100 (Tier 5), however it is possible to make some Tier 6 items

How do I use crafting abilities?

For a dragon crafting abilities work similar to adventure abilities. Once you have joined the dragon crafter school (from the shalkaar training quests) you will receive the tier 1 crafting abilities.

Every 20 levels of craft you receive the next set of tiered craft abilities (20, 40, 60, 80, 100).

To use a craft ability you 1st need to drag it to a hotkey bar.

- From the blue orb in the bottom left corner of the screen
- Left click and choose character
- Click on the abilities tab
- Click on the craft radio button
- Left click and hold on the ability you need and drag it to your hotkey bar.
- Click the corresponding hotkey
- Your craft ability will activate and you will see the craft buff in your status window.

As you create items you will need to switch between different craft abilities depending on what you are making

Mining	For mining metal resources
Quarrying	For quarrying gems, stone resources and crystals
Stoneworking	For shaping stone resources
Smelting	For shaping metal resources
Spellcraft	For making spells
Scalecraft	For making claws and scales
Essence Harvesting	For collecting essence
Essence Shaping	For shaping essence
Transmutation	For converting resources into higher tier resources
Ingenuity	For making snowballs, collecting confectioner garnishes, creating Withered Bane, gathering fish and animal hides.
Gemworking	For cutting gems
Crystal Shaping	For shaping crystals (lairshaper ability)
Lairshaping	For creating and placing lairshaper resources

There is also a 2nd dragon craft school called a lairshaper

Dragons are unable to gather some biped resources, however the only biped resource that may be needed would be cedar boards for use in weapon socketing

How do I increase my craft skills?

Craft skills are broken down into base skill and current skill

Base Skill = A base skill is the skill that a player has before any techniques items, buffs, potions etc are applied. A base skill will not normally change unless a player has a death penalty or they have moved training points or they have gained a level.

Current Skill = A current skill is the base skill plus any current technique item bonuses, enhances, buffs, potions, consumable items, shop bonuses applied. Current skill can never be lower than a player's base skill.

Quests

Every 10 craft levels there are crafting quests available for the majority of the crafting types, which give XP as a reward and a +10 bonus to the base skill. The crafting quests are available from the crafting trainers in both Drak and Chiconis.

There are no crafting quests for Transmutation, Salvaging or Ingenuity

For crystalshaping and lairshaping there are craft quests that alternate between the two that give a +10 bonus to each skill and XP.

Abilities and Spells

Another way to increase your current craft skill is to use buffs and enhances. A dragon can use dragons gift, determination and primal roar abilities as well as promote vitality and true grit spells to get a craft skill boost.

Ability	1	2	3	4	5
Dragons Gift	+10 Primal +10 Magic Evasion +10 Evasion +10 Tooth and Claw	+30 Primal +30 Magic Evasion +30 Evasion +30 Tooth and Claw	+50 Primal +50 Magic Evasion +50 Evasion +50 Tooth and Claw	+70 Primal +70 Magic Evasion +70 Evasion +70 Tooth and Claw	
Determination	??	+60 Strength +54 attack skill melee	+100 Strength +90 attack skill melee	??	+180 Strength +162 attack skill
Primal Roar	??	+65 to +85 power +53 attack skill for spells	+95 to +125 power +89 attack skill for spells	??	+155 to +205 power +161 attack skill

Please note that Dragons Gift does not help any crafting skills

Spell	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Promote Vitality	+18 Strength +18 Dexterity	+42 Strength +42 Dexterity	+66 Strength +66 Dexterity	+90 Strength +90 Dexterity	+114 Strength +114 Dexterity
True Grit	+18 Armour +8 Health	+34 Armour +68 Health	+66 Armour +128 Health	+98 Armour +188 Health	+130 Armour +248 Health

How do I increase my craft skills? – Cont.

Biped Gifts

Dragons also gain a new gift slot every 20 levels. A dragon only has one gift, however biped gifts can be cast on a dragon and these will help increase skills.

Spell	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Gift of Alacrity	Modifies delay by –5%	Modifies delay by –10%	Modifies delay by –15%	Modifies delay by –20%	Modifies delay by –25%
Gift of Strength	+8	+26	+44	+62	+80
Gift of Dexterity	+8	+26	+44	+62	+80
Gift of Health	+8	+26	+110	+161	+212
Gift of Power	+8	+26	+44	+62	+80
Gift of Focus	+8	+26	+44	+62	+80
Gift of Toughness	+1 Armour +4 Health	+8 Armour +30 Health	+16 Armour +55 Health	+23 Armour +81 Health	+31 Armour +106 health
Gift of Speed	+2	+4	+6	+8	+10
Gift of Armour	+2	+11	+21	+31	+41

Biped Enhances / Raises / Surges

Bipeds can also cast surges, raises and enhances on a dragon which can also boost craft skills

Spell	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Enhance Strength	+13	+37	+61	+85	+109
Enhance Dexterity	+13	+37	+61	+85	+109
Enhance Focus	+13	+37	+61	+85	+109
Enhance Power	+13	+37	+61	+85	+109
Enhance Health	+20	+80	+140	+200	+260
Enhance Armour	+24	+40	+72	+104	+136

Please note that strength, dexterity and health enhances cannot be used at the same time. Also power and focus enhances also cannot be used at the same time.

Spell	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Raise Strength	+6	+22	+38	+54	+70
Raise Dexterity	+6	+22	+38	+54	+70
Raise Focus	+6	+22	+38	+54	+70
Raise Power	+6	+22	+38	+54	+70
Raise Health	+13	+53	+93	+133	+173
Raise Armour	+22	+30	+54	+78	+102

Raise spells cannot be used at the same time as enhance spells, as they will overwrite each other.

How do I increase my craft skills? – Cont.

Spell	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Surge of Strength	+19	+43	+67	+91	+115
Surge of Dexterity	+19	+43	+67	+91	+115
Surge of Focus	+19	+43	+67	+91	+115
Surge of Power	+19	+43	+67	+91	+115
Surge of Health	+35	+95	+155	+215	+275
Surge of Armour	+16	+48	+80	+112	+144

Please note only one surge can be used at one time as they overwrite each other.

Biped Potions

Potions are available by tier and can temporarily increase current skill levels

Potion	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Stone Reaping	+25 to +50 Quarrying	+50 to +100 Quarrying	+75 to +150 Quarrying	+100 to +200 Quarrying	+125 to +250 Quarrying
Metal Reaping	+25 to +50 Mining	+50 to +100 Mining	+75 to +150 Mining	+100 to +200 Mining	+125 to +250 Mining
Essence Reaping	+25 to +50 Essence Harvesting	+50 to +100 Essence Harvesting	+75 to +150 Essence Harvesting	+100 to +200 Essence Harvesting	+125 to +250 Essence Harvesting

Potion	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Bolster Health	+15	+30	+45	+60	+75
Bolster Strength	+15	+30	+45	+60	+75
Bolster Armour	+15	+30	+45	+60	+75
Bolster Dexterity	+15	+30	+45	+60	+75
Bolster Focus	+15	+30	+45	+60	+75
Bolster Power	+15	+30	+45	+60	+75

How do I increase my craft skills? – Cont.

Teched Scales and Claws

Most craftable items can be techniqued. With scales, crafting or statistic techniques can be added to them, which when they are equipped add to the current craft skill. With claws only statistic techniques can be added to them.

Techniques	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Crystalshaping	+4	+8	+12	+16	+20
Essence Harvesting	+4	+8	+12	+16	+20
Essence Shaping	+4	+8	+12	+16	+20
Gemworking	+4	+8	+12	+16	+20
Lairshaper	+4	+8	+12	+16	+20
Mining	+4	+8	+12	+16	+20
Quarrying	+4	+8	+12	+16	+20
Scalecraft	+4	+8	+12	+16	+20
Smelting	+4	+8	+12	+16	+20
Spellcraft	+4	+8	+12	+16	+20
Transmutation	+4	+8	+12	+16	+20

There are no craft techniques for ingenuity

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Armour	+4	+10	+15	+20	+25
Strength	+4	+10	+15	+20	+25
Dexterity	+4	+10	+15	+20	+25
Power	+4	+10	+15	+20	+25
Focus	+4	+10	+15	+20	+25
Speed	+4	+6	+8	+10	+12
Velocity	N/A	+6	+8	+10	+12
Health	+5	+10	+15	+20	+25

How do I increase my craft skills? – Cont.

Shop Bonus

Player built shops also add a bonus to a current crafting skill depending on the shop that a player may be in. There are 2 types of shops that add bonuses, biped and dragon.

Biped Shops

Beginner	+25
Journeyman	+50
Expert	+75

Please note that anvils in a biped shop will no longer give a smelting bonus to dragons.

Additionally biped community buildings do not provide any bonus to craft skills. Whereas Dragon community shops do provide a bonus.

Dragon Shops

Tier 1	+15
Tier 2	+30
Tier 3	+45
Tier 4	+60
Tier 5	+75
Tier 6	+90

Please note that anvils in a biped shop will no longer give a scalecraft bonus to dragons.

Crystals

Crystals can have 2 uses. Firstly they can be equipped into socketed scales / claws to provide a constant bonus, or they can be consumed to provide a (higher) temporary bonus.

It is always better to use statistic crystals in a socketed scales, than to use a statistic tech on a scale. For example a level 100 strength crystal will give a +65 strength bonus, however the strength V statistic tech will only give a +25 bonus.

Link to craft crystals list

<http://incolor.inetnebr.com/pilgrim/Istaria/CraftCogs.html>

Link to Adventure Crystals List

TBC

What are formulas?

Formulas are the templates used to be able to craft items throughout Istaria. In order to create a particular item you need to first scribe a formula by right clicking it and choosing scribe. Once a formula has been scribed it is viewable in the formula book.

Formulas are obtained from specific trainers for lore tokens, loot from mobs, or by purchasing from other players/consigners or from certain quests.

Every formula has a requirement for a certain number of resources or sub components in order to create the item. For example a sandstone focus chest scale may require 6 sandstone bricks in order to make.

There are 4 types of formula

	Min Level	Max Level
Beginner	1	40
Journeyman	40	80
Expert	80	100
Master	100	N/A

A single formula may allow creation of multiple different items. For example the beginner focus chest scale formula allows creation of sandstone focus chest scales as well as slate focus chest scales.

Each formula requires a certain amount of a particular skill to scribe. If a player's current skill is too low then they will be unable to scribe the formula. Ways to boost a current skill is to use buffs and expert shops for the temporary skill bonuses.

Each item to be created has a minimum and maximum skill to create. When creating a particular item the more you are closer to the maximum skill the more efficient you are therefore less resources will be required. For example if you are creating sandstone bricks, at minimum efficiency you require 5 sandstone slabs to create 1 sandstone brick. If you are at maximum efficiency (or higher) then you only require 2 sandstone slabs to create 1 sandstone brick.

Why can't I buy a formula from a trainer?

When purchasing formulas from a trainer, even though the trade window will indicate coinage, you need to trade lore tokens into the trade window to balance the cost of the formula. A beginner lore token has the value of 1c, a journeyman lore token has the value of 5c. Please note always trade the exact amount needed to a trainer as they do not give any change.

What are techniques?

Techniques are special bonuses that can be added to items when they are crafted. Techniques require specific resources to be used at the time of the item creation. The majority of technique components are from looting mobs. There are techniques from tier 1 to tier 5. Only certain techniques can be added onto certain items. For example the Speed or Velocity techniques will only go onto Wing Scales. The number of techniques that can be added onto a item are limited by tier. For example you cannot technique a tier 1 item with a tier 5 technique.

Tier 1 – 1 Technique per item
 Tier 2 – 1 Technique per item
 Tier 3 – 2 Techniques per item
 Tier 4 – 2 Techniques per item
 Tier 5 – 3 Techniques per item

One of the biggest bonuses to Istaria is that almost any item that is craftable can have a technique added to it. The only exception is craftable resources (bars / bricks etc) or sub components.

Where can I find techniques?

Techniques tiers 1 to 3 can be purchased from various quartermasters throughout Istaria using Imperial Bounty Markers.

Techniques tiers 4 and 5 can only be obtained from looting mobs or by purchasing from other players via the consigners.

Locations of Quartermasters

Kion	Dye Techniques
Dalimond	Spell Techniques
Aughendell	Craft Techniques
Tazoon South	Socketing and Adventure Techniques
New Rachival	Craft Processing
Mahagra	Defense and Statistic Techniques

Quartermaster details

<http://incolor.inetnebr.com/pilgrim/Istaria/TechLocations.html>

Why can't I buy a technique?

When purchasing techniques from a quartermaster, even though the trade window will indicate coinage, you need to trade imperial bounty markers into the trade window to balance the cost of the formula. Please note always trade the exact amount needed to a quartermaster, as they do not give any change.

What is a cargo disc?

A cargo disc is a floating container that players can attach and drag around with them so that they can hold additional items while crafting. Certain cargo discs can travel through teleport gates and there are 2 types that can fly.

Only one type of cargo disc can be used at one time.
There are many types of cargo disc, and they progress by tier.

