

# ANCIENT KINGDOMS

## INSTRUCTION BOOKLET



ANCIENT PIXELS

Always play in a well-lit environment. Take frequent breaks of at least 15 minutes for every hour of play. Stop playing if you experience dizziness, nausea, fatigue, or headache. Flashing lights or shapes, geometric patterns, and shapes can trigger seizures in certain people, making them susceptible to seizures while watching television or playing video games. Consult your doctor before playing video games if you suffer from epilepsy or experience any of these symptoms while playing: blurred vision, muscle spasms or other involuntary movements, disorientation, confusion, or convulsions.

#### HEALTH RECOMMENDATIONS



#### SUPPORT CONTACT

If you are experiencing technical problems with this game, and you have carefully followed the instructions in this manual, please consult:

<https://ancient-kingdoms.com>

THANKS FOR PLAYING AND HAVE FUN!

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# THE REALM OF ERATIATH

Venture into Eratiath, a land of enchanting mystery and peril, where humans, elves, dwarves, and countless other fantastical races dwell amidst a precarious balance of power. Every corner of this sprawling world, from the deepest forgotten catacombs to the ancient, mystical temples and the ruins of once-majestic fortresses, echoes with the tales of old and the whispers of emerging threats. As darkness creeps back into the world, your journey will be one of courage, alliances, and relentless battles against those who seek to plunge Eratiath into chaos.

## Factions of Power and Influence

### ELVEN KINGDOM

Venture into the remnants of their once-glorious realm, now a shadowed land where the few survivors, deeply scarred by past wars, hold secrets of the ancient magic and history essential for your quest.

### ARMY OF ORDER

In the human stronghold of Milldenn, located in the bustling Crescent Coast, meet warriors who fought valiantly in ages past and now prepare to defend their legacy against the rising darkness.

### CHILDREN OF ILLITHOR

Deep within the northern mountains, these battle-hardened warriors forge their strength against the constant threat from their sworn enemies, the orcs. Their devotion to Illithor, the father of dwarves, might hold the key to overcoming the encroaching evil.



### THE FORSAKEN

Shadows cast long by the followers of Nogroth, who tirelessly plot the resurrection of their dark master. Their insidious plans threaten to undo the fragile peace and enslave all free peoples.

### DARK ALLIANCE

Unpredictable and fierce, the alliance of dark elves and goblins under the mercurial deity Okmus can either be a formidable ally or a dreaded foe. Their loyalties are as shifting as the sands, guided solely by their own cryptic agendas.

### ANCIENT GODS

Above all, the elemental forces embodied by these celestial beings may yet play a crucial role in the unfolding saga of Eratiath. Their enigmatic intentions could tip the scales of fate.



## THE SECOND AGE

You find yourself in the Second Age of Eratiath, a time marked by uneasy peace following the legendary battles of the First Age. The heroic sacrifices of leaders like King Vaeril are commemorated in song and story, but their loss has left a void where darkness gathers strength. As signs of Nogroth's malevolence resurface, and monsters roam increasingly bold, the air is thick with the portent of war.



Will you rise as the champion Eratiath desperately needs, forging alliances, mastering the arts of steel and sorcery, and facing down the burgeoning evil? Or will you succumb to the shadows that hunger for the world's demise?

Your saga begins now, hero. The fate of Eratiath is in your hands.

## RACES OF ERATIATH

Eratiath is a vibrant and mystical world teeming with an array of fantastical creatures. From majestic dragons soaring through the skies to ancient gods whose whispers echo through time, the inhabitants of this realm are as diverse as they are powerful. Brave orcs roam the vast landscapes, while mysterious ruins and old temples stand as silent witnesses to a forgotten past. The depths of ancient catacombs and the secrets they hold await those daring enough to explore them.

Each race in Eratiath carries its own unique legacy, shaping the destiny of this enchanted land.

### DARK ELVES



INT +1   DEX +1



Dark Elves were banished to the darkness of the caverns and have lived there for untold generations. They have built their own evil twisted civilization there, but some break free and seek a different path.



**DWARVES****CON +2**

THOGH MALDUR

Dwarves are a hardy, proud, stubborn race. They are famed for their skills in warfare, their ability to withstand a great deal of both physical and magical damage, their knowledge of the earth's secrets, their hard work and their capacity for drinking ale.

**ELVES****WIS +1 DEX +1**

ALAENANORE VILLAGE

Elves are tall, slender humanoids gifted with immense beauty and unmatched grace. They are exceedingly powerful and proud, with an affinity for magic and ancient history of kingdoms.

**FIRE GOBLINS****STR +1 CON +1**

BONEBREACH

Fire goblins are close relatives of goblins who some centuries ago decided to start a new life in the volcanic area of Molten Summit. This decision has changed them in a lot of ways.

**HUMANS****STR +1 DEX +1**

MILLDENN

Humans are a highly versatile race and they have forged some of the greatest kingdoms, but sometimes their greed and their own nature makes them fight endless battles in search of more power.





# WARRIOR

Warriors are melee fighters highly trained in the art of combat and they usually wear high armour. They are very strong and tough on the battlefield and specialize in leading combat and taking the brunt of the damage in groups.



**PRIMARY ROLE**  
Tank



**SECONDARY ROLE**  
Melee DPS

## BASIC SKILLS



**RELENTLESS GUARD (5/5)**  
Increases block chance by 5-25% for 10s.

10-30  
0.5s  
20s



**MELEE ATTACK (1/1)**  
A melee attack that deals physical damage to your target with your equipped weapon. Generate rage equivalent to 33% of the damage dealt.

