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*"As the remnant of the armies of men marched upon the Altar of the Undying,  
Cracks appeared along the surface of the great structure.  
And as an ancient magic shot up, towards the heavens, it came to pass that  
Amongst the screams of the dying and the scent of death, the world was torn asunder."*

*-The Book of Awakening*

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#### **WARNING – SEIZURES**

A small percentage of people may experience a seizure or blackout triggered by light patterns, flashing lights, or other images that appear in computer games. If you have an epileptic condition, consult your physician before installing or playing this game. Even people who have no history of epilepsy may experience a seizure while viewing a computer game.

A seizure can be accompanied by any of the following symptoms: altered vision, convulsions, disorientation, eye or muscle twitching, involuntary movements, or loss of movement.

If you experience any of these symptoms, immediately stop playing and consult a doctor.

Parents or guardians of children playing this game should monitor their children closely. If your child suffers any of these symptoms, stop playing the game immediately and consult a doctor.

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*Please note that the information in this manual was correct at the time of printing and may contain references to game materials in development. Therefore, some information may be different, changed or obsolete in the actual game. Please visit <http://www.tcos.com/> for the latest updates made to game instructions.*

## **General Information**

Welcome to The Chronicles of Spellborn®.

We thank you for your purchase and hope you will enjoy playing The Chronicles of Spellborn®.

### ***What is The Chronicles of Spellborn®?***

The Chronicles of Spellborn® is a Massively Multiplayer Online Role-Playing Game for personal computers using the Windows XP or Windows Vista operating systems, developed by Spellborn International Ltd. using the renowned Unreal® Engine™.

It is an online computer game in which players choose to assume the role of a hero in a post-apocalyptic dark-fantasy setting: the world has been destroyed but the surviving peoples have rebuild society on gigantic piece of landmass floating in a sheer infinite magical maelstrom.

### ***What is a Massively Multiplayer Online Role-Playing Game (MMORPG)?***

The Chronicles of Spellborn® is a Massively Multiplayer Online Role-Playing Game (often abbreviated as MMORPG). That means it is a computer game in which large amounts of players can play in the same persistent online game world, while they vie for resources or collaborate to overcome obstacles. Though an MMORPG can be played alone, it can also be played socially in groups. Though you can choose to play alone or not, you will always need to connect to the game servers online to be able to play.

The role-playing aspect comes into play as the player will have to make choices about how to grow its character's abilities and possessions. Some players actively role-play these choices, acting out their character's personality in-game while communicating and interacting with other players, though this is not a requirement.

## ***System Requirements***

In order to play The Chronicles of Spellborn®, a Personal Computer system with the following requirements is needed.

Minimum system requirements:

- Windows XP

- Pentium 4, 2 Ghz
- 1 GB RAM
- 12 GB free hard disk space
- DirectX 9.0c (shader model 2.0) compatible graphics card with 128 MB memory
- OpenAL 1.1 compatible soundcard
- Broadband Internet connection
- Keyboard and mouse
- DVD-ROM drive
- Subscription required
- Additional online fees and subscription fees may apply.

Recommended system requirements:

- Windows XP
- Pentium 4; 2,6 Ghz
- 2 GB RAM
- 12 GB free hard disk space
- DirectX 9.0c (shader model 2.0) compatible graphics card with 256 MB memory
- OpenAL 1.1 compatible soundcard
- Broadband Internet connection
- Keyboard and mouse
- DVD-ROM drive
- Subscription required
- Additional online fees and subscription fees may apply.

Be aware that by adjusting and/or lowering certain graphical and/or audio settings of the game in the Main Menu can influence performance based on your system specifications.

## Getting Started

*"Hmm, I've seemed to have misplaced your personal file... But don't worry, I'll have it back in bit. Meanwhile if you would be so kind to sign here, here and... here. There we go. You are now officially an Enclave Recruit! That is, as soon as I complete your file after finding it."*

- Registry Scribe Ilk Eldon of House Torque, Hawksmouth

Throughout this manual on-screen buttons will be designated in *italics* (requiring a player to click on them with a mouser or other pointer device), while keyboard presses and buttons will be designated in **bold** (requiring a player to press the corresponding key or button).

Please be aware that all instructions refer to the default settings of the game. Changing key bindings and altering in-game options may change these default settings and may render instructions mentioned in this manual invalid.

## Creating an Account

To create an Account please go to <http://www.tcos.com/> and register for an Account using your included Game Key code. Once you've made an Account you'll have to turn it into an Active Account by adding a Subscription or a Game Card. This will provide your Account with Game Time allowing you to play the game online.

For further information and support please refer to the Support Section of The Chronicles of Spellborn® website at <http://www.tcos.com/>.

## Starting the Game

Please be aware that you need an active account to be able to play The Chronicles of Spellborn®. If you do not have an active account, please refer to the Creating an Account section of this manual or visit The Chronicles of Spellborn® website at <http://www.tcos.com/>.

When you start the game you will be presented with the Login Screen. Enter the username and password associated with your active account and click *Login* to begin The Chronicles of Spellborn® proper.

If you have forgotten your username and/or password or either of them is incorrect, please refer to the Support section of The Chronicles of Spellborn® website at <http://www.tcos.com/>.

## Universe Selection

The Universe Selection screen displays the Universes in use, their main language, their population and their status. Click on the name of the Universe you want to play in and click *Enter Universe*.

Be aware that any Player Characters you create in a Universe are exclusive to that Universe. If you want to play together with other players, be sure that you know which Universe they are playing as you cannot transfer a Player Character to another Universe.

## Character Creation

If you log in on a Universe for the first time, you will be presented with the Character Creation Screen. If you already created a Player Character, you will bypass Character Creation.

The Chronicles of Spellborn® offers a wide array of options to create your own unique Player Character in a few steps. Character Creation consists out of four sections. As long as you do not complete the final section you can still edit your selections by clicking any of the four *Section Icons* at the top of the screen. The four sections consist out of the following topics:

### Archetype Section

In the first section you can select the basic type of play you want to follow with your Player Character, giving you access to Archetypes and Skills.



want to play, confirm your selection by clicking *Next*.

Please refer to the Disciplines section of this manual for further details concerning your choice of Archetype.

### Archetype Selection

In the Archetype Selection you can select the Archetype of your Player Character. Your Archetype defines the overall style of play of your Player Character. You have the choice between Rogue, Spellcaster and Warrior. Click on either of the Archetype Icons to read a short explanation of it, in to the left and the Classes the Archetype allows to the right. Once you have chosen the Archetype you

## Skill Selection

In the Skill Selection you can choose which Skills you want to start out with. You will receive three Archetype Skills for your Player Character: Slash, Hack and Shoot. Next to those, you will have to choose two additional Skills from the list displayed, by clicking on two Skills. You can deselect by clicking them once more. To gain explanations of the available Skills, move the cursor over a Skill and a tooltip detailing their usage will appear. Confirm your selection by clicking *Next*.

## Appearance Section

In the second section you will be able to choose the physical appearance of your Player Character alongside its features.



mechanics.

## Head Selection

In the Head Selection you can refine your facial features. Choose your head type, hair type and voice by clicking the *Backward* and *Forward Arrows* for each option. Additionally you can choose a hair colour by clicking the *Hair Type Colour Square* and selecting a colour from the palette.

All choices are purely cosmetic and do not influence game mechanics.

## Tattoo Selection

In the Tattoo Selection you can add decorative tattoos to your Player Character's body. Choose the tattoos for your chest and upper arms by clicking the *Backward* and *Forward Arrows* for each option. The *Left* and *Right Locks* next to the Upper Arm option will allow you to choose tattoos for just one arm or for both and allow them to be the same or different from each other.

All choices are purely cosmetic and do not influence game mechanics.

## Equipment Section

## Equipment Selection

In the third section you can choose the starting equipment your Player Character will wear.



palette. Note that you can choose colours for all clothing at once, by using the most bottom *Colour Squares*. The *Left* and *Right Locks* next to the Gloves option will allow you to choose a glove for just one hand or for both and allow them to be the same or different from each other.

All choices are purely cosmetic and do not influence game mechanics.

\*. Please do note that daevelin Player Characters are unable to select Shoes, due to their physical build.

## Armour Selection

In the Armour Selection you can choose pieces of armour for your Player Character to wear. Choose a helmet, armour for your shoulders and chest, gauntlets, belt and armour for thighs and shins, by clicking the *Backward* and *Forward Arrows* for each option. Additionally you can choose a colour for each piece of armour by clicking the *Colour Squares* following it and selecting a colour from the palette. Note that you can choose colours for all clothing at once, by using the most bottom *Colour Squares*. The *Left* and *Right Locks* next to the shoulder, gauntlet, thigh and shin options will allow you to choose armour for just one side or for both and allow them to be the same or different from each other.

All choices are purely cosmetic and do not influence game mechanics.

## Weaponry Selection

In the Weaponry Selection you can choose weaponry for your Player Character to equip. Choose a melee weapon, shield and ranged weapon by clicking the *Backward* and *Forward Arrows* for each option. Note that some melee weapons are wielded with two hands and as such do not allow for a shield to be equipped simultaneously. In such cases, the shield option will be disabled.