Standard Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	5	2000	5	-11	No
Slate	Tier 2	25	2800	5	-12	No
Granite	Tier 3	45	3600	5	-13	No
Obsidian	Tier 4	65	4400	5	-14	No
Marble	Tier 5	85	5200	5	-15	No

Standish Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	10	3000	7	-12	No
Slate	Tier 2	30	3900	7	-14	No
Granite	Tier 3	50	4800	7	-16	No
Obsidian	Tier 4	70	5700	7	-18	No
Marble	Tier 5	90	6600	7	-20	No

Deluxe Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	15	4000	10	-15	No
Slate	Tier 2	35	5000	10	-17	No
Granite	Tier 3	55	6000	10	-19	No
Obsidian	Tier 4	75	7000	10	-21	No
Marble	Tier 5	95	8000	10	-23	No

Tarbash Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	20	6000	1	-20	Yes
Slate	Tier 2	40	7500	1	-23	Yes
Granite	Tier 3	60	9000	1	-26	Yes
Obsidian	Tier 4	80	10500	1	-29	Yes
Marble	Tier 5	100	12000	1	-32	Yes

Deluxe Standish Cargo Disc (Current Craft School only)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	20	4000	10	-15	Yes
Slate	Tier 2	40	5000	10	-17	Yes
Granite	Tier 3	60	6000	10	-19	Yes
Obsidian	Tier 4	80	7000	10	-21	Yes
Marble	Tier 5	100	8000	10	-23	Yes

Tarbash Compact Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	20	2000	1	-11	Yes
Slate	Tier 2	40	2800	1	-12	Yes
Granite	Tier 3	60	3600	1	-13	Yes
Obsidian	Tier 4	80	4400	1	-14	Yes
Marble	Tier 5	100	5200	1	-15	Yes

Lunus or Helian Cargo Disc (Dragon Only)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sandstone	Tier 1	20	6000	1	-20 / -35 fly	Yes
Slate	Tier 2	40	7500	1	-23 / -38 fly	Yes
Granite	Tier 3	60	9000	1	-26 / -41 fly	Yes
Obsidian	Tier 4	80	10500	1	-29 / -44 fly	Yes
Marble	Tier 5	100	12000	1	-32 / -47 fly	Yes

Knuts Cargo Disc (Any Craft School)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Cedar	Tier 1	20	4000	1	-15	Yes
Elm	Tier 2	40	5150	1	-17	Yes
Oak	Tier 3	60	6300	1	-19	Yes
Maple	Tier 4	80	7450	1	-21	Yes
Yew	Tier 5	100	8600	1	-23	Yes

Nielenoss's Cargo Flyer (Dragon Only)

		Craft Lvl	Bulk	Stack	Speed	Teleport
Sturdy	Tier 1	20	4000	10	-15 / -30 fly	Yes
Improved	Tier 2	40	5000	10	-17 / -32 fly	Yes
Superior	Tier 3	60	6000	10	-19 / -34 fly	Yes
Exceptional	Tier 4	80	7000	10	-21 / -36 fly	Yes
Marble	Tier 5	100	8000	10	-23 / -38 fly	Yes

How do I get a cargo disc?

Cargo discs are made by biped tinkerers (exception being the dragon discs which are made by dragon crafters).

The best way to find a cargo disc is to first of all check all the town consigners (New Trimus, Kion and Bristugo being the main ones on Chaos).

There is a consigner search function on the community website which allows a player to quickly search all the town consigners for a cargo disc.

<http://community.istaria.com/consigners/>

Failing this perform a player search to locate an tinkerer that is currently online and send them a tell (*/tell personname message*).

If no tinkerers are visible then it may be best to ask in Marketplace or New Player channel.

How can I level craft quicker?

For a low level dragon the best way to level craft is to make and auto decon tier 1 spells.

Tier 1 spells only require sandstone spell shards to make the spells. These are made by gathering sandstone slabs, making into bricks, and then making into spell shards. To get the best XP gain for spells crafting it is best to try and make spells that you are between 75-100% efficiency on.

To work out whether a spell formula would be close to your efficiency you can take its scribing skill and add 100 to it. If your current spellcrafting skill is close to that figure then it would be a suitable sell to craft.

Once you go above 100% efficiency on a craft item, the amount of XP you gain will reduce so you will need to upgrade to a harder to make spell.

To auto decon an item, there is a tick box on the item creation screen called "auto deconstruct", that also you to make and immediately decon the items. This is useful if you are mass making spells so that you don't have to select them one by one in your inventory and deconstruct them. When you auto decon an item, you gain an XP salvaging bonus.

Once you have reached Tier 2 or higher, then the best way to level craft is to make and decon stone scales. Stone scales only require one resource to make them and therefore easier to make. Metal scales from Tier 3 onwards require 2 resources to make 1 metal bar and so are harder to make. However again this is debatable, as you will gain more XP making metal scales than stone. Also stone-metal combination scales give even higher XP, but again need more of different resources to make.

Another method is to make bars, bricks or essence orbs. Other players such as biped builders or dragon lairshapers always need these resources for construction. Although it will take longer to level your craft (as you are not gaining salvaging XP) you have the possibility of selling the finished resources to other players via consigners or direct.

Additionally, gems are can be crafted and sold to pawnbrokers to make money. Again as you are not deconstructing anything it will take longer to craft, however you gain money by selling to the pawnbroker. To get the best money from a pawnbroker, always try and sell to a t5 or t6 pawnbroker and never more that 500 stack. If you have sold that amount then move onto the next pawnbroker and sell to them. After 500 stack a pawnbroker will severely reduce the amount of coin it pays out. Pawnbrokers will reduce the amount of their items for sale every hour.

Also always do the crafting quests as soon as possible. They add +10 base skill to a particular skill every 10 dragon craft levels. Craft quests are available from level 10 craft onwards every 10 levels until level 100.

Use a cargo disc

Equipping a cargo disc gives you instant access to more storage room. Depending on the type of disc attached then you can stack multiple items and/or teleport with the disc. The downside of using a cargo disc is that it greatly caps your current speed/velocity when equipped

Complete the dimensional pocket quests

Every 10 craft levels you can complete the Dimensional Pocket quests from Jynasix in Tazoon. Once complete these add a bonus to your inventory capacity.

Upgrade your scale pack

Every 20 levels you can upgrade you scale pack to a better model. Once equipped these allow additional bulk space. Please note at lvl 1 you can upgrade to a sandstone scale pack.

How do I join the lairshaper school?

To join the lairshaper school you require 170 base gemworking skill (around level 20 craft). To start the lairshaper chain of quests you need to talk to one of the dragon craft trainers in Drak or Chiconis.

Lairshaping Guide

<http://horizons.gamersinfo.net/guides/default.php?id=16>

Can dragons own Plots?

Yes dragons can own plots, however we are unable to build upon them as only bipeds have the relevant craft schools to be able to construct buildings on them.

The dragon equivalent of a plot is a lair.

How much are dragon lairs?

Dragon lairs are between 400s to 550s in price to purchase.

Lairs are scattered through out Istaria, mainly close to the biped towns/cities.

There is also a dragon only island called Drakul where there are many lairs to be found.

What do the statistics/skills do?

There are 3 types of stats (Statistics, Adventure skills, Craft skills)

Each stat/skill has a base figure and a current figure (exceptions are armour, ethereal armour, wards and resistances).

Statistics

	Description	Adv Rise	Craft Rise	Lair Rise	TPS Cost
Health	Amount of hit points	20	5		1
Strength	Increases amount of damage dealt with melee combat hits and physical crafts	7	5	5	4
Power	Increases amount of damage dealt with magical combat hits and mental crafts	7	5	5	4
Speed	The speed that the player runs at	0	0	0	
Armour	The higher the greater the reduction of physical damage	6	0	0	
Dexterity	Improves chances to hit with melee combat and to avoid melee attacks. Also adds a bonus to physical crafts	7	5	5	4
Focus	Improves chances to hit with magical combat and to avoid magical attacks. Also adds a bonus to mental crafts	7	5	5	4
Fly Speed	The velocity that a dragon flies through the air	0	0	0	

Adventure skills

	Description	Adv Rise	TPS Cost	Primary Stat Boost
Tooth & Claw	Adds to melee damage dealt	9	3	7.5% Dexterity 2.5% Strength
Primal	Adds to spell damage dealt and also is a requirement for casting and scribing dragon spells	9	3	5% Focus 5% Power
Dragon Breath	Increases breath attack damage	10	N/A	Dexterity 1% Focus 2% Power 5% Strength 2%
Evasion	Increases chances to avoid an enemy melee attack	8	3	Dexterity 10%
Magic Evasion	Increases chances to avoid an enemy magical attack	8	3	Focus 5% Power 5%

What do the statistics/skills do? – Cont.

Craft Skills

	Description	Craft Rise	Lair Rise	Primary Stat Boosts
Crystalshaping	Shaping Azulyte crystals	0	8	Focus 5% Power 3% Dexterity 2%
Dragon Scalecraft	Making scales and claws	8	0	Strength 6% Power 4%
Essence Harvesting	Gathering Essences	7	7	Power 6% Focus 3% Dexterity 1%
Essence Shaping	Shaping essence into orbs	8	8	Power 6% Focus 3% Dexterity 1%
Gemworking	Cutting gems	8	8	Power 5% Dexterity 3% Focus 2%
Ingenuity	Snowballs, Withered Bane, Gathering garnishes, fish and animal hides	10	0	Power 2.5% Focus 2.5% Strength 2.5% Dexterity 2.5%
Lairshaping	Creating and placing lair building materials	0	10	Power 4% Strength 4% Dexterity 1%
Mining	Gathering metals resources	7	7	Strength 9% Power 1%
Quarrying	Gathering stone, gem and crystal resources	7	7	Strength 9% Power 1%
Salvaging	Deconstructing crafted items and blighted items to recover components	7	0	Dexterity 5% Power 5%
Spellcraft	Creating spells	8	0	Power 5% Focus 5%
Stoneworking	Cutting stone bricks	8	8	Strength 7% Dexterity 2% Power 1%
Transmutation	Converting resources into higher tier resources	8	0	Power 7% Focus 3%
Smelting	Making metal bars	8	8	Strength 8% Power 2%

What should I technique my spells with?

One of the biggest bonuses with horizons is that you can technique (add stat/skill bonuses) to most crafted items. This is the case when making spells. Techniques are added to a spell at the time of the item creation and require the technique to be scribed. Techniques require additional components, which are normally found as loot drops on certain mobs.

Techniques are limited by tier and available technique slots on a spell. For example you cannot technique a tier 1 spell with a tier 5 technique. Depending on the tier of the spell you can only fit on a certain number of techniques. Some techniques once added at item creation will conflict with other techs and prevent them from being added.

Available Technique Slots by Tier

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Scales	1	1	2	2	3
Claws	1	1	2	2	3
Spells	1	1	2	2	3

Horizons Crafting Calculator (HCC)

HCC is a very useful add on created by a horizons player to help with the creation of items

<http://hcc.reclamation.dk/>

HCC allows you to plan items and what techniques you require and will generate a list that can be copied and pasted into HZ (using copy to clipboard option and then CTRL+V within the game).

What should I technique my spells with? – Cont.

Primal Spells

There are 18 spells available to dragons. Some of these take the forms of buffs, some as debuffs and some as damage spells.

All spells have an adventure level requirement as well as a base primal requirement. In order to scribe some spells at the same adventure level as their requirements, then you may need to move training points into the primal skill to allow scribing. Also if you already have a spell scribed and your base primal becomes lower than the requirement, then you will be unable to cast the spell.

Whenever you add a technique to a spell, it increases the amount of base primal required to cast. For example a Tier 1 Barrage spell with the tech of Primal Damage added will require more than the normal 100 base primal to scribe. The more techs added the higher the primal requirement. In this case it is always better to have 2 sets of primal spells. A techniqued set and also an untechted set so that you can use a less powerful version of the spell sooner than the techted one and switch once your primal skill becomes high enough.

Some techniques that can be added onto dragon spells are not useful.

- Fortify – adds a 30 sec armour bonus, however this tech will overwrite certain biped buffs so is best not to use
- Heal Increase – Only applies to the first cycle of a heal over time spell
- Heal Recycle – Only applies to the first cycle of a heal over time spell
- Potency – Only applies to the first cycle of a heal over time spell

Also please note that if you technique prime bolt or improved prime bolt with the primal range tech, it stops the spells from automatically repeating.

Adding techniques to spells may also increase the recycle time of the spell (time taken for the spell to be available to be cast again).

Spell Name	Details	Available Techs	Base Primal Requirements
Arcane Refusal	Increases wards against Flame, Energy and Ice Damage. A ward is added to evasion.	Fortify Cleanse	Tier 1 – Level 18, 180 Primal Tier 2 – Level 38, 380 Primal Tier 3 – Level 58, 580 Primal Tier 4 – Level 78, 780 Primal Tier 5 – Level 98, 980 Primal
Barrage	Area attack, Primal damage	Critical Damage or Gale or Pierce or Romp Primal Damage	Tier 1 – Level 10, 100 Primal Tier 2 – Level 30, 300 Primal Tier 3 – Level 50, 500 Primal Tier 4 – Level 70, 700 Primal Tier 5 – Level 90, 900 Primal
Blast	Ranged Area attack, Primal Damage	Accuracy Primal Damage Primal Range Critical Damage or Gale or Pierce or Romp Primal Flash	Tier 1 – Level 13, 130 Primal Tier 2 – Level 33, 330 Primal Tier 3 – Level 53, 530 Primal Tier 4 – Level 73, 730 Primal Tier 5 – Level 93, 930 Primal
Breeze	Heal over time	Cleanse Heal Increase Heal Recycle or Potency	Tier 1 – Level 1, 1 Primal Tier 2 – Level 20, 200 Primal Tier 3 – Level 40, 400 Primal Tier 4 – Level 60, 600 Primal Tier 5 – Level 80, 800 Primal
Countercheck Primal	Increases Primal Ward	Fortify Cleace	Tier 1 – Level 15, 150Primal Tier 2 – Level 35, 350 Primal Tier 3 – Level 55, 550 Primal Tier 4 – Level 75, 750 Primal Tier 5 – Level 95, 950 Primal

What should I technique my spells with? – Cont.

