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FEATURES

- Upon starting, the tool connects to the game's databases and downloads them. So, this tool is always up to date!
- Since Crystal Maidens is centred around the maidens, this tool packs a powerful gear and mastery planner. You can sort the items by your preferences (dps and hp). The items are always sorted with your preference in mind and fully include currently worn set items and owned masteries in that sorting! You can even optionally include modified stats by your own skill.
- Load and save your favourite builds.
- You can easily see where and how to obtain maiden shards. By entering your current mastery level, the tool shows you how many runs/purchases you need to do, to get to the target mastery level!
- All maps are listed with useful statistics like fodder value of the item drops, energy/xp ratio and more!
- A list of all sets with stats. Conveniently filter by class, item slot, maiden or set name!

FAQ

Q: Why the fuck is the size of this file 140mb+? Are you retarded? How can you possibly be such a moron?! This file shouldn't be bigger than a few mb.

A: Thank you for your kind words. The size of this program is less than 5mb. It's so bloated, because none of you fine people care to install .NET 10.0, which is the successor of the widely known .NET Framework. To make it run-able without .NET, all the needed libraries must be included, which makes this file so big.

Q: Why does it take so long for the program to start up? I'm never sure if I really started it or not. Can't you make it faster?

A: This is annoying indeed, But I am afraid I can't make it much faster. I am downloading two large files that are in a format that I cannot use. So, I must convert those 2 files into something usable first and then get the data I need after that. This sadly takes a couple of seconds.

Q: Are you gonna add a boss crafting planner?

A: No. Too much hassle for a feature that 95% of the users don't need.

Q: But you did, I can see it!

A: Yes, I did. Sue me.

Q: Can I import my old builds into a new version of your tool?

A: Yes! Simply copy the file "maidens.cmut" into the directory of the new version.

Q: The tool crashed on me. Can you do something about it?

A: I strive to be my best. Please send the created "CrashReport_date.txt" To the user @Ambitious on discord!

GEAR PLANNER

The screenshot shows the 'Crystal Maidens Utility Tool' window, specifically the 'Gear Planner' tab. The interface is organized as follows:

- Top Header:** Contains tabs for 'Maidens', 'Guardians', 'Maps', 'Crafting', and 'Sets'.
- Left Sidebar:** A list of 159 maidens, starting with 'Adriana' at the top. Above the list are filters for 'Class' (9) and 'Element' (10).
- Main Content Area:**
 - Offensive Stats (7):** Displays damage (2,387,158), attack speed (430.1), attacks per second (2.50), splash (0), hits per attack (1), range (1), critical chance (100.00%), and DPS (13,427.765).
 - Defensive Stats (7):** Displays health (1,213.635), dodge (80.00%), defence (40.52%), effective hitpoints (10,202.045), cooldown reduction (0.00%), skill cooldown time (15.0 sec.), skill casttime (0.5 sec.), vision distance (6), movement speed (4), and respawn time (12.0 sec.).
 - Item & Mastery Modifiers (7):** Displays attack speed (65), crit damage (75%), damage against fire (30%), damage against nature (30%), damage against warrior (30%), lifesteal (25%), and movement speed (-1).
 - Active Skill (3):** Shows 'Ultimate Adriana's Battle' with a damage of 307,40, attack speed of 69.02, and crit chance of 41.18.
 - Passive Skill (4):** Shows 'Spartan cape' with a damage of 348,00, attack speed of 72.50, and dodge of 34.80.
- Equipment Slots:** Six slots for 'HEAD', 'CHEST', 'WEAPON', 'SHIELD', 'BOOTS', and 'ACCESSORY', each with a list of items and their stats.
- Bottom Status Bar:** Shows '159 / 159 Maidens'.

- Shows a tooltip of secondary attack effects, if applicable.
- Shows a tooltip of attack speed thresholds where the attacks per second change.
- a tooltip with a description of the maiden's skill. Items and masteries that affect the skills are included in the displayed values.
- Shows a tooltip of passive skills and triggered abilities, if applicable.
- Shows a tooltip of item stats. In case of set items, it lists which bonus becomes available with how many worn pieces. There is also a placeholder for the item icons for the future.
- If you are looking for specific stats, you can filter the items for any existing stat in the game.
- You can sort the items: By clicking on "Offensive Stats" => DPS. "Defensive Stats => Health. "Item & Mastery Modifiers" => Alphabetically.
- If you select this button, her active skill (visible in area 3) and her passive skill (visible in area 4, if applicable) will be included in the stats. When active the icon has a coloured border. When deselected it looks like in the screenshot.
- Filter maidens by class.
- Filter maidens by Element.

