

# DUNGEONS & DRAGONS ONLINE<sup>®</sup> EBERON UNLIMITED<sup>™</sup>

## GAME MANUAL



Online  
Interactions Not  
Rated by the ESRB





# Interactive PDF Manual

Throughout this PDF you will find links to more information. Click on a link to open it in your web browser. The [Table of Contents](#) contains links to all major manual topics. Click on a Table of Contents entry to jump to that topic.



Click the arrows at the bottom of a page to move forward and back one page. Click the number to go to the Table of Contents.



When you see a Compendium icon like this, click it to open an article from the DUNGEONS & DRAGONS ONLINE Compendium. The DDO Compendium is a wiki — a searchable, editable database — connected to the game itself. The Compendium contains information on nearly every quest, item, creature, NPC, class, and race in Dungeons & Dragons Online. Players can use their forum account to log into the Compendium to edit it, making it even more robust and useful to the player population.

If you want a high-resolution version of this manual that's suitable for printing, you can [download it here](#).

Note: You might have to configure Adobe Acrobat Reader to allow you to access links from within this PDF file. [Click here](#) to download the latest version of [Acrobat Reader](#).

Internet connection required. Additional online fees apply.





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# GETTING STARTED

## INSTALLATION

Installing *Dungeons & Dragons Online™: Eberron Unlimited™* requires the Turbine Download Manager. To start the installation process, just visit [DDO.COM](http://DDO.COM) and click the PLAY NOW banner.

### DIRECTX AND OTHER SOFTWARE

Depending on your system and installed software, additional components may need to be installed. The game will automatically detect, install, or update these components. Click "Next" to continue through this process.

## STARTING THE GAME

If you are using **Windows XP**, double-click on the *Dungeons & Dragons Online* icon on your desktop to open the Launcher panel. You can also click the Start button on your Windows taskbar and select Programs >> Turbine >> Dungeons & Dragons Online: Eberron Unlimited >> Dungeons & Dragons Online: Eberron Unlimited.

If you are using **Windows Vista**, click the Start button on your Windows taskbar and click Games to open the Windows Games Explorer. Click the *Dungeons & Dragons Online* icon to open the Launcher panel.

## CREATING A USER ACCOUNT

To log into the game, you must have a valid game account. You should have created your username and password during the registration process at [DDO.COM](http://DDO.COM).

## LAUNCHER PANEL

The launcher is your gateway into the game, and also contains hyperlinks to game-specific web resources. Click the hyperlinks in the news articles or the buttons at the top of the launcher to open the links in your internet browser.

To login to the game, enter the username and password that you got when you created your account.

## SERVER SELECTION

Choose a world (or "server") on which to play. Communities differ from world to world. If you have friends who play DDO, learn where they play so you can share your adventures.

When you return to play *Dungeons & Dragons Online*, make sure that you log in to the world where your characters exist. (The game will automatically show in bold text the last worlds you entered.) You can also select the 'Enter Last World Played' check box during login to automatically go to that world.

## FREE TO PLAY

DDO is free, with no charge for the game and no credit card or subscription required. You can enhance your gaming experience by purchasing items through the DDO Store. To learn more about free to play and the DDO Store, visit [DDO.com](http://DDO.com). There are two classifications for players.

- ♦ **Free:** Everyone who first creates their account starts out as a Free player. This grants you access to vast amounts of free game content.
- ♦ **VIP:** Players that choose to subscribe are VIPs. They gain access to all of the game's content, classes, races, and more!

FEATURE	FREE	VIP
CLASSES	All except Favored Soul and Monk	All
RACES	Dwarf, Elf, Human, Halfling	All
GEOGRAPHY	Stormreach	All
PREMIUM MODULES	Buy	All
CHARACTER SLOTS	2	10
LOGIN QUEUE	No Priority	Priority
CHAT	Limited	Unlimited
AUCTIONS	Limited	Unlimited
MAIL	Limited	Unlimited
GOLD	Limited	Unlimited
SHARED BANK SLOT	Purchasable	Yes
TURBINE POINTS	Buy	500/month

### Remember

Your password is case-sensitive — enter it as you did during account creation. Never give your password to anyone. No one from Turbine will ever ask you for your password.



## DDO STORE



*Dungeons & Dragons Online* allows you to purchase in-game items that make your time in the game more enjoyable. You'll find a large assortment of items available through the store, including:

- ◊ **Premium Modules:** This special content has some of the best stories and quest rewards in the game!
- ◊ **XP and Loot Bonuses:** Earn more experience while adventuring, or discover more powerful items from treasure chests!
- ◊ **Cosmetic:** Get a special hair color.
- ◊ **Hirelings:** Bring additional NPC hirelings with you on your adventures.

As you play, you'll earn points that you can spend at the DDO Store. To see the complete list of items, open the DDO Store by clicking the in-game icon.

### Turbine Points



Turbine Points are the currency used inside the DDO Store and are represented by this symbol. You can earn points while playing, and you can also purchase points at the DDO Store using a credit card or PayPal. You can purchase access to premium areas of the game, granting all the characters you create the ability to play in these premium modules, where you'll find some of the best rewards in the game. You can also purchase hirelings, character classes, races, additional character slots, and convenience items to make your time in DDO more rewarding.

## CHARACTER CREATION

The information below presents a broad overview of character creation. You'll also find a walkthrough during the character creation process. See the [Character Development](#) section for more information about stats, feats, skills and spells.



## PLAY STYLE

Your first decision when creating a character is to choose a play style. Do you prefer to aid others, blast enemies with powerful magic, or rely on stealth as your primary weapon? The choice is yours!

Style represents a fundamental archetype of an adventurer in the world of *Dungeons & Dragons Online: Eberron Unlimited*, the basis for your character. Choose the Style that best suits the type of character you'd like to play. There are three Styles to choose from: Melee, Spell, and Specialist.

- ◊ **Melee:** Melee characters engage in up-close, hand to hand combat. Choose this Style if you want to attack with weapons instead of magic.
- ◊ **Spell:** Spellcasters harness the power of magic to assist allies or attack their enemies from a distance. Choose this style if you want to use magic more than weapons.
- ◊ **Specialist:** Specialists can excel in scouting, ranged combat, trap disarming, and more. Choose this style if you prefer a more specialized role.

MELEE	MAGIC	SPECIALIST
Barbarian	Cleric	Bard
Fighter	Favored Soul	Ranger
Monk	Sorcerer	Rogue
Paladin	Wizard	



# CLASS

The next step is to choose a class. Your character's class is like his or her profession. It most clearly defines the role you will play in group adventures.

Following your choice of class, you can customize your character by adjusting attributes, skills, feats and spells, or you can choose a path. A path is a character "template," which includes a preset selection of skills, feats, and attributes that help fine-tune your character to a particular set of abilities and role in the game.

DDO uses some terms you may not be completely familiar with. While you can find a complete description of these terms at the Compendium, here are some definitions for the terms used below:

- ◊ **Hit Die:** Each time your character gains a level, you gain additional hit points based on the class you're advancing in. Barbarians use a d12, which means you'll gain from 1-12 hit points each time you take a level. Wizards have fewer hit points (d4), so you'll only gain 1-4 hit points.
- ◊ **Proficiencies:** This shows the weapons, armor, and shields you're able to use as a character of that class.
- ◊ **Skill Points:** Each time your character gains a level, you'll gain skill points that you can use to improve skills. The number of skill points you receive is affected by your Intelligence score.



## APPEARANCE AND NAME

Change your character's appearance by clicking the arrows next to the attributes, and selecting skin, eye and hair colors. You can also click the Randomize button and let the interface choose for you. If you see a particular attribute that you would like to keep, click on the Lock icon. Then, if you click Randomize again, this feature won't change, but the others will.

First names must be one word with no spaces, but you can add spaces to your surname. Character names must be unique, so if another character in the game already has the name you have chosen, you will have to choose again. (Characters can share surnames.)

**Note:** In the interest of a player-friendly game environment inappropriate names are not allowed and will be automatically rejected.



# MELEE CLASSES

## BARBARIAN



The barbarian is a fearsome combatant, who can move quickly and take on multiple foes at once. His ability to rage gives him temporary bonuses to Strength and Constitution and his wide selection of skills and abilities is rivaled only by the ranger, rogue and bard. Barbarians gain an increased movement speed, the ability to dodge attacks, and suffer less damage from weapons. Barbarians are well-suited for solo play or as a front-line combatants in a party.

- ♦ **Hit Die:** d12
- ♦ **Proficiencies:** All simple and martial weapons, light and medium armor, shields (except tower shields)
- ♦ **Skill Points:** (4+Int Modifier) x4 at 1st level; 4+Int Modifier each additional level
- ♦ **Solo Ability:** Good
- ♦ **Important Stats:** Strength is the most important stat for the barbarian. High Strength boosts a barbarian's ability to hit enemies and increases the damage dealt with each attack. Constitution is also good for barbarians who want more hit points, and Dexterity is good for barbarians who want increased defense.
- ♦ **Notable abilities:** Rage



## BARBARIAN PATHS

### SAVAGE OF THE WILD

- ♦ **Suggested Race:** Warforged
- ♦ **Solo Ability:** Good

As a Savage of the Wild, you focus mainly on fighting with large two-handed weapons. These are generally the most powerful weapons available and can do glancing damage to enemies other than your main target.

Choose this path if you prefer a more aggressive role.

### STORM OF KARGON

- ♦ **Suggested Race:** Warforged
- ♦ **Solo Ability:** Good

As a Storm of Kargon, you focus mainly on fighting with a weapon in each hand, also known as two-weapon fighting or dual-wielding. Using two weapons gives you more attacks over time and allows you to gain more benefits from magical equipment because you have one more weapon equipped.

Choose this path if you prefer a more aggressive role.

### BASTION OF THE OUTLANDS

- ♦ **Suggested Race:** Warforged
- ♦ **Solo Ability:** Very Good

As a Bastion of the Outlands, you concentrate on offense but stand out for your high hit points and fortitude, and your ability to take huge amounts of damage and still keep fighting. You can keep enemies attacking you instead of the weaker members of your party. You focus mainly on fighting with large two-handed weapons.

Choose this path if you prefer an aggressive warrior who can take a lot of damage.



## FIGHTER



Fighters are the ultimate weapons masters, capable of dealing devastating damage upon their enemies with

weapons and shield bashes. They can command the ire of their enemies, drawing attacks to themselves to shield their friends from harm. A fighter's primary role in a party is the front-line combatant, but they are also well-suited to solo play. Fighters gain combat feats faster than any other class.

- ◊ **Hit Die:** d10
- ◊ **Proficiencies:** All simple and martial weapons, all armor, and shields
- ◊ **Skill Points:** (4+Int Modifier) ×4 at 1st level; 4+Int Modifier each additional level
- ◊ **Solo Ability:** Good.
- ◊ **Important Stats:** Strength is the most important stat for fighters. High Strength boosts a fighter's ability to hit enemies and increases the damage dealt with each attack. Constitution is also good for fighters who want more hit points.
- ◊ **Notable abilities:** Sunder, Tower Shield Proficiency



## FIGHTER PATHS

### STALWART SOLDIER

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Very Good

As a Stalwart Soldier, you can both attack enemies and protect allies. Through a combination of intimidation, damage dealing, and strategic positioning, you can make enemies attack you instead of weaker party members. Fighting primarily with a one-handed weapon and a shield, you can block attacks and hold off enemies extremely well. In addition, you can instantly switch to offense when enemies show their weaknesses.

Choose this path if you prefer a more defensive role.

### VANGUARD WARRIOR

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Good

As a Vanguard Warrior, you excel at melee damage output. You can quickly take down weak enemies and damage stronger enemies so that they attack you instead of weaker party members. You focus mainly on fighting with large two-handed weapons, which inflict great damage and can deal glancing damage to enemies other than your main target.

Choose this path if you prefer a more aggressive role.

### WHIRLWIND FIGHTER

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Good

As a Whirlwind Fighter, you can easily dispatch weak enemies and make stronger enemies focus their attacks on you. You specialize in fighting with a weapon in each hand, also known as dual-wielding. This gives you more attacks over time and grants you the benefits of equipping two magical weapons rather than just one.

Choose this path if you prefer a more aggressive role.





## MONK



Monks eschew weapons and armor and instead rely on martial arts to strike hard and fast. Though monks cast no spells, they channel a subtle energy that allows them to perform amazing feats, such as stunning opponents and dodging attacks.

The monk pursues personal perfection through action as well as contemplation. They excel at unarmed and unarmored combat, and channel a subtle energy, called ki, which allows them to perform amazing feats. A monk can wear no armor or shields without losing class abilities, but gains Wisdom bonuses to Armor Class when unarmored.

- ♦ **Hit Die:** d8
- ♦ **Proficiencies:** Club, crossbows, dagger, hand axe, kama, quarterstaff, and shuriken
- ♦ **Skill Points:** (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level
- ♦ **Solo Ability:** Very Good
- ♦ **Important Stats:** Strength and Wisdom are the most important stats for monks. Strength affects melee attack chance and damage, and high Wisdom boosts a monk's defenses and amplifies many special attacks. Dexterity is important for monks who want to further improve defense and reflexes.
- ♦ **Notable abilities:** Stunning Fist, Deflect Arrows.

## MONK PATHS

### THE PATH OF SHADOW

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Good

As a Path of Shadow monk, you use the ki (spirit energy) you generate while fighting to blast enemies with harmful effects such as blindness and paralysis, which makes them more susceptible to incoming damage and easier to defeat. You can inflict much damage and take on more enemies over time than other monks, but cannot directly assist your allies.

Choose this path if you prefer a more aggressive fighting role.

### TWO-HEADED HERON

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Very Good

As a Two-Headed Heron, you follow the harmonious Path of Light, but instead of fighting unarmed you specialize in dual-wielding kamas; light monk weapons with curved blades. Like all Path of Light monks, you can bestow beneficial effects on nearby allies as you fight and you are fairly self-sufficient. Unlike monks those who fight unarmed, you benefit from any magical effects on the weapons you wield.

Choose this path if you want to fight with monk weapons and have some ability to support allies.

### THE PATH OF LIGHT

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Very Good

As a Path of Light monk, you can use ki to bestow beneficial effects on nearby allies. You do this by using special combinations of attacks against your enemies and then discharging your stored ki in a positive energy field around yourself. You are more self-sufficient than a Path of Shadow monk and can benefit allies more, but you do somewhat less damage over time.