—  
Instant  
—



**CHALLENGING STRIKE (5/5)**  
Unleash a powerful attack that inflicts 25-125 physical damage on your target.

20-60  
0.5s  
5s

## TIER 1 (CHOOSE TWO)



**ENDURANCE (5/5)**  
Permanently increases maximum health by 50-250.

—  
—  
—



**SLAM (5/5)**  
A powerful attack that deals 20-100 damage and has a 50-90% chance to stun the enemy, briefly incapacitating them for 1-2s.

30-90  
0.5s  
30s



**RUPTURE (5/5)**  
Inflict a devastating strike to your target, decreasing their AC by 10-50 for 10s.

15-75  
0.5s  
15s



**TACTICS OF WAR (5/5)**  
Permanently increases attack power by 2-10.

—  
—  
—

## BASE SKILL



**TAUNT (1/1)**  
Taunts the target to attack you, increasing threat for 500.

40  
Instant  
5s

### TIER 2 (CHOOSE ONE)



#### VINDICATION (8/8)

Unleash a powerful strike dealing 125-300% of your attack power as damage, healing you for 15-50% of the damage dealt.

45-150  
 0.5s  
 10s



#### MIGHTY SWEEP (8/8)

Attack all enemies in front of you dealing 100-450 physical damage.

60-200  
 0.5s  
 15s

### BASE SKILL



#### FRENZIED VIGOR (1/1)

You go into a fierce state, greatly increasing your rage regeneration for 10s.

—  
 Instant  
 60s

### TIER 3 (CHOOSE TWO)



#### TOXIN WARD (6/6)

Fortifies your defenses, granting 10-60 resistance to poison attacks for 30s.

50-75  
 0.5s  
 10s



#### THREAT (6/6)

Unleashes a commanding challenge, dramatically increasing your threat level by 700-1.200 with all nearby enemies.

50-75  
 Instant  
 15s



### DEVASTATING BLOW (6/6)

Unleash a devastating blow that inflicts 400-650% of your attack power as damage on your target.

50-175  
 0.5s  
 10s



### BERSEKER STATE (6/6)

You enter in a berserker state, and your haste is increased by 10-35% for 10s.

50-150  
 0.5s  
 15s

### BASE SKILL



#### MEND (5/5)

Completely heals you of all wounds up to 3.000-5.000 hit points.

—  
 Instant  
 90s

### ADVANCED SKILL (CHOOSE ONE)



#### AVATAR OF WAR (1/1)

Transform into a colossus, increasing your attack power by 25% and your max health by 1.000, but decreasing your speed for 10s.

500  
 2s  
 60s



#### ENRAGE (1/1)

When your health drops below 25%, unleash your inner fury to boost your damage output by 33%.

—  
 —  
 —



# CLERIC

Clerics dedicate their lives to the ancestral gods, gaining magical powers in exchange for their faith and service. Clerics are primarily a magic-using class, with the ability to wear plate armor and wield blunt weapons.



**PRIMARY ROLE**  
Healer



**SECONDARY ROLE**  
Debuffing

## BASIC SKILLS



**FORTITUDE (5/5)**  
Infuses the target, increasing their max health by 75-375 for 600s.

40-200

1.6s

10s



**CRUSH STRIKE (1/1)**  
A crushing strike that deals physical damage to your target using your equipped weapon.

—

Instant

—



**HEALING (5/5)**  
Heals an ally for 250-1,250 hit points.

20-100

1.7s

5s

## TIER 1 (CHOOSE TWO)



**LOWER RESISTS (5/5)**

Decreases target's magic resistance by 10-50 for 60s.

50-70

1.6s

5s



**PACIFY (5/5)**

Reduces the target's physical attack damage by 5-25% for 60 secs.

30-50

1.1s

5s



**SMITE (5/5)**

Smite your enemy for 12-60 magic damage.

8-40

1.2s

—



**DIVINE SHIELD (5/5)**

Swirl divine energy around an ally, increasing their AC by 6-30 for 300s.

25-125

1.4s

5s

## BASE SKILL



**HOLY WRATH (1/1)**

Deal 120 magic damage to target, stunning them for 2s.

80

0.7s

30s

### TIER 2 (CHOOSE ONE)



#### DAUNTING LIGHT (8/8)

Inflict your enemy (300-650% of Spell Power) magic damage.

60-200

0.8s

5s



#### WAVES OF HEALING (8/8)

Infuses an ally with waves of spiritual power, restoring 50-330 hit points every second for 5-12s.

40-320

1.5s

10s



#### MYSTIC PROTECTION (6/6)

Swirl spiritual energy around an ally, increasing their magic resist by 5-30 for 300s.

100-350

1.2s

10s



#### BASTION OF HEALTH (6/6)

Unleashes a divine aura that restores 1.000-3.500 health points to all nearby allies.

150-650

1s

10s

### BASE SKILL



#### RESURRECTION (1/1)

Revives a slain ally, restoring 75% of their lost experience.

200

2s

60s



#### SEARING JAVELINE (5/5)

Conjures a radiant spear of light, hurling it at a chosen foe to inflict 200-500 magical damage with its blazing energy.

190-250

1.2s

10s

### TIER 3 (CHOOSE TWO)



#### INSPIRATION (6/6)

Invoke divine favor to imbue yourself with a surge of power, increasing physical and magical damage by 12-72 for 10s.

