

Lord British's

Shroud of the Avatar

Forsaken Virtues



Adventurer's Manual

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The content of this Adventurer's Manual is merely a small taste of the full Player Guide found on our site. The Player Guide is your resource for learning everything about how to play the game! There we've provided information on what is currently available in the game for you to explore, test, and give feedback. For further detailed instructions, go to:

www.shroudoftheavatar.com/playerguide

Shroud of the Avatar™ Forsaken Virtues

Hail and well met, Avatar!

I begin these journals with a basic assumption; if you are reading this, you have abruptly found yourself a stranger in a new land. Perhaps you have always suspected that you would one day find yourself here, however, I know from experience that the transition can be disorienting. In any case, you have sought out the writings of those who came before to help make sense of this new world. And it is my hope that I may help you to make sense of where you now find yourself so that you may, one day, wish to call New Britannia home.

The History of what came before...

Few remember the dark times, much less what happened before them.

The world died during the Fall, caught in a cataclysm of destruction with enough power to rip the moons themselves from the sky and destroy what civilization existed. The world has slowly recovered since the great Cataclysm over 500 years ago, but much was lost.

Abandoned by the mighty Avatars and their Virtues, those who remained were left defenseless in an untamed land. That is, until the Obsidians came. Through dark sorcery and overwhelming force, the Obsidian Empire brought order to chaos, no matter the cost.

But not all was lost. Three great leaders rose to become the Titans of Truth, Love, and Courage; the surviving principles of the times before the Fall. While the Titans themselves have withdrawn into obscurity, we are still inspired by colossal statues in their likeness occasionally found throughout New Britannia.



Where you will travel...

Novia still bears scars from the Cataclysm, even after all this time, but the survivors of that terrible event have resettled the land. Over the centuries, Novia has been divided into separate regions as the people rebuilt shattered cities and attempted to restore the Principal Virtues of Truth, Love, and Courage from the scraps of what came before. But what was made whole is fragile at best, and recent events in Blood River, Solace Bridge, and Highvale threaten to tear it all apart.

And then there are the Shardfalls; gaping wounds of celestial debris that rained down during the Cataclysm. New Britannia was forever changed when enormous and crystalline black stones plunged into the earth like jagged blades when the moons of old collided. Few dare to venture near them, as they are a vast source of wild magic that corrupts and mutates the plants and animals nearby. The Obsidians unleashed terrible cruelty when they attempted to harness their raw power. What strange secrets can be unlocked within the Shardfall craters? Dare we even ask...?

Finally, there is the island of Hidden Vale which stands apart from the rest of Novia, a seclusion appreciated by many of the people who migrated there. Recently, trade with the mainland has stopped, although the reason is unknown. The town of Kingsport has especially fallen upon hard times. The lack of trade has emptied its coffers, crime has increased, and some of its citizens have fled for what they believed to be safer towns.

Encounters to expect along the way...

When the Obsidian cause failed, all of the creatures created by these Obsidian Sorcerers became leaderless and were mostly driven to extinction. Few survive today, and those that do find themselves hunted and hated.

Elves were created during the Obsidian Wars by Obsidian Sorcerers as powerful chaotic leaders with very destructive tendencies. They were created as tools to dominate the natural world and the creatures within it. However, in the intervening two hundred years since the Obsidian Wars, some elves, specifically those known as Vertas Elves, have reemerged with a new outlook on life. These elves, while just as smart and powerful as their historic cousins, are masters of their own fate. While still often shunned or hated, they work to improve their own lives and come to peace with their warmongering past.

In every army there are those who lead, and those who are led. The brutal nature of the Obsidians only amplified this simple truth. Thus was the existence of the race known as fauns, engineered to be slaves for their more aggressive masters, the satyrs; a pairing which has persisted to this day through a bond few understand. Yet there are rumors of a faun who has broken his chains ... rumors which fauns whisper among themselves when left unsupervised.

After the fall of the Obsidian Empire, the last remnants of their sorcerous Cabal made the decision that, if the world could not be theirs under Obsidian Dominion, then it should come to a "perfect" end as indicated by the Prophecy. They believe that this end can be achieved by twisting the Virtues, venerating the Anti-Virtues, and laying siege to those who display devotion to the Virtues. With the help of their remnant re-shaped abominations, their weak-willed and corrupt Ebon Dawn Cultists, and their undead servants, the Cabalists firmly believe that where the Obsidian Empire failed, they will succeed; that their terrible bloodshed will eventually bring about the end of all life and the world itself.

The kobolds are a unique race native to Novia and are not a construct of the Obsidians like the elves, satyrs and fauns, though some were victims of torturous reshaping. They are a fiercely proud race, and deeply honorable. Some even believe that it was the kobolds who saved humans from extinction after the Cataclysm. But during the brief time that humans and kobolds existed in peace, humans treated the kobolds poorly. Kobolds gave the knowledge of their technology and industry freely, for the kobolds were always superior engineers and craftsmen, but were met with disdain. They were mocked and beaten for being smaller than humans, though their society was always more united than any human one. It was inevitable that the kobolds ultimately decided that humans could not be trusted to share Novia.

Discovering your PATH!

The Virtues have been all but forgotten, lost in the Fall. It is whispered that the Avatars once taught the Virtues to all that would listen and that only the Avatars can return that knowledge to the land. Will you be the one to do so?

The enigmatic and mysterious Oracle shall question your choices as you travel along the Paths of the Principles. Will your path be one of Truth, Love, or Courage? Or perhaps you will decide to pursue all three. Will you do so as an adventurer, a crafter, a warrior? These are the paths that now lie before you. Whichever you choose, I am confident you will find your way in this new land.



The Wisdom of Arabella
... as transcribed by...
~ Lady FireLotus

Discovering your Future!

As the Dire Prophecies come to pass, New Britannia finds itself flooded with Outworlders like yourself. Your path is before you, and the decision is yours alone. Your future awaits.