All weaponry chosen is purely cosmetic and does not influence game mechanics.

### Name Selection

In the final section you can enter a name for your Player Character. Please be sure to choose a sensible name and refrain from selecting a name that can be deemed rude or insensitive to other players. Enter a name in the text field to continue

If you are completely sure of all your selections made in all sections of Character Creation, click *Create* at Name Selection. Otherwise modify your selection by clicking on either of the *Section Buttons* at the top of the screen before clicking *Create*. After clicking *Create* you cannot modify these selections anymore. You are allowed to create up to seven Player Characters on an active account.

When the Player Character is created you will be notified of it. Click *Continue* to follow on through to Character Selection.

### Character Selection

After creating a Player Character, it will become available in the Character Selection Screen. To select a Player Character to use in-game, click on its name in the list to the left and it will appear on-screen. To enter the game with the selected Player Character, click *Enter World*.

Note that you also delete Player Characters here, by selecting a Player Character and clicking *Delete*. This is an irreversible process, so be careful when using it. After clicking *Delete*, you will be asked to enter the Password for your Active Account. Click *Confirm* to finalise the process and delete the Player Character forever.

## Setting

*"Hammers, swords, spears, every weapon the daevi and humans carried pounded on the Altar of the Undying. The damage was tremendous. Without the protection of the seal of Satanamura, the Altar of the Undying was as naked and helpless as a newborn child. But the Altar was not a mere source of power for the Vhelgar and their Demon masters. Each crack made, tore the lands apart. Each piece broken off, crushed a mountain. Each wall collapsed, sank an ocean."*

*"Blinded by rage and drunk with victory over the Vhelgar Queen, the daevi and human forces tore the Altar apart, unwilling and unable to hear the painful cries of their mother earth. The Demons, the Vhelgar, the Altar: all had to be destroyed for freedom. As the final hit struck and shattered the Altar in its entirety, so did the world. Freedom had come at a terrible price."*

*"For it was at that exact moment that the Ancestor World ended and all were swept up and drowned in the Coldest Light. The Deadspell oozed into existence and all would fall asleep to awaken centuries later.*

*"The Age of Spellborn had begun."*

*From "House Rune Reader: The History of the Age of Spellborn"  
3rd Edition Introduction by Chancellor Elmar Arthek Amsell of  
House Rune  
Published by Silver Bindings, 982 AC*

There is no more world left in The Chronicles of Spellborn®. Whatever remained after the cataclysm known as the Great Collapse now floats throughout the Deadspell Storm, a swirling nebula of endless sleeping magic.

Amongst the debris of the shattered Ancestor World – as people call the world that was once whole – are new places to live. The Shards: gigantic domed caverns containing the sheltered lands of yore within. The Fragments: smaller pieces of the world ripped apart and floating through the Storm with little shielding. The Raftyards: man-made structures of large rocks and boulders, kept together with rope, Levium-crystals and a bit of luck.

Those born into this strange new existence were originally dubbed the Spellborn. These daevi and human children were born of the survivors who found themselves awake within the Shard of Quarterstone. Once a city where slaves were bred and traded, it became their point of origin from which to explore the remains of their former world and ultimately form a new society: the Enclave of the Five Sacrifices.

As the survivors withered away and their progeny ventured deeper into the Deadspell Storm, the Age of Spellborn truly began and The Chronicles of Spellborn® would be written for all to be known.

## ***The Races***

In The Chronicles of Spellborn®, you can either play as a human or a daevi Player Character from the Enclave of the Five Sacrifices. In the game, both races have the same abilities and have the same statistics. From a lore perspective, however, they differ profoundly.

### ***Human***

Once a servitor race to the Vhelgar, humans are a versatile and resilient race. They are hard workers and great thinkers but were forced to live in the shadows of their masters being used as a cheap labour force. In time more and more humans started to oppose the rule of their masters and formed a rebellion to stop their oppression. After a valiant battle with the Vhelgar Queen and guardian of the Altar of the Undying - Satanamura - the humans succeeded in destroying the altar and thus freeing themselves from Vhelgar rule. Humans are however prone to act before thinking and as such did not foresee the cataclysm unleashed by the destruction of the Altar and the subsequent storm of spells that froze all living beings in ice and tore apart the Empire of the Eight Demons and the world with it.

### ***Daevi***

The daevi, like the humans, were a servitor race, created by the Vhelgar to oversee the humans and act as enforcers. Being different in many ways the daevi found themselves subject to the same treatment as humans and in time found them to be intelligent and forthcoming. Later an unofficial alliance was formed between the two races, turning yet another race against the Vhelgar and their iron rule. The daevi joined the battle in which the Altar of the Undying was destroyed and felt the trembling of ancient forces. But once the Altar shattered, they too were frozen in place for centuries. Born as a hybrid race, the daevi bloodline consists of human and Vhelgar blood. This mixture is the main reason for their differences in appearance. The most telltale difference between humans and daevi are their legs and feet. Where humans have a knee and a heel, daevi walk on their toes and use their heel as a second knee. Their feet are extremely large and angled differently which makes it impossible for them to wear boots or sandals. Instead, they protect their knees and chins with a different kind of armour.

## ***The Disciplines***

Disciplines are the 'jobs' of Player Characters, defining what a Player Character's role is within the Enclave of the Five Sacrifices and what kind of Skills are at its disposal. Disciplines are defined by a Player Character's Archetype. Each

Discipline also has a unique Skill available to them as Bodyslots. For more detailed in-game explanations about Bodyslots please refer to the Bodyslots section in this manual.

There are three Archetypes: Rogue, Spellcaster and Warrior. Each Archetype allows a choice of three specializing Disciplines. This gives rise to nine playable Disciplines in The Chronicles of Spellborn®.

### ***Rogue Archetype***

Eschewing knowledge or force for more practical means, the Rogues were not the most numerous but according to the Sekk-Sotyll Scrolls still formed a comprehensive group. Petty thieves and scoundrels were included as well and as such the Archetype missed a clear goal. It was only after the Great Collapse that these elements somehow reformed and strengthened their influence. Whether it be magic, mechanics or natural occurrences, the Rogues now use and abuse whatever they can get their hands upon, often with little regard for the consequences.

### ***Deathhand***

Bodyslots: Poisons  
Skill Type: Spirit

The Alchemist Discipline is one of the oldest Disciplines existing and yet, it hasn't truly evolved. During the starting days of the Discipline its alchemical skills were of use during combat and support tasks, but as people learned about magic and the ancestral magics the lure of alchemy and nature's forces dwindled and seemed too elaborate and clumsy by comparison. By the time of the Great Collapse it was seen as a superstitious hobby, not fit for the current era of magic.

Of course after the Great Collapse things were different. By the time the Runemages had finally found piece with how magic was structured in this new age, new avenues to compliment magic were researched. It was almost by mere chance that old records of the Alchemist Discipline were found. Yet the old records were not complete and focussed on toxins, poisons, venoms and the mixing of volatile substances by the grace of nature's bounty. Accidentally that proved to be of exceptional interest to both House Rune and Shroud and the ancient unwanted Discipline of the Alchemist gave way to a darker more deadly version.

The modern Alchemist still used alchemy, but does so to create volatile substances, plagues and tamper with the bodily functions of his adversaries, or rather its victims. House Rune adopted the Discipline to further its research, but it was House Shroud that would put the Deathhand to use in a manner that ultimately gained them their name and turn them into highly specialised assassins.

### ***Skinshifter***

Bodyslots: Soul Mazes  
Skill Type: Soul

Little is known about the Skinshifter. Obviously its ability to change its outer appearance is paramount, but nobody actually knows anything about them or their origins, not even the Skinshifters themselves. In a way they have always existed, with tales and stories having references to them by that exact name. However they were never prevalent. The times that people saw an actual Skinshifter were preciously few; probably because they were so good at their trade.

During the rebellion against the Vhelgar they stepped more into the limelight, with the allies High Houses using them to invade territories only daevi could venture in. Their knowledge of the weaknesses of whatever shape they take being instrumental in their success. The use of Skinshifters was partially responsible for involving the daevi into the war to start with and making them side with the humans.

In present times the Skinshifter focuses on its alternative shapes to infiltrate dangerous areas and where possible assassinate its opponents. But the true art of the Discipline – being able to act and mimic another person to every detail – is still something only very few Skinshifters can manage nowadays. Yet, its intrinsic knowledge of its opponent's weaknesses and its ability to act quickly, erratically and lethally can easily make up for not having access to the 'noble art'.

### Trickster

Bodyslots: Gadgets  
Skill Type: Rune

The Great Collapse took away a lot of the ancestral magics taken for granted and while this wrecked havoc on the magical establishment one of the High Houses wasn't as perturbed: House Onyx. Architects and engineers by heart, the challenge of creating something new to circumvent this magical absence proved intoxicating. Their solution was the creation of gadgets, little mechanical trinkets able to set off effects. However, the development of these gadgets grinded to a halt after House Onyx chose to join the Deadspell Alliance, and was lost to the Enclave.