25-150

0.5s

15s



#### SYMBOL OF THE ARBITER (1/1)

Curse all enemies around you, causing 40 damage per second and reducing their AC by 120 for 30s.

500

2s

60s



#### CLEANSE (1/1)

Cleanses a friendly target, removing all negative effects like poison, disease or magic debuffs.

180

1.2s

10s



#### SUN BURST (6/6)

Deal 100-475 magic damage to all nearby enemies.

180-380

1.1s

15s



# DRUID

Druïds are keepers of the world who walk the path of nature, following the wisdom of the ancient gods. To druids, nature is a delicate balance of actions in which even the smallest imbalance can create storming turmoil from peaceful skies.



**PRIMARY ROLE**  
Healer



**SECONDARY ROLE**  
Ranged Nature

## BASIC SKILLS



**WIND SHOCK (5/5)**  
Cast a wind shock dealing 10-50 magic damage.

8-40  
1.2s  
—



**STAFF STRIKE (1/1)**  
Strike your target with your equipped weapon to deal physical damage.

—  
Instant  
—



**EARLY SPRING (5/5)**  
Heals an ally for 90-450 hit points. Mana Cost: 15-75 mana points.

15-75  
1.2s  
5s

## TIER 1 (CHOOSE TWO)



**BALANCE OF ILLITHOR (5/5)**  
Decreases target's haste by 5-25% for 30 secs.

20-100  
2s  
5s



**THORNSPIKES (5/5)**  
Causes your target's skin to sprout large spikes, causing 5-25 magic damage to any creatures that strike them for 60 secs.

100-200  
1.6s  
5s



**SWIFTNESS (5/5)**  
Increases ally's haste by 5-25% for 60 secs.

25-125  
1.2s  
5s



**SPIRIT OF BEAR (5/5)**  
Infuse your target with the Spirit of Bear, boosting their maximum HP by 60-300 for 300 seconds.

60-180  
1.5s  
5s

## BASE SKILL



**SPIRIT OF WOLF (1/1)**  
Infuses your target with spirit of wolf, increasing their speed for 300 secs.

120  
1.4s  
5s

### TIER 2 (CHOOSE ONE)



**IMMOLATE (8/8)**  
Inflicts burns on your target, causing 8-64 damage per second for 10 secs.

40-180

1.3s

5s



### RADIANT SPRING (6/6)

Heals an ally for 500-2.000 hit points.

125-250

2.2s

10s



### NATURE'S BULWARK (6/6)

Harness the enduring strength of nature to fortify your body, increasing your AC by 10-50 for 60 secs.

100-350

1s

5s



**WILD GROWTH (8/8)**  
Swirl spiritual energy around an ally, increasing their natural regeneration by 3-24 hit points every second for 60 secs.

120-260

1.6s

10s

### BASE SKILL



**ROOT (1/1)**  
Root your target for 60s.

90

1.2s

5s

125-275

1s

10s

### TIER 3 (CHOOSE TWO)



**THUNDERSTORM (6/6)**  
Cast multiple thunders around you dealing 80-280 points of magic damage to nearby enemies and stunning them (66% chance) for 1 sec.

180-300

1.3s

10s



### COMPANION SPIRIT (1/1)

Summon a bear to help you fight in combat.

500

2.5s

60s



**FIREBALL (6/6)**  
Cast a fireball dealing 100-175 magic damage to your target.

80-180

1s

—



### FLOURISHMENT (1/1)

Infuses a target with mystic energy, increasing their mana regeneration by 8 mana points by second for 120 secs.

300

1.6s

10s



# RANGER

Rangers tend to live alone in the deep of the forests, they usually are hardy, cunning, perceptive and skilled archers. This makes them well suited to adventuring, since they are accustomed to life far from the comforts of civilization.



**PRIMARY ROLE**  
Ranged Physical DPS



**SECONDARY ROLE**  
Tank

## BASIC SKILLS



**ARCHER SHOT (5/5)**  
A ranged attack that inflicts physical damage on your target using your equipped bow.

— Instant —



**SWIFT SLASH (1/1)**  
A melee attack that deals physical damage to your target with your equipped weapon.

— Instant —



**WILD STRIKE (5/5)**  
Imbues your weapon with the power of nature, dealing 25-125 magic damage to your enemy.

15-75 Instant 5s

## TIER 1 (CHOOSE TWO)



**DAZING SHOT (5/5)**  
Launch a precise arrow, dealing 10-50 physical damage and stunning the target (20-60%) for 2s.

— Instant 15s



**BATTLE PREPARATIONS (5/5)**  
Permanently increases attack power by 3-15.

— Instant —



**SCALE SKIN (5/5)**  
Grow hard scales around your body, increasing your AC by 5-25 for 30s.

50-90 0.9s 10s



**ANCESTRAL SPIRITS (5/5)**  
Ancestral spirits listen your call, increasing your hit points by 60-300 for 300s.

60-120 1s 10s

## BASE SKILL



**SPIRIT OF WOLF (1/1)**  
Infuses your target with spirit of wolf, increasing their speed for 300 secs.

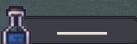
120 1.2s 5s

### TIER 2 (CHOOSE ONE)



#### LAST HOPE (8/8)

A powerful ranged attack that deals 200-375% of your attack power on your target.



Instant



10s



#### BREEZE (8/8)

Restores 100-450 Hit points.



