



I'm not robot



Continue

## Ddo prove your worth walkthrough

General comments This is, beyond a shadow of doubt, the worst adventure package in the whole game, and possibly the worst that Turbine has done since Update 14. And that says a lot, considering all the shit that Turbine has messed up since Update 14. It seems that everything that could have gone wrong went wrong. All aspects of creating a fun, enjoyable, rewarding and good adventure package were completely thrown out of the window in favor of complete anarchy, randomness and absolutely terrible, random design. This is the kind of shit that makes you want to play Superman 64 or Plumbers Don't Wear Ties. No, I'm not exaggerating; This adventure pack is so bad, and if you buy it, you will possibly be overrun by the desire to chisel out your eyes, punch a hole in the screen and/or uninstall DDO and never play it again. Consider this, too: I say these things after the Turbine has already used a number of small updates in vain attempts to make the temple tasty. Comparing this pack of previous packages like Reaver's Reach will make you cry and shake your head at how far DDO development has degenerated over the years. It's a modern tragedy. Experience: 0/5 Package consists of two missions: Temple of Elemental Evil Part One and Temple of Elemental Evil Part Two. Together on the heroic elite they are a little less than 10,000 exp base. And remember, this is after devs have buffed the base exp. This may not sound too bad, but consider that even when they rush at optimum speed, they will take over an hour to complete; in worst case scenarios, a full clear would take over four hours. Even in the time it takes for a rush clear, you have more than enough time to make a sandwich and then run The Pit, The Tear of Dhakaan and Gwylan's Stand, all of which are completely free, simpler, more fun, more rewarding exp-wise, and are more than sufficient for your level 7 content. You know, that's another thing; This game is rife with level 7 content already. People came through their heroic lives just fine back before the temple existed, and no one I know runs through the temple on their heroic journey anyway. So when it comes to heroic smoothing, the temple completely failed at all levels. Even epic experience is nothing big. No one in epic levels runs it for experience anyway. I know that the developers designed this package with the intention of doing a mission that would be rewarding to play about and would be rewarding to explore in its full. But that's the problem: it's not. If devs actually play-tested the content they were dropping, they would know this easily. It is clear as day to any reasonable player who has made this package. It is not rewarding to play again because of the random, rogue-like nature of dungeons: there is no guarantee that you will be random that will make the dungeons more rewarding, and some goals are directly impossible to complete. Defeat 3,000 enemies in total in the temple when only around 1700 will show up? What the fuck? Oh, yes, there are respawns, but who the hell is going to stand around for hours and wait for enough respawns to show up to satisfy the ridiculous quota? I'll tell you, no one. It is also not rewarding to explore to its absolute full. A rush-ready of part 1 would take just over thirty minutes if done optimally, while a full clear of part 1 would take over three hours (provided this is possible for an on-level group, but more on it later). Assuming you've spent six times as much time in the dungeon, you'd expect it would be six times as rewarding, right? Nope. And I can produce the math that will show you why it's not. Setting base experience aside for now, rush clear results in just over 200 enemies defeated. That's a total of 2 + 6 + 15 + 30 + 50% of the basic experience = 103% of the basic experience in opts. Set base experience aside for now, full clear results in just over 1500 enemies defeated. It's a total of 2 + 6 + 15 + 30 + 50 + 100 + 200 + 300% = 703% of the base experience in opts. In a full clear, let's also assume that you'll find six random meetings for an extra 90% of the base experience, and all narrations for an extra 35% of base experience. Total, full ready = 828% of the base experience in optional. Since the base experience is 5308, there are 43,950 additional experience before any bonuses are included. Let's remember what the basic experience was: 5308, but let's also remember the bravery bonus, first time completion, and daily bonus. In total, we get an extra +170% for basic experience. So all in all, we get 14,331 experience just to complete the mission. 14331 + 103% of base

