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## Neverwinter refinement points farming

This guide aims to cover some basic farming and trading common among Neverwinter players, aka How People Get AD. It is not practical to create a guide Do this and be rich at 21 steps, since most of the trade and agriculture are tied to the same supply and demand. When a group of players find some niche market it is only profitable for them as long as it is niche and not flooded. Therefore, this is an overview of the methods used by many players and not a set of instructions, although I will try to give some concrete examples. I'm afraid veteran players won't find anything new here, but I hope it will help newer players to understand the NW economy in more practical way, help do AD and navigate the markets. Also while AD from playing the game is great, supporting the game via ZEN is what keeps the servers going. Peasants rough life - farming rough astral diamonds in this part we will look at the most basic method: farming rough astral diamonds and refining them. There are several important advantages to this method: It's very straightforward. Do X, get RAD. No speculation or risk involved. No requirement for initial investment. Not tied to market fluctuations. Available very early in the game. With all that comes a disadvantage: A player can only refine 100k RAD in AD per day (for an entire account). This is a very important limitation, and more information about the cause of its existence can be found in this guide. Random queues The most important and probably the easiest source of RAD is the random queue system. Running these queues will put the player in one of the dungeons, skirmishes or attempts in the queue. The choice on the exact content instance is not entirely coincidental, but based on the need to fill in the parties of other players who were queuing in the public queue. Players can form a premade in this queue, and do not have to queue solo. However, unlike the private queue there are some role restrictions, here are the queues, their entry requirements, and the amount of RAD a player will win on their first run (account wide). Any subsequent driving still yields RAD, but much less, and usually it is much more beneficial to make more random queue types, for example random and random epic dungeon queues, than to repeat a single multiple times.dps - Damage Dealers.VIP adds 15% bonus. Apart from the role, element level, and level constraints specified in the table, there are some others that are specific to the general public queue: 1. Roles are locked — A player who queues in a specific role can only change loads with the same role. For example: A cleric who was queuing as a claims handler can change loads to different builds like Single target focused or AoE, but cannot switch to a loadout with (Devout) paragon. 2. Leaver penalty - A player leaving the group after the race started will suffer a one – 30-minute account-wide limit from queuing again to a public queue. A player can leave without penalty if the groups are not full (if another player left or was kicked before them) after 15 minutes during the race players can vote kick or vote to give up the run (or after the first boss?). This penalty will also occur if the player swapped characters without leaving the queue first.3. Kicking - The group leader cannot remove (kick) players after the race started. After 15 minutes into the race the group is allowed to vote kick a player (but not after the last boss was killed or during the match), a player (account) can initiate a voting kick only once per 4 hours. 4. Inviting - In the public queue invite players directly is not allowed. The queue manager can request reinforcement, and the queue system adds someone from the queue. If the queue is empty enough, a player can queue for the specific dungeon while their friend requests reinforcement to join them, but this is not secured. Weekly Quests Some campaigns offer weekly quests that reward RAD directly: Sharandar - Mysterious Reservoir.Dread Ring - The Red Wizards quest. Icewind Dale - Biggrin's Tomb.Well of Dragons - Reclaim the Hoards (Quest given by Elminster). Mantol Derith (Maze Engine) - The Ballad of BaphometPortal to Tuern (Quest granted by Harper Boward in PE) Campaign Currencies Most campaigns have the option to purchase RAD for the relevant campaign currency. This is probably the most wasteful method by which the same currency can be donated to a guild's imitate and guild brands set for better use and better profit (see crafting section). This is NOT recommended! Other sources Dungeon chests - Even in private queue end chest in a dungeon gives about 6k - 12k RAD. Master Expeditions - Putting a Chaos rune will provide RAD at the end of ME, also running with at least one rune of any kind will provide a Rune Etching, which can be traded on an NPC named Zok for a box that has a chance of various rewards as companion gear, and vanity pet, and has a guaranteed reward of 5k RAD. Avernum zone - Chaotic Writings can be traded on an NPC named Juma for