0.9s



5s



#### BLOCKADE (6/6)

Swirl power of the wild around your, increasing your block chance by 10-20% for 10s.



50-100



0.8s



15s

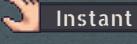


#### PROVOKE (6/6)

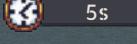
Draws the attention of your target, increasing aggro for 500-750.



50-90



Instant



5s

### BASE SKILL



#### STRENGTH OF NATURE (5/5)

Empowers you with the ferocity of the wild, boosting attack power by 10-20% for 10s.



80-120



Instant



15s



#### IMMOBILIZE (1/1)

Root your target for 30s.



90



1.1s



10s

### TIER 3 (CHOOSE TWO)

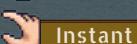


#### FOREST GUARDIANS AID (1/1)

Summon three spectral archers bound by ancient spirits. Each archer shoots an arrow at enemies in front of them, dealing 400 magic damage.



180



Instant



10s

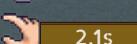


#### NATURE'S CALL (1/1)

Summon a wolf to help you fight in combat.



250



2.1s



60s

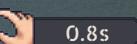


#### EAGLE'S EYE (6/6)

Increases your critical strike chance by 5-15% for 10s.



30-80



0.8s

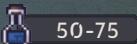


15s

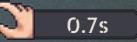


#### RANGER'S MARK (6/6)

Apply Ranger's Mark to the target, lowering their AC by 10-60, making him more susceptible to physical attacks for 15s.



50-75



0.7s



5s



# ROGUE

Rogues are masters of stealth, skullduggery and finding hidden things, they're also very dexterous and agile giving them excellent fighting prowess. Rogues are known to have very high skills in the use of the dagger.



**PRIMARY ROLE**  
Melee DPS



**SECONDARY ROLE**  
Scout

## BASIC SKILLS



**AMBUSH (5/5)**  
Using the raw power of cunning and stealth, you unleash a lethal dagger strike causing 30-150 physical damage.

10-30  
 Instant  
 —



**STAB (1/1)**  
Perform a stab attack to deal physical damage to your target using your equipped weapon. Generate rage equivalent to 33% of the damage dealt.

—  
 Instant  
 —



**ADRENALINE RUSH (5/5)**  
Increases your haste by 6-30% for 10s.

10-30  
 Instant  
 15s

## TIER 1 (CHOOSE TWO)



### SHARPNESS (5/5)

Permanently increases your attack power by 3-15.

—  
 —  
 —



### TANGLE TRAP (5/5)

Decreases target's block chance by 10-30% for 15s.

20-40  
 Instant  
 10s



### PROWESS (5/5)

Increases your max rage by 100-300 and also increases your rage regeneration for 15s.

—  
 Instant  
 60s



### DEADLY STRIKE (5/5)

Coats your weapon with a lethal venom and strike your target for 60-300 poison damage.

30-90  
 Instant  
 15s



## BASE SKILL

### SPRINT (1/1)

Increases dramatically your speed for 3s.

50  
 Instant  
 30s

### TIER 2 (CHOOSE ONE)



#### UNSTOPPABLE (8/8)

Increases your critical strike chance by 5-40% for 10s.

40-180

Instant

30s



#### CRITICAL PAIN (8/8)

Inflicts poison on your target, causing 12-96 poison damage per second for 10s.

40-180

Instant

15s



#### HURT (6/6)

By executing a precise dagger strike, you inflict a creeping wound on your target, causing 20-70 physical damage per second, and reducing their speed and haste by 5-25% for 10s.

50-120

Instant

15s



#### MASTER POISONER (6/6)

Subtly alters toxins to bypass target natural defenses, decreasing their poison resist by 30-80, making poison attacks more effective for 15s.

25-50

Instant

10s

### BASE SKILL



#### DETECT TRAPS (1/1)

You go into a high alert state, enhancing your ability to detect traps for 15s.

—

Instant

20s



#### CLOAK OF SHADOWS (5/5)

Cloaks in a shadow veil, making you invisible to many creatures for 2-10s.

120

Instant

60s

### TIER 3 (CHOOSE TWO)



#### SHADOWSTRIKE (6/6)

A swift, stealthy stab that deals 200-600% of your attack power as physical damage, exploiting enemy weaknesses with deadly precision.

50-150

Instant

10s



#### IMPROVED BACKSTAB (1/1)

Increases your combat advantage damage bonus to 25%.

—

—



#### FURY (6/6)

Increases your attack power by 40-90 for 10s.

100-160

Instant

15s

#### ASSASSINATION (1/1)

You attempt to finish off a wounded target (33% health or less), dealing 1.000% of your attack power as physical damage.

250

Instant

30s



# WIZARD

Wizards dedicate their lives to learning the powers of elements and magic; they can invoke mighty elementals and channeling their knowledge into ever more powerful spells to unleash upon their enemies.