Spell Name	Details	Available Techs	Base Primal Requirements
Grazing Winds	Area Debuff, reduces mob primal and slash wards/resistances	Primal Range Primal Flash	Tier 1 – Level 4, 40 Primal Tier 2 – Level 24, 240 Primal Tier 3 – Level 44, 440 Primal Tier 4 – Level 64, 640 Primal Tier 5 – Level 84, 840 Primal
Gust	Area Attack, Primal Damage	Critical Damage or Gale or Pierce or Romp Primal Damage	Tier 1 – Level 1, 1 Primal Tier 2 – Level 20, 200 Primal Tier 3 – Level 40, 400 Primal Tier 4 – Level 60, 600 Primal Tier 5 – Level 80, 800 Primal
Ignore Mysticism	Increases Wards against Spirit, Blight and Nature Damage. A Ward is added to evasion.	Cleanse Fortify	Tier 1 – Level 5, 50 Primal Tier 2 – Level 25, 250 Primal Tier 3 – Level 45, 450 Primal Tier 4 – Level 65, 650 Primal Tier 5 – Level 85, 850 Primal
Improved Primal Bolt	Ranged Attack Repeater, Primal Damage	Accuracy Primal Damage Primal Range Critical Damage or Gale or Pierce or Romp Primal Flash	Tier 1 – Level 10, 100 Primal Tier 2 – Level 30, 300 Primal Tier 3 – Level 50, 500 Primal Tier 4 – Level 70, 700 Primal Tier 5 – Level 90, 900 Primal
Prime Bolt	Ranged Attack Repeater, Primal Damage	Accuracy Primal Damage Primal Range Critical Damage or Gale or Pierce or Romp Primal Flash	Tier 1 – Level 1, 1 Primal Tier 2 – Level 20, 200 Primal Tier 3 – Level 40, 400 Primal Tier 4 – Level 60, 600 Primal Tier 5 – Level 80, 800 Primal
Promote Vitality	Buff , adds Strength and Dexterity	Cleanse Fortify Primal Range	Tier 1 – Level 9, 90 Primal Tier 2 – Level 29, 290 Primal Tier 3 – Level 49, 490 Primal Tier 4 – Level 69, 690 Primal Tier 5 – Level 89, 890 Primal
Quickening Breeze	Area heal over time	Cleanse Heal Increase Heal Recycle or Potency	Tier 1 – Level 17, 170 Primal Tier 2 – Level 37, 370 Primal Tier 3 – Level 57, 570 Primal Tier 4 – Level 77, 770 Primal Tier 5 – Level 97, 970 Primal
Rejuvenating Breeze	Area heal over time	Cleanse Heal Increase Heal Recycle or Potency	Tier 1 – Level 7, 70 Primal Tier 2 – Level 27, 270 Primal Tier 3 – Level 47, 470 Primal Tier 4 – Level 67, 670 Primal Tier 5 – Level 87, 870 Primal
Tempest	Ranged Area Attack	Accuracy Primal Damage Primal Range Critical Damage or Gale or Pierce or Romp Primal Flash	Tier 1 – Level 3, 30 Primal Tier 2 – Level 23, 230 Primal Tier 3 – Level 43, 430 Primal Tier 4 – Level 63, 630 Primal Tier 5 – Level 83, 830 Primal
True Grit	Buff, adds Armour and Health	Cleanse Fortify Primal Range	Tier 1 – Level 1, 1 Primal Tier 2 – Level 20, 200 Primal Tier 3 – Level 40, 400 Primal Tier 4 – Level 60, 600 Primal Tier 5 – Level 80, 800 Primal

What should I technique my spells with? – Cont.

Spell Name	Details	Available Techs	Base Primal Requirements
Unrelenting Winds	Area Debuff, reduces mob primal wards/resistances	Primal Range Primal Flash	Tier 1 – Level 10, 100 Primal Tier 2 – Level 30, 300 Primal Tier 3 – Level 50, 500 Primal Tier 4 – Level 70, 700 Primal Tier 5 – Level 90, 900 Primal
Gift of Velocity	Gift increases velocity	Primal Range	Tier 1 – Level 1, 1 Primal Tier 2 – Level 20, 200 Primal Tier 3 – Level 40, 400 Primal Tier 4 – Level 60, 600 Primal Tier 5 – Level 80, 800 Primal
Primal Heal	Single heal on targeted player	Cleanse Primal Range Heal Increase Heal Recycle or Potency	Tier 1 – Level 12, 120 Primal Tier 2 – Level 32, 320 Primal Tier 3 – Level 52, 520 Primal Tier 4 – Level 77, 720 Primal Tier 5 – Level 92, 920 Primal

What should I technique my spells with? – Cont.

Primal Spell Techniques

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Accuracy	+25 Chance to Hit Bonus Comps 4 Dim Essence Orbs 1 Sand Pygmy Ear	+55 Chance to Hit Bonus Comps 4 Pale Essence Orbs 1 Frost Beetle Carapace 1 Elm Treant Knot	+100 Chance to Hit Bonus Comps 4 Glowing Essence Orbs 1 Jasper Golem Chip 1 Oak Treant Knot	+150 Chance to Hit Bonus Comps 4 Bright Essence Orbs 1 Maple Treant Knot 2 Winter Werewolf Fang	+200 Chance to Hit Bonus Comps 4 Shining Essence Orbs 2 Yew Treant Knots 2 Blue Vexator Fringes	Blue Vexator Fringes have a low drop rate Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob
Cleanse	25% chance of dispelling a negative effect Comps 4 Dim Essence Orbs 1 Weaker Mummy Warpings	45% chance of dispelling a negative effect Comps 4 Pale Essence Orbs 1 Lesser Mummy Embalming Dust 1 Frost Orge Club Splinter	65% chance of dispelling a negative effect Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Kwellen Ice Shard			Only available in Tiers 1-3 Kwellen Ice Shards are difficult to obtain as they are in a region with many mobs.
Critical Damage	5% chance to hit for 5-7 additional damage Comps 4 Dim Essence Orbs 1 Bronze Golem Fragments	5% chance to hit for 10-14 additional damage Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Snow Orge Jawbone	5% chance to hit for 15-21 additional damage Comps 4 Glowing Essence Orbs 1 Ice Beetle Carapace 1 Green Necrofly Wing	5% chance to hit for 20-28 additional damage Comps 4 Bright Essence Orbs 1 Arbotus Gullet 2 Hardened Fyakki Chitin	5% chance to hit for 28-40 additional damage Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Wind Golem Vapour	Wind Golem Vapours have a low drop rate
Fortify	15% chance to generate additional armour increase Comps 4 Dim Essence Orbs 1 Sand Pygmy Ear	25% chance to generate additional armour increase Comps 4 Pale Essence Orbs 1 Lesser Mummy Embalming Dust 1 Fyakki Stinger Tip	35% chance to generate additional armour increase Comps 4 Glowing Essence Orbs 1 Werewolf Bone 1 Granite Golem Fragment	45% chance to generate additional armour increase Comps 4 Bright Essence Orbs 1 Topaz Golem Chips 2 Mighty Blight Bindings	55% chance to generate additional armour increase Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Veteran Abomination Chest Skulls	Mighty Blight Bindings have a high drop rate

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Gale	25% chance to do additional 2-4 slash damage Comps 4 Dim Essence Orbs	25% chance to do additional 4-6 slash damage Comps 4 Pale Essence Orb 1 Lesser Blight Claw 1 Blue Necrofly Wing	25% chance to do additional 6-8 slash damage Comps 4 Glowing Essence Orbs 1 Jasper Golem Chip 1 Greater Zombie Thighbone	25% to do additional 8-10 slash damage Comps 4 Bright Essence Orbs 1 Arbotus Gullet 2 Mighty Skeleton Skulls	25% to do additional 10-12 slash damage Comps 4 Shining Essence Orbs 2 Bloodsnout Gruok Snout 2 Veteran Blight Bindings	Veteran Blight Bindings have a high drop rate
Heal Increase	Heals an additional 5-10 points Comps 4 Dim Essence Orbs 1 Turquoise Golem Chip	Heals an additional 10-15 points Comps 4 Pale Essence Orbs 1 Lesser Zombie Fingers 1 Brighter Tarantula Silk	Heals an additional 15-20 points Comps 4 Glowing Essence Orbs 1 Desert Wolf Fang 1 Aquamarine Golem Chip	Heals an additional 20-25 points Comps 4 Bright Essence Orbs 2 Mighty Zombie Spleen 1 Mighty Aegror Pus Packet	Heals an additional 25-30 points Comps 4 Shining Essence Orbs 2 Veteran Ghost Vapour 2 Zombie Orge Toes	Zombie Ogre Toes have a high drop rate
Heal Recycle	Modifies recycle time of a heal spell by -2 Comps 4 Dim Essence Orbs 1 Greater Water Golem Droplet	Modifies recycle time of a heal spell by -5 Comps 4 Pale Essence Orbs 1 Lesser Zombie Finger 1 Lesser Mummy Embalming Dust	Modifies recycle time of a heal spell by -10 Comps 4 Glowing Essence Orbs 1 Citrine Golem Chip 1 Greater Mummy Scarab			Only available in Tiers 1-3 Greater Mummy Scarabs drop from T3 undead Mummies
Pierce	25% chance to do additional 2-4 pierce damage Comps 4 Dim Essence Orbs 1 Bronze Golem Fragment	25% chance to do additional 4-6 pierce damage Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Rose Quartz Chip	25% chance to do additional 6-8 pierce damage Comps 4 Glowing Essence Orbs 1 Ice Beetle Carapace 1 Jasper Golem Chip	25% chance to do additional 8-10 pierce damage Comps 4 Bright Essence Orbs 1 Fire Ogre Jawbone 2 Winter Werewolf Fangs	25% chance to do additional 10-12 pierce damage Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Veteran Aegror Engorged Pus Packets	Fire Ogre Jawbones have a low drop rate Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob
Potency	Adds to maximum value of a heal spell Comps 4 Dim Essence Orbs 1 Cedar Treant Knot	Adds to maximum value of a heal spell Comps 4 Pale Essence Orbs 1 Brown Wolf Fang 1 Brighter Tarantula Silk	Adds to maximum value of a heal spell Comps 4 Glowing Essence Orbs 1 Mountain Wolf Fang 1 Ice Beetle Carapace	Adds to maximum value of a heal spell Comps 4 Bright Essence Orbs 1 Flame Beetle Carapace 2 Opal Golem Chip	Adds to maximum value of a heal spell Comps 4 Shining Essence Orbs 2 Fiery Dire Wolf Fang 2 Purple Tarantula Venom	Fiery Dire Wolf Fangs have a high drop rate Flame Beetle Carapaces have a high drop rate

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Primal Damage	Modifies maximum damage output by +2 Comps 4 Dim Essence Orbs 1 Weaker Blight Bindings	Modifies maximum damage output by +5 Comps 4 Pale Essence Orbs 1 Leafy Oastic Sac 1 Frost Pygmy Ear	Modifies maximum damage output by +10 Comps 4 Glowing Essence Orbs 1 Desert Wolf Fang 1 Ice Golem Shard	Modifies maximum damage output by +15 Comps 4 Bright Essence Orbs 2 Shadow Spider Fang 1 Winter Werewolf Fang	Modifies maximum damage output by +20 Comps 4 Shining Essence Orbs 2 Bloodsnout Grouk Snout 2 Fiery Dire Wolf Fangs	Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob Fiery Dire Wolf Fangs have a high drop rate
Primal Range	Modifies range by +5 Comps 4 Dim Essence Orbs 1 Venomous Stalker Leg Hair	Modifies range by +10 Comps 4 Pale Essence Orbs 1 Grass Beetle Carapace 1 Blue Necrofly Wing	Modifies range by +15 Comps 4 Glowing Essence Orbs 1 Ice Ogre Jawbone 1 Winter Mountain Wolf Fang	Modifies range by +20 Comps 4 Bright Essence Orbs 1 Fire Wolf Fang 2 Shadow Tarantula Fang	Modifies range by +25 Comps 4 Shining Essence Orbs 2 Yew Treant Knots 2 Blue Vexator Fringes	Stops spell from being a repeater and adds 10 secs to recycle time for the spell. Venomous Stalkers have a nasty group aggro Blue Vexator Fringes have a low drop rate
Romp	25% chance to do additional 2-4 crush damage Comps 4 Dim Essence Orbs 1 Garnet Golem Chip	25% chance to do additional 4-6 crush damage Comps 4 Pale Essence Orbs 1 Lesser Blight Claw 1 Blue Necrofly Wing	25% chance to do additional 6-8 crush damage Comps 4 Glowing Essence Orbs 1 Nickel Golem Fragment 1 Greater Zombie Thighbone	25% chance to do additional 8-10 crush damage Comps 4 Bright Essence Orbs 2 Platinum Golem Fragments 1 Fire Wolf Fang	25% chance to do additional 10-12 crush damage Comps 4 Shining Essence Orbs 2 Fire Opal Chips 2 Veteran Blight Bindings	Veteran Blight Bindings have a high drop rate

When you add a technique to a spell it will increase the amount of Base primal required to scribe/cast the spell. The following table shows the increases by tier.

Technique Tier	Base Primal Increase
Tier 1	+10
Tier 2	+20
Tier 3	+30
Tier 4	+40
Tier 5	+40

What should I technique my spells with? – Cont.

Example Spells

Dragons are quite limited with the techniques that they can apply to spells. As mentioned above some of the techniques do not work as intended.

It is best to tech the dragon spells as follows. Please note a * denotes the tech that should be applied if there are insufficient slots to tech all.

Spell Name	Applied Techniques	Notes
Arcane Refusal	*Cleanse	The recycle time on a buff spell is quicker than on a heal spell meaning its quicker to cleanse a character by casting a buff
Barrage	*Primal Damage Critical Damage	Critical damage only has a 5% chance of triggering compared to 25% with the other techs, however it does a lot more damage when it does trigger.
Blast	*Primal Damage Primal Range Accuracy	Primal Range adds 10 secs to the recycle of the spell, so if you add this tech you would probably use it as a pulling spell
Breeze	*Cleanse	
Grazing Winds	Leave untechd or Primal Flash	Primal Flash see below
Gust	Primal Damage Critical Damage	Critical damage only has a 5% chance of triggering compared to 25% with the other techs, however it does a lot more damage when it does trigger.
Ignore Mysticism	Cleanse	The recycle time on a buff spell is quicker than on a heal spell meaning its quicker to cleanse a character by casting a buff
Improved Primal Bolt	*Primal Damage Primal Range Accuracy	Putting Primal Range on this spell stops it repeating, what might be worth doing is making 2 versions. One as a repeater and one for a ranged puller.
Prime Bolt	*Primal Damage Accuracy Critical Damage	Critical damage only has a 5% chance of triggering compared to 25% with the other techs, however it does a lot more damage when it does trigger.
Promote Vitality	*Cleanse	The recycle time on a buff spell is quicker than on a heal spell meaning its quicker to cleanse a character by casting a buff
Quickening Breeze	*Cleanse	
Rejuvenating Breeze	*Cleanse	
Tempest	*Primal Damage Primal Range Accuracy	This spell is not a repeater so Primal Range does not affect it, can be used to pull a group of mobs from a distance
True Grit	*Cleanse	The recycle time on a buff spell is quicker than on a heal spell meaning its quicker to cleanse a character by casting a buff
Unrelenting Winds	Leave untechd or Primal Flash	See below for Primal Flash
Gift of Velocity	Primal Range	
Primal Heal	*Cleanse Heal Recycle Heal Increase	

Primal Range

Primal ranges extends the distance a spell can reach, however it stops a spell repeating and causes a longer recycle time of +10 secs. It is best to make 2 versions of primal bolt and improved primal bold, one with primal range instead of critical damage, and one with the techs listed in the above tables. You can then have a pulling bolt, and a repeating bolt.

