

Dark Age of Camelot



MYTHIC
ENTERTAINMENT

Copyright © 2001-2004 Mythic Entertainment, Inc. All rights reserved. Mythic Entertainment, "Dark Age of Camelot", "Shrouded Isles", "Trials of Atlantis", "Live the Legend" and their respective logos are trademarks and the stylized Celtic knot is a registered trademark of Mythic Entertainment, Inc. All other trademarks and copyrights property of their respective owners.

Table of Contents

Installing the Game

Part One: Getting Started

Welcome to the Dark Times	6
Logging on the DAoC	7
The Realms of DAoC	10
Zones and Geography	12
Character Select & Create	13
Albion: Races, Classes and Guilds	18
Midgard: Races, Classes and Guilds	19
Hibernia: Races, Classes and Guilds	20
Character Description Screen	21
Deleting a Character	22
Shrouded Isles	22

Part Two: The Basics

Entering the Game	24
Moving Around in the Game	25
Interface Elements	26
Interface Chart	28
Text Window: Chat and Effects	28
Quick Bar	28
Summary Window	29
The Command Button Interface	30
Control Bar Panels	31
Player Sheet	31
Options	31
Inventory Panel	32
Abilities Panel	32
Combat Styles Panel	33

Spell List Panel	34
Group Panel	35
Items & Equipment	36
The Commands	42
Quick Keys	42
The "/" (Slash) Commands	46
Guild "/" (Slash) Commands	55
The Function Keys	59
Creating Macros	60
Chat	60
Groups	64
Secure Trading	66
Binding	67
Travel	68
Combat	70
Death and Resurrection	76
Magic	79
Experience	81
Skills & Leveling	82
Trade Skills	84
Spellcrafting and Alchemy	85
Weather	88
NPC Interaction	88
Player Owned Housing	93
Player Guilds	108

Part Three: The Realms

Albion	111
Midgard	120
Hibernia	126

Part Four: Atlantis

The Trials of Atlantis	132
The Areas of Atlantis	133
Who Can Take the Trials?	134
What Are the Trials of Atlantis?	134
Master Abilities	134
Getting to Atlantis	135
Getting Around in Atlantis	135
The Artifacts of Atlantis	137

Part Five: Defense of the Realm

Realm vs. Realm (RvR)	140
Frontiers	142
Realm Points and Titles	143
Travel in RvR	144
The RvR Dungeon	146
Darkness Falls	147

Getting Help

Credits



Uses the NetImmerse 3D game engine ©1999–2002 by Numerical Design LTD. (NDL) Uses Miles Sound System ©1991–2002 by RAD Game Tools, Inc. MPEG Layer-3 playback supplied with the Miles Sound System from RAD Game Tools, Inc. MPEG Layer-3 audio compression technology by Fraunhofer IIS and THOMSON multimedia.

Installing the Game

Please Note: Dark Age of Camelot: Platinum Edition contains the original Dark Age of Camelot and all current retail expansions including Trials of Atlantis. It also includes both optional expansions: Foundations and New Frontiers. So, any documentation or online content that refers to Trials of Atlantis (ToA), will apply to the Platinum Edition.

Starting the Installer Application

Place the first CD in your CD-ROM drive. If you have auto-run enabled you should see the Installer application start. If you do not have auto-run enabled or the Installer application does not start, left-click on the Start button on the Windows Desktop, then left-click on "Run", then type D:\installer (where D is the drive letter for your CD-ROM) and press the Enter key. With the Installer application running you can install DAoC.

Installing DirectX 9.0

DAoC requires installation of DirectX 9.0 or higher. If you need to update your version of DirectX, left-click on the "Install DirectX" button and follow the instructions provided.

Installing Dark Age of Camelot

To install DAoC, left-click on the "Install Game" button on the Installer application. The game installer should start. If the game installer does not start, left-click on the Start button on the Windows Desktop, then left-click on "Run" then type D:\setup (where D is the drive letter for your CD-ROM) and press the Enter key. When the game installation program starts follow the instructions provided.

When swapping CDs during the install process, make sure that you wait until your CD drive has "spun down" (usually the drive's activity light stops flashing and goes out) before pressing the eject button.

Otherwise you may experience disc contention issues. If you continue to have problems trying to install with your CDs, and you have plenty of free space on your hard drive, you can try the following: Copy Setup.exe from CD #1 and Setup.W02 from CD #2 to the same directory on your hard drive and then run Setup.exe from there. Remember to delete these files after setup is complete.

Activating your DAoC Account

If you have an existing account, you can skip this section

After you install DAoC, run the game. Enter your original DAoC CD-Key (from the original version of the game, not an expansion) in the dialog and click the OK button. The game will patch itself and display the login screen. Click the "New Account" button and fill out the displayed form completely. Please note that once again you need to enter your original DAoC CD-Key. Make sure to double-check the correctness of all your information before clicking the OK button. Note that your CD-Key should be entered in all upper-case letters. Click the OK button only once. In a short time, you should get a message stating that your new account has been created. Even if you don't get the message after a few minutes, your information may have registered. Go back to login screen and try to login

Activating Expansions

Once you have created an account, you can enter your account name and password into the login screen and proceed to the server select screen. If you have an expansion that has not been activated, you should see an "Activate Expansion" button on this screen. To activate an expansion, click on the button and this time enter your expansion CD-Key in the dialog and press the OK button. Please note that expansions must be activated in the order of their release, for example, Shrouded Isles must be activated before Trials of Atlantis. Also note that the Gold Edition CD-Key activates the Shrouded Isles on account creation.

Part One: Getting Started

Welcome to the Dark Times

Welcome, traveler. These are dark times, indeed. We invite you to join us in bringing light back to our lands. Arthur is dead; hordes of monsters and brigands, and worse, travel the land. Our enemies gather to tear down what we have built. Join us and protect the realm from its adversaries. It will be an adventure worthy of song and verse, to be sure.

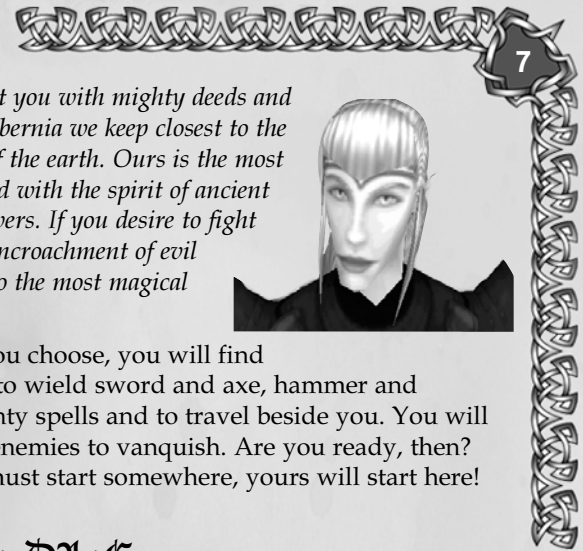
If you so choose, you may join the defenders of Albion, what remains of Arthur's realm, with fair Camelot at its center. Fight with weapons and magic and rise among the ranks of protectors.

We are the protectors of the land of Arthur, the greatest of kings. Ours is the fair land of Albion, and none fairer do grace this earth. We have need of strong arms and quick minds, as we are ever vigilant against the black hordes that spring up nearly everywhere, save the halls of Camelot themselves. You may win renown and great rewards from your efforts.

Come join those who defend Albion!



By Thor's Hammer and Odin's Mighty Beard, there are none love a good fight more than the Vikings. And fight we shall, wherever our enemies may gather. Come to the land of the old gods and wield your sword or hammer with us. None can stand against our might, for we love battle like none other. Be a mighty hero, even among the greatest of us, and the skalds shall tell your tale in ages to come.



The others may tempt you with mighty deeds and fine words, but in Hibernia we keep closest to the oldest of the spirits of the earth. Ours is the most mystical land, imbued with the spirit of ancient days and ancient powers. If you desire to fight with us against the encroachment of evil and darkness, come to the most magical land of all, Hibernia.



Whatever Realm you choose, you will find compatriots ready to wield sword and axe, hammer and spear...to cast mighty spells and to travel beside you. You will have no dearth of enemies to vanquish. Are you ready, then? As every journey must start somewhere, yours will start here!

Logging onto DAoC

To start the game, double-click on the Dark Age of Camelot shortcut on your desktop or open it from the Start/Programs menu.

- ❖ The first time you run Dark Age of Camelot, you will need to enter the CD key number found on the front of the jewel case manual. Enter the key number exactly as it's written. Once your CD key number is verified, you will not have to enter it again unless you need to reinstall the game for some reason.
- ❖ Click OK and the patcher utility will search for any updated files, downloading them to your computer if necessary. When the patcher has completed its job, the Account Entry window will appear.
- ❖ Enter an account name and password in the spaces provided.
- ❖ From the pull-down list, select an existing character to load the game directly with that character, or select No Thank You to load the Character Selection Screen.

For more information on logging on for the first time, see the Installation Manual in the CD case.

The Server Window

No single game can meet the needs of all its players but Dark Age of Camelot is not just one game, rather it is a host of different games contained within one overarching story. Mythic Entertainment is dedicated to making Dark Age of Camelot meet the needs and desires of a wide base of users. To make this happen, DAoC will have many different types of servers available to its users. These server types will develop and evolve based on the feedback of our players. Some servers will be dedicated to the more casual gamer but others will be geared to power gamers. Information about the servers that are currently running can be found on the Server Window, where you will find the following options:

- ❖ Click a server and then click Play to enter the game,
- ❖ Click Edit Account to modify your account information,
- ❖ Click Edit Billing to modify your billing information,
- ❖ Click on Tech Support to open the DAoC support website,
- ❖ Click Credits to view the game credits or
- ❖ Click Exit to close this window & return to your desktop.

The Server Window tells you the status of each server as well as how many players are currently on it.

Characters created on a specific server are unique to that server. You can create characters on other servers, as well. To play a character, you must log onto the server where it was created.



You can play on any available server. Check which type of server it is before you begin.

Server Types

There are four types of servers available in the Dark Age of Camelot and the expansion, Shrouded Isles:

Normal Server

On the normal servers, players are restricted to their individual Realms. There is no player killing (PvP) other than in Realm vs. Realm (RvR) combat in the battle zones and frontier areas. Relics can be captured and maintained by each Realm, and the benefits conveyed by captured Relics affect all Realm members.

PvP Server

On the PvP server, players may kill other players from any realm including their own. They will receive experience points and some coin for doing so. They cannot loot the bodies of the player foes. Relics are captured and maintained by groups and guilds and the benefits go to the members of the group or guild that controls the Relic. Players under level 10 have a flag that protects them from PvP attack. After level 10, any player can attack any other player, other than those in your own group or guild. Cities are safe zones. Also, on the PvP servers, players can collect loot from any Realm; however the same restrictions on using items and skills apply. So, even though a player may be able to equip an item from another Realm, any magical benefits may not work.

Cooperative

The Cooperative servers (sometimes known as PvE) are for those players who want to wander all three Realms, interacting with all the races and classes in the game. On the Cooperative servers, players can communicate, group and adventure with characters from each of the Realms, and from each of the races and classes. There is no RvR system, or any restrictions to open play. Also, there is no player killing on the Cooperative servers.

Role-playing Servers

On the Roleplaying servers, the idea is to keep the game within the appropriate context. This especially refers to naming characters, where only Realm appropriate names will be allowed. For more information on rules for role-playing servers, please see <http://support.darkageofcamelot.com>

The Realms of DAoC

Another one of the unique features of Dark Age of Camelot (DAoC) is the Realm-versus-Realm conflict that is built into the game. In DAoC, the focus is on Realm-based teamwork, where all players that belong to your own Realm are your friends – you cannot attack them, steal from them or in any way harm them. You can understand and communicate with these members whether or not you are members of the same race.

Conversely, all players from opposing Realms are your enemies. You cannot communicate with them or trade with them. You can, however, fight them.

Traditionally, there have been a host of problems with any Player vs. Player (PvP) implementation, whether it is chaotic free-for-all, or simply getting “ganked,” looted and then insulted by other players. Here, PvP is team-based. Moreover, you will be able to rise to medium-level without having to worry about being marauded by high-level enemies. As you grow in stature, you will be encouraged to protect your Realm from enemy incursions, and even participate in group raids against other Realms.

DAoC's PvP system strongly guides you into conflict against members of opposing Realms. The PvP system is an integral part of the game itself and was designed to yield a balanced and enjoyable experience for all players. Each character class has been designed with PvP in mind, and each plays specific roles in PvP situations

In order to allow new players some time to gain experience in the game, each Realm has a series of keeps, guards and choke points to limit an enemy's access to the more secure parts of the Realm. Before even reaching these, a raiding party will have to pass through the dangerous frontiers.

Other special features contribute to the uniqueness of PvP in DAoC:

- ❖ Players of different Realms cannot communicate with each other,
- ❖ When a player dies in PvP combat, there is no experience loss for that death,
- ❖ There is no looting of a player's body after he has been killed,
- ❖ Players will not gain experience from hunting and repetitively killing a low level player,
- ❖ When a member of another Realm gets too close to an NPC from an opposing Realm, that NPC will automatically attack.

So, what does this all mean? Very simply, it means that PvP is no longer something to be feared. We have taken the best aspects of PvP (the challenge fighting other human players, organizing and executing raids, reaping rewards) and removing its worst aspects.

Of course, PvP isn't for everyone. Some players will want to concentrate on playing against monsters and solving quests that don't involve going into enemy territory. There will be plenty to do for players that prefer this more traditional online RPG experience – Camelot offers all the quests, communication, character advancement and role-playing of any other online RPG, and can be enjoyed at that level – so long as the player stays away from the far-flung frontier areas of their Realm.

Zones and Geography

In addition to the three Realms, there are three main regions, each with its own unique characteristics and opportunities - the Mainland, the Shrouded Isles and Atlantis. When you create a character, you will choose where that character's adventures will begin: in the original Mainland realms or in the Shrouded Isles. Then, once you have grown strong enough, you will be able to travel to the mystical world of Atlantis where great dangers and even greater rewards await you.

You can move easily between these regions by visiting various means. Here is a list of travel points:

To travel from the Mainland to the Shrouded Isles:

Hibernia: *Across the river from Connla in Shannon Estuary*

Midgard: *Town of Nalliten in Gotar*

Albion: *Avalon Marsh dock*

To travel from the Shrouded Isles to the Mainland:

Hibernia: *Grove of Domnann*

Midgard: *Aegirhamn*

Albion: *Gothwaite Harbor*

To travel from Shrouded Isles to Atlantis:

Albion: *Caer Gothwaite dock*

Midgard: *Aegirhamn dock*

Hibernia: *Dock on the river at the base of the Grove of Domnann*

To return from Atlantis to the Shrouded Isles:

Ruins of Atlantis Dock in any realm, board the boat, Vision of Atlantis, back to Caer Gothwaite, Aegirhamn or Domnann

Character: Select & Create

Once you've selected the Realm of your choice, you'll find yourself at the character selection screen. The window on the right of the screen shows your currently selected character. Because you have not selected characters yet, this window will be blank.

Select Character

The name of each available character will appear on a character select button. If you have no character in a particular slot, the button will display "Create New Character." You can create up to eight characters in your Realm of choice.



To create a new character in an empty slot, click the **Create New Character** button. Character creation is covered in the next section of this manual.

Play

Selecting the Play button will send you into the world. This button will be darkened and unavailable until you create a character.

Quit

Select Quit to disconnect from the game and return to the desktop. You will be asked to confirm this choice.

Options

The **Options** button allows you to configure some aspects of how the game looks and operates. When you click on the **Options** button, you will see a small option menu:

Configure Mouse

Mouse [ON/OFF] - enables or disables the mouselook feature.

Mouselook [ON/OFF/REVERSE] - Mouselook allows you to enable or disable the use of the mouse for scrolling your view in the game. Reverse allows you to reverse the scrolling.

Mouse Sensitivity [HIGH/MED/LOW] - sets the amount of sensitivity on mouse movements.

Config Keyboard

The keyboard defaults to the settings listed on the next page; however, you can change them to a configuration of your own.

To change a key setting, simply click on the setting you wish to change and then press the key on your keyboard (or the left/right mouse buttons) that you want to assign to that option.

Note that if you use a key that is already assigned, the command it was previously assigned to will be "Unset" and will no longer have a keyboard command associated with it.

Config Resolution

Several resolution options are currently available: 800x600 (default), 1024x768, 1152x864, 1280x1024, 1600x1200. Select the resolution you prefer.

Note that most of the following options can affect system performance, and that the higher settings affect performance most.

Config Performance

ClipPlane [NEAR/MEDIUM/FAR]- Basically, the distance at which the program will draw detail in the world.

Figure LOD [OFF/NEAR/MEDIUM/FAR] The distance at which details on figures will be filled in.

Config Shadows [HIGH/LOW/CLASSIC] - The level of detail in shadows.

Other shadow options: [NO FIGURES/ ALL FIGURES/ONLY PLAYER/NEAR 5 FIGURES/NEAR 10 FIGURES]

Config Water [REFLECTIVE WATER/CLASSIC WATER] - How water is rendered in the game.

Quality Reflection [LOW/MEDIUM/HIGH] - Quality of reflections in water.

ReflectionUpdate: [SELDOM/OCCASIONAL/OFTEN] - How often reflections are updated.

Display window [FULL SCREEN/WINDOWED MODE]

Warning: Windowed mode will not operate correctly on all systems, and can cause poor performance or crashes. For more information, go to support.darkageofcamelot.com.

Config Interface

[CLASSIC/TRANSPARENT/SHROUDED ISLES] - Basically, three options for the appearance of the interface.

Chat Font [NORMAL/SMALL]

Config Sound

Sounds [OFF/1-9/FULL]

Music [OFF/1-9/FULL]

Ambient Sounds [OFF/1-9/FULL]

Ambient Music [OFF/1-9/FULL]

Create Character

You can have up to eight characters in a single Realm, and you may only play from within one Realm per server. Select one of the eight Create New Character buttons to progress to the character manager.

The next screen contains all the options necessary to define a new character for your Realm. In the center of this screen is a full-body image of the character you are creating, with a rotating close-up of the face and head above it. Note that as you move your mouse cursor around the screen, information about each of the options there will display in the small text window to the lower right. Use the following options to define your new character and refer to the Realm-specific tables at the end of this section for more information.

Choosing a Name

Give your character a name suitable for the world in which you are playing. There is a name filter, so some names may be rejected if they are already in use or are considered to be out of the flavor of the game. If you have difficulty selecting a name, click on the Generate button to create a randomly generated name for your character.

Accepted names may still violate the Code of Conduct, and can be changed by Customer Service Representatives at their discretion.

Choosing a Race

Select one of the six available races that inhabit the Realm you have chosen. Note that, although there are 18 races available within the game, only six are available in each Realm. As your mouse passes over the race selections, a short description of each race will appear in the dialog box at the bottom of the screen.

Choosing a Class

Once you have chosen your character's race, you may choose its class, which defines your character's general career path. There are five or six classes available at this stage, depending on which Realm you have chosen. Not all races have the option to play every class, and some races may have more class options than others. When you select a race, those classes in which you can train will highlight. The others will be dark. Refer to the Realm-specific tables on the next few pages for more information.

Choosing a Guild

When your character reaches 5th level, it will be time to choose a guild. When you choose a guild, you receive the benefit of special training in the career path you have selected. Even though you can't join a guild until later, you will want to know the choices available to you. Note that not all race/class combinations can train in all the guilds for that class. Refer to the Realm-specific tables at the end of this section for more information. For more information on guilds, see the section entitled "Guilds."

*Note that entries marked with * on the Realm Specific Tables (next 3 pages) are Shrouded Isles only.*

Sex

Choose whether you want your character to be male or female.

Hair Color

Click on the + or - buttons to scroll through hair color options. Note that your choices will be determined by your character's race. Trolls, who have no hair, may select variations of facial tattoos rather than hair color with the hair color selection.

Realm-Specific Tables

Albion: Races, Classes and Guilds

Race	Class	Guilds
Briton (human)	Fighter	Armsman, Mercenary, Paladin, Reaver
	Rogue	Scout, Minstrel, Infiltrator
	Elementalist	Theurgist, Wizard
	Mage	Sorcerer, Cabalist
	Acolyte	Cleric, Friar
	Disciple*	Necromancer
Highlander (human)	Fighter	Armsman, Mercenary, Paladin
	Rogue	Scout, Minstrel
	Acolyte	Cleric
Avalonian (human)	Fighter	Armsman, Paladin
	Elementalist	Wizard, Theurgist
	Mage	Sorcerer, Cabalist
	Acolyte	Cleric
Saracen (human)	Fighter	Armsman, Mercenary, Paladin, Reaver
	Rogue	Scout, Minstrel, Infiltrator
	Mage	Sorcerer, Cabalist
	Disciple*	Necromancer*
Inconnu	Fighter	Armsman, Mercenary, Reaver
	Rogue	Scout, Infiltrator
	Mage	Cabalist, Sorcerer
	Disciple*	Necromancer
Half-Ogre	Fighter	Armsman, Mercenary
	Mage	Cabalist, Sorcerer
	Elementalist	Wizard, Theurgist

Midgard: Races, Houses and Guilds

Race	Class	Guilds
Norseman (human)	Viking	Thane, Warrior, Skald, Berserker, Savage
	Mystic	Runemaster, Spiritmaster
	Rogue	Shadowblade, Hunter
	Seer	Healer
Kobold	Viking	Warrior, Skald, Savage
	Mystic	Runemaster, Spiritmaster, Bonedancer
	Rogue	Shadowblade, Hunter
	Seer	Shaman
Troll	Viking	Thane, Warrior, Berserker, Savage
	Mystic	Bonedancer
	Seer	Shaman
Dwarf	Viking	Thane, Warrior, Skald, Berserker
	Mystic	Runemaster
	Rogue	Hunter
	Seer	Healer
Valkyn	Viking	Warrior, Berserker, Savage
	Mystic	Bonedancer
	Rogue	Hunter, Shadowblade
Frostalf	Viking	Thane
	Mystic	Runemaster, Spiritmaster
	Rogue	Hunter
	Seer	Healer, Shaman

Hibernia: Races, Ways and Guilds

Race	Class	Guilds
Celt (human)	Arms	Hero, Champion, Blademaster
	Stealth	Ranger
	Nature	Warden, Bard, Druid
	Magic	Mentalist
Lurikeen	Grove	Valewalker, Animist
	Arms	Champion, Hero
	Stealth	Ranger, Nightshade
Firbolg	Magic	Eldritch, Enchanter, Mentalist
	Arms	Hero, Blademaster
	Nature	Warden, Bard, Druid
Elf	Grove	Valewalker, Animist
	Arms	Champion
	Stealth	Ranger, Nightshade
Sylvan	Magic	Eldritch, Enchanter, Mentalist
	Arms	Hero
	Nature	Warden, Druid
Shar	Grove	Valewalker, Animist
	Arms	Hero, Champion, Blademaster
	Stealth	Ranger, Nightshade
	Magic	Mentalist

Depending on your choice of guild at 5th level, certain attributes may become more important and some less important than when you initially create your character. If you know what guild you will choose at 5th level, you may want to plan ahead by advancing those skills you know will be most important.