Welcome, Avatar, to the world of New Britannia.

Installation

Account Creation

You must create an account on the *Shroud of the Avatar* website before you can log in to play the game. Once you have installed the game, the *Shroud of the Avatar* Launcher can be used to log in with an existing *Shroud of the Avatar* username and password. For more information on how to create an account, please visit our Player Guide; www.shroudoftheavatar.com/playerguide.

Installing from the Disk

Installing *Shroud of the Avatar* from the disk will vary slightly depending on the operating system being used. Please refer to the "Readme.txt" file on the disk for detailed installation and patching instructions.

Installing from an online source

Shroud of the Avatar can be downloaded and installed using our custom launcher, available on the *Shroud of the Avatar* website, or

through the Steam client. For more information on how to download and install from an online source, please visit our Player Guide; www.shroudoftheavatar.com/playerguide.

Offline Play

Playing Offline requires no internet connection or log-in process after the initial account verification. Your Offline Avatar and your Online Avatar are separate characters. In Offline mode, you will never encounter other Avatars and elements placed by or dependent on them (such as player vendors, auctions, guilds, Player-Owned Towns, and PvP) will be absent. You can experience the full storyline, explore, fight, craft, and follow questlines in Offline mode the same as in Online.

In Offline mode, your Avatar and progress are saved constantly (much like in Online mode). You may exit to the menu, or quit the game at any point, and your Avatar will be as they were when you next resume play. You may also manually create save files with the "Save Game" button on the Options menu.

Save files can be loaded from the character selection screen through the "Load Game" button. Loading a save restores your Avatar, world, and progress to exactly as they were when the save file was created. Any progress since then will be lost forever, unless you make an alternate save before loading your previous one.

Playing in Offline mode also allows you to recruit Non-Player Character (NPC) Companions to accompany you in your travels and aid you in combat.

Online Play

The default matchmaking mode for online play is "Open," where you play *Shroud of the Avatar* in the same game world as all other Open-mode players.

If you prefer to play *Shroud of the Avatar* by yourself, you can select "Private" or "Party" to play in your own private space while still being able to see players in your party.

When playing online, you can quickly switch between Open, Party, and Private player modes without having to log out of the game. To do so, go to the "Open" section of the Options Menu and choose a "Matchmaking Mode" (Open, Party, or Private). If you choose to proceed with the change, the scene will reload and you'll be playing in the new mode.








Looking for Group

A party leader can add their party (aka "group") to a public listing of open groups for others to join. Players who are looking for a group to play with can use this listing to find an open group.

User Interface & Hotkeys

The default User Interface (UI) provides a great deal of the information you will need while exploring New Britannia. For example, your current Health and the amount of Focus you have can be found in the upper-left corner. In addition, the status of your current target, if selected, will be displayed to the right of it.

The top-center of the screen contains a directional Compass along with the name of the area you are currently in to help you find your way. And, in the upper-right corner of the screen, you will find a series of icons that allow you easy access to a variety of useful windows and menus.

	A list of many useful windows in the game.
	Opens the Character Sheet, which includes a view of the character, basic stats, and the character's equipped items.
	Opens the Avatar's Inventory window.
	Opens the option menu, which includes customizable settings for Audio, Video, and other controls. Also includes an option to "Exit to Menu" or "Quit" the game.
	Launches a web browser to display the Player Guide Document.
	Launches a web browser to display the Bug Reporting Forum for the game's current release.
	Opens the game's Store.

At the bottom-center of the User Interface (UI), you will find the Combat Hotbar. Once you have selected your Path, the Combat Hotbar will include several starting skills. Additional skills can be added to this hotbar as they are learned and can be customized by dragging skills and spells onto it.

The Utility Hotbar can be found below the Combat Hotbar and can be used to hold a variety of non-combat spells, tools, maps, and consumables. Like the Combat Hotbar, it can be customized by dragging new items onto it.

Hotkeys

As with most modern computer games, *Shroud of the Avatar* uses Hotkeys to provide quick access to various game features. These shortcuts can be used to open and close windows, streamline movement and combat, and to expedite common commands. The following is a partial list of *Shroud of the Avatar's* default Hotkeys. Note that Hotkeys can be changed and customized by opening the "Controls" tab in the Options menu.

W Move Forward	C Character Sheet	Y Deck Building
A Move Left	V Toggle Camera View	X Alternate Combat Decks
S Move Backward	M Map	K Skills/Skill Trees
D Move Right	I Inventory	Keypad 0 Nearby Players
Space Bar Jump	J Journal	F1 Target Self
Keypad / Toggle Run/Walk	B Recipe Book	F2-F8 Target Party Member
Keypad + Auto-Run Toggle	O Emotes	Tab Cycle Enemies
Double Tap W Sprint Forward	F Friends, Party, Guild Menu	T Toggle Auto Attack
Double Tap A, S, or D Directional Combat Roll	N Names On/Off	1-0 Activate Corresponding Hotbar Glyph
ESC Options Menu	F9 Toggle UI	Z Draw/Sheathe
Alt+F Looking for Group	F11 Take Screenshot	ESC Hide ALL Open Windows

Conversation Window

By default, the conversation (chat) window appears in the lower-left corner, though it can be moved. The chat window can be used to converse with other players, party members, and NPCs. It can also be used to execute a variety of chat commands.