bags that, among large table of bound items, include companions, departments, companion upgrade tokens, and more, have a chance of 2.5k RAD. Dungeon seals can be converted into RAD. Guild brands can be converted to RAD at SH store - not recommended! Check the master crafting resources section for better use of guild brands. Overflow XP - after reaching maximum level (currently 80) each another 125k XP give a smaller reward on some RP and RAD (used to be good chance of 30k, but it was changed). RAD winnings can be made more effective by rad win bonus, the main source of relying, which is particularly effective with more characters, more on this on the claim section. Farmers toil - dungeons and trials, trials, dangerous, with evil lurking. Risk your life for the great rewards. Kill the dragon and claim his hoard. From a poor adventurer to a great hero after the defeat to the great monsters of the kingdom. Well, that's how it should be, reality differs a bit. Run some content repeatedly until either RNG gives up your soul and sanity are completely lost. NW does not excel at creating motivation for repeated runs beyond the basic needs of some gears and random queues for RAD. Aside from the general repeating a dungeon and hoping RNG drops something nice there are 3 farming roads that are worth mentioning: The newest and toughest Mod 17 Tower of the Mad Mage returned to the table what existed up to mod5, unbound high end gear that can be sold. This made the completion very lucrative. The warning is that the jump in difficulty required either investment in time or in gear (or both) to make running smooth enough. Also most of the tools lost their value quickly, so for the benefit of such content requires being very fast about it. Cradle of the Death God (CoDG) An older trial, done easily now, with boring elevator part, has two things, not bad loot board with enchanting stones rank 6, and it's relatively short. Also loot the table drops random escorts and mounts, which is an added bonus. The best method is to create Omu keys in advance and run it repeatedly at the double enchanting stone event. This method will not make a player rich, especially with the significant price drop for enchanting stone rank6 (ES6), but can be a good way for newer players to do some AD. Phantasmal Fortress (PF)Dread Ring mini dungeon that can be easily soloed. Drops enchanting stones rank 5, and while they are lower rank than rank 6 from CoDG their value is usually higher, due to two factors, higher demand than rank 6, and farming solo PF is soul crushing/boring. Make the Keys (agriculture Dread Legion skirmish can help with the currency in this regard), and repeat doing PF. Tuesday, Wednesday and Thursday are fixed caves that fall ES. Saturday and Sunday allow you to choose which cave and they fall ES. But you have to wait until after 05:00 UTC. ( Note that time resets correspond to event times and not daily quest resets) These mini-lairs require keys to run, a key costs 10 Scrips. One run a day is free (without a key) via Sgt.Knox Quest. The first run of the day provides a Cypher, which can be traded for 15 Scrips. Each race also yields 3 Scrips. Added together we get, daily, 2 runs at a cost of 1 key that provides 21 scrips, which is enough to cover 2 keys. (Note: It takes 20 hours to trade Cypher) generating keys. This is important as a good amount of keys can be used during the double enchanting stone event, which also doubles the enchanting Stones to when these drops. In addition, Onyx fragments can be traded 5:1, 5 fragments for a script. As a bonus, lairs lairs or 2 Red Wizards, which means you can complete the weekly quest (RAD one) simply by running caves. The difference between daily quests and server rest periods creates a situation where a player can do 2 quests per day. Once with a search for a cave, and another for another. For example, doing Dread Spire on the Wednesday before 17:00 UTC will count as a quest, and then after 17:00 Death Forge will become available, due to them are different quests, on the same server daily quest day. This benefits mostly new players who can get 2 Cyphers per day and a third from the Demon hunt, which accelerates their campaign progress. All the 3 caves are of similar difficulties, on the easy side of things. PF is often preferred as there is no need to click intermediate quest triggers a word of efficiency to go beyond the random runs per day, and perhaps some more, efficiency plays a large part of this method. If for a group it takes over an hour and another 15 minutes (for example) for the same content, same chance of the same rewards, it will make the difference between a waste of time and a steady income. Part of this is the time it takes to form a group, if it takes an hour to form a group to run it for 15 minutes, it becomes simpler and easier to just form in 10, and run for 30 minutes. Also it is important to note that the use of rolls and other consumables can make this a net loss or just not worth it. Addon: Damaged Black Ice overload enchantants This overload sell for about 50k AD (on PC), the parts are bred in NWD/DV HES or skirmish Kessel's Retreat, which can be done relatively quickly. Created on blacksmiths at Caer-Konig. The black ice wedge, which is one of the ingredients, sells on its own and is available in the Dwarven Valley's HES at relatively good speed. Thanks to /u/xxStrangeDangerxx and /u/SilkTrotcity remind you of this. (here) The trader's risk - trading, risks, and short and long term investment. This is predominantly how the rich get rich. In essence, it can be summarized as Buy low, sell high. This is also one of the riskier ways that every time a player invests in something, they can lose large sums if the item becomes cheaper instead of rising in price. Be careful not to invest amounts you can't bear to lose. Let's look at some ways it's done: ZAX TradeUsing zax (Zen AD eXchange) for profit varies based on platform and economy if ZAX has a backlog or not. Without a backlog, the ZAX ratio fluctuates. Daily and weekly fluctuations, times when the population is at its lowest per day vs. the highest, and so are weekdays vs. weekend. The ZAX affected, and in a few days a pattern can be seen. Listing even few times a day, once to buy and once to sell, can become a stable source of supplement income. Greater may be caused by events and discounts. Keep track of ZEN charging discounts ZEN charging discounts restricted items in the ZEN store. A tax discount will usually bring the price down, a good time to buy, and limited ZEN store items, or new releases like new Mod packages (4 weeks before new mod) or new lockboxes will increase the

price as more players use ZEN to buy them. Similar with some item sales, and great ZEN store discounts (Black Friday, Anniversary). With the backlog, there are no fluctuations, but there are still a lot of profits to be made. When a player wants a ZEN element backlog forces them to either buy it with real money, exchange ZEN in advance or wait for their turn in ZAX, or buy at AH (Auction House) from people who have ZEN. This creates two situations, the first is when people want some element immediately and willing to pay higher price over waiting a month. An example will be conservation departments, which are almost always sold at a higher price on AH than their ZEN buy price (count in various discounts), companion upgrade tokens, campaign completion tokens (not recently though). The downside is that it takes a constant price tracking, and not all items are a good investment. Also AH 10% tax must be taken into account. And mention AH tax, common error in calculating the minimum price to sell, is to increase by 10% the cost. The correct way is to divide by 0.9 Sell lower and that's a loss. The second when there are limited time items at the ZEN store. Those who do not have ZEN on hand, or want to spend real money can not buy them directly regardless of waiting time, and will have to buy them at AH. A good example will be new mod packs, legendary mounts, rare companions (Alpha Compy). To facilitate this route for profit, a player should always have ZEN saved. Just in case there is some discount, or rare item appears. To make it effective, the goal is always to have 5 maxed lists on ZAX. Invoke coupons, discount events, are your friends. Also making about when to sell, for example, double refine stone event will increase demand for branches. Event items and long-term hoarding Some income roads are only viable in the long term and require patience and storage space. In general, there are almost always some elements of loot tables that are not worth much, comrades, mounts, insignia, and so on. At some point listing them for 'pennies' is just the hassle of not much return, these items can be a good gamble for long-term storage (bag and storage guide in the future) since their price may increase with some balance or meta changes. There is little investment and worst case these items are still worthless, even after a long time. In some cases, some long-forgotten sets and goods sold for 10s by millions as transmutes, and some companions changed from useless to BiS and worth millions. Good example is Batiri companion from Merchant Folly - it was so plentiful that the companion was worth less than 1k per, many just discarded them. Now the price is around the 100k mark, a huge x 100 profit. Should be noted that this rarely applies to gears unless they have transmute value. Gear becomes obsolete relatively quickly, especially after Mod 16, so hoarding gear items to the case become the useful usually not worth it. Artifacts, and art-gear set bonuses are an exception because of their bonuses, where players can choose to take stats hit for something beneficial like a debuff. Another good long-term items are events entries. They are almost worthless during the event, but can be a steady seller lasts the rest of the time. Notable will be The Watermelon Sorbet from the summer festival (and the rest of the consumables). Similarly, discount events allow to buy items cheaply and store them until the price rises and stabilizes. A notable example is of course the