experience = 19,798 experience at rush ready 14331 + 828% of base experience = 58281 experience on full clear T1; DR: Rush clear = 19798 experience; Full ready = 58281 experience. This is not even three times as much experience as an average rush ready. And again, this is all assume that a full clear at the level is even possible. Here lies another problem in the Elemental Fail temple: the quest is just too fucking hard. I've made loot runs of this heroic quest as an epic character, and had level 20s join. They have died in the traps; I don't give a shit about you. And it's not hard to see why: the traps can handle up to 200 injuries, and some of the spell departments can paralyze you too. In addition to this, it is common here to run into large mobs of enemies that immediately give you yellow dungeon alert. AC doesn't seem to help here either, since I've gone in with 60-ish AC at level 9 and have still been hit with every hit. Caster mobs can also drain you with negative And it is understood that you have survived the raw power attacks of twenty plus enemies in each encounter. What the hell, this mission is harder than any shit in Gianthold, and that shit is six or seven levels above the temple. Come on; The fact alone that it is an optional to kill 1500 monsters should lead you in its brutal difficulties. So all the calculations I just did? They are more or less irrelevant to any concrete discussion, since as far as I know, a full clear at level is well outside the realm of feasible opportunity. Even suppose it was, you need to make a full clear at the level within &lt; 90 minutes for it to be worth it. And it is even further outside the realm of feasible opportunity, if possible. I don't know if it is. Oh yes, and don't even get me started on part 2. The difficulty is similar, only the endfight is magnitude harder than anything else in the game. Zuggtmoy, the end manager, is complete shit difficulties and, despite belonging to a level 7 quest, is harder to defeat than Yaulthoon, who is the end boss to a level 15 quest. It's not uncommon to see drunk parties at the heroic level (assuming you can even find a party willing to expose themselves to this half-assed abomination of a fairy tale package) falls to her because of her ridiculous DoT, the insane amount of monsters she spawns on screen, and the sheer amount of chaos on screen that takes place during the fight. I've even seen level 20 people die for her while cultivating the heroic difficulty. The end result is that for all intents and purposes she is impossible to defeat without dropping out and re-entering at least a couple of times. I know my calculations were quite long and detailed, but they are still absolutely necessary to highlight exactly how asinine and stupid turbine are. Severlin, one of DDO's devs, had explicitly stated the following: We want to find a fun system to reward exploring the temple instead of just running the most effective path to complete the missions, and plan to have some rewarding optional targets like random spawning and giving out good XP and treasure. So even throwing all subjectivity aside-ignoring the intention to create a fun system at the moment, since I will detail more about it later- even focusing entirely on what can be concretely and objectively measured with empirical and statistical data, devs have completely failed in their express purpose. Optional goals and exploring the temple instead of just running the most efficient path are detectable no more rewarding than taking the typical bum rush approach. This is a demonstrable fact, and all it does is undermine Turbine's alleged authority at its own game and to show how out-of-touch with reality developers have been. So with everything that is said, is the only package in the game that will be well deserved to 0/5 score for experience. It is an absolute failure at all levels, and again just shows how little thought and testing The Turbine puts into its latest adventure packages, and how much they have failed to achieve even their explicitly stated goals. No one in their right mind runs this quest on its heroic setting (which essentially means no one gets experience from it), and no one under level 28 really drives it on its epic setting (which essentially means that still no one gets experience from it). And a mission that rewards no experience may as well be considered as 0/5. Loot: 0.5/5 Update 21 gave us Thunderforged Weapons. You want to know something funny? Thunder-like weapons are still better than the weapons that The Temple of Elemental Fail gave us. So there's really no reason to run these missions on epic; Perhaps the only reason I see people still doing it is because they feel they have to spend some time here after spending money on the package. Dunno. Yes, there are also heroic level 7 weapons. Very few people actually care. Scoundrel's Repeating Armbow is still better than level 7 ToEE repeaters; Carnifex is still better than any of the two-handed toe guns; Kannith Crafting produces better wheel-oriented weapons than ToEE wheel guns; and I can see a case being made for Cannith Crafting eclipsing, or at least rival, ToEE single handed melee weapons. Of all the weapons, though, I think the only remotely worth farming for are ToEE single-handed melee weapons (that is, short sword, scimitar, etc). And even then, it's arguably not worth it because they're quickly outclassed by Green Steel guns only five levels later. That said, I personally bred out some of these melee weapons because I felt like I had to at least get some value out of the 650 TP I wasted on this terrible package. They are in order for the level area, I suppose, but by no means groundbreaking as Carnifex or Sword of Shadows are. And it's funny, because you expect that power in general would be proportional to how much time invested; What I mean is that if you spend more time getting a certain reward than another reward, you expect the former to be more powerful, right? I can spend four or five hours growing a Toe gun (or more, depending on my luck with the drop prices), or an hour to get a Carnifex. Which should be better? The toe gun, of course. Which one is actually better? Carnifex, of course. There is also no guarantee that you will ever find the ToEE weapon you will have due to random breast mechanics and lack of a third-completion option. On the other hand, mission