Face

Click on the + or - buttons to choose your character's facial features and hairstyle.

Height

To add a little more individuality to your character, you may choose for your character to be short, average, or tall.

Attributes

Attributes determine the make-up, physically, spiritually, and mentally, of your character. These attributes may affect how well you perform in combat, your overall health, or how much power you have. The attributes are Strength, Constitution, Dexterity, Quickness, Intelligence, Piety, and Charisma. A brief description of the attribute will be displayed in a window on the lower right portion of the character manager screen as you pass over each one with the mouse. Above the Attributes is a box labeled "Points Left." These are the points you can distribute to the attributes (or "stats" as they are sometimes called) that you wish to enhance. Click on the + or - buttons to add to or subtract from individual attributes. Note that you cannot reduce any attribute below its value, nor can any attribute be more than 100 or less than the base value for your race. Attributes that are important to your class are highlighted in yellow. The yellow stats will also increase as you develop your character. Those that are in white do not increase as your character grows (though they may be increased via items found in the game).

The Character Description Screen

You can continue to alter your character's information until you click on the Proceed button. Once you click Proceed, you will

move on to the Character Description screen. This screen contains a description of your character and his or her guild choices, based on race and class. It will also give you a very brief summary of how effective your character is likely to be, based on its race as well as what advanced classes your character can become. At this point, you can click Cancel to stop creating a character; nothing will be saved and you will return to the Character Selection screen. Or you can click Back to return to the Character Creation screen and modify your character some more.

The Starting Location Screen

If you are satisfied with your character, click Proceed a second time. If you have the Shrouded Isles expansion installed, you will sometimes have a choice whether to start your new character in the original lands of DAoC or on one of the expansion areas. After choosing a starting location, click Proceed again to return to the Character Selection screen. Your character will be saved.

Note that you cannot reenter the Character Creation screen for a character you have fully created.

Deleting a Character

If you decide you no longer want a character you have created, click on the Delete Character button. You will be asked to type "YES" to confirm that you really do want to delete the character, then click on the Delete button that appears, or click on Cancel to back out of the deletion process.

Warning: Once you click on the Delete button, your character will be gone... permanently! Be sure you really want to delete that character!

Shrouded Isles

If you have installed the Shrouded Isles expansion, you gain access to a number of enhancements. For instance, Shrouded Isles expands the territory of each Realm significantly by adding new continents, new enemies, new dungeons and new quests. If you create a new character from one of the new races (Inconnu, Sylvan or Valkyn), your character will start out in one of the expanded territories. However, if you create a new character from one of the original races, or you want to take an existing character to the new lands, you will need to find a portal that takes you there. There is one portal in each Realm:

Hibernia: *Across the river from Connla in Shannon Estuary*

Midgard: *Town of Nalliten in Gotar*

Albion: *Avalon Marsh dock*

You can also portal back to your original Realm. Return portals can be found at:

Hibernia: *Grove of Domnann*

Midgard: *Aegirhamn*

Albion: *Gothwaite Harbor*

It's Time to Play!

Congratulations. You have created your first character in Camelot! To enter your chosen Realm and begin your adventure with your new character, click the Play button with that character selected.

Part Two: The Basics

Entering the Game

Once you have created your new character, you may enter the game. The first time you enter your Realm, you will find yourself standing before a special NPC (Non-Player Character). This is your class trainer, who will help you advance through the first part of your character's training and may, from time to time, have an errand for you.

If you venture a short distance from your starting town, you'll find plenty of creatures safe for your early training. Fight them to gain experience and return to your trainer each time you gain a level.

Training Your Character

To talk to your class trainer, right-click on him or her. Each time you gain a level, return to your trainer to apply the specialization points you've earned to your skills. You'll learn more about skills later in this manual. For now, though, remember the location of this person. Should you somehow lose your initial weapon, your class trainer will provide you a new one for free.

Getting Help

There are several ways to get help in DAoC. *They are all explained in detail in the "How to Get Help" section on page 108.* However, the best place to begin is with the interactive help system, which contains a wealth of information. Simply type in `/help` to bring up the initial menu. You can then navigate through the help system by following the links. Many of your questions may be answered simply and quickly this way.

Moving Around in the Game

You may use the mouse or the keyboard to move within the game.

Mouse

You may use the mouse to both control your pointer and to change your point of view. Hitting the "M" key on your keyboard toggles between the "mouseview" mode, in which you can use the mouse to change your character's point of view, and the normal mode, in which the mouse is used as a tool to select objects in the world, initiate conversation with NPCs, shop, visit trainers and target players, objects or monsters. You can also toggle mouseview by holding down the `Ctrl` (or whatever key you have mapped to that function).

Note: You can configure the right and left mouse buttons to control in-game actions using Config Keyboard.

Keyboard

The keyboard controls are designed to complement the mouse controls or can be used independently.

Camera Views

Use the `F11` [default] key to toggle the camera view. You can view your character from first-person view or third person. In third-person view, one option follows your character from close behind while the other remains in a fixed position, even if



your character moves. (This is a handy mode to use if you are running away from something that wants to hurt you, and you want to know how far behind it is.) To see your character from different angles, select the fixed-position mode, then hold down the *Ctrl* key and move the mouse. Or, in the follow mode, hold down the *~* key and use the left or right arrow keys to move the camera about, the *a* and *z* key to move its focus up and down, or the up and back arrows to zoom in or out.

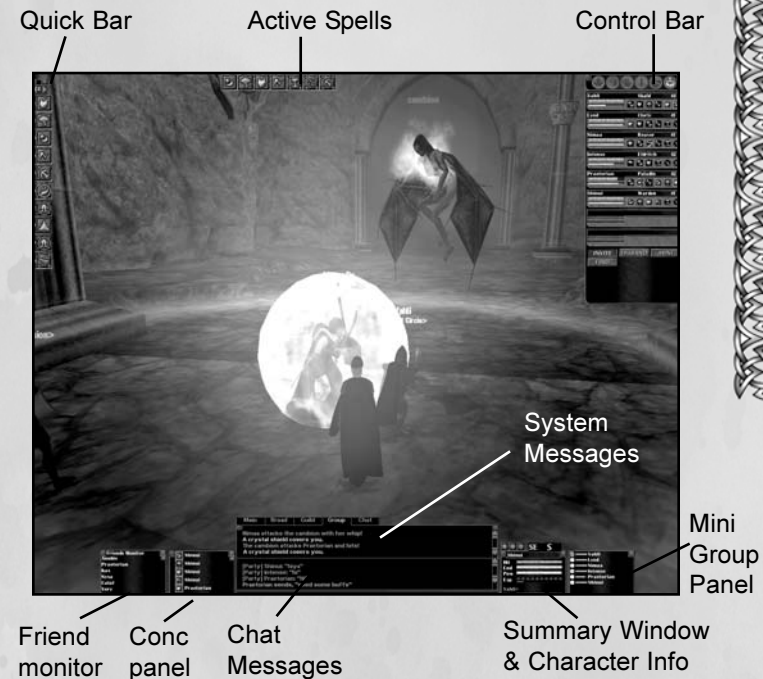
Interface Elements

When you first enter the game, take some time to become familiar with the screen layout, which consists of several key elements: the control bar, chat window, effects window, Quick Bar, the command button interface and summary window. Additional windows are available, but will be closed when you start a new character. You will learn about these windows later in the manual. Also, when you first begin, a tips window will appear. If you do not want the tips window to appear when you enter the game, click on the checkbox in the lower left corner to disable tips.

The control bar displays six icons in the upper right-hand corner of the screen. From left to right, the icons represent the Player Sheet, Inventory, Abilities, Combat Styles, Spell Lists, and Group Panel. To minimize any panel with the mouse, click on the small close box on the upper right-hand corner of the control bar. Click on any of the control bar icons to reveal the appropriate display. Move the Control Bar by dragging it from the upper left-hand corner.

You can change the position of interface elements on the screen. To do so, hold down the *Shift* key, hold down the left mouse button and drag the item you wish to move. You can also adjust the “alpha level” of a window, which controls its transparency.

Interface Chart



To do so, right click on the desired element and adjust the scale to your liking. To hide all screen elements from view at once, press the *Tab* key.

Control Bar



Click on any of the icons on the control bar to open or close the associated window. Note that each of the six main windows accessible from the control bar has a keyboard equivalent, which you can modify by

selecting Options/Keyboard Config at the Character Selection screen. Before we describe each of the windows associated with the control bar, we will look at some other features of the screen layout.

Text Window: Chat and Effects

The incoming text window serves two purposes. The chat window on the bottom displays all incoming text, such as messages from other players (whether public or private), broadcast messages, and certain dialog from NPCs such as shopkeepers. The top part of the window displays messages related to combat and spell casting.

Combat messages relating to the monster you are fighting will display in orange text (default). However, if more than one enemy is attacking you, combat messages relating to any others will display in red, helping you keep track of what's going on.

Note that you can customize the incoming chat and message colors. For a complete description of chat options, see the "Chat" section later in this manual.

Quick Bar

The Quick Bar is used to engage abilities, spells and combat styles, and may have other uses as well. For instance, Minstrels can use the Quick Bar to switch quickly between holding an instrument or a weapon, and you can use the `/macro` command to place text or commands in the Quick Bar. There are ten separate Quick Bars, numbered 1 through 0.

Each Quick Bar has ten slots on it, which correspond to the number keys on your keyboard. To use the Quick Bar, drag a skill, spell, combat style or appropriate item onto one of the slots, then press the corresponding number on your keyboard

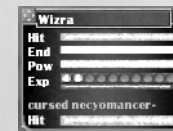


or click on the icon in the Quick Bar. Note that the skill, spell or combat style you have chosen may require certain circumstances to activate. For instance, if you have no enemy targeted, you will not be able to initiate a combat style or combat spell. To switch quickly between Quick Bars, hold down the *Shift* key and press the appropriate number (1 through 0). Or click on the arrows at the top of the Quick Bar to scroll through them.

You can drag the Quick Bar to any position on the screen, and also that its orientation can be either vertical (default) or horizontal. To adjust the orientation, simply click on the little black square in the corner of the Quick Bar. To remove any hot key set up on the Quick Bar, hold down *Shift* and right-click on the item you want removed.

Summary Window

The summary window defaults to the lower right-hand corner of the screen and displays a few useful bits of information, including your character's current health (red), endurance (green), power (yellow), and experience (blue), as well as the name, approximate level and health of your target. The long blue bar at the bottom represents 10% of the total amount of experience you need to advance to the next level. The line of blue circles represents 100% of the experience needed to reach the next level, which is divided into 10 bubble segments. The long blue bar represents one bubble. When it is filled, the next bubble will become highlighted. Once all ten bubbles are highlighted, your character will advance to the next level.



The Command Button Interface



The Command Button Interface contains a variety of useful commands, available with the simple click of your mouse:

Attack - Toggles in and out of combat mode.

Sprint - Toggles in and out of Sprint mode.

Sit - Causes your character to sit.

Follow - You'll follow the selected character or creature from a distance away.

Stick - You'll stick close to the selected character or creature wherever it goes.

Face - You'll face the selected character or creature.

Pray - You'll pray, assuming your gravestone is selected.

Release - Your dead character will release, returning to the bind-stone.

Bonuses - Lists any current resistances or buffs.

Bind - Binds you to a stone, assuming one is nearby.

Keeps - Lists all keeps and which Realm controls them.

Relics - Lists all relics and which Realm controls them.

Tasks - Lists any current tasks.

Friends - Opens your Friends Monitor (see below).

Afk - Flags your character as afk (away from keyboard).

Compass - Toggles the compass open or closed.

Help - Opens the interactive help system.

Journal - Opens your quest journal.

Quit - Causes your character to log out of the game.

Keyboard - Lists the current keyboard configuration.

Control Bar Panels

Player Sheet

To call up your player sheet, hit the "p" key or click with your mouse on the Player Sheet icon on the Control Bar. The Player Sheet displays your character's name, class, level, guild name, guild title, association, realm title, realm points, skill (in your current readied weapon), damage (with the current readied weapon), armor absorption, armor factor, attributes, guild and Realm titles. Two buttons appear at the bottom of the Player Sheet: Options and Command.



Options

Clicking the Options button on the Player Sheet opens a window of settings.

Display Names

By selecting or unselecting an option, you can change the display of names on monsters and NPCs, gravestones, other players and/or your own name.

Sound Settings

The available sound settings are exactly the same as those available when you choose Options at the Character Select Screen.



Graphics Settings

The available graphics settings are exactly the same as those available when you choose Options at the Character Select Screen, except for Spell Effects. You can choose All to see all effects, None to see no effects, or Self to see only the effects originated from your character. You can also type */effects* [ALL/SELF/NONE] to accomplish the same thing.

Command

Clicking the Command button opens the Command Button Interface (see page 28).

Inventory Panel

To call up the inventory window, hit the “i” key or click on the bag icon on the Control Bar. The Inventory Panel displays a paper doll image of your character as it currently appears in the game, slots in which equipment may be worn, a backpack and currency. You’ll learn more about the items in your inventory in later sections of the manual.

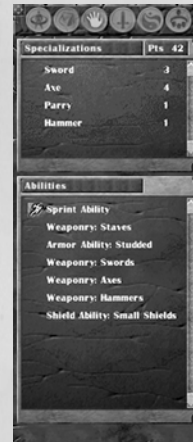


Abilities Panel

The abilities window will display all the things that come naturally to your character. For example, if the window displays “Armor Ability: Leather,” then your character has the natural ability to wear armor made of leather and there is no training required to be able to wear it.

Usable Abilities

Some abilities have an icon beside them, which indicates that they can be used by dragging them onto your Quick Bar and



used. Sprint is one that currently comes with an icon as well as Stealth, Climb and a few others. For all abilities that have icons, you may select and drag the icon over to your Quick Bar. Then select the corresponding numerical key to activate the skill. For instance, to use the Sprint ability, click on the appropriate numeric key and your character will enter sprint mode and will run faster while using endurance. Once you are out of endurance, your character will return to its normal running speed.

Combat Styles Panel

Just as all spell casters get spells, all melee classes receive combat styles. These styles are based on the character’s skill specialization. Armsmen who use the polearm skill, for example, will receive combat styles based on the polearm. The Armsmen will still have natural skill in other weapons but may not have styles if the weapon type is not specialized. If you right-click on a combat style icon, your summary window (bottom right hand corner) will display your opening which describes the situation necessary to use the combat style successfully. If the opening is “none,” then the style can be used at any time. To use combat styles, drag the icon from the combat styles sheet to the Quick Bar. Clicking on the icon (or the appropriate number on the key-



Note that using combat styles will deplete your character's endurance.

board) while it is in the Quick Bar will set the character into combat mode. Press **shift-I** for additional information about a combat style.

Spell List Panel

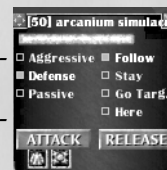
As spells become available to you, they will be displayed in your spell list window. To call up your spell list window, click on the symbol from the control bar that resembles a yin-yang symbol or hit the “U” key. In some cases, spells are listed by different categories. Click on the category name to expand the list of spells your character has learned beneath it along with their spell level. Click again to contract the list. To use spells, drag them onto your Quick Bar. If you’ve grabbed a spell that you didn’t mean to, you can right-click anywhere on your screen to “drop” it from the mouse pointer. Don’t worry, you won’t actually drop the spell, but you will no longer be dragging it about. The spell list panel also contains two additional buttons: Pet and Conc.



Pet Window

Some character classes can have pets, which follow them around and follow their orders. To control a pet, click the Pet button on the spell list window. If you have no pet, the window will display no information. If you acquire a pet, the window will open automatically.

The pet window displays the name of your pet, its health and a list of possible commands and behaviors you can give to your pet. It shows any buffs or magical enhancements that you have cast on your pet. You can have your pet act aggressively (attack



everything), defensively (attack only that which attacks its master), or passively (attack nothing). You can have your pet follow you, stay, come to you or go to a target location (currently defined by a target creature or person). At the bottom of the pet window are two more buttons. Attack will order your pet to attack any enemy you currently have targeted. The Release button sets your pet free. *Note that any command on the Pet Window can be dragged to the Quick Bar and used from there.*



Concentration Window

Clicking the button labeled **CONC** reveals you’re the concentration window, which opens to the left side of the screen by default. This window is used to display active spells of a specific type that require concentration, for example, Cleric protection spells. If you are playing a character that has concentration-type spells, any active spells are displayed in this window. To remove any active spell from the window, shift and right-click the spell icon.

The Concentration Window shows not only which spells are cast on which characters, but also how much remaining concentration your character has. Because these “buff” spells each require some concentration, there is a limit to the number of such spells that can be active at any given time. The Concentration Window helps you track those spells.

Group Panel

The group panel allows you to see different aspects of your current group, which may be composed of up to eight party members. A person may be added to the group by clicking the Invite button with that person targeted, or by using the */invite* command. When you are a member of a



group, this panel will display each member's name, class, current level, health, power level and active spells affecting their character. Other buttons are used to join a group, disband a group or person, or display/*hide* your mini group window. You can click on a name in the group (or mini group) panel to select that character in the game.



Mini Group

To open the mini group window, open the group panel and click the Mini button. The mini group window will open in the lower left-hand corner of your screen. Like the other displays, this window can also be moved around. This is a mini version of your normal group window, displaying the names of your party members, their health and approximate power. The red bar represents health; the gold circle represents approximate power. The brighter the gold circle, the more power the group member has. If the circle darkens, that party member is out of the necessary power with which to cast spells.

Looking for Group Display

If you are either looking to find a group to join or to add a person to an existing party, the "Looking for Group" or LFG feature is what you will want to use. More information about this feature is available in the Groups section of this manual.

Items & Equipment

There are thousands of items in each Realm. Some are for sale by shopkeepers and player craftsmen. Others are unique and may only be obtained by completing quests or by killing monsters. There are many different weapons and pieces of armor, as well as items used for various purposes. Some items may also have spells and modifications that can affect your character when these items are used. And, depending on your class

and skills, you may or may not be able to use certain items. Part of your character's development will be the collecting and implementation of these items.

Starting Equipment

Everyone begins the game with a single basic practice weapon and possibly a shield at his or her disposal. The weapon you start with will depend on your character's class. If you should lose or accidentally sell your practice weapon (it is not worth anything, but the vendor won't mind taking it off your hands), simply go back to your trainer. He or she will be happy to give you another. All classes come equipped with a five-pocket backpack, and each pocket is capable of holding eight items. In the inventory window ("i" key), you may select which pocket to look in by clicking on the small sack icon to the right side of the inventory list. The active pocket becomes highlighted. Your character's money is displayed at the bottom of the inventory window. The denominations are copper, silver, gold, platinum, and mithril.

Money Denominations

100 copper = 1 silver
 100 silver = 1 gold
 1000 gold = 1 platinum
 1000 platinum = 1 mithril

New Equipment

Weapons

Your character can carry weapons and shields in different hands, depending on its class, level and trained skills. To see your character's equipped weapons, open the inventory panel

("i" key) and look at the slots corresponding to right hand, left hand, two hands or ranged. Initially, your character will carry a weapon in the right-hand slot. Each slot represents where your character will stow a weapon when you are not in combat. To equip a weapon from inventory, select it and drag it over the appropriate slot. Or, you can drag it over the paper doll image of your character and it will automatically drop into the default slot for the type of item it is. If an item is already in that slot, it will exchange positions with the new item and return to inventory.

Armor

There are six armor slots, covering the body, arms, head, hands legs and feet. When you obtain a piece of armor, you can place it in the appropriate slot, or simply drop it onto the paper doll. It will drop into the appropriate position. If a piece of armor is already in that slot, it will exchange positions with the new piece in the inventory.

There are different "sets" of each armor type, which, while functionally similar, will differ in looks and possibly in stats and price as well. You may choose to mix and match judiciously based on your level and available cash.

Armor Factor and Absorption

Pieces of armor have two unique statistics: Armor Factor and Absorption. Armor Factor describes the armor's basic effectiveness—it's ability to protect you from being hit. The higher the Armor Factor, the more protection it provides. Each piece of armor you wear adds to your overall Armor Factor, which you can read on the Player Sheet panel.

Armor Absorption describes the amount of damage a piece of armor will absorb. So a piece of armor with an absorption of 20 would



absorb 20% of a blow. Each type of armor has an absolute absorption: cloth is 0%, leather is 10%, studded is 19%, chain/scale is 27%, plate is 34%. Armor factors on the different types of armor vary depending on the armor's material, quality, and condition.

Peripheral Equipment

Your character also has the option of wearing other types of items, including a cloak, a neck-piece, jewelry, a waist piece, up to two rings, and up to two wrist pieces. These items do not show up to other players on your character (except the cloak), but they may have special properties when worn.



Item Deterioration

In *Dark Age of Camelot*, weapons, armor, and magical jewelry deteriorate as they are being used. The less skilled a character is at using a particular type of weapon or armor, the faster it will deteriorate. Because of this, there are several different grades of equipment, and the higher grades become available to you as your character advances. Each grade represents the general durability of the item, and in some cases, the effectiveness. The more durable the item, the more times it can be repaired. Over time, however, some items may become too worn down to repair any further. Also, each time an item is repaired, it becomes somewhat more prone to wear, ultimately over time becoming essentially useless.