ZEN store discount, but some other very important is the wonderful Bazaar (WB) discount when players can buy brands of potency cheaply, anniversary event which offers both greater discount on WB with patrol coupons, and direct discounts for ZEN items like 50% on bags, and Tarmalune Trade bars (t.bars) discount event, which offers some escorts at lower price and rolls of mass life (a player can not have t.bars, but it's a good time to buy these items on AH). Lockbox key discounts - Especially combined with ZEN fee promos encourage players to open lockboxes, also new lockbox releases, usually on new mods, which drop the price of lockbox related items, especially for the secondary prizes. ZEN store promotions - A notable one is the Insignia pack, which at limited times offers a chance to drop a legendary mount. During this campaign event there is a significant decrease in the price of high value insignia. Similar to ZEN element flipping, the minimum price an item must be sold without loss due to AH 10% tax, is not item buying price \* 1.1 (10%), but instead division with 0.9 Patch notes, preview and meta changes Tracking patch notes, Dev posts, and various meta shifts can be beneficial in both the short and long term. Fixes for forgotten items usually hike the price up in the very short term as many people try to invest in the item and the price stabilizes downward. Creating a loss for many players. A good time to sell said solid item if you hoarded it. Preview and patch notes can specify new items and which items will become obsolete or on the other hand items that can become free, new set combinations, requirements for debuffs, higher specific statistics due to new content. Also new content and its difficulties may indicate a change in consumables price, for example on Infernal Citadel release, rolls of mass life price jumped by 300%. In the long term, we can consider intent and meta change, a good example is the intention that players will not be able to reach statistics caps in all their statistics. Which means there may be a shift from brilliant to multi-state enchanter, offering more statistics, especially with ArP. Same with peers who are near worthless now can become more valuable as statistics are needed, for example defense and ArP. A good example will be the price difference between Black Ice enchantments and radiants, the first being almost half price the second. With players able to cap stats from other sources the focus is on power spells, creating oversupply of BI from previous mods as players replace them to radiants. This will likely change in few mods when players want to balance stats vs. power and will switch to different state based enchantments (not single power). Gold trade While gold is not rare, it is used in crafting and to remove enchantments from gears. This creates demand. Gold as opposed to AD can be traded directly among players, so you can find players trading potency marks and other items directly for gold and back. From mod 16, gold bars can be purchased at NPC and posted on AH create a direct AD: Gold tradability among players. Don't waste your gold, and sell these treasures and potions you get, they can be a free source of income for a new player. Crafter's folly - losing money in masterpieces The whole process of how to rank up the workshop, what craftsmen there are and what is best for different tasks is outside the scope of this guide, so in short, crafting in NW can be divided into two types, regular and master crafting. Not Master Crafting Lower entry level, without significant investment. Therefore, can be done on several characters and in a large area. Creating mostly RP (sophistication points), Kits, and some consumables. Due to the very easy availability and large production capacity the gain is usually not worth worrying about scale. Artisans with negative crafting costs are a must due to low profit margins. Gold and guild box items can also be produced. Master Crafting This is where the large sums of AD are made, or lost. Usually on new rank publishing with new recipes and coveted entries, the resources and resulting crafted items traded for large AD amounts. After a short time (few weeks), the price drops significantly and releasing it at this point can be a big loss. Master crafting can be divided into two parts, resource collecting and crafting itself. Resources Manlige of MW resources are assembled using Explorers maps, they are purchased at the Stronghold Generalist store for guild brands. Activating a case provides a mission to collect 6 nodes on the relevant map. The explorer guild boons double the number of entries per node, and the dual occupation event doubles this again, up to 4 resources per node. This is available to all, very mind numbing, to sell the resources, can net large quantities of AD without risk except waste waste Time. Ask alliance and friends to temporarily invite to a guild with explorer blessing (rank 6 blessing and higher). The crafting Very high lock costs, including locking tasks yourself, and optimizing the best craftsman (which