Primal Flash

Primal flash is a rare tech that can be added onto spells. The technique when it successfully hits adds -20 to a mobs range for 10 seconds. What this means is that it makes the mob think that the player is another 20m away. This is useful as it prevents the mob from hitting with any melee damage. Primal Flash requires 3 Pale Essence Orbs and 1 Flame Bone Splinter and can be teched at any tier.

What should I technique my scales with?

One of the biggest bonuses with horizons is that you can technique (add stat/skill bonuses) to most crafted items. This is the case when making scales. Techniques are added to a scale at the time of the item creation and require the technique to be scribed. Techniques require additional components, which are normally found as loot drops on certain mobs.

There are many different combinations that can be made with scale sets as there are 6 main types of scales and also over 50+ techniques that can be added.

Techniques are limited by tier and available technique slots on a scale. For example you cannot technique a tier 1 scale with a tier 5 technique. Depending on the tier of the scale you can only fit on a certain number of techniques. Some techniques once added at item creation will conflict with other techs and prevent them from being added.

Available Technique Slots by Tier

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Scales	1	1	2	2	3
Claws	1	1	2	2	3
Spells	1	1	2	2	3

Horizons Crafting Calculator (HCC)

HCC is a very useful add on created by a horizons player to help with the creation of items

<http://hcc.reclamation.dk/>

HCC allows you to plan items and what techniques you require and will generate a list that can be copied and pasted into HZ (using copy to clipboard option and then CTRL+V within the game).

What should I technique my scales with? – Cont.

Types of Scales

There are 6 main types of scales that can be made. All scales have the same stats before techniques are added regardless of scale slot.

Scale	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Best Fit
Armour	+10 Armour +5 Armour	+20 Armour +10 Armour	+30 Armour +15 Armour	+40 Armour +20 Armour	+50 Armour +25 Armour	Combat
Dexterity	+10 Dexterity +5 Armour	+20 Dexterity +10 Armour	+30 Dexterity +15 Armour	+40 Dexterity +20 Armour	+50 Dexterity +25 Armour	Melee Combat
Focus	+10 Focus +5 Armour	+20 Focus +10 Armour	+30 Focus +15 Armour	+40 Focus +20 Armour	+50 Focus +25 Armour	Crystal Shaping
Health	+10 Health +5 Armour	+20 Health +10 Armour	+30 Health +15 Armour	+40 Health +20 Armour	+50 Health +25 Armour	Combat
Power	+10 Power +5 Armour	+20 Power +10 Armour	+30 Power +15 Armour	+40 Power +20 Armour	+50 Power +25 Armour	Lairshaping Spellcraft Essence Harvesting Essence Shaping Transmutation Gemworking
Strength	+10 Strength +5 Armour	+20 Strength +10 Armour	+30 Strength +15 Armour	+40 Strength +20 Armour	+50 Strength +25 Armour	Mining Quarrying Stoneworking Smelting Scalecraft Melee Combat

Please note that scales can not be teched with the same tech as the scale type. For example you cannot add an armour tech onto an armour type scale.

The scale type should be chosen to best fit their use. For crafting scales this is easier to work out as you choose the scale type that best matches the craft that you need them for. For example strength scales are best for mining as they add the greatest bonus to the mining skill (9%). For combat this is slightly different as you would need to choose the scales that best compliment your fighting style and your training points allocation. Most dragons choose to go for armour based scales for combat as this helps reduce the damage they take.

The techniques available for scales can be grouped into 6 areas; socketing, statistic, defense, craft, adventure, rare.

What should I technique my scales with? – Cont.

How do the scale slots work?

Scales are the dragon equivalent to armour on a biped. As a dragon levels and grows, the number of available scale slots increase. A starting dragon hatchie at level 1 will only have 1 available scale slot open. At level 100 a dragon will have 10 scale slots available. The disadvantage of having a low number of scales at lower levels as opposed to biped armour is that dragons start off weak but as they grow they become much stronger.

Level 0	Chest (Socketable)
Level 10	First Wing
Level 20	Head (Socketable)
Level 30	Second Wing
Level 40	First Foreleg (Socketable)
Level 50	First Hindleg
Level 60	Second Foreleg (Socketable)
Level 70	Second Hindleg
Level 80	Back
Level 90	Tail

Weapon claws also update as you level adventure.

Claw Type	Adv Level	T&C Requirement	Damage	Delay
Skalkaar	1	1	2-4	30
Garnet	1	1	3-5	30
Malachite	7	56	6-8	30
Turquoise	13	104	9-13	30
Spiked Turquoise	19	152	12-17	30
Rose Quartz	25	200	15-21	30
Amethyst	32	256	18-25	30
Lapis Lazuli	38	304	21-30	30
Citrine	44	352	24-34	30
Jasper	50	400	27-37	29
Aquamarine	57	456	29-42	29
Topaz	63	504	32-46	29
Opal	69	552	36-50	29
Jade	75	600	37-53	27
Peridot	82	656	40-57	27
Fire Opal	88	704	43-61	27
Emerald	94	752	46-65	27
Spiked Emerald	100	800	46-67	27

Please note that the damage indicated on a claw is before any statistic or skills have been applied. For example current strength and tooth & claw will increase the amount of damage dealt per hit.

What should I technique my scales with? – Cont.

Craft claws also update as you level craft. Craft claws are useful as they can have craft techs and tool sockets added to them to use tool crystals and cogs.

Claw Type	Craft Lvl	Requirement
Bronze	1	1 Quarrying or Mining
Iron	20	200 Quarrying or Mining
Steel	40	400 Quarrying or Mining
Cobalt	60	600 Quarrying or Mining
Mithril	80	800 Quarrying or Mining

Scalepacks also progress as a dragon grows. Scalepacks allow dragons to hold more bulk of items in their inventory. Scale packs progress every 20 levels. A new hatchie dragon can upgrade to a Sandstone scale pack straightaway from level 1.

Scale Pack	Level	Bulk
Sandstone	1	1400
Slate	20	1800
Granite	40	2200
Obsidian	60	2600
Marble	80	3000

What should I technique my scales with? – Cont.

Socketing Techniques

Sockets are special techniques that can be added to particular scales and claws to allow crystals to be equipped onto an item. Adding a socket to an item uses up one of the available technique slots for that item.

There are 4 types of socketing; armour, weapon, jewellery and tool.

Crystals come in each of these different types and have different bonuses/abilities depending on the type of crystal.

For a dragon the following areas can be socketed.

Foreleg scales – Armour sockets

Chest Scale – Armour sockets

Dragon Claw – Weapon or Tool sockets

Head Scale – Jewellery sockets

Weapon Claw – Weapon sockets

Tool Claw – Tool sockets

Certain crystals will not stack (equip with one and other) in the same item if a similar crystal is already equipped. Also you need to be able to meet the requirements of any crystal added to a socket in order to be able to wear the item. Crystals can be removed and added to an item as needed as long as the item is not being worn by the player at the time.

What should I technique my scales with? – Cont.

Statistic Techniques

Statistics will add to the current skill of that particular statistic. Statistics affect combat and crafting efficiency as well as adding extra points to a craft skill or adventure skill.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Dexterity	+5 Comps 4 Dim Essence Orbs 1 Turquoise Golem Chip	+10 Comps 4 Pale Essence Orbs 1 Slate Golem Fragment 1 Snow Ogre Jawbone	+15 Comps 4 Glowing Essence Orbs 1 Mountain Wolf Fang 1 Green Necrofly Wing	+20 Comps 4 Bright Essence Orbs 2 Fire Beetle Carapaces 1 Jade Golem Chip	+25 Comps 4 Shining Essence Orbs 2 Giant Fire Beetle Mandibles 2 Zombie Werewolf Skulls	Giant Fire Beetle Mandibles have a high drop rate Zombie Werewolf skulls drop off T5 Undead Zombies Fire Beetle Carapaces have a high drop rate
Focus	+5 Comps 4 Dim Essence Orbs 1 Greater Water Golem Droplet	+10 Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Snow Ogre Jawbone	+15 Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Nickel Golem Fragment	+20 Comps 4 Bright Essence Orbs 2 Arbotus Gullet 1 Hardened Fyakki Chitin	+25 Comps 4 Shining Essence Orbs 2 Bloodsnout Gruok Snout 2 Blue Vexator Fringe	Blue Vexator Fringes have a low drop rate
Health	+5 Comps 4 Dim Essence orbs 1 Biting Necrofly Wing	+10 Comps 4 Pale Essence Orbs 1 Snow Pygmy Ear 1 Blue Necrofly Wing	+15 Comps 4 Glowing Essence Orbs 1 Oak Treant Knot 1 Greater Mummy Scarab	+20 Comps 4 Bright Essence Orbs 1 Mighty Ghost Vapour 2 Mighty Zombie Spleens	+25 Comps 4 Shining Essence Orbs 2 Zombie Orge Toes 2 Blue Vexator Fringes	Blue Vexator Fringes have a low drop rate Zombie Ogre Toes have a high drop rate Greater Mummy Scarabs drop off T3 Undead Mummy

What should I technique my scales with? – Cont.

Statistic Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Power	+5 Comps 4 Dim Essence Orbs 1 Brittle Fyakki Leg	+10 Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Brown Wolf Fang	+15 Comps 4 Glowing Essence Orbs 1 Snow Beetle Carapace 1 Kwellen Ice Shard	+20 Comps 4 Bright Essence Orbs 1 Fire Pygmy Ear 2 Winter Werewolf Fangs	+25 Comps 4 Shining Essence Orbs 2 Dire Wolf Fangs 2 Veteran Abomination Chest Skulls	Dire Wolf Fangs have a high drop rate Kwellen Ice Shards are difficult to obtain as they are in a region with many mobs. Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob
Speed	+4 Comps 4 Dim Essence Orbs 1 Weaker Mummy Wrappings	+6 Comps 4 Pale Essence Orbs 1 Lesser Mummy Embalming Dust 1 Blue Necrofly Wing	+8 Comps 4 Glowing Essence Orbs 1 Wraith Master Ectoplasm 1 Winter Gruok Knuckles	+10 Comps 4 Bright Essence Orbs 2 Fire Pygmy Ear 1 Lava Golem Pumice	+12 Comps 4 Shining Essence Orbs 2 Fiery Dire Wolf Fangs 2 Grey Necrofly Wings	Fiery Dire Wolf Fangs have a high drop rate. Lava Golem Pumice have a high drop rate Wraith Master Ectoplasm has a low drop rate
Strength	+5 Comps 4 Dim Essence Orbs 1 Weaker Maggot Mandibles	+10 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Brown Wolf Fang	+15 Comps 4 Glowing Essence Orbs 1 Jasper Golem Chip 1 Redbacked Spider Eye	+20 Comps 4 Bright Essence Orbs 1 Jade Golem Chip 2 Fire Orge Jawbone	+25 Comps 4 Shining Essence Orbs 2 Purple Spider Venom 2 Emerald Golem Chips	Fire Ogre Jawbones have a low drop rate
Velocity	+4 Comps 4 Dim Essence Orbs 1 Weaker Mummy Wrappings	+6 Comps 4 Pale Essence Orbs 1 Lesser Mummy Embalming Dust 1 Leafy Oastic Sac	+8 Comps 4 Glowing Essence Orbs 1 Winter Mountain Wolf Fang 1 Green Necrofly Wing	+10 Comps 4 Bright Essence Orbs 2 Fire Wolf Fangs 1 Mighty Skeleton Skull	+12 Comps 4 Shining Essence Orbs 2 Fire Opal Golem Chips 2 Enduring Fyakki Chitin	

What should I technique my scales with? – Cont.

Defense Techniques

Defense techniques add additional armour / evasion to a particular type of attack. Wards add to evasion and resistances add to armour. Please note there is no tech for evasion.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Armour	+4 Comps 4 Dim Essence Orbs 1 Venomous Stalker Leg Hair	+8 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Frost Beetle Carapace	+12 Comps 4 Glowing Essence Orbs 1 Imbued Armour Splinters 1 Nickel Golem Fragment	+16 Comps 4 Bright Essence Orbs 2 Flame Beetle Carapace 1 Hardened Fyakki Chitin	+20 Comps 4 Shining Essence Orbs 2 Mithril Golem Fragments 2 Blood Skulk Fin	Imbued Armour Splinters are a rare drop from T3 Undead Skeletons Venomous Stalkers have a nasty group aggro
Blight Resistance	+8 Comps 4 Dim Essence Orbs 1 Cedar Treant knot	+16 Comps 4 Pale Essence Orbs 1 Silver Golem Fragment 1 Frost Beetle Carapace	+24 Comps 4 Glowing Essence Orbs 1 Greater Zombie Thighbone 1 Resistant Fyakki Eye	+32 Comps 4 Bright Essence Orbs 2 Flame Wolf Fangs 1 Mighty Zombie Spleen	+40 Comps 4 Shining Essence Orbs 2 Giant Ice Beetle Mandibles 2 Veteran Skeleton Sternum	Giant Ice Beetle Mandibles have a high drop rate
Blight Ward	+4 Comps 4 Dim Essence Orbs 1 Weaker Zombie Finger	+7 Comps 4 Pale Essence Orb 1 Lesser Mummy Embalming Dust 1 Slate Golem Fragment	+10 Comps 4 Glowing Essence Orb 1 Citrine Golem Chip 1 Ice Pygmy Ear	+13 Comps 4 Bright Essence Orbs 2 Mighty Mummy Wrappings 1 Shadow Tarantula Fang	+16 Comps 4 Shining Essence Orbs 2 Fiery Dire Wolf Fangs 2 Veteran Aegror Engorged Pus Packets	Fiery Dire Wolf Fangs have a high drop rate
Crush Resistance	+8 Comps 4 Dim Essence Orbs 1 Garnet Golem Chips	+16 Comps 4 Pale Essence Orbs 1 Grass Beetle Carapace 1 Elm Treant Knot	+24 Comps 4 Glowing Essence Orb 1 Granite Golem Fragment 1 Green Necrofly Wing	+32 Comps 4 Bright Essence Orbs 1 Opal Golem Chip 2 Hardened Fyakki Chitin	+40 Comps 4 Shining Essence Orbs 2 Mithril Golem Fragments 2 Grey Necrofly Wings	

What should I technique my scales with? – Cont.