The different grades of armor and weapons, from the lowest to highest are common monster loot, store bought items, player crafted, rare item loot, and quest items. The rare item loot and the quest items will generally have the same durability, but the quest items may be slightly better in their effectiveness.

When you examine an item, you will see its condition (how well repaired it is currently), its durability (how many times the object can be repaired before becoming useless), and its quality (how good an item it is). The quality of an item never changes.

Object Information

Right-clicking on weapons and armor (in stores, in your inventory, etc.) shows you additional information about the weapon: speed/damage for weapons, damage absorption for armor. The name of the item is color-coded, based your relative level to that of the object:

Gray	–	Way too weak for you to be using
Green	–	Just below your level, but OK to use
Blue	–	Optimal
Yellow	–	You won't get full use of it, but can use it
Orange	–	Above skill level, degrades faster
Red	–	You'll harm this object quickly by using it.
Purple	–	Don't even think about using it.

Press *Shift-I* for additional information about an item. Some items may have magical properties, including stat enhancements, protection against certain types of attacks or even spells that will cast automatically when the item is in use.

Armor Dyeing and Enameling

Armors have a base tint, but you can redye any piece of armor by purchasing appropriate dyes or enamels from merchants found throughout the realms. Dye merchants sell dye (for cloth), leather dye (for leather), and enamel (for studded, chain, and plate) and each piece of your armor may be tinted individually. Some dyes (the more desired or "special" colors, such as black or purple) are very rare and aren't sold in shops, but are available through questing.

To dye an armor piece, purchase a dye pot from a merchant, unequip the armor piece from your character into a normal interface slot, then drop the dye pot onto the armor piece and reequip it. Voila! That piece is tinted.

Please note that you can redye an armor piece as many times as you want.

Loot!

During your sessions within Dark Age of Camelot, you will encounter both friendly and nasty creatures and monsters. Often when you kill one of these monsters, it will drop one or more items on the ground. Monsters that appear as gray to you will give you no experience and will drop no loot. To target a dropped item, use F7 or your mouse pointer. Hit the "g" key or click and hold on the item with your mouse pointer and drag it into your inventory. Hitting the "g" key will automatically place the targeted item into your backpack. Keep in mind, however, that you can change the default settings of your keyboard configuration to keys of your liking. You may come across some weapons or armor that are described as "tattered" or "pitted." This means these items have come off of monsters (who generally don't take good of care of their items). You can use weapons found when killing monsters, but they are usually not as good as store bought or crafted (hence, the "tattered" and "pitted" descriptions). However, some monster loot can be outstanding to use, especially found on high-level monsters, and may even include magic that will enhance your abilities.

Encumbrance

Your character's ability to carry items is limited and is based on its strength. Each item has a specific weight, which you can see by examining the item. Your character can carry weight equivalent to its strength plus 50. Thus, a Highlander or Firbolg with a strength of 100 can carry 150 pounds before becoming encumbered, and an Avalonian or Kobold with a strength of 50 can carry 100 pounds. Your character will start to slow down when it hits its encumbrance limit, and will be slowed completely if it is carrying its encumbrance limit times 1.5 (i.e., the Avalonian or Kobold at 150 and the Highlander or Firbolg at 225).

Please note that some magical spells can temporarily raise (or lower) your strength, and thus your encumbrance.

The Commands

Dark Age of Camelot features many keyboard commands to enhance your enjoyment of the world. These include quick keys, slash commands and function keys.

Keyboard Configuration

Quick Keys are commands that are assigned to a single key on your keyboard for quick access. You can configure these keys by clicking the Options button and selecting Configure Keyboard from the Character Selection screen. *Note that there are several basic configurations you can use to start, such as RPG or FPS, or you can start with the default settings as listed below:*

Move Forward	.Right Button
Move Backward	.Left Button
Move Forward	.Up Arrow
Move Backward	.Down Arrow
Turn Left	.Left Arrow
Turn Right	.Right Arrow
Strafe Toggle	.Unset
StrafeLeft	.Q (Z)
StrafeRight	.W (X)
Jump/Up	.A (Space Bar)
Down	.Z (D)
Sit/Stand	.C (S)
Walk	.F (W)
LookUp	.S (PgUp)
LookDown	.X (PgDown)
ResetCamera	.D (Home)
PanCamera	.Tilde

RunLock	.NumLock
Select/Open	.Space (U)
SellItem	.Shift + S
Destroy Item	.Shift +D
Torch	.T
ToggleNames	.Shift +N (N)
Get Item	.G
AttackMode	.F6 (A)
Consider	.N (C)
Ground Target	.F5 (shift +T)
UseItem	.F4 (E)
UseItem2	.Shift +U
Show Inventory	.I
Show Status	.P (O)
Show Group	.O (P)
Show Spells	.U (shift +I)
Show Skills	.[(Shift +O)
Show Combat	.Y (Shift +P)
Nearest Enemy	.F8
Nearest Object	.F7 (F(9)
Nearest Friend	.F9 (F7)
Nearest Loot	.H
Last Attacker	.F10
Reply	.R
Chat Logging	.L
Mouselook Toggle	.M
Mouselook	.Ctrl
Target Group #1	.Shift +F1 (F1)
Target Group #2	.Shift +F2 (F2)
Target Group #3	.Shift +F3 (F3)

Target Group #4	Shift +F4 (F4)
Target Group #5	Shift +F5 (F5)
Target Group #6	Shift +F6 (F6)
Target Group #7	Shift +F7 (Shift +F1)
Target Group #8	Shift +F8 (Shift +F2)
Chat Page Up	PgUp
Chat Page Down	PgDown
Sys Page Up	Shift +PgUp (Shift +Insert)
Sys Page Down	Shift +PGDown (Shift +Delete)
Help	F1 (Shift +H)
Performance Meter	Shift +P (Shift +X)
Compass	Shift +C
Information/Delve	Shift +I (Shift +N)
Command Window	Colon (Y)
Follow	Shift +F
Stick	Shift +G
Face	Shift +H (Shift +E)
Craft/Salvage	Shift +R
Sprint	V
Right Hand Weapon	,
Two Handed Weapon	.
Ranged Weapon	B

QUICKBINDING

To allow players to better bind their keys to player abilities, we're introducing a system of 'Quickbinding'. This allows you to bind any free keyboard key to a particular quick bar slot.

To allow players to leave keys free to be used for quickbinding, you can now set keys in the Keyboard Config screen to 'No Key'. Select the key, and press the '[Clear Key]' button that appears. Previously, if you left a key as UNSET, a default key would be selected for it if one was free.

These bind to a particular slot, so changing what is in the slot will change what the keypress does. You may only assign quickbinds to keys which do not yet have any action mapped to them in the normal keyboard config screen. These quickbinds are saved on a per-character basis.

To bind a new key

/qbind bar# slot#

To get rid of a keybinding

/qunbind bar# slot#

To see all your current bindings

/qbind

For example, if you put Quickcast on page 10, slot #5 of your quick bar, and wanted to bind a key to it, you would enter: *"/qbind 10 5"*.

You will then be prompted to press the key you want to bind this ability to.

The following are quick keys that are available but currently cannot be assigned to other keys:

- ~ Pans your camera around when you are in 3rd person view.
- Takes a screenshot of the current scene (numeric pad only).
- TAB Hides the interface displays.
- ESC Removes the current target from your target panel.
- Enter, ' or " Initiates conversation.

The "/" (Slash) Commands

While some commands may be set up using quick keys (see Configure Keyboard), others require the use of "/" commands. To use the following commands, simply type "/" in the command line followed by the appropriate command: *Note: Guild related slash commands are listed in the "Player Guilds" section.*

Chat Commands

- /asend* Send a message in alliance chat.
- /broadcast* or */br* a message to everyone in a zone.
- /chat* or */ch* Send a message to your current chat group.
- /group* or */g* Sends a message only to members of your party.
- /guild* or */gu* Send a message to everyone in your player guild.
- /ignore* Causes selected player's messages to be ignored.
- /osend* Officer send - for guild officers.
- Reply Just press R to reply to the last person to */tell* you.
- /rpfiler* Replace [text] with an abbreviation [abbreviation]. Example: */rpfiler* LFG Looking for group" would display "Looking for group" when you enter LFG.
- /scrollchat* Clears chat window every 90 seconds. Cleared chat is still available by scrolling back up.

- /say* or */s* Sends a message to nearby players.
- /send* Sends a private messages to another person (i.e., */send john hi*).
- /tell* or */t* Same as */send*.
- /whisper* Same as */say*, but other people in the area won't see it.
- /yell* Basically broadcasts a call for help and the direction the call came from to other nearby players.
- /em* or */emote* Lists available in-game emotes.

Action Commands

- /afk* Flags your character as being away from the keyboard.
- /anonymous* or */anon* Prevents your character from showing up in */who* lists or friend monitor.
- /autosplit* [loot/coins] In groups causes items or cash to be distributed equally between all group members.
- /bind* Binds your character to a bind stone where it will resurrect in the event of death.
- /cancelstyle* Cancels backup styles.
- /clock* Toggles a window showing real-world time.
- /colornames* Toggles character names in colors related to their status (i.e. your group).
- /effects* [all/self/group/none] Spell effect settings.
- /filter* Toggles the profanity filter on or off.
- /follow* Causes your character to follow a selected character, keeping the same distance (*see also /stick*).
- /formation* [line/triangle/protect] Formations for Bonedancer pets.
- /friend* [add/remove] Add to friend list with */friend [name]*. Remove with *friend [name] remove*. Also */friends*.
- /groundassist* Similar to */assist*, but shares a ground target.
- /hidenames* Turns off display of names over players' heads.

<i>/hood</i>	Toggles a hood on or off, if you are wearing one.
<i>/lastname</i>	Used alone, will clear a last name. Used at the Name Registrar and with a preferred name, will set your last name.
<i>/macro <text></i>	Assigns <text> to the cursor. Click on an empty slot on the Quick Bar to assign it to a hotkey. Works with slash commands, too. See the section on Macros (p. 60) for more information.
<i>/mbuy</i>	Purchase multiple items from a merchant.
<i>/nohelp</i>	Prevents someone outside your group from using healing on you and leaching experience. Also turns off effects of all healing spells, regen buffs, etc.
<i>/noqueue</i>	Toggles spell queuing on or off.
<i>/oldnamescolors</i>	Reverses the effect of <i>/colornames</i> .
<i>/pray</i>	With your character's gravestone targeted, <i>/pray</i> allows you to recover some of the experience lost due to a death.
<i>/qbar [#]</i>	Switches to the specified Quick Bar.
<i>/qbind</i>	Displays all your assigned key bindings. With [bar#] [slot#], sets a new key bind.
<i>/qunbind [bar#] [slot#]</i>	Gets rid of a keybinding.
<i>/quiver</i>	Brings up the quiver window.
<i>/quiver dump</i>	Drops all arrows in the quiver to the ground.
<i>/quit or /q</i>	Quit the game.
<i>/release</i>	In case of death, type <i>/release</i> to return to life
<i>/repair</i>	Attempts to repair a selected item. Requires appropriate craft skill.
<i>/respec</i>	At levels 20 and 40, you have a one-time option to change the way your skills are specialized. Select your trainer and type <i>/respec</i> . Available arguments are [all] [realm] or [spec line].

<i>/rest or/r</i>	Rest is used to allow your character to sit and heal. The rate of health regeneration is approximately twice that of the standing rate.
<i>/salvage</i>	Salvage raw goods... for crafters of sufficient skill.
<i>/set [class/trade]</i>	Sets your name display in <i>/who</i> to show either your class or trade.
<i>/setwho [class/trade]</i>	Sets the display of <i>/who</i> commands to show a characters class or trade specialization.
<i>/shownames</i>	Shows names. Available arguments are [all], [self], [players], [monsters], [gravestones], [group-mates], [guildmates], [enemies].
<i>/sit</i>	Same as <i>/rest</i> .
<i>/spacing [normal/big/huge]</i>	Sets spacing for Bonedancer pets.
<i>/sshot [base name]</i>	Takes a screenshot and uses the specified basename. For instance, <i>/sshot Raid</i> would take screen shots such as Raid-01.jpg.
<i>/stand</i>	Makes your character stand up. Or use forward or backward arrows.
<i>/trade</i>	Initiates trade with a selected character.
<i>/transfer [keep name]</i>	Transfers corpse in RvR to Corpse Summoner at the specified keep name. Keep names are case sensitive.
<i>/upgrade</i>	Used to upgrade a keep.
<i>/webdisplay nopoints</i>	Toggle to display Realm points on DAoC website on or off.
<i>/webdisplay trades</i>	Toggle to display your trade skills on the DAoC website, on or off.

Fighting and Defense Commands

<i>/assist</i>	Assists the target in battle.
<i>/face</i>	Moves your character to face a selected character or creature.
<i>/faceloc [x] [y]</i>	Faces in the direction of the coordinates (x,y).

<i>/guard</i>	For some character types, causes them to guard another character.
<i>/protect</i>	For some character types, allows them to offer special protection to a selected character.
<i>/stick</i>	Causes your character to stay very close to a creature or another character.
<i>/duel challenge</i>	Challenges a selected character to a duel.
<i>/duel accept</i>	Accepts a challenge.
<i>/duel decline</i>	Declines a duel.
<i>/duel surrender</i>	Give up.

Information Commands

<i>/bonuses</i>	Displays the bonuses window.
<i>/dir or /d</i>	Shows the direction you are facing.
<i>/friends [name]</i>	Adds [name] to your friends list. Also opens the friends list panel. Lists friends online if no name is specified.
<i>/journal</i>	Displays the journal window.
<i>/keyboard</i>	Lists your current keyboard configuration.
<i>/loc</i>	shows your current location in coordinates.
<i>/played</i>	Lists the number of hours you have played the current character.
<i>/quest</i>	Displays the details of the quests you are on and/or have completed. Or click "Journal" on the Command Button Interface for current quests.
<i>/setcamera</i>	Saves your current camera settings.
<i>/resetcamera</i>	Restores the default camera settings.
<i>/realm</i>	Brings up the Realm status window.
<i>/relic</i>	Lists which Realms control specific relics.
<i>/task</i>	Displays information about current tasks.
<i>/time</i>	Shows the current game time.

<i>/where <name></i>	Ask a guard where another NPC is.
<i>/who</i>	Lists the number of active players.
<i>/who help</i>	Lists possible <i>/who</i> options.
<i>/who all</i>	Lists all players in the game, their class, level and location.
<i>/who csr</i>	Lists all Customer Service Representatives currently online.
<i>/who <name></i>	Lists all players whose name starts with <name>.
<i>/who <class></i>	Lists all players of specified class.
<i>/who <location></i>	Lists all players in specified area.
<i>/who level <#></i>	Lists all players of specified level.

Group Commands

<i>/invite</i>	Invites a targeted person into your group.
<i>/disband</i>	Disbands a group or allows you to remove yourself from a group.
<i>/join</i>	Join a group.

Chat Group Commands

<i>/cg invite <name></i>	Invites a player to join a chat group.
<i>/cg who</i>	Lists all members of the chat group.
<i>/cg remove <name></i>	Removes a player from the chat group.
<i>/cg disband</i>	Disbands the chat group.
<i>/cg leave</i>	Leave a chat group.
<i>/cg listen</i>	Sets the group on listen-only mode. Only the leader and moderator can speak.
<i>/cg leader</i>	Declare someone the leader of the chat group.
<i>/cg public</i>	Makes it so anyone can join the chat group.
<i>/cg private</i>	People can only join by invitation or by password.
<i>/cg join [moderator name]</i>	Join a public chat group.
<i>/cg join [moderator name] [password]</i>	Join a private chat group using the moderator's name and the password.

- /cg password* Displays the current password (moderator only).
- /cg password clear* Clears the current password (moderator only).
- /cg password [new password]* Sets a new password.
- /friend <chat>* Sends messages to members of your chat group (or use the Friends tab).

Battlegroup Commands

(Some commands can only be performed by the battlegroup leader and those designated by the leader. Battlegroup commands can be written out (/battlegroup) or abbreviated to /bg. Battlegroup chat can be abbreviated as /bc.)

- /bc invite [playername]* Invites the specified player.
- /bc who* Lists all members of the battlegroup.
- /bc groups* Will display a group focused version of the /battlegroup who command. It will identify who is grouped within the battlegroup, who is grouped with people outside the group, and who is solo.
- /bc loot [treasurer/normal]* Toggles the treasurer feature on/off.
- /bc treasurer [battlegroup member name]* Designates the specified player as the treasurer for the battlegroup.
- /bc lootlevel [level]* Sets a threshold for the level an item must be to enter into this system.
- /bc remove [playername]* Removes the specified player from the battlegroup.
- /bc leave* Remove oneself from the battlegroup.
- /bc listen* Puts the battlegroup on listen mode; only the moderator and leaders can speak.
- /bc leader* Declare another member of the battlegroup as leader; This player can invite other players into the battlegroup and speak when the battlegroup is on listen mode.
- /bc public* The battlegroup is public and anyone can join by typing */cg join*.

- /bc private* The battlegroup is invite or password-only.
- /bc join [moderator name]* Join a public battlegroup by name of the moderator.
- /bc join [moderator name] [password]* Join a private battlegroup which has a password set.
- /bc password* Display the current password for the battlegroup (moderator only).
- /bc password clear* Clears the current password (moderator only).
- /bc password [new password]* Sets a new password.

Siege Weapon Commands

- /aim* Aims the weapon.
- /arm* Readies the weapon for firing.
- /fire* Fires the weapon at the target.
- /load* Loads the weapon with ammunition.

Housing Commands

- /boot [playername]* Kicks a player out of your house.
- /bountyrent [personal | guild] [amount]* This will allow players to directly pay for their house rent with bounty points, rather than purchasing tokens which may not be correct in value.
- /housefriend [player|guild|guildlevel] [Player's or GuildRank's Name]* Adds a player, guild, or guildlevel to your house friends list.
- /housefriend all* Allows everyone to enter the home.
- /houseface [guildname|lot number]* Points to the specified guildhouse of the guild noted, or the lot number noted in the command. */houseface* alone will point to one's personal home.
- /househelp* Brings up the housing manual in-game.
- /listmerchant* Toggles whether or not your merchant's items are included in the Player Market Database.

Help Commands

<i>/stuck</i>	Relogs your character if you become stuck, and moves you to the nearest valid position.
<i>/advisor</i>	List yourself as an advisor. Must have at least 20 hours of play time.
<i>/advice</i>	Lists players who have signed up as advisors.
<i>/advice <player> <question></i>	Sends a query to the named advisor with your question.
<i>/appeal</i>	Sends a message to the in-game support staff (during business hours) requesting help.
<i>/cancelappeal</i>	Cancels a pending appeal.
<i>/help</i>	Displays the help window.

Card Game Commands

<i>/deal <name> [U/D]</i>	Deals a card to [name] face up or down.
<i>/discard</i>	Discard a card.
<i>/held</i>	See what cards you are holding.
<i>/random <#></i>	Used to generate a random number between 1 and <#>. For instance <i>/random 100</i> will generate a random number between 1 and 100.
<i>/roll</i>	Rolls imaginary dice.
<i>/show</i>	Show your cards.
<i>/shuffle <#></i>	Shuffles imaginary decks of cards. <#> is the number of decks shuffled.

PvP Server-Specific Commands

<i>/gc enemyadd [guild]</i>	Adds a guild to the enemy guilds list.
<i>/gc enemyremove [guild]</i>	Removes a guild from enemy guilds list.
<i>/craft [realm]</i>	Allows a craftsman to switch to another realm's corresponding set of recipes. For example, an Albion tailor can switch to Midgard to tailor Midgard recipes.

Guild “/” (Slash) Commands

There are several commands that become available once you have formed a guild:

Guild Chat Commands

<i>/gu <text></i>	Chats on the guild channel.
<i>/guild <text></i>	Chats on the guild channel.
<i>/osend <text></i>	Chats on the guild officer channel.
<i>/asend <text></i>	Chats with members of your guild's alliance.

Guild Commands

All guild commands begin with */guild* or */gc* and are followed by the specifics of the command.

<i>/gc form <name></i>	Forms a new guild if all members of a full group accept it.
<i>/gc accept</i>	Used by group members to accept the formation of a guild.
<i>/gc decline</i>	Used by group members to decline membership in a guild, cancels formation of the guild.
<i>/gc invite</i>	Invites a targeted player into the guild.
<i>/gc info</i>	Gives information about a player's guild, depending on player's guild rank.
<i>/gc cancel</i>	Cancels any previously executed guild command such as <i>/gc form</i> or <i>/gc invite</i> .
<i>/gc quit</i>	Removes you from a guild.
<i>/gc motd <text></i>	Sets a special message-of-the-day for the guild.
<i>/gc omotd</i>	Sets the officer's message-of-the-day.
<i>/gc promote/demote #</i>	Promotes (demotes) the targeted player to the rank (#) specified.
<i>/gc remove</i>	Removes the targeted person from guild.

<i>/gc emblem</i>	Used by guild leader to set the emblem style for the guild.
<i>/gc who</i>	Used to see what guild members are currently in the game.
<i>/gc displayofficers</i>	Lists the guild's officers.
<i>/gc claim</i>	Used to claim a keep after defeating the keep lord. Requires a full group of guild-mates.
<i>/gc autoremove</i>	Removes players who are off-line the next time they log in.
<i>/gc webpage <URL></i>	Used to send the guild's web address for posting on the Camelot Herald.
<i>/gc email <email></i>	Used to post the guild's email address to the Camelot Herald.

Guild Structure Editing Commands

These commands are used only by the Guild Master, or someone who has been granted appropriate privileges by the Guild Master.

/gc edit

This is the base edit command, used as a preface to all other guild editing commands. If used alone, without an argument, it will return the list of guild editing options.

/gc edit <#> title <text>

Sets the title for a specific rank <#> for this guild. For instance, if you want someone of rank 5 to have the title "Guild Protector" or something, you would type */gc edit 5 title Guild Protector*.