Choose this path if you want to fight unarmed and have some ability to support allies.



## PALADIN



As a sworn enemy of evil, the paladin draws power from the forces of good to protect and inspire companions. The paladin is a virtuous combination of fighter and cleric — possessing the fighter's combat ability and eventually the ability to cast divine spells and turn undead. Their unique abilities include special auras that protect allies and the power to smite evil foes. Paladins are very good in solo play, especially against evil and undead foes, and also provide good secondary front-line support (along with fighters and barbarians).

- ◊ **Hit Die:** d10
- ◊ **Proficiencies:** All simple and martial weapons, all armor, and shields
- ◊ **Skill Points:** (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level
- ◊ **Spellcasting:** Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)
- ◊ **Solo Ability:** Very Good
- ◊ **Important Stats:** Strength and Charisma are the most important stats for paladins. Strength affects melee attack chance and damage, and high Charisma makes many of the paladin's special abilities more powerful. A paladin also needs a moderate level of Wisdom to cast spells.
- ◊ **Notable abilities:** Smite Evil, Lay on Hands



## PALADIN PATHS

### THE MIGHTY PROTECTOR

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Very Good

As a Mighty Protector, you both attack enemies and protect allies. Through a combination of defense, strategic positioning, and special abilities you may strengthen your allies and help ensure the survival of weaker party members. Fighting primarily with a one-handed weapon and a shield, you have a high defense and can block attacks and hold off enemies extremely well. You can instantly switch to offense when enemies show their weaknesses.

Choose this path if you prefer a more defensive role with good ability to support allies.

### THE FLAME OF JUSTICE

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Very Good

As a Flame of Justice, you concentrate on dealing physical damage and you are especially effective against evil enemies, like the undead. You can damage most enemies enough to draw their attacks to you and away from the weaker party members. You focus mainly on fighting with powerful two-handed weapons, which deal great damage and can wound enemies beyond your main target.

Choose this path if you prefer a more aggressive role with some ability to support allies.

### THE TRUTHBRINGER

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Very Good

As a Truthbringer, you strike a balance between the more aggressive and defensive paladins, and use a combination of fighting skill, strategy, and special abilities to best accomplish your missions. You can adjust to the situation and attack enemies, or support allies as the situation changes. You fight primarily with a one-handed weapon and a shield, which gives you a good balance of defense and offensive power.

Choose this path if you want to attack and defend, and have decent ability to support allies.



# SPELL CLASSES



## CLERIC



Clerics are the cornerstone of an adventuring group, healing their friends and summoning divine energy to destroy undead creatures. They can wear the most protective armor and shields, and can call down powerful magic that can wreak havoc on almost any foe. Healing magic enables the cleric to adventure alone or with a well-armed group.

- ♦ **Hit Die:** d8
- ♦ **Proficiencies:** All simple weapons, all armor, and shields (except tower shields)
- ♦ **Skill Points:** (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level
- ♦ **Spellcasting:** Divine (Wisdom-based, armor-related chance of arcane spell failure is ignored; spells must be prepared; start with all 1st level spells)
- ♦ **Solo Ability:** Very Good
- ♦ **Important Stats:** Wisdom is the most important stat for clerics. High Wisdom makes a cleric's spells more difficult for enemies to resist and gives the cleric more spell points. Charisma is important for clerics who want to be able to use divine abilities like turning more often.
- ♦ **Notable abilities:** Turn Undead

## CLERIC PATHS

### WARPRIEST OF SIBERYS

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Excellent

As a Warpriest of Siberys, you split your time between hand-to-hand combat, healing, and using offensive spells and abilities against enemies. With your curative magic, you can remove harmful status effects and replenish hit points on yourself and your party. You are a capable fighter in your own right and are extremely self-sufficient.

Choose this path if you want to blend melee fighting with both curative and offensive magic.

### THE FONT OF HEALING

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Very Good

As a Font of Healing, you are unparalleled in your ability to heal. With your curative magic, you can remove harmful status effects and replenish hit points on yourself and your party. You have some spell attack capability to use on enemies.

Choose this path if you prefer a support role that focuses on healing allies.

### SCOURGE OF THE UNDEAD

- ♦ **Suggested Race:** Human
- ♦ **Solo Ability:** Very Good

As a Scourge of the Undead, you split your time between healing, and using offensive spells and abilities against enemies. With your curative magic, you can remove harmful status effects and replenish hit points on yourself and your party. You attack with powerful spells and are particularly effective against undead enemies.

Choose this path if you prefer to focus on attacking with spells and on healing allies.



## FAVORED SOUL



Favored souls draw on divine magic to both heal and destroy. Like clerics, favored souls have access to powerful healing spells, but they are also more skilled with weapons than any other spell caster. Like sorcerers, they get a larger number of spell points than other spell casters and cannot freely switch spells at taverns or rest shrines.

- ◊ **Hit Die:** d8
- ◊ **Proficiencies:** All simple weapons, diety's favored weapon, light and medium armor, shields (but not tower shields)
- ◊ **Skill Points:** 2+Int Modifier per level
- ◊ **Spellcasting:** Charisma and Wisdom based, no need for preparation
- ◊ **Solo Ability:** Very Good
- ◊ **Important Stats:** Charisma and Wisdom are both important stats. High Wisdom makes a Favored Soul's spells more difficult for enemies to resist. Charisma grants access to higher level spells and gives the Favored Soul more spell points. Strength and Dexterity are also good for Favored Souls that intend on focusing on physical combat.
- ◊ **Notable abilities:** Energy Resistance, Leap of Faith

## FAVORED SOUL PATHS

### DIVINE AVENGER

- ◊ **Suggested Race:** Elf
- ◊ **Solo Ability:** Excellent

As a Divine Avenger, you will split your time between hand-to-hand combat, healing, and casting helpful spells on yourself and allies..

### BEACON OF HOPE

- ◊ **Suggested Race:** Elf
- ◊ **Solo Ability:** Good

As a Beacon of Hope, you will play an extremely important role and will be unparalleled in both your ability to heal and the speed with which you can do so. With your curative magic you can benefit yourself and your party by removing harmful status effects and replenishing hit points.

### ANGEL OF VENGEANCE

- ◊ **Suggested Race:** Elf
- ◊ **Solo Ability:** Very Good

As an Angel of Vengeance, you will spend most of your time using offensive spells to blast enemies. You will have many more offensive spells than the other favored soul paths and will usually be attacking rather than healing..







## SORCERER



Sorcerers don't possess a large selection of spells. They make up for this by casting spells faster, and having more spell points than other casting classes. The sorcerer is the most powerful of the ranged attackers. A sorcerer can also repair warforged characters using magic. They lack the armor required to battle in the front lines, and their lack of combat training makes them difficult for solo play.

- ◊ **Hit Die:** d4
- ◊ **Proficiencies:** All simple weapons, no armor or shields
- ◊ **Skill Points:** (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level
- ◊ **Spellcasting:** Arcane (Charisma-based, no need for preparation, armor-related chance of spell failure).
- ◊ **Solo Ability:** Challenging
- ◊ **Important Stats:** Charisma is the most important stat for sorcerers. High Charisma makes a sorcerer's spells more difficult for enemies to resist and also gives the sorcerer more spell points. Constitution is also good for sorcerers who want to increase their hit points, and Dexterity is important for increasing defense.
- ◊ **Notable abilities:** Empower Spell, Maximize Spell

## SORCERER PATHS

### ARCANE CANNON

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Challenging

As an Arcane Cannon, you command more damage spells than other sorcerers and can amplify the damage you deal to very high levels. However, you only have a few helpful spells with which to protect yourself or assist allies. Because you deal a lot of damage, you attract a lot of enemy attention. There will be times when you need to rely on your allies to block, or immobilize enemies to keep them from damaging you too much.

Choose this path if you prefer a more aggressive role.

### THE DYNAMIC HAND

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Challenging

As a Dynamic Hand, you have a good mix of offensive damage spells, control and suppression spells, and helpful spells to assist allies. This gives you the ability to shift your focus during battles and quests as conditions change. Though all arcane casters need to rely on their allies at times, the Dynamic Hand is more self-sufficient than most.

Choose this path if you want to attack enemies and support allies.

### THE VOICE OF POWER

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Experts Only

As a Voice of Power, you often use control instead of direct damage. By keeping multiple enemies charmed, weakened, slowed, or helpless, you have a major impact in battle and give your party an easier path to victory. Though you have fewer damage spells than other sorcerers, you are unparalleled in your ability to manipulate enemies.

Choose this path if you want to specialize in controlling enemies.



## WIZARD



Wizards are true masters of magic, capable of learning as many spells as they can find and scribe in their spell books. Their vast access to spells allow them to quickly memorize new spells after a brief rest at a shrine or tavern. Lack of armor and combat training makes the wizard difficult for solo play.

- ◊ **Hit Die:** d4
- ◊ **Proficiencies:** Club, dagger, light crossbow, heavy crossbow, quarterstaff, no armor or shields
- ◊ **Skill Points:** (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level
- ◊ **Spellcasting:** Arcane (Intelligence-based, requires preparation, armor-related chance of spell failure); wizards begin the game knowing (4 + Intelligence modifier) 1st level spells.
- ◊ **Solo Ability:** Challenging
- ◊ **Important Stats:** Intelligence is the most important stat for wizards. High Intelligence makes a wizard's spells more difficult for enemies to resist and also gives the wizard more spell points. Constitution is also good for wizards who want to increase their hit points, and Dexterity is important for increasing defense.
- ◊ **Notable abilities:** Inscribe Spell



## WIZARD PATHS

### NECROMANCER

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Experts Only

As a Necromancer, you focus mainly on negative energy for your damage spells, and you have the ability to create and control undead creatures. However, you have fewer helpful spells with which to protect yourself or assist your allies. When you are without undead minions, you are relatively unprotected and will need to rely on your allies for protection. At higher levels, you will learn powerful negative energy spells, which are capable of instantly killing many types of creatures.

Choose this path if you want to blend attack power with control and suppression.

### THE INGENIOUS SAGE

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Challenging

As an Ingenious Sage, you know many types of spells, including both combat and non-combat, and can shift your focus during quests as situations present themselves. Arcane casters must often rely on their allies, but Ingenious Sages are more self-sufficient and versatile than most. In addition to damaging enemies and enhancing the abilities of allies, you often use your non-combat spells to assist your party in interesting ways.

Choose this path if you want to be able to attack, support, and enable your party.

### ELEMENTALIST

- ◊ **Suggested Race:** Human
- ◊ **Solo Ability:** Challenging

As an Elementalist you focus more on damage spells than other wizards and can amplify the damage you deal to very high levels. With your large variety of elemental spells, you have the option of hitting opponents with the one element that deals the most damage to them. You have fewer helpful spells with which to protect yourself or assist allies. Because you deal a lot of damage, you attract a lot of enemy attention, and there will be times when you will need to rely on your allies to protect you.

Choose this path if you prefer a more aggressive role.



## SPECIALIST CLASSES



### BARD



Bards are a versatile class that uses music to inspire party members and neutralize enemies. Bards are apt fighters with the ability to cast spells that both heal and harm, and they have the ability to use some rogue skills. Bards are excellent when serving a supporting role in the party, although not as suited for solo play.

- ♦ **Hit Die:** d6
- ♦ **Proficiencies:** All simple weapons, plus the longsword, rapier, short sword, and shortbow, light armor, and shields (except tower shields)
- ♦ **Skill Points:** (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level
- ♦ **Spellcasting:** Arcane (Charisma-based, armor-related chance of arcane spell failure is ignored; no need for preparation; start with 1 spell)
- ♦ **Solo Ability:** Challenging
- ♦ **Important Stats:** Charisma is the most important stat for bards. High Charisma makes a bard's songs and spells more powerful and more difficult for enemies to resist and also gives the bard more spell points.
- ♦ **Notable abilities:** Fascinate, Inspire Courage

## BARD PATHS

### SPELLSINGER

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Challenging

As a Spellsinger, you are unequalled in your ability to amplify your party's spell power. You are a capable fighter and caster in your own right, and fairly self-sufficient. Your focus is mainly on improving the magic and spell casting capabilities of you and your party, but you also have some healing abilities. In addition, like all bards, you can mesmerize enemies for a long while, effectively removing them from battle until the party is ready to fight them.

Choose this path if you prefer a less aggressive support role.

### VIRTUOSO OF THE SWORD

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Good

As a Virtuoso, your musical skills can greatly benefit you and your party, and also have a major negative impact on enemies. You focus both on suppressing enemies and fighting them directly with your sword. You have some healing abilities, and you are self-sufficient. In addition, you can mesmerize enemies better than anyone, immobilizing them for very long durations until you are ready to fight them.

Choose this path if you prefer a fairly aggressive role that excels at controlling enemies.

### WARCHANTER

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Good

As a Warchanter, you are best at amplifying your party's melee damage output. You are a fairly capable fighter in your own right, and also self-sufficient. You focus mainly on improving the melee fighting capabilities of you and your party, but you also have some healing abilities. In addition, like all bards, you are able to mesmerize enemies for a long while, effectively removing them from battle until the party is ready to fight them.

Choose this path if you prefer a more aggressive support role.



## RANGER



Rangers are superior hunters who can fight from a distance and hand-to-hand with equal aptitude. Every ranger has a favored enemy that they can hunt with enhanced skills. Rangers develop a bond with nature that can grant animal companions, which works well with their abilities to hide and move silently. At 2nd level, rangers can dual-wield weapons, and at 4th level they can cast divine spells. Rangers are good all-around combatants, but are best suited as a ranged attacker in a party.

- ♦ **Hit Die:** d8
- ♦ **Proficiencies:** All simple and martial weapons, light armor, and shields (except tower shields)
- ♦ **Skill Points:** (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level
- ♦ **Spellcasting:** Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)
- ♦ **Solo Ability:** Good
- ♦ **Important Stats:** Strength and Dexterity are the most important stats for rangers. Strength affects melee attack chance and damage, and high Dexterity boosts a ranger's defense and ability to hit enemies with a bow. A moderate level of Wisdom is also needed for a ranger to cast spells.
- ♦ **Notable abilities:** Favored Enemy, Two-Weapon Fighting



## RANGER PATHS

### DEEPWOOD SNIPER

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Good

As a Deepwood Sniper, you are incredibly skilled with your bow. You can boost your bow damage, and, with proper strategy, attack multiple enemies at once. As the stealthiest of the rangers, you are a very accomplished scout. Like all rangers, you can assist the party with several helpful ranger spells starting at level 4.