Common chat commands include:

ENTER Open chat dialogue box	/invite <playername> Invite player to your group
/p <text> Switch to party chat text entry mode	/leave Leave your active party
/l <text> Switch to local chat text entry	/follow Follow the targeted Avatar
/g <text> Switch to guild chat text entry	/sit Sit down
/w <playername>, <text> Send a private message to a player	/AFK Enter AFK Mode
/r <text> Reply to the last private message recieved	/emote Enter an emote from the emote list as a chat command
/friend <playername> Add player to friend list	/z <text> Switch to zone chat text entry
/unfriend <playername> Remove player from friend list	/loc Print the player location in world coordinates
/block <playername> Add player to blocked list	/bug <text> Open Bug Forum with <text> copied to clipboard
/unblock <playername> Remove player from blocked list	/stuck Reset the Avatar's position

The conversation window has a tabbed interface. By default there are two tabs, but additional tabs can be created. Each tab has a dropdown menu that allows you to filter what text that tab shows, change the tab's name, change the font size, or remove the tab entirely. Additionally, existing tabs can be reordered by clicking and dragging them and can be dragged off the main chat window to create a new independent window.

To move the entire chat window, left-click + drag while the cursor is within the text receiving area. To resize it, left-click + drag the window borders as desired.

You've Got Mail

Mailboxes allow you to both send mail to and receive mail from other players. They will also receive mail notifications based on public vendor and player vendor transactions.

When you receive mail, a Letter Icon will appear on the right edge of your screen. The icon indicates the number of unopened pieces of mail present in your mailbox.

You can access your mail at any public mailbox. Every bank throughout New Britannia has a mailbox, typically near the entrance. Also, mailboxes can be crafted and placed on housing lots for personal use.

Avatar Creation

On creating a new Avatar, you will first be prompted to choose a name and select a gender.

The combination of first and last names are unique; you can share the same first name as someone or the same last name, but not both. Gender only affects Avatar appearance and minor changes to Non-Player Character responses.



After clicking "Proceed," you will appear on the Isle of Storms, floating high above a mysterious planet. At this point, you are without form or body. But worry not; a helpful woman named Arabella will direct you to a nearby magic mirror.

Double-clicking on the magic mirror will bring up a series of tabbed options and sliders for customizing your face and body. Everything from hair and eye color to nose size and positioning can be adjusted to your liking.

When you are satisfied with your appearance, click "Finish" in the last customization tab to assume the physical body you have chosen.

Now that you have a body, proceed along the path to the building and speak to the Oracle Automaton there. When prompted, she will ask you a series of questions to help divine your destiny. While there are no wrong answers, your choices will determine your starting skills, equipment, location, and quests.

If you disagree with the Oracle's analysis, you may request a different starting skill set and location after you have answered all her questions. However, you must do so before leaving the Isle of Storms.

When ready, proceed to the top of the Isle of Storms and walk into the Lunar Rift.

After passing through the Lunar Rift you will find yourself in the world of New Britannia at the Battle of Solace Bridge, the Blood River Massacre, or the Battle of Highvale depending on the choices you made in your conversation with the Oracle. After completing a short mission, you'll be sent off to a new location where (in "Open" or "Party" mode) you'll start encountering other players.

Getting Around the World

You can move through the game world using the **W**, **A**, **S**, and **D** keys (often abbreviated as WASD, and used similar to most other computer games). You can redefine these keys to any others preferred (the arrow keys, for example) in the "Controls" section of the Options menu. Also, holding both the left and right mouse buttons simultaneously, or holding down the middle mouse button/wheel, will move you in the direction you are facing.



Traveling between Scenes and the Overworld

Shroud of the Avatar uses two map scales: scene and overworld.

Exploring the Overworld Map

The overworld is used to travel between towns and areas of adventure. It's a large interactive map of the world laid out using an invisible hexagonal grid. *Shroud of the Avatar* has two overworld maps: Novia and Hidden Vale.

Scene Maps

Scenes offer many opportunities for adventure and interaction. In these maps, you will have adventures, trade with merchants, harvest resource nodes, craft new gear, decorate your home, and live your virtual life.

While moving between scenes and the overworld, the Oracle extends her protection; causing an Avatar to glow and making them briefly invulnerable.

Interactive Mode versus Targeting Mode

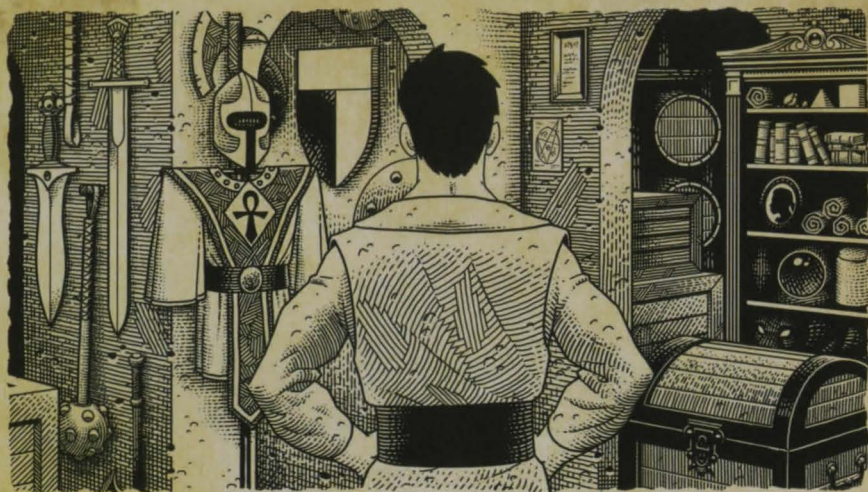
There are two primary modes of interacting with the world: Interactive mode and Targeting mode. Interactive mode is the default mode used by all players and is easily identified by the pointer usable to interact with objects in the game. Targeting mode has no mouse cursor on-screen. Moving the mouse moves your view in the corresponding direction. You may move normally with the WASD keys or by holding the Right Mouse Button.

Fast Travel

Fast Travel Scrolls: Magical Recall and Teleport scrolls allow Avatars to cross vast distances instantly. New player-characters start with three of each type of scroll, but they are also created by alchemists. Both fast travel scroll types can be activated from the Utility Hotbar, or your Inventory (I), and are consumed on use.