Not all was lost though. The other High Houses picked up the gadgets and over the years developed them further by even adding some of the magical Deadspell energies that were available. However, it was the complex mechanical sophistication that caused the project to be abandoned as pure magic was deemed more important. It was then that some gadgets were quite literally stolen by Ousted rogues and only there did they reach their full potential.

These Ousted rogues loved the idea of tinkering with the mechanics and improving them where possible, while the simple magical additions proved to be useful during combat and comprehensive enough to expand upon. As such they rapidly started developing all kinds of gadgets like bombs, traps and tools. The Enclave got reacquainted with these new gadgets soon enough as the Ousted used them in their assaults against the Enclave. Quickly the rogues of the Enclave started stealing these new gadgets and cultivated its users in a new Discipline: the

Trickster. Eccentric and chaotic at heart, the Enclave Tricksters now race their Ousted counterparts into creating the most elaborate gadgets possible.

### Spellcaster Archetype

The youngest Archetype is without a doubt the Spellcasters. Every piece of knowledge this Archetype possessed was learned from the Vhelgar and like them their ancestral magics were ultimately drawn from the Altar of the Undying. Their newfound knowledge was developed and weaved into complex spells and patterns to repay the Vhelgar in kind. But as this Archetype exploded in diversity as the opposition against the Vhelgar grew, so it was almost crippled after the Great Collapse. The Deadspell Storm had tampered with the laws of magic and mages were forced to start anew; ancestral magics now being a thing of the past.

### Ancestral Mage

Bodyslots: Spirit Cages  
Skill Type: Spirit

A modern Discipline, the Ancestral Mage is an off-shoot of the Runemage. A few Runemages discovered another avenue of magic into electrical discharges. While elemental, they proved to be more flexible. Sometimes, these discharges seemed to produce an echo of creatures hinting at the complexities they sought. A new line of study was founded; the electrical discharges were believed to be a way to revive the lost ancestral magics. Thus, the Ancestral Mage as a Discipline was born.

Ultimately it proved to be the remnant and glitch echoes that were to stamp their mark upon the Discipline. These echoes could be cultivated and their electrical patterns locked into crystal cages acting as a link into reality for these apparitions. Spirits of entities could be summoned and kept within reality to do the bidding of their new masters.

In the end the Ancestral Mage did not revive the ancestral magics as expected, but instead found a summoning force which they researched into originating from the Deadspell Storm. As a result the Ancestral Mage is still focused upon researching the ancestral magics, but at the same time is studying and researching new ways to control their spirits and electrical powers.

### Runemage

Bodyslots: Tattoos  
Skill Type: Rune

Runemages were the very first mages to come into being amongst humans. Learning the art from their Vhelgar oppressors they cultivated the ancestral magics themselves and developed it further into complex spells of their own to discover the true source of power of the Vhelgar: the Altar of the Undying. And so the allied forces of mankind sought to destroy it for the sake of freedom.

The plan worked, but it threw the Runemage Discipline into disarray after the Great Collapse. The laws of magic had changed irrevocably and the knowledge of ancestral magics proved almost useless. Subtle casting nuances would degenerate into crude spells and elaborate magical patterns dwindled to mere flickering of light.

Yet, the new Runemages persevered. Magic was still there, it was just differently structured. Through the years they kept researching and studying but only the raw elemental spells proved to be truly stable. Thus the modern Runemage became skilled in the use of destructive elemental magics and embraced these crude forces while studying the magics of old for new modern spells. Covered in tattoos to stabilise these energies they are a far cry from the days of the stately mage, but what they have lost in appearance, they've gained in power.

### **Void Seer**

BodySlots: Void Spheres  
Skill Type: Soul

The youngest of all the Disciplines, the Void Seer came into being as the Veridan entered the stage of history. The Veridan are the direct followers of the Oracle and the ones blessed into communicating with it. But the descendants of various Veridan proved to have an even higher blessing: they could align their mind's eye with the awareness of the Oracle itself gaining insights no mortal ever imagined.

While known to have driven people mad, with the proper guidance and training these insights could be cultivated to allow a feel and intrinsic knowledge of the omnipresent energetic Deadspell tapestry. While this in itself was special, it was only when these persons started studying magic that they discovered their potential: they were able to siphon energy from the tapestry to other areas using only the most minor influences of the Deadspell itself. These persons became known as Void Seers. Their reasoning covered in a haze of knowledge no mere mortal could comprehend, but their effects changing everything on the battlefield, withering, altering or sometimes outright killing their opponents and their abilities by tampering with their energies.

Altering the tapestry is straining on a Void Seer's mind, as it needs to align with the Oracle's awareness to gaining access to entire scale of the Deadspell Storm. As such, they carry crystal spheres to let them focus upon the trance-like state they need to be able to invoke at a moment's notice. Yet, to some Void Seers these Spheres are crutches and the Discipline strives to become one with the Oracle's awareness itself while they scour the tapestry in search for magics yet untapped.

### **Warrior Archetype**

The Sekk-Sotyll Scrolls defined the Warrior Archetype as being the oldest one there is and also as being the Archetype with the largest amount of Disciplines. Pre-Collapse there were literally hundreds of them; most of them based upon

individual weapon mastery or specific attack patterns. Post-Collapse a lot of that knowledge was lost resulting in the focused set that exists today. As long as there is conflict or a frontier Warriors will always be needed and in the early days of the Deadspell Storm their might was certainly appreciated.

### **Adept**

BodySlots: Stances  
Skill Type: Soul

A product of the new age beyond the Great Collapse, the Adept did not come into being until decades later. As the old ways of the Warrior proved to be either lost or inapplicable, there was a group of Warriors that concluded it was time to start anew; time to explore this strange new existence in the Deadspell Storm and from it draw a new Discipline.

During the Age of Expansion this new breed would venture along towards the new Shards and Fragments curious and eager to gain more insight into how to survive these new lands. By the time the War of Shadow's Hammer erupted the first signs of the Adept were starting to emerge and it was during the Era of Decadence that the Discipline finally found its soul.

Through different stances a Adept can change his view, focus and mindset to correspond to whatever challenge is ahead of him; even if this challenge is still unknown. Count on change, adapt or die. This mantra is at the very core of the Adept Discipline. The first to experiment with this Discipline would later be known as persons of importance and they would inspire courage into their fellows wherever they would fight.

### **Bloodwarrior**

BodySlots: Scars  
Skill Type: Rune

The Bloodwarrior is the oldest Discipline still existing. It can be traced back to the very first human warriors and is as such seen as a barbaric remnant. Before the Great Collapse the Bloodwarrior stood for little more than a title. It glorified those involved with battle, often pointing out scars as trophies of survival; sometimes even carved themselves in bloody rituals. Though it was seen as a Discipline, it was regarded as the "base" of a warrior's mindset.

After the Great Collapse however, all the proper Disciplines proved to have lost a great deal and the Bloodwarrior became more than a title. It became the mark of those who still knew how to fight by heart. This mindset was cultivated in a strange and harsh environment and the freed energies of the Deadspell Storm imbued the scars with actual force.

The lust for blood and battle caused the Bloodwarrior to evolve into a warrior playing with life and death itself. These men and women were prepared to give it

all and take it all for the sole purpose of victory. Their scars becoming tangible memories and even triggers to unleash powers they never knew were possible. Barbaric they may be, but these barbarians proved to be aptly suited to this strange new existence within the Storm.

### Wrathguard

Bodyslots: Crests  
Skill Type: Spirit

The panic that ensued amongst Warriors after the Great Collapse was not immediate. It came weeks later when it dawned that they had not only lost their world, they had also lost knowledge. Mentors and elders that had guided the young were gone and already some secrets were irrevocably lost to Warrior society. The answer to this problem for some was to conserve: Honour Guards they were called.

These Honour Guards assembled as much knowledge about the numerous Warrior Disciplines they could and rigidly stored them as a way of fighting. Ordered by Discipline, area or sometimes even family, they attached crests to these consolidated ways of fighting. The routines that flowed from them kept the knowledge from becoming lost.

At the same time the crests became more than just an identifier; as with everything they increasingly became infused with Deadspell energies, unintentionally forming a link with the past warriors' knowledge they were set to preserve. During the War of the Five Sacrifices this became clear to all. The stored energies were subconsciously released and the Honour Guards became possessed by the spirits of old Warriors lending them their bodies becoming highly skilled and efficient. It was then that the Honour Guards got a new name: Wraith Guard. A name that over the years would ultimately form the name of the Discipline as we know it today: Wrathguard.

