

## **DDO Update 53 Completionist's Guide to Feydark Sorcerer by Ying-1/Khyber**

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*Objective:* Combine an optimal DC caster with tanky abilities for boss mobs in R10 quests.

Neutral Aasimar Sorcerer 20

16 CON

12 INT

16 WIS

18 CHA

1 Quicken Spell, {Bond of the Protector}

2

3 Completionist

4

5

6 Heighten Spell

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8

9 Wizard Past Life

10

11

12 Necromancy Focus

13

14

15 Greater Necromancy Focus

16

17

18 Illusion Focus

19

20

21 Arcane Insight

22 Guardian Angel

24 Embolden Spell

25 Elusive Target

27 Epic Damage Reduction  
 28 Deific Warding  
 30 Great Charisma, Scion of the Shadowfell

### **Skills (Assumes +8 INT tome):**

23 ranks: Spellcraft  
 11 ranks: Intimidate, Spot, Search  
 7 ranks: Balance  
 1 rank: Tumble, Bluff, UMD

<b>U53 Feydark Sorcerer Tank</b>							
<i>Head</i>	Halcyonia	Devotion 150	Magical Efficacy 10	Devotion Lore 20	Quality WIS 2		Green: Greater Necromancy
<i>Neck</i>	Sigil of Regalport	CHA 14	Quality Spell Focus 2	Wizardry 297	Cold Absorb 37	<i>Arcane Barrier</i>	Blue: Arcane Barrier Green: Spot 19 Yellow: Greater Illusion
<i>Eyes</i>	Magewright Spectacles	Spell Pen 9	Illusion Focus 6	Insightful Illusion Focus 3	INT 13	<i>Masterful Mageright</i>	Green: Greater Enchantment Blue: True Imperial Blood
<i>Trinket</i>	Slavers	CON 13	Resistance 10	Intimidate 20	Quality PRR 8	<i>Arcane Barrier</i>	Colorless: Arcane Barrier
<i>Chest</i>	Chainmail of the First Snow	Fortification 142	PRR 33	Healing Amp 53	False Life 50	<i>Eminence of Winter</i>	Green: Armored Agility 2
<i>Back</i>	Mageright's Cloak	Wizardry 283	Enchantment Focus 6	Insightful Enchantment Focus 3	Quality CHA 3	<i>Masterful Mageright</i>	Blue: Festive CHA 2 Yellow: Diamond of the Magi
<i>Wrist</i>	Cold Iron Bracers	Ghostly	Protection 10	Vitality 44	Quality False Life 12	<i>Eminence of Winter</i>	Green: DEX 12
<i>Waist</i>	Direbear Belt	Insightful Sheltering 17	Rough Hide 5	Natural Armor 13	Roar	<i>Eminence of Winter</i>	Green: Litany of the Dead
<i>Ring1</i>	Shattered Onyx	Profane Spell Focus 2	Insightful Resistance 4	Insightful Dodge 6	Insightful CHA 6	<i>Arcane Barrier</i>	Blue: Arcane Barrier
<i>Ring2</i>	Clouded Dreams	Exceptional USP 15	Insightful Spell Focus	Mind Drain	Legendary Nightmare		Green: Greater Heroism
<i>Feet</i>	Deepsnow Boots	Exceptional Lore 5	Mastery 3	Will Save -2	Guard		Yellow: Master's Gift
<i>Hands</i>	Gloryborne Gloves	Insightful CON 6	Quality CON 3	Freedom of Movement	Fortitude 10	<i>Eminence of Winter</i>	Green: Good Luck 3
<i>Main</i>	Prince's Sceptre	Sacred Spell Focus 2	Power of the Silver Flame 142	Temperance of Spirit	Quality Resistance 2		Green: Augmented Summoning
<i>Offhand</i>	Alchemical Small Shield	Spell Focus 4	Insightful Spell Focus 2	Spell Pen 8	Insightful Spell Pen 4		Red: WIS 12
<i>Quiver</i>	Alchemical Small Shield	Mithral	MRR 35	Alchemical CHA 2	Necromancy Focus 6		Red: Festive CON 2 Green: Dodge 12
	Quiver of Alacrity	Striding 30	Spell Resistance 40				

### **Minor Artifact:**

Otto's Irrevocable Power: Charisma  
 Sanctified Fervor/Reverberation: Charisma +2  
 To Hell and Back/Embraced by Light: Charisma +2