**PRIMARY ROLE**  
Ranged Elemental DPS



**SECONDARY ROLE**  
Crowd Control

## BASIC SKILLS



**SLOW (5/5)**  
Decreases target's melee attack speed by 6-30% for 60s.

30-50

1.2s

10s



**STAFF STRIKE (1/1)**  
Strike your target with your equipped weapon to deal physical damage.

—

Instant

—



**FIRE BLAST (5/5)**  
Cast a fire blast dealing 14-70 magic damage to your target.

7-35

0.8s

—

## TIER 1 (CHOOSE TWO)



**FROZEN BARRIER (5/5)**  
Surrounds you in protective aura, rendering you invulnerable for 4-12s.

50-90

Instant

60s



**POOL OF MANA (5/5)**  
Permanently increases your Mana by 100-500.

—

—

—



**ARCANE RESONANCE (5/5)**  
Increases your Spell Power by 4-20% for 10s.

15-75

0.9s

20s



**ICE STRIKE (5/5)**  
Cast an ice ball dealing 40-200 magic damage and stunning (5-25% chance) your target for 1s.

10-50

15s

10s

## BASE SKILL



**MANA SHIELD (1/1)**  
Creates a protective barrier around the caster, converting incoming damage into a depletion of mana for 60s.

120

1.1s

30s

### TIER 2 (CHOOSE ONE)



#### INVOKE BLUE FAMILIAR (8/8)

Summons a blue fairy that casts a beneficial buff that increases your mana regeneration (1-8 mana points per second).

500 mana  
2s cast  
60s cooldown



#### INVOKE RED FAMILIAR (8/8)

Summon a red fairy that casts a beneficial buff, enhancing your accuracy (2.5-20%), making your spells more difficult to resist.

500 mana  
2.2s cast  
60s cooldown



#### DRAGON'S BREATH (6/6)

Cast multiple fireballs around you dealing 120-520 magic damage to nearby enemies.

180-380 mana  
1.4s cast  
20s cooldown



#### ENSNARE (6/6)

Entangles your target with magical roots, slowing their movement speed and inflicting 10-50 damage per second for 12s.

75-150 mana  
1.5s cast  
10s cooldown

### BASE SKILL



#### BIND AFFINITY (1/1)

Binds the soul of your target to their current location. Use of this spell is limited and can not be used in some zones.

120 mana  
1.5s cast  
10s cooldown



#### ARCANE BLAST (5/5)

Cast an arcane blast dealing 80-140 magic damage to your target.

35-75 mana  
1s cast  
— cooldown

### TIER 3 (CHOOSE TWO)



#### CONE OF COLD (6/6)

Attack all targets in front of you dealing 200-700 magic damage.

120-220 mana  
Instant cast  
10s cooldown



#### ENTHRALL (1/1)

Causes your opponent to fall into an enchanted sleep for up to 60s.

200 mana  
1.75s cast  
10s cooldown



#### OVERPOWERED (6/6)

Increases your critical strike chance by 5-20% for 10s.

50-175 mana  
15s cast  
15s cooldown



#### MANA BURN (1/1)

Unleash an enormous blast of magical energies on your target, consuming all your mana.

All mana  
1.2s cast  
180s cooldown



## ADVENTURING DUNGEONS

Dungeons in Ancient Kingdoms are immersive environments filled with peril and promise, designed to challenge even the most seasoned adventurers. These dungeons come in various forms, from the eerie depths of forgotten catacombs to the towering grandeur of ancient ruins and the mysterious, crumbling halls of old temples. Each dungeon is teeming with a host of enemies, ranging from the cunning and sinister to the overwhelmingly powerful, ensuring that every step taken within these treacherous domains requires keen strategy and bravery.



At the heart of these dungeons lie formidable bosses, each guarding treasures of immense value. These bosses are not merely obstacles; they are epic encounters that test the limits of an adventurer's skills and teamwork. Defeating these powerful adversaries yields not only the satisfaction of overcoming a daunting challenge but also the promise of rich rewards.

Victorious adventurers may find themselves in possession of rare and potent loot, including epic and legendary equipment that can turn the tide of future battles.



The thrill of venturing into these dungeons, with the lure of untold treasures and the chance to emerge victorious against overwhelming odds, is a core aspect of the adventure that awaits.

| DUNGEON NAME          | RECOMENDEN LEVEL |
|-----------------------|------------------|
| CRYPT OF DECAY        | 5-10             |
| LOST ARCHIVES         | 5-15             |
| ABANDONED MINES       | 5-25             |
| FORGOTTEN CATACOMBS   | 10-25            |
| DESPAIR               | 15-35            |
| LIZARDMENS DEN        | 20-25            |
| BLACK ICE DEEP        | 25-30            |
| TROLLS CAVE           | 30-38            |
| TWISTED HAUNT         | 40-45            |
| KROM RAZZ             | 40-50            |
| SKARRS LAIR           | 40-50            |
| SUNKEN TEMPLE         | 45-50            |
| VAULT OF THE VANISHED | 45-50            |
| MOLTEN SANCTUARY      | 50               |
| TEMPLE OF VALAARK     | 50               |

## HERBALISM

Herbalism is an essential skill for any aspiring alchemist or adventurer in Eriath.



This skill allows you to identify, gather, and use various plants found throughout the world. While many plants can be found across Eriath, some rare varieties only grow in the deepest dungeons.



As you collect more plants, your Herbalism skill level will increase. With time and practice, you will gain the ability to gather essences and extracts from these plants, obtaining the rare resources needed to make the most powerful potions or craft interesting items.

## ALCHEMY

Alchemy is a valuable skill that allows you to create powerful potions that enhance attributes such as health, strength, wisdom, and more.



To begin your alchemical journey, you will need to travel to the elven village of Twilight Forest, where the “Alchemy Table” is located.