### The High Houses

*"Henceforth decreed on the third of the fifth of the five hundred and thirty-fifth year by end Ancestral Reckoning in the City of Quartered Stone of Yore, by the then High House of Maul, High House of Rune, High House of Shroud, High House of Silver and end High House of Torque: their bodies of High Descend will sustain the alliance vested through the then sacrifice made by the then High Ascend Kaelmianne Maul, High Ascend Kunxon Lenga, High Ascend Sidor Vhey, High Ascend Mhuritsa Silver and end High Ascend Graiddion Marrow donned sacred.*

*This alliance is to be known end forward, as main in lives and deaths, as the then Enclave of the Five Sacrifices. To begin in Storm and end in Storm immemorial to forward end by Oracle's Light."*

*Foundation – The Article the then First  
Modern transcription by Ortloph Dehend  
Published by Silver Bindings, 985 AC*

Your Player Character will eventually be allowed to join one of the five High Houses; the political bodies that make up the Enclave of the Five Sacrifices. This choice will be permanent for the Player Character so be sure of your choice when the time comes. Though some parts of the game will be exclusive to certain Houses, they will not affect game mechanics balance. Be aware however, that each House is rooted in different principle and beliefs.

### House Maul



While it is often seen as the High House for those who favour brawn over brain, House Maul is actually more than that. Having awarded itself the title Protector of the Enclave, House Maul is the first line of defence in many a situation. They do focus on physical combat, but they also develop new strategic initiatives, sophisticated weaponry and research magic to promote healthcare. Of course House Maul thinks actions speak louder than words and as such may often find themselves at odds with the more 'literate' Houses who do not like to get their hands dirty.

As far as House Maul is concerned, getting one's hands dirty is what has kept the Enclave from falling. And as long as it exists the Enclave will remain protected.

### House Rune



House Rune craves knowledge in any form. Initially a part of the Deadspell Alliance, House Rune decided to stay with the remaining Houses instead, for too much had changed that needed proper research first. As the Great Collapse had shifted the magical spectrum, House Rune initially focused on rediscovering the essence of magic that had changed so fundamentally, leading many to think that House Rune consists solely out of mages. Instead they consist out of scholar in every field. Whether they are warriors, spellcasters or rogues, those who want to propel their profession into the future usually join House Rune and help support the fountain of knowledge that springs within their ranks.

To Rune knowledge is what will drive the Enclave forward. That knowledge can come at a price, but House Rune is very willing to pay each and every copper for it.

### House Shroud



The oldest High House by anyone's reckoning House Shroud feels like a caring father to the other Houses, often taking up the role as advisers in council. They often provide a second opinion on matters and manage to acquire information and truths of old forgotten times that can prove crucial at any time. House Shroud never puts itself in the spotlight, yet prefers to remain backstage guiding the other Houses with knowledge, wisdom, experience and much, much more.

That they have a team of elite operatives at their disposal is merely an unsubstantiated rumour. After all, House Shroud's main operation is maintaining a smoothly running postal service. Anything else would be pure speculation in the eye of the beholder. Got that?

### House Silver



One of the younger High Houses, House Silver emerged quite literally from trade. They amassed such wealth that it was impossible to exclude them from any decision-making. Initially seen as a nuisance because of it, House Silver proved pivotal in getting the economy of the Enclave up and running and they continue to do so. House Silver consists out of three separate entities: the Scales of Habitat, the Scales of Storms and the Scales of Trade. Together they govern taxes and housing, transportation and trade respectively for the Enclave. Of course the one problem with having wealth is that one always wants more of it and House Silver is no exception to it.

According to House Silver attaining monetary funds is paramount to the stability of the Enclave and to secure its future.

### House Torque



House Torque has a long tradition of political leadership to uphold. Commonly regarded as the bureaucrats of the Enclave, their history is also steeped in heroism. Many of the heroes of mankind were supplied by House Torque. Whether it's Bartion Mornex's Ancestral endeavours in saving the Allied Houses from failure against the Vhelgar or Graelon Marrow's selfless sacrifice to give birth to the Enclave, these heroes hail from Torque. The High House does like everything to be maintained in an orderly fashion and as such they are the driving force behind many laws and policies (including the Law of Ousting) and their upholding through officials.

To Torque it is clear that without good leadership and a proper society, the Enclave would not exist and as such it will do anything within its power to keep the Enclave as a shining example of civilization.

### The Oracle

*"The words of enlightenment are not meant for all ears. Only those that are deemed worthy will hear them and only those dedicated to the combined power of the Ancestral Dream will understand every hidden meaning. The Oracle is there for all of us, to guide us in times of need and to relieve us in times of suffering. We heed the call, we Veridan, we are there for the Oracle, to be its eyes and ears, to be its mouth to those deaf to its words. May you see the light and walk within its warmth, may you embrace the Oracle, so that you too can hear the glory of enlightenment."*

- The Ascended Voice of the Veridan, Har Grazia

It was the Oracle that led the High Houses to victory against the Princess of Skulls and stood alongside the birth of the Enclave. It was the Oracle the Enclave ignored as it fell into decadence and called upon itself its greatest bane. And it was the Oracle that saved the Enclave from Tykaru's Tyranny through the sacrifice of one of its own followers. Ever since that sacrifice, the Enclave is once again grateful for the Oracle's guidance and gladly honours its words of wisdom.

Few have seen the Oracle, but all know where it resides. For it is hard to miss the towering comforting beam of light emanating from its temple in the centre of Quarterstone. Guiding the peoples of the Enclave of the Five Sacrifices to a bright new future, the Oracle has provided them with truth: ranging from locations of new Shards to solutions for the severest of problems.

To those it deems worthy it bestows the Ancestral Dream: a state of mind and matter allowing them to experience the past as present. Its most devout followers are allowed entry into the Veridan, the Order of the Oracle. And it is through the Veridan that the Oracle speaks to the Enclave directly and prophesizes the flows of the future to the ruling High Lords and Ladies.

### The Shards

*"Shards of Old, lie frozen Cold,  
Shaped by Demons Unknown.  
For Carapace and Outer Face:  
Moulded akin Bodies their Own."*

- Quarterstone Children's Rhyme



The giant pieces of Ancestor World, floating through the Deadspell Storm; the Shards are a wonder to behold to all who venture outside their shelter. Each defined by a unique shape, their contents differs just as wildly.

### Carnyx

For many within the Enclave, Carnyx is a place of pure evil. As the last discovered Shard, it started out as a place full of promise. But when the Enclave ventured there, the Vhul were released from their icy prison. A war campaign was staged but was met with utter failure as the Vhul claimed one of the Enclave's heroes, Aryones Ithkari, for their own deeds and manipulated his men for their own purposes. Though the Enclave was successful in diminishing the Vhul threat, they not only lost the Barbarian Seal allowing them to explore new Shards; they also saw a new enemy rise from the ranks of Ithkari's men: the Arionites. Ever since, the Enclave deemed Carnyx a lost cause.

### Mount of Heroes

Mount of Heroes is a place drenched in perpetual conflict. For one it forms the breeding ground for the nefarious Howlers. A unholy mockery of life spewing forth from the Howling Mountain. Having seen their first settlement Westdell being completely ruined, the new settlement of Boltfort holds the Howlers back for now. Meanwhile the creatures are studied upon by the Forge of Wisdom. Unfortunately a difference of opinion has split the faction in two, causing the Enclave to sometimes battle their own. And in the meantime, the Howlers are slowly gathering again.

### Parliament

Parliament is the political hub of the Enclave of the Five Sacrifices. All High Houses are settled here and it is this Shard that welcomes the new Enclave Militia recruits as they undergo their Conscription period to become Citizens. The bustling city of Hawksmouth is usually swarming with new recruits and is also the home to High Houses Silver and Torque, while the picturesque fields of Aldenvault provide a home to High Houses Maul, Rune and Shroud. But it is the southern lands of Brightvale and Gravesbow that seem to be troubled by Ousted and the Brotherhood of the Glaive.

### Quarterstone

Quarterstone is the capital of the Enclave of the Five Sacrifices, as it was in this former slave-city that the survivors of the Great Collapse found themselves awake near the Barbarian Seal that had thawed the Undying Ice keeping them asleep. Over the years, the old structures have been demolished and a new city has been built upon its foundation; together the six Districts contain most of the Citizens within the Enclave. But even the capital is not spared from harm. Just a few years ago the Green District was corrupted as the Citadel of Ail exploded and brought a terrible disease to its streets. The only reason the city has not collapsed under this tragedy is because of the Oracle who resides at the very heart of Quarterstone and projects its awareness into the Deadspell Storm, guiding the Enclave and its inhabitants. To many, seeing the Light of the Oracle towering high above the city is a sign of coming home.

### Ringfell

The only Shard to contain humans next to those of the High Houses is Ringfell. Known in the Ancestor World as the Ringlands, its seas are now completely drained, leaving the sea life to adapt to their new habitat. Its inhabitants, the Speyfolk, quickly established themselves as able traders after they made contact with the Enclave. But at the start of the century a terrible curse caused them to be unable to leave their Shard. Turned bitter, the Speyfolk aimed their anger towards each other and the four remaining families are in conflict with each other. As for the curse, many claim it has something to do with Slywood, a seedy area drenched in darkness, but only few, if any, venture there to discover the truth.