### **Sentient Jewel:**

Sanctified Fervor/Reverberation: Charisma +2  
 To Hell and Back/Embraced by Light: Charisma +2  
 To Hell and Back: Charisma  
 Otto's Irrevocable Power: Charisma  
 Otto's Irrevocable Power: Constitution  
 Otto's Irrevocable Power: PRR  
 Eye of the Beholder: Charisma  
 Eye of the Beholder: MRR  
 Eye of the Beholder: Will  
 Eye of the Beholder: Wisdom

**Iconic Stance:** Deep Gnome

**Martial Stance:** Fortification

**Divine Stance:** Block Energy or Brace

**Primal Stance:** Colors of the Queen

**Arcane Stance:** Alacrity

**Destiny Mantle:** Shadowdancer

**Epic Strike:** Nightmare Lance



Take the 3rd rank of Divine Charges if you have the Racial +2 AP Tome.



### Frequently Asked Questions:

Q: Why Aasimar over full CHA races like Tiefling or Dragonborn?



A: You can boost your DCs higher than those races with Divine Purpose/Divine Resolve when it matters. The Ascendant Bond (Protector) also provides the specific benefits this build is looking for: Tankiness through damage mitigation and HP. Aasimar also addresses the “Who is going to heal the healer in R10?” with Healing Hands.

**Q: Why add tankiness to a DC Sorcerer?**

A: The fundamental problem with non-nuking DC-focused casters like Wizard, Warlock and Sorcerer is that they sit on their hands when encountering a red named mob like a Doom Reaper or quest boss. So during a quest end-fight, a DC caster can be a fifth wheel. So this build flips that on its head by becoming the tank when needed. Also, many R10 groups don’t have the luxury of having a dedicated conventional tank like a Barbarian, Paladin, Fighter, or bear. So for the trash mobs you can’t instantly kill or crowd control, you can tank them.

**Q: What makes this build “tanky” compared to other DC-focused casters?**

A: Intimidate 120, Dodge 30% (45% when boosting), 250-ish PRR, 130 MRR, meaningful Evasion. With 108 reaper points and all HP favor feats, it’s at 3100 HP. Even if you never tank a mob, the gear set and feat selection makes you much more survivable than a conventional caster in robes.

**Q: Do you give up casting efficacy by building this way?**

A: No. The build retains exceptional DCs for Illusion, Enchantment and Necromancy. The gear set has every source of Spell Focus available, except for Insightful Necromancy. 124 DC for Illusion will save is amazingly effective.

**Q: Is this build new-player friendly?**

A: Absolutely not. DC casters in general are not good candidates for new players, because being an effective DC caster requires a pile of past lives.

**Q: Can this build tank raid bosses?**

A: Not advisable. You want a dedicated tank for that. It could tank LH or R1 in a pinch, but it's not ideal and you'll probably cause your healer's hair to turn gray.

**Q: What's the downside of this build?**

A: You do very little damage. Your offensive spells are primarily used to stack Ash, Ooze, Vacuum, and Dust debuffs on red named mobs.

**Q: Why Shadowdancer Tier 5?**

A: Once you go Weird, you can't go back. In fact, you'll be looking at how to change the filigree setup to reduce the cooldown even further from 41 seconds. Upgraded Meld Into Darkness and Greater Spell Focus provide the synergy this build is looking for.

**Q: Why Primal Avatar?**

A: Thunder Snow is a great debuff, and Rejuv Cocoon is decent. Alternatively, you can shift points to Exalted Angel if you want more healing capabilities and Angelic Charge, at the cost of 2 CHA. You don't miss Angelic Charge much with Sprint Boost. Mostly.

**Q: What's with some of those Feydark Illusionist choices? Like CHA to hit and damage.**

A: Filler to get to T5 and the capstone. Experiment with the enhancements if you're new to the tree, as there aren't many builds that put 41 AP into Feydark Illusionist. Just don't skip the obvious benefits.

**Q: Why don't you use [Maetrim's DDO Builder](#)?**

A: It's an awesome tool, but this narrative format is easier for me when reincarnating. I do most of my work on a Mac, and the builder is Windows only.