/gc edit <#> ranklevel <setting>

Used to set the rank hierarchy. For instance, the Guild Master might be rank level 0 while the main officers of the guild would be rank level 1. Other guild members might be rank level 2, and so forth.

/gc edit <rank> emblem

Used to edit the rank of members who are allowed to wear the guild emblem on their cloak or shield.

/gc leader

Allows the guild leader to promote another player to leader.

Yes/No Edit Commands

The following commands use a yes or no argument. For instance, */gc edit 4 gcheat y* would set members of rank 4 to be able to hear guild chat. The command */gc edit 5 gcheat n* would set members at rank 5 so that they would not be able to hear guild chat:

/gc edit <ranknum> gcheat <y/n>

Edits this rank to be able to hear guild chat.

/gc edit <ranknum> gcspeak <y/n>

Edits this rank to be able to speak in guild chat.

/gc edit <ranknum> ocheat <y/n>

Edits this rank to be able to hear Officer chat.

/gc edit <ranknum> ocspeak<y/n>

Edits this rank to be able to speak in Officer chat.

/gc edit <ranknum> invite <y/n>

Edits this rank with the ability to invite members into the guild (at guild rank 9).

/gc edit <ranknum> promote <y/n>

Edits this rank with the ability to promote/demote someone lower in rank.

/gc edit <ranknum> remove <y/n>

Edits this rank with the ability to remove those lower in rank.

/gc edit <rank> emblem <y/n>

Used by leader to set which ranks can wear the guild emblem.

/gc edit (ranknum) motd (y/n)

Edits the rank of those who can write the motd.

Alliance Commands

- /gc aaccept/adecline* Accept an alliance invitation.
- /gc adecline* Decline an alliance invitation.
- /gc ainvite* Invite another guild to join your alliance.
- /gc acancel* Cancels any pending alliance command.
- /gc aremove* Remove your guild from the alliance.
- /gc aremove alliance* [#] Removes specified guild from the alliance.
- /gc aremove leader* Used to remove the leader of an alliance.
- /gc amotd* [message] Used to create the alliance message-of-the-day.
- /gc edit* (ranknum) alli (y/n)
Used to set rank numbers for alliance members.

Assigning a Slash Command to a Hotkey

You can assign any slash command to a hotkey by typing */macro <slash command>*, then dragging the cursor (which now carries the command) over to an empty slot on the Quick Bar. To execute that command again, simply press the associated number key or click on the icon.

Emotes

You can use the */em* command to depict an action or non-chat description. For instance, to tell everyone you are smacking Derk the Bold with a fish, you would type */em Smacks Derk the Bold with a fish*.

Animated Emotes

Certain emotes are treated as commands themselves and include special animations. Here is a partial list of animated emotes:

<i>/bang</i>	<i>/dismiss</i>	<i>/raise</i>
<i>/beckon</i>	<i>/flex</i>	<i>/rude</i>
<i>/beg</i>	<i>/hug</i>	<i>/salute</i>
<i>/blush</i>	<i>/induct</i>	<i>/shrug</i>
<i>/bow</i>	<i>/kiss</i>	<i>/slap</i>
<i>/charge</i>	<i>/laugh</i>	<i>/slit</i>
<i>/cheer</i>	<i>/military</i>	<i>/surrender</i>
<i>/clap</i>	<i>/no</i>	<i>/taunt</i>
<i>/cry</i>	<i>/point</i>	<i>/victory</i>
<i>/curtsey</i>	<i>/ponder</i>	<i>/wave</i>
<i>/dance</i>	<i>/present</i>	<i>/yes</i>

The Function Keys

The following is a list of the current function key settings. Note that these settings can be changed with other keyboard options:

- F1 Calls up the internal help system. Not alterable.
- F6 Combat mode on/off.
- F7 Target nearest option, select key again to cycle through objects.
- F8 Target nearest enemy, hit again to cycle, nearest to farthest.
- F9 Target the nearest PC, starting with yourself. Press the key again to cycle through other PCs.
- F11 Change camera view.

Creating Macros

Macros are great ways to automate many operations in the game. In a way, they allow you to create your own commands. The basic command for creating a macro is `/macro`. The syntax is `/macro <name> </command>` where `<name>` is the name of the macro and `</command>` is a slash command and associated text. A common simple macro is one used to get a task from an NPC. It would be written, `/macro task /whisper task`.

Once the macro has been written, it becomes an icon attached to your cursor. Drag it up to a Quick Bar slot and press the number of that slot when you want to use the macro.

Variables

Macros can be very versatile and can be used in a variety of circumstances. For instance, many players who “pull” enemies to a group will create a macro that says “Incoming <name of monster>.” The way to create this is to use the `%t` variable, which is replaced by the name of the targeted character, monster or item when the macro runs. The syntax for a macro called “incoming” would be: `/macro incoming /g Incoming %t`. If the selected monster was a decayed zombie, then implementing the macro would result in “Incoming decayed zombie” being sent to the group members. Macros can also be used to invite members to groups, to have preset comments (such as, “Aggro on the caster!”) and for many other uses.

Chat

Like any good role-playing game, social interaction is an integral part of Dark Age of Camelot. A large part of the social interaction is the ability to chat with fellow players. The text window is divided into two sections. The chat window on the bottom displays all incoming text, such as messages from other

Note: You can drag any Chat tab onto an empty slot on the Quick Bar to assign it to a hotkey.

players (whether public or private), broadcast messages, and certain dialog from NPCs such as shopkeepers, etc. The top part of the window displays messages related to the game environment, combat and spell casting.

At the top of the chat window you’ll find five tabs—Main, Broad, Guild, Group and Friends. Each of these tabs can be customized to allow you to receive or disable any of the eight chat/message channels as well as set the colors for each type of incoming message (see “Customizing Chat” below).

Say

There are several ways to speak to people nearby. This is the most basic communication and you can initiate it by hitting the ‘ or “ keys as well as `/say`, `/s` and pressing Enter. Say will send a message to everyone in your immediate vicinity.

Private Send

To send a message privately to another person of your Realm, use the `/send` command. For example, if you wanted to say hello to Grond, you would type `/send grond Hello!`

Group Chat

To speak to everyone in your party of adventurers regardless of their location, use the group send command `/g`. For example, if you wanted to meet up at the guard tower with other members of your group, you would type `/g You guys run up ahead, I’ll meet up with you at the guard tower`. Note that you can make Group Chat the default by selecting the Group tab.

Guild Chat

Use Guild Chat to send messages privately to members of your guild, if any. To send a message to all guild members currently online, type `/gu` and enter the text of your message. For instance, to call a guild meeting, you would type `/gu Guild meeting at Howth in 15 minutes`. If you select the Guild tab, then your default messages (pressing Enter) will be to your guild members only. For a more complete list of guild commands, see the section titled “Player Guilds” later in the manual.

Broadcast Chat

Broadcast chat is used to speak with everyone in a zone or local area. It is restricted to specific areas, such as Prydwen Keep, Mularn, and Howth. You’ll know when you are in such an area when you see the tagline in your message box “You have entered Prydwen Keep,” for instance. You will be able to communicate with everyone in the current area using Broadcast Chat.

Friend Chat

Sometimes when you’re playing, you may want to chat with a group of people who are not in a group or guild with you. To do so, you can form a chat group of up to 20 other players. Chat groups function very much like regular groups, except that they are only for chat. No experience or loot are shared. The leader of the chat group uses the command `/chatgroup invite <playername>` to invite people into the group. If the Chat Group leader leaves the Chat Group, the next player on the list becomes the leader.

Alliance Chat

If you are a member of a player guild, your guild may have formed alliances with other guilds. If this is so, you can chat with members of each allied guild using the alliance chat mode.

Friends Monitor



Use the Friends Monitor (click the Friends button on the Command Button Interface) to determine which of your friends are online.

Customizing Chat and Event Messages

You may adjust the length and width of the chat/effects window. You may also adjust the proportions of display between the two windows by adjusting the horizontal border between the chat and effects. If you wish this window to be completely transparent and still be able to read the text clearly, move its alpha level all the way to 0.

You can also customize the colors of incoming messages. To customize incoming chat colors, right-click on the tab for the specific chat channel you wish to change. To customize incoming event messages, right-click in the upper window to display the various system messages.

Once you have the correct window open, click on the message type you want to change. Note that a line appears under the selected message type. Then click on the arrows at the bottom right of the window, where it says “Change Color.” The selected message type will change color each time you click one of the arrows. Click on **Accept** if you are satisfied with the changes you have made. Or click on **Cancel** if you don’t want to keep the changes. Clicking **Cancel** will leave everything the way it was when you first opened the window.

Finally, you can enable or disable any of the eight types of incoming chat messages for each of the five tabs individually.

To do so, right click on the tab, then click on the small box to the left of each chat option to turn enable or disable it. *Note that if you disable a message type, you will not be able to see any messages of that type that your character receives.* Click on **Accept** if you are satisfied

with the changes you have made. Or click on **Cancel** if you don't want to keep the changes. Clicking **Cancel** will leave everything the way it was when you first opened the window.

Groups

With the onset of the Dark Ages, the once shining lands have become dangerous to those who travel. Sometimes, the best way to survive is to band together with others. Not only does this increase your chances of survival, but it also allows you to get to know others of your land and adds handsomely to the experience you gain in battle thanks to special group bonuses. The more players there are in the group, the higher the bonus. In addition, different classes have their own ways of contributing to a group. Experiment often with different class combinations to find out what works for you.

Creating

To start a new group, target the desired person you want in the group and type */invite*. You may also invite them by using the **Invite** button on the group panel ("o" key). You immediately become the leader of the group and have the ability to invite or disband members, as you desire. If you leave the group, the second person in the group list assumes the role of leader.

Joining

If another player invites you to join their group, you may type */join* or use the **Join** button on the group panel ("o" key) to join up.

Disbanding

At any time, if you wish to leave a group, you may type */disband* or use the **Disband** button on the group panel ("o" key).

Mini Group



If the group panel is too big for your liking while interacting in the group, you may open the mini group window by selecting the **Mini** button on the group panel ("o" key).

Looking for Group

Grouped	Name	Location	Level	Class
Group	Carpodem	Darkness Falls	44	Reav
Solo	Filthee	Darkness Falls	47	Bers
Solo	Kufe	Darkness Falls	41	Wiza
Solo	Dur	Darkness Falls	41	Cler
Solo	Kyuri	Darkness Falls	29	Bers
Solo	Zeddics	Cursed Forest	47	Wiza
Solo	Halla	Valley of Bri Leith	46	Ward
Solo	Littledell	Darkness Falls	45	Bone
Solo	Lifemshw	Lyonesse	47	Bone
Solo	Tammy	City of Camelot	47	Bers
Solo	Selenaa	Darkness Falls	31	Hunt
Solo	Oakwalkers	Darkness Falls	29	Anim
Solo	Lexiothan	Darkness Falls	32	Hero
Solo	himb	Darkness Falls	37	Bers
Solo	Grimbr	Darkness Falls	26	Hunt
Solo	Mordrym	Iste of Glass	50	Bers

There are many reasons for joining a group. Solo play can be dangerous or tiring. It's more fun in a group. And you can fight stronger enemies, venture where you dare not tread alone, and, moreover, receive an extra group experience and money bonus when you fight with your comrades. For fighting players from other Realms, you'll almost certainly want to be in a strong group, as well.

If you are looking to join a group, click the **Looking For Group** box at the bottom of the Group Panel. If you are not looking for a group, select **Not Looking**. Any group leader can click the **Find** button to see what players are available for grouping within an acceptable range of levels. If the list includes someone you would like to invite to join your group, select their name from the list and click on the **Contact** button, then send them a message. You can also specify what kind of character your group is seeking. For instance, if you have plenty of "tanks" (fighter types) and really need a healer or a magic user, you can specify that as a part of the Find dialog. You can select *Looking for All*, *Looking For Fighters*, *Looking for Mages*, *Looking for Healers* and *Not Looking*.

Secure Trading



The trade window.

Any two players can trade items or money. To initiate a trade, stand close to the person character you wish to trade with and drag an item over their image. A trade window will appear. Add any items and wait until they have put in whatever items or money have been agreed upon. To transfer money, click on the denomination you want to trade, then use the slider to determine the amount to transfer.

The trade will complete only when both players have clicked the *Accept* button. The small light above the *Accept* button will light up when you can finalize the trade. A timer restarts whenever an object is added or replaced, resetting the light. You can click the *Cancel* button to back out of the trade.

Note: Because you can delve items in the trade window (using Shift-I), you can show someone an item and its stats without actually giving it to them. Back out of the trade after they have seen it.



Money

You carry money in five denominations: copper, silver, gold, platinum and mithril. One silver is equal to 100 coppers. One gold is 100 silvers, and 100 silvers is one gold. However, it takes 1000 gold to equal one platinum and 1000 platinum to equal one mithril.

Any time you shop or deal with an NPC character, money will automatically be deducted from your pockets to pay for goods or services. However, there will be times, particularly when trading with other players, that you will want to select a specific amount of money. To do so, simply click on the denomination that you want to offer, click on the right-facing arrow to hold more or the left-facing arrow to hold less, then click on *Accept* to take that amount. Place your cursor over the image of the person you wish to give the money to (or onto an already-open trade screen) and click. The money will then transfer to the trade screen, where it will show up along the bottom.

Binding

Binding is a means of providing players with alternatives to their default starting points. You can only bind at a bindstone, which, in Albion, is a large engraved rock surrounded by four smaller stones. In Midgard the bindstone consists of a large rock leaning against a smaller one, with a column inscribed with runes to either side. In Hibernia, the bindstone is a tall, conical stone surrounded by mushrooms.

Bindstones are usually located in towns, villages and castles, though some may be in other locations. If you type */bind* while near one of these stones, you will receive the message, "You are now bound to this location." If you don't receive that message, in all likelihood, you are not at a bind stone. When you die—would you prefer it if we said "if you die"?—you will resurrect at the location where you are bound. If you have a new character and have not bound to any stone, your character will resurrect at its starting point.

Travel

There are various ways to get around in each region. Of course, you can always walk, run or (in some cases) swim from one place to another, but you can also find somewhat faster methods of travel, including teleportation, horse routes and boat routes. Oh, and you can even fly or ride a shark in Atlantis!

Teleportation

The fastest way from one place to another is by teleportation. Commonly, you can teleport between regions, such as the Mainland, Shrouded Isles and Atlantis. You can also teleport through various border keeps, to various places within Atlantis and to and from various locations if you have a player-owned house.

Horse Routes

There are many stables across the lands, and many ways to get from place to place by horse. For the most up-to-date information on Horse Routes, check online at:

<http://www.camelotherald.com/mapalot>

Flying Routes (Shrouded Isles)

There are new rideable routes to the new faction based mounts. These new routes will all require you to have the proper faction to use the mounts (the same faction as the destination points), to ensure players do not accidentally take a trip into a hostile area. The new merchants can be found in the following areas:

Albion: Vilmalin can be found right outside Caer Diogel and will sell players a ride to Clifton.

Midgard: Korlis can be found just outside Hagall and will sell players a ride to the Iarn dwarf outpost in Faraheim.

Hibernia: Zrrazk can be found just outside of Necht and will sell players a ride to the Krrzck outpost in World's End

Boat Routes (Atlantis)

There are three boat routes. They all start from Oceanus Hesperos called Hesperus Haven. They all make a round trip back to Hesperus Haven and stop at the location listed below.

Stygian Queen Route

Stygian Haven

Volcanus Route

Haven of Volcanus

Aerus Route

Haven of Aerus

Shark Routes (Atlantis)

Shark Routes have been added to Atlantis! Stablemasters have been added to the docks outside of each of the Havens, Oceanus, Stygia, Volcanus and Aerus. There is also a stablemaster in Mesothalassa with routes to each of the Havens. These merchants also sell a ticket good for a tour of some of the more important areas and features of their respective zones. Don't forget your breathing potions and look for the following tritons:

Feurbe is the Oceanus Haven Stablemaster with routes to the Mesothalassa stablemaster, and a tour of Oceanus Hesperos.

Lokhas is the Mesothalassa stablemaster with routes to Haven of Oceanus, Haven of Aerus, Haven of Stygia, Haven of Volcanus and a tour of Mesothalassa.

Splogorf is the Volcanus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Anatole.

Estcheron is the Stygia Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Boreal.

Gombuur is the Aerus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Notos.

Combat

Once you are ready to begin your defense of the land against the many foul and benighted creatures that lurk about, you may venture away from your starting area and begin your combat training.

Choosing a Target

As a new character, you are relatively weak and unskilled compared to most of the creatures and ruffians that roam the world. Fortunately, most of the lowest-level monsters are not aggressive, though they will attack if you attack first. These should be your first targets. Click on the target with the mouse or hit F8 to select the nearest target. Hitting F8 repeatedly will cycle through all targets within targeting range, starting with the nearest and working outward. When you select a target, your target panel will display the target's name, level, and health. Also note that F8 not only targets creatures, but will also enemy players.

The game is designed with an "ideal" target in mind, depending on the class you choose. For one-on-one combat at low levels, the ideal target for a melee class is a creature that is one level below you. When you select such a creature, its name should appear in blue letters. A creature that you see described in yellow letters, for instance, is probably at your same level, and can be tougher to fight. You can defeat such a creature, but much depends on your skills, equipment and, to some degree, on luck. You're generally safe fighting greens and blues. If a creature "cons" as gray, it will give you no experience and is too low for you to be fighting, unless you must kill it for some reason, for example, when you are completing a quest. Creatures who con orange, red or purple are sufficiently above your level that you will have no chance to defeat them alone. Some characters can solo oranges, but in most cases, you will lose in a mano-a-mano fight with one.

Enemy Strength

Gray	–	no experience, not worth it
Green	–	some experience, easy and below ideal target
Blue	–	ideal target, good experience
Yellow	–	a tough target, better experience than blue
Orange	–	very difficult for a solo; very good experience
Red	–	only some classes solo, but good for groups
Purple	–	don't even try it alone!

Groups of players can easily defeat stronger creatures by working together. Use personal experimentation and experience to determine how you choose your target in groups.

Melee

Melee, as it's known, is a term used to describe close-range hand weapon combat. Now that you've selected your target, you are ready to engage in combat. To do this, approach the target and hit F6 (or whatever key you may have assigned to combat mode). This will put you in to combat mode, using the weapon you have chosen as your ready-weapon (defaulting to the weapon in your right belt slot). In the effects window, you will be told how much (if any) damage you do, how much damage is done to you, where you hit the monster, where you get hit, and how much experience you receive when the monster dies. If the monster drops an item upon death, this information is also displayed in the effects window. When you finish fighting a monster, you will automatically disengage from combat mode. To disengage from combat mode at any time, simply hit F6 again— although the monster will continue to attack you if it is still alive.

Dual Wield

Few classes can specialize in Dual Wielding, but for those that can, they gain the ability to fight with a weapon in each hand, which can increase the amount of damage they do in melee combat. However, this also puts them at a defensive disadvantage since they cannot use a shield while dual wielding.

Dual Wielding Classes

Dual wield works as follows: Your character can use any normal weapon in his right hand. The “off” (i.e. left) hand can be equipped with the two smallest weapons from the crushing, slashing, or thrusting groups (i.e. mace, hammer, short sword, hand axe, dirk, and stiletto). The other weapons (e.g., scimitars, bastard swords) are considered “too big” for off-hand use and may not be equipped in the left hand. Classes that can use dual wield:

Albion	Mercenary, Infiltrator
Midgard	Berserker, Shadowblade, Savage
Hibernia	Blademaster, Nightshade

Ranged Combat

Those who prefer combat at a distance (non-melee) may choose to use a ranged weapon, providing they belong to one class that can use ranged weapons. Ranged weapons include short bows, long bows, and crossbows. To use a bow, you must put it in the ranged slot in inventory panel (“i” key). Once the bow is in that slot, click on the bow and drag it over to one of the slots on the Quick Bar. If you drag the bow to number 1 on the Quick Bar, then hitting the number 1 key will fire your bow. However, in order to use a bow effectively, you must first be proficient with the Fired skill, which is a skill that’s awarded at certain levels.

Without this skill, you will not be able to fire the bow 100% of the time.

Every time you fire your bow, you will lose one arrow, and you cannot fire the bow if you run out. Arrows are available from merchants throughout each Realm and near the trainers of characters who can use bows.

Combat Styles

Dark Age of Camelot’s fighting system enables fighting characters to utilize Combat Styles during combat for extra damage and effectiveness. Combat Styles are extra attacks that you do in addition to your normal combat mode (i.e., hitting F6 or whatever key you may have assigned to enter combat mode). Styles are found on your character’s skill list. To use a Combat Style, drag its icon to the Quick Bar and press the associated number during combat when you want to use it.

All fighting classes get styles from specializing in the weapon types available to that character. For example, training in slashing weapons will give you slashing weapon styles.

Many styles have an “opening” that determines when it can be used. For example, the dual wield style Spinning Blades can be used whenever you miss an enemy. The polearm style Militia Cross can be used after you successfully parry an opponent’s attack. During combat, when you see the opening, click the Style’s icon (or number key) on the Quick Bar, and your next attack will be the style. Other styles require you to be in a particular position, such as from the side or behind the target. If you perform the style perfectly – i.e., you perform it after the correct opening – your character will execute the attack and you’ll see a cool weapon trail behind your weapon and the text box will tell you that the attack was successful. Each style uses a special character animation.

Remember combat messages relating to the monster you are fighting will display in orange text (default, configurable). If you are under attack by multiple enemies, combat messages relating to any others will display in red (default, configurable), helping you keep track of what's going on. When looking for openings for combat styles, look for the messages in orange text.

Fatigue/Endurance

An important consideration in performing combat styles is that each time you perform a style you become more fatigued (i.e., your endurance goes down). Your fatigue points are shown in the same window that shows your power and hit points. When the bar is completely consumed, you will not be able to perform any more styles until you rest—you will not regenerate endurance points in combat. However, if you sit down between battles, they will regenerate quickly.

The most important aspect of endurance (aside from combat styles) is that you can sprint only as long as you have enough endurance. If you run out of endurance, you can no longer sprint, and monsters can run you down. You must weigh the effectiveness of your combat styles against your ability to escape, if necessary.