Choose this path if you prefer to focus on ranged attacking and scouting.

### TEMPEST

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Good

As a Tempest, you are very good at melee damage output. You can quickly take down weak enemies and damage stronger enemies so they pay attention to you instead of the weaker members of your party. You focus mainly on fighting with a weapon in each hand. This dual-wielding gives you more attacks over time, and as a Tempest, you will eventually become faster at this than anyone else.

Choose this path if you prefer a more aggressive role.

### ARCANE ARCHER

- ♦ **Suggested Race:** Elf
- ♦ **Solo Ability:** Good

As an Arcane Archer, you excel when using your bow. You can boost your ability to successfully hit your targets, conjure an endless supply of magical arrows, and, with proper strategy, attack multiple enemies at once. You focus mainly on fighting with a bow, but you are also an accomplished scout. Like all rangers, starting at level 4, you can assist the party with several helpful spells.

Choose this path if you prefer to focus on ranged attacking.





## ROGUE



Rogues excel at finding and disarming traps, opening locks, and similar sneaky activities. They are most feared in battle for their ability to backstab, which inflicts massive damage on an opponent. The rogue's light armor, extensive skill set and Dexterity enables them to dodge traps, tumble past opponents, and jump over obstacles with ease. Rogues operate best when traveling with competent warriors, as they are usually too fragile for solo play.

- ◊ **Hit Die:** d6
- ◊ **Proficiencies:** All simple weapons, rapier, shortbow, short sword, and light armor
- ◊ **Skill Points:** (8+Int Modifier) x4 at 1st level; 8+Int Modifier each additional level
- ◊ **Solo Ability:** Challenging
- ◊ **Important Stats:** Dexterity is the most important stat for rogues. High Dexterity boosts a rogue's defense and reflexes and improves key rogue skills, like sneaking and disarming traps. Strength is important for rogues who want to increase attack power, and Intelligence is important for rogues who want to maximize their skills.
- ◊ **Notable abilities:** Disable Device, Open Lock

## ROGUE PATHS

### MASTER MECHANIC

- ◊ **Suggested Race:** Halfling
- ◊ **Solo Ability:** Challenging

As a Master Mechanic, you are unequaled in your ability to disarm traps and pick locks. You succeed where even other rogues fail. You are accomplished at finding hidden doors and secret passages. You focus mainly on improving your mechanic skills, but you are also an accomplished scout. In addition, like all rogues, you are able to sneak attack unsuspecting enemies for large amounts of damage.

Choose this path if you prefer a support role that still has the ability to attack in large battles.

### THE DARK BLADE

- ◊ **Suggested Race:** Halfling
- ◊ **Solo Ability:** Challenging

As a Dark Blade, you excel at the deadly sneak attack. You focus mainly on improving your attack abilities but are also a very accomplished scout. In addition, like most rogues, you can disarm traps, pick locks, and find hidden passages.

Choose this path if you prefer a more aggressive role.

### THIEF ACROBAT

- ◊ **Suggested Race:** Halfling
- ◊ **Solo Ability:** Challenging

As a Thief Acrobat, you excel at jumping, tumbling, dodging, and evading your enemies. You can avoid one enemy while sneak attacking another for major damage. You focus on improving your defensive abilities and fighting ability with the quarterstaff. You are also a very accomplished scout. Like all rogues, you can disarm traps, pick locks, and find hidden passages.

Choose this path if you want to attack and defend, and excel at eluding enemies.



## RACE

There are five races – human, elf, halfling, dwarf, and warforged – plus an unlockable sixth race, drow. You can choose to play as a male or female. There are no penalties or bonuses attached to either gender in game terms.



### HUMAN



Humans are the most adaptable and flexible of the common races. They are diverse in their morals, customs and habits. Hardy or fine, light-skinned or dark, showy or austere, devout or impious, humans run the gamut. Human adventurers are the most audacious, daring and ambitious members of an audacious, daring, and ambitious race. A human can earn glory in the eyes of his fellows by amassing power, wealth, and fame. Humans, more than other people, champion causes rather than territories, factions or groups. Humans, although relatively young in comparison to most other races, dominate Eberron. Human culture was born on the distant continent of Sarlona, with the first settlers sailing from Sarlona's western coast to the region of Khorvaire now called the Lhazaar Principalities. From there, they spread across the continent of Khorvaire, disrupting the placid elven empire of Aerenal and leaving ruined goblin kingdoms in their wake. Today, human contact has extended over most of the world, recently reaching the distant continent of Xen'drik. Humans are affiliated with the House Deneith in Stormreach.

- ◊ **Strengths:** Versatility, increased capacity to learn skills
- ◊ **Weaknesses:** None.
- ◊ 1 bonus feat at first level
- ◊ 4 extra skill points at first level and 1 extra skill point at each additional level

### ELF



Elves are well known for their poetry, dance, song, lore, and magical arts.

Elves favor things of natural and simple beauty. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating their skill with sword, bow, and battle strategy. Elves mingle freely in human lands, always welcome yet never at home there. Life among humans moves at a pace that elves dislike: regimented from day to day but changing from decade to decade. Elves among humans, therefore, find careers that allow them to wander freely and set their own pace. Elves also enjoy demonstrating their prowess with the sword and bow, and they enjoy gaining greater magical powers. Adventuring allows them to improve their skill in both. The elves of Eberron were born on the mysterious southern continent of Xen'drik, where they were slaves of the giant kingdoms. Tens of thousands of years ago, elf slaves rebelled against their masters and eventually left Xen'drik entirely. They settled in the fertile tropical rain forest of Aerenal, a large island-continent to the southeast of Khorvaire. After the Last War came to an end, elvish explorers joined in the rediscovery of Xen'drik. Elves are affiliated with the House Phiarlan in Stormreach.

- ◊ **Strengths:** Resistant to enemy enchantment spells, elves have keen senses that allow them to spot hidden traps, doors, and hiding enemies better than the other races.
- ◊ **Weaknesses:** Slightly lower hit points due to lower Constitution.
- ◊ +2 Dexterity, -2 Constitution
- ◊ Immune to magic sleep effects and +2 bonus to saves against Enchantment spells:
- ◊ +2 bonus on Listen, Search and Spot checks
- ◊ Bonus Martial Weapon Proficiency Feats







## DROW



Most drow choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many drow take up the mantle of adventurer seeking to satisfy their ambitions. Most drow follow the evil scorpion-god

Vulkoor, though exposure to the cultures of Stormreach has brought a few of them to less malevolent deities. The elves of Eberron were born on the mysterious southern continent of Xen'drik, where they were slaves of the giant kingdoms. Tens of thousands of years ago, elf slaves rebelled against their masters. Unlike other elf races who fled the continent, the drow stayed behind on Xen'drik. Today most of the drow live within the ancient giant ruins, hoping to take vengeance on their former masters and to learn the secrets of the giants' long-lost might. The drow believe that they alone preserve the dignity and valor of the elf race, dismissing the rebels who fled to Aerenal and their Valenar heirs.

- ◊ **Strengths:** Resistant to enemy enchantment spells, elves have keen senses that allow them to spot hidden traps, doors, and hiding enemies better than the other races
- ◊ **Weaknesses:** Slightly lower hit points due to lower Constitution
- ◊ +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Constitution
- ◊ Immune to magic sleep effects, and they gain a +2 bonus to saves against Enchantment spells, Spell Resistance
- ◊ +2 bonus on Listen, Search and Spot checks
- ◊ Proficient with the rapier, shortsword, and shuriken

## DWARF



Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale.

A dwarf adventurer may be motivated by crusading zeal, a love of excitement, or simple greed. As long as his accomplishments bring honor to his clan, his deeds earn him respect and status. Defeating giants and claiming powerful magic weapons are sure ways for a dwarf to earn the approval of other dwarves.

The dwarven homeland in Eberron is the Mror Holds, a loose-knit federation of dwarf clans in the mountainous terrain in the east of Khorvaire. The dwarves have never had a unified empire and thus have never risen to the prominence of the elves or humans, though their control of mineral wealth has always made them important allies of the greater powers. Their mysterious kingdoms, carved out from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts or for trade. Dwarves are affiliated with the House Kundarak in Stormreach.

- ◊ **Strengths:** Resistant to poison and many enemy spells, various bonuses when fighting certain types of creatures, harder to trip or knockdown than other races
- ◊ **Weaknesses:** Slightly lower Charisma
- ◊ +2 Constitution, -2 Charisma
- ◊ +2 bonus on Search checks
- ◊ +4 bonus on Balance checks
- ◊ +2 bonus to saves against poison
- ◊ +2 bonus to saves against spells
- ◊ Proficiency in the dwarven war axe, an exotic weapon, for free







## HALFLING



Halflings are clever, capable opportunists. Depending on the clan, halflings might be reliable, hard-working citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night.

Halflings adventurers are typically looking for a way to use their skills to gain wealth or status. The distinction between a halfling adventurer and a halfling just out to make a big score can be blurry. While halfling opportunism can sometimes look like larceny or fraud to others, a halfling adventurer who learns to trust her fellows is worthy of trust in return.

In the world of Eberron, halflings are nomads who ride domesticated dinosaurs across the wide Talenta Plains. The heritage of the nomad also serves more urbanized halflings well, and halflings have established themselves across Eberron as merchants, politicians, barristers, healers, and criminals. The tribal nomads of the plains can sometimes be found in the cities, but often the halflings of the cities blend in with the rest of the population and display only the occasional reminder of their roots. Halflings are affiliated with the House Jorasco in Stormreach.

- ◊ **Strengths:** Luck bonus to saves, bonus to attack and defense due to small size, bonuses to Jump and Move Silently skills, bonuses when using thrown weapons
- ◊ **Weaknesses:** Slightly lower Strength
- ◊ +2 Dexterity, -2 Strength
- ◊ +1 Armor Class bonus, +1 attack roll bonus, +4 bonus on Hide checks, and 3/4 carrying limit
- ◊ +2 bonus on Jump, Listen and Move Silently checks
- ◊ +1 bonus on all saves and +2 bonus to saves against Fear
- ◊ +1 attack roll bonus with thrown weapons

## WARFORGED



Warforged are constructs built to fight in the Last War, and the humanoid races of Eberron regard warforged as unpleasant reminders of the brutality of that war. As they strive to be a part of society, warforged struggle to find ways to relate to the other races that created them. Adventuring is one way that warforged can fit into the world, at least as well as any adventurer ever does. In the wilds of Xen'drik, the ancient continent of secrets, few people care whether you were born or made, as long as you can help keep your companions alive. A fairly large number of warforged choose an adventuring life to escape from the confines of a society that they didn't create and at the same time engage in some meaningful activity.

Originally intended as nothing more than mindless war machines, the warforged acquired sentience due to the arcane experiments intended to improve them as weapons of destruction. Through these experiments, the warforged moved away from being true constructs and became alive. The typical warforged is just slightly larger than a human. Larger varieties of warforged-like constructs can also be encountered, as these remnants of the Last War still exist.

- ◊ **Strengths:** Naturally immune to many effects including poison, disease, and paralysis, can be healed by wizard/sorcerer repair spells
- ◊ **Weaknesses:** Slightly lower Wisdom and Charisma, heal less from healing spells
- ◊ +2 Constitution, -2 Wisdom, -2 Charisma
- ◊ Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion
- ◊ Stabilized by Repair skill, Repair Damage Spells regenerate, Positive energy healing spells (such as Cure spells) half as effective
- ◊ +2 armor bonus and 5% chance arcane spell failure
- ◊ 25% chance that when a critical hit or sneak attack is scored, it is negated and damage is rolled normally





# CHARACTER CUSTOMIZATION

While following a path is recommended for new players, you may want to create a custom character. To do this, select the Customize option on page three of Character Generation. You will assign your own ability scores, select skills and feats, and in some cases, pick your own spells.

## ABILITY SCORES



Six ability scores define your basic characteristics, and represent a particular aspect of your character. Skills that draw from these traits are modified depending on your score. Certain classes favor certain abilities over others, and derive much of their effectiveness from a high score in these areas.

Each ability score starts at 8, and is adjusted for racial bonuses and penalties. Click on the + and – buttons next to an ability to add or subtract points. You have 28 points to raise ability scores. The right side of the screen shows how your character's hit points, spell points and saving throws are affected by your current ability scores.

Every character should have a high ability score in at least one of his or her core class abilities. For example, a wizard should have a high Intelligence if he wants to cast high-level spells. Certain classes may have multiple core abilities—for example both Charisma and Dexterity are important to bards. High abilities give better bonuses, but higher ability scores come at a cost. The higher the ability score, the more points it costs to raise that ability.

### STRENGTH (STR)

Strength measures muscle and physical power. Characters with high Strength scores hit more frequently and do more damage in melee combat. This ability is especially important for fighters, barbarians, paladins and rangers. The Strength ability score affects:

- ♦ Melee attack rolls
- ♦ Damage rolls when using a melee weapon
- ♦ Amount of equipment your character can carry
- ♦ Jump and Swim skills

### DEXTERITY (DEX)

Dexterity measures agility, reflexes and balance. Characters with high Dexterity have higher Armor Classes, higher Reflex saving throws, and hit more often in combat. This ability is important for rogues and other classes who typically wear light or medium armor (barbarians and rangers) or none at all (wizards and sorcerers). The Dexterity ability score affects:

- ♦ Ranged attack rolls.
- ♦ Armor Class, provided that the character can react to the attack.
- ♦ Reflex saving throws, for avoiding traps and attacks that you can escape by moving quickly.
- ♦ Balance, Hide, Move Silently, Open Lock, Tumble skills.

### CONSTITUTION (CON)

Constitution represents health and stamina. Characters with high Constitution have more hit points and have higher Fortitude saving throws. Constitution is important for all classes, but especially fighters and barbarians, who need extra hit points. Spellcasters need a strong Constitution to keep spells from being interrupted during combat. The Constitution ability score affects:

- ♦ Bonus hit points gained each level.
- ♦ Fortitude saving throws, for resisting poison and similar threats.
- ♦ Wizard spell points and strength of spells.
- ♦ Concentration skill.

### INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. Intelligence is important for wizards because it affects how many spells they can cast, how hard their spells are to resist and the power of these spells. Intelligence is also important for any character who wants to have a strong assortment of skills. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level. The Intelligence ability score affects:

- ♦ The number of skill points gained each level.
- ♦ Disable Device, Repair, Search skills.

### WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception and intuition. Wisdom is important for clerics as it affects the strength of their spells and amount of their spell points. The minimum Wisdom score needed to cast a cleric spell is 10 + the spell's level. Wisdom is also significant for paladins and rangers, and affects Will saving throws. The Wisdom ability score affects:

- ♦ Will saving throws (for negating the effect of charm person and other spells).
- ♦ Paladin, cleric, ranger spell points and spell strength.
- ♦ Heal, Listen, Spot skills.
- ♦ Favored Soul spell strength

### CHARISMA (CHA)

Charisma measures force of personality, persuasiveness, ability to lead and physical attractiveness. It represents actual personal strength, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers and bards. It is also important for clerics, as it affects their ability to turn undead. The minimum Charisma score needed to cast a bard or sorcerer spell is 10 + the spell's level. The Charisma ability score affects:

- ♦ Turn Undead checks for clerics and paladins.
- ♦ Bard and sorcerer spell points and spell strength.
- ♦ Bluff, Diplomacy, Haggle, Intimidate, Perform, Use Magic Device skills.
- ♦ Favored Soul spell points



# SKILLS



Skills determine how well your character can perform certain tasks, such as healing, casting spells while distracted, opening locks, and more.

All classes start with a certain number of skill points that can be used to learn or improve skills (determined by class and Ability scores). You can put more points into any skill as your character gains levels. Skills marked with an asterisk (\*) are “cross-class” skills, which are not typical for your character’s class, and therefore cost twice as many skill points to raise.

## Active/Passive

Skills come in two types: active and passive. Passive feats and skills have an octagon-shaped icon in the character sheet, and are “always on.” Active feats and skills have a square-shaped icon and you must assign them to a shortcut in order to use them.

You can view tooltips for each skill by moving your cursor over a skill icon; this will display a short description of that skill. The box on the right provides information about what skills are most important for the class you’ve chosen.

The ability that modifies each skill is listed in the Skill Points chart. If an ability score is too low, for example, you may have a negative number assigned to a skill. This is listed in the Ability Mod column.



### BALANCE

Allows you to stand up more quickly after being tripped. Once you are tripped, you roll a Balance check every 2 seconds for 6 seconds. If you succeed, you stand up. The Balance skill is affected by your Armor Check Penalty, if any.



### BLUFF

This targeted effect causes a selected enemy to cease attacking and be vulnerable to sneak attacks for a short period of time. When activated, your Bluff modifier is compared to the target’s Bluff DC (Difficulty Check) and the skill is either successful or not. There is no die roll involved in this use of Bluff. The Bluff skill is also used in certain conversations, allowing additional conversation paths.



### CONCENTRATION

Allows you to cast spells even while under attack. When you are hit during the process of casting a spell, a Concentration check (1d20 + Concentration modifier) is rolled against a target DC (10 + damage dealt + level of spell being cast). If the check exceeds or matches the DC, the spellcasting continues. If

the check fails to match the DC, the spell is interrupted.

For monks, Concentration determines your starting ki on entering a dungeon, your ki recovered by a rest shrine, and most importantly, determines the “Minimum Store” of ki you can hold as you replenish it while doing battle.



### DIPLOMACY

This area-effect skill causes a selected enemy to cease attacking you for a short period of time. Enemies under the effect of Diplomacy will still attack other party members. It has no activation time and affects all targets within range. When activated, your Diplomacy modifier is compared to the target’s Diplomacy DC and the skill is either successful or not. There is no die roll involved in this use of Diplomacy. The Diplomacy skill is also used in certain conversations, allowing additional conversation paths.



### DISABLE DEVICE

Allows you to attempt to disarm traps. Requires the use of a lockpick.



### HAGGLE

Allows you to negotiate better prices with vendors. This is a passive skill.



### HEAL

Allows you to revive unconscious and bleeding companions to 1 hit point. Also grants additional hit points for yourself and your companions when resting in a dungeon. Doesn’t affect warforged characters.



### HIDE

Allows you to sneak past monsters, avoiding their sight.



### INTIMIDATE

Allows you to intimidate certain NPCs and to draw the attention of monsters. You get a bonus when you use the Intimidate skill on creatures smaller than you, and a penalty on creatures larger than you.



### JUMP

Allows you to jump higher.



### LISTEN

Allows you to hear enemies that are trying to Move Silently, as well as subtle noises which others may not hear.



### MOVE SILENTLY

Allows you to sneak past monsters, avoiding their detection.





### OPEN LOCK

Allows you to attempt to open locked doors, chests, and other objects. Requires the use of a lockpick.



### PERFORM

Allows a bard to use some of their unique class abilities.



### REPAIR

Allows you to restore disabled warforged characters to 1 hit point. Also grants additional hit points while resting in a dungeon. Only affects warforged characters.



### SEARCH

Allows you to find hidden doors, traps, and objects when activated.



### SPOT

Allows you to notice hidden doors, traps, and objects nearby, and to spot enemies that are trying to hide.



### SWIM

Allows you to swim faster and for a longer period of time underwater.



### TUMBLE

Allows you to tumble in any given direction while blocking. Using Tumble can make your character dodge projectiles and move around quickly in combat. The sideways and backwards tumbling animations will be replaced with sideways somersaults and back flips if the Tumble skill reaches 31 or higher. Front flips also become available at 36 or higher. Tumble also reduces the amount of damage characters take from falling.



### USE MAGIC DEVICE

UMD allows you to equip/use items that would generally be restricted for your class or race. A UMD skill check is made each time you attempt to use such an item. Equipping items using the UMD skill requires that you have the amount of skill required to use that item. The vast majority of alignment restricted items require a UMD of 20. Race restricted jewelry and clothing require a UMD skill of the item's minimum level plus seven to equip, weapons and armor require the item's minimum level plus ten.

## SKILL CHECKS

A skill check is made when your character applies a skill to a task. Skill ranks are bought with skill points, which are awarded at character creation and each new class level. Ranks are added into every check made with the skill, so the more ranks a character has, the better his skill checks.

## FEATS



A feat is a special feature that either gives your character a new capability or improves an existing one. For example, your character might choose to learn how to wield an exotic weapon (like a bastard sword), cast spells to a greater effect, or receive a bonus on saving throws.

If you choose to customize your character at character creation, you will be able to choose at least one feat. To do this, drag the icon from the Available Feats panel to the empty box in the My Feats panel.

Humans receive a bonus feat. Fighters and wizards each receive an additional class feat. Rangers receive a Favored Enemy feat. Place your cursor over an icon to see the tooltip information for that feat. Scroll down to see additional feats.

Each character will start with some granted feats based on his or her class. These are listed at the bottom of the My Feats panel. Some feats have prerequisites, such as a minimum ability score or knowledge of another feat. If a feat is grayed out, your character does not meet the prerequisites for that feat. You can see the prerequisites by hovering the cursor over it.

**Note:** Some feats, for example Weapon Specialization, have a [+] icon next to them indicating that you must choose a specialization for that feat. Click on the [+] icon to display the specialization options.

As you level up, you will acquire new feats from your class trainer. A new feat is gained with every three character levels thereafter (3rd, 6th, 9th, etc.).

There are different kinds of feats. General feats have no special rules governing them as a group. Metamagic feats allow a spellcaster to prepare and cast a spell with greater effect, but at a higher level than it actually is. Class-specific feats are only available to the specified class — clerics or paladins in the case of Extra Turning, or fighters in the case of Weapon Specialization.

## SPELLS

Bards, favored souls, sorcerers, and wizards must choose from a selection of first-level spells. Your character can learn additional spells by finding or buying spell scrolls (if a wizard), and by selecting additional spells at the class trainer as you level up.

Clerics automatically know all of their first-level spells. Note that clerics and wizards need to memorize (prepare) their spells before casting them. Rangers and paladins must prepare spells once they get them at level 4.

To choose a spell, click on its icon to highlight it. When you have highlighted all of your spells, click on the Next button, which returns you to the Character Selection screen.



# MAIN GAME SCREEN



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## 1. CHARACTER SHEET (C)



Hover the cursor over a character stat to see more details about it.

Displays your character statistics, skills, feats, spells, and biography. Click on a tab at the top of the Character Sheet window to access the following windows:

### STATS TAB

Displays your character's name, race, class, level, total XP (experience points), Action Points, ability scores, hit points,

spell points, Armor Class, and more. See [Character Customization](#) for more information.

### BIO TAB

Enter details about your character's life in the text box. Click on the Update button to save your bio. When people examine you by targeting you and pressing [Z], they will be able to read your bio.

### SKILLS TAB

Lists your character's current skills and the ranks you have gained. Cross-class skills, which cost twice as much to raise with skill points, are indicated by an asterisk (\*). See [Skills](#) for more information.

### FEATS TAB

Shows your current feats. Square icons indicate active feats, which you must activate via a Shortcut bar. Octagonal icons indicate passive feats, which are always in effect. See [Feats](#) for more information.

### SPELLS TAB

The top portion of this panel displays the spells that you know. Currently prepared spells are highlighted and unprepared spells are grey. The bottom of this panel also shows all currently prepared spells. See [Spells](#) for more information.

### ENHANCEMENTS TAB

Displays your character's current Enhancements, which you receive by earning Action Points and spending them at a trainer. See [Enhancements](#) for more information.

## 2. INVENTORY (I)



Drag items to the character silhouette to equip them.

As you complete quests and find treasure, you will accumulate weapons, scrolls, potions, armor, magical items, and more. These items are stored in your character's inventory.

The left side of the Inventory shows all the items your character is carrying, sorted into three packs holding 20

items each. Click on a tab to view the items in a pack.

To get more information about an item, hover the cursor over it. For more detailed information, click on an item and press [Z], or click on the magnifying glass icon in the Focus Orb.

The right side of the Inventory shows your character's equipped items. To equip an item, double-click it or drag it to the appropriate equip slot on the right.

The Inventory window also shows the amount of weight your character is carrying, as well as the total amount he or she can carry. If you carry too much, your character will become encumbered and will lose mobility.

**Note:** Some items are level-locked, or only usable by certain races. If you use a weapon with which you are not proficient, you take a -4 penalty on all attack rolls.

Your current in-game money supply is displayed above your Load. You can use money to trade with other players or spend at vendors (but not in the Turbine DDO Store) to buy items like potions, weapons, wands, spell components, scrolls, armor and food.

Click the Details button at the bottom of the Inventory window to show details about the type of weapon(s) you currently have equipped, including name, bonuses to hit, damage, what it takes to roll a critical hit, and the amount of damage dealt by a critical hit.

### SPECIAL CONTAINERS

Special containers allow you to store many small items in one inventory slot, including gems, arrows, ingredients, shield fragments, and more. Double-click a special container to open it, and drag appropriate items into it.

### WEAPON SETS

You can create Weapon Sets that let you quickly equip two weapons, a wand or a weapon and shield. To do this, drag two items from your inventory to a Weapon Sets slot. You can drag a Weapon Sets icon to your Shortcut bar.

### Coin Values

10 copper = 1 silver

10 silver = 1 gold

10 gold = 1 platinum.



### 3. QUEST LOG (L)

Displays the quests you have accepted. See the [Quests](#) section for more information.

### 4. ADVENTURE COMPENDIUM (P)

There are a number of NPC factions (patrons) in the game who will reward you for completing quests that help their causes. The Adventure Compendium lists quests and the patrons who bestow them, as well as information about whether you have completed a particular quest, and how much favor it has earned you for the associated patron. Click on the Patrons tab to see your standing with each of the patrons. See the [Favor section](#) for more information.

### 5. SOCIAL PANEL (O)

The Social panel makes it easy to find other players to adventure with. See [Parties](#) for more information.

### 6. MAIN MENU (Esc)

Display help, display options, log off character, or quit game.

### 7. DDO STORE (Control-S)

*Dungeons & Dragons Online* allows you to purchase in-game items that make your time in the game more enjoyable. You'll find a large assortment of in-game items available through the store, including:

- ♦ **Premium Modules:** This special content has some of the best stories and quest rewards in the game!
- ♦ **XP and Loot Potions:** Earn more experience while adventuring, or discover more powerful items from treasure chests!
- ♦ **Cosmetic:** Get a special hair color.
- ♦ **Hirelings:** Bring additional NPC hirelings with you on your adventures.
- ♦ There are many more exciting offers available in the DDO Store.

### 8. MINI-MAP



The mini-map gives you a snapshot of your current location. Both the mini-map and the main map have icons that indicate areas and items of interest, such as quest locations, quest NPCs, vendors and more. Hover your cursor over an icon to get more information about what is there.

### MAIN MAP (M)



Map icons show people and places of interest. Point at one for more info.

Click on the compass rose icon in the upper-right of the mini-map to open a map of your current area. Icons on the map indicate taverns, stores, NPCs, players in your party, and more.

Click on the Map Notes button to filter the icons that you want to appear on the map. Checking a box in the drop-down menu will show that type of icon

on the map. Click on the Zoom buttons to zoom in and out.

While you are in a dungeon, unexplored areas will appear covered by a black fog, which will lift as you explore.

### 9. STATUS METERS

The meters above the chat window indicate your current hit points (red) and spell points (blue).

### 10. CHAT WINDOW

This is where you send and receive chat messages, see battle messages and more (see [Chat](#)).

### 11. XP METER

The meter at the bottom of the screen shows your current XP (experience points), and the number of XP required to achieve your next Rank or Level.

### 12. SHORTCUT BARS



Shortcut bars contain 10 spaces to place customized shortcuts that let you quickly perform actions, such as equipping weapons, using active feats and casting spells. You can use the bar of icons at the bottom of the screen to ready a spell, weapon, skill, feat or action by dragging an icon from the appropriate window (such as your inventory) to a shortcut slot. When you start the game, the shortcut bar will contain shortcuts to several of your starting abilities. To change these shortcuts, simply drag a new icon into a shortcut slot.