MAIDEN SHARDS

Cystal Maidens Utility Tool

Maidens | Guardians | Maps | Crafting | Sets

Class

Element

Belladonna
Betty
Billie
Blanche
Brianna
Brooke
Bryce
Camilla
Captain Amira
Celine
Charlize
Cherry
Chloe
Chrona
Clementine
Constance
Coral
Dahlia
Daisy
Dana
Daphne
Dawn
Destiny
Edana
Eleonor
Eli
Eloe
Elvira
Eve
Faye
Felicity
Florence
Freja



Offensive Stats

Damage	418.293
Attack Speed	80,0
Attacks per Second	1,00
Splash	0
Hits per Attack	1
Range	1
Critical Chance	7,00 %
DPS	432.933

Defensive Stats

Health	2.175.969
Dodge	0,00 %
Defence	3,00 %
Effective Hitpoints	2.243.267
Cooldown Reduction	0,00 %
Skill Cooldown Time	9,0 sec.
Skill Casttime	0,2 sec.
Vision Distance	8
Movement Speed	5
Respawn Time	15,0 sec.

Item & Mastery Modifiers

HP After Item: 50 %

Warrior Light
Rarity: Legendary



Filter Items:
All

Gear Planner | Masteries | **Shards** | Load / Save

0 current mastery level 0 current shards 26 target mastery level 32.513 missing shards

Source	Maiden	Min	Max	Cost	Ratio	needed	total cost
Campaign 1 hard Map 40	Freya Maiden Shards	5	10	20	0,38	4.336	86.720
Campaign 3 hard Map 46	Freya Maiden Shards	1	5	12	0,25	10.838	130.056
Boss Campaign Map 1-19	Freya Maiden Shards	4	20	0	∞	2.710	0
Boss Campaign Map 1-20	Freya Maiden Shards	8	24	0	∞	2.033	0
Boss Campaign Map 1-21	Freya Maiden Shards	12	28	0	∞	1.626	0
Boss Campaign Map 1-28	Freya Maiden Shards	20	36	0	∞	1.162	0
Boss Campaign Map 1-29	Freya Maiden Shards	24	40	0	∞	1.017	0
Boss Campaign Map 1-30	Freya Maiden Shards	28	44	0	∞	904	0
Shard Shop	Freya Maiden Shards	20	20	20	1,00	1.626	32.520
Shard Shop	Freya Maiden Shards	100	100	95	1,05	326	30.970
Shard Shop	Freya Maiden Shards	200	200	180	1,11	163	29.340

159 / 159 Maidens

Enter your current mastery level, shards and target mastery to see how much you need.
Click the column heads to sort them.

GUARDIANS

Tooltip areas:

Crystal Maidens Utility Tool

Maidens Guardians Maps Crafting Sets

Amethyst
Arielle
Aurora
Celeste
Estel
Guardian 10
Guardian 9
Misty
Penelope
The Prometheus

Aurora

Attack Speed: 60 Dodge: 30
Crit Chance: 5 Defence: 50
Cooldown: 0 Movement Speed: 0

PvP attack skill
Sunny Healing
Heals your allies present in a area

PvP defence skill
Sunny Touch
Heals your allies overtime

Level	Shards	Shards Total	DPS	Health	Reflect
40	0	26.634	533.455	135.924.627	9,0%
39	0	26.634	507.135	128.383.509	8,8%
38	0	26.634	481.465	121.076.820	8,7%
37	0	26.634	456.445	114.003.315	8,5%
36	0	26.634	432.078	107.161.719	8,4%
35	0	26.634	408.362	100.550.729	8,3%
34	0	26.634	385.301	94.169.010	8,1%
33	0	26.634	362.894	88.015.200	8,0%
32	0	26.634	341.142	82.087.899	7,8%
31	0	26.634	320.047	76.385.672	7,7%
30	1.764	26.634	299.609	70.907.050	7,6%
29	1.764	26.634	279.830	65.650.520	7,4%
28	1.764	26.634	259.711	60.614.529	7,3%
27	1.764	26.634	239.253	55.797.478	7,1%
26	1.764	26.634	218.458	51.197.721	7,0%
25	1.764	26.634	197.326	46.813.560	6,9%
24	1.764	26.634	175.859	42.643.241	6,7%
23	1.764	26.634	154.059	38.684.951	6,6%
22	1.764	26.634	131.926	34.936.814	6,4%
21	1.764	26.634	109.463	31.396.882	6,3%
20	1.764	26.634	86.671	28.063.132	6,2%
19	1.764	26.634	63.551	24.933.461	6,0%
18	1.764	26.634	40.107	22.005.672	5,9%
17	1.764	26.634	16.399	19.277.469	5,7%
16	1.764	26.634	4.449	16.746.446	5,6%