**CHA:**

18 Base

08 Tome

07 Level ups  
03 Racial past lives: Tiefling, Dragonborn, Half-Elf  
02 Racial Completionist  
02 Completionist  
01 Aasimar: Protector Bond  
02 Aasimar racial cores  
02 Eldritch Knight T3+T4  
02 Feydark Core 2+4  
02 Feydark T3+T4  
02 Feydark Illusionist capstone  
01 Falconry Core 2  
02 Primal Avatar Spirit Boon - Mind  
01 Reaper core  
04 In Reaper  
14 Item  
06 Insightful Item  
03 Quality Item  
02 Alchemical Item  
03 Artifact - Masterful Mageright 2pc set  
01 Exceptional augment  
02 Profane augment  
02 Festive augment  
01 Great Charisma feat  
02 Yugo Potion: Essence of Seduction  
02 Remnant Potion  
12 Filigree  
02 Guild Ship - Old Sully's Grog Cellar  
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111 (+50 modifier)  
03 Divine Resolve: Protector (+52 modifier)  
02 Reaper hat enchantment

**Illusion DC:**

10 Base  
50 Charisma modifier  
01 Feydark Illusionist: Familiar's Reach  
02 Feydark Illusionist: Master Illusionist

01 Feydark Illusionist: Illusory Augmentation  
01 Feydark Illusionist: Illusory Augmentation (Augmented Summoning augment)  
02 Greater Illusion augment  
06 Illusion Focus item  
03 Insightful Illusion Focus item  
02 Sacred Spell Focus item  
02 Profane Spell Focus item  
02 Quality Spell Focus item  
03 Artifact - Masterful Magewright's set  
01 Wizard past life  
01 Illusion Focus feat  
02 Embolden feat  
09 Heighten feat  
02 Scion of the Shadowfell  
03 Magus of the Eclipse: Spell Focus  
03 Shadowdancer: Greater Spell Focus  
03 Epic Spell Focus: Shadowdancer cores  
03 Magus of the Eclipse: Moontouched  
04 In Reaper  
02 Otto's Irrevocable Power 4pc  
02 Eye of the Beholder 4pc  
01 Guild Ship: Archwizard  
03 Deep Gnome past life x3

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124  
06 Arcane Insight  
03 Reaper boost  
02 Aasimar Divine Purpose CHA - DC delta  
01 Reaper hat enhancement  
01 Reaper ring enchantment  
01 Reaper ring enchantment  
01 Reaper ring enchantment

### **Necromancy DC:**

10 Base  
50 Charisma modifier  
02 Greater Necromancy augment



06 Necromancy Focus item  
03 Insightful Spell Focus item  
02 Sacred Spell Focus item  
02 Profane Spell Focus item  
02 Quality Spell Focus item  
03 Artifact - Masterful Magewright's set  
01 Wizard past life  
01 Necromancy Focus feat  
01 Greater Necromancy Focus feat  
02 Embolden feat  
09 Heighten feat  
04 Scion of the Shadowfell  
03 Shadowdancer: Spell Focus  
03 Shadowdancer: Greater Spell Focus  
03 Epic Spell Focus: Shadowdancer cores  
04 In Reaper  
02 Otto's Irrevocable Power 4pc  
02 Eye of the Beholder 4pc  
01 Guild Ship: Archwizard

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116  
06 Arcane Insight  
03 Reaper boost  
02 Aasimar Divine Purpose CHA - DC delta  
01 Reaper hat enhancement  
01 Reaper ring enchantment  
01 Reaper ring enchantment  
01 Reaper ring enchantment

### **Enchantment DC:**

10 Base  
50 Charisma modifier  
02 Greater Enchantment augment  
06 Enchantment Focus item  
03 Insightful Enchantment Focus item  
02 Sacred Spell Focus item  
02 Profane Spell Focus item

02 Quality Spell Focus item  
03 Artifact - Masterful Magewright's set  
01 Wizard past life  
02 Embolden feat  
09 Heighten feat  
02 Scion of the Shadowfell  
03 Primal Avatar: Spell Focus  
03 Shadowdancer: Greater Spell Focus  
03 Epic Spell Focus: Shadowdancer cores  
04 In Reaper  
02 Otto's Irrevocable Power 4pc  
02 Eye of the Beholder 4pc  
01 Guild Ship: Archwizard

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112  
06 Arcane Insight  
03 Reaper boost  
02 Aasimar Divine Purpose CHA - DC delta  
01 Reaper hat enhancement  
01 Reaper ring enchantment