Other Means of Fast-Travel: Some areas of the game can be accessed via fast travel.

- Lunar Rifts have portals which cycle through a short list of possible target locations based on in-game time of day.
- Some boats, wagons, and balloons can transport you to connected scenes.
- Enchanted interactive items found throughout the world will sometimes teleport you to other locations in the same scene.
- Underground tunnels have been discovered linking together many caves, sewers, and dungeons. Some of these may be blocked by gates requiring keys to access, which can usually be found on a specific enemy nearby.



Acquiring Gear

Each Avatar begins their journey with basic gear and equipment selected by the Oracle based upon their encounter on the Isle of Storms. However, all adventurers are well-served by having quality gear that is kept in good repair.

There are multiple ways to acquire new items in New Britannia, each with its own merits and downfalls. Looting the corpses of slain enemies may be the quickest way to stuff your pack, but the items you find may be damaged or low quality.

Gear can also be purchased from one of the many vendors throughout the land. When haggling with a merchant, keep in mind that prices may fluctuate.

The finest equipment is often created by skilled craftsmen and one day, you too may decide to join their ranks. In *Shroud of the Avatar*, the economy is player-driven and Avatars who aspire to wealth and fortune will be able to gather raw materials in the world, refine and assemble them into all manner of useful items and equipment, and sell them to other players.

Where to Find Purchased Items and Rewards

All purchased Backer Pledge, Add-On, Bundle, and Make a Difference Store items can be retrieved from any in-game bank using the bank's "Claim Rewards" button. Newly-claimed rewards appear in green.

Some rewards require a choice between several mutually exclusive items. If a reward requires a choice between items, double clicking on the "Reward" item will open a window that allows you to select the reward

you want. Once you have made your choice the "Reward" item will be replaced in your inventory with the actual usable item. This choice cannot be reversed or undone, so please choose carefully!

If the reward package included several items but does not require an exclusive choice, simply opening the "Reward" item will deposit all the items into your inventory without requiring further input.

Inventory Management

To access your inventory either click the Saddlebag Icon in the upper right corner of the screen or press the Inventory Hotkey (**I**). While the inventory window is open, players can organize existing equipment, use consumables, move items to another bag, or delete unwanted items.

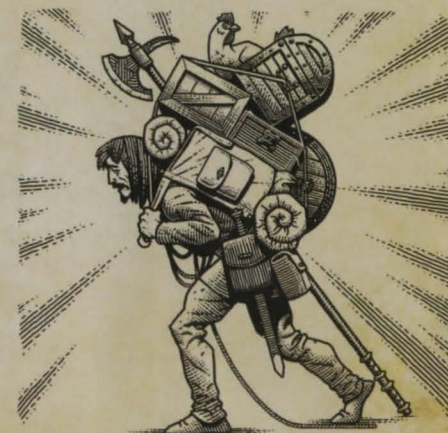
If there is new equipment you wish to wear, open the character sheet using either the Crossed Sword & Shield icon in the upper right corner or the Character Hotkey (**C**). Then, drag equipment onto the character sheet's avatar or corresponding highlighted equipment slot and release the left mouse button.

Unwanted items can be deleted by right-clicking on them and selecting the appropriate option from the dropdown menu. Note that items which can be deleted in this fashion are GONE FOR GOOD. Quest items and many store-bought items cannot be deleted.

Encumbrance

Encumbrance, which is tracked on the character sheet, is the amount of weight an Avatar can carry without penalty. Once the Encumbrance limit is exceeded, an Avatar may continue to carry additional weight but will begin to suffer penalties to movement speed and dexterity, along with a constant drain to Focus. The more heavily over-encumbered an Avatar is, the worse these penalties become.

If Encumbrance becomes a problem, consider selling items to a merchant, storing them at a bank, or destroying unwanted items by right-clicking on them and choosing the appropriate option from the dropdown menu. Avatars who own property can also place decorations that serve as containers, like chests, and use them to store excess items in their homes.



Getting to Know the Locals

You can talk to NPCs as you would any other player, by typing in the conversation window. Double-clicking on friendly and neutral NPCs also starts a conversation with them, assuming you do not have a weapon in hand. All conversational NPCs respond to the following phrases:

- **name** — “What is your name?”
- **job** — “What do you do?”
- **health** — “How are you?”
- **help** — “What can I do to help you?”
- **bye** — “Farewell” (Also closes the conversation tab for that NPC.)

In addition, NPCs will often have specific keywords that they understand and will talk about. These keywords will be underlined and can be clicked on to learn more about that given subject. If an NPC does not understand you, they will often change the topic in ways that direct you to a quest, or share gossip and rumors.

The Oracle

It is whispered that the Oracle can see everything and will guide those who seek her counsel through their journey. Avatars can consult with the Oracle Automaton at any time to gain insight into their pursuit of the Virtues by traveling to an Oracle Confirmatory. Most major townships, like Brittany, Ardoris, and Kingsport, are home to at least one Confirmatory.

The power of the Oracle also protects Avatars, preventing them from attacking one another. However, Avatars may choose to forsake this protection by traveling to an Oracle Confirmatory and specifically



requesting that the Oracle's protection be withdrawn, allowing them to freely attack and be attacked by like-minded individuals.

Bankers

The bank is an excellent resource for storing loot, crafting materials, and spare equipment, and can be very helpful in managing your encumbrance level and inventory effectively. Every bank throughout New Britannia has a mailbox as well, and the bank is where all items that are granted as part of a reward package will be delivered. As such, getting to know the local bankers is recommended.

Bank NPCs are found in major cities. Interacting with a banker opens the Bank window, allowing you to deposit and withdraw items by dragging them to and from your inventory.

Note that your bank contents are attached to your account, not your character. If you delete your current character, your bank contents will remain accessible to any new characters you create on the same account. It is strongly recommended you store any irreplaceable or valuable items (like house and land deeds) in your bank before creating a new character.