Defense Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Crush Ward	+4 Comps 4 Dim Essence Orbs 1 Weaker Maggot Mandibles	+7 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Snow Ogre Jawbone	+10 Comps 4 Glowing Essence Orbs 1 Werewolf Bone 1 Nickel Golem Fragment	+13 Comps 4 Bright Essence Orbs 2 Obsidian Golem Fragments 1 Fire Beetle Carapaces	+16 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Veteran Blight Bindings	Veteran Blight Bindings have a high drop rate
Energy Resistance	+8 Comps 4 Dim Essence Orbs 1 Gruok Bristles	+16 Comps 4 Pale Essence Orb 1 Lapis Lazuli Golem Chip 1 Frost Ogre Jawbone	+24 Comps 4 Glowing Essence Orbs 1 Greater Skeleton Skull 1 Redbacked Spider Breeder Eye	+32 Comps 4 Bright Essence Orbs 1 Arbotus Gullet 2 Jade Golem Chips	+40 Comps 4 Shining Essence Orb 2 Icy Dire Wolf Fangs 2 Kwellen Energy Nodes	Icy Dire Wolf Fangs have a high drop rate Kwellen Energy Nodes are a very rare drop
Energy Ward	+4 Comps 4 Dim Essence Orbs 1 Weaker Mummy Wrappings	+7 Comps 4 Pale Essence Orbs 1 Slate Golem Fragment 1 Snow Pygmy Ear	+10 Comps 4 Glowing Essence Orb 1 Gold Golem Fragment 1 Redbacked Spider Breeder Eye	+13 Comps 4 Bright Essence Orbs 1 Platinum Golem Fragment 2 Red Necrofly Wings	+16 Comps 4 Shining Essence Orbs 2 Giant Fire Beetle Mandibles 2 Veteran Ghost Vapour	Giant Fire Beetle Mandibles have a high drop rate Red Necrofly are difficult to obtain as they are mixed in with T5 mobs
Flame Resistance	+8 Comps 4 Dim Essence Orbs 1 Malachite Golem Chip	+16 Comps 4 Pale Essence Orbs 1 Frost Pygmy Ear 1 Winter Wolf Fang	+24 Comps 4 Glowing Essence Orb 1 Wraith Master Ectoplasm 1 Imbued Armour Splinter	+32 Comps 4 Bright Essence Orbs 1 Flame Wolf Fang 2 Kwellen Flame Cinders	+40 Comps 4 Shining Essence Orbs 2 Fiery Dire Wolf Fangs 2 Veteran Abomination Chest Skulls	Fiery Dire Wolf Fangs have a high drop rate Imbued Armour Splinters are a rare drop from T3 Undead Skeletons Kwellen Flame Cinders have a low drop rate Wraith Master Ectoplasm has a low drop rate

What should I technique my scales with? – Cont.

Defense Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Flame Ward	+4 Comps 4 Dim Essence Orbs 1 Weaker Blight Bindings	+7 Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Snow Orge Jawbone	+10 Comps 4 Glowing Essence Orb 1 Granite Golem Fragment 1 Greater Ghost Vapour	+13 Comps 4 Bright Essence Orbs 2 Arbotus Gullet 1 Fire Ogre Jawbone	+16 Comps 4 Shining Essence Orbs 2 Giant Flame Beetle Mandibles 2 Veteran Skeleton Sternums	Giant Flame Beetle Mandibles have a high drop rate Fire Ogre Jawbones have a low drop rate
Ice Resistance	+8 Comps 4 Dim Essence Orbs 1 Sand Beetle Carapace	+16 Comps 4 Pale Essence Orbs 1 Iron Golem Fragment 1 Snow Ogre Jawbone	+24 Comps 4 Glowing Essence Orb 1 Winter Gruok Knuckles 1 Kwellen Ice Shard	+32 Comps 4 Bright Essence Orbs 2 Lava Golem Pumice 1 Winter Werewolf Fang	+40 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Giant Ice Beetle Mandibles	Giant Ice Beetle Mandibles have a high drop rate Kwellen Ice Shards are difficult to obtain as they are in a region with many mobs. Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob
Ice Ward	+4 Comps 4 Dim Essence Orbs 1 Venomous Stalker Leg Hair	+7 Comps 4 Pale Essence Orbs 1 Snow Pygmy Shrunken Head 1 Winter Wolf Fang	+10 Comps 4 Glowing Essence Orb 1 Ice Beetle Carapace 1 Winter Gruok Knuckles	+13 Comps 4 Bright Essence Orbs 2 Opal Golem Chips 1 Winter Werewolf Fangs	+16 Comps 4 Shining Essence Orbs 2 Wind Golem Vapour 2 Grey Necrofly Wings	Wind Golem Vapour have a low drop rate Venomous Stalkers have a nasty group aggro Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob

What should I technique my scales with? – Cont.

Defense Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Life Resistance	+8 Comps 4 Dim Essence Orb 1 Sand Ogre Jawbone	+16 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Grass Beetle Carapace	+24 Comps 4 Glowing Essence Orb 1 Greater Zombie Thighbone 1 Greater Mummy Scarab	+32 Comps 4 Bright Essence Orbs 1 Platinum Golem Fragment 2 Lava Oastic Sac	+40 Comps 2 Shining Essence Orbs 2 Bloodskulk Fins 2 Purple Tarantula Venom	Greater Mummy Scarabs drop from T3 Undead Mummys
Life Ward	+4 Comps 4 Dim Essence Orbs 1 Weaker Blight Bindings	+7 Comps 4 Pale Essence Orbs 1 Rose Quartz Golem Fragment 1 Blue Necrofly Wing	+10 Comps 4 Glowing Essence Orbs 1 Ice Golem Shard 1 Oak Treant Knot	+13 Comps 4 Bright Essence Orbs 1 Arbotus Gullet 2 Shadow Spider Fang	+16 Comps 4 Shining Essence Orbs 2 Yew Treant Knot 2 Grey Necrofly Wings	
Mind Resistance	+8 Comps 4 Dim Essence Orb 1 Sand Pygmy Ear	+16 Comps 4 Pale Essence Orbs 1 Frost Ogre Club Splinter 1 Lapis Lazuli Golem Chip	+24 Comps 4 Glowing Essence Orbs 1 Citrine Golem Chips 1 Wraith Master Ectoplasm	+32 Comps 4 Bright Essence Orbs 1 Shadow Spider Fang 2 Maple Treant Knot	+40 Comps 4 Shining Essence Orbs 2 Peridot Golem Chip 2 Blue Vexator Fringes	Blue Vexator Fringes have a low drop rate
Mind Ward	+4 Comps 4 Dim Essence Orb 1 Bronze Golem Fragment	+7 Comps 4 Pale Essence Orbs 1 Lesser Mummy Embalming Dust 1 Fyakki Stinger Tip	+10 Comps 4 Glowing Essence Orbs 1 Ice Ogre Jawbone 1 Winter Mountain Wolf Fang	+13 Comps 4 Bright Essence Orbs 1 Jade Golem Chip 2 Shadow Tarantula Fang	+16 Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Zombie Orge Toes	Zombie Orge Toes have a high drop rate
Nature Resistance	+8 Comps 4 Dim Essence Orbs 1 Sandstone Golem Fragment	+16 Comps 4 Pale Essence Orbs 1 Brighter Spider Silk 1 Leafy Oastic Sac	+24 Comps 4 Glowing Essence Orbs 1 Desert Wolf Fang 1 Redbacked Tarantula Eye	+32 Comps 4 Bright Essence Orbs 1 Arbotus Gullet 2 Might Aegror Pus Packet	+40 Comps 4 Shining Essence Orbs 2 Bloodsnout Gruok Snout 2 Enduring Fyakki Chitin	

What should I technique my scales with? – Cont.

Defense Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Nature Ward	+4 Comps 4 Dim Essence Orbs 1 Cedar Treant Knot	+7 Comps 4 Pale Essence Orbs 1 Lesser Blight Claw 1 Fyakkli Stinger Tip	+10 Comps 4 Glowing Essence Orb 1 Ice Pygmy Ear 1 Mountain Wolf Fang	+13 Comps 4 Bright Essence Orbs 2 Topaz Golem Chips 1 Fire Wolf Fang	+16 Comps 4 Shining Essence Orbs 2 Dire Wolf Fangs 2 Zombie Werewolf Skulls	Dire Wolf Fangs have a high drop rate
Pierce Resistance	+8 Comps 4 Dim Essence Orbs 1 Forest Crawler Leg Hair	+16 Comps 4 Pale Essence Orbs 1 Frost Orge Club Splinter 1 Grass Beetle Carapace	+24 Comps 4 Glowing Essence Orbs 1 Werewolf Bone 1 Oak Treant Knot	+32 Comps 4 Bright Essence Orbs 1 Opal Golem Chip 2 Mighty Blight Bindings	+40 Comps 4 Shining Essence Orbs 2 Purple Spider Venom 2 Giant Ice Beetle Mandibles	Giant Ice Beetle Mandibles have a high drop rate Mighty Blight Bindings have a high drop rate
Pierce Ward	+4 Comps 4 Dim Essence Orbs 1 Garnet Golem Chip	+7 Comps 4 Pale Essence Orbs 1 Lesser Blight Claw 1 Brighter Tarantula Silk	+10 Comps 4 Glowing Essence Orbs 1 Snow Beetle Carapace 1 Jasper Golem Chip	+13 Comps 4 Bright Essence Orbs 1 Flame Beetle Carapace 2 Winter Werewolf Fangs	+16 Comps 4 Shining Essence Orbs 2 Peridot Golem Chips 2 Bloodsnout Gruok Snout	Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob Flame Beetle Carapaces have a high drop rate
Primal Resistance	+8 Comps 4 Dim Essence Orbs 1 Turquoise Golem Chip	+16 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Blue Necrofly Wing	+24 Comps 4 Glowing Essence Orbs 1 Werewolf Hide 1 Desert Wolf Fang	+32 Comps 4 Bright Essence Orbs 2 Mighty Ghost Vapour 1 Winter Werewolf Fang	+40 Comps 4 Shining Essence Orbs 2 Zombie Orge Toes 2 Purple Tarantula Venom	Zombie Ogre Toes have a high drop rate
Primal Ward	+4 Comps 4 Dim Essence Orbs 1 Gruok Bristles	+7 Comps 4 Pale Essence Orbs 1 Lesser Zombie Finger 1 Brighter Spider Silk	+10 Comps 4 Glowing Essence Orbs 1 Mountain Wolf Fang 1 Winter Mountain Wolf Fang	+13 Comps 4 Bright Essence Orbs 2 Platinum Golem Fragments 1 Shadow Spider Fang	+16 Comps 4 Shining Essence Orbs 2 Icy Dire Wolf Fangs 2 Blue Vexator Fringes	Icy Dire Wolf Fangs have a high drop rate Blue Vexator Fringes have a low drop rate

What should I technique my scales with? – Cont.

Defense Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Slash Resistance	+8 Comps 4 Dim Essence Orbs 1 Greater Water Golem Droplet	+16 Comps 4 Pale Essence Orbs 1 Rose Quartz Golem Chip 1 Brighter Tarantula Silk	+24 Comps 4 Glowing Essence Orbs 1 Ice Beetle Carapace 1 Greater Zombie Thighbone	+32 Comps 4 Bright Essence Orbs 1 Red Necrofly Wing 2 Mighty Skeleton Skulls	+40 Comps 4 Shining Essence Orbs 2 Veteran Ghost Vapour 2 Red Vexator Fringes	Red Vexator Fringes are a rare drop
Slash Ward	+4 Comps 4 Dim Essence Orb 1 Malachite Golem Chip	+7 Comps 4 Pale Essence Orbs 1 Lesser Zombie Finger 1 Amethyst Golem Chip	+10 Comps 4 Glowing Essence Orbs 1 Werewolf Hide 1 Nickel Golem Fragment	+13 Comps 4 Bright Essence Orbs 2 Kwellen Flame Cinder 1 Mighty Skeleton Skull	+16 Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Bloodsnout Gruok Snouts	Kwellen Flame Cinders have a low drop rate
Spirit Resistance	+8 Comps 4 Dim Essence Orbs 1 Biting Necrofly Wing	+16 Comps 4 Pale Essence Orbs 1 Frost Pygmy Shrunken Head 1 Fyakki Stinger Tip	+24 Comps 4 Glowing Essence Orbs 1 Aquamarine Golem Chip 1 Ice Orge Jawbone	+32 Comps 4 Bright Essence Orbs 2 Mighty Zombie Spleens 1 Shadow Tarantula Fang	+40 Comps 4 Shining Essence Orbs 2 Kwellen Energy nodes 2 Zombie Werewolf Skulls	Kwellen Energy Nodes are a rare drop Zombie Werewolf skulls drop from T5 Undead Zombies
Spirit Ward	+4 Comps 4 Dim Essence Orbs 1 Sand Beetle Carapaces	+7 Comps 4 Pale Essence Orbs 1 Amethyst Golem Chip 1 Leafy Oastic Sac	+10 Comps 4 Glowing Essence Orbs 1 Desert Wolf Fang 1 Oak Treant Knot	+13 Comps 4 Bright Essence Orbs 2 Fire Beetle Carapaces 1 Mighty Zombie Spleen	+16 Comps 4 Shining Essence Orbs 2 Dire Wolf Fangs 2 Veteran Aegror Engorged Pus Packets	Dire Wolf Fangs have a high drop rate

What should I technique my scales with? – Cont.