## Interface & Controls

*"I have never pulled a lever, nor pushed a button in my entire life. If I want something to be done, I'll send for it. For what fun is there in effort?"*

-High Lady Fessia Lomnovel of House Silver

To gain a basic understanding of the controls and interface of The Chronicles of Spellborn®, this section will provide you with a collection of instructions to play the game.

Please note, that most keys and controls mentioned in these pages can be remapped or changed in the Main Menu.

## ***Interface Layout***

A typical screen of The Chronicles of Spellborn® may look like the following. The various elements and their functions will be explained in this chapter, so please take note of their locations and sizes.



1. Player Character
2. Player Character Status
3. Party Status
4. Bodyslot Bar
5. Mini-Map
6. Menu Bar
7. Combat Bar
8. Chat Bar

Most interface elements have a *Context Menu Tag* at their edge. If you click on these *Context Menu Tags* with the **Left**

**Mouse Button**, you can control certain aspects of their appearance in a small menu. Clicking on the *Unlock* option here, will 'unlock' that part of the interface and set it to auto-hide, only leaving the *Context Menu Tag* in view. Use these options to change the interface to your liking.

## ***Basic Controls***

To play The Chronicles of Spellborn® you will need to use both a keyboard and a mouse (or another pointer device). Please take some time to acquaint yourself with the interface of The Chronicles of Spellborn® and to discover how to control your Player Character within the game.

### *Movement.*

Your Player Character can perform the following movements in the game by pressing the corresponding keys:

• Forward	<b>W (or Middle Mouse Button)</b>
• Backward	<b>S</b>
• Strafe Left	<b>A</b>
• Strafe Right	<b>D</b>
• Turn Left	<b>Q</b>
• Turn Right	<b>E</b>
• Unsheath Weapon	<b>F</b>
• Sit	<b>X</b>
• Jump	<b>Space</b>
• Auto-Run	<b>Home</b>

Movement is used both out of combat for exploration of the game world, and in combat for dodging attacks and positioning your Player Character for specific attack ranges and positions.

By pressing Auto-Run (**Home**) you can make your Player Character move forwards automatically. You can cancel Auto-Run by pressing **Home** again or by pressing Forward (**W**), Backward (**S**), Strafe Left (**A**) or Strafe Right (**D**).

Pressing **X** will make your Player Character sit down. When your Player Character is Out-of-Combat, your Health Bar will gradually replenish itself. By sitting down it will replenish much quicker.

To ascend ladders, position your Player Character in front of one and press Forward (**W**). Likewise to descend ladders, position your Player Character on top of one with the back of your Player Character towards the outer side and press Backward (**S**).

### *Mouse Interactions*

Moving your **Mouse** allows you to move the Cursor across the screen to interact with the interface.

While in the default Unprepared State, clicking the **Left Mouse Button** while pointing at a Non-Player Character, Player Character or Interactive Object will select the Character or Object. Clicking and holding the **Right Mouse Button**, centres your Cursor and lets you move your Player Character's viewpoint around by moving the **Mouse**. This can also be used as an alternative to the Turn Left (Q) and Turn Right (E) keys.

If you want to view your Player Character, press and hold **Shift** while clicking and holding the **Right Mouse Button**. This will allow you to move your viewpoint around your Player Character when moving the **Mouse**.

To move your viewpoint towards or away from your Player Character press Zoom In (**Page Up**), Zoom Out (**Page Down**) or scroll the **Mouse Wheel**. Note that you cannot use the **Mouse Wheel** for this function while in Prepared State.

If the Cursor gains a Speech Bubble or a Gear, you are pointing it at an Interactive Character or Interactive Object. If you click and hold the **Right Mouse Button** over such a Interactive Character or Object, you will open up the Interaction Menu. While still holding the **Right Mouse Button**, move the Cursor over one of the *Interaction Options* and release the **Right Mouse Button** to perform that interaction.

Interactive Characters or Interactive Objects that are out of your range will gain an arrow next to their Speech Bubble or Gear Cursor, indicating you will need to move closer to perform an interaction.

#### **Mouse Look**

By pressing **R**, you can switch to Mouse Look. With Mouse Look you lose the ability to freely move the Cursor over the screen. Instead, the Cursor will behave as if the **Right Mouse Button** is held down continuously for the purposes of moving your viewpoint.

When Prepared, this will make the Reticule appear being fixed in the centre of the screen as well. Players used to games in the First Person Shooter and Third Person Shooter genres may prefer Mouse Look while playing The Chronicles of Spellborn®.

#### **Player Character Status**

The Player Character Status can be found at the top-left corner of the screen. It contains an overview of valuable information about your Player Character.

Note that when you select a Non-Player Character or a Player Character from a different player in-game, a second mirrored Player Character Status will appear right of your own displaying the same information for the selected Character.

#### **Health Bar**

The Health Bar displays your Player Character's name and graphically your Player Character's Health Points. Moving the Cursor over it will provide a tooltip with exact details. Your Player Character will die if the Health Bar is depleted entirely.

#### **Fame Sphere**

The Fame Sphere displays your Player Character's Fame Level as a value and graphically fills up as Fame is earned. Moving the Cursor over it will provide a tooltip with exact Fame details.

For further information refer to the Fame section in this manual.

#### **PeP Sphere**

The PeP Globe displays your Player Character's PeP Rank as a value and graphically fills up as PeP is earned. Moving the Cursor over it will provide a tooltip with exact PeP details.

For further information refer to the PeP section in this manual.

#### **Avatar Sphere**

The Avatar Sphere displays a dynamic close-up of your Player Character's face.

#### **State Bars**

The State Bars display your Player Character's Physique, Morale and Concentration Values and its State Rank. Moving the Cursor over it will provide a tooltip with exact details of the States.

For further information refer to the States section in this manual.

#### **Effect Badges**

Effect Badges appear as your Player Character is affected by certain Skill Effects or Consumable Effects. They remain visible for as long as the Effects are active. Moving the Cursor over each Effect Badge will provide a tooltip with details of the Effects.

For further information refer to the Effects section in this manual.

#### **Party Member Status**

For each member in your Party, an additional smaller Party Member Status will be displayed underneath your Player Character Status. It displays the same types of information although through a smaller interface.

#### **Bodyslot Bar**

The Bodyslot Bar in the upper-right area of the screen holds up to five Bodyslot Items (note that until you have chosen a Discipline the Bodyslot Bar will be unavailable). By clicking the *Drawer Button* at the bottom of the Bodyslot Bar, you can open up your collection of Bodyslot Items allowing you to drag Bodyslot Items to your Bodyslot Bar and rearrange its contents.

You can activate and/or select Bodyslot Items by pressing the **F1**, **F2**, **F3**, **F4** and **F5** keys or by clicking on them with the **Left Mouse Button**. For further information refer to the Bodyslots section in this manual.

### **Mini-Map**

The Mini-Map in the upper-right corner of the screen displays an overhead map of your immediate vicinity. It also provides you with the name of the area you currently reside in and an icon telling you the time of day. You can click the + and - buttons to zoom in and out on this overhead map.

The Mini-Map also has a conditional icon that is not always apparent: the Mail Indicator. This icon will appear if your Player Character has received new Messages which can be retrieved at an in-game Mailbox.

### **Menu Bar**

You can find the Menu Bar in the lower-right corner of the screen. Clicking on each of the *Menu Bar Icons* provides you with access to various menus and windows to help manage your Player Character.

#### **Main Menu**

The Main Menu icon will display the Main Menu. This menu can also be accessed by pressing the Escape button. Note that the game is not paused when accessing the system menu.

You can also access the System Menu by pressing **Escape**.

#### **Continue**

This option continues your current game, closing the Main Menu. You can also click the upper-right *X* or press **Escape** again.

#### **Options**

Within the Options Menu, you will find several settings for *Display*, *Sound*, *Controls*, *Mouse* and *Interface* you can click on to modify them. Note that changing some settings might require a restart of the game to have effect.

#### **Help**

This option will provide you with the Knowledge Base: an in-game manual explaining most concepts and instructions of the game.

#### **Support**

By clicking on this option you can contact the Support Department of The Chronicles of Spellborn® should you encounter any severe problems.

### **Log Out**

This option logs you out of your current game and returns you to the Universe Selection screen.

### **Credits**

This option displays the list of people who worked on The Chronicles of Spellborn®. Be sure to read it, you never know who might be thanked.

### **Exit Game**

This option logs you out of your current game and closes the game down, taking you back to the desktop.

#### *Guild List [Social]*

The Guild List gives you access to all options of Guild management. For further information refer to the Guild section in this manual. You can also access the Guild List by pressing **G**.

#### *Friends List [Social]*

The Friends List gives you an overview of all your friends in the game, if they are online or not and where they currently reside. For further information refer to the Friends section in this manual. You can also access the Friends List by pressing **H**.

#### *World Map [Questing]*

The World Map shows you a schematic overview map of the zone you currently reside in. Darkened areas on this map have yet to be visited. Specific points of interest will appear on this map as you uncover their locations during the game. You can also access the World Map by pressing **M**.