Sunny Healing
Heals your allies present in a area

Cooldown: 3,0 sec. Casting Time: 1 sec.
Skill range: 255 AoE: 6 Hit Chance: 100%

Repeats every 1 seconds for 300 seconds for a total of 300 times:
* Heal Ally for 195.036

Sunny Touch
Heals your allies overtime

Cooldown: 3,0 sec. Casting Time: 0,2 sec.
Skill range: 1 AoE: 255 Hit Chance: 100%

* Repeats every 1 seconds for 5 seconds for a total of 5 times:
Heal SelfOrAlly for 609.168

PvP attack skill: Shows values at guardian level 30, since this is the highest, she can get.

PvP defence skill: Shows values at guardian level 40 for the same reason, since guardians get +10 level during defence.

If you hover your mouse over the maiden level, you will get a tooltip showing both attack and defensive skill with the values of that specific level.

MAPS

General Information:

- VIP Level and Item Drop Bonus change the values of the Progression View and Dust View.
- Your VIP Level and Item Drop Bonus will be saved upon leaving the “Maps” tab page.
- VIP Level also has a direct influence on both Boss Crafting (in case of VIP 15) and Event crafting.
- You can sort any column by clicking on the header. Sorting orders are “by value” descending and ascending.
- (Un)checking Per-Energy Values does not immediately sort the list. The order stays the same until you click on a column to sort again. The best per-energy map is not necessarily the highest total value map and vice versa!

Crystal Maidens Utility Tool								
Maidens		Guardians		Maps		Crafting		Sets
VIP Level:	12	Item Drop Bonus		0		Progression		Quest
						Dust		☒ Per-Energy Values
Map	⚡	Time	Player XP/⚡	Maiden XP/⚡	⚡/⚡	Crystal	Fodder	
campaign 1 normal map 1	5	99	10	10	50	🔱	0,004000	
campaign 1 normal map 2	5	99	20	20	1.000	🔱	0,006480	
campaign 1 normal map 3	5	99	20	10	75	🔱	0,006480	
campaign 1 normal map 4	5	99	20	20	75	🔱	0,006480	
campaign 1 normal map 5	5	99	20	200	75	🔱	0,006480	
campaign 1 normal map 6	5	99	20	240	75	🔱	0,006480	
campaign 1 normal map 7	5	99	20	300	100	🔱	0,006480	
campaign 1 normal map 8	5	99	20	400	100	🔱	0,006480	
campaign 1 normal map 9	5	99	20	600	100	🔱	0,006480	
campaign 1 normal map 10	10	120	30	1.500	250	🔱	0,047850	
campaign 1 normal map 11	6	99	17	833	104	🔱	0,006480	
campaign 1 normal map 12	6	99	17	833	104	🔱	0,006480	
campaign 1 normal map 13	6	99	17	1.000	104	🔱	0,027165	
campaign 1 normal map 14	6	99	17	1.000	104	🔱	0,006480	
campaign 1 normal map 15	6	99	17	1.000	125	🔱	0,027165	
campaign 1 normal map 16	6	99	17	1.167	125	🔱	0,006480	
campaign 1 normal map 17	6	99	17	1.167	125	🔱	0,027165	
campaign 1 normal map 18	6	90	17	1.167	125	🔱	0,006480	
campaign 1 normal map 19	6	99	17	1.167	125	🔱	0,027165	
campaign 1 normal map 20	12	120	33	1.667	312	🔱	0,047850	
campaign 1 normal map 21	7	99	29	1.036	143	🔱	0,027165	
campaign 1 normal map 22	7	99	29	1.036	143	🔱	0,006480	
campaign 1 normal map 23	7	99	29	1.036	143	🔱	0,027165	
campaign 1 normal map 24	7	99	29	1.036	143	🔱	0,006480	

Progression View:

- Fodder is always per energy. It calculates the drop chances of all items and weighs them according to their rarity. The higher the value the better.