Shortcut slots are numbered 1 – 0. To execute a shortcut, press numbers 1 through 0 or click on an icon.

You have 10 different shortcut bars that you can use.



Each shortcut bar is numbered on its right side. To open a new shortcut bar that you can position anywhere on screen, click on the arrow on the left side. To toggle between shortcut bars, click on the arrows above and below the number on the right side.

### 13. EFFECT ICONS

When you are under the influence of an effect, such as a spell, poison, fear, etc., an icon appears in the upper-right corner. Hover the cursor over an effect icon to see its description. If the effect has a duration, the time remaining is displayed on the icon. See [Effect Descriptions](#) for more information.

## INTO STORMREACH



You'll begin your adventuring career in Korthos Village, a jungle paradise that is currently dealing with the arrival of a white dragon! You appear on a beach, the sole survivor of a shipwreck. A rogue named Jeets Shimis lingers near the shore — approach him and double-click on him to start a conversation.

Follow Jeets' instructions and you will soon have your first weapon and quest. You will also meet an able party who will lead you through a treacherous cave and reveal important fundamentals of the game. Listen to their suggestions and follow their lead — your life of adventure has begun!

Don't be afraid to try new things during your first quest experience. This is where you should get familiar with the controls, and experiment with your play style.

### 14. FOCUS ORB

When you left-click on a target, such as another player, an NPC or an interactive object, a picture of it will be displayed in the Focus Orb. The buttons on the Focus Orb indicate actions you can perform on the currently selected target.

Above the Focus Orb is the d20. The die shows your most recent roll and its result. Die rolls are made for most actions in the game, including combat, saving throws, skill checks and more.

### POP-UPS

When you move your cursor over an object you can interact with, such as a door, switch, NPC or other player, the cursor will change to indicate that. Click on an object to target it and display details about it in the Focus Orb. The game also automatically targets nearby objects and places them in your Focus Orb. Press **[Tab]** to switch targets.

Press **[Z]** to open the Examination window with details about the object shown in the Focus Orb. You can interact with some objects by simply double-clicking on them.

### CAMERA CONTROLS

You can position the camera anywhere around your character to get a better view of your environment by holding down the right mouse button and moving the mouse.

Press **[T]** to toggle mouselook mode on, and the camera will move when you move the mouse. Press **[T]** again to exit mouselook mode.

To rotate the camera around your character, click and hold the mouse wheel and move the mouse. You can zoom in and out by turning the mouse wheel.

### MOVEMENT

#### WALK

Press **[W]** to move your character forward, **[S]** to move backward, and **[A]** and **[D]** to turn left and right, respectively. You can also use the arrow keys to move your character.

If you are in mouselook mode, **[A]** and **[D]** will make your character sidestep left and right.

## Hints

The game displays hints as you encounter new situations. Read the hints to learn the basic game mechanics. You can also hover the cursor over most any item (including text in windows) to display pop-up information about it.



## JUMP

Press **[Spacebar]** to make your character jump. The higher your Jump skill, the higher and longer you will jump.

## CLIMB

To climb a ladder, approach it and your character will get on it. You can then move forward (**[W]**) or backward (**[S]**) to go up or down. When you jump near the edge of a precipice, your character will grab that edge.

## SWIM

When you are underwater, you will see a breath meter that indicates how much air you have left before you start to drown. To surface while swimming, press **[Spacebar]**, or click and hold the right mouse button to enter mouselook mode and move up toward the surface.

### Tip

Take off your armor before you go on a long swim. Wearing armor or a helmet, or holding a shield while swimming can reduce your Breath meter, giving you less time underwater.

## NPCs



A non-player character (NPC) is any character not controlled by a player. They are the citizens of Stormreach, tavern owners, fishermen, guards, and many others. Certain NPCs have icons above their heads, indicating that they have something to tell you. To talk to an NPC, move in range, face them and double-click or right-click on them. You can also left-click on the NPC to display its portrait in the Focus Orb (lower-right corner of screen) and then click on the Use icon (gears) to initiate a conversation.



## VENDORS

You can buy and sell equipment and items at any of the many item vendors and bartenders in Stormreach. To interact with a vendor, double-click on him and select the "I would like to trade" option. See the [Economy](#) section for more information about buying and selling items.



## COLLECTORS

Besides finding loot in chests and receiving quest rewards, you can find Collectables (items with gold borders) hidden in backpacks, bookshelves, mushroom patches and more. These items are of no interest to vendors, but you will find collectors scattered throughout Stormreach who will trade you valuable items for them.

When you examine one of these collectable items, it will have the name of the NPC looking for them and how many they need of that item before they will trade you. Collector NPCs show up on the map as a triangle of little blue dots. Hover over those to find the name of the NPC you're looking for.



## TRAINERS

When you have earned enough XP to level up, you must talk to a trainer NPC in order to gain the feats, skills, spells and enhancements associated with your new level. Each trainer specializes in a class, indicated by an icon over his or her head, as well as a description below his or her name. You will find the first trainers just outside

the Stormreach Harbor.

Speak to a trainer and he or she will present you with a series of upgrade choices corresponding to your class and level. Select the new abilities you want for your character, confirm your choices, and then head back out to test out your new abilities.



# QUESTS



The most direct way to earn experience, fame, and fortune is to undertake quests. You can usually get quests from NPCs with glowing icons floating above their heads. To find out the details of the quest, start a conversation with the quest NPC.

## STARTING A QUEST

To enter most quests, you must locate the quest and double-click on the start point (often indicated by a blinking yellow door on the map, or a green arrow pointing to its location if it is off the map). Before the quest starts, a window will display the name of the quest, level, and length, as well as check boxes that let you set the difficulty of the quest to Solo, Normal, Hard or Elite. Higher levels increase the difficulty of the monsters and traps, but also the value of the treasure you'll find and the amount of XP you earn.



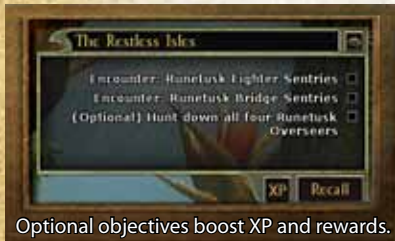
A cup icon indicates a quest giver.

## QUEST JOURNAL

The Quest Journal contains details about all the quests you have agreed to pursue. To view your Quest Journal, click on the Quest button or press [L]. On the left side of the Quest Journal is a list of game locations. Click a location to view quests associated with it. Click on a quest to display detailed information about it.

Click on the Share button to attempt to share a quest with members of your party. Any player in the party who is ready to accept the next phase of the quest (or receive the quest fresh) will when the Share button is pressed. If the player is on a different chapter of the quest and is not ready to move on to the relevant quest, they cannot share your quest.

## QUEST OBJECTIVES



Optional objectives boost XP and rewards.

While in window mode, you can click on the XP button to see a summary of the experience points you will earn by completing the quest.

Your quest goals show up in the Quest Objectives window. Click the eye icon to toggle the window between normal, transparent and hidden modes.

During a quest, you might encounter optional objectives that grant you additional experience points. You do not have to complete optional objectives to finish a quest, but you must complete all required objectives.

## UNDERSTANDING INSTANCES

### PRIVATE INSTANCES

When you enter a dungeon, either alone or with a party, the game creates a new "instance" – or virtual copy – of that area. This is considered a "private instance," since only you and your party members can enter it.

If everyone in your party leaves a dungeon, the instance will remain for five minutes. If no one from the party enters before five minutes is up, the instance will reset and you will have to restart the quest.

### PUBLIC INSTANCES

To avoid overcrowding, the game creates duplicates of public areas, such as Stormreach Harbor, once the population grows to a certain point. This is important to understand, because you might find yourself in a situation where you and a friend or party member want to meet, but you cannot locate each other. The likely explanation is that your characters are occupying different duplicate areas. Use the area selector drop down menu above the compass to go to the same numbered area.

## POISONS, CURSES AND SPELLS

Monsters and traps will sometimes spit poisons and cast spells that hurt your character. When you are poisoned, blinded, cursed or otherwise disabled, an icon will appear above your head indicating that you have problems. Some Clerics can cast a spell and remove these ill effects. Other potential cures include drinking potions, resting, or even dying.

## TRAPS AND SECRET DOORS



Rogues can disarm traps before they are sprung.

If your character's Spot skill is high enough, you will receive a message when you are near a trap or secret door alerting you to its presence. To locate the trap or secret door, you must use the Search skill. If your Search skill is



high enough, the trap, secret door, and any nearby control box will be revealed to all party members.

If you are a rogue, you can try to disable a trap by targeting its control box and using your Disable Traps skill. (You must have Thieves Tools in your inventory.) If you are successful, the trap will be disabled. If you are unsuccessful, you can try again. Very low rolls can trigger a critical failure, which can break or blow up the trap control panel and make it impossible to disable.

## REST SHRINES



Rest areas provide adventurers with a brief respite in a cruel dungeon.

Many quests areas contain shrines where you can rest or resurrect. If you are dangerously low on health or spell points, you might want to consider resting to recuperate. Double-click on the rest shrine to recuperate.

A rest shrine will regenerate all of your spell points and a number of hit points related to the highest Heal skill rank of a nearby party member. Warforged hit points

regenerate based on the Repair skill.

When your character dies, your soul stone drops to the ground and you become a ghost. If you are close enough to a resurrection shrine, you can run to it in your ghost form and resurrect yourself. A party member can also pick up your stone and take you to the shrine. You can also resurrect yourself by purchasing a resurrection cake at the DDO Store.

Spell casters can also prepare new spells after resting at a rest shrine.

While in a tavern or town, your hit points and spell points will regenerate over time. You can accelerate this process by purchasing food and drink from a bartender, or with potions available at the DDO Store. Food causes you to regenerate hit points more quickly. Drink regenerates spell points more quickly. Warforged characters need to consume food and drinks made of special warforged oil to regenerate hit points and spell points. Food and drinks can only be used in a tavern, and not while on a quest.

## FINISHING A QUEST

After completing a quest, go back and talk to the original quest giver, who will often reward you with an item for your efforts. Most completed or abandoned quests can be repeated by finding and speaking to the NPC who originally gave the quest.

## LEVELING UP

Experience in *Dungeons & Dragons Online* is measured in levels and ranks. Each level has five ranks. The XP bar at the bottom of the screen indicates how close you are to reaching the next rank or level. Every time you achieve a new rank, you earn an Action Point. You can use accumulated Action Points to acquire Enhancements at a trainer.

Once your character has earned enough XP, you receive an on-screen message indicating that you are ready to advance to the next rank or level. To train, your character you must talk to a trainer NPC of the appropriate class.

Characters gain a new feat every three levels. Some class feats are automatically granted at certain levels – you do not have to select these. Wizards and fighters earn special class feats, which are highlighted in yellow. You can choose a class feat as a normal feat, but you cannot choose a non-class feat as your class feat. You also gain an ability point every four levels. You must use this point to increase one of your Ability Scores.

To see your character's current XP totals, and the amount required to reach the next level, open the Character Sheet and look at the Stats tab.

To train your character you must talk to a trainer NPC of the appropriate class. Ask the trainer to advance your character and then follow the choices to advance your character to the next level.

If you want to level your character up in another class, you must talk to the trainer NPC of that class.

## ENHANCEMENTS



Enhancements are bonuses available to you depending on your race and class. For example, Barbarian Intimidate, which has four ranks (I, II, III, and IV), adds +1 to your barbarian's intimidate skill with each rank that you choose.

You gain enhancements at your class trainer by spending the Action Points you've earned while gaining ranks between levels. There are hundreds of Enhancements in the game.

## Difficulty

You must complete a quest in a lower difficulty level before you can try it at a higher level. If a member of your party can enter a quest at a higher level than you, you can enter at that level if he or she initiates the quest.



## COMBAT

To target a creature for attack, right-click on it. You will know that an enemy is hostile and in range if you hover your cursor over it and the cursor turns red. You can also target the next hostile creature by pressing **[Tab]**.

Nearby objects such as items, doors, switches, NPCs, and monsters are automatically targeted for you as you move around in the game, making it easy to interact with them. This system can be toggled off/on by pressing **[G]**.

When a creature is targeted, its portrait will appear in the Focus Orb. You can press **[Z]** or click on the magnifying glass icon to get more information about it. When you are within range of a target and wish to attack that target, press the right mouse button. An Attack shortcut icon can also be dragged from your list of feats to the shortcut bar. This Attack key causes your character to auto attack the selected target.

## ACTIVE COMBAT

DDO uses an Active Combat system. While auto attack is an option, you will achieve better results if you move, block and swing actively.

To attack with an equipped weapon, left-click. You will swing your melee weapon or fire your ranged weapon. If your current target is in front of you and in range, you will roll to hit your target (your roll will be displayed by the d20 icon above the Focus Orb). If your roll is high enough to hit, you will deal damage according to the type of weapon you are using. **Note:** You don't need to have an opponent targeted to hit it when you right-click – you will still swing at whatever is in front of you. However, if you do have a target, your attacks will prefer that target, even if another creature is more directly in front of you.

## AUTO ATTACK



To automatically attack with an equipped weapon, click and hold down the right mouse button while standing in range of the target, or select the target and press the Attack shortcut. You will continue to attack your target as long as you are facing it and in range.

## CHALLENGE RATING

The difficulty of each monster you encounter is indicated by its Challenge Rating (CR). To see a monster's challenge rating, target it and look at the Focus Orb.

Challenge Ratings show the strength of a creature in relation to a party of four. A CR 6 monster, in other words, is meant to be a reasonable challenge to a party of four level six characters.

Similarly, the level of a quest is considered relative to a party of four. A party of four level 5 characters can expect to be challenged by a level 5 quest.

## BLOCKING

Most monsters have telltale special attack animations. For example, when a spider rears up on its back legs, you know it's about to lunge toward you and try to inject you with poison. If you press **[Shift]** as the spider rears up, you have a much better chance of blocking its attack.



Watch opponents for attack clues.

## SHIELDS

Shields and the act of blocking are very useful to players. Just equipping a shield will add the shield's Armor Class bonus to your own, making you harder to hit. Blocking (hold down **[Shift]**) makes you and even more formidable defender. You get a small amount of Damage Reduction, making you harder to damage, and you become immune to certain special attacks from creatures while in a blocking stance.