also take either time or cost to get), morale costs (you can't wait days for the tasks, you'll be out of profit window), and with expensive failure rate on the tasks, means the crafter needs deep pockets to get over obstacles on the way to profit. Added to this, you will compete with established very very rich crafters. The main advice, avoid this unless you know exactly what you are doing. If someone still wants to go this route, prepare in advance, unlock, get craftsmen, prepare the spreadsheet - MW is the game of spreadsheets and use tools to calculate gain and loss, and then decide whether it's worth it or not. One way to reduce risk and do it in time is cooperation, usually at a guild level where more people pool resources, different people focus on different professions and ultimately all share the profits. Finders fee - random things that you can sell All things most players ignore, but can earn a lot of AD: Campaign save items except conversion to RAD, some campaigns offer unbound items, mostly artifacts. An example is wyvern-venom coated knives artifact, which is still about 200k AD even over half a year after its release. Using bound upgrade items Bound or free upgrade resources that are bound do not mean that they have no value or cannot be sold in a roundabout. Some mistakes that if they used some tied coal ward at 10% like I don't care, it cost me nothing. That's not correct, it cost you the congregation you'll need later, or the upgrade value of some enchantment. The 60-storey and conservation departments from the invoicing, and various brands from the old store can be used to upgrade enchantments and sell the higher rank. Simply buy, for example, rank 10, upgrade to 11, and sell. Using the bound resources. Winter festival bound conservation departments are also a good resource to use for upgrading enchantments to sell. Similarly, bound insignia can be used to create unbound legendary insignia. If the bound epic is used as the upgrade source (the one you right click on), then the result will be bound. If the source is unbound, the result will be unbound even if the rest of the resources (1 more epic, 4 blue, 8 green) are bound. As in all things, be sure to check the prices, in some cases, the proverbial is cheaper than the parts. Bounty items leveling zones, and older promotions have a bounty currency that falls, and an NPC that can trade them for random gear packets. Some of it is a rare transmute. Notable example is hellefire armor from Mount Hotenow. It's probably not worth farming directly, but using the currency can net a nice extra AD. In the case of certain campaigns campaigns Sharandar, it is possible to convert them to other campaign currencies and use them to sell potions or other items. Inviting the gods of profit invoking, a game mechanic that aims to encourage players to log in, both daily and several times a day. First unlocked on level 11 (via a short quest - to talk to Aralynn the Fromme). Each character can invoke the gods up to six times. The count is reset on the regular daily server quest reset (11:00 GMT / 02:00 PST), with a chilling between subsequent claims. 15 minutes between the first and the second, 30 minutes to the third, 45min to the fourth, 60min until the fifth, and 90 minutes to the sixth. By default you can see the invoke cooldown indicator, Ardent & Celestial coins shop button and Heavenly coins counter near minimapInvoking has several advantages: Glowing coins Granted per char on the first invoke of the day. A grade can have a maximum of 500 of these coins. Which means 500 days of invocation. With many players relying on multiple characters and store entries remaining as it is from the start of the game without any significant update, the items have lost value. Some AD can be achieved by selling potions, or transmutes, but it is mostly beneficial on a very large scale that has a lot of alts to invoke as the coin gain is very slow, 1 per day. Celestial coins Granted on the first claim, and last. A grade may have a maximum of 14 coins. Currently Celestial reward store has 3 rewards, Elixir of Fate and two almost identical Coffers. The boxes have about 3% chance of having one tied to draw Coalescent Ward. It is usually recommended to store the boxes and open them at the double enchanting stone event to take advantage of twice the enchanting stones of rank 5 if they fall. These coins are probably the most important part of why many players rely on non-playable alts. First invoke per day give a Heavenly coin, and skip all the rest of the benefits of invocation and even the last claim, a player will get a box per 11 days. RAD prize bonus This bonus does not provide RAD or AD directly, but it adds to a bonus pool used when receiving RAD from any source (similar to how XP winning bonuses work). A player can have a maximum of 150k bonus points and they give 50% add-on to the rad achieved. Which means that, for example, a player who got 10k RAD from a chest at the end of a dungeon run will get 5k (50% of what he got initially) more RAD due to bonus and 5k points will