#### *Quest Log [Questing]*

This window gives an overview of your outstanding and solved quests and quest targets. You can also access the Quest Log by pressing **L**.

#### *Character Statistics [Combat]*

The Character Statistics window displays all statistical information regarding your Player Character used in progression and combat.

The first two bars display your Fame Level and your PeP Rank, just like the Fame Sphere and PeP Sphere in your Player Character Status. Underneath these bars

you can find the Attributes. For further information refer to the Combat section in this manual.

You can also access the Character Statistics by pressing **C**.

### *Skill Deck [Combat]*

You can manage your Combat bar through this menu. It gives an overview of the skill currently accessible through the Combat Bar, and gives you the opportunity to change this. Skills from the Skill Book window can be dragged and slotted here. You can also access the Skill Deck by pressing **N**.

### *Skill Book [Combat]*

This overview lists all the skills you currently know. You can drag these skills to the Skill Deck window.

You can also access the Skill Book by pressing **B**.

### *Equipment Menu [Items]*

Your current equipment is shown in this window. You can drag various pieces of equipment to and from the Inventory menu.

You can also access the Equipment Menu by pressing **O**.

Viewing your current equipment is very easy you can either click 'C' on your keyboard or the equipment icon in the menu bar. Every type of equipment has its own slot assigned to it. All slots are located in a logical way around the preview of your character in the equipment window. With the slot for helmets and other headgear located at the top and Shoes and shin-pieces at the bottom. Exceptions are your weapons: these are located along the top of the equipment window, with room for a melee and ranged weapon as well as a shield. Keep in mind that when you equip a double handed melee weapon you will not be able to equip a shield at the same time. To equip a new item simply drag it over the appropriate slot. The border of a slot will light up when an item is dragged over the equipment window to indicate where it needs to be dragged to.

### *Inventory [Items]*

This window shows all the items currently in your possession. You can drag various pieces of equipment to and from the Equipment menu. For further information refer to the Items & Equipment section in this manual.

You can also access the Inventory by pressing **I**.

You can close these individual windows by clicking the X in the upper-right hand corner or by pressing **Escape**.

## **Combat Bar & Indicator**

The Combat Indicator is in lower-centre of the screen. The Combat Bar will initially be hidden while in the default Unprepared State. You can enter Prepared State by pressing **F** to unsheathe your weaponry and display the Combat Bar right above the Combat Indicator.

Several interactions will be disabled while Prepared. Instead you will gain access to the following actions:

- Deploy Skill
- Select Skill Set
- Aim Skill

**Left Mouse Button**  
**1, 2, 3, 4, 5 (or Mouse Wheel)**  
Hold **Right Mouse Button**

When you successfully deploy a Skill or are the target of one, the Combat Indicator's outline will turn red, flagging you as being In-Combat. Several interactions will be disabled when you are In-Combat. To lose this In-Combat status, you should refrain from combat actions for a period of time after which the red outline will turn normal again, enabling the interactions again.

In-between the Combat Bar and the Combat Indicator is the Combo Tracker. For further information refer to the Combat section in this manual.

## **Chat Bar**

In the lower-left corner of the screen you can find the Chat Bar. It consists out of a Text Pane containing two Log Tabs and a Channel Bar underneath. The two Log Tabs are the Spellborn Log for the various Chat channels and announcements, and the Combat Log which only displays all combat related messages. You can select either by clicking on either *Log Tab*.

The Channel Bar underneath is separated in various Channel Tabs and an Input Field. Depending on whom you want to send a chat, click the corresponding *Channel Tab*, click on the *Input Field*, enter your message and press **Enter**. You can also press **/** to switch to the Input Field immediately without clicking.

The Channel Bar is divided into several Channels, each with a different function:

### *Local Channel (L)*

This channel is selected by default and used for communicating with other players within your direct vicinity. Type **/L** to directly start a Local Chat.

### *Zone Channel (Z)*

This channel is used for communicating with other players within the same Zone (note that Zones are separated from each other by Portals). Type **/Z** to directly start a Zone Chat.

### *Party Channel (P)*

This channel is used for communicating exclusively with members of your Party.  
Type **/P** to directly start a Party Chat.

### *Guild Channel (G)*

This channel is used for communicating exclusively with members of your Guild.  
Type **/G** to directly start a Guild Chat.

### *Whisper Channel (W)*

This channel is used for directly communicating in private with another player.  
Type **/W** followed by the **name** of the player you want to communicate with and then the message to directly start a Whisper Chat.

## **Quests**

*"To venture outside... Most Citizens do not even realise what outside truly means. They are stuck within their rooms, within their houses, within their cities, within their Shards. They believe staying put will lead them to high adventure and Fame. Only to start complaining the moment something is not what they 'waited' for.*

*The mere thought alone makes me sick..."*

*- Champion Morigel Bladehaze of House Shroud*

To progress through The Chronicles of Spellborn® you will need to complete Quests and gather Fame. Doing so will propel the various storylines forward and will allow you to raise your Fame Level and expand upon the abilities and Skills of your Player Character.

### **Questing**

Quests are handed out by various Non-Player Characters throughout the game. When starting out, your Fame Level will be minimal and not many Non-Player Characters will have Quests available. But as you gain Fame and your Fame Level rises, so will more Non-Player Characters notice your presence and abilities and have Quests available for you.

Non-Player Characters with Quests available will have a Opened Red Chronicle floating above them. These Characters are called Quest Givers. Talking with Quest Givers will provide you with a Quest Dialogue. After reading through the Quest Dialogue you can click *Decline* to reject the Quest or *Accept* to accept the Quest.

Once a Quest is accepted, you can complete it by fulfilling all its Objectives. Objectives can be anything, from talking to Characters, to reaching certain location, to slaying mighty adversaries. When you fulfil an Objective you will receive a notification of this on-screen. If a Character is part of an Objective it will have a Closed Blue Chronicle floating above it, requiring you to talk with it. Once all Objectives are fulfilled you can complete the Quest by talking to a Quest Finisher, which will also have a Closed Blue Chronicle floating above it. Often the Finisher is the same Character as the Quest Giver, but it can be a completely different Character at a completely different location.

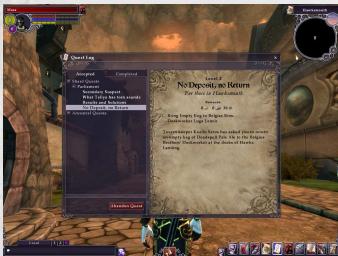
Be sure to read the Quest Dialogue thoroughly to grasp all Objectives and understand who you'll need to talk to finish it. Be aware that sometimes even the Quest Finisher might be hidden or might not be the true Finisher. Basically, anything is possible; so gather as much information as possible.

## Quest Chains

Some Quests are confined within a Quest Chain. This means that there is a series of Quests that logically follow each other. Completing a Quest, will allow you access to the next one, instead of being dependent upon your Fame Level for appearing.

Quest Chains can be any size and are often used to tell the greater stories of The Chronicles of Spellborn®.

## Quest Log



In order to keep track of your accepted Quests more easily, you have access to a Quest Log. Either click the *Quest Log Icon* in the Menu Bar or press **L** to access it.

The Quest Log gives an overview of your currently accepted and completed Quests, and you can sort them by clicking the *Accepted Tab* or *Complete Tab* on top.

### Accepted Tab

The Accepted Tab displays all Quests which you have accepted and are currently trying to complete. The Quests are grouped by Shard and you can expand or collapse these groups by clicking the + and - Nodes next to them.

Clicking on a *Quest Title* in this Tab will display the Objectives and a Summary of this Quest in the right pane. The Summary is a brief recollection of the Quest you have accepted, while the Objectives are the concrete tasks you will have to perform. Any fulfilled Objectives will be displayed in green and have a tick in front of them. If there is an additional reward for completing the Quest, it will also be displayed here.

### Completed Tab

The Completed Tab will give you an overview of the Quests you already completed. If you are trying to complete a Quest from a Quest Chain you started some time ago and forgot about, it might be a good idea to read through the previously completed Quests here, to brush up on information.

## Quest Items

Sometimes fulfilling an Objectives requires you to gather certain items, these are called Quest Items. Quest Items do not need to be picked up if they are gathered from defeating adversaries. Instead, they will be automatically added to your Inventory. If this happens, you can see the item's icon in the Quest Item Bracket moving into your Inventory Icon in the lower-right of the screen. For further information refer to the Items section of this manual.

## Character Progression

### Fame

By completing Quests (and to a lesser extent defeating adversaries in combat) you will earn Fame. Gain enough Fame and you will gain an additional Fame Level (to a current maximum of 50). Gaining Fame Levels is important as it allows you to develop your Player Character.

With each acquired Fame Level your Player Character automatically gains more Health Points and a higher damage output. In addition you will be able to perform one or more of the following and their corresponding icons in the Menu Bar will light up:

### Add Attribute Points

Whenever you gain a new Fame Level, you gain additional Attribute Points to spend towards one or more of your Attributes. Open Character Statistics (C) and you will notice each of the Attributes having + and - Buttons next to them. You can click these to increase your Attributes or remove added Points. Make these changes final by clicking *Apply* underneath.



yet. Note that as you progress through the game Skill from different Sets become available. You can check this by clicking the *Set Tabs*.