## USING FEATS AND SKILLS

Feats are powerful special abilities and combat moves. Skills represent knowledge and abilities acquired through adventuring. All characters know at least one feat and usually a number of skills. You can find a list of the feats and skills your character knows your Character Sheet.

Feats and skills come in two types: active and passive. Passive feats and skills have an octagon-shaped icon in the character sheet, and are "always on." Active feats and skills have a square-shaped icon and must be assigned to a shortcut in order to be used.

## TAKING DAMAGE

Hit points (HP) represent how much physical damage a character or monster can take before falling unconscious or dying. The more hit points a character has, the better. Among the classes, barbarians have the most hit points, followed by fighters and paladins; clerics and rangers; rogues and bards; and sorcerers and wizards. Characters with a high Constitution score (12 or greater) receive bonus hit points each level. Hit points regenerate slowly when you are in a city, more quickly when you are in a tavern, and very quickly when you rest at a rest shrine.



## INCAPACITATED

If your hit point total drops to 0 or below, you will fall down and become incapacitated. If you are incapacitated, you will continue to lose 1 hit point every few seconds unless you stabilize (a 10% chance every few seconds). Once you are stable, you regain hit points slowly until you reach one hit point and regain consciousness.

Once you reach -10 hit points, you die and become a ghost, dropping a unique item called a Soulstone, which your party members can carry to a Resurrection shrine to bring you back.

As a last resort, you can click the Release button. In locations throughout the game, there are clerics of the Silver Flame, NPCs who will bring you back from the dead. This will pull you from your current adventure and bring you to the cleric's location.

Remember that returning to an adventure that is still active results in a loss of experience points from that adventure.

## HEALING AND REPAIRING

If a character is incapacitated, you might be able to prevent him from dying by using the Heal skill (or the Repair skill if the injured character is warforged).

To do this, you must have a Healing Kit or Repair Kit in your inventory. Select the character and then use the Heal or Repair skill. The better your Heal or Repair skill, the better your chances of reviving the character.

## POISONS, CURSES AND SPELLS

Monsters and traps will sometimes spit poisons and cast spells that hurt your character in a number of ways. For example, if a spider or scorpion bites or stings you and you do not make a successful saving throw, you could lose Strength or Constitution. If an evil mage casts a blindness spell on you, you won't be able to see until it is removed.

When you are poisoned, blinded or cursed, an icon will appear above your head indicating that state. If you have a cleric of high enough level in your party, they might be able to cast a spell and remove the ill effects. Other potential cures include drinking potions, resting, or even dying.

## ECONOMY VENDORS



Vendors will always buy your unwanted items.

You can sell items you find, buy new items, and repair worn items at vendors. The type of item each vendor sells is indicated under their name. To interact with a vendor, click on him and select the "I would like to trade" option. This will open a window with four tabs at the top: Sell, Buy, Buyback, and Repair.

### BUY/SELL/BUYBACK

Click on the Sell tab to show a list of the unequipped items in your inventory. The amount the vendor will pay you for the item is listed beneath it. Double-click an item to add it to the sell list. You can also click the Add All button to add all items in your inventory to your sell list. Click on the Sell button to trade the items in your sell list for the amount shown. The Sell Gems button sells all the gems in your inventory.

If you accidentally sell something, you can click on the Buyback tab to buy it back. Items only remain in the Buyback tab for a limited time. To prevent the accidental sale of items, select the item you wish to keep, and click on the Lock button found in your inventory window just under your belongings.

Click on the Buy tab to show a list of the items for sale at the vendor. Hover the cursor over an item to get more information about it. Double-click on an item to add it to your buy list, and click on the Buy button to purchase the items in your buy list for the amount shown.

### REPAIR

During the course of your adventures, your equipment will become damaged. Examine an item to check its worn status, listed as a Durability gauge beneath the item description. When an item's durability is reduced to 0, the item is broken and you can no longer use it.

To repair damaged equipment, talk to an item vendor and click on the Repair tab. You'll be charged an amount corresponding to the value of the item and amount of damage it has sustained. **Note:** Repairing a damaged item has a chance of permanently lowering its overall durability.



## BANKS



VIP subscribers have access to a bank account that's shared between all of their characters.

Each of your characters has access to a bank vault, where you can store items you do not want to carry in your inventory. Bank space is limited, although you can unlock additional bank space by gaining favor with the Kunderak House.

To access your bank space, visit a bank and talk to one of the tellers. There is a bank located in the marketplace section of Stormreach.

### SHARED BANK SLOT



All VIP players get access to a slot where items can be shared between all of their characters. Free players can purchase this option at the DDO Store.

## TRADING

You can trade items and equipment with any player character in the game. To trade with a character, target him or her and click on the Trade icon in the Focus Orb. This will open a window showing two panels: My Offer and Their Offer.

Drag items from your inventory into the My Offer panel. You can also trade money by clicking in the coin amount boxes and typing in the number of coins you want to trade.

To trade stacked items, press and hold **(Control)** while dragging a stack of items. A window will pop up. Enter the number of items you would like to drag and click on OK.

Once each player has added the items and money they want to the trade window, each player must click on the Accept button to complete the transaction. **Note:** All trades in the game are final. Be sure you are comfortable with a trade before you click on the Accept button!

## AUCTION HOUSE



Use the auction house to buy and sell rare and valuable items.

You can sell your own items to other players and buy items from others by talking to an Auctioneer. This will display the Auction window, where you can see items for sale and make bids, and post items from your inventory.

The Auction window defaults to the Auctions tab. On the left side is a list of categories. Click on a category to display all items associated with it.

You can filter the items shown by entering a level range. Click on the Buyout Only checkbox to only show items that have a Buyout price.

The Item List contains four columns: Name, Duration, Current Price and Buyout. Click the top of a column to sort by it. To make a bid, select an item, enter the amount you would like to bid, and click on the Bid button. If you have the highest bid when the duration of the auction has elapsed, you will win that item. You can also click on the Buyout button to purchase an item immediately for the full Buyout price. Any items you win will be automatically delivered to your mailbox.

To post your own items, click on the Post tab and drag an item from your inventory into the Auction window. Enter an Initial Price, a Buyout Price (Optional) and a Duration.



## CHAT



The Chat window allows you to communicate with other nearby players, talk to your party members and guild members, and send and receive private

messages. The Chat window contains four tabs labeled General, Guild, Party, and Combat. Click on a tab or the left or right arrow next to the tabs to switch between these panes.

To send a basic message that players in your vicinity will hear, press **[Enter]** to activate the Chat window, type what you want to say, and then press **[Enter]** again to broadcast that message.

**Note:** If you are interrupted while typing a message, for example if someone initiates a trade with you, you can continue typing your message by clicking on the Chat window or by pressing **[Enter]** again.

## CHAT COMMANDS

Besides typing messages that are heard by players in your vicinity, you can enter chat commands to change your message or direct it elsewhere. Chat commands are all preceded by a "/" (slash). For example, if you want to type a message that only your party members can hear, type "/p" before the message. The "/g" command sends a message to your guild, and the "/say" command makes your message heard by those near you.

### PRIVATE MESSAGES

To send a private message to a character, type "/tell <character first name> <your message>" in the chat bar and press **[Enter]**. To reply to the last person who sent you a private message, type "/r <your message>".

To send a private message to the last person you sent a private message to without retyping the recipient's name, type "/retell <your message>".

### BLOCKING CHAT MESSAGES

Sometimes you would rather not hear what another player has to say. To block all messages from a particular player, type "/ignore <character first name>".

## EMOTES



Emotes are special chat commands that make your character perform certain actions. For example, if you type "/dance" your character will dance. (Press any movement key to stop dancing.)

Some emotes interact with your current target. For example, if your rogue, Slick, has a trap targeted and you type "/point" into the Chat window, other players will see the message "Slick points at the trap."

To see a list of emotes, type "/emotelist" in the Chat window.



## CUSTOMIZING CHAT WINDOWS

The General, Party and Guild tabs are the default settings. You can customize the Chat window to add or remove tabs, rename tabs, read or send different types of messages, recolor text, and more.

To customize the Chat window, right-click the tab on top. This will display a drop-down menu with the following options:

- ◇ **Rename Window** – Rename the currently selected pane.
- ◇ **Unlock Window** – Unlock the selected pane so that you can move it to another location on the screen. This is helpful, for example, if you want to see all of your battle messages but do not want them to interfere with what your party members are saying.
- ◇ **Create Window** – Create a new pane.
- ◇ **Destroy Window** – Delete current pane.
- ◇ **Set Incoming Text Types** – Set the type of messages that are displayed in the current pane. In the example above, you would create a window named Combat, unlock it and drag it to a new location on the screen, and choose to route only Battle messages to it.
- ◇ **Set Outgoing Text Types** – Set the type of messages that are sent when you type in this pane. For example, if you set outgoing messages to Party, you do not have to type "/p" before a message in order for your party members to read it.



# PARTIES

While you can survive a few dungeons and quests on your own, it is safest to adventure with a party (group) of two to six characters. Your best bet is to have a good cross-section of classes that cover healing, disarming traps, offensive spell-casting, and fighting.

The Social panel is a great tool for both party leaders and those wanting to join a group. It allows you to quickly see who is looking for a group and find a group looking for new members.

Click on the Social panel button or press **[Control]-[G]** to open the Social panel. You will see three tabs at the top of the panel: Party, Guild and Friends.

## PARTY TAB

The Party tab is the tool to use to find a group, search for players of any level and class, advertise your own party, and get details about members of your current party.

## PLAYER SEARCH

The Who panel allows you to find other players that are logged in. The panel contains two drop-down menus that let you limit your search for players to Class and Level, as well as a box where you can type a portion of a player's name. The player name search will try to match the entered name against all player names; entering "and" in the player name search will match players "Andy", "Cassandra" and "Redhand."

Pressing the Search button will filter the list of players logged into the world. The name(s) of the characters matching your search criteria appear in a scrollable list at the bottom of the panel. Click on a name and click on the Tell button to send that player a private message. Click on the Invite button to invite that player to join your party.

You can sort the list of players by clicking on any of the column headings: LFG, Class, Level, Name, or Comment. Clicking the column heading a second time will sort the list of players in the reverse order.

## GROUP SEARCH

If you want to let others know that you are looking for a group, click on the Grouping tab and then click on the "I am looking for a party" button at the bottom of the page. This will make a "LFG" icon appear above your character's head and in the player list. Click on the "LFG" button again to turn your LFG status off.

Groups whose leaders are actively recruiting members will appear in the box below. Groups for which your character is eligible are indicated by a checkmark.

Click on a group you would like to join and then click on the Join button to ask the party leader if he wants you

character to join. Click on the Tell button to send a private message to that group leader.

If you are the leader of your own party and would like to advertise for new members, click on the Create button. You will be able to set certain parameters, including the

minimum level or level range wanted, classes wanted and a comment that will appear when players see your ad.

## CURRENT PARTY

The party shortcuts can be used to see who is presently in your party and what class they are. Gathering individuals of the right classes will be instrumental in the success of the party. You can select people from your party into your Focus Orb by clicking on their icon in the party. Right-click on the party leader to access additional party options.

## GUILD TAB

This panel displays information and commands associated with guilds. See the [Guilds](#) section for more information.

## FRIENDS

The Friends tab opens a window where you can easily keep track of your friends in the game. To add someone to your Friends list, simply click on them when they are near you, and then click on the Add button in the Friends panel.

Your friends will show up in the box below, with an indication if they are currently online.

To remove a character from your Friends list, click on their name and then click on the Remove button.



The Social panel is a great way to find friends fast.



## LEADING A PARTY

To create a party, type "/invite <character name>" into the chat box, or select a character and click the Invite icon at the bottom of the Focus Orb. If your invitation is accepted, a party will be formed with you as the party leader. You can continue inviting people up to the limit of six total party members (including yourself).

Using the Grouping tool, you can accept applicants to your party by hitting the "invite" button for any player who sees your LFM message and applies to join your group. You can see a list of members who would like to join your group in the Group Forming window.

## PARTY INTERFACE

A list of your party members, along with their hit point and spell point bars, appears beneath the compass. Your fellow party members will also show up both on the compass and on the full map (M). Party members who are close to you are indicated by blue circles. Party members who are out of your range are indicated by blue arrows.

Right-click on a party member to select them. Right-click on the name or hit point bar of a party member to display a pop-up menu. This menu includes an option to leave the party. Once you leave a party you will no longer share experience or be able to communicate in party chat. If you are the party leader, this menu also allows you to kick the selected member out of the party, or to promote them to party leader.

## VOICE CHAT

While you are in a party, you can communicate with other members using voice chat if you have a microphone attached to your computer, and you have the Enable Voice Chat option checked in Audio Options. Voice Chat uses your Windows® microphone settings, so be sure to have that active as an input device. For additional help on setting up a microphone and using Voice Chat please visit [www.DDO.com/support](http://www.DDO.com/support).

## RAID PARTIES

Raid parties are special groups suited to tackling the biggest challenges in the game, and can only enter special Raid quests.

If you are the leader of a party, you can create a Raid party by right-clicking on a party member's name and selecting "Convert to Raid" from the drop-down menu.

## HIRELINGS



Hirelings are NPCs that you can commission to aid you in your quests. Most classes can be commissioned.



Hireling vendors sell contracts that appear in your inventory and can be used in dungeons to summon your Hireling. Your Hireling must be the same level or lower than you in order to contract them. If you are unable to group with the Hireling, the contract icon will be red.

You can't have two Hirelings of the same name in your group. The class icon on the contract icon indicates what class the Hireling is. To learn more about them, inspect the contract.

You may not summon a Hireling in a public area. To begin your Hireling's service, double-click on the contract in your inventory. The Hireling will appear in the dungeon beside you and in your party list just like a regular party member. Your Hireling is contracted for as long as you are in your quest, until you enter a public space or dismiss them.

You may only summon one Hireling at time and only use a contract once, but you can carry multiple contracts in the event that you need to resummon a Hireling. Your party members may also summon Hirelings of their own up to a maximum of six party members, including Hirelings.



### Gold Seal Contracts

You can have multiple hirelings at the same time by using Gold Seal Contracts available through the DDO Store.