Crystal Maidens Utility Tool															
Maidens		Guardians		Maps		Crafting		Sets							
VIP Level: 12		Item Drop Bonus: 0		Progression		Quest		Dust		☒ Per-Energy Values					
Map	Time	Enemies	Light	Dark	Warrior	Guardian	Dark Guardian	Dark Warrior	Dark Guardian	Dark Warrior	Dark Guardian	Dark Warrior	Dark Guardian	Dark Warrior	Dark Guardian
campaign 1 normal map 1	5	99	0,40	0,000	0,000	0,000	0,000	0,000	0,400	0,000	0,000	0,000	0,400	0,000	0,000
campaign 1 normal map 2	5	99	0,40	0,000	0,000	0,000	0,000	0,000	0,400	0,000	0,000	0,000	0,200	0,000	0,200
campaign 1 normal map 3	5	99	1,00	0,000	1,000	0,000	0,000	0,000	0,000	0,000	0,000	0,000	0,800	0,200	
campaign 1 normal map 4	5	99	1,00	0,000	0,000	0,000	0,000	0,200	0,600	0,200	0,000	0,000	0,400	0,200	0,400
campaign 1 normal map 5	5	99	0,80	0,000	0,200	0,000	0,200	0,000	0,400	0,000	0,000	0,000	0,400	0,000	0,400
campaign 1 normal map 6	5	99	0,60	0,000	0,000	0,000	0,400	0,000	0,200	0,000	0,000	0,200	0,000	0,000	0,400
campaign 1 normal map 7	5	99	0,80	0,000	0,200	0,000	0,400	0,200	0,000	0,000	0,000	0,400	0,000	0,200	0,200
campaign 1 normal map 8	5	99	0,80	0,000	0,000	0,000	0,000	0,000	0,200	0,600	0,000	0,200	0,200	0,000	0,400
campaign 1 normal map 9	5	99	1,00	0,000	0,400	0,000	0,000	0,000	0,600	0,000	0,000	0,000	0,600	0,200	0,200
campaign 1 normal map 10	10	120	0,30	0,000	0,000	0,000	0,000	0,300	0,000	0,000	0,000	0,000	0,000	0,000	0,300
campaign 1 normal map 11	6	99	0,67	0,000	0,000	0,000	0,000	0,000	0,333	0,333	0,000	0,333	0,000	0,333	0,000
campaign 1 normal map 12	6	99	0,67	0,000	0,000	0,000	0,333	0,000	0,333	0,000	0,000	0,500	0,000	0,000	0,167
campaign 1 normal map 13	6	99	0,83	0,000	0,167	0,000	0,000	0,333	0,333	0,000	0,000	0,333	0,167	0,000	0,333
campaign 1 normal map 14	6	99	0,83	0,000	0,333	0,000	0,333	0,167	0,000	0,000	0,000	0,000	0,000	0,167	0,667
campaign 1 normal map 15	6	99	0,83	0,000	0,167	0,000	0,500	0,167	0,000	0,000	0,000	0,333	0,000	0,167	0,333
campaign 1 normal map 16	6	99	0,83	0,000	0,000	0,000	0,000	0,500	0,000	0,333	0,000	0,333	0,167	0,000	0,333
campaign 1 normal map 17	6	99	0,83	0,000	0,167	0,000	0,333	0,000	0,167	0,167	0,000	0,500	0,333	0,000	0,000
campaign 1 normal map 18	6	90	0,83	0,000	0,167	0,000	0,167	0,000	0,167	0,333	0,000	0,167	0,000	0,167	0,500
campaign 1 normal map 19	6	99	1,00	0,000	0,000	0,000	0,000	0,667	0,333	0,000	0,167	0,667	0,000	0,000	0,167
campaign 1 normal map 20	12	120	0,42	0,000	0,083	0,000	0,000	0,000	0,000	0,333	0,000	0,000	0,167	0,083	0,167
campaign 1 normal map 21	7	99	0,71	0,000	0,000	0,000	0,000	0,429	0,286	0,000	0,000	0,143	0,143	0,000	0,429
campaign 1 normal map 22	7	99	0,86	0,000	0,000	0,000	0,000	0,429	0,000	0,429	0,000	0,000	0,000	0,000	0,857
campaign 1 normal map 23	7	99	0,57	0,000	0,286	0,000	0,143	0,000	0,143	0,000	0,000	0,143	0,000	0,286	0,143
campaign 1 normal map 24	7	99	0,57	0,000	0,000	0,000	0,286	0,143	0,000	0,143	0,000	0,429	0,143	0,000	0,000