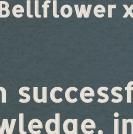
To make any potion, you'll need plant essences or rare components found throughout the world. Initially, you will only be able to create basic potions. As you progress and find new recipes by completing quests or defeating monsters that guard these valuable formulas, you'll gain access to more powerful potions.



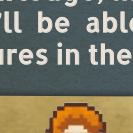
POTION OF HEALING



POTION OF WISDOM



POTION OF DEXTERITY



Bellflower x2



Bone Remains x2



Violet Plants x1



Orchid Petals x3

Each successful brew refines your technique and expands your knowledge, increasing your alchemy skill level. As you improve, you'll be able to create better potions and experience fewer failures in the process.



You can speak with Yralissa in Alaenanore Village to begin the alchemy questline.

## CRAFTING

Crafting in this game is straightforward and accessible to all players. You don't need to learn specific recipes or level up any crafting skills. As long as you have the right materials, you can create any item with guaranteed success.



 To craft an item, you'll need to use a crafting station. One of the best crafting stations is located in Thogh Maldur, the dwarven city in Everfrost, at Dareath Runehand's shop.

To craft, simply place the materials into the appropriate slots in the crafting station and hit the "Craft" button. After a few seconds, your desired item will be crafted and ready for use.

While you don't need recipes to craft, you can discover notes on how to craft specific items by defeating certain bosses or completing quests.

## MINING

In the world of Ertiath, mining is a crucial skill that allows adventurers to gather valuable resources essential for crafting and trade.



Players can discover a variety of ores scattered throughout the land, including rare and precious minerals that can be utilized to forge powerful items or sold to traders for profit.

### GETTING STARTED WITH MINING

To begin your mining journey, you'll need a pickaxe. A basic pickaxe can be purchased from numerous shops across Ertiath, enabling you to extract common ores. As you mine, be mindful of your pickaxe's durability; it will decrease with each use, so you'll need to repair or replace it as needed.

### UPGRADING YOUR TOOLS

As you progress through the game, acquiring superior pickaxes becomes essential for extracting higher-quality ores. For example, crafting a "Steel Pickaxe" requires: a Rusty Pickaxe" and 3 iron ores. The Steel Pickaxe boasts increased durability and reduces the likelihood of failure when mining, making it an invaluable tool for seasoned miners.



# HOUSING



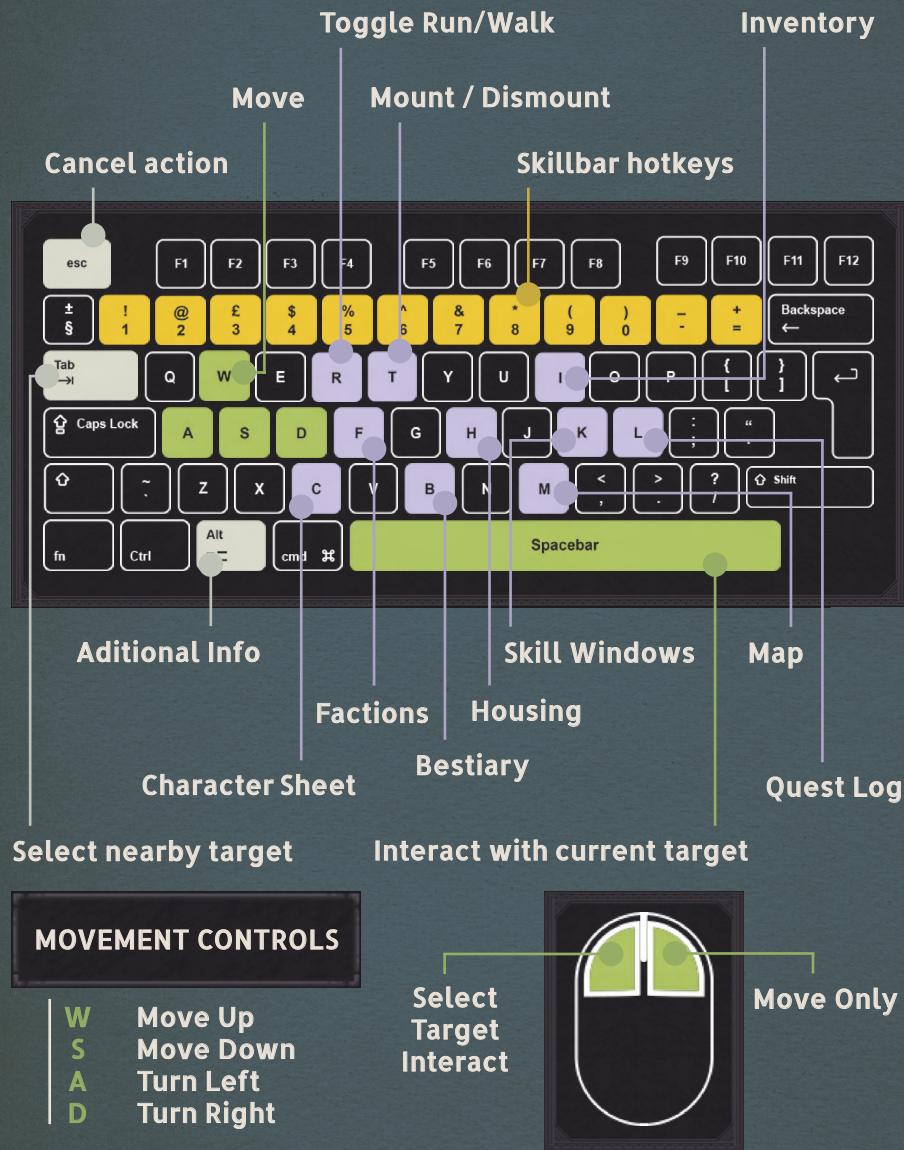
In the world of Eriath, players have the opportunity to purchase homes in any of the major cities. However, acquiring a home requires more than just gold; you'll also need to build good faction standing with the city's inhabitants.