chains like Delera's and Attack on Stormreach guarantee a weapon of your choice with enough time lowered into them. Finally, a Things About Loot: It's so grind-based and monotonous. To get 200 rusty herd mushrooms, 100 yellow parasol mushrooms, and 50 elementary mushrooms apparently take forever... not to mention the time it may take to get your weapon of choice. The Loot system involves running the same two missions over and over again until you're ready to blow your brains out. If you actually liked ToEF to begin with (which I don't see possible, but if so, more power to you), then I guarantee that any pleasure you first had will be long drained once you have bred even one weapon from ToEF. And it's only in heroism. Imagine doing ten times the work required to get a similar Thunderforged weapon in epic levels. Oh, the joy! The only reason the loot system gets a 0.5/5 here instead of 0/5 is because of elementary victory. I glamed one and put it on one of my characters because it looks a bit nice. Fun Factor: 0/5 Let's see here... Monotonous, repetitive halls that get boring after 20 minutes? Check. Monotonous, repetitive monsters that you wish weren't there? Check. Unreasonable amount of monster spawns to the point of yellow/orange dungeon alert at a single meeting? Check. Incredibly large dungeon layout where it's easy for random players to get lost? check. Random traps that make you paranoid about taking a single step? Check. Totally stupid endboss who can quickly put an end to hours of hard work, forcing a release recall and long trek back through the entire second half of the adventure package? Check. Unpaid, grind-based loot mechanic? Check. Oh wait, what did you say? Wil Wheaton, a big-name celebrity did DM narrative for this mission? ... Oh wait, what else did you say? Most of his lines are about his childhood and lame personal anecdotes that no one cares about instead of actual things related to the Temple of Elemental Fail? ... Hmm... What else did you say? Turbine failed to take advantage of this business opportunity to possibly advertise and reach out to a wider audience? Hmm... Why do I have this feeling that this is a wasted opportunity and half-assed execution? Actually, I see absolutely nothing about this package that is remotely funny or enjoyable. I get that Turbine tried to create a rogue-like set of dungeons in DDO, but firstly, that concept simply won't work, given DDO mechanics and core gameplay. Many roguelikes revolve around forcing permadeath, ingenuity, and a randomly generated dungeon layout. DDO, on the other hand, allows you to use the prey you've found in the past to crush your resistance, doesn't force you to play in a permadeath setting, and is unable to randomly generated dungeons (with the exception of Prey on the Hunter, another mission published in 2007). Simply put, the concept of a rogue-like dungeon is, at its core, incompatible with DDO. They are two separate genres of games. For another thing, its implementation was simply terrible and abhorrent. As I have already said, there are too many monsters concentrated in one small area, which leads to congestion and annoying levels of dungeon alert without the fault of the player's. The environment is also static, rather than dynamic—a trait that goes completely contrary to the spirit of the rogue-like genre. A big part of the rogue-like genre's appeal is to be able to experience a different dungeon with every single play through; no two through games are the same. ToEF, on the other hand, is the same dungeon setup every single time through, the only core difference being the randomized order in which you remove the nodes in the second part. It's not a rogue-like; it is an MMO trying in vain to feel like a rogue-like and failing miserably. The root problem with why the ToEF failed so badly is that it was simply too ambitious. The fact that it tried to be a rogue-like and failed is symptomatic of this underlying problem. If you are not familiar with the original Temple of Elemental Evil, the original module should be this relatively large promotion that spans level 1-8 (!!) and which takes possible months for a group to get through. The original incarnation was published in 1979 as a 24-page booklet that was extensive and immersive. DD's bastardization of this iconic and symbolic adventure in D&D's rich catalogue, however? Two half-assed missions that fail at every conceivable level, rolled out in a sad attempt to try and stall and soothe the playerbase with yet another grind-based crafting system and bullshit difficulty levels. If Gary Gygax saw this, he'd probably be rolling in his grave right now. Popularity: 1/5 For whatever reason, I still see the LFS for this popping up from time to time. Again, I think it's probably because of people finding, Sigh, okay ... I spent valuable TP on these two terrible missions, and might as well make the most of the money I wasted. In we go ... while drinking their sorrows and disappointments away. Prices: 0 / 5 I would not pay 1 TP for this package. It's simply not worth it. Overall: Toe tier. The only adventure package that deserves its own level – at the very bottom of the list. There is no other adventure package in the game that comes close to holding a light to the rancid, vile destation that is the Temple of Elemental Fail. It is a complete failure at every level and is a sad paragon of the very worst of what turbine has ever released. I would be optimistic and say that this is the worst adventure package of all time, but I fear that turbine still has it in it to release an even bigger on us in the future. I can be in saying that, as right now, this is arguably the worst adventure package in the whole game. And I hope it stays so, that we will not get any worse for us in the future, but who knows at this point? It seems that Turbine's asshatery knows no boundaries these days. Click to return to the Adventure Package Layer List list

[fifa 11 apk game](#) , [harry potter 1 streaming version longue](#) , [ancient words hymn pdf](#) , [90282709313.pdf](#) , [adobe acrobat 9 pro extended convert pdf to excel](#) , [snow white images hd](#) , [sri bhagavad gita in hindi.pdf](#) , [73775030039.pdf](#) , [taxi driver games apk](#) , [best hieroglyphic\\_dictionary.pdf](#) , [history of trigonometry essay](#) , [zodiac and the salts of salvation pdf](#) , [74194097480.pdf](#) ,