## Learn Skills

When reaching certain Fame Levels, you will be allowed to learn new Skills. Open your Skill Book (B) and then click *Learn New Skill*. This will open up the Skill Library where you can select new Skills by clicking on them. You will be asked to confirm your selection. Once confirmed it cannot be cancelled. If a Skill is available to learn it will be designated as Learnable, otherwise you cannot learn it

The confirmed Skills you have learned will be transferred to your Skill Book and will then be ready for further use in your Skill Deck.

### Add Skill Sigil Slots

When reaching certain Fame Levels, you will be allowed to add Sigil Slots to your Skills. Open your Skill Book (B) and click *Add Sigil Slot* to open the Upgrade Window. Here you can select the Skill you want to add a Sigil Slot to, by clicking on it. You will be asked to confirm your selection. Once confirmed it cannot be undone.

Note that newly added Sigil Slots are empty by default and need to be filled with Skill Sigils from your Inventory to be actually useful. Added Sigils also need to be corresponding to the Skill Type. Each Skill can have a maximum of four Sigil Slots added to it.

For further information refer to Skill Sigils section in this manual.

### Choose a Discipline

When reaching Fame Level 5, you will be allowed to choose a Discipline depending upon your chosen Archetype (Rogue, Spellcaster, Warrior). Open Character Statistics (C) when you have reached Fame Level 5 and click *Select Discipline*. You can then permanently select the Discipline you want. You cannot spend Attribute Points if you have the option to choose a Discipline. In such cases selecting a Discipline allows you to spend the points afterwards.

For further information refer to The Disciplines section in this manual.

Note that to be able to apply any of the manual changes for Character Progression, your Player Character is required to be Out-of-Combat.

## Travel

*"There is no greater a joy, than of one who sets his eye upon sights never seen before. Whether by foot or by Shardship, traversing the treacherous Storm of the Deadspell, each sight seen, every encounter with the guileful, mysterious or seductive, spurs stories. Poor is the man who has never set foot outside of his Hearth. Barren is the mind of the woman, who has never said farewell to her Homestead."*

*"It is my deep and solemn wish that each and everyone gifted with the Light of the Oracle will leap at the opportunity to encounter the entire spectacle the Shards have to offer. Dangers aside, no Man or Daevi should live a life untravelled."*

*-Scales Lord of Storms Quint Reimond of House Silver*

Most of your travels will be done by foot through the Shards of the Deadspell Storm. As you will travel around you will find certain concepts that will enable travel.

### Portals

Shards are made up of Zones, which in turn are separated from each other by Portals. Whenever you step through a Portal you will change. Entering a Portal will cause a loading screen to appear as the next Zone is opened and your Player Character is transferred. Note that if you change Zones you will also change to a new Zone Channel in your Chat Bar.

### Shardship Travel



The game world of The Chronicles of Spellborn® consists out of Shards, Fragments and Raftyards floating through the magical Deadspell Storm. Travelling from one to the other requires a vessel that can traverse the Deadspell Storm: a Shardship. These ships equipped with gravity field-inducing levium crystal can be boarded at Shardship Docks.

To do so, locate the Dockmaster at the Docks, interact with it and click *Travel* to open the Travel Menu.

The Travel Menu displays the destinations and the method of travel from your current location. The destination Docks are grouped by Shards and Missions and can be expanded and collapsed by clicking the + and - Nodes. Note that some Docks only provide some services to certain other Docks.

You have two choices of travelling: Rent-a-Cabin or Join-A-Crew. Rent-A-Cabin is the more expensive of the two and instantly transports you to your destination Docks.

Join-A-Crew is the cheaper of the two and lets you travel aboard the Shardship as it slowly passes through the Deadspell Storm before bringing you to your destination Docks. With a bit of (bad) luck, you might even encounter others roaming the Deadspell Storm.

Note that your Player Character will die if you disembark the Shardship as it moves through the Deadspell Storm. If you die for any reason during Shardship Travel, you will respawn at your Docks of origin and you will need to embark anew.

After selecting your destination and method, click *Take Off* to initiate travel. Afterwards, you will emerge at your chosen destination Docks.

## Instances

Most accessible areas can be entered by all available players together. However, certain areas are closed off due to maintain a certain challenge. These areas are called Instances and instead of being accessible to everyone, they are separately instanced for each player and its Party, hence the name. Missions involving Shardships, Join-A-Crew travel and certain Dungeons and Areas will be Instances.

## Ancestral Quests

There are Quests within The Chronicles of Spellborn® that are induced through the Oracle: these are the Ancestral Quests. Players accepting these Quests will receive the Ancestral Dream to experience specific events as they happened. These Ancestral Quests are Instances as well.

## Items & Equipment

*"My mother used to say "you're worth only as much as you wear, son." Well, I guess that sorts me out then..."*  
- Beggar Lutist Olaalz, Quarterstone

Though your Character Statistics define your capabilities, your appearance and efficiency is largely defined by the Items and Equipment you carry. Items are used as crafting materials, merchandise and Consumables. Equipment is worn on the Player Character and can persistently influence certain aspects of it.

## Inventory



Your acquired Items and Equipment are stored in the Inventory (I). It is made up of individual Slots, with each Slot having room for one Item or a stack of Items. A Stack means that several Items of the same kind inhabit one Slot, with a counter designating the amount of Items stacked in one Slot.

Inventories have 200 available Slots. If the Inventory runs out of space (or you want to get rid of certain Items), you can break Items down into money. This is done by clicking the **Item Icon** with the **Right Mouse Button** and clicking **Break Down** in the Context Menu. You will then be shown the amount of money the Item will gain you and be asked to confirm your action. The amount of money you gain by breaking down Items is only a small percentage of the actual price you would gain by selling it at a Shop.

## Quest Items

Quest Items are kept separate within the Inventory. These Items are crucial to fulfilling Objectives and completing Quests, hence their separate status. To view them click the **Quest Items Tab**. Quest Items cannot be broken down, nor can they be removed from the Inventory manually. Completing Quests and/or fulfilling Objectives will remove Quest Items from the Inventory when applicable.

## Item Types

There are several types of Items you can find within The Chronicles of Spellborn®. Unless equipped, you can find all of these Items in your Inventory.

### Clothing & Armour

Clothing and Armour directly changes the appearance of your Player Character, with Armour being always worn over Clothing. Both Clothing and Armour have no statistics and are only used to dress up your Player Character.

To equip Clothing or Armour press **I** to open the Inventory. Then click on any *Item* of Clothing or Armour with the **Right Mouse Button** and click on *Equip* in the appearing Context Menu.

Alternatively after opening the Inventory (**I**), press **O** to open your Equipment. Now click and drag any *Item* of Clothing or Armour from your Inventory to the associated highlighted Slot in your Equipment and release.

Your Player Character will immediately equip an Item. To unequip Clothing or Armour, open Equipment (**O**), click an Item of Clothing or Armour with the Right Mouse Button and click *Unequip*. Alternatively drag an Item of Clothing or Armour from Equipment back to a slot in Inventory (**I**).

Note that to change Clothing or Armour, you will need to be Out-of-Combat.

### Weaponry

Weaponry directly changes the appearance of your Player Character. Weaponry has no statistics associated, yet they can hold up to five optional Sigil Slots, allowing you to customise them with Item Sigils of your choosing. For more information refer to the Forge Sigil section in this manual.

To equip Weaponry press **I** to open the Inventory and press **O** to open your Equipment. Now click and drag any *Item* of Weaponry from your Inventory to the associated highlighted Slot in your Equipment and release. Your Player Character will immediately have the Item equipped. Reverse the actions to unequip it.

Note that to change Weaponry, you will need to be Out-of-Combat.

### Jewellery

Jewellery does not change the appearance of your Player Character. Instead, Jewellery is used to hold additional Item Sigils. How many Sigil Slots a piece of Jewellery has available depends on the type and rarity of the piece. For more information refer to the Forge Sigil section in this manual.

To equip Jewellery press **I** to open the Inventory and press **O** to open your Equipment. Now click and drag any *Item* of Jewellery from your Inventory to the

associated highlighted Slot in your Equipment and release. Your Player Character will immediately have the Item equipped. Reverse the actions to unequip it.

Note that to change Jewellery, you will need to be Out-of-Combat.

### Skill Sigils

Skill Sigils, as opposed to Item Sigils, can be equipped yourself but only on Skills of the same type. Equipping Skill Sigils will enhance the associated Skill.

To equip Skill Sigils press **I** to open the Inventory and press **B** to open your Skill Book. Now click and drag any *Skill Sigil* from your Inventory to the available and compatible Sigil Slot of a Skill and release. The Skill will then be enhanced by the Skill Sigil. Reverse the actions to unequip it.

Note that to change Skill Sigils, you will need to be Out-of-Combat.