Prove your loyalty and reputation, and doors to new homes will open. Once you've secured a house, the freedom is yours to decorate and personalize it to your liking. Fill your space with furniture, trophies, and unique items you've collected on your adventures, creating a true sanctuary within the city walls.

Additionally, you can purchase chests to place in your home, offering secure storage for all the treasures and items you gather throughout your journey.



# KEYMAP



# GUIDE TO PLAYING ONLINE

## STEP 1



Start the game and go to the main menu, select the **“Multiplayer Online”** option.



## STEP 2

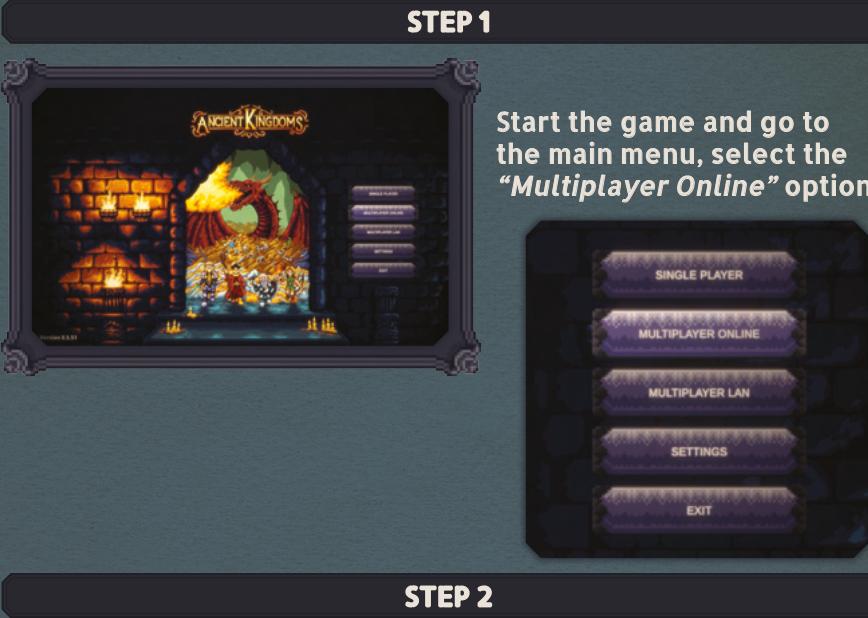


One of you will be the creator of the new world. Give it a name and, if you want to keep it exclusive to your group, set a password.

**NOTE:** When starting with a newly created character, you will see the intro (press Esc to skip). Other players will not be able to find the server until the world creator has finished the intro and entered the world.

## STEP 3

Once the world is created, other players will be able to find it in the server list under the assigned name.



### SERVER CAPACITY

A server can host up to 4 players. If it's full, the server will not appear in the list as no one else can join.