## DIRECTING YOUR HIRELING

Once you've summoned your Hireling, a hotbar will appear that you can use to give your Hireling commands. Your Hireling will obey these commands, as well as independently perform actions that the Hireling thinks are helpful.

Using your hotbar, you can issue the following orders to your Hireling:

- ◊ **Stand Ground** – Stand in one place and not follow me.
- ◊ **Follow** – Follow me. (Climb over objects, up ladders, jump, or whatever it takes to reach me.)
- ◊ **Abandon Tasks and Follow** – Stop everything and follow me.
- ◊ **Be Defensive** – Only attack if we are attacked first.
- ◊ **Be Active** – Do what you think is useful.
- ◊ **Be Passive** – Do only what I tell you to do.
- ◊ **Interact** – Use the item I have targeted. (Attack a foe, use a shrine, move an item, etc.)
- ◊ **Other Abilities** – (These are class abilities such as spells, and vary among Hirelings).

## WHAT HIRELINGS CAN DO FOR YOU

- ◊ Hirelings have spell points like a regular player, and even drop a soul stone for you to pick up should they meet an untimely demise.
- ◊ Hirelings can use both rest and resurrection shrines.
- ◊ Hirelings with healing abilities can attempt to heal you whenever your health drops too low, and if they have the ability to resurrect, will raise you.
- ◊ If you are incapacitated, Hirelings will do their best to try and get you back on your feet, whether it be through healing or the Heal skill.
- ◊ If you die, you can direct your Hireling to pick up your soul stone, and will follow your ghost so you can try to reach a nearby resurrection shrine.
- ◊ You can direct your Hireling to open door or use levers, but be careful – Hirelings can trigger and take damage from traps!
- ◊ Hireling can even scout ahead and attack targets if set to active mode, and will help you to flank enemies.
- ◊ Hireling can attack breakables, such as crates and barrels or even quest specific breakables like pillars and gambling tables.





## SPELLS



When creating a customized bard, sorcerer or wizard, you must choose from a selection of first-level spells. You can learn additional spells by finding or buying spell scrolls (if a wizard), and by selecting additional spells as you level up.

Clerics automatically know all of their first-level spells. Note that clerics and wizards need to memorize (prepare) their spells before casting them. Rangers and paladins must prepare spells once they get them at level 4.

For a complete list of spells available to each class, see the [DDO Compendium](#).

## PREPARING SPELLS

Whether you are playing a bard, sorcerer, wizard, ranger,

paladin, or cleric, you must prepare spells before you can cast them. You do this after you have rested, either at a tavern or near a rest shrine.

To prepare a spell, open the Character Sheet and select the Spells tab. Your prepared spells are displayed as icons.

The tabs on the right (L1, L2) display your

available spells for each level. The top portion of the spell panel displays your known spells. Prepared spells are highlighted and unprepared spells are grey.

The boxes at the bottom show your prepared spells. Drag a spell name in the list to a slot at the bottom prepare it. Once you've memorized a new spell, don't forget to drag it to your Shortcut bar.

## CASTING SPELLS

Once a spell is assigned to a Shortcut bar, press the corresponding shortcut number (0-9) or click on the icon to cast it. Each spell you cast will consume spell points. When you are out of spell points, you cannot cast spells.

To replenish your spell points, you can rest at a tavern or a rest shrine. To increase the rate at which you regenerate spell points in a tavern, you can buy drinks from the bartender.

**Note:** Many spells need a hostile or friendly target before you can cast them. You can acquire a target by clicking on it, or, in the case of friendly spells, by pressing **F1** (yourself) or **F2**-**F6** (your party members).

## SPELL COMPONENTS

If a spell description lists Material under Components, it means that you must have a certain material component in your inventory before you can cast it. One type of component will allow you to cast all spells of a particular level.

You can find spell components from a Holy Reagent Vendor (clerics, paladins and rangers) or an Arcane Reagent Vendor (wizards, sorcerers, bards). Trade with a Reagent Vendor, select a spell component, and examine it to determine the class and spell level for which it is used.

## SPELL FAILURE

All spellcasters must be able to concentrate in order to successfully cast a spell. This can sometimes be difficult (for example when you're being attacked by an earth elemental)! Your ability to cast spells under stress is determined by your Concentration skill. The higher your skill, the better chance you will have of not being interrupted while casting. If your spell is interrupted, it will fail but it will still consume the normal amount of spell points.

Armor also may affect your ability to cast Arcane spells (wizards, sorcerers, bards). This is called "Arcane Spell Failure," and is indicated by a percentage in the armor's description. Warforged characters' natural armor also has a chance to cause spell failure. Bards in light armor do not suffer spell failure due to armor.

## SCROLLS

Scrolls are magically inscribed sheets of parchment that allow you to cast a single spell or, in the case of a wizard, inscribe a spell into your spellbook. To use a scroll, drag it to a Shortcut Bar and click on it or press its corresponding number key.

All wizards are automatically granted the Inscribe Scroll feat. You must use this feat to copy a scroll to your spellbook. You must have the proper Spell Inscription Materials in your inventory. You may buy these from an Arcane Reagent Vendor. Select the scroll in your inventory and then activate the Inscribe Scroll feat from a Shortcut Bar.





## FAVOR



As your character runs missions for the various patrons throughout the city of Stormreach, you will accrue favor points, which are a measure of how valuable the different patrons find your character. Each new character you create has a separate favor point total, and most favor rewards do not apply to other characters. Check the Patrons Tab of the Adventure Compendium for details about how much favor you have earned by performing quests.

In addition the individual rewards mentioned below, there are rewards based on total Favor: Once one of your characters has achieved a total Favor of 400 among the various factions, you unlock the drow race. Turbine Points are awarded each time any character achieves total Favor milestones of 5, 25, 50, 100, 200, 300 etc.

Patron	75 Favor	150 Favor
Agents of Argonessen	Your choice of either a Collapsed Portable Hole or a Syberis Dragon Shard	Awarded Feat: Draconic Vitality. Gain 10 permanent hit points
The Coin Lords	An extra inventory tab	The option to purchase a 5th inventory tab
House Kundarak	Access to additional bank space	Even more bank space
Church of the Silver Flame	Reduced prices on heals, curse and disease removals, and other priest services	A Silver Flame Symbol, which increases city and tavern regeneration rate
House Phiarlan	The ability to purchase a variety of 30-minute buffs	Philarian Pendant of Time item, which increases movement rate through town
House Deneith	+3 ranged ammunition and throwing weapons	+3 Returning ranged ammunition and throwing weapons
House Jorasco	Ability to purchase a variety of 30-minute buffs	Ability to purchase a variety of higher-level 30-minute buffs
The Free Agents	Access to affordable +2 Thieves' Tools and Heal and Repair kits	Access to affordable +4 Thieves' Tools and Heal and Repair kits

## DRAGONMARKS



Magic is the lifeblood of Eberron, encircling it like the Ring of Siberys and seeping up through the earth from the bones of Khyber. Among the greatest manifestations of this magic are the dragonmarks found among seven of Khorvaire's common races.

Three thousand years ago the first dragonmarks appeared in the elven kingdom of Aerenal. Dragonmarks are elaborate skin patterns – like birthmarks – but more colorful, and very distinctive. They grant their bearers powerful magic abilities that have been a source of power and conflict for centuries. Nobody knows the origins of the dragonmarks, or when and why they appear. Now some of the citizens of Stormreach have begun to manifest these strange and powerful markings.

There are twelve families of dragonmarks. A thirteenth mark, the Mark of Death, has faded from history, and no living creature on Eberron carries it. Dragonmarks appear in one of four levels of severity: Least, Lesser, Greater, and the strongest, Siberys. Each level comes with more power than the last, and they can appear anytime between adolescence and into adulthood.

Each dragonmark appears among the members of one large extended family. Not every member of that family is marked. Each family house specializes in a service that is usually related to the ability granted by the house dragonmark.

Mark	House	Race	Influence
Detection	Medani	Half-elf	Warning Guild
Finding	Tharashk	Half-orc, Human	Finders Guild
Handling	Vadalis	Human	Handlers Guild
Healing	Jorasco	Halfling	Healers Guild
Making	Cannith	Human	Tinkers Guild, Fabricators Guild
Passage	Orien	Human	Couriers Guild, Transportation Guild
Scribing	Sivis	Gnome	Notaries Guild, Speakers Guild
Sentinel	Deneith	Human	Blademarks Guild, Defenders Guild
Shadow	Phiarlan	Elf	Entertainer and Artisans Guild
Shadow	Thuranni	Elf	Shadow Network
Storm	Lyrandar	Half-elf	Windwright's Guild, Raincallers Guild
Warding	Kundarak	Dwarf	Banking Guild, Warding Guild



# STORMREACH



The city of Stormreach sits on the eastern coast of the Skyfall Peninsula, Xen'drik's northernmost extension into the Thunder Sea. On the ruined site of a giant metropolis, the city was established centuries ago by pirates and smugglers as a place to rest and resupply while preying on shipping expeditions from Khorvaire. Stormreach consists of a harbor, marketplace, and several house wards extending off the market



## HOUSES OF STORMREACH

There are four great Houses around Stormreach which you can access by going through the gates located around the marketplace. These are House Deneith, House Jorasco, House Kundarak, and House Phiarlan. Each has its own unique environment, architecture, and layout. Inside each manor, you'll find quest-givers, shops and taverns, trainers, a mailbox, and an auctioneer. Each also has a shimmering blue door, which can magically teleport people either to another House of their choosing or to the marketplace.

### HOUSE KUNDARAK



impressive stepped pyramid, atop which sits the famed Bank of Kundarak. There are several shops that buy and sell magical armor. Those favored by House Kundarak have the opportunity to purchase greater bank inventory. barbarians, fighters, and rogues can find trainers here.

House Kundarak is run by dwarves, and acts as the Bank of Stormreach. Heavy gray stone and wide streets mark this house as a commercial environment. It is dominated by an

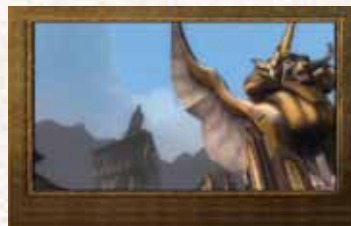
### HOUSE JORASCO



blend peacefully with the gardens and fountains. Trainers for clerics and paladins also can be found at House Jorasco, as well as many shops selling magical supplies. Those favored by House Jorasco can purchase short-duration magical buffs.

House Jorasco, the House of Healing, is run by halflings. Placid lakes and brilliant flowers make House Jorasco a welcome stop for weary adventurers. Domed, red-shingled buildings

### HOUSE DENEITH



the greatest military power in Stormreach, also has several weapon shops. Those who are favored by House Deneith can purchase magical armaments from the quartermaster.

House Deneith represents the main military might of Stormreach and is run by humans. Trainers for fighters, monks, and rangers can be found here. House Deneith,

### HOUSE PHIARLAN



is also known for its entertainment, where bards from Stormreach find their talents appreciated. The shops provide magical supplies. Trainers for bards, wizards, and sorcerers can be found here. Those favored by House Phiarlan can purchase short-duration magical buffs.

House Phiarlan is known as the House of Espionage, and is run by the elves. Large platforms, reached by winding staircases, hover over the humid grounds. House Phiarlan

### THE TWELVE

While not technically a House, The Twelve is the arcane institute established, funded and named by the dragonmarked houses. In addition to using it as a center of arcane healing, the houses share in the vast and mysterious research undertaken within the floating towers.



## PREMIUM MODULES



The following premium modules are available to all VIP members. Free members can purchase any module at the DDO Store.

### THE CATACOMBS



Somewhere under the Church of the Silver Flame are primeval catacombs filled with vile undead. By the command of the Archbishop, explore the depths of the Old

Archives and the crypts of the Lower Cathedral to free the spirit of the Archbishop's Daughter. Purge the Catacombs of the insidious undead! For characters 3rd level and above.

### SHAN-TO-KOR



Deep below the marketplace, ancient dungeons and caverns hide the long-lost relic, Seal of Shan-to-Kor — a legendary icon from when giants ruled

Xen'drik. Fight your way through the Kobold Blockade and defeat the powerful hobgoblin leader of the Caverns of Shaagh to reach the Halls of Shan-to-Kor and retrieve your prize! For characters 3rd level and above.

### DELERA'S TOMB



Bodies have gone missing from the graveyard in House Jorasco, named for a great citizen of Stormreach, Delera Omaren. Learn the

Mystery of Delera's Tomb, free her tormented soul from undeath, and find the dreaded necromancer behind it all! For characters 5th level and above.

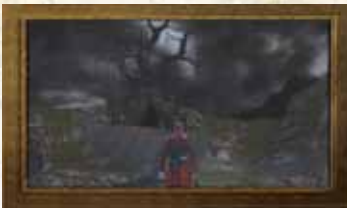
### THREE-BARREL COVE



North of the city of Stormreach is the pirate's haven of Three-Barrel Cove. Uncover the lost treasures of Two-toed Tobias, try your luck at the Scoundrel's

Run, and battle the fury of the fire caves as you explore this island paradise! For characters 5th level and above.

### THE NECROPOLIS



Dark, cold and sprawling, the Necropolis is a realm of death and decay where only the bravest warriors dare venture. As the gates of death open, the Black

Abbot beckons Stormreach's finest to witness the birth of a god. The hour of ascension is upon us! Can Eberron's newest deity be defeated? For characters 5th level and above.

### SORROWDUSK ISLE



Bruku, Elder of the Grey Moon clan, requires adventurers to free his tribe from a great evil. Explore the lush Sorrowdusk Isle as you battle trolls, ogres,

undead, and more! For characters 6th level and above.

### RUINS OF THRENAL



A vast network of ancient tunnels stretches beneath the abandoned Ruins of Threnal. What has remained hidden for so long now threatens the expedition that

seeks to reclaim it, and only the bravest of adventurers will triumph. For characters 7th level and above.

### TANGLEROOT GORGE



Within the jungles of Xen'drik lies Tangleroot Gorge, which the hobgoblins of the Splinterskull tribe call home. A raging river runs through, and terror lies behind the lush foliage

and deep within the shadows of the tropical canopy. Bring a machete. For characters 6th level and above.