Merchants

Whether you are looking for some new gear, crafting supplies, potions, pumpkin pie, or home décor, a myriad of items can be purchased from New Britannia's friendly merchants. Double-clicking a Merchant NPC will call up the Shopping window, if one exists, or it can be opened as part of a conversation using the keywords “vendor” and “buy” or phrases like “What do you sell,” “Show me your store,” or “What is for sale.”

New Britannian merchants are canny and will generally pay you only half an item's listed value, while selling the same item themselves for twice the listed value. Be aware that the selling price for equipment also declines as it loses durability.

An Avatar starts with no gold but a small selection of harvesting tools and adventuring gear. Hunting monsters for loot and harvesting resources to craft items are both excellent ways to make money.

Shopping and Merchants in Offline Mode

Merchants in Offline Mode have a different “Buy Price” for player-crafted items than merchants in Online Mode. This allows players to sell crafted goods for a profit to merchants in Offline Mode.

Companions

When playing in Offline mode, it is possible to recruit certain NPCs to serve as Companions. Some Companions are happy to accompany you if you ask, while others may require you to complete a quest or offer some kind of payment first. Once recruited, a Companion will offer you an item that can be used to call them to your side.

Quest NPCs

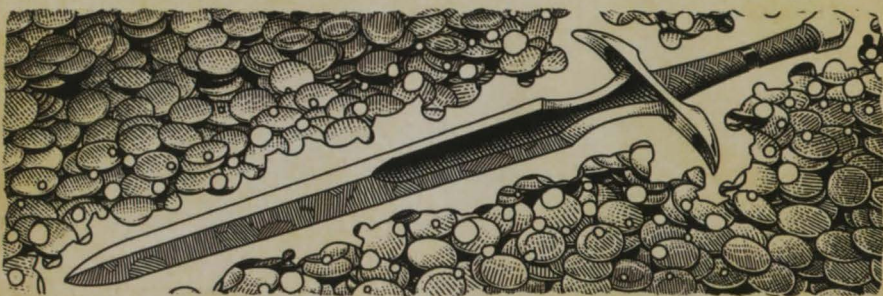
Some NPCs may send you on quests, asking you to perform tasks for them, or reward you for your accomplishments. NPCs who have quests or active tasks for you will emit a blue, sparkly glow and appear as blue Points of Interest on your Compass.

Questing

Quests are composed of one or more tasks that, once successfully completed, may result in a reward. Rewards can include gold, special items, adventuring experience, and access to more challenging quests. Completing quests and their tasks can also change your standing in the Truth, Love, or Courage-related Virtues.

Some quests require the use of a special quest item for completion. For example, a character who sends you on a quest may give you an item which can be found in your inventory. These items must be kept in your main inventory, but do not encumber you.

At times, you will be sent to seek an item. If an item in the world has a strong connection to an active quest, it will appear as a blue Point of Interest on your Compass and similarly have a special blue glow in the world. While traveling on the overworld, a scene which includes one or more active tasks will have effects to indicate this and improve its visibility.



Skills & Character Progression

Avatars begin their journey through New Britannia relatively weak, but have the potential to grow mighty and skilled. Like most people, Avatars learn by doing. Using your magical and martial abilities to battle monsters, harvest resources, craft items, and complete quests all help advance the related skills used, and deposit any excess experience into an experience pool.

The more experience you have built up in your pool, the faster it can be consumed to level skills and spells on use. Be wary though! It's easy to run out of usable experience if too many skills are set to train at once!

Skills are divided into Adventuring and Crafting, and can be viewed and managed in the Skill Window (**K** Hotkey). Adventuring Skills are further divided into Combat, Magic, and Strategy Skills.

Leveling up a skill makes it stronger, and each skill can advance in numerous ways. Information on how that skill will function in another 20 levels is included in the skill description.

Skills can be added to your Hotbar by dragging them from the Skills window. They can also be dragged from one Hotbar slot to another to make customization quick and easy.

Your Avatar becomes a Grandmaster of any skill that reaches level 100, allowing others who join your party to become Apprentices and receive bonus experience when gaining in that skill.

Decks and Deck Building

When you create a new character, several default combat skills suitable for new players will be locked to your Combat Hotbar. However, as you grow more powerful and gain more skills, you can use the Deck system to customize how you use your skills in battle.

Deck Building is an optional, advanced technique for combat that you can unlock during a conversation with most Adventurer Trainers, including Master Trainers. Once you have unlocked this feature and wish to build and equip a new deck, the Deck Building window can be opened with the **Y** Hotkey. From here you can modify existing decks, create new decks, and prepare decks to be swapped between current and alternate.

For more detailed information about the advanced Deck system, please see the "Decks and Deck Building" section of the online Player Guide; www.shroudoftheavatar.com/playerguide.



Combat

New Britannia can be a hostile place. At some point, you may find it necessary to defend yourself.

The **Z** key sheathes and unsheathes your equipped weapons and places you in and out of Combat Stance. Even if you do not carry weapons, you must enter Combat Stance to use combat spells.

There are two primary ways to target and attack enemies, Auto-Attack and Free Attack.

In Auto-Attack mode, an Avatar in Combat Stance will constantly attack any enemy they are facing that is also within range of their equipped weapon. To stop attacking, move out of range or leave Combat Stance by pressing the **Z** key.

Free Attack is an optional advanced technique that requires more active engagement in combat. Instead of automatically attacking any enemy within sight and range, Avatars must carefully position themselves, then attack their enemies by clicking the left mouse button. Holding down the left mouse button will charge the weapon's default attack for additional damage. It can be unlocked during a conversation with most Adventurer Trainers, including Master Trainers.