**Intimidate:**

50 CHA modifier  
11 Heroic ranks  
10 Epic skills  
02 Racial Completionist feat  
02 Completionist feat  
03 EK: Battlemage 3  
01 Half-Orc racial past life  
20 Item  
04 Morale (Greater Heroism aug)  
03 Luck (Good Luck aug)  
05 Skill Tome  
03 Guild Ship - Throne Room

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114

**Spell Penetration:**

25 Caster level  
03 Favored Soul past lives  
06 Wizard past lives  
01 Aasimar: Arcanum  
03 Feydark Illusionist: Spell Penetration  
05 Reaper  
03 Shadowdancer: Grim Precision  
09 Magewright's Spectacles  
04 Insightful - Prince's Scepter  
01 Eye of the Beholder: Spell Penetration  
01 Guild Ship: Arcane Sanctum  
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61  
06 Arcane Insight  
01 Reaper goggles enchant

**PRR:**

020 Sorcerer 20 BAB  
005 Epic BAB  
033 Item: Chainmail of the First Snow  
017 Insightful Item: Direbear Belt  
008 Quality item: Slavers  
005 Small Shield  
010 Eldritch Knight: Improved Shield  
010 Feydark Illusionist: You've Got My Back  
003 Falconry: Well Rounded I  
006 Falconry: Rugged 3  
003 Primal Avatar: Well Weathered  
036 Divine past lives  
009 PDK past lives  
004 Remnant Tome  
010 Determination: Aasimar Protector  
010 Deific Warding  
010 Epic Damage Reduction  
001 Repair's Defense V  
002 Repair's Defense VI

021 Repear's Bulwark  
030 Artifact: Eminence of Winter  
002 Otto's Irrevocable Power: CON rare  
003 Otto's Irrevocable Power: PRR  
002 Eye of the Beholder: MRR rare  
005 To Hell and Back 2pc  
TBD Mythic/Reaper gear

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255  
020 Deific Warding stacks  
010 Divine Power scroll (BAB delta)  
010 Long Lasting PRR elixirs

**MRR:**

035 Item: Alchemical Small Shield  
017 Insightful Item: Direbear Belt  
005 Small Shield  
003 Eldritch Knight: Mystic Wards  
010 Feydark Illusionist: You've Got My Back  
003 Falconry: Well Rounded I  
003 Primal Avatar: Well Weathered  
009 Warlock past lives  
009 Deep Gnome past lives  
004 Remnant Tome  
010 Determination: Aasimar Protector  
010 Deific Warding  
001 Repear's Defense V  
002 Repear's Defense VI  
002 Eye of the Beholder: Charisma rare  
003 Eye of the Beholder: MRR  
002 Eye of the Beholder: Will rare  
002 Eye of the Beholder: Wisdom rare  
004 Sanctifier Fervor/Reverberation +2 Charisma rare  
004 Sanctifier Fervor/Reverberation +2 Charisma rare  
002 Otto's Irrevocable Power: Charisma rare  
005 Otto's Irrevocable Power: MRR 2pc  
002 Otto's Irrevocable Power: PRR rare

004 To Hell and Back/Embraced by Light +2 Charisma rare

004 To Hell and Back/Embraced by Light +2 Charisma rare

002 To Hell and Back Charisma rare

010 To Hell and Back 3pc

TBD Mythic/Reaper gear

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171 (130 cap in light armor)

**Dodge:**

03 Shadar-kai past lives

12 Augment

06 Insightful item

09 Reaper Evasion

01 Reaper's Defense V

02 Aasimar Protector Bond

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**Dodge Cap:**

25 Base

02 Guild Ship: Fencing Master

03 Reaper

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**Max Dex Bonus:**

22 Chainmail of the First Snow

02 Armored Agility

06 Shadowdancer: Lithe

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**Incorporeality:**

25 Shadowdancer Depths of Darkness

**Concealment:**

75 Displacement + Depths of Darkness

**Credit:**

All credit for this build goes to matty/Khyber. He's been playing variants of this build for more than a year, and has been a font of wisdom while optimizing it for Update 53.

Find something wrong? Can you do better? Send feedback to Kobeyashi#8608 (Discord), Carpone (DDO Forums). All constructive comments are welcomed. None of us is as smart as all of us.