### Consumables

Consumables need not to be equipped. Instead, to use a Consumable, press **I** to open the Inventory and click on a *Consumable* with the **Right Mouse Button**. In the appearing Context Menu, click on *Use* to use it and gain its effects. Be aware that once used the Consumable is lost. Also, you can use multiple Consumables, but similar effects will not stack. Instead the effect will last and act according to the last used similar Consumable.

### Resources

Resources are items which can be mined from resource nodes. These can be used in the creation of various Items like Sigils and Bodyslot Items. To mine a Resource Node, click on one with the **Right Mouse Button**, and select *Mine* from the Radial Menu. Once a Resource Node has been depleted of its Resources, it will disappear.

### Waste Items

Waste Items are items which can be gathered and serve no other purpose than to be sold at a Shop. They are sometimes used as part of a Recipe.

### Recipes

Recipes are blueprints for creating specific Items. They tell you exactly which other Items you need to gather. After doing so you can spend those Items, the Recipe along with a few at the appropriate Shop to create the indicated Item.

## **Broken Items**

Broken Items are actually Items from the one of the previous types, only non-functioning. Broken Items can be appraised at the appropriate Shop to produce a Recipe for a normal version of the Item.

## **Level Requirements**

Most Items have a Level Requirement. This means that Items may require the Player Character to have a certain Fame Level before they can be used or equipped. If your Player Character does not have the right Fame Level to use or equip an item, you will receive a notification of this when doing so.

## **Attuned Items**

Items may be attuned to a Player Character. This means Attuned Items can not be traded to other Player Characters. Items can become Attuned in two ways. Some Items become Attuned the moment they are picked up by the Player Character. All other Items become Attuned when they are equipped.

## **Item Rarity**

Items each have a rarity, dictating how often they normally appear in the game world and how much they are worth as an effect. There are several rarities within The Chronicles of Spellborn®, though be on the lookout for even rarer Items.

### **Common**

Common Items carry White Names. These are basic Items which are readily available. This includes a large amount of resources, Equipment available in Character Creation and basic Items worn by commoners and the local Militia.

### **Uncommon**

Uncommon Items carry Yellow Names. These Items are less easy to find than Common Items yet are still available when needed. These Items are often worn by noble men and women and are worth more than their Common equivalents.

### **Rare**

Rare Items carry Orange Names. These Items are hard to come by and are often of superior quality either due to the craftsmanship behind them or their exquisite properties. These are special Items not often worn in public and usually reserved for special occasions.

## **Ancestral**

Ancestral Items carry Red Names. These Items hail from the Ancestor World, having survived the Great Collapse. Their craftsmanship is unequalled as the current ability of both daevi and men cannot dare to come close to their quality. Possessing an Ancestral Item is a true honour for any mortal in the Deadspell Storm.

## **Money**

The Inventory (**I**) also displays your owned currency; you can find the amount at the bottom of your Inventory. The Chronicles of Spellborn® uses Gold Coins, Silver Coins and Copper Coins. One Gold Coin is worth 100 Silver Coins, and one Silver Coin is worth 100 Copper Coins.

## **Shops**

Shops can be found in the more civilised areas of the various Shards and can provide you with a range of services to suit your needs. Yet, not all Shops are the same; each provides different services or stocks different merchandise.

To enter a Shop, click on its **Door** with the **Right Mouse Button** to interact with it and enter. Interact with any of the Characters within a Shop to make use of its functions. You can sell Items at any Shop disregarding its function.

### **Forge**

At the Forge you can buy new and alter Equipment for a fee.

### **Rune Shop**

The Rune Shop sells Bodyslot Item Recipes for Rune Skill Type Disciplines: Scars for the Bloodwarrior, Tattoos for the Runemage and Gadgets for the Trickster.

### **Soul Shops**

The Soul Shop sells Bodyslot Item Recipes for the Soul Skill Type Disciplines: Stances for the Adept, Soul Mazes for the Skinshifter and Void Spheres for the Void Seer.

### **Spirit Shop**

The Spirit Shop sells Bodyslot Item Recipes for the Spirit Skill Type Disciplines: Spirit Cages for the Ancestral Mage, Poisons for the Deathhand and Crests for the Wrathguard.

## Taverns

The Taverns sell Consumables, but be advised that their merchandise differs wildly according to the location of the Tavern.

## Combat

*"Oh, the riches I would own if I'd earn a copper for each boulder-tugger standing frozen on the spot when a boar charges at him. You'd think even complete idiots have the brains to Step. Aside. And when they are aiming bows and spells... By the Light! It's a veritable party shower of twigs going off in all directions, complete with misguided fireworks! The only thing missing are celebratory biscuits and bitter!"*

*- Combat Instructor Theslar Itterson of House Maul*

Combat takes up a large part in The Chronicles of Spellborn®. It employs an active combat system, requiring the player to actively aim and dodge attacks, instead of letting these depend on calculations and chance.

### Prepared & Unprepared

When playing The Chronicles of Spellborn®, you can be in either of two states at any given time: Unprepared or Prepared. You start the game Unprepared by default; allowing you to interact with Non-Player Characters. If you wish to fight with Non-Player Characters (or even other Player Characters) you will need to be Prepared.

To become Prepared, you will need to press **F**. You will then unsheathe your Weaponry, the Combat Indicator on the bottom of the screen will change and the Combat Bar will appear right above the Indicator displaying your available Skills. Note that being Unprepared drastically lowers your defence, while being Prepared lowers your Movement Speed and raises your Resistances.

Every attack or ability you can perform during Prepared State is called a Skill. The Combat Bar displays Skills per Tier, each with five separate Columns. To change Columns and thus selected Skill in a Tier, press **1, 2, 3, 4 or 5** or use the **Mouse Wheel**. To perform the Skill, press the **Left Mouse Button** or press **1, 2, 3, 4 or 5** again.

Whenever a Skill is performed several things will happen.

1. The used Skill will fade out and be unavailable until its Cooldown period has elapsed and it is active again.
2. The Combat Bar will turn displaying the next Tier available and with it new Skills in each of the five Columns.
3. The Combat Bar Timer will become visible at the left-hand side of the Combat Bar. The Combat Bar will return to Tier 1 when this Timer is depleted.

After rotating the maximum amount of Tiers allowed at the Player Character's level, the next Tier available will be the first again. A Player Character can have

up to 6 Tiers and 5 Columns available allowing access to a maximum of 30 individual Skills.

## ***In-Combat & Out-of-Combat***

Though you can choose whether to be Prepared or Unprepared, the environment decides whether you are In-Combat or Out-of-Combat. By default you are Out-of-Combat during Unprepared State. Whenever you or one of your nearby Party Members performs a hostile action or aids another Player Character In-Combat, you will turn In-Combat and the outline of the Combat Indicator will turn red.

When you are In-Combat you will not be able to make any changes to your Player Character that would affect your statistics or your Player Character appearance (excluding Skill-effects). This means you cannot change Equipment, Skills, Sigils and Bodyslots. More importantly, while In-Combat your Health Points will regenerate at a slower rate and you will not be able to use Sit (X).

You will remain In-Combat as long as you remain near adversaries, In-Combat Party Members or active during combat. To return to Out-of-Combat, you will need to enter Unprepared State and refrain from entering or remaining near areas of combat for a certain period of time. Doing so will cause the red outline of the Combat Indicator to disappear and set you back to Out-of-Combat.

While Out-of-Combat, you have access to all your Interface options again, your Health Points regenerate at a faster rate and you are once again allowed to Sit (X) to boost Health Point regeneration even more.

## ***Aiming***

One of the more crucial elements of combat in The Chronicles of Spellborn®, is aiming Skills. When you are Prepared you will have to aim a Skill at a target to perform it correctly. If it is properly aimed at a target and within range, the Skill will hit, otherwise it will miss. Clicking on a target to select it will not automatically make a Skill hit a target.

To aim, enter Prepared State and hold down the **Right Mouse Button** while you move the **Mouse** accordingly. The Cursor will then change into the Reticule used for combat. Remember that you can also press **R** to enter Fixed View Mode while Prepared to negate the requirement to hold the **Right Mouse Button** down. Align the Reticule with the target and perform your Skill by clicking the **Left Mouse Button**.

Not only do you need to align the Reticule to execute a Skill successfully, you will also need to be in range. The range of a Skill differs per Skill. They can be any of the following:

- **Short Range Skills**

These Skills only hit targets close by. Aim the Reticule at a nearby target.

- **Long Range Skills**

These Skills only hit targets far away. Aim the Reticule at a far away target.

- **Target Skills**

These Skills hit all targets between the Player Character and the outer range limit. Aim the Reticule at a far away target to hit all targets in-between.

- **Target Position Skills**

These Skills hit all targets within a target area. Aim the Reticule at the spot you want the Area of Effect to be centred.

As a visual identifier, the Reticule will change depending upon your range and the validity of the target. Regardless, the target you aim at will be shaded red.

## ***Slaying & Defeating***

A target will be slain when its Health Bar is completely depleted, though some may already concede defeat before that. If a Non-Player Character gets away it