Quest View:

- Pretty straightforward. The higher the “Per-Energy” value, the more you get for your energy.
- This list does not count summons.
- Best map for many enemy or warrior or dark kills is campaign 2-22 normal. The skeletons summoned are dark warrior and they count towards objectives.

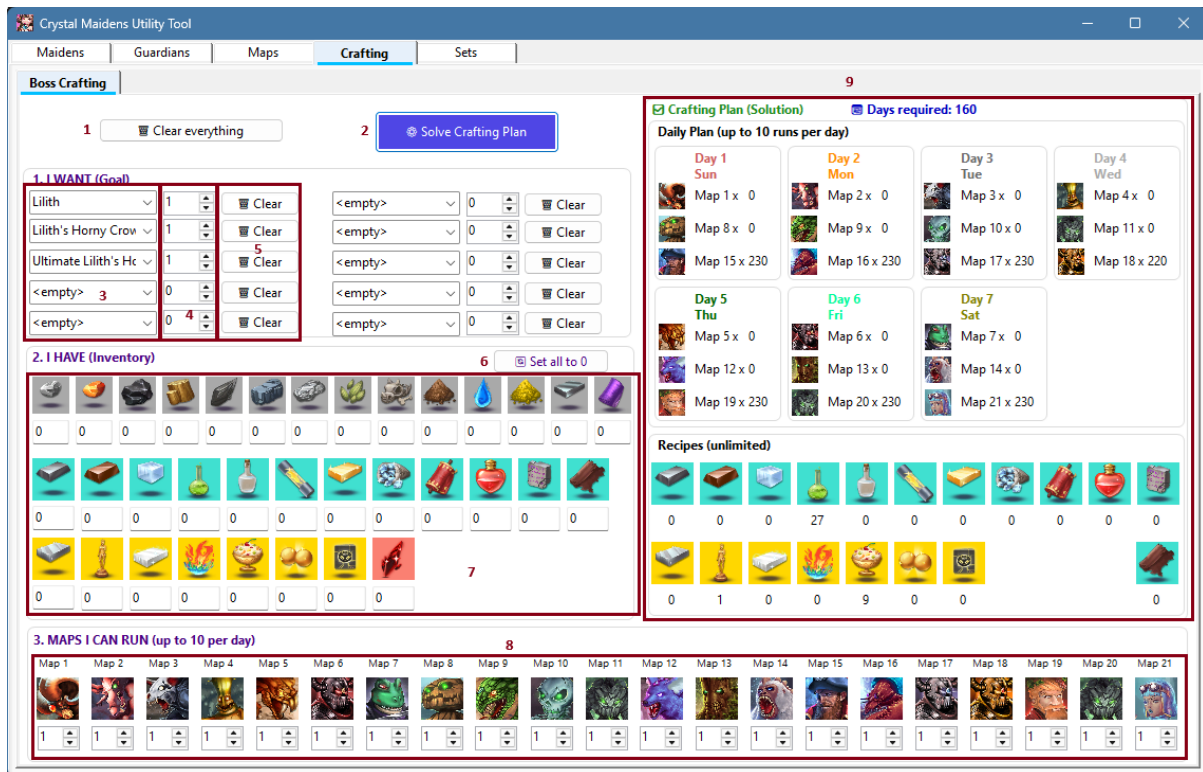
Crystal Maidens Utility Tool										
Maidens		Guardians		Maps		Crafting		Sets		
VIP Level: 12		Item Drop Bonus: 0		Progression		Quest		Dust		
								☒ Per-Energy Values		
Map	⚡	Time	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡	🍄 / ⚡
campaign 1 normal map 1	5	99	0,0	0,0	0,0	0,0	0,0	12,0	0,0	0,0
campaign 1 normal map 2	5	99	9,7	6,5	0,0	0,0	3,2	0,0	0,0	0,0
campaign 1 normal map 3	5	99	9,7	0,0	0,0	0,0	0,0	6,5	3,2	0,0
campaign 1 normal map 4	5	99	3,2	0,0	0,0	0,0	0,0	0,0	16,2	0,0
campaign 1 normal map 5	5	99	0,0	9,7	6,5	3,2	0,0	0,0	0,0	0,0
campaign 1 normal map 6	5	99	9,7	0,0	0,0	0,0	9,7	0,0	0,0	0,0
campaign 1 normal map 7	5	99	0,0	6,5	0,0	0,0	0,0	0,0	13,0	0,0
campaign 1 normal map 8	5	99	0,0	0,0	9,7	0,0	6,5	0,0	3,2	0,0
campaign 1 normal map 9	5	99	0,0	0,0	0,0	0,0	3,2	6,5	9,7	0,0
campaign 1 normal map 10	10	120	3,0	6,0	9,0	0,0	15,0	0,0	3,0	0,0
campaign 1 normal map 11	6	99	0,0	0,0	0,0	10,8	5,4	0,0	0,0	0,0
campaign 1 normal map 12	6	99	0,0	5,4	0,0	8,1	2,7	0,0	0,0	0,0
campaign 1 normal map 13	6	99	15,0	0,0	0,0	0,0	2,7	5,4	15,0	0,0
campaign 1 normal map 14	6	99	2,7	0,0	8,1	0,0	5,4	0,0	0,0	0,0
campaign 1 normal map 15	6	99	2,7	0,0	0,0	0,0	15,0	0,0	20,4	0,0
campaign 1 normal map 16	6	99	0,0	5,4	2,7	0,0	0,0	0,0	8,1	0,0
campaign 1 normal map 17	6	99	0,0	17,7	0,0	15,0	5,4	0,0	0,0	0,0
campaign 1 normal map 18	6	90	8,1	2,7	0,0	5,4	0,0	0,0	0,0	0,0
campaign 1 normal map 19	6	99	0,0	0,0	0,0	2,7	15,0	5,4	15,0	0,0
campaign 1 normal map 20	12	120	10,0	5,0	0,0	5,0	0,0	10,0	0,0	0,0
campaign 1 normal map 21	7	99	0,0	12,9	4,6	0,0	15,2	0,0	0,0	0,0
campaign 1 normal map 22	7	99	0,0	0,0	0,0	0,0	6,9	0,0	6,9	0,0
campaign 1 normal map 23	7	99	0,0	4,6	12,9	0,0	0,0	0,0	15,2	0,0
campaign 1 normal map 24	7	99	6,9	0,0	2,3	0,0	4,6	0,0	0,0	0,0