be deducted. If the player does not have enough points, they will be awarded as much as they have up to 50%. So for example, a player who runs RTQ and get 30k will get an additional 15k if they have at least 15k bonus points. Makes it easier to get large amounts of RAD. These bonus points may second is achieved, where each pleads, with the first grants 300, second 500, then 700, 900, 1200 for This amounts to 3600 bonus RAD per day. 10% more with VIP rank 5+ ends with 3960 bonus RAD. This is not much, but useful for players who alternate playing with different characters. Collect bonus on one while getting RAD on another which has bonus points. The amount can be found at the buff bar, the icon will show up if the bonus is above 0: Discount Coupons Enter bonus hat drops with invocation, is a Heavenly Bag Refining. Those bags have an RP element and a chance to drop zero store discount vouchers drop on the second and fourth invoke and with VIP rank 5 and higher also at third and fifth. The various coupons include: 20% off all items. 33% discount on mounts. 40% off an Enchanted Key. 25% discount on all packages. 33% discount on escorts, voucher drop per companion types, attacker, defender and manager, controller, and so on. 25% on a bag. 20% any sophistication item. 25% RP pack. Also discounts for business packages, and more? These coupons are valid for one hour and expire (disappears) after either time is out or one-time. Please note that these vouchers are not stacked with other discounts, or that several vouchers offer larger discounts. XP, XP bonus and activation Blessing These bonuses are not beneficial in terms of getting AD, but also part of the invoke package. The invocation blessing is a spending contribution that gives a buff for 15 minutes. XP win bonus works in the same way as the RAD bonus pool, increasing the speed at which a character gains XP, adding 25% to the XP achieved. XP direct bonus just provides a small amount of XP for char. This can be very useful slowly leveling alts, or during recruitment event, where the goal is to level up two characters from fresh to 59 for the maximum event rewards. It is enough to invoke all 6 times (with some XP bonus gear) to complete the event in time. VIP Vip offers many benefits, many of them are great Quality of Life improvements, like calling in the bank, and travel mail, but for the financial side of things there are several very important perks: Posting fee is 0 – without VIP, posting something on AH requires a deposit of 2% of the set price (lowest between a non-zero bid and buyout). This deposit is returned to the player if the item is sold but is charged (not returned) if the player wishes to remove the listing or the listing has expired. Which creates a risk and limits the ability to relist at a lower price. Wonderful Bazaar discount – Up to a total of 25% off, which becomes significant when buying brands of potency, also stacks with WB discount event, which allows to buy brands for resale later, or use up as resources when upgrading items to sell, for example when getting rid of bound branches. RAD prize bonus - ViP offers up to 15% RAD win from all sources, so a random queue that rewards 34k turns into 39.1k with save time and allow you to reach the ceiling faster, or more a day with the same runs. Re-roll tokens - Allow to re-roll rewards using these tokens, instead of 5k per re-roll. Paying for re-roll usually not worth the cost, with perhaps an exception when farming something of high value and good chance of getting it, early in the release cycle. Otherwise, these tokens offer free re-rolls that in practice increase the chance of getting something better. Don't waste them on outdated content with outdated loot tables (demogorgon for example) More information and complete list of VIP benefits can be found here: 253A-introducing-the-vip-program%21 Note gambling Lockboxes - The one thing that almost every modern online game has. Unlike buying lockbox items when there is a rush to open them, a player can gamble (or 'invest') to open them. There are two sources of keys, direct buys at the ZEN store, either as central packages, or sometimes as added bonus to some other packages, like VIP+ keys. And VIP, which currently provides one key per day (per account). The real gambling is buying large amounts of keys to get the expensive premium, sell, and repeat, hopefully, that with very large amounts of lockboxes this will end up with profits. Drop rates and lockbox items can be found on Rainers YouTube channel. And keep in mind that like any gambling, this can be an easy victory, but also a great loss. Remember that a general rule in gambling is that at the end house always wins Thanks to Pitshade, Eir, March, RJC9000, Guillaume and Aine for add-ons, suggestions, corrections, and crowds of grammar corrections. Thanks to Patrons, which helps pay for the domain, and hosting, and add incentive to keep it all maintained. Thanks to the imaginary friends, for just being awesome imaginary friends.'s friends.

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