Craft Techniques

Craft techniques add to the crafting skill of the particular craft. The higher the skill, the more efficient the player is at creating items.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Crystalshaping Focus 5% Power 3% Dexterity 2%	+4 Comps 4 Dim Essence Orbs 1 Weaker Maggot Mandibles	+8 Comps 4 Pale Essence Orbs 1 Frost Pygmy Ear 1 Rose Golem Chip	+12 Comps 4 Glowing Essence Orbs 1 Aquamarine Golem Chips 1 Jasper Golem Chip	+16 Comps 4 Bright Essence Orbs 1 Mighty Skeleton Skull 2 Topaz Golem Chips	+ 20 Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Giant Flame Beetle Mandibles	Giant Flame Beetle Mandibles have a high drop rate
Essence Harvesting Power 6% Focus 3% Dexterity 1%	+4 Comps 4 Dim Essence Orbs 1 Sand Orge Jawbone	+8 Comps 4 Pale Essence Orbs 1 Frost Orge Club Splinter 1 Leafy Oastic Sac	+12 Comps 4 Glowing Essence Orbs 1 Snow Beetle Carapace 1 Kwellen Ice Shard	+16 Comps 4 Bright Essence Orbs 2 Fire Orge Jawbones 1 Mighty Aegror Pus Packet	+20 Comps 4 Shining Essence Orbs 2 Purple Spider Venom 2 Fiery Dire Wolf Fangs	Fiery Dire Wolf Fangs have a high drop rate Fire Orge Jawbones have a low drop rate Kwellen Ice Shards are difficult to obtain as they are in a region with many mobs.
Essence Shaping Power 6% Focus 3% Dexterity 1%	+4 Comps 4 Dim Essence Orb 1 Brittle Fyakki Leg	+8 Comps 4 Pale Essence Orbs 1 Grass Beetle Carapace 1 Frost Orge Jawbone	+12 Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Ice Pygmy Ear	+16 Comps 4 Bright Essence Orbs 2 Arbotus Gullet 1 Mighty Skeleton Skull	+20 Comps 4 Shining Essence Orbs 2 Dire Wolf Fangs 2 Veteran Skeleton Sternum	Dire Wolf Fangs have a high drop rate
Gemworking Power 5% Dexterity 3% Focus 2%	+4 Comps 4 Dim Essence Orbs 1 Weaker Maggot Mandible	+8 Comps 4 Pale Essence Orbs 1 Rose Quartz Golem Chip 1 Frost Pygmy Ear	+12 Comps 4 Glowing Essence Orbs 1 Aquamarine Golem Chip 1 Jasper Golem Chip	+16 Comps 4 Bright Essence Orbs 2 Topaz Golem Chips 1 Mighty Skeleton Skull	+20 Comps 4 Shining Essence Orbs 2 Emerald Golem Chips 2 Giant Flame Beetle Mandibles	Giant Flame Beetle Mandibles have a high drop rate

What should I technique my scales with? – Cont.

Craft Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Lairshaping Power 4% Strength 4% Dexterity 1%	+4 Comps 4 Dim Essence Orbs 1 Sand Beetle Carapace	+8 Comps 4 Pale Essence Orbs 1 Amethyst Golem Chip 1 Slate Golem Chip	+12 Comps 4 Glowing Essence Orbs 1 Granite Golem Fragment 1 Aquamarine Golem Chip	+16 Comps 4 Bright Essence Orbs 2 Shadow Tarantula Fangs 1 Obsidian Golem Fragment	+20 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Veteran Ghost Vapour	
Mining Strength 9% Power 1%	+4 Comps 4 Dim Essence Orbs 1 Turquoise Golem Chip	+8 Comps 4 Pale Essence Orbs 1 Frost Pygmy Shrunk Head 1 Silver Golem Fragment	+12 Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Nickel Golem Fragment	+16 Comps 4 Bright Essence Orbs 1 Platinum Golem Fragment 2 Flame Ogre Jawbones	+20 Comps 4 Shining Essence Orbs 2 Mithril Golem Fragments 2 Giant Flame Beetle Mandibles	Giant Flame Beetle Mandibles have a high drop rate
Quarrying Strength 9% Power 1%	+4 Comps 4 Dim Essence Orb 1 Greater Water Golem Droplet	+8 Comps 4 Pale Essence Orbs 1 Slate Golem Fragments 1 Silver Golem Fragments	+12 Comps 4 Glowing Essence Orbs 1 Granite Golem Fragment 1 Greater Skeleton Skull	+16 Comps 4 Bright Essence Orbs 1 Obsidian Golem Fragment 2 Flame Pygmy Ears	+20 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Giant Ice Beetle Mandibles	Giant Ice Beetle Mandibles have a high drop rate
Scalecraft Strength 6% Power 4%	+4 Comps 4 Dim Essence Orbs 1 Sand Orge Jawbone	+8 Comps 4 Pale Essence Orbs 1 Frost Beetle Carapace 1 Elm Treant Knot	+12 Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Citrine Golem Chip	+16 Comps 4 Bright Essence Orbs 1 Fire Beetle Carapace 2 Red Necrofly Wing	+20 Comps 4 Shining Essence Orbs 2 Giant Fire Beetle Mandibles 2 Veteran Skeleton Sternums	Giant Fire Beetle Mandibles have a high drop rate Red Necrofly are difficult to obtain as they are mixed in with T5 mobs

What should I technique my scales with? – Cont.

Craft Techniques – Cont.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Smelting Strength 8% Power 2%	+4 Comps 4 Dim Essence Orbs 1 Venomous Stalker Leg Hair	+8 Comps 4 Pale Essence Orbs 1 Iron Golem Fragment 1 Lapis Lazuli Golem Chip	+12 Comps 4 Glowing Essence Orbs 1 Gold Golem Fragment 1 Oak Treant Knot	+16 Comps 4 Bright Essence Orbs 1 Platinum Golem Frag 2 Fire Pygmy Ears	+20 Comps 4 Shining Essence Orbs 2 Mithril Golem Fragments 2 Nahguk Orge Jawbones	Nahgruk Orge Jawbones have a low drop rate Venomous Stalkers have a nasty group aggro
Spellcraft Power 5% Focus 5%	+4 Comps 4 Dim Essence Orbs 1 Sandstone Golem Fragment	+8 Comps 4 Pale Essence Orbs 1 Lapis Lazuli Golem Chip 1 Frost Orge Jawbone	+12 Comps 4 Glowing Essence Orbs 1 Gold Golem Fragment 1 Winter Grouk Knuckles	+16 Comps 4 Bright Essence Orbs 1 Topaz Golem Chips 2 Winter Werewolf Fangs	+20 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Yew Treant Knot	Winter Werewolf Fangs are difficult to obtain due to the stuns and group aggro on this mob
Stoneworking Strength 7% Dexterity 2% Power 1%	+4 Comps 4 Dim Essence Orbs 1 Bronze Golem Fragment	+8 Comps 4 Pale Essence Orbs 1 Slate Golem Fragment 1 Frost Orge Splinter	+12 Comps 4 Glowing Essence Orbs 1 Granite Golem Fragment 1 Redbacked Spider Eye	+16 Comps 4 Bright Essence Orbs 2 Flame Beetle Carapaces 1 Obsidian Golem Fragment	+20 Comps 4 Shining Essence Orbs 2 Marble Golem Fragments 2 Icy Dire Wolf Fangs	Icy Dire Wolf Fangs have a high drop rate Flame Beetle Carapaces have a high drop rate
Transmutation Power 7% Focus 3%	+4 Comps 4 Dim Essence Orb 1 Garnet Golem Chip	+8 Comps 4 Pale Essence Orbs 1 Frost Pygmy Shrunken Head 1 Ruxus Skin	+12 Comps 4 Glowing Essence Orbs 1 Snow Beetle Carapace 1 Winter Mountain Wolf Fang	+16 Comps 4 Bright Essence Orbs 2 Flame Pygmy Ears 1 Mighty Ghost Vapour	+20 Comps 4 Shining Essence Orbs 2 Veteran Ghost Vapour 2 Grey Necrofly Wing	

What should I technique my scales with? – Cont.

Adventure Techniques

Adventure techniques add skill to the melee or spell skills of a dragon.

Technique	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Notes
Dragon Breath Dexterity 1% Focus 2% Power 5% Strength 2%	+5 Comps 4 Dim Essence Orbs 1 Sand Beetle Carapace	+10 Comps 4 Pale Essence Orbs 1 Slate Golem Fragment 1 Snow Orge Jawbone	+15 Comps 4 Glowing Essence Orbs 1 Redbacked Spider Breeder Eye 1 Greater Ghost Vapour	+20 Comps 4 Bright Essence Orbs 2 Fire Wolf Fangs 1 Shadow Spider Fang	+25 Comps 4 Shining Essence Orbs 2 Fire Opal Golem Chip 2 Fiery Dire Wolf Fangs	Fiery Dire Wolf Fangs have a high drop rate
Primal 5% Focus 5% Power	+5 Comps 4 Dim Essence Orbs 1 Garnet Golem Chip	+10 Comps 4 Pale Essence Orbs 1 Ruxus Skin 1 Rose Quartz Golem Chip	+15 Comps 4 Glowing Essence Orbs 1 Desert Wolf Fang 1 Redbacked Spider Eye	+20 Comps 4 Bright Essence Orbs 1 Topaz Golem Chip 2 Arbotus Gullet	+25 Comps 4 Shining Essence Orbs 2 Zombie Werewolf Skulls 2 Veteran Abomination Chest Skull	Zombie Werewolf skulls drop from T5 Undead Zombies
Tooth & Claw 7.5% Dexterity 2.5% Strength	+5 Comps 4 Dim Essence Orb 1 Forest Crawler Leg Hair	+10 Comps 4 Pale Essence Orb 1 Winter Wolf Fang 1 Blue Necrofly Wing	+15 Comps 4 Glowing Essence Orbs 1 Imbued Armour Splinters 1 Green Necrofly Wings	+20 Comps 4 Bright Essence Orbs 2 Flame Wolf Fangs 1 Mighty Aegror Pus Packet	+25 Comps 4 Shining Essence Orbs 2 Dire Wolf Fangs 2 Giant Ice Beetle Mandibles	Dire Wolf and Giant Ice Beetle Mandibles have a high drop rate Imbued Armour Splinters are a rare drop from T3 Undead Skeletons

What should I technique my scales with? – Cont.

Rare Techniques

Rare techniques are techniques that are no longer obtainable within the game, however certain players may still have the techniques scribed and will be able to create specially techniqued scales. These techniques have been changed recently to make the scales attuned to the wearer.

Technique	All Tiers	Notes
Primal Vengeance	5% chance of reducing attackers strength to 20% of base strength.for 20 seconds Comps 2 Dim Essence Orbs 1 Energy Bone Splinter	Chest Scale only can be single teched with Primal Vengeance and will cause scale to attune to the wearer once equipped (unable to trade)
Eminence	5% chance of Stunning Target for 4 seconds Comps 2 Pale Essence Orbs 1 Ice Bone Splinter	Chest Scale only can be single teched with Eminence and will cause scale to attune to the wearer once equipped (unable to trade)
Vital Defiance	10% chance of triggering, once triggered for 30 seconds has a 25% chance of incoming attacks melee or spell doing 0% of normal damage. Comps 2 Dim Essence Orb 4 Flame Beetle Carapaces	Chest Scale only can be single teched with Vital Defiance and will cause scale to attune to the wearer once equipped (unable to trade)

Example Scales

As there are so many different combinations available for scales it is probably best to list a few examples. Please note that what you tech you scales with is personal choice depending on your play style. For example if you hunt the same type of mobs the majority of the time then it may be best to tech a ward/resistance that matches the damage the mobs do. Please remember that you can always use your training points to compliment areas that you have not covered with your scales.

Example 1 (Simple) – Tier 1 Set for Quarrying

Sandstone strength scales teched with Quarrying I

2 Scales (Chest and Wing) will +8 points to current quarrying skill from the techniques

The strength scales will +20 points to current strength, which will generate +2 points to Quarrying (20 * 9%).

Please note the craft tech added to the strength scales benefit the most from the strength statistic.

What should I technique my scales with? – Cont.

Example 2 (Complicated) – Tier 4 Set for Gemworking

Obsidian Power scales teched with Quarrying IV and Gemworking IV

7 Scales (Chest, Wingsx2, Forelegsx2, Hindleg, Head) will +112 to current quarrying and +112 to gemworking from the techniques.

The power scales will +280 points to current power, which will generate +3 points to quarrying ($280 * 1\%$) and +14 points to gemworking ($280 * 5\%$).

Please note that power scales have been used to generate the most additional points to gemworking, the trade off here is that less additional quarrying skill is generated as quarrying is more dependant on strength than power. In this case the gemworking is more important to the player than the quarrying skill.

Example 3 (Complicated) – Tier 5 Set for Metal Bars

Marble Strength Scales teched with Mining V, Smelting V, Scalecraft V

A full 10 scale set will +200 points to current skill for Mining, Smelting and Scalecraft from the techniques.

The strength scales will +500 points to current strength, which will generate +45 points into Mining ($500 * 9\%$), +40 to Smelting ($500 * 8\%$) and +30 to Scalecraft ($500 * 6\%$) from the statistic bonuses.

Please note all the craft techs added to the strength scales benefit the most from the strength statistic

Example 4 (Complicated) – Tier 5 Set for Lairshaping

Marble Power scales teched with Lairshaping V x10 , Crystalshaping V x10 and Focus V x 7
1 Socket added to scales on chest and both forelegs

10 Scales which +200 points to current lairshaping & crystalshaping skill from the techniques.
140 points added to Focus (these generate +7 points to crystalshaping ($140 * 5\%$)).

3 Sockets equipped with a Level 100 focus armour crystal +195 points to Focus (which generate +9 points to Crystalshaping ($195 * 5\%$)).

The power scales will +500 points to power which generates +20 additional points to lairshaping ($500 * 4\%$).

Total bonuses +220 lairshaping and +216 crystalshaping.

Please note in the case of the above scales, lairshaping is dependent on power, however crystalshaping is dependent on focus. Therefore a trade off occurs. Teching focus onto the scales and using focus crystals increase the amount of crystalshaping gained so that it is only slightly less than lairshaping.

What should I technique my scales with? – Cont.

Example 5 (Simple) – Tier 1 Melee Scales

Bronze Sandstone armour scales teched with Tooth and Claw I.

2 Scales (Chest and Wing) will +10 points to current Tooth and Claw skill from the technique.

The armour scales will +30 points to armour.

Please note Tooth and Claw is teched to allow better melee combat skill for the hatchling dragon to be able to hit mobs more. Armour scales are used to ensure as much reduction of damage from an attacking melee mob as possible with tier 1 scales.

Example 6 (Simple) – Tier 1 Magical Combat Scales.

Bronze Sandstone armour scales teched with Primal I.

2 Scales (Chest and Wing) will +10 points to current Primal skill from the technique.

The armour scales will add 30 points of armour.

Please note Primal is teched to allow better magical combat skill for the hatchling dragon to be able to hit mobs more often with spells. Armour scales are used to ensure as much reduction of damage from an attacking melee mob as possible with Tier 1 scales. Please be aware that the majority of mobs within the game will attack using melee skills even if attacked with magic.