Sizing up the Enemy

You can learn much about hostile NPCs and monsters by observing the color of their nameplate. Enemy nameplates will display different colors, depending roughly on how strong they are compared to your Avatar's Adventurer Level. Your Avatar's levels can be found as a tooltip when hovering the cursor over the Avatar's name in the Character Sheet. The

weakest enemies have green nameplates, while the strongest are dark red. The actual difficulty of a given enemy can vary depending on your current equipment, skills, and Glyphs deck, but nameplate colors offer a good general guideline.

Combat Tips

- Defeated enemies that have loot for the Avatar will highlight the cursor and reticle green when hovered over, and can be double left-clicked to bring up the loot window.
- If Character Names are toggled on (**N**), numbers indicating damage dealt and received appear over the Avatar's and creature's heads.
- Focus and Health will each regenerate slowly while you are in combat (weapon drawn) and faster when you are out of combat (weapon sheathed).
- Your Focus Bar will flash when you are attempting to use a skill without having the required amount of Focus.
- Some creatures are extremely resistant or even immune to certain damage types.
- Being behind cover decreases the amount of damage a target will take during combat. Cover is considered any object that blocks, or partially blocks, direct line-of-sight between an attacker and a target.

Death and Resurrection

If the Avatar drops to 0 Health, they will die and rise as a wandering spirit. Spirits cannot communicate or interact with the world of the living, and other creatures simply appear as points of light to them. A slain Avatar has several options for returning to life.

A slain Avatar can seek out one of many mystical glowing Ankhs scattered across the world. These special Ankhs will appear on the Compass after death and are only visible to spirits. Moving next to an Ankh will allow the slain Avatar to be resurrected to full health at that location.



Other Avatars with the appropriate spell may resurrect a slain Avatar at the site of their death. Resurrected Avatars return to life at low Health and Focus, but may resume adventuring where they left off.

A slain Avatar, even unattended, will not remain a spirit indefinitely. After death, a timer appears to show how long before automatic resurrection will be triggered. If no other action is taken, a slain Avatar will eventually be automatically resurrected at the entrance to the current scene. This is extremely taxing to mind and body, however, and the resurrected Avatar will not only return to life with low Health and Focus, but with a sizable, albeit temporary, penalty to their stats. If the Avatar dies again before the previous debuff has expired, both the intensity and duration of the Death Penalty to stats will increase. The physical shock of resurrecting in this fashion also inflicts 5% durability damage to all equipped items.

Advanced Gameplay

Sieges

Many scenes that contain devotionals dedicated to the Virtues may find themselves besieged by the Ebon Dawn Cultists and their insidious Cabalists. These events occur as response to alignments of celestial bodies over Novia and Hidden Vale, and will only clear once the siege has been lifted by intrepid adventurers that brave the risks.

As long as sieges are active, players of adequate Adventurer Level will be blocked from directly accessing or exiting the besieged scene. Sieges are great opportunities to test your combat coordination against waves of enemies and the difficult Cabalists, with the potential for rare rewards if successful!

Player vs. Player Combat (PvP)

Some of the deadliest monsters are human—other players who seek the challenge of defeating like-minded players in combat. This is called Player vs. Player combat (PvP). *Shroud of the Avatar* has an active PvP community and development continues on creative ways to maim and wound your friends.

The most casual and consensual form of PvP combat is to challenge someone to a duel. Once a duel begins both Avatars can freely use weapons and skills on one another. The duel persists until one Avatar is slain, flees the scene, or forfeits.

PvP Scenes

Some scenes, like the Shardfalls, are impenetrable to the Oracle's protection and should be entered at your own peril. While traveling through these lands, Avatars can attack and be attacked by other Avatars at whim.

Open-PvP

To enable open-PvP, an Avatar must go to an Oracle Confirmatory and specifically request that the Oracle's protection be withdrawn. Avatars who have enabled open-PvP can only freely attack other Avatars who have also enabled open-PvP. They may not attack those who choose to keep the Oracle's protection, unless they are in a PvP scene, which enables PvP for everyone in it. To disable your open-PvP status you must re-visit any Oracle Confirmatory and ask for your protection to be restored.

Pickpocketing

The Pickpocketing skill (from the Subterfuge skill tree) allows Avatars to steal from one another without resorting to violence. Both the Pickpocket and their potential victim must be flagged for PvP or in a scene that permits it. You may not attempt to pickpocket party members. A Pickpocket attempt requires being close to the victim and takes several seconds.

A successful Pickpocket attempt steals a random item or stack of items from the victim's pack, as well as worn/equipped items. Stolen items can be ransomed or surrendered by the victim, and claimed or returned by the thief, from the "Price of the Oracle" UI. Note that the Oracle UI does not identify successful Pickpockets by name.

Soft Locking your reticle to a Pickpocket during an attempt (by placing the reticle over them and holding Shift + Left-click) interrupts the process and stuns them for a significant amount of time. Pickpocketing works with stealth skills and spells.

PvP and Ransoms

When an Avatar is slain by creatures or the natural forces of New Britannia, their equipment and inventory usually follow them back and forth across the boundaries of life and death. However, things work a little differently when one Avatar slays or pickpockets another, as the Oracle enforces a ransom for the event. Ransoms are currently enforced any time one Avatar kills another (whether in a duel, in a shardfall, in a town that permits PvP, or due to both Avatars having enabled open-PvP battle anywhere) or one Avatar pickpockets another.

You will get an on-screen notification when you have lost an item through PvP or pickpocketing. If the item is lost through pickpocketing, there is a 5-minute delay before a ransom icon appears to you.

An Avatar slain in open-PvP leaves behind an Oracle Marker. Anyone in the party that slew the Avatar (based on damage inflicted) may double-click on this marker to claim the ransom.

Ransoms consist of three items:

- A trophy body-part. (This cannot be re-claimed through ransom.)
- A randomly-selected equipable item. (This can include equipped armor and weapons.)
- A random non-equipable item.