Dust View:

- The values are average. Please note that what you experience might be better or worse than listed here. The reason is the huge range of dust an item can give. A common item currently gives one dust type from 9 to 135 dust per item, a legendary 3 dust types from 40 to 670 per item. Set items and ultimates give a little less than legendary and are excluded here because they are usually not used for dust.

Tier	common	rare	epic	legendary
1	9	18	27	40
2	15	30	45	70
3	23	46	69	110
4	33	66	99	160
5	45	90	135	220
6	59	118	177	290
7	75	150	225	370
8	93	186	279	460
9	113	226	339	560
10	135	270	405	670

BOSS CRAFTING

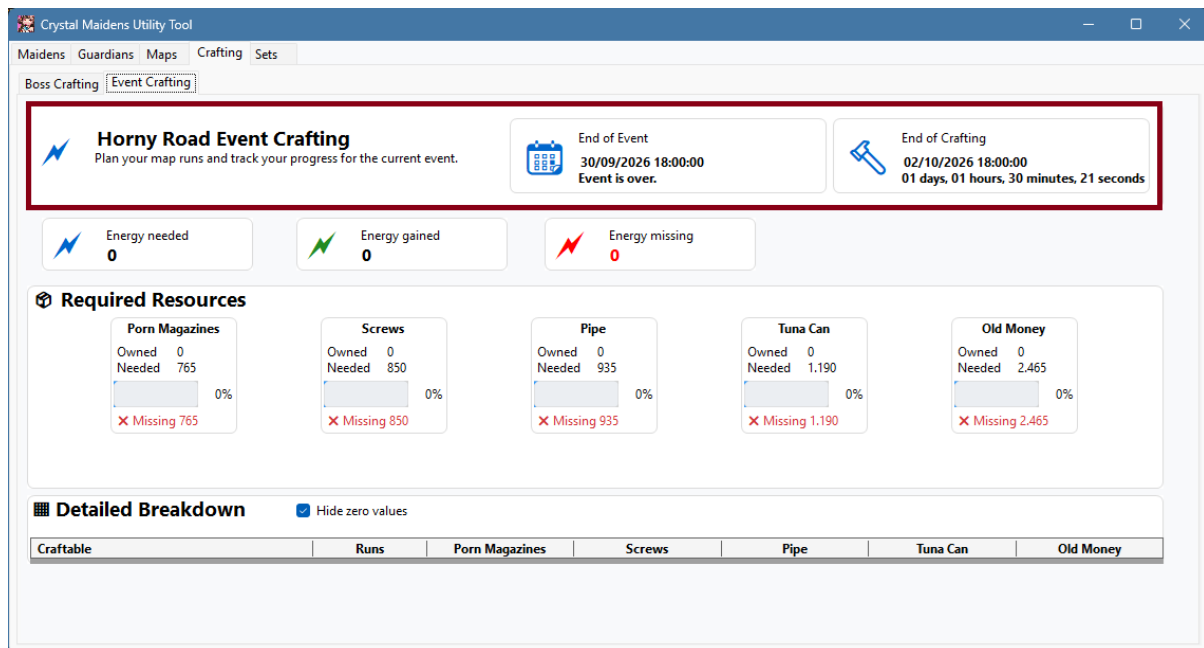


1. Clear the entire tab list: I want, I have, I can run.