Example 7 (Complicated) – Tier 5 Melee Combat Scales

Mithril Marble Armour Scales teched with Tooth & Claw x 10, Strength x10 and Dexterity x7.
1 Socket added to Chest and Forelegs x2.

The 10 Scales will +200 to current tooth and claw and strength from the techniques. +140 also to current dexterity.

As strength and dexterity statistics have been added to the scales they will generate the following skill bonuses

Strength = +4 to Dragon Breath, +5 to Tooth & Claw

Dexterity = +1 to Dragon Breath, +10 to Tooth & Claw

The 3 Sockets are equipped with level 100 health crystals +450 to current Health.

The armour scales will add 750 points to the armour statistic.

Total bonuses +215 Tooth and Claw, +5 Dragon Breath, +200 Strength, +200 Dexterity, +450 Health.

Please note you can see from this example that higher tier scales can become very complicated depending on the techniques added. In this case as statistics are added they give bonuses to the dragon skills (Craft skills not included as this is a combat set). Armour scales are used to provide the best possible reduction on damage taken. Health crystals used to keep the example simpler (you could use strength or dexterity crystals, which in turn would generate additional skill bonuses).

In this example you could use Strength scales instead of example (swapping the Strength tech for Armour V) to create a scaleset that does more damage to mobs, but makes the player more vulnerable as less incoming damage is reduced by armour.

What do I put my training points into?

What areas training points are spent on is debatable as it depends on a person's individual preference (training points can be used to compliment stats that have not been increased by using teched scales).

Here are a couple of examples of training point combinations.

For a lower level dragon

Melee1 - Put half training points into Strength and half in Tooth & Claw

Melee2 – Put some training points into Strength, Primal, Tooth & Claw and Health

Magic 1 – Put half training points into Power and Primal

Magic 2 – Put some training points into Power, Primal and Health

For a high level dragon

Melee 1 – Place training points into Primal, Strength, Dexterity, Evasion and Tooth & Claw

Melee 2 – Place training points into Strength and Tooth & Claw

Magic 1 – Place training points into Power, Focus, Primal, Health and Magic Evasion

Magic 2 – Place training points into Power and Primal

As you assign training points to a particular skill, the base figure will slowly increase as well as the current skill. For every training point spent on a skill, the base skill will increase by 1 and the current skill by the cost of the training point spend.

It is also debatable whether dexterity or evasion helps a dragon. In my opinion I believe they do as I have seen a difference with using them and without.

How can I level adventure quicker?

Kill things

This speaks for itself, however you will gain more XP killing mobs that are a higher level than your current adventure level. As a low level dragon this is not always possible as due to lack of armour at low levels dragons tend to be weak in combat, however from lvl 30+ it becomes possible to kill mobs 10-20 levels above you.

Trophy Quests

There are trophy quests available from the main towns for every 5 levels. Each one asks you to obtain 5 trophies of a particular mob by killing them and looting them. When the trophies are turned in you get a coin and XP reward. These quests are repeatable, however after 5 attempts on the trophy hunters the XP is reduced. The starting point for trophy quests is from the trophy hunter in Kion or Sslanis which cover level 1 to 19.

Trophy Quests Link

<http://horizons.gamersinfo.net/guides/default.php?id=4>

Also for more information

<http://incolor.inetnebr.com/pilgrim/Istaria/TrophyQuest.html>

Dragon Adventure/Ability Quests

Every 10 levels (starting at 10) you can complete adventurer quests which add a bonus to a particular skill, or give you a new ability. It is best to do the healing quest, then dragons reach and then the gold rage quest as a new dragon before attempting any of the other quests. At lower levels you need to be able to heal yourself better and pull mobs from a distance without triggering aggro from other mobs.

Dragon Adventure/Ability Quests Link

<http://horizons.gamersinfo.net/guides/default.php?id=14>

Grouping

By grouping with another player around your level this enables you to kill mobs quicker and also allows you to take on potentially higher lvl mobs for a greater XP reward. Please note that when you group with another player, their current rating will also affect the amount of XP received. For example if a lvl 1 player grouped with a rating 100 player and then killed a level 20 Giant Sand Beetle, the group would not receive any XP as the level 100 rating is far to high to get XP from that lvl mob. Also same grouping again, if the rating 100 player killed a lvl 100 mob, then the lvl 100 player would receive the appropriate XP for their lvl, however the lvl 1 player would only receive 20 XP as that is the XP cap for their lvl. The reason for this is to prevent power leveling with high lvl players quickly leveling lower players.

Multiple Enemy Bonus

When you kill more than one mob at a time you receive a bonus amount of XP. This can be useful. Sometimes it is better to hunt multiples of a lower level mob to gain to the extra XP. Good examples of mobs that can be farmed this way are blights of all tiers.

What are the Dragon Abilities?

As a dragon levels they gain new combat abilities. Some are melee based and some are spell based.

Also some may be gained automatically, and some are gained via quests.

Link to Dragon ability quests

<http://horizons.gamersinfo.net/guides/default.php?id=14>

Ability Name	Quest	Hoard Cost	Description	Levels Gained	Modifier
Bite	N	N	Damage over time ability.	1, 20, 40, 60 and 80	Strength
Silver Strike	N	Y	Melee ability, which adds an extra attack swing which does additional damage.	2, 12, 32, 42, 52, 62, 72, 82 and 92	Strength
Tail Whip	N	N	Melee based stun attack. Stuns target for 6 secs.	4, 24, 44, 64 and 84	Tooth & Claw and Dexterity for chance to hit.
Ravage	N	N	Melee attack that adds 4 extra attacks.	7, 47 and 87	Strength
Galewind	N	N	Primal ranged attack	8, 28, 48, 68 and 88	Power
Primal Roar	N	N	Increases accuracy of Primal spell based attacks. Overwrites Determination if used	9, 29, 49, 69, and 89.	None
Determination	N	N	Increases accuracy of melee based Tooth & Claw attacks. Overwrites Primal Roar if used.	10, 30, 50, 70 and 90	None
Menacing Presence	N	N	Chance to intercept attackers melee attacks	14	Focus and Primal for chance to hit
Snarl	N	N	Debuff ability that reduces a mobs ability to hit a player with melee attacks.	18, 38, 58, 78 and 98	Melee based attack modifier will be Tooth & Claw and Dexterity for chance to hit with it.
Refreshing Breeze	N	N	Main dragon healing ability heal over time. Overwrites any spell based heals	26, 46, 66 and 86.	None
Staggering Howl	N	N	Slows down mobs attacks	40 and 80	Tooth & Claw and Dexterity for chance to hit
Claw Mastery	N	N	Passive ability adds to melee damage and reduces combat delay	1, 7, 13, 19, 25, 32, 38, 44, 50, 57, 63, 69, 75, 82, 88, 94 and 100	Strength
Scaleslots	N	N	Passive ability that adds a new scale slot every 10 levels	1, 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100	None

What are the Dragon Abilities? – Cont.

Ability Name	Quest	Hoard Cost	Description	Levels Gained	Modifier
Breath of Fire	Y	N	Primal based flame attack on mob, first 2 abilities gained while leveling, Final version gained via quest from Kelakhan (27182 / 22548) near Selen	0, 25, 50 (quest)	Power
Breath of Lightning	Y	Y	Area breath attack that does energy damage and debuffs mobs. Makes it harder for mobs to hit player.	50 quest from Lunus faction leader	Power
Breath of Ice	Y	Y	Area breath attack that makes mobs more vulnerable to flame damage and slows them down	50 quest from Helian faction leader	Power
Primal Rebirth	Y	Y	Removes a death point and resurrects a dead character	Gained as an Ancient	None
Dragon Fear	Y	Y	Mezz ability, stuns a mob for 45 secs	Gained as an Ancient	Focus and Primal for chance to hit
Breath of Flame Burst	Y	Y	Area breath attack	Gained as an Ancient	Power
Drulkar's Scales	Y	N	Passive, 133% base armour	Ancient Ability	None
Drulkars Wings	Y	N	Passive, +5 fly speed	Ancient ability	None
Drain Strike	Y	Y	Healing ability by siphoning % health from attacker	Every 10 levels as a quest starting at 10 till 70. Final ability gained as an ancient dragon	Power
Gold Rage	Y	Y	2 Extra attacks that do more damage and chance to slow down a mob and reduce primal resistances	Every 10 levels as a quest starting at 10 till 70	Strength
Primal Instant Heal	Y	N	Single heal	Every 10 levels as a quest starting at 10 till 70	None
Dragon Gift	Y	N	Buff, adds primal, evasion, magic evasion and Tooth & Claw	Every 20 levels as a quest starting at level 20 to 60s	None
Spiked Scales	Y	Y	Damage Shield, reflects a certain amount of damage from mobs back onto the mob.	Every 10 levels as a quest starting at 10 till 70	Power

What are the Dragon Abilities? – Cont.

Ability Name	Quest	Hoard Cost	Description	Levels Gained	Modifier
Hardened Scales	Y	N	Passive, additional armour	Every 10 levels as a quest till starting at 10 till 70	None
Accurate Breath	Y	N	Passive, additional chance to hit with breath attacks	Every 20 levels as a quest starting at level 20 to 60s	None
Healing Expert	Y	N	Passive, Increases potential max healing of all heal spells and abilities	Every 20 levels as a quest starting at level 20 to 60.	None
Shield of Gold	Y	Y	Damage Shield, blocks up to 50% of incoming damage by consuming hoard. Limited to 500 damage per hit.	Gained as an adult	None
Primal Mastery	Y	N	Passive, adds additional primal to base skill.	Every 10 levels as a quest till starting at 10 till 70	None
Tooth and Claw Expert	Y	N	Increases damage dealt with melee attacks	Every 20 levels as a quest starting at level 20 to 60s	None

How is combat calculated?

Melee Attacks

There are 5 steps to an attack on a mob by a dragon. Please note a random element is used with each step to determine outcomes.

1. Chance to hit

Player	VS	Mob
2/3 rd Tooth & Claw 1/3 rd Dexterity		2/3 rd (Evasion + Ward) 1/3 rd Dexterity

2. Block check

Player	VS	Mob
Tooth & Claw		Shield Skill

3. Parry check

Player	VS	Mob
Tooth & Claw		Attack Skill

Please note block and parry are not used by dragons, however certain mobs do use these skills. For example warriors or spearman.

Attack skill for a mob can vary depending on the type of mob the player is attacking. For example a Wolf will have a slash based attack skill.

4. Dodge check

Player	VS	Mob
Tooth & Claw		Evasion + Ward

5. Damage dealt

Player	VS	Mob
Claw Damage 2/3 rd Strength * Attack Delay 1/3 rd Tooth & Claw * Attack Delay		(Armour + Resistance) * Attack Delay

Attack delay refers to the delay of a claw swing on a dragon's side of an attack.

Notes

Dragons gain equal amounts of strength and dexterity as they level adventure. However Tooth and Claw is more dependent on dexterity (7.5%). Therefore if you wanted to create a dragon that was more accurate at hitting mobs than dealing damage (bear in mind dragons get some of the strongest melee abilities in the game) then you should concentrate on increasing Dexterity and Tooth & Claw over Strength. If you were more concerned with dealing maximum damage then Strength and Tooth & Claw should be increased, however your dragon may miss with more combat hits.

How is combat calculated? – Cont.

Melee Defense

There are 3 steps to a melee attack on a dragon by a mob. Please note a random element is used with each step to determine outcomes.

1. Chance to hit

Mob	VS	Player
2/3 rd Attack Skill 1/3 rd Dexterity		2/3 rd (Evasion + Ward) 1/3 rd Dexterity

This is a reversal of the Chance to Hit from Melee attacks.

Attack skill for a mob can vary depending on the type of mob attacking the player. For example a Wolf will have a slash based attack skill.

There will be no parry or block calculation for a dragon.

2. Dodge Check

Mob	VS	Player
Attack Skill		Evasion + Ward

3. Damage Dealt

Mob	VS	Player
Weapon Damage 2/3 rd Strength * Attack Delay 1/3 rd Attack Skill * Attack Delay		(Armour + Resistance) * Attack Delay

This is a reversal of the damage dealt from Melee attacks.

Please note that I have not taken into account ranged melee attacks against a dragon.

Additionally a word of warning. All Tier 6 undead biped mobs use Tier 6 armour (Adamantium or equivalent). This means that they will always have far higher than normal armour levels hence making them even harder to kill than other Tier 6 based mobs.

How is combat calculated? – Cont.

Magical Attacks

There are 3 steps to a magical attack on a mob by a dragon. Please note a random element is used with each step to determine outcomes.

1. Chance to hit

Player	VS	Mob
2/3 rd Primal 1/3 rd Focus		2/3 rd (Magic Evasion + Ward) 1/3 rd Focus

2. Dodge check

Player	VS	Mob
Primal		Magic Evasion + Ward

3. Damage dealt

Player	VS	Mob
Spell Damage 2/3 rd Power * Attack Delay 1/3 rd Primal * Attack Delay		(Armour + Resistance) * Attack Delay

Attack delay refers to the casting delay of the current spell being used.

Please note ethereal armour does not play any part in reducing spell damage unless the damage being dealt is ethereal. Spirit damage is also known as ethereal damage.

Notes

Dragons receive equal amounts of power and focus as they level. Primal receives an equal 5% boost from each of those stats. Therefore it is easier to balance a spell casting dragon to be optimal at dealing spell damage and for spell attacks to hit. However as the majority of the mobs in the game are melee based (excluding undead casters) then spell casters would suffer from a lack of melee skills. It may be best then to also concentrate on higher armour and evasion skills than magic evasion.

How is combat calculated? – Cont.

Magical Defenses

There are 3 steps to a spell attack on a dragon by a mob. Please note a random element is used with each step to determine outcomes.

1. Chance to hit

Mob	VS	Player
2/3 rd Attack Skill 1/3 rd Focus		2/3 rd (Magic Evasion + Ward) 1/3 rd Focus

This is a reversal of the Chance to Hit from magical attacks.

Attack skill for a mob can vary depending on the type of mob attacking the player. For example an undead oracle will be using nature based spell attacks.

There will be no parry or block calculation for spell casting.

2. Dodge Check

Mob	VS	Player
Attack Skill		Magic Evasion + Ward

3. Damage Dealt

Mob	VS	Player
Spell Damage 2/3 rd Power * Attack Delay 1/3 rd Attack Skill * Attack Delay		(Armour + Resistance) * Attack Delay

This is a reversal of the damage dealt from Magical attacks.