### PARTY

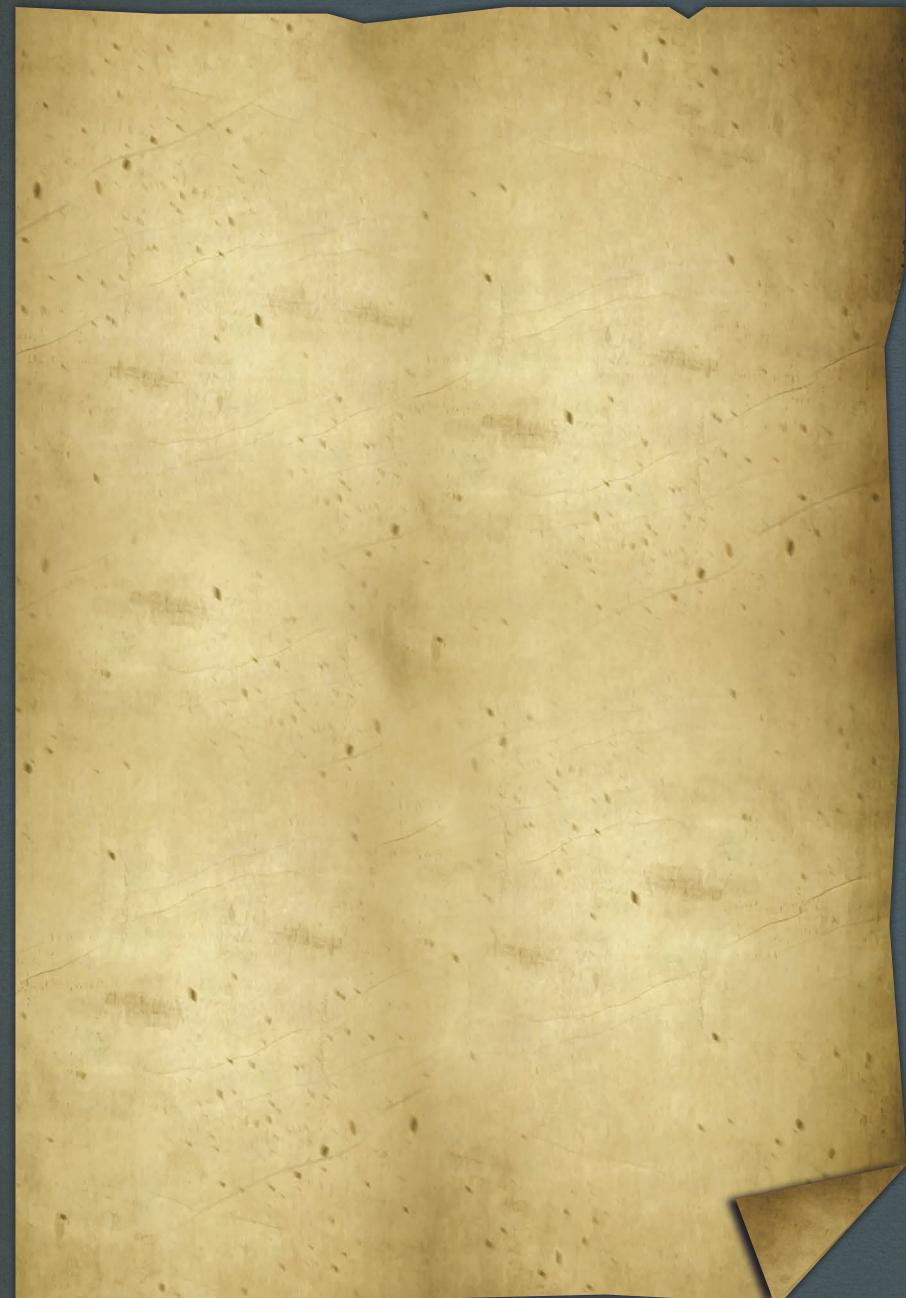
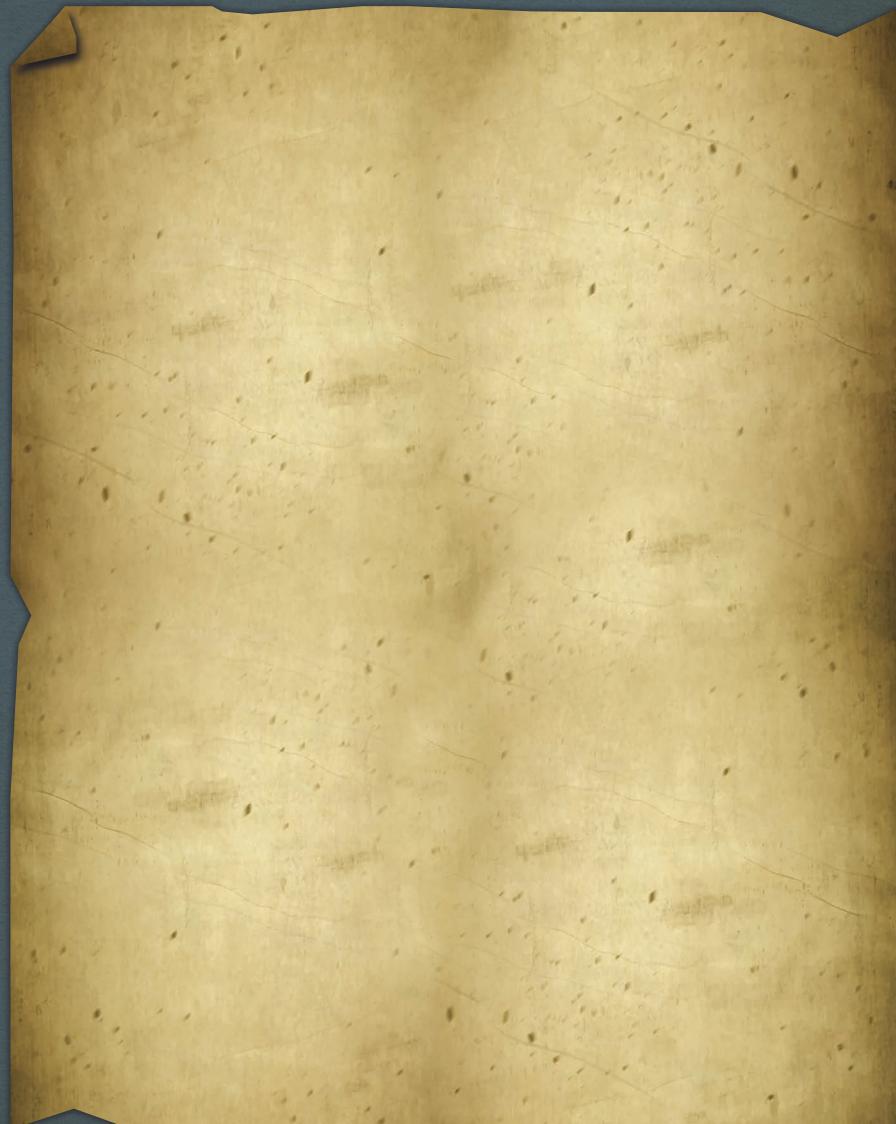
Once connected to the same server, you can use the castle icon next to the minimap to see active players. You can invite others to form a group from that same screen. To communicate in the group chat, simply type `"/p` followed by the message. For example, `"/p Hello` will make the message **“Hello”** appear in the group chat.

### CHOOSING THE STARTING CITY

If you want to start in the same city, remember that different races start in different cities. You can select the city you want to spawn in when creating your character.

ADDITIONAL TIPS

## NOTES





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