### DEVIL ASSAULT



Devil Assault is a dungeon in the Market where you can fight waves of invading Devils from Shavarath. Choose Normal difficulty for 6th through 10th levels, Hard for 8th to 12th, and

Elite for 12th to 16th. See how long your party can last!



## THE VAULT OF NIGHT



The dwarves of House Kundarak are looking for a few brave adventurers! You must retrieve a dwarven axe in a gladiatorial Tharashk Arena, delve into the splintered mind

of a powerful wizard, survive the Jungles of Khyber, defeat a demented dwarf, and best the greater elementals of the Haywire Foundry. Finally, you must dare to raid the lair of one of Xen'drik's most powerful creatures—a red dragon! For characters 8th level and above.

## THE SANDS OF MENECHTARUN



Travel to the Sands of Menechtarun, a vast desert that stretches across the western reaches of Xen'drik. Explore ancient tombs of powerful wizards

who once ruled the land, and battle barbaric gnolls that scavenge the burning sands. The Elder Djinni Zawabi needs your help to defeat the Marilith Demon Queen Lailat! For characters 10th level and above.

## THE RESTLESS ISLES



Once a gathering place for ancient lords in their war against the giants of Xen'drik, today the nearly submerged Restless Isles is home to wild humanoids and their formidable

mindflayer masters. Battle the Runetusk Ogre Tribe and its ogre magi leader, survive the hazards of the Shrieking Mines, and purge the wondrous Twilight Forge of its new illithid masters! For characters 10th level and above.

## THE VALE OF TWILIGHT



The Vale of Twilight is a place of seldom-seen beauty, but a terrible danger is threatening the area. The Thirteenth Eclipse draws near. An infernal force is invading

Xen'drik. The Twelve have sent a plea for help. As the moons align, can the devil armies of Shavarath be stopped from destroying everything in their path? For characters 12th level and above.

## THE RUINS OF GIANTHOLD



Only traces of the original city's architecture survive in his magically poisoned wasteland., although Gianthold Tor still looms above the

shattered landscape. Monster camps litter the area, and the most powerful tribes have carved out living spaces in underground ruins. Gianthold itself has recently been occupied by hordes who worship the Stormreaver hero, hoping to exploit his future victories when he finally returns. For characters 13th level and above.

## THE SUBTERRANE



Beneath the ruins of the marketplace is a series of baneful caverns known as The Subterrane, a dark and deadly haven for hundreds of demons,

devils, and other vile creatures that once invaded Stormreach. Fight your way through hordes of extra-planar fiends, horrific renders, murderous beholders, and more as you attempt to keep the city above safe! For characters 16th level and above.

## REAVAR'S REACH



Several leagues beyond Stormreach is the hidden valley of Reaver's Reach, home to a powerful storm giant. Help breach the defenses of this haven

by battling elite kobold hordes. Explore the dangerous Monastery of the Scorpion. Gather potent magical components to defeat a powerful and vengeful lich! For characters 16th level and above.

## SHAVARATH



Known as the Plane of Battle, Shavarath is the setting of an eternal war between demons, devils, yugoloth and archons. Join the inter-planar war as you

take on the devil hordes and put an end to the invasion of the city of Stormreach. Arm yourself with new magic and bring the battle to the doorstep of the fiends! For characters 17th level and above.



# EFFECT DESCRIPTIONS

The most common sources of game effects are spells, spell-like abilities and equipped magic items. Bonuses from various sources can stack with each other but the same bonus or negative modifier from the same source can never be applied twice. For example the spell Bull's Strength provides a temporary bonus to Strength. The character can never have two bonuses applied from Bull's Strength at the same time even if the same caster cast the spell twice. However, if the character had a +3 bonus to Strength from Bull's Strength and a +2 bonus from a magic ring then these would stack to give the character a +5 total bonus to Strength. Bonuses applied from the same source do not stack but the higher is applied. So, if the character had Bull's Strength cast on them twice for a bonus of +5 and +2 respectively then the +5 would apply even if it were not the last spell cast.

## BLINDNESS



Blinded creatures have a 50% chance to miss entirely and a -4 penalty to all attack rolls.

## CHARMED



When an NPC is charmed, they fight for you, attacking hostile creatures and following you until a hostile creature is found. When a player is charmed, they are unable to initiate hostile action against the target for the remainder of the spell.

## CURSE



The affected character has a -4 penalty to attacks, saves, and skills. Curse effects are generally permanent unless removed by powerful clerical spells.

## DAMAGE



Damage reduces the current hit points of a creature by a specified amount. Damage can be classified into the following categories: acid, fire, cold, electrical, sonic, negative, magical, divine, bludgeoning, slashing or piercing.

## DAZED



Dazed creatures are in a partial state of stupor. They are unable to initiate attacks, cast spells or use skills and feats. They can flee from combat.

## DISEASED



Diseases are one hazard that can deplete an adventurer's abilities and leave him weak and damaged. When a character first comes into contact with a disease, he makes a Fortitude saving throw. If this is successful, then the disease is resisted. Otherwise, it begins to incubate within the character. After a specified number of in-game minutes or the character's next rest, the disease will manifest itself in the form of ability damage.

## FEARED



Creatures struck with fear are forced to flee from the source of the fear and lose the ability to control their own actions. Creatures have a -2 penalty to all saving throws while feared.

## HASTED



Hasted creates gain a bonus to movement and attack speed and a +1 Dodge bonus to AC. All spellcasting times are cut in half for hasted characters.

## INVISIBILITY



Invisible attacking creatures get a 50% concealment bonus against enemy attacks.

## NEGATIVE LEVELS



Certain monsters are able to sap the life essence of other creatures. The draining effect of each negative level applies a -1 modifier to attack rolls, skill checks and saving throws. If a creature's negative levels ever meets or exceeds its current level, they die.

## PARALYSIS



Paralyzed individuals are unable to move or take actions of any kind.

## POISON



Poison afflicts the character by delivering ability damage in two stages. When initially struck, the character makes a Fortitude saving throw to resist the poison outright. If this roll fails, the character takes a specified amount of ability damage. After one minute has passed, the character must make another Fortitude saving throw or take additional ability damage. It is possible to remove poison before the second round of ability damage is delivered by using the Healing skill or the Neutralize Poison spell (however, any ability damage already suffered is not healed when the poison is cured). The ability damage received from poison can be removed by resting.



## REGENERATE



This determines how much damage a character heals over a given period of time.

## SLEEP



All attacks made against sleeping creatures are made at a +4 attack bonus and automatically generate a critical hit if the sleeping creature is vulnerable to critical damage. Creatures attacked while sleeping will wake up.

## SLOW



Slowed creatures will move at 50% of their current speed. They will also suffer a -2 penalty to AC, Reflex saves, and attack rolls, along with the loss of one attack per round. The slow effect can be countered with the haste effect.

## SPELL RESISTANCE



Creatures with spell resistance have the equivalent of armor versus spells. A caster level check (1d20 + caster level) must equal or exceed the spell resistance score or the spell has no effect.

## STUNNED



Stunned creatures stand helplessly in a motionless stupor.

## TEMPORARY HP



This is a temporary bonus to the character's current hit points. It is possible to have more current hit points than maximum hit points via this method. Temporary hit points cannot be healed or recovered.

## TURNED



Turned creatures are considered frightened and flee from the turning cleric or paladin.

## GUILDS



Guilds are groups of players that come together for a purpose. The purpose could be purely social, it could be to pool resources and take care of new players, or a common philosophy.

## CREATING A GUILD

To create a guild, press the Guild tab within the Group panel. Simply enter a guild name in the Guild field. The first person to create a guild is initially considered to be the Guild Leader. You cannot create a guild if you are already in a guild.

## THE GUILD DISPLAY



The guild panel is separated into three main regions – the guild name, the guild Message of the Day (MotD), and the Guild Members list. The name of the guild you're currently in is displayed prominently at the top of the panel.

The guild message of the day is for important messages, and can be set by your guild leader or officers.

The guild member list is used to quickly determine who in your guild is currently on-line, where they're questing, and what level they are. Finding guild members close to your own level and questing areas is a good way to begin establishing a questing party.

All buttons within the guild panel are considered guild commands. Only guild members of sufficient rank can execute guild commands.

## QUITTING A GUILD

To quit the guild you're currently in, simply press the "Quit" button at the bottom of the Guild panel.

## ADDING A MEMBER

To add another person to your guild, simply click on the "Add" button. A dialog box will be displayed requesting the name of the person to add. If you already had someone selected, their name will be filled in by default. If you'd like to add someone different, then simply edit the name and click on "Add."

## REMOVING A MEMBER

Only Guild Leaders and Officers have sufficient rank to remove people from the guild. To remove someone from the guild, simply select their name in the guild list and press the "Remove" button. A dialog box will be displayed requesting confirmation.



## GUILD RANKS

There are currently three guild ranks supported in DDO – Leader, Officer, and Member. Guild Leaders and their successors are identified by unique icons next to their names. Each rank has access to a subset of guild commands.

## PROMOTING A MEMBER

Only a Guild Leader has sufficient rank to promote people within the guild. To promote a guild member, simply select the member's name in the guild list and press the "Promote" button. The member will then move up to the next available rank. There can be only one Guild Leader at a time, so a Leader cannot promote an Officer into a Guild Leader rank (to do this, the Guild Leader should use the "Successor" button).

## DEMOTING A MEMBER

A Guild Leader can demote a member by selecting the member's name from the member list and pressing the "Demote" button. This will drop the guild member down one rank.

## SETTING THE MESSAGE OF THE DAY

Guild Leaders and Officers have the ability to set the guild's message of the day. This is commonly used to remind members of scheduled guild events or to introduce new members. To set the message of the day, simply type the message into the text area and press the "Set MotD" button. The message will then be updated on each member's guild panel.

## SETTING A SUCCESSOR

Setting a successor is simply declaring who the next Guild Leader will be should the current Guild Leader quit, cancel his account, or become banned. Only a Guild Leader can set his successor. To set a successor, select the guild member in the guild list and press "Successor". The guild successor needs to be an Officer (any officer can be declared the successor). The guild successor can be identified by a unique icon next to his name in the guild list.

## DISBANDING THE GUILD

A Guild Leader can, at any time, elect to disband the entire guild. This will cause all guild members to become immediately unguilded. To disband a guild, the Guild Leader can simply press the "Disband" button. A dialog box will be displayed to confirm the command.

## PVP

Not only can you slay monsters, you can also test your combat skills against other adventurers. Player vs. Player (PvP) combat allows you to challenge other players to battle. Character signatures on the DDO forums show player kill counts/wins losses, and the website features Leaderboards showing PvP champs.

## CHALLENGE MATCHES

You can directly challenge another player or party to a match (provided both parties are in a public area). Simply select another player and click on the challenge button on the player's Focus Orb. A dialog window will appear allowing you to set various conditions of the match (arena, time limit, type of match etc). The player(s) you challenged will also be able to adjust the terms of the match and all players will need to agree to the match before it can begin.

Players will be teleported to the match arena and returned to the public area after the battle has ended.

## TAVERN BRAWLS

Four taverns in the city (Wayward Lobster in the harbor, Phoenix in the market, Hammersmith in the House Deneith, and Open Palm Inn in House Jorasco) feature areas where any number of players can join into free-for-all PvP. To join, simply jump into the designated PvP pit. These battles feature no time limits, no restrictions on teams, and you can enter/exit the combat area freely.

## OTHER ARENAS

The original method of creating PvP teams required you speak to an arena NPC (Jackson Laws) and enter into a team matching queue where you wait for teams to be matched up according to level and number of players.

The new PvP Groups system allows you to choose your own team before choosing the arena, and immediately teleport to the PvP match when your party leader is ready.

Once you are in a party, the party leader can right-click on the party UI and choose "Convert to PVP Group." You can add up to 12 people, as if you're going on a raid (max 6 vs. 6), then assign each player to the red or blue team, or have the game assign a player to a "random" team. Assigning a team member to "Random" clears the assigned team color. Upon entering the arena, undesignated players are assigned to the red or blue team randomly.

When the team is assigned, the party leader can select an arena event, click "Choose," and the PVP group is teleported into the arena for battle.

Upon entering the arena, the team will appear to be disbanded, and party and voice chat will appear disabled. However, once inside the arena, you'll notice the red and blue teams will be grouped separately, and party and



voice chat will be re-enabled for each team.

When an arena event is over, the party disbands. Players are teleported back to their starting location in town.

If you prefer the original matching system, it is still available. Simply speak to Jackson Laws, the arena NPC.

## CRAFTING



Crafting allows you to upgrade weapons and equipment with new abilities.

There are no skills, feats, or level-ups required for crafting. You must simply collect ingredients and put them together through the upgrade process to make and upgrade items and weapons.

The most basic level of crafting is available to all characters with access to the marketplace or The Twelve. Next to the marketplace Bank, and right outside the Twelve's Tower you will find the Stone of Change, which you can use to upgrade existing items.

The Stone of Change recipes allow you to Bind & Attune an item so it no longer takes permanent damage, increase the durability and hardness of an item, or convert Dragon shards.

Another level of crafting is available to high-level players. For more information, see the [DDO Compendium](#).

## FINDING HELP

There are several ways you can find help for in-game questions or issues.

### REGIONAL CHAT CHANNEL

The chatting system features a regional chat channel, where you can ask players in your local area for help and hints. This is a great way to find a quick tip about a quest you are working, questions about equipment, skills, and more.

### COMPENDIUM

#### **([COMPENDIUM.DDO.COM](#))**

The DDO Compendium is a wiki – a searchable database – that contains information on nearly every aspect of the game. You can use your forum account to log into the Compendium to edit it.

### SUPPORT

#### **([WWW.DDO.COM/SUPPORT](#))**

Selecting the Help option in game leads to the in-game Tech Support and Knowledge Base. The intuitive search engine makes it easy to find answers to your questions. The in-game help system also lets you submit tech support tickets. The help provided by the in-game support team is limited to issues such as abuse, cheating or other undesirable interactions with other players. The in-game support team will not answer “how to” questions and will refer inquiries of that type to our knowledge base.

### DDO FORUMS

#### **([FORUMS.DDO.COM](#))**

The community site features interactive forums where you can communicate with fellow players and the Community Support Team. It is very likely that someone will have already experienced and resolved the very issue you're experiencing.



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