2. Start the Solver. It finds the fastest way to get you what you want. It checks the current day and starts from there. It gets you there in the least possible days, not in the least possible runs.
3. Choose from all craftables. The list is as follows: Items, Set Item, Maidens, Shards.
You also get a tooltip with information on the craftable.
4. The number of times you want to craft the item.
5. Clears the selection of item and amount of that row.
6. Sets your inventory to 0.
7. Enter your inventory on crafting ingredients here.
8. Enter the difficulty you can run the maps on.
9. Shows you the solution. Run the maps as shown and use the recipes as shown.

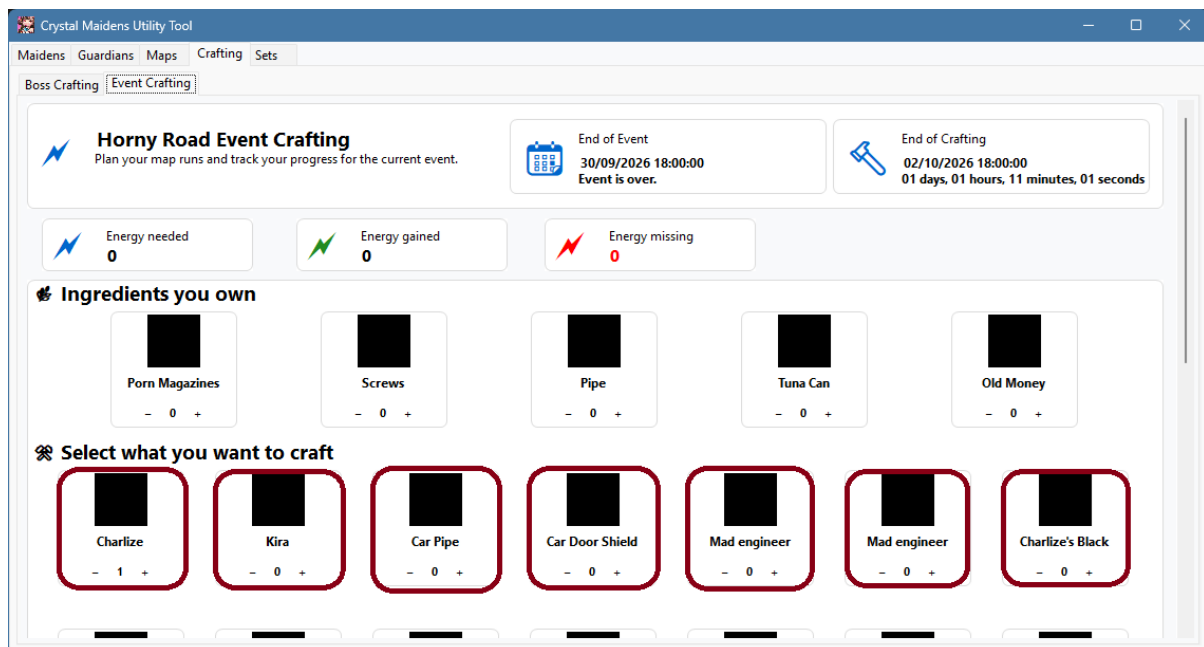
Upon leaving that tab page everything will be saved!