Attack delay refers to the casting delay of the current spell being used.

Please note ethereal armour does not play any part in reducing spell damage unless the damage being dealt is ethereal. Spirit damage is also known as ethereal damage.

Additionally a word of warning. All undead biped mobs use fully techniqued spell attacks. For example a level 100 undead bloodmage will use all the available fully teched Bloodmage spells.

Original Post Details

<http://community.istaria.com/forum/showthread.php?t=545>

Please note that the original post is very cryptic and took a very long time to unravel.

How does aggro work?

Different mobs have different kinds of aggro, the main ones can be categorised.

Aggro triggers if you get too close to a mob, or if you pull a mob.

As far as I can tell the game does not distinguish what direction the attack comes from or that the mob is facing (that is you can't sneak up on a mob)

Please note that some mobs may switch between different aggro types (for example a Battlemage may use spell attacks to start with, then switch to melee combat).

Also the majority of mobs in the game (excluding undead) use a combination of ranged and melee attacks (IE An ore golem has a ranged 'hurl chunk' attack)

Ignore until attacked

Mobs will ignore a player until they start to attack the mob. You can see this with Giant Sand Beetles and some of the mobs in Lesser Aradoth.

Examples

- Giant Sand Beetles

Call for reinforcements

This is where you will attack a mob and it will run away and come back with more mobs in a group. Undead and fire blights are a good example of this.

Examples

- Fire Blights
- Undead

Solo Attack if player in range

The mob will attack the player if the player gets too close to the mob. NB If the player gets in range of another mob at the same time then both will attack. Golems, ruxus, arbotus are good examples of this.

Examples

- All golems
- Ruxus
- Arbotus
- Abominations
- Vexators

Group attack if player in range

If you pull a single mob or get in range of at least one of a group of mobs then they will attack the player. Undead, blights, orges, pygmies, wolves and beetles are good examples of this

Examples

- Undead
- Blights
- Orges
- Wolves
- Beetles

How does aggro work? – cont.

Combat Melee

This type of mob uses mainly melee abilities in combat.

Examples

- Undead Mauraunders
- Undead Spearman
- Undead Knight of Chaos
- Undead Warrior

Combat Ranged

This type of mob uses mainly ranged abilities in combat

Examples

- Undead Strider
- Undead Crossbowman

Combat Spellcaster

This type of mob uses mainly spell abilities in combat

Examples

- Undead Wizard
- Undead Conjurer
- Undead Bloodmage
- Undead Spiritist

Combat Support

This type of mob will heal colleagues as a priority during combat. The support distance may be greater than the aggro distance for the mob (IE runs from far away to heal a colleague in battle)

Examples

- Undead Diviner (aka Healer)
- Undead Oracle (aka Druid)

Combat Debuff

This type of mob will debuff players as a priority during a fight

Examples

- Undead Shaman
- Blood Skulks

What combat tactics can I use?

This is dependant on a person's own play style however here are few examples

Example 1 - Chasing's Combat Style (Lunus)

Overall – Chasing is setup for prolonged combat, damage dealing is traded off for sustainability.

Training Points spend

296 Dexterity
480 Evasion
210 Primal
48 Strength
165 Tooth & Claw

Scales

Speed/Velocity Wing Scales
Socketed Forelegs x 2, Socketed Chest, Socketed Head
Specific Resist/Ward for Remaining Scales to match mob type

Chasing is setup to be able to do mass pulls while taking less damage. For example using a ice resistance/ward set of scales can pull 20+ Level 85 Giant Ice Beetles while taking hardly any damage. Chasing has crush, slash, ice, flame, blight and energy scales that can be swapped out depending on what type of mob is hunted. Also eats crystals to provide a temporary boost to resistances while fighting mobs.

Solo Pull

Start with a *Tail Whip* followed by *Gold Rage*, *Silver Strike* then *Ravage*.
Then use *Spiked Scales* and a Heal over time
Then use *Galewind*, *Bite* and *Breath of Fire*
Gold Rage should have recycled by then so keep using *Gold Rage*, *Silver Strike* until mob is dead

Group Pull

Use Valkors Blood Talon.
Ranged bolt pull and then use the AoE spells (barrage and gust).
Then *Tempest* followed by the debuff spells (*Grazing Wind* and *Unrelenting Winds*).
Then switch to melee and start killing the group members as above.

Bosses

Use *Demon Claw*
Stun the boss with *Tail Whip*, use *Shield of Gold* and *Spiked Scales*
Use main heal (*Refreshing breeze*).
Then use *Gold Rage*, *Silver Strike*, *Ravage* and all other melee abilities
While abilities are recycling then use the debuff spells and damage spells.
Use *Primal Health* everytime it is available.

Undead Mobs

Use slash scaleset (to reduce melee damage taken)
Use *Ceremonial Scale* and *Reklars Tail Scale*.
Use *Dragon Fear* ability on diviners to stun them and then use *Gold Rage*, *Silver Strike*, *Ravage* to kill
Ranged Bolts to pull
Concentrate on classes that do most damage to a Dragon (Spiritist, Bloodmage).
Concentrate on classes that do most debuffs to a Dragon (Shaman, KNOC)
Use cleanses on heals and buffs to remove harmful debuffs

What combat tactics can I use? – Cont.

Example 2 - Telsyia's Combat Style (Helian)

Overall – Telsyia is setup for Helian style combat

Detail

Glit ' Sita fellow Dragons, Ancient, Adult and hatchlings alike. I am Telshyia, Ancient Dragon of Chaos. One of my brethren, Chasing, has tasked me with providing a tale of my existence. As Chasing is known to me as a great knowledge seeker I have decided to honor his request with some of my experiences from egg to Ancient.

I began life in Istaria when my mate Druidess Al'Thor first found my egg lo those years passed. It was with this bond that my life began here. With gentle instruction and patience she took me to the areas of combat so that I could hone my skills. Not only did she keep me well healed so that I could face mine enemies', but could bring destruction on them quickly. I soon realized that my arts and inherent abilities were geared for Magic and thus when the time was right, choose the True Path of the Helian.

In the beginning I chose to increase my training with more Health, Power, and Tooth & Claw (points) rather than choose Strength. I crafted my scales with Power, T&C, and Speed gifts for my young wings. For my magical abilities, I chose range and damage gifts to ensure that my foes were well unto death before I had to strike them down with my claws.

As I grew older, it became clear to me, and upon watching some of my Lunus brethren, that to survive the attacks of greater Withered Aegis I would have to increase my Strength. This was so that I could do greater damage, but at my young stage, a powerful Spell was all that I needed.

I increased my Strength only after I became an Adult and added the gifts of velocity to my newly crafted wing scales. Always did I choose to craft only Armor scales for when I was in combat with my foes and strengthen them with gifts of Power, Strength, and T&C on my wings and claw(s).

It was only recently did I craft different with the advent of the newly supplied Crystals. These new crystals did indeed make a difference in my Power to cast my magic's and my ability to withstand the attacks as I grew more powerful and could strike at many foes at one time.

So, at Chasing's request, I will share with thee what my combat scales are, in the hopes that knowledge may keep thee well armed and safe in your travels in Istaria.

Training Point spend

151 Heath

188 Power

540 Primal

80 Strength

237 Tooth & Claw

Scales

Head Scale:

Triple Jewelry socketed Mithril-Marble Armor

(Crystals: Dark Sapphire - +65 Power, Radiant Jewelry Crystal of Primal - +33 Primal Dark Diamond Jewelry - +150 Health)

Wing Scale(s):

Mithril-Marble Armor – Speed, Velocity techs

Chest Scale:

Mithril-Marble Armor – Triple Vengeance Tech (no longer possible) (my many thanks to Guaran for such a fine scale!)

Foreleg Scale(s):

Mithril-Marble Armor: Double Armor Sockets, T&C

Crystals:

First Foreleg; Dark Diamond Armor - +150 Health, Dark Ruby Armor - +65 Strength

Second Foreleg; Burning Embers, Dark Diamond Armor +65 armour

Back Scale:

Mithril-Marble Armor (Power, Strength, T&C techs - +25 to each)

Hindleg Scale(s):

Mithril-Marble Armor (Power, Strength, T&C techs - +25 to each)

Tail Scale:

Mithril-Marble Armor (Power, Strength, T&C techs - +25 to each)

Claw:

Socketed Spiked Emerald Tipped

Crystals:

Primal Rage +50 Primal, Radiant Lacerating Crystal (5% chance, DoT 74-105 blight), Dark Diamond Weapon +150 Health

Spells

As I am Helian, I will share my techs with Spells.

Arcane Refusal V of Purifying

Techniques - Fortify V, Cleanse III

Barrage V

Techniques - Primal Damage V

Blast V of Accuracy

Techniques - Primal Range, Damage, Accuracy

Breeze V of Purifying

Techniques - Cleanse III, Heal Increase V

Countercheck Primal V of Purifying

Techniques - Fortify V, Cleanse III

Grazing Winds V

Techniques - Primal Range V

Improved Prime Bolt V of Accuracy

Techniques - Primal Range, Damage, Accuracy V

Prime Bolt V of Accuracy

Techniques - Primal Damage, Accuracy V

Promote Vitality V of Purifying

Techniques - Primal Range V, Cleanse III

Tempest V of Accuracy

Techniques - Primal Range, Damage, Accuracy V

True Grit V of Purifying

Techniques - Fortify V, Cleanse III

Unrelenting Winds V

Techniques - Primal Range V

Gift of Velocity – no techs

Gust V – no techs

Ignore Mysticism V of Purifying

Techniques - Cleanse III

Quick Primal Health V of Purifying

Techniques - Heal Recycle, Cleanse III, Heal Increase V

Quick Quickening Breeze V of Purifying

Techniques - Heal Recycle, Cleanse III, Heal Increase V

Many may have different views, but these have served me well in Istaria.

“Tande, Vo, g’rei elg coi keis g’rei neiocia” – **Telshyia** Ancient Chaos Dragon

What Epics are there for Dragons?

There are a number of Epics available for dragons. Epics are designated as items that are rare and hard to come by. Some of the items below come as part sets that then have to be crafted together to make the finished item.

Name	Details
Valkor's Blood Talon	5 part set plus master repair form dropped from Valkor the Impaler
Stats	Damage 50-75 +30 Tooth & Claw +30 Strength 5% chance Ethereal Leech V over 10m area (Extra Damage 31-34 spirit for 45 secs repeating every 6 secs)
Demon Claw	Single Item drop for Son of Gigaroth
Stats	Damage 50-75 +120 Strength +100 Tooth & Claw 3% chance for Armour Shreds over 10m area (Limits armour to 0 for 5 secs)
Reklar's Tail Scale	4 part set plus master repair form dropped by General Reklar Plaguebearer
Stats	+75 Armour +100 Power +50 Primal Incoming attacks only against undead do 94% of damage Spell ranged attacks against do 104% of damage
Ceremonial Scale	Reward from completing one of the Old Oaks outpost quests and collecting hides from Fafnir the Defiler.
Stats	+300 Armour 89% Base Evasion +300 Blight Resistance +50 Tooth & Claw

What is khuhit?

Kuhit form is an ability that an adult dragon can gain by completing a quest after their ROP. The Kuhit form allows a dragon to shape shift into a biped form.

The main bonus of doing this is that it allows a dragon to fit in all biped buildings and it also makes it easier to select resource nodes.

In Kuhit form, the breath abilities do not do any damage, you cannot fly, suffer a -100 strength penalty, a -100 power penalty and lose you 45 armour points.

Once back in dragon form, the penalties are removed.

Where can I find crystals?

Crystals can be found by purchasing from other players / consigners, or by hunting and looting undead mobs.

Main locations of undead mobs by tier

Tier 1	Lesser Aradoth Deadlands or Isle of the Drowned
Tier 2	Dead Pool
Tier 3	Trandalar Deadlands or Rifts Edge
Tier 4	Western Deadlands or Aughendell Battlefield
Tier 5	Satry Isles or Eastern Deadlands
Tier 6	Eastern Deadlands

Link for details on crafting crystals

<http://incolor.inetnebr.com/pilgrim/Istaria/CraftCogs.html>

Link for details of adventure crystals

TBC

What are wards and resistances?

Wards and resistances provide additional protection from certain types of attacks from mobs.

Resistances – Chance to reduce the amount of damage dealt by a mob when an attack hits.

Wards – Chance to avoid a hit from an attacking mob.

The greater the amount of a resistance or ward, the greater the reduction of attack hits/damage dealt by an attacking mob.

Type	Examples
Flame	Flame and Fire Beetles
Ice	Ice Beetles
Spirit	Spiritists
Nature	Oracles
Mind	Conjurers
Blight	Blood Skulks, Undead Shamans
Energy	Vexators, Blighted Kwellens, Elite Blights
Crush	Orges, Stone/Metal Golems
Slash	Gem Golems, Wolves, Spiders, Tarantulas
Pierce	Grouks and Grulets, Striders
Primal	Wind Golems
Life	Blood Skulks and Diviners

The majority of mobs within the game use crush based attacks, however there are some mobs that use a combination of different attack types. For example Blight Hounds use Nature, Mind, Slash and Blight attacks.

Wards and resistances can be added either as a technique at item creation, or by using specific crystals of the relevant type. Crystals can either be equipped into an item for a constant bonus, or eaten to provide a higher temporary bonus.

Please note slash, crush and pierce crystals can no longer be consumed to provide a temporary bonus.

Istarian Terminology

This is a list of chat phrases and words that are used in Istaria

afaik	as far as I know
BCR	Bristugo Consigner restocked
BEO	Bright Essence Orb
Comp	Technique Component
Connie	Consigner
Decon	Deconstructing an items or for a network crash
DEO	Dim Essence Orb
Form	Formula - Formulas are used to create items
GEO	Glowing Essence Orb
Lag	Slow down of the server or network resulting in delays in the player's client
ML	Motherlode of a resource or Morning Light (Location)
MP	Marketplace
Nadia	Evil technique component seller
NT	New Trimus
Pawnie	Pawnbroker
PEO	Pale Essence Orb
re	Reconnect after a relog or network crash
REO	Radiant Essence Orb
SEO	Shining Essence Orb
Tech	Technique
Tell	Send a message to another player using /Tell command
Xtals	Crystals