Note that multiple stacks of one type of item are considered one item for the purposes of ransom checks. (Therefore, splitting stackable items into multiple item stacks will not affect the odds of which item types are randomly selected or a ransom.)

Ransomed items can only be drawn from the slain Avatar's current inventory. Items in the bank or in chests on their property will never be ransomed. Quest items, pledge rewards, and purchased items from the game's Store and Make a Difference Store cannot be ransomed.

Once a ransom is claimed, the original owner of the items has several options in the Price of the Oracle UI. (Accessible from the list of options under the stained glass window icon in the upper-right.) If they choose to do so, the original owner has up to 24 hours to pay off the ransom in gold and have the items immediately returned to their inventory. The remaining time to pay off the ransom is displayed in the UI. The original owner may also forfeit the ransom to immediately send the items to the claimant.

If the original owner does nothing, the ransom will be sent to the new claimant after two hours. After that two-hour period has passed, the ransom is considered "resolved" and the claimant then has 30 days to take the items from the resolved ransom. If the ransom is not claimed after 30 days, it is deleted from the game. Once a ransom has been paid, forfeited, or expired, the claimant may claim their gold or items from the Oracle UI.

Avatars can also double-click their own Oracle Markers to regain their ransomed items at no cost, provided it has not been claimed in the time it took them to return to life and return to the spot where they were slain. These Oracle Markers vanish if they are not claimed within five minutes. If a marker times out and vanishes, the owner can recover their ransomed items for free from the Oracle UI.

Player Housing

Player housing is one of the most impressive ways to make your mark on the world. Players can stake their claim to lots that appear in the world to everyone and build and decorate dwellings ranging from humble cottages to towering island castles.

Claiming a Housing Lot

To claim a lot, you need a Lot Deed in your inventory. In offline mode, Lot Deeds are generally for sale from or near the same merchants who sell House and Basement deeds (such as those who work upstairs in many banks throughout New Britannia). Certain pledge levels will also begin with appropriate Lot Deeds to be retrieved from any bank using the "Claim Rewards" button.



Property Deeds come in six sizes; Row, Village, Town, City, Keep, and Castle. Deeds may also be Tax Free, Player-Owned Town, or both. You will not need to pay taxes on any lot claimed with a Tax Free deed. Player-Owned Town deeds only work on lots in a Player-Owned Town.

Deeds and Houses

House Deeds are not the same as Lot Deeds. You may own a Lot Deed and claim a lot without having a House Deed. To place a house on a claimed lot, you must own a deed for a house of that lot's size or smaller. Row lots will not accept Village sized homes, for example, but a Castle Lot Deed will allow you to place a Castle or any smaller sized home. House Deeds can be purchased from special merchants located in many bank buildings, as well as from other Avatars. Obsidian Merchants can also sell unique home deeds that would otherwise only be found in the game's store.

Placing a house once you already have the deed costs nothing. You may freely switch between different houses you have the deeds for, provided the lot will allow that kind or size of house.

Basements

Basements function as expansions to a lot that exist independently of any house on that lot. You may have a basement without a house and vice versa. Basements can be freely decorated in the same way houses and outside lots can. To add a Basement you must first place a Hatch (Basement Entrance). Hatches can only be placed on the ground level, inside or outside a home. Click on the hatch to add the basement from your deeds inventory. Similar to House Deeds, you cannot use basements designated for lots larger than your own.

Taxes

When you claim a lot you are responsible for paying taxes for that lot. The exceptions are lots claimed via Tax Free Deeds, which obviously do not accrue any taxes. You will be informed of the daily taxes for a lot during the process of claiming it. Overdue taxes will grow for each day overdue, eventually leading to lot eviction if left unpaid. The overdue value must be paid off before another lot can be claimed. Taxes can be paid using either in-game Gold or Gold Crowns of the Obsidian.

Decorating a House

There are a wide variety of decorations available to personalize your home. There are vendors that sell decorations throughout the world, often located in banks. Decorations are also found in many Pledge Reward packages, can be looted during your adventures, and given as quest rewards. Finally, Player Crafters can create a wide variety of decorative items and furniture to help make your house a home.

There are limits to how many decorations of different types (lights, containers, etc.) can be placed inside and outside a house on a lot. As you place objects, the decoration UI appears. Bars will show how close you are to meeting the maximum limits permitted for various decoration types.

Crafting

In *Shroud of the Avatar*, the economy is in the hands of the players. Avatars who aspire to wealth and fortune will be able to gather raw materials in the world, refine and assemble them into all manner of useful items and equipment, and sell them to other players.

Crafting items requires resources you find in the world. Examples include ore veins you can mine, trees you can chop, wild plants you can forage, seeds you can farm, and animals you can skin for hides. Most recipes also require a consumable ingredient (such as a chunk of coal) that you must purchase from a merchant. Finally, a crafting station is needed to complete the task, whether it be privately owned or one of many public crafting pavilions found throughout the world.