EVENT CRAFTING

Tooltip areas:



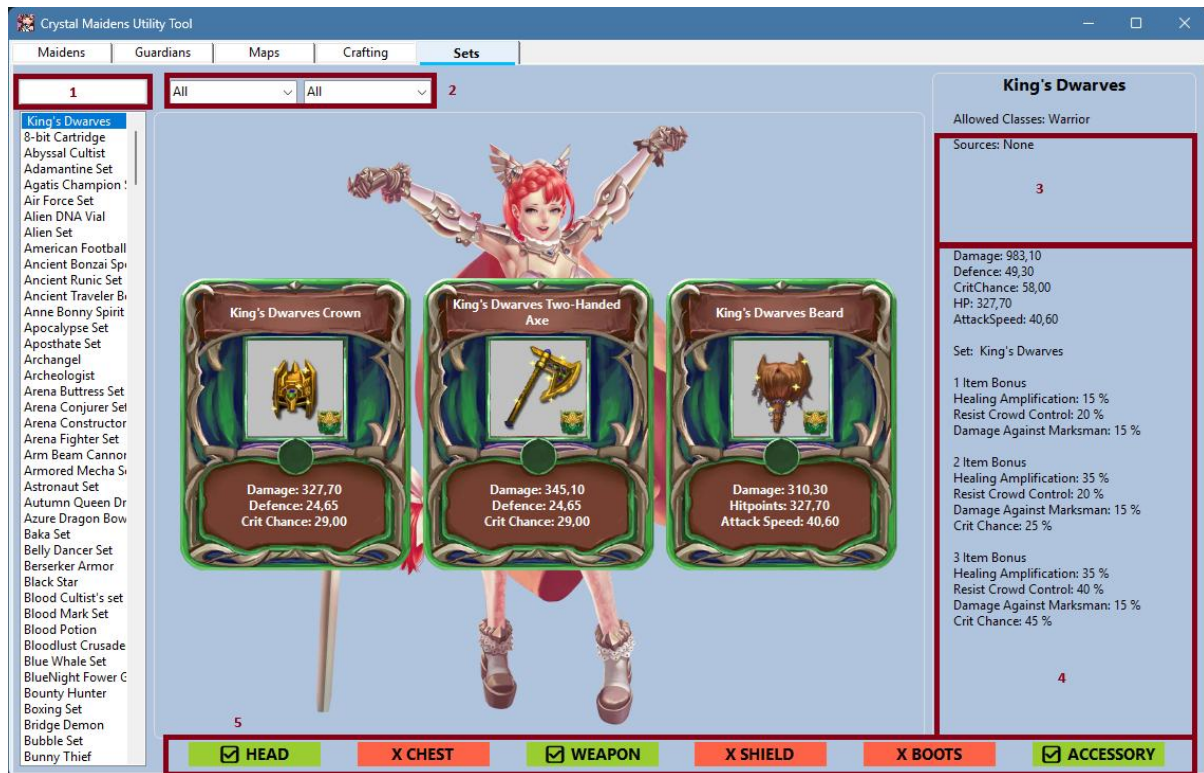
- Clicking into the red area will reveal the craftables and the ingredients.
- Clicking into that area again will close craftables and ingredients area and start the solver.
- Closing this area is the only way to start the solver!



- Hovering your mouse in the marked area will show you a tooltip with the stats of the craftable.
- The black boxes are placeholder for the item icons.

Your preferences will be saved upon leaving the tab page!

SET ITEMS



1. Filter Set Items by text search
2. Filter Set Items by Class and by Maiden
3. Shows current sources of those items. The tool reads current data from the game files, but sources can change with every server restart. That area also has a tooltip in case the area is not enough to display all sources.
4. Shows the stats of the full set. This area also has a tooltip in case there is not sufficient space to display everything.
5. Indicator which Gear Slots are occupied by the selected set.