Health

As monsters hit you, you will take damage. The amount of damage you take is indicated by the red bar (health bar) in your summary window. If you lose all your health, your character will die (see **Death & Resurrection** below). Your character will regenerate health over time. Sitting or using the `/rest` command regenerates your health twice as fast as standing. While sitting, however, it's imperative to note that you cannot look around, unless you use the `~` button and your mouse, so be sure to find a safe location before using this command.

Warning: If your health becomes very low in battle, your ability to run is severely reduced, making escape from your attackers doubtful.

Group Combat

You'll often fight in groups with other players, and you'll quickly discover that each character class has its own strengths, weaknesses and special abilities. Those who fight in the front ranks, often known as "tanks," can take the direct attacks of the enemy.

Those in the back ranks, spell casters and healers in particular, cannot be effective if under attack. Many monsters will switch targets, sometimes attacking the character who last damaged them or who hit the hardest. Sometimes they'll target a healer who is keeping the fighters healthy or a caster with especially strong spells. None of the magic casters or healers can do their jobs while under attack, so it's a good idea to go after any monsters that are beleaguering them. Often, with a good strong attack, you can get those monsters to switch back to the fighters and away from the casters. More intelligent creatures will enlist the aid of their cohorts when fighting against groups. In game terms this is often referred to as "baf" or "bring a friend." The larger the group of players, the more likely it is that the monsters will baf.

Dueling

Dueling allows two players of the same Realm to fight a mock battle. Even though death is possible, there are no experience or constitution penalties, and the player pops back into the world at the place where they died, instead of at the bindstone. To challenge someone to a duel, select them normally, then type `/duel challenge`. You must be at full health to do so. Other `/duel` options include accept, decline or surrender. For instance, in order for the duel to proceed, the challenged party must answer `/duel`

accept. If either player is attacked by a monster during a duel, the duel is terminated. However, if the player dies from the monster attack, the death carries the usual penalties.

Death and Resurrection

Should your health bar become completely empty at any time, your character will die. When in the state of death, your body takes form of that of a ghost. You can see other players, but you can't move around. If you are 5th level or lower, you may rejoin land of the living by typing */release* with no penalty. This will return you to your nearest bind point with full health. After level 5, your character will lose experience for death by monsters and NPCs (though the experience loss will never cause you to lose a level).



In addition to the experience loss, you will lose up to three points of constitution. Death caused during PVP (player versus player) combat does not incur an experience loss, though you will still lose constitution. You must pay an NPC healer, found in most towns, to have your constitution restored.

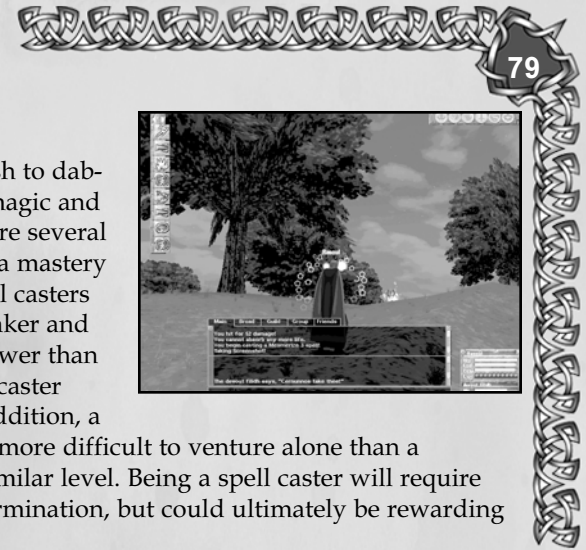
You lose only one point of constitution per death per level, up to a maximum of three. For example, at 5th level, you will lose one point of constitution on your first death, two on your second, and three on every subsequent death.

After 5th level, you can resurrect in one of two ways:

Resurrection Method 1: At any time that you die after the 5th level, you will lose experience equal to 5% of the total experience required to attain the current level, unless this is the first death on this level, in which case the experience penalty is only half that amount. If you type */release*, you will return to your last bind point and lose more experience, but no more than 10% of the total experience for that level. A gravestone will be erected at the point where you died. You can return to that point, select the gravestone and type */pray* to regain the second part of the experience penalty. You will also incur a up to a three-point penalty to your constitution, which can be replaced for a fee (which goes up each level) by one of the healers found in various places around the Realm. Finally, you will suffer from "res sickness," a condition that lowers some of your stats temporarily. Res sickness wears off over time, or it can be removed, free of charge, by an NPC healer.

Resurrection Method 2: The second alternative is to have a cleric use his or her resurrection spell, which they learn at higher levels. Resurrection by a cleric avoids the second aspect of the experience penalty, the constitution penalty and the gravestone. You will also resurrect at the spot where you died instead of at the last bind location. In short, the only penalty you pay if you are resurrected by a cleric is the 5% experience penalty and temporary res sickness.

There is a time limit after death. If this time limit is exceeded, your character will automatically release to its bind location. The formula for calculating how much time you have is simply 1 minute per level. So, if you are level 10, you will have 10 minutes before you auto release.



Magic

For those who wish to dabble in the arts of magic and mysticism, there are several paths that lead to a mastery of the arcane. Spell casters are physically weaker and generally level slower than most of their non-caster counterparts. In addition, a caster may find it more difficult to venture alone than a weapon-user of similar level. Being a spell caster will require patience and determination, but could ultimately be rewarding and challenging.

Spells and Spell Lists

As you gain in level, new spells will automatically become available to you. However, spell casters may also be required to research certain spell specializations when they train learn more advanced spells and spell lists. Also, some spells and/or spell lists may only be available through particular quests.

Combat Magic

To have spells so that they are combat-ready, drag the icon of the spell onto the Quick Bar.

Magical combat may vary slightly from normal combat. Like normal combat, you must first select a target. To cast on the target, left-click the spell icon on the Quick Bar or press the corresponding number key to cast the spell. Once hit, the target will come after you. You may be able to get off one or two more spells before the enemy reaches you and attacks. Once you are engaged in combat, you will become too distracted to continue

casting and must resort to your melee weapon. You will find it helpful to know the range at which you can cast spells as well as the types of monsters you can fight best. For instance, monsters that move slowly are easy to hit with several spells before they can reach you. Faster monsters require more hand-to-hand combat. Note also that you will sometimes fight other spell-casting enemies. If you are hit by an enemy spell, it will have the same effect as being hit with a weapon and will interrupt any spells you are attempting to cast.

Minstrels, Bards and Skalds have a sort of magic that is based on sound, and their shout attacks are immediate and can be used while moving or while under attack.

Healer classes, such as clerics, cannot cast when under attack either, and therefore will not be able to cast healing spells during battle unless free. Be aware that some enemies may identify the characters that are making their battle more difficult and may chase down the healers.

Non-Combat Magic

There are other spells, such as shield spells, that may be cast at any time. These spells generally enhance the target in some way or perform some type of utility function. Examples of these are spells cast by healing classes, such as the Cleric, the Shaman, and the Druid to enhance the abilities of other players or to protect them, as well as various songs Minstrels, Bards and Skalds can play to speed up healing or power regeneration or even movement.

Power Recovery

Casters rely on their magical power to cast spells. As spells are used, so is the corresponding power. As you increase in level, your power level also increases. Likewise, higher-level spells may require more power to cast. The yellow bar in the summa-

ry window represents power. Be sure that you have the required power you need before engaging in combat. Some spells, certain songs and some realm abilities can speed up power regeneration considerably.

Quick Cast

All “intelligence”-based casters (wizard, theurgist, cabalist, sorcerer, eldritch, enchanter, runemaster, spiritmaster, mentalist) get the Quick Cast ability. Using this skill halves the time it normally takes to cast a particular spell, which makes it less likely that the spell will be interrupted. Using Quick Cast between enemy attacks may allow you to get off a spell where otherwise there would be no chance. However all good things have a cost, and spells that are cast using this skill take from 2 to 4 times the power points to cast than normally cast spells.

To use Quick Cast, you must place its icon in a Quick Bar slot. Quick Cast is a skill, and the icon is located on the Player Sheet panel. When you want to use Quick Cast, first click on the icon or press the corresponding Quick Bar number, then cast the spell.

Musical Magic

Most magic is based in the manipulation of the elements, but Minstrels, Skalds, and Bards use the magic of sound in the form of shouts and songs. These classes carry musical instruments and weapons, and have a variety of spell songs for combat and for group support.

Experience

New characters are considered to be “young” and have had very little experience in the “real world.” By vanquishing monsters and solving quests, your character grows (meaning “gains experience”).

As you kill monsters and complete tasks and quests, you may be awarded a certain amount of experience. This experience is reflected in the two blue bars in the target panel. The topmost of the two bars is segmented into ten bubbles. Each bubble represents 10% of the total experience for that level. When all ten bubbles (100%) fill up, the bar will clear and begin again. When the non-segmented blue bar fills, you will fill one bubble. With each level, your character gains more health and power. You will also be awarded skill specialization points with each new level. These skill points are used to specialize in the various skills your character has available to it. See *Skills & Leveling* below for more information on skills. Additional gifts upon leveling after 5 may include spells, songs, combat styles (as appropriate to your class) or new abilities (such as being able to wear better types of armor).

Each time you level, you will get less experience from the monsters you fought the previous level. They will be easier to kill, but will be worth less. If a monster is gray (no color), you will gain no points from it at all. The ideal monster is going to be blue or possibly yellow, depending on your equipment and skills. The game is designed so that the lower levels go by fairly quickly; but after that your progress may slow down, so that the higher you go, the longer it takes to reach the next level. Just as someone new to a skill absorbs a lot of new information very quickly, while someone with a great deal of experience has less to learn, so it is in Camelot, where you will grow quickly at first, then possibly more slowly over time.

You will note that you can advance very quickly when fighting in an effective group, where, as a group, you can fight much tougher enemies than you could solo.

You can also gain experience by completing quests and tasks (see *Quests and Tasks* below).

Skills & Leveling

Your character's survival in these dark times relies heavily upon his or her skills. When your character first enters the

world, the extent of its skills isn't much more than knowing which end of the pointy thing hurts. However, you'll find that learning happens quickly in Camelot, if you apply yourself.

Each time your character **levels** (goes up a level), you'll receive some specialization points. Return to your trainer to use these skill points to train your abilities or skills. Right-click on the trainer, then click on the skill you want to train. Finally, click on the **Train** button. If you have enough specialization points, you'll be able to train the skill.

Skills vary in cost, and also become ever more costly as you raise them. For example, a level 2 Armsman can train in the *Slash* specialization for two skill points. The next time he trains in that skill, it will cost three skill points, and so on. Be sure and give all available skills due attention, as they are all important, based upon how you want your character to interact in the world. Your specialization choices can dramatically affect how your character develops at higher levels, since the specific skills you will receive are based on the amount of training you have given different specialization groups. The skills you receive and the amount of their improvement is based on a skill tree, so even characters of the same class may have different skills, or be more effective at certain skills, based on their specialization choices.

Weapon and armor users will sometimes get boosts, allowing them to use new types of armor or weapons. Until you've been trained to use a certain type of material, the use of an item made from that material would be inefficient. Based on your specialization level in a particular skill, you may receive additional abilities, such as spells and combat styles.

Respecializing (respeccing)

Maybe you wished you had specialized in *Thrust* instead of *Slash* or *Matter* instead of *Body*. Hmm. Too bad? Actually, it is possible to change your mind if you find your character is just not working

out. At levels 20 and again at 40, you can respec, using the `/respec` command with your class trainer. This will allow you to remove the points you have allocated to a specific specialization line (and the benefits thereof), and apply those points to a different line (gaining the appropriate skills and benefits). So, there's hope, even for those characters you thought were hopeless.

Trade Skills

Any player can learn trade skills, useful for making weapons, armor or clothing as well as siege weapons, depending on your character's class. To make items, you must first find the master trainer for the trade skills you wish to learn. Once he has taught you the necessary skills, you may begin your apprenticeship with crafting items. The more experience you have—basically, the more successes you have—the better you will become and the higher quality items you will be able to fashion. A very skillful crafter can sell his or her goods for a nice profit to other players. At low skill levels, however, you do risk ruining your components, so you will want to practice until you can make items reliably if you wish to set up shop and compete with the NPC merchants. Selling high-level items to NPCs is not profitable.

Making Items

All characters can make items; however, you can only make those items you can wear or use. For instance, a robed caster cannot make plate mail, while a fighter cannot make magical item-enhancing jewelry. Once you have trained in the necessary skills, you will begin by finding a merchant who sells the necessary raw materials. Buy the cheapest available to start with.

Open the Skills panel (Hand icon) and open your Quick Bar to an empty page. Drag the icons for the skills you will need into slots on the Quick Bar. For instance, if you are making a sword, you will need Leathercraft, Metalworking and Weaponcraft

skills. Now click on one of the skills on the Quick Bar to reveal the list of items that you can fashion with that skill. Click on an item in the list to expand or contract its sublists.

To make an item from the lists, drag it onto a slot in the Quick Bar and click on it. If you need a specific tool to create the item, you will receive a message to that effect. For instance, to make a sword blade, you will need a hammer. Some items, particularly those involving metal, require a forge. You will have to find a forge and stand near it when you attempt to make such an item.

Finished items require several intermediary steps. For instance, a sword requires both a hilt and a blade, which, once created, can be combined to form the finished weapon. With superior materials, you can make superior weapons, but you will have to have superior skill, too. The more often you succeed at making an item, the more your skills will grow. The greater your skill, the greater your chance of success.

Note that items in your skill menus are color coded. If an item is gray, green or blue, you should be able to make it with reasonable expectation of success. Yellow, orange, red and purple are increasingly difficult for you, and you will fail some or all of the time, depending on the color. Whenever you fail to make an item, you risk losing some or all of the components involved in the process. So attempting to make items above your skill level can prove quite costly.



Spellcrafting & Alchemy

The two newest craft skills are spellcrafting and alchemy. Each of these skills offers great opportunities for players to create

magically endowed items of great power. Both the spellcrafting and alchemy skills are similar to other craft skills, and each has specific differences as well. Note that to specialize in either spellcrafting or alchemy, a player may not have specialized in any other trade skill, such as weapon or armor crafting, tailoring, fletching, etc.

Spellcrafting is the art of enchanting objects with magical properties, including damage adds, stat enhancements and resistances. Only pure casting classes can become spellcrafters. These include:

Albion: *Cabalists, Clerics, Sorcerers, Theurgists, Wizards, Necromancers*

Hibernia: *Druids, Eldritch, Enchanters, Mentalists*

Midgard: *Healers, Runemasters, Shamans, Spiritmasters*

Alchemy is used to create poisons and dyes, but also to create all kinds of potions and item enhancements. The discerning warrior would do well to have a favorite spellcrafter and alchemist available, as each of them can add dramatically to that warrior's abilities and life expectancy.

Classes that can learn Alchemy include all the hybrid classes - classes which can use both spells and weapons. These include:

Albion: *Friars, Infiltrators, Minstrels, Paladins, Scouts, Reavers*

Hibernia: *Bards, Champions, Nightshades, Rangers, Wardens*

Midgard: *Hunters, Shadowblades, Skalds, Thanos*

Spellcrafters create magical gems using the same methods as other crafters - by dragging the recipe onto the quick bar and clicking on the quick bar icon (or equivalent number) to craft the gem. If the spellcrafter has the necessary items in inventory, they will attempt to make the selected gem. As always, success or failure depend on the crafter's skill level, and some items cannot be crafted at all until the crafter's skill has risen.

Once the crafter has successfully created some magical gems, the next step is to use the gem(s) to add their qualities to a player-

made item, such as a weapon or piece of armor. *Note that only player-crafted items can be imbued by the spellcrafter's gems.*

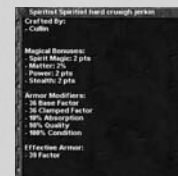
The combining takes place either in a trade window or in the crafter's own inventory. In the case of the trade window, one player offers an item as if in trade (and possibly some money), and the spellcrafter places up to four gems (as each item has four slots for gems). Once the items are all in place, the spellcrafter clicks on the "Combine" button to see the result. Once both parties are satisfied, they click on the Accept button, as in a normal trade. The combining of gems and item is finalized, and the process completes. There is some chance of failure, which can result in loss of materials, and in some specific cases, death to the spellcrafter.

In order to understand how the process can result in death, it is important to understand that every item had a specific capacity for spellcrafting "imbue points" which are displayed during the combining process in the trade window. A slightly ambitious spellcrafter can choose to load up to five extra points onto an item (past its imbue capacity), but if this process fails, the object may explode, killing the crafter (but not the customer). If it succeeds, however, the resultant object will be extra buffed! Crafter death also does not carry all the penalties of normal death in combat, so it may be worth the occasional risk.

Although death is not a desirable result, more cautious crafters can choose to stay within the number



Spellcrafting an item.



of imbue points an object can hold, thereby at least avoiding the possibility of death.

A spellcrafter or alchemist can also imbue an item directly in inventory. To do so, they first select the item, the type Shift-R. This brings up a small window with options to Repair, Craft or Salvage the item. Selecting "Craft" will bring up a window in which the combining process can take place, with the same risks of loss or material or worse.

Alchemists follow the same basic procedures as all other crafters, using the quick bar with the recipes and the required ingredients in their inventory. In addition to separate poisons, dyes and potions, high-level alchemists can also create tinctures, which are used to imbue items with various spells, procs and even particle effects, but, unlike the gems used by spellcrafters, these spells are added directly to the fabric of an item. Success is based on the skill of the crafter and the quality of the item.

See also, <http://www.camelothermal.com/documentation/spellcraft/>

Weather

There are various weather effects in the game that add to the immersion of your experience. Your character will not be affected by weather, however, but keep in mind that in some heavy weather visibility may be severely reduced.

NPC Interaction

While adventuring in the world, you will come across characters with whom you can interact, but who aren't controlled by other players. These are called Non-Player Characters or NPCs. To initiate conversation with an NPC, make sure you're relatively near one, and then right-click on its image.

Quests and Tasks

NPCs may have something to say or a service to offer you. If they do say something, keep an eye out for clues that can reveal more information. Clues often appear in the form of bracketed and highlighted text in the NPC's communication. Simply click on the highlighted text, or use the `/say` command to repeat it, and you'll receive more information, and, in some cases, an offer to take on a quest.

For example, an NPC may say something like, "Hail, good citizen. You look like someone who likes **[adventure]**." As you can see, the word **adventure** is in square parenthesis and would also be highlighted. You may be able to click on the bracketed word, or use the `/say` command and type `adventure`. Continue to interact in this way with the NPC and he or she may offer you a quest, which you may accept or decline. If you accept a quest, the NPC may describe what you must do next, or it may already have been included in the NPC's communication with you.

Check the status of your ongoing quests by opening your Journal, found on the Command Button Interface. The Journal will list each step of a quest as you complete the previous one.

<i>Quest</i>	<i>Task</i>
No time limit	2-hour time limit
Multistep	Single step
Multiple simultaneous	Only one at a time
Experience, money and/or items	Experience and money, no items
Specific to certain NPCs and circumstances, may depend on character's level	Randomly generated, not dependent on character's level (except that no tasks are assigned after 20th level)

Tasks

There is another type of quest, called a task. Tasks are short missions that must be accomplished within two hours. If you complete a task on time, you will receive a reward—usually experience and possibly money. Tasks are different from quests in several ways. For instance, a task has only one step, whereas most quests consist of several steps. Tasks do not appear in your Journal. Also, although you can have several quests at the same time, you can only have one active task at any given time. To obtain a task, simply target an NPC and type `/say help` or `/whisper task`. Use either “help” or “task.” Use `/whisper` to prevent what you say from being seen by everybody in the area. To see what tasks you are currently doing, type `/task`.

Shopkeepers

Shopkeepers abound throughout the world. These shopkeepers may sell weapons, armor, or other items your character will find useful. Right-click on a shopkeeper to view his or her wares in a shopping window. To buy an item from the store list, click on the item you want to buy and hit the **Buy** button. To sell an item from your inventory, select the item from your inventory and drag it over to the **Sell** button in the store window or press *Shift-S* (default). Your current amount of coin is displayed both in the store window and in your inventory. To find out how much you’ll get for an item, select it and click the **Appraise** button.



Buying Multiple Items

There is more than one way to buy multiple items. For instance, if you select an item and Shift-left-click on

the **Buy** button, you’ll see a window that asks how many of the item you want to purchase. Click the arrows to increase or decrease the amount by 1. Shift click to increase or decrease the amount by 10. Then click ******* to complete the transaction.

Or... Click the icon of the item you want to buy and, while the icon is attached to your cursor, type `/mbuy #`, where # represents the quantity (from 1-100) that you want to purchase. You can even create a macro to purchase exact quantities of an item. For instance, `/macro BUY50 /mbuy 50`.

Trainers



Visiting the trainer

To obtain training from your trainer, right-click on a trainer of your class to view the training window. If you have sufficient skill points and wish to train in a skill, select the skill in which you wish to be trained and then hit the **Train** button. Be careful, once you’ve trained in a skill, you cannot undo your selection. If the trainer is not

of your class, a training window will not be available to you. Note that you will be guided to a new trainer when you reach 5th level.

Healers

If you have lost constitution as the result of a death, you may purchase it back from one of these healers. They will repair one point of constitution at a time at a cost determined by your level.

Enchanters

For a price, enchanters will cast enchantments upon your weapons and armor. Doing this will add an identifying adjective to your item's name. Adjectives such as **shining**, **glowing**, **bright**, all indicate that an item has been enchanted. Enchanted weapons are more effective in battle than unenchanted ones. For armor, enchantments grant the wearer a bonus to their ability to avoid being hit. There is no visible stat on a player character that displays the enchantment effect. To get your item enchanted, drag your item's icon over to the enchanter and he will enchant it for you, removing the appropriate amount from your pocket.

Smiths

Should you find your weapons or armor in need of repair, take them to a smith. Smiths are usually found in local villages. To have your item repaired, drag it over the smith and drop it on him. He will deduct the charge from your pocket and give the item back.

Player Housing

This brief guide will introduce you to player housing in *Dark Age of Camelot: Foundations*. You will learn how to:

- ❖ *Find the housing zones in each Realm*
- ❖ *Purchase a lot*
- ❖ *Purchase a house*
- ❖ *Pay rent (yes, you will pay rent)*
- ❖ *Upgrade your house*
- ❖ *Add refinements to your house and decorate it*
- ❖ *Set permissions of various kinds*
- ❖ *Understand the scope and the limitations of player housing*

Overview

In *Dark Age of Camelot: Foundations*, you can, for the first time, allow you to own a part of the world, offering you the freedom to customize and personalize your space. Houses not only provide a place to relax with friends and guildmates, but they can also provide many useful conveniences. Some of these include having your very own Teleport NPC to whisk you instantly away to Shrouded Isles or to your realm's portal keep, or even merchants to provide materials needed for any tradeskill you might be working on. Running low in your vault? When you own your own home you can purchase a house vault where you can store even more treasure. Or perhaps you want to get rid of some of your accumulated treasure or sell your craft items - set up your own consignment merchant, set prices and make a little extra cash.

Of course, you can also decorate and furnish your home. Purchase desks and tables, organize those pictures just where you want them, or maybe hang that treasured hunting kill or a replica of your favorite weapon or shield over the mantle. A good exterior is important, too. We've given you a wide selection of items for your

grounds. Among these items are potted plants, flowers, hedges, water fountains, and yes, even a garden gnome.

Residential areas are Realm specific, and you'll find them close to your Realm's capital. See below for information on how to locate them. Once you find yourself in your realm's housing area, we've set up several horse routes and hastener NPCs to help you get around and explore your new surroundings.

Getting to the Neighborhood

Each Realm has a main housing area. To find the housing area in your Realm:

Albion: The Albion housing area can be found just after you cross the Cotswold bridge toward Camelot. Turn to your left and proceed in a southward direction. The player housing zone will be on your right side.

Hibernia: The Hibernian player housing area can be found by heading out of Tir na Nog's North Gate into Connacht and then turning down the road heading to the southwest. You'll see the entrance to the player housing on the left side.

Midgard: To find the Midgard player housing area, start at the bindstone at Mularn and head due east.

Important things you need to know:

- ❖ *Houses cost rent.*
- ❖ *You can pay up to four rent payments in advance.*
- ❖ *Houses can be very expensive.*
- ❖ *When upgrading or downgrading your house, you can lose all of your items both inside and out.*
- ❖ *Houses can be either personal or guild houses.*
- ❖ *You can set permissions to give access to others.*
- ❖ *You can have only one house per server per account.*

Staking Your Claim

Before you can begin construction of your new home, you must first stake your claim to a piece of property. Within each Realm's housing zone, property has been divided into lots. We've arranged these lots into small villages of 10 lots each, and each lot has a sign with a house number and a distinctive marker post or stone. Some locations may be more desirable than others, so explore before you decide.

Once you choose a location, it's time to claim your property. To do this, just double-click on the marker to find out the price. If you can afford it, go ahead and accept the price and become the proud owner of a piece of land in your favorite Realm.

Market Value / the Reverse Auction

In the reverse auction process, house lots start at a high price and then gradually fall over time until they reach their minimum value, which is where they will remain until purchased. You can check the price of any available lot and purchase it immediately, if you want to pay the current price, or wait for a lower price, hoping that no one else will purchase it before you.

When a house lot becomes available through repossession, the lot prices will reset to the starting auction price, and drop again until purchased.

Choosing Your House

You've purchased a lot? Congratulations! You now own a small piece of your Realm. Now it's time to choose the type of house you wish to purchase. There are four different homes to choose from - ranging in value and size - and many customization options. The higher the house's level, the larger it will be and the more upgrades will be possible. Of course, the larger houses are initially more expensive, and have a higher weekly rent - more on that later.

To see a list and prices of the house types available, right-click on the housing marker. You will see a list of deeds from which you can

choose. Select a deed within your budget and size requirements, then buy it. Once you have the deed in your inventory, you can build your house by dropping the deed onto the house marker. Your home should instantly appear before you. No lengthy construction phase or additional costs. Instant house!

A note before you build your house: There are some additional options you can purchase from the lot marker before you build your house, such as a porch add-on or guild transfer deed. Once you have built your house, these options will no longer be available at the lot marker, and you will need to go to the nearby Housing Market to purchase them.

The Housing Market

In each housing area, you'll find a market area where you can buy additional housing deeds of all levels, as well as a porch add-on and other house-related items. Should you decide later that you wish to downgrade or upgrade the level of your house, that's where you'll go. If you decide to change your house type or if you wish to add on a side porch, all you need to do is buy the appropriate deed, for the upgrade or downgrade, and drag the deed onto your already existing house structure. If you are changing your house to a new level and you have already placed items inside, be sure to remove all items from your house, including vaults, NPCs, and tools, first. Anything left in the house when you upgrade or downgrade will be lost!

Customizing Your House

While the architectural style of your house is dependent upon the deed you purchased, there are still many ways to make your home uniquely yours. First, Shift-right-click on your house to pull up the External Housing Options window. Down the left side is a list of options you can use to customize your house. For example, you can choose several different types of roof materials. Just use the arrows to cycle through each type until you find the one you like. As you make the changes in the interface, you'll note that the house imme-

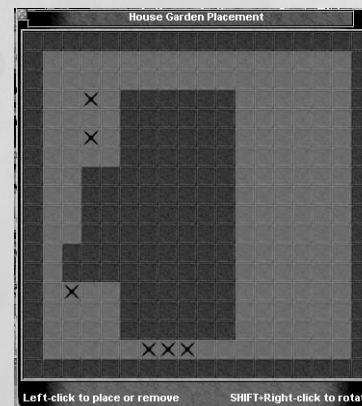
diately updates. These changes do not appear to anyone else until you complete the transaction, but you can preview them immediately. As you make your changes, the total cost is displayed in the lower left corner. When you have your house just as you want it, hit the *Accept* button and the changes will go into effect, assuming you haven't gone over your budget.

Decorating Your Yard

Never has working in your yard been more enjoyable or easier! To get started, Shift-right-click on the outside of your house to bring up the External Housing Interface. Click on the Garden button to reveal a top-down view of your lot and a new garden merchant window. Flip through the various pages of items available, then select and purchase items you want, one at a time. Once the item is in your inventory, click and drag it over the garden grid. The darker shaded areas are off-limits and represent the location of your house structure as well as the yard boundaries and places where you have already placed items. Further, if you want to rotate an item once you have it placed, you can do so in the top-down view of the housing interface (Shift-right-click it), or you can Shift-right-click on the object itself in the normal 3D view. If you would like to



External Housing Interface



Garden Interface

remove an item that you've placed, you can left-click on the item in the Garden interface or you can double-click on the actual item itself. Doing this will place the item back in your inventory. While you're planning your estate's grounds, keep in mind that you cannot place more than 30 items.

Decorating Inside

Now it's time to make your house a home. There are many options available to make your house both appealing to look at and useful. First, there's a wide variety of decorations you can use to customize inside your home. To begin, simply Shift-right-click anywhere in your house to pull up the Internal Housing Interface. The first thing you will notice is the choice of carpets. Depending on the number of floors your house has, you can choose from a wide selection of colors, and choose different (or the same) carpets for each floor. Click the arrows next to each to make your selection. If you're on the floor for which you are selecting, you will notice the carpet appear and/or change colors in front of you. Only you will see the changes, however, until the transaction is completed.

Just like carpets, the *Banners and Shields* selection will appear only in pre-set locations. Your total purchase price is tallied in the middle left side of the dialog box. Click *Buy* when you're ready to accept your changes.

If you want to hang some pictures, or maybe buy some furniture, click on the *Store* button. A merchant window will appear from



Internal Housing Interface

which you can make your selection. Once you have an item in your inventory, place it anywhere you wish. Some items like pictures can only be placed on the walls. Other items like tables and chairs can only be placed on the floor. You can adjust the angle of an item by Shift-right-clicking on it after you have placed it. If you want to relocate it, double-click it to pick it up, then place it again where you want it.

You can also decorate your home with a display of weapons and shields from your very own collection. Look in your inventory and then drag the weapon or shield of choice to the wall. The item's image will then appear hanging on the wall; however, it is only a replica of the real item, which remains in your inventory as before. If you would like to remove an item you've placed, just double-click on the item and it will go back into your inventory.

If you want to see an overview of your housing selections, press the *Info* button.

Hookpoints

Other useful features you can add to your home include Bindstones, Housing Vaults for extra storage, NPCs of various kinds and Tradeskill equipment such as alchemy tables and forges. To add these special additions to your house, click on the *Hookpts* button to display the pre-set locations, called hookpoints, where these items must go. Hookpoints are located in various places throughout the house and appear as two stacked white shapes on the ground. Right-click on these to pop up a merchant window with special additions that you can place on the current hookpoint. Note that not all hookpoints allow the same items, so it's important to check each one to see what can be placed there. Once you buy an item, drop the item on the hookpoint and it will instantly appear. To remove it, double-click on it. Click on *Hookpts* again and the hookpoints will no longer be visible.

All of these enhancements aren't free, of course. You must purchase each of the items you place, and you must also keep paying the rent! The maximum number of items you can place inside your home is based on the size of the dwelling.

Maximum items per home:

Cottages	40
Homes	60
Villas	80
Mansions	100

NPCs

You can add NPCs to your house to make life easier and to make your home more convenient and useful. You can place a wide variety of NPCs in your home, including:

- ❖ *Smith*
- ❖ *Enchanter*
- ❖ *Emblemer*
- ❖ *Healer*
- ❖ *Recharger*
- ❖ *Portal Teleporter*
- ❖ *Capital Teleporter*
- ❖ *Isles Teleporter*
- ❖ *Trade Merchant*
- ❖ *Siege Weapon Merchant*
- ❖ *Consignment Merchant*

To remove an NPC and place it back in inventory, use your “get” key (default “G”).

Note, the bigger the house, the more NPC hookpoints you'll have.

House Merchant Discounts

When you purchase a merchant for your own house, you may notice that prices seem quite good. That’s because all your house

NPC service merchants give you a 25% discount on their wares. Material merchants still sell their wares at full price. The only exception occurs on PvP servers. All house service merchants on PvP servers still give a 25% discount *with the exception of the Healer, who still charges full price!*

Paying Rent

Now that you've got your house built and in working order, you'll need to start paying rent. Rent is due every real-world week. You can check to see how much time you have remaining until your rent is due by Shift-right-clicking on the outside of your house and then pressing the *Info* button located at the bottom of the interface window. Paying your rent is pretty easy. Just click out the number of coins you want to deposit and then, from the outside of the house, click on the house itself. **Beware that once you deposit money into your house, it cannot be reclaimed.**



Placing an NPC on a hookpoint

You can view how much coin you have in your house's lockbox by clicking on the *Info* button. Also notice that by pressing the *Info* button you can view the maximum amount of coin you can store at any given time, as well as overall information about your house. The maximum amount you can deposit, coincidentally, equals four rent payments, meaning that you can pay up to four payments at one time.

Guild Housing

Guilds will be able to have their own guildhalls. Changing a house into a guildhouse is very easy. First, any player of a guild builds a house. Once the house is finished, purchase a guild deed from an NPC in the market area. If the player/owner of the house then drops this deed onto the house, ownership will transfer to the guild leader. The original owner gives up all ownership to the house and it becomes the property of the guild and, more specifically, the guild leader, so make sure you clean out your vault before transferring ownership to the guild.

Guild leaders can set permissions on guild halls (see below).

Welcoming Others (or not)...

So you've got your house all set up and decorated, and now you want to have a few friends over to warm the place up a bit. First, anyone you wish to add to your guest list has to be online and in the same zone with you. You can invite individual players or specific groups, as well.

The types of people you can add to your list are:

Player: *Individual players*

Account: *All characters on a player's account*

Guild: *Any member of a particular guild*

Guildlevel: *Used only in guildhouse situations*

Everyone: *All members of your Realm*

Before you add anyone, you may want to decide what privileges you want people to have in your house. Those permissions are Visitor, Guest, Resident, Tenant, Acquaintance, Associate, Friend, Ally, and Partner. However, when you first add any individual or group, they will always begin at the lowest permission level.

The various permission labels are only that - labels. They will become meaningful when you set parameters for each one, meaning what access they actually have. You'll learn more about how to use the Friends Permission interface in the next section.

Setting Permissions

Use this command syntax to allow an individual access to your house:

/housefriend player <playername>

So if, for example, you wanted to add a friend named Savan, you would type in the following line:

/housefriend player Savan

Suppose you want to invite Savan and all his alternate characters into your house. Use:

/housefriend account <playername>

or

/housefriend account Savan

If you want to add an entire guild to your house invite list, the command would look like this:

/housefriend guild <guildname>

So, for example, to add a guild named NACO, the command would look like this:

/housefriend guild NACO

If your house is a guildhouse and you are the guild leader, you can invite players based on ranks. The command would look like this:

/housefriend guildlevel <rankname>

Bankers

Should you forget to pay your rent and your house is destroyed, all of your house vault possessions will be stored with the House Bankers located in the market area. The Bankers keep a list of your house vault items at all times, so should you need to retrieve an item you can visit the Banker. All other items such as furniture, NPCs and tools will not be stored with the Banker and will be lost.

Selling Your Home

Should you decide to sell your home to a fellow player, there are a few steps to follow. The first thing you need to do is get the deed to your home. You can get the deed in the housing market area. The deed will enter your inventory and display a lot number.

Once you have the deed, it works just like any other item transaction. Hand the deed to the player you wish to sell the house to, decide on the price, and then both of you press *Accept*. You can only sell a house to someone who doesn't already own a home.

Be careful! Once the transaction is complete, you no longer own your house, and the person you sold it to takes immediate possession, including all the items still in the house!

Consignment Merchants

So you've got some finely crafted armor you've just hammered out at the forge, or maybe you've picked up some treasure on your last dungeon crawl that you'd like to sell, but you can't find the time to find a willing buyer. Adding a consignment merchant to your home is the perfect solution.

Hiring a consignment merchant requires that you have a side porch add-on, which is where the merchant will stand, available to any passersby. Purchase the consignment merchant from the deed merchant in the central market area, then drop the merchant icon from your inventory anywhere on the outside of the house. The merchant will appear immediately on the side porch and will be ready

to get to work selling your items. Right-click on the merchant to open his inventory. Now, drop each item into the merchant storage window.

As you place each item into the merchant's inventory, you will be prompted to set the price for that item. Once you set the price, click on *Accept* and the item will now be ready for sale. Other players will only be able to buy from the merchant; they cannot sell items to your merchant.

To collect your earnings, click on the merchant and then click the *Withdraw* button. Any money the merchant has collected will then be transferred into your inventory.

To remove items from the merchant, open the merchant's storage, then click and drag the item back into your own inventory. Note that you can't drag an item over another item in your inventory to quick swap the items. You'll need to transfer all items from the merchant to an empty slot in your inventory.

Getting Back Home

There are a number of ways you can get back to your home once you set out on an adventure or leave to defend the Realm.

You'll find various horse routes and hasteners throughout the zone to help you reach your village more quickly. Also, you can use the portal locations to Shrouded Isles to port back to your home.

And finally, if you fall in battle you can type */release house* to return to your home bind spot. (If you have a bind stone in your home, type */bind house* to bind there.)

Housing Options for PvE and PvP Servers

If you play on the PvE Server (Gaheris) or on one of the PvP Servers (Mordred and/or Andred), the teleporters in the capital cities and Shrouded Isles will now offer a teleport to the front door of your home.

In addition, new teleporter NPCs are waiting in the housing market areas to port you to the other Realms' market areas as well as to

existing portal locations. Note also that some previous teleporters now have new destinations available. House market teleporters are:

Master Torrel - Caerwent Market

Stor Gothi Goreg - Erikstaad Market

Seran - Meath Market

If you're playing on a PVP server, you can acquire a house in another Realm, either from the NPC merchants or by title trading. However, when you purchase items from the interior or exterior store, and from hookpoint merchants, the store windows show items from your Realm, not the Realm of your house.

*Note: On all servers, service house merchants give a 25% discount. On PvP servers, however, Healers do **not** give a 25% discount. That is the only exception.*

Player Guilds

Player guilds are special associations of players, formed within the game by the player's themselves. Each guild has its own chat channel and organization.

To form a guild, you must first form a full party of eight players. Then the person who is going to be the group leader must visit the Guild Registrar NPC, found in the major city of your Realm, generally in the administration area. The leader must select the Guild Registrar and type `/gc form <guild name>`. Note that your guild's name must be unique. You cannot use a guild name that is already in use on your server. It costs one gold piece to start a guild. The money is deducted from the group leader's pocket. Each member of the group will receive a dialog asking if they accept membership in the new guild. Every member must say yes for the guild to be formed.

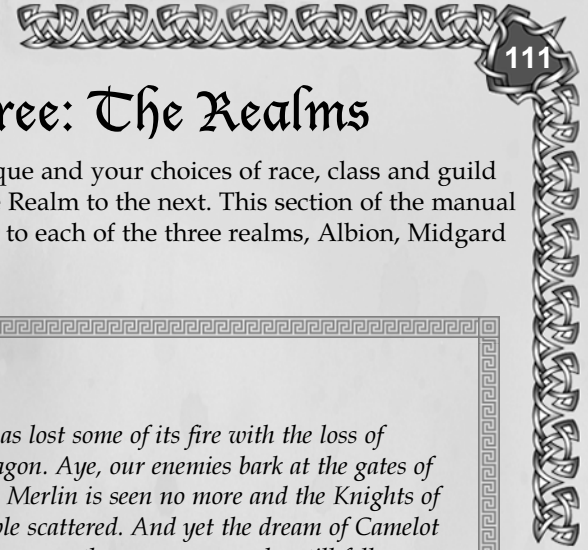
Once the guild is formed, the Guild Leader becomes Guild Master. All other members are automatically given a rank of 9 and no powers within the guild. All guild powers belong to the Guild Master.

Guild Emblems

When a guild has achieved a high enough rank in the Realm, it may choose an emblem. The guild leader then uses the `/gc emblem` command to pick the guild's emblem. Be aware that the leader will pay a charge for the privilege of having a guild emblem. Each guild's emblem must have a unique combination of insignia, pattern and colors.

Once the emblem for a guild has been selected, any 20th level or above character (or tradesman of 400 skill or better) can hand the emblemeer a cloak or shield to have it emblazoned with the guild emblem (for a fee, of course). The emblemeer is found near the guild registrar. The guild leader uses the `/gc edit <rank> emblem` command to determine which ranks can wear the emblem.





Part Three: The Realms

Each Realm is unique and your choices of race, class and guild will vary from one Realm to the next. This section of the manual will introduce you to each of the three realms, Albion, Midgard and Hibernia.

Albion

Aye, the sun has lost some of its fire with the loss of Arthur Pendragon. Aye, our enemies bark at the gates of our fair realm. Merlin is seen no more and the Knights of the Round Table scattered. And yet the dream of Camelot remains and there are those among us who still follow Arthur's code of chivalry. Our knights are the finest in all the world, and our mages carry on the traditions of the master wizard, Merlin. But our enemies swarm around us, and Morgana's evil sorcery raises the dead. These are dark times, indeed, yet not hopeless. We but need new blood – dauntless men and women to defend our lands and to rid the countryside of the plague of bandits and monsters belligerent to humankind. See here the many wonders of Albion and choose your path to glory.

Races of Albion

Because Albion is the remnant of King Arthur's kingdom, the races available in this Realm are all based on the Arthurian Legends.

Briton

The standard human of Albion, the Briton is good at many things, and able to be of many classes—the quintessential jack of all trades.

Avalonian

A taller, thinner, more austere and intelligent human, hailing from the magical city of Avalon, the Avalonian is more adept at magic than the other Briton races.

Saracen

Hailing from the desert sands far to the south, the Saracen is the descent of Sir Palomides, one of Arthur's most devoted knights. Saracens excel in anything that involves dexterity and quickness.

Highlander

Large kilt-wearing men and women from the northern Highlands of Albion. Highlanders are big, strong, and exceedingly loyal subjects. They are especially good at armed combat.

Inconnu

The Inconnu (literally "mysterious") are small pale humanoids - whitish skin, pale hair and extremely large dark eyes. They live underground, and exist to serve Arawn, the "old world" Lord of the Underworld.

Arawn, tired of Morgana's raising of the dead who should be his in the Underworld, has instructed his Inconnu to ally with the Britons and retake the lost Island of Avalon, which has been overrun by Morgana's forces.

Half-Ogre

Resulting from interbreeding between Avalonians and Ogres, the Half-Ogres are very strong, like their Ogre ancestors, but also have average intelligence and constitution, with low dexterity and quickness.

Starting Classes

Characters in the Realm of Albion start out their career as one of four basic classes. At 5th level they choose a guild to join that further specializes their character.

Fighter

A specialist in arms and armor, the Fighter is trained to enter armed combat against his foes. He relies on strength, constitution, and dexterity. Fighters can become Paladins, Mercenaries, Armsmen and Reavers.

Mage

The Mage weaves magical spells to cast them at his or her enemies, and specializes in the destruction of matter. Intelligence is the Mage's most important statistic. Mages can become Cabalists and Sorcerers.

Elementalist

The Elementalist is a mage who specializes in harnessing the power of the four elements of fire, ice, earth, and air. His guild options include Wizards and Theurgists.

Acolyte

Dedicated to The Church of Albion, Acolytes are people of faith who specialize in spells that make their friends stronger, and keeps them healthy. They can become Friars and Clerics.

Rogue

Rogues are jacks-of-all trades who rely on their quickness and dexterity to engage in a little fighting, subterfuge, disguise, hiding, and other nonstandard fighting skills. They can become Scouts, Minstrels, and Infiltrators.

Disciple

Disciples, devoted followers of Arawn, can become Necromancers.

Guilds of Albion

At 5th level you will receive instructions to find a new trainer in the guild that you prefer. Depending on your initial class, you may select to join a variety of guilds. Your class trainer will give you the necessary information to find the guild trainers.

Church of Albion

The Church of Albion is the most public face of the only religion in the Realm. Its Holy Grail symbol can be found in all villages and towns in the Realm, for the Church is an important part of everyday life.

The Guild of Shadows

Made up of the underworld of Camelot, the Guild of Shadows teaches different classes pragmatic methods to dispatch their enemies. They are tolerated in Albion for the simple reason that they are very effective at what they do, so long as they practice their arts on enemy realms and monsters. Members of this guild are proud at the fact that they owe allegiance to no organization save their own and the Realm of Albion.

Mercenaries, Infiltrators, and Cabalists are the classes that train at this guild.

The Academy

The Academy is the school founded by the famous Wizard Merlin, sage and advisor to King Arthur. Wizards, Sorcerers and Minstrels can all train at the academy.

The Defenders of Albion

The Defenders are the organization that makes up the Army of Albion – professional soldiers who specialize in finding the enemy and fighting him. Directly under the stewardship of Duke Bors, the leader of the Albion military, the Defenders are prepared night and day to take to the battlefield to rout the enemy.

Temple of Arawn

Worshippers of the underground god Arawn belong to the Temple of Arawn. Although initially they were only the mysterious Inconnu, other races can also join the temple as Reavers.

Fighter Career Paths

Armsman

Briton, Saracen, and Highlander Fighters who join the Defenders of Albion may become Armsmen, good solid fighting men who also gain the ability to use crossbows. Armsmen can learn a variety of combat styles to enhance their fighting prowess. They can use all arms except bows (crossbows excepted) and can use all armor. They are the only class that is allowed to use Polearms, as befitting their military guild. They can still specialize in two-handed weapons and regular crushing and slashing weapons.

Mercenary

Fighters who join the Guild of Shadows may become Mercenaries, roguish fighters who can specialize in dual-wielding weapons. Mercenaries can wear up to chain armor, but receive the Evade skill to avoid enemy attacks. They can also use regular bows (but not longbows) for ranged attacks.

Paladin

Avalonian, Briton fighters, and Highlanders who devote their lives to the Church of Albion, can become Paladins, defenders of the faith. Paladins get clerical chants to enhance their combat ability and that of their group. They can wear all armors and most arms, although not ranged weapons.

Mage Career Paths

Wizard

Starting class: Elementalist. Avalonians and Britons become wizards by joining the Academy. Wizards are highly learned spell casters who specialize in molding the four elements of fire, ice, earth, and air to create magical spells of immense power.

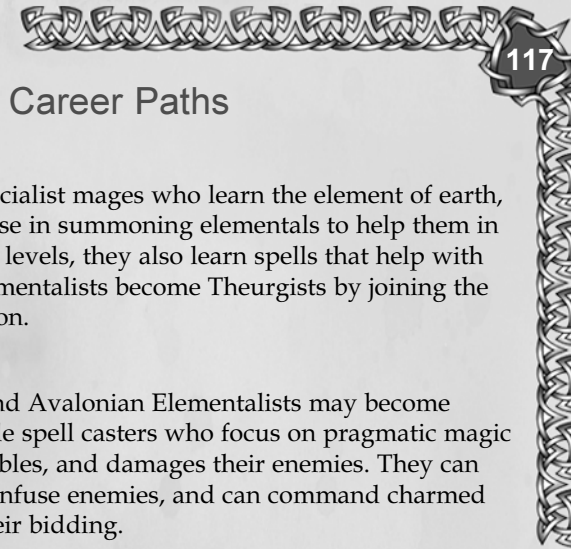
Cabalist

Cabalists are Mages that have embraced the spiritual side of magic and engage in studies of spirit destruction and creation. Their specialty is creating Golems out of in-animate matter that can be commanded to do their bidding. Mages become Cabalists by joining the Guild of Shadows.

Reaver

Reavers are hybrid Fighters who can wear up to chain armor and wield a variety of Albion weapons. They are the fighting class that protects Arawn, Lord of the Underworld. Reavers are hybrid tanks, related in spirit to the Thane and Champion. They have some debuffs, like the Champion, and some direct damage/lifetaps, like the Thane. They also can specialize in a variety of melee skills including all the one-handed weapon specializations. In addition, they can carry up to large shields, and learn various guard and parry skills. Reavers have the option to wield the new flexible weapon class, which includes whips, flails, and morningstars, with appropriate combat styles.

A new spell function is being added to the Reaver: the "proccing" life drain chant - which, when active, gives a chance to heal the Reaver during melee fighting.



Elementalist Career Paths

Theurgist

Theurgists are specialist mages who learn the element of earth, air or ice and its use in summoning elementals to help them in combat. At higher levels, they also learn spells that help with siege warfare. Elementalist become Theurgists by joining the Defenders of Albion.

Sorcerer

Saracen, Briton, and Avalonian Elementalist may become Sorcerers, renegade spell casters who focus on pragmatic magic that disrupts, disables, and damages their enemies. They can also charm and confuse enemies, and can command charmed creatures to do their bidding.

Rogue Career Paths

Infiltrator

Briton and Saracen Rogues become Infiltrators by joining the Guild of Shadows. Specialists in sneaking, hiding, back stabbing, and in general being able to spy on the enemy without their knowledge, they are invaluable assets to Albion. They can wear only leather armor, but they can use slashing weapons and eventually learn how to dual wield.

Scout

The Defenders of Albion employ rogues as Scouts, who specialize in tracking as well as the use of the feared Briton Longbow, the best range weapon in the Realm. In order to move quickly from one place to another while not being detected, they can wear only up to studded armor.

Minstrel

In addition to traditional magery, natural and elemental magic, there is the magic of sound and song. This is the specialty of the minstrel. Minstrels use their songs in support of groups, especially for quick travel across the land and by reducing downtime between battles. Minstrels also have songs that can mesmerize or even charm an enemy. Minstrels are a combination of melee and magical character and can use various weapons as well as their special shout attacks during battle. They start out with the ability to wear leather armor, but can ultimately upgrade to chain.

Minstrels must carry a variety of instruments—lutes, drums and flutes—to play the different songs in their arsenal, and they gain new songs, or more powerful versions of existing songs, as they level up.

Acolyte Career Paths

Cleric

Britons, Highlanders, and Avalonian Acolytes may become clerics, the healers and helpers of their fellow group members. They can use armor and become somewhat proficient with blunt weapons. They can wear up to chain armor. Clerics ultimately obtain the ability to resurrect the dead.

Friar

Friars are Acolytes who join the Defenders of the Realm. Their job is to wander about the Realm, making sure that all is well. Because they undertake such dangerous journeys so often, they have learned to become proficient with the Quarterstaff, to the point that they are quite deadly. Their solemn vows of poverty make them eschew armor and traditional arms—though they make up for their lack of armor with training in evasion and dexterity, thus making them almost as hard to hit as another character in armor. By doing so, they lose their ability to

enhance their Realm-mates (buff spells), and instead focus on healing spells, staff combat, and combat defense. Only Britons can become Friars.

Disciple Career Paths

Necromancer

Necromancers are Arawn's priest class, and as such they are granted the ability to summon the dead in their service. Necromancers are a pure spell casting class who can wear cloth armor and wield staves. Although they are quite vulnerable in their normal state, once they have summoned a dead creature to serve them, they turn into shades and are invulnerable to any type of attack or spell as long as the summoned creature remains. They can cast a variety of spells, either directly or through their "pet."



Midgard

Ours is the harshest of lands, and we are bred from strife and hardship. Aye, and our power is the power of the old gods – of Odin and Thor and all the Aesir – and of the Jotun, the great giants of lore. Human, Troll, Dwarf and Kobold have joined knowledge and strength to unite the mighty forces of Midgard, and we all look upon the rich lands of Hibernia and Albion with some eagerness and hunger. They are soft and weak and spoiled by easy lives, and we mean to take their green lands for our own. Our weapons are sharp, our warriors fearless, and we carry the gods' own magic in our hearts as well as our swords and axes. We will crush those who think to stand against us. Our warriors will perform countless heroic deeds, songs will spring up like stars in the heavens, and those that fall will find their place in the glorious Halls of Valhalla. Truth is power, and power truth. Remember that, and lift your sword in defense of Midgard!

Races of Midgard

The Norse inhabitants of Midgard are a hardy mix of human and creature, but all are rough, tough, and love battle. As such, the Norse are the best fighters, but have the weakest magic, which is mostly limited to the priests of their different gods.

Norseman

Common man of Midgard. Tall and strong, loves the snow and ice of his native land. Norsemen are good at just about anything, but do not excel at any one task.

Dwarf

Wise, short, and stocky creatures hailing from the underground caverns of Midgard. Dwarfs make good priests and fighters.

Troll

Huge, strong, and slow, the Troll is one of the largest races in all three Realms. Due to their large size, Trolls have a natural advantage in physical combat.

Kobold

Mischievous, quick, and small, Kobolds are natural at any task involving feats of dexterity, sneaking, and other Rogueish skills.

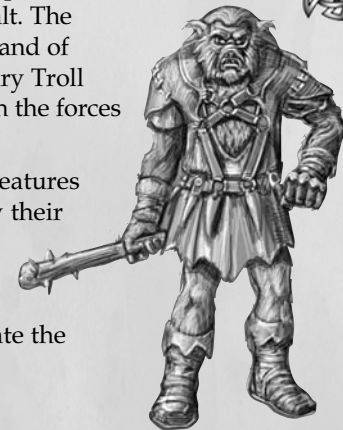
Valkyn

Valkyn are a domesticated group of the prehistoric humanoid savages known as the Morvalt. The Morvalt are threatening the mythical island of Aegir, which is the home of the legendary Troll Fathers, and the Valkyn have allied with the forces of Midgard.

Valkyn are hunched, lithe, muscular creatures who live in tribal societies. They follow their own set of gods; however the Valkyn gods have been accepted into the Norse pantheon as long as the Valkyn continue to aid in their quest to eradicate the Morvalt from Aegir.

Frostalf

Descended from a betrayed prince of ancient times, the Frostalf lived for many generations in bitter isolation under the worst of conditions. However, they have once again allied themselves with Midgard. FrostalFs have naturally high piety, making them excellent choices as Spiritmasters, Runemasters, Healers and Shamans.



Starting Classes

You'll begin your career as one of four possible base classes:

Viking

The traditional fighter of Midgard, all races are welcome to join in the defense of the realm and bear arms against their common enemies.

Rogue

Since this class requires a certain amount of stealth for success, trolls are not considered suitable for the rogue class.

Mystic

This class is for the future mages of Midgard. Again, trolls are not welcome within their ranks due to a general lack of delicacy and subtlety of thought and movement.

Seer

If you wish to heal your fallen comrade, and augment their fighting skills with your magic, this is the class for you. This class provides a haven for the more sensitive trolls with less interest in battle than their simpler brethren.

Houses of Midgard

In Midgard, the old gods are alive and strong. When you choose your path in the Realm, you will choose which of the ten gods' houses to join, and thereby which character class you will play.

House of Thor

Thor, the Norse god of weather, governs the house of the Thanes. Vikings who become Thanes gain mastery of weapons and weather spells, such as lightning to call down upon your enemies. All races with the exception of Kobolds may become Thanes.

House of Odin

Odin is the leader of the Norse gods, and the god of knowledge. Mystics who join the House of Odin become Runemasters, who craft magical runes of power may create large area spells, traps and explosions to cast against their enemies. All races except trolls may join the House of Odin.

House of Skadi

Skadi is the Norse goddess of the hunt, and Rogues who join her house become Hunters and gain tracking skill, composite bow and spear.

House of Modi

Modi is the god of rage. Vikings who join Modi's house become Berserkers. By channeling their immense battle rage, they become fearsome fighters, and at higher levels, they can shapeshift into bear-man form. All races except Kobolds can become Berserkers.

House of Bragi

Bragi, the Norse god of song, invites Vikings to become Skalds, legendary poet/singers who can lend support to their realm-mates.

House of Eir

Eir was the physician to the gods, and Seers who join her house become Healers with balm for their companions and mesmerizing spells to use against their enemies. Only human and dwarfish players may become Healers.

House of Ymir

Ymir is the giant god whose body forms the land of Midgard. Seers who join his house become Shaman and gain skills in healing, poisoning and other damage spells. Both Trolls and Kobolds can become Shaman.

House of Loki

Loki, the ultimate trickster, makes Rogues into Shadowblades, masters of stealth and hidden dual-wielding attacks. Kobolds

make excellent Shadowblades, and human characters may also follow the House of Loki, but not trolls or dwarfs.

House of Tyr

Tyr is the god of war, and a Viking who joins Tyr's house becomes a Warrior. Viking Warriors are great fighters with mastery of all arms and armor.

House of Hel

Hel, queen of Niflheim, is the goddess of the underworld, and Mystics who join her house may summon the spirits of the unquiet dead who did not die in battle. All Norse long for a glorious death, and Spiritmasters can give them the opportunity they crave by bringing them back from the dead and sending them into battle. No dwarfs or trolls are welcome in the House of Hel.

House of Bogdar

The Bonedancer is a primary Midgard spellcaster that follows the ancient pre-Norse god Bogdar, who has been accepted by the Norse gods when the Valkyn race became civilized and integrated with the rest of Midgard. Bogdar grants Bonedancers the power to reanimate the skeletal remains of discarded animal bodies and use them as weapons, as objects of power, and as creatures that will obey commands. At higher levels, Bonedancers gain the ability to reanimate up to four skeletal creatures simultaneously, each with different abilities, such as spellcaster, healer, buffer, archer, and tank.

House of Rakor

The Savage is a fighter who disdains normal weapons in favor of hand-to-hand combat. Savages aren't interested in mastering the art of complicated weapons - instead they affix simple sharp, blunt, or piercing weapons to their hands and swing away. They wear up to studded armor. Savages follow the Valkyn god of war, Rakor, who represents bloodlust and the battlefield. Savages learn special combat styles based on their

hand-to-hand fighting skill, some of which may allow them to damage multiple enemies at once.

The Savage also learns a skill called "Savagery" which lets them take away from their hit points and add to such offensive skills as damage, parry chance, evade chance, and buffs resistance to different damage types.



Hibernia

Magic runs deep in the roots of the land of Hibernia, where today, after many years of strife and animosity, the Celts and Firbolgs ally with Elves and Lurikeen to secure our future. Never has the threat been greater, and the visions of our leaders predict a Hibernia stripped of its magic if we don't act, and act together. Whether you hear the call of Eochaid and Branwyn to invade our enemies, or you listen to the council of Agach and Tethra that we need only take the sacred relics of our enemies, you can defend our land from imminent peril. We are a land divided no longer, but prepared to harness the powers of nature and the powers of the essence to defeat those who would despoil our home. Come wield the mighty forces at your disposal and share in the strength and the power of Hibernia.

Races of Hibernia

The Realm of Hibernia, located on an island just to the west of Albion, is a combination of nature-worshipping humans and magical elvish Undermountain creatures who have joined together to fight their common enemies. Hibernian races are generally more attuned to magic (natural and supernatural) than the other Realms.

Elf

A tall thin beautiful humanoid creature with haunting magical eyes who specializes in magic.

Celt

The human character of Hibernia. Celts are close to nature, and are naturally good at combat, nature magic, and song.

Firbolg

Huge humanoid creatures, rumored to be a mix of man and giant, Firbolg are wood-dwelling and are as attuned to nature as Celts. Because of their size and strength, they are naturally very good fighters.

Lurikeen

Small and extremely quick and dexterous, the Lurikeen are a race of magical creatures that come from the same Undermountain area as the Elves, who they slightly resemble. Lurikeen are naturally adept at stealth, hiding and magic.

The Sylvan

The Sylvan are dryad-type creatures faintly resembling the trees in which they dwell. They are part of the natural fabric of HyBrasil in much the same way as the wolves and badgers that inhabit that wooded land of Hibernia. Sylvans are humanoid, with bark-like skin and long, slender appendages. Their hair is leaf-like and colored appropriately green, red, yellow and orange. In order to combat the deadly and destructive threat of the Fomorian invaders and save their island of HyBrasil, they have formed an alliance with the races of Hibernia.

The Shar

According to the Elves, the Shar are inherently evil and not to be trusted. However, help is needed to bolster Hibernia's defenses, and the Celts have accepted the Queen of the Shar's offer to become allies. Durable and versatile, the Shar are not outstanding in any single area, but have similar versatility to the Dwarves in Midgard.

Hibernian Ways

Hibernia is a land of nature and magic, and you begin your life here by following one of the ancient Ways. Once you have reached 5th level, you will then choose a path toward your future.

The Way of Arms

The Way of Arms is the way of the warrior and protector of all others in Hibernia. Though followers of the Way of Arms are not so imbued with magic as many of their companions, their strength and skill with weapons in hand-to-hand combat will oft prove of great value in these perilous times. Followers of the Way of Arms can become Hero, Champion or Blademaster, depending on their race.

The Way of Stealth

The Way of Stealth is way of subterfuge and subtlety. Those who follow the Way of Stealth may become Ranger or Nightshade, depending on their race. Firbolg are simply too large to go unnoticed and cannot join the way of Stealth.

The Way of Nature

All inhabitants of Hibernia are deeply connected with nature, but those who follow the Way of Nature are truly blessed with her gifts. Open only to firbolg and celtic characters, followers of this way can become Warden, Bard or Druid.

The Way of Magic

Hibernia is a land suffused with magic, and those who truly tap the power of their land can wield wondrous spells, indeed. Human, elf and lurikeen may follow the Way of Magic and become Eldritch, Enchanter or Mentalist.

The Way of the Grove

The way of the Grove is to understand and manipulate the ancient natural magic of the island of HyBrasil, as taught by the Sylvan. Characters who walk this path become one with nature itself. Beginning characters on the Way of the Grove are called Foresters.

The Paths

The Path of Essence

The Essence is what makes up everything, the essential power and energy of creation. Those who follow the Path of Essence can tap that power in the protection of their Realm.

Nightshade

Nightshades are not strong spell casters, although they do receive some spells. List them more as hiding, dual-wielding, but with some spell-casting ability.

Bard

Those who follow the Way of Nature may choose to become Bards, fighters who can use their voices and instruments to aid their companions. This path is open to firbolg and humans coming from the Way of Nature.

Enchanter

Coming from the Way of Magic, the Enchanter can create and control magical creatures to serve and fight for the Realm. Enchanters can also cast a variety of other useful spells. This path is only open to elves and lurikeen.

Champion

The Way of Arms leads to the Champion, an adept fighter with certain magical skills. This is the only path from the Way of Arms that is open to elves and lurikeen. Human characters can also be Champions.



The Path of Harmony

The Path of Harmony is about balance and the knowing of the world around you.

Druid

The Druid is a healer who can also help strengthen and protect others. With the ability to charm and control animals, the Druid is a truly versatile class of human and firbolg players who follow the Way of Nature.

Mentalist

The power of the mind in harmony can create a powerful Mentalist who can attack and control with mental prowess. Human, elf and lurikeen who follow the Way of Magic may become Mentalists.

The Path of Focus

Those who are dedicated and single-minded may choose the Path of Focus. Those on this Path concentrate on their tasks and are less inclined to being “one” with the world.

Eldritch

The Eldritch wields the primal forces of nature to produce spells of great destructive power. Elf and lurikeen who follow the Way of Magic may become Eldritch, if they have the necessary powers of focus.

Hero

The Hero is the ultimate fighter of Hibernia. Not a magical creature, but a strong and capable wielder of weapons and armor, most often found in the front lines of battle. Open to human and firbolg who follow the Way of Arms. Heroes gain the ability to summon the Spirit of the Hunt as a special ability, which gives them a huge hitpoint bonus – but can be used only sparingly.

Warden

Wardens come from the Way of Nature. They are hybrid fighters who also receive some Druidic spells and abilities. Only human and firbolg characters can become Wardens.

Ranger

Rangers are masters of tracking and stealth, the bow and of dual-wielding weapons. Human, elvish and lurikeen followers of the Way of Stealth may become Rangers.

The Path of the Grove

Animist

Animists are a Hibernian primary spellcasting class that has an affinity with plants. They are able to animate plant life and other natural phenomena and use it to craft spells that damage their opponents. They get a mix of debuffs and other utility spells as well as a new hit point buffer spell to aid their friends.

Animists strive to become one with nature. This differs from other Hibernian nature classes (Bard, Warden, Druid), in that those classes feel they need to protect nature, while those on the Path of Affinity try to BECOME nature.

Valewalker

Valewalkers are Hibernian mages who are given the ability to wield a large scythe as a weapon. They are the strong arm of the Sylvan community - the primary fighters of this magic-using people. Valewalkers don't get armor; instead they wear mage-like cloth robes, which they can augment by casting armor-absorption and armor factor self-buffing spells.

Valewalker combat styles center around their magical nature, and augment their scythe's damage with magical effects.

Part IV: The Trials of Atlantis

Introduction

Even as we defend our Realm from its enemies, our explorers and scientists have made a discovery that could change the shape of our future - and it's all based in the distant past! That's right - recently, a great discovery was made and we are now in the process of learning all we can about the ancient Atlanteans.

What We Know

So far, we've uncovered some very important facts. First, we know that the Atlanteans were a highly advanced civilization. Second, we believe that they desired to share their vast knowledge with the rest of mankind. However, they were wise enough to realize that most people were not yet ready to handle this type of power. Through a series of tests, they were able to determine those who were equipped to wield the great knowledge and power they offered. These tests are now known as the Trials of Atlantis.

What Happened?

The Atlanteans, for all their power and greatness, were human and mortal. In one great and terrible cataclysm, they were destroyed, and most of their works with them. Much of what remained was buried beneath the ocean. However, the Trials, which were imbued with the most immense powers the Atlanteans could devise, survived almost intact. And now, after thousands of years, the Trials of Atlantis have been rediscovered.

Each of the Realms - Albion, Hibernia and Midgard - seeks the keys to the secrets of Atlantis. Each wishes to be the greatest power in the world. Are you ready to meet the challenge, endure the Trials, and emerge as one of the most powerful beings in existence? Now is your chance to find out if you are truly worthy of the Atlantean legacy...

New Areas

The dimensional gateways that are part of the *Trials of Atlantis* are still functional, and new areas have become available for exploration. These new lands are populated by a variety of creatures and people. Whatever and whomever you meet in these new lands, rest assured they are of magical origin and will provide great challenges.

The new Trials areas each contain several outdoor terrain zones and dungeons.

Oceanus - A land of sunken ruins, islands, and deep oceans. This zone features sunken ships, destroyed temples and underwater caverns full of hostile creatures, as well as ships that players can buy and sail where they wish.

Stygia - A searing desert where players will encounter creatures from a twisted Egyptian mythology. (What we believe is that Egypt conquered part of the Trials of Atlantis centuries ago and gained much of their architecture and mythology from the Atlanteans.)

Volcanus - A land of fiery lava flows, violent eruptions and blasted landscape. Here you will encounter many fearsome creatures, including the warlike Minotaurs. Also in Volcanus is a temple, a fiery hell hidden deep within the heart of an active volcano!

Aerus - Once-pristine forests on the slopes of a giant mountain. This was once the pinnacle of Atlantean civilization, where they perfected the art of suspending cities in the sky and had animated statues to do their bidding. Now decaying after the fall of Atlantis, the sky city has begun to crumble and the statues to run amok.

Who Can Take the Trials?

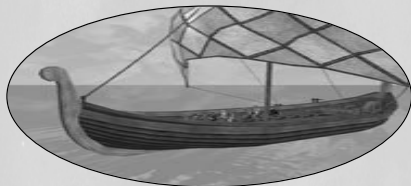
The routes to Atlantis are open to any adventurer, at any level, who wishes to explore this amazing new territory and the Atlantean ruins. However, you must be at least level 40 to begin the first of the Trials of Atlantis. The trials must be completed in order, and each successive trial will have specific requirements before it can be undertaken.

What Are the Trials of Atlantis?

The Trials of Atlantis were designed by the ancient Atlanteans as a test to find those most worthy of their power and knowledge. There are nine trials in all, and each must be completed in order. The trials differ from the quests you may be familiar with in that you will not receive steps to follow, but must discover clues on your own. For each trial you complete, you will be awarded a new ability, such as new styles or spells, chosen from specific lines tailored for your character's class. These new skills cannot be gained in any other way, and are rewards for the successful completion of the Atlantean trials. To begin your journey, speak with those in the Hall of Heroes.

Master Abilities

By completing the Trials of Atlantis, you can gain fantastic Master Abilities selected from new spell or combat style lines, as well as more PvE and RvR experience. Each class will be able to choose abilities from two new lists, which are drawn from the ancient lore of Atlantis. New abilities include categories for utility, combat and RvR tools.



How to Get There

You can gain access to the Atlantean ruins by taking a special Atlantean ship, which will debark from one of the following locations:

Albion: *Caer Gothwaite dock*

Midgard: *Aegirhamn dock*

Hibernia: *A new dock on the river at the base of the Grove of Domnann*

Getting Around in Atlantis

In Atlantis, you gain the ability to swim not only on the surface but underwater as well, using special spells and potions. In addition, you can travel in boats - both ferries that run regular routes and private boats that you can use to explore the many watery areas of Atlantis.

Swimming Underwater

Swimming underwater is not so different from swimming on the surface, except that you will have to use your Up and Down controls to change your depth. All other movement controls remain the same, as does combat.

Using Boat Ferries

To board a boat ferry, simply double-click on it and you will be automatically put on board. To exit the boat ferry, use the Jump key (the same as dismounting a horse). Otherwise, enjoy the ride.

Owning & Operating a Personal Boat

You can purchase a personal boat from a merchant in any of the three Realms. In each Realm, you can purchase either an 8-passenger boat or a 32-passenger boat. Boat merchants can be found in the following locations:

Albion: *Shipwright Higucl (Oceanus dock), Shipwright Pierrel (Stygia dock), Shipwright Fanceen (Volcanus dock), Shipwright Blisse (Aerus dock)*

Midgard: *Shipwright Maik (Oceanus dock), Shipwright Ydeneye (Stygia dock), Shipwright Dyna (Volcanus dock), Shipwright Amunde (Aerus dock)*

Hibernia: *Shipwright Tonwena (Oceanus dock), Shipwright Honyn (Stygia dock), Shipwright Duvian (Volcanus dock), Shipwright Cardixa (Aerus dock)*

Once you have purchased a boat, it will become an item in your inventory. To use one:

- ❖ *You must be near water.*
- ❖ *You must be in Mouselook mode (default Ctrl key).*
- ❖ *Click your ground target key (default F5) and place the ground target over the water. You must set the ground target far enough from shore so that the boat will be completely in the water or you will not be able to place it.*
- ❖ *Drag the boat icon from your inventory and drop it. It will drop to the position of your ground target.*

Once you have deployed your boat into the water, you can board it and invite others to board it by using the following commands:

- ❖ *To board the boat, type /vboard.*
- ❖ *To invite others onto your boat, type /vinvite.*

Note that you cannot travel alone in a boat! In order to get anywhere, you must have at least half the boat's capacity (four for an 8-person boat and 16 for a 32-person boat). After that, the speed of the boat will increase as you add people, up to the maximum.

The Artifacts of Atlantis

A long time ago, when Atlantis was the most advanced civilization ever known, items of great power and magic were not uncommon. When Atlantis was destroyed, some of these items found their way to the planes of reality created by the Atlanteans. Some items were already a part of the new planes. Today, these items are scattered throughout the planes, hoarded or used by the various current inhabitants of Atlantis.

Scholars from the three Realms began finding hints about these artifacts in scrolls, tablets and journals from long ago. The true powers of the artifacts have been nullified somehow, but those wise in magic discovered that combining the scrolls and the artifacts would restore the power of these mystical items. The researchers, unskilled in braving the dangers that guard these scrolls and artifacts, have asked explorers to seek them out. Once adventurers have defeated the creatures that hoard an artifact, have collected the artifact, and have found all three of the associated scrolls, they can bring them to the scholar in the havens who is studying that item. The scholar will then help unlock the magic that lies dormant in the artifact. Since the scholars are more interested in the knowledge of the scrolls, they will unlock the item's magic for the adventurer.

What this means is that you must collect three scrolls and combine them by *using* the scrolls into one book. Each scroll is a story about a unique artifact. Note that the artifacts have nothing to do with the encounter or creature they are associated with. These items were made by Atlanteans and, in the course of time, have been found by the current inhabitants.

You must also complete an encounter with the current owner of the artifact you are seeking. Once the encounter has been successfully completed, you will obtain the artifact. You can then take the scroll/book and the artifact to the appropriate scholar, where the artifact will be repaired and "charged," becoming a very valuable item of great power.

You can talk to the people and creatures of the world for hints about the locations of the artifacts. Note that these "story encounters" are

not an actual part of the Trials, but they do reveal useful background information.

Obtaining these artifacts presents a new kind of challenge, unlike the quests you may be familiar with. There are no specific steps to follow. For example, you can complete the encounter first and then get the scrolls. As long as you do both, it doesn't matter what order you do them in. But you must have both the combined three scrolls and the artifact before you can approach a scholar to have the item fixed.



Part V: Defense of the Realm

Realm Versus Realm (RvR)

One of the cornerstones of Dark Age of Camelot is its Realm vs. Realm combat, known generally as RvR. RvR offers a rich and exciting opportunity for adventure, as well as the enjoyment of working as a group against common enemies.

In RvR, players from different Realms (Albion, Hibernia and Midgard) can fight against each other. In order to keep the general populace of each Realm safe, RvR combat takes place either on the frontier, which is guarded by powerful border keeps, or in special battlegrounds, which are open only to players of specific levels, or in special RvR dungeons. The battlegrounds are designed to allow



lower level players to gain experience in RvR by fighting against other players of close to the same level.

Each Realm must defend power objects, called relics, which enhance the abilities of all inhabitants of the Realm. The relics



are stored in special relic temples. However, relics can be stolen by the enemy and taken to the enemy Realm's relic temple, at which point all members of the enemy Realm gain the relic's bonus - either a strength or a power enhancement, depending on the relic. There are also seven regular keeps in the frontier area, and these keeps can be captured and "owned" by a specific Realm. Controlling the majority of the keeps has added benefits (see Darkness Falls below).

On RvR servers, players of one Realm cannot communicate with players of any other Realm. Battles can be fierce, and far more challenging than normal battle against monsters (known as PvE).

The specific strategies of RvR battle can only be gained through experience, so it is best to seek out players in the game who know what they are doing. And, although there are opportunities for solo players in RvR, much of the action takes place in groups with good teamwork and a good mix of abilities - meaning a variety of classes with some mix of melee/tank, stealth, speed enhancements, healing, mez and/or AOE spells and nukes.

Frontiers

Each Realm has frontier areas where the land is wild and where your enemies may attempt an invasion. You enter your frontier area by passing through a *border keep*. You can recognize a border keep because it will have two sets of great double gates; you must pass through to enter one of your Realm's frontier areas.

If you do meet members of an enemy Realm within your frontier area, you will not be able to converse with them, nor they with you. They are invaders, and you must repel them, if you can.

Enemy Frontiers

You can also enter the frontier area of an enemy. To do so, you must first go inside the double gates of one of your Realm's border keeps.

You will appear inside a strong castle, defended by many guards. This is your Realm's castle within the enemy territory. As you venture out from this castle, you will be in the land of another Realm. The various keeps around this land belong to the enemy, but you can take them over with a strong force. You may need siege equipment, which your crafters can make and carry into the frontier. Also, your Rogue classes may prove useful at gaining entry into enemy keeps. Kill the Lord of the keep, and it will become the territory of your Realm—for as long as you can hold it.

Relic Keeps

There are two relic temples found in each frontier area. Inside these temples, each Realm guards precious items—holy relics that grant special powers to all members of the Realm. Your enemies will attempt to storm your relic temples and make off with your relics. And you may enter their territory and attempt to steal theirs. If you can bring an enemy's relic to your Realm's relic temple, you will weaken the enemy and strengthen all of your Realm-mates.

Battlegrounds

Part of your training in RvR begins in special battlegrounds where you can gain experience in Realm vs. Realm combat. There are nine battlegrounds based on your character's level.

You can purchase a special battleground medallion, which will transport you to the appropriate battleground, if you meet the requirements.

<u>Level</u>	<u>Battleground</u>
1-4	Proving Grounds
5-9	The Lions Den
10-14	The Hills of Claret
15-19	Killaloe
20-24	Thidranki
25-29	Braemar
30-34	Wilton
35-39	Molvik
40-44	Leirvik

Realm Points and Titles

The great deeds you perform against members of enemy Realms are rewarded not only by the conventional experience points, but by special recognition in the form of Realm Points and Titles. Only by defense of the Realm can you earn these special recognitions. And, of course, with Realm Points and Titles come special rewards. As you fight the enemy, you will discover these benefits.

Realm Ability Points

One benefit gained by successful operations against the enemy is the awarding of realm ability points, which can be spent at your trainer to gain special skills not available by any other means. Players who have gained the maximum number of realm ability points become among the most powerful characters in the game.



Travel in RvR

With the incorporation of the New Frontiers expansion, players have new ways of getting around in the world. The linchpin to this system is an in-game map system that shows the zones of the three Realm's frontier areas. This map will not only show places where battles are occurring, it will also show the status of each keep, and a lot more. Other items include a keep teleportation system, fast attack boats, and RvR dungeon updates.

The Realmwars Map Window

The Realmwars map is a new interface window that will perform many of the functions that you are already familiar with if you check the Realm Status section of the Camelot Herald regularly (www.camelotherald.com). You'll be able to see which Realm and Guild owns which keeps, for example, but the map will also show a lot more than that. Here's a quick list of items shown on the Map:

- ❖ Battles in progress are shown as crossed swords on the map, and in the color of the Realms that are involved. This information is shown when you press the *Update Battles* button (which can only be clicked every five seconds or so).
- ❖ Scouting Reports display the location of enemies who move within 4000 "units" of an enemy keep or tower are shown on the map as a Grail, Tree, or Hammer (as appropriate) with the size of the icon denoting the general size of the enemy force.
- ❖ Keeps/Tower status: owning Realm (by color), name, owning Guild, and whether it is under siege.
- ❖ Keep teleport status: the map shows which keeps are valid teleportation destinations.
- ❖ Relicwall Mile Gate locations display, along with the status of their gates (open/closed).

Keep Teleportation

You'll be able to teleport to friendly keeps controlled by your Realm via the Map window. To do so, simply select the keep and click the *Teleport* button. By connecting the keeps to each other via teleportation, we encourage a "front line" to develop, where players can fight back and forth over weaker keeps. This will help to focus combat on these front lines, and make it easier for players to find a battle. Here are the keep teleporting rules:

- ❖ You may teleport only from a friendly keep, a border keep, or when releasing after death.
- ❖ Each keep is dependent upon connectivity via supply lines to a Border Keep. If a keep is not directly connected to a "chain" of keeps leading to a border keep, then that keep is not a valid teleport destination.
- ❖ A destination keep must have at least three of its supporting towers intact in order to be a valid destination.
- ❖ A keep must have all of its supporting towers intact in order to be teleported from.
- ❖ A chain may extend over the ocean to an enemy's frontier. You must control your own beachhead keep (and a clear chain from there back to your border keep, of course) in order to build a teleport chain to an enemy frontier.

Finding Battles

The map window shows locations of battles - above a certain size - by displaying a crossed sword graphic on a spot in the general vicinity where the battle is occurring. The colors of the swords denote the Realms involved, and the size of the graphics denotes the general size of the conflict. These markers slowly fade over time until they disappear to give you an idea of how old the battle is.

Also, the frontier zones themselves are separated into smaller regions that are named based on geographical features in the

respective areas. These region names will be used in the death messages that are displayed in the chat window to assist players who are used to reading the chat window for the location of player deaths. This means that players will be able to find battles on the map, and once they get into the general area shown on the map, they can use clues from the chat text to find the actual battle location.

Binding

Players will be able to bind at the primary border keep entrance to the frontiers (Castle Sauvage, Druim Ligen, Svasud Faste), and then may teleport from there depending on their realm war status.

Transportation Methods

There will be five different methods of transportation throughout the new frontiers. They are:

1. Running/Swimming; the old standard.
2. Fast Attack Boats. These are multi-person boats that you purchase from an NPC to go to a specific destination on an enemy frontier coastline. Fast attack boats carry 16 passengers, and move at very high speed. They move on standard routes - and like horses, they are created instantly for you as soon as you hand the ticket to the boatmaster.
3. Player controlled boats.
4. Teleportation (see above) to friendly keeps, under certain restrictions.
5. The RvR dungeon (see next page)

The RvR Dungeon

You can use the RvR dungeon to move between your frontier and the enemy's lands. Please note that this will be slow and arduous, as you must fight the many PvE encounters that lay in wait for you there, but it does give you an alternative way to get to the enemy lands. If you make your way through the dungeon to an enemy frontier, you will be behind their front lines and in a good position to attack.

Darkness Falls

One special benefit to winning in RvR is control of the huge dungeon called Darkness Falls. The Realm that controls the majority of frontier keeps also controls entry to Darkness Falls. In this dungeon are powerful demonic enemies, as well as special merchants who sell some great items, but not for cash. The enemies in Darkness Falls drop special "seals," which the merchants in the dungeon (themselves minor demons) will redeem for the best goods, stolen from those same enemies and resold to you!

Take heed! Darkness Falls is an RvR dungeon. Any Realm enemy encountered within the dungeon is fair game. Although monsters and fell creatures run rampant throughout the lands, a greater threat lies just outside the borders of your chosen Realm. For each land has its enemies, and when you have proved yourself capable and resourceful enough, you may be called upon to defend your Realm, or even to venture into the frontiers of the enemy Realms themselves. In these frontier battlegrounds, you may encounter enemy players and wage war against them. You may also storm their keeps and take their sacred relics for the glory of your own Realm.

Getting Help

First, don't panic. Mythic Entertainment is committed to giving you the best customer service in the gaming industry. To this end, if you are having problems within the game, we have provided a number of different ways to help resolve your situation.

The first thing you can do is press the F1 key on your keyboard. This will bring up our in-game help system. This system has answers to many common questions, and instructions on a wide variety of commands, game play features and common problems.

If this doesn't help resolve your problem, you can try using our Player Advice system. This system will put you in touch with other, experienced players who have a desire to help out other players who may be having problems within the game. Just type `/advice` into the chat command interface and you will be given instructions on how to use the system.

If you still have an unresolved issue, you can type `/appeal` to report a problem to our In-Game Customer Service Representatives. CSRs are available for in-game support 24 hours a day, 7 days a week. After typing `/appeal`, you will be



presented with instructions on how to report your problem. Our CSRs will address your issue as soon as possible. Contained within our APPEAL system is a powerful Knowledge Base that you can access while you are within our game. This state of the art system allows you to get help right on the spot, without the need to wait for a CSR representative.

If you are having problems installing or running the games, or have questions about your account or billing, please go to our support Website at support.darkageofcamelot.com. On this site you will find very useful information about how to solve your problems, a powerful knowledgebase of information, and tools to help you with any account changes that you need to make.

If this does not resolve your technical or billing question, please feel free to call our customer support department at 703-934-0169. We will help you work through any problems that you have to ensure that you get the maximum enjoyment out of DAoC. Our customer support line is open from 2pm-11pm Tuesday to Saturday, to serve you best.



Credits

Mythic Entertainment Management Team

Mark Jacobs - President and CEO
Rob Denton - Vice President and CTO
Matt Firor - Executive Producer

Dark Age of Camelot Design Team

Mark Jacobs	Lori Silva
Rob Denton	Lisa Krebs
Matt Firor	Erik Krebs
Brian Axelson	Roy McCormack
Colin Hicks	Maurice Nelson
Jim Montgomery	Walter Yarbrough
Jeff Hickman	

Production Team

Matt Firor - Executive Producer
Colin Hicks - Producer, Camelot Product Line

Walter Yarbrough - Content Producer
Spyke Alexander - Line Producer
Mark Davis - Associate Producer
Mike Lescault - Line Producer

Programming Team

Rob Denton - Project Lead

Brian Axelson - Lead Server Programmer
Dan Dunham - Lead Client Programmer

Marty Brown - Patcher and Client
Steve Houchard - Client Interfaces
Scott Hofmann - Client Graphics
Yvette Nash - Client and Utilities

Jim Montgomery - Server
Scott Jennings - Server
Bob Sellers - Server and Database

Matt Kidder - Monster Pathing and Client
Erik Parker - Monster Pathing and Server
Georgia Wall - Web Support

Content Team

Colin Hicks - Producer

Walter Yarbrough - Live Content Lead
Lori Silva - Expansion Content Lead

David Morin - Terrain Creation Lead
Erik Krebs - Treasure and Economy Lead
Mike Ferguson - Live Content Lead
Lisa Krebs - Quests
Maurice Nelson - Encounter AI
Jennifer Hicks - Quests and NPCs
KC Peden - Treasure and Economy
Jennifer Montgomery - Quests
Roy McCormack - Encounter AI
Ellisa Evans - Quests and Encounters
Jeremiah Smith - Encounter AI, Dungeon Layouts
Howard Marans - Encounter and Terrain Creation
Yvonne Bridges - Treasure and Economy
Jesse Taylor - Encounter AI
Destin Bales - Encounter AI
Mat Torsky - Quests and Encounters
Mike Barr - Quests
Brett Robinson - Treasure and Economy
Rob Hinkle - Treasure and Economy
Paul Torres - Quests

Art Team

Lance Robertson - Art Director

CJ Grebb - Lead Artist
Mike Crossmire - Lead Technical Artist
Chris Ondrus - Lead Figure Artist
Jeff Skalski - Lead World Artist
Mat Weathers - Lead Concept Artist

Jane Miller - Character Art
Lucas Hardi - Character Art
Tohan Kim - Character Art
Mat Weathers - Character Art
Kevin Boehm - Character Art
Greg Breault - Character Art
Russell Chamier - World Art
Tracey King - World Art
Kareem Leggett - World Art
Peter Lipman - World Art
Diego Rivera - World Art
Susan Townsend - World Art
Jayesh Kapadia - World Art
Charlie Shenton - World Art
Rich Sisson - Interfaces

Music and Sound

Brad Derrick - Sound FX Creation and Integration
Music by Rik Shaffer/Womb Music (www.wombmusic.net)

Product Quality

Jeff Hickman - Director of Customer Support

Jason Dawdy - Product Quality Manager
Chris Rabideau - Product Quality Lead
Jennifer Ortiz - Product Quality Lead
Aileen Rabideau
Christian Bales
James Ogle
Jason Libhart
Kristen Neal
Sean McNair

Communications Team

Sanya Thomas - Internet Relations Manager
Julie Velez - Internet Relations

Customer Support

Jeff Hickman - Director of Customer Support

Rob DiBiano - Manager of In-Game Support
Mike Stone - Supervisor of Technical Support
Jon Farinelli - CS Team Lead
Erik Johnson - CS Team Lead
Robert Frazier - CS Team Lead
Joshua Drescher - CS Team Lead
Virgil Wagaman - CS Quest Lead
James Casey - CS Team Lead
Sean Gallagher - CS Team Lead
Michael Finnigan - CS Team Lead

Operations

Darrin Hyrup - Director of Operations
Chris Weakley - Facilities Manager
Spyke Alexander - Network Operations
Andrew Mann - Facilities Support

Project Support

Eugene Evans - Business Management
Mike Luer - Web Support

Documentation and Packaging

Rusel DeMaria - Documentation Design and Layout
Mark Davis - Documentation Assistance

Abandon Entertainment

Marcus Ticotin
Karen Lauder
Deborah Marinoff
Monique Fauteux

Vivendi Universal Games

Koren Buckner
Anita Frazier
Cathy Johnson
Jeff Neinstein
Philip O'Neil
Lisa Roth
Feza Sanigok
Steve Wickes
Jason Willig

Special Thanks

The Dark Age of Camelot Team Leads

Original Camelot Beta Testers

Shrouded Isles Beta Testers

Trials of Atlantis Beta Testers



Uses the Gamebryo 3D game engine © 2003 by Numerical Design LTD. (NDL)



Uses Miles Sound System ©1991–2002 by RAD Game Tools, Inc. MPEG Layer-3 playback supplied with the Miles Sound System from RAD Game Tools, Inc. MPEG Layer-3 audio compression technology by Fraunhofer IIS and THOMSON multimedia.