Harvesting, Agriculture, and Fishing

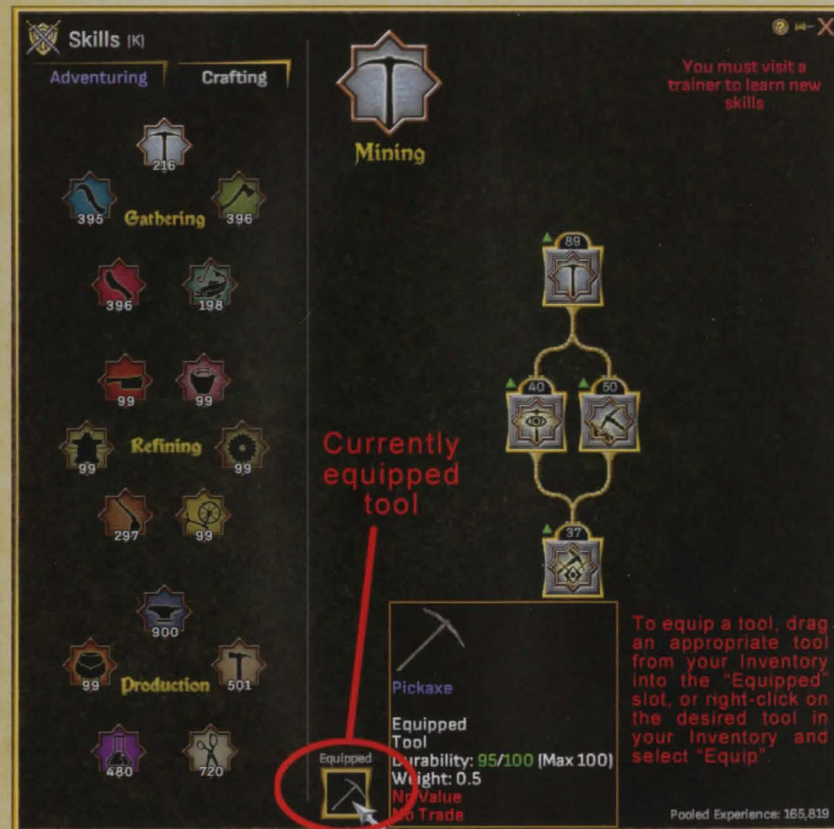
Resource nodes (like trees, herbs, ore, crystals, and more) throughout the world can be harvested with the appropriate tools. Double-clicking on the node will automatically attempt to harvest it, provided you have the necessary tool equipped.

Avatars who own a lot can use their property to grow crops, useful for cooking and more. To get started in Agriculture, you will need a planting bed or barrel, a seed, a hoe, and a supply of water (carried in buckets).

Fishing works slightly differently from most gathering professions. In order to fish you need four things: a fishing pole equipped, training in the Fishing skill, a supply of bait (Fishing worms), and a body of water.

Tools Used in Resource Gathering

Harvesting (and other crafting) tools must be equipped in profession-specific slots in the skills menu (K). If you wish to use a specific crafting or harvesting tool (perhaps because you have a tool that does not wear out or provides a higher chance of success), make sure your preferred tool is in the "Equipped Tool" slot. Crafting tools may also be equipped from the inventory by right-clicking on them.



Using a harvesting tool slowly wears it down and depletes its durability. Harvesting tools will eventually need to be repaired or replaced (with some exceptions, such as Prosperity Tools). There are on-screen indicators, cursors, and special feedback at crafting stations that will alert you when you have damaged or broken tools.

Harvesting tools can also be improved through use of Engraving Kits crafted by alchemists. Engraving a tool permanently reduces its maximum durability.

Harvesting Time and Success

Most resource nodes are time consuming to harvest, though you can interrupt the process at any time. Harvesting time can also vary dramatically from node to node. Not every harvest attempt will be successful and your chance of success is dependent on a combination of your relevant harvesting skills, the quality of the harvesting tool, and the difficulty of the individual node.

Getting Started in Crafting

To craft an item, you will need to find a crafting station for the category of item that you are creating. Crafting stations can be purchased for placement in houses, and public crafting stations are available in major cities like Ardoris and Owl's Head. The categories of crafting can be seen in the table on the following page.



The crafting process follows a series of steps as illustrated in the above example. Raw materials gained by harvesting are individually worked using recipes, tools, and other expendable resources to craft them into more refined items. Like the base raw materials, these refined items may be bought, sold, or traded individually, or be combined using further recipes, tools, and expendables to create a final item of even better workmanship!

	Smelting: allows you to refine raw materials from mining.
	Butchering: allows you to refine raw meat.
	Milling: allows you to refine materials from wood.
	Textiles: allows you to refine materials from plants.
	Tanning: allows you to refine materials from animal hides.
	Alchemy: allows you to create potions, gems, and enchant equipment.
	Blacksmithing: allows you to create metallic arms and armor.
	Carpentry: allows you to create weapons and decorations from wood.
	Cooking: allows you to create food.
	Tailoring: allows you to create clothing, as well as cloth armor and leather armor.

Salvaging

Unwanted or broken equipment can be salvaged to recover raw materials. This requires the appropriate crafting table, tool, and training in the appropriate skill. Salvaging gear from defeated enemies also gives you a chance to obtain certain patterns. When used, patterns change the look of your gear. The higher salvaging skill, the higher likelihood a pattern will drop.

Salvage attempts usually generate scraps. Items with metal in them give metal scraps, wood gives wood scraps, etc. Many items will yield more than one type of scrap, depending on what was used in their construction. Scraps can be combined in varying quantities with non-salvaged raw materials to create a full unit of a given material (like an ingot). Salvaging crafted items may yield components used in their creation, like hilts and blades, if the Salvage skill is high enough.

Repairing

Equipment that has worn down or broken can be repaired through crafting. Avatars can craft station-specific repair kits that can be dragged onto repairable equipment to restore some of its current durability. These repair kits can also be purchased from general merchants across Novia.

Avatars can also go to crafting stations and use recipes for either Minor or Major repairs. Minor repairs work in the same way repair kits do. Major repairs are the only way players can restore maximum durability, and require the use of Crowns of the Obsidian.

Let the Adventure Begin!

Now that you are on the road to becoming a true Avatar, feel free to explore *Shroud of the Avatar* at our website by visiting the handy address below! You can check out the game's FAQ, read more in-depth Player Instructions, and join the rest of the community on our Forums.

www.shroudoftheavatar.com

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The credits list above displays all our excellent current developers. For a complete list of our honored Team Alumni, who also played an amazing part in our game's development, please go to:

www.shroudoftheavatar.com/teamalumni

“Welcome, Avatar, to a realm where your mettle shall surely be tested; a new life to try your spirit and strength of character. Let us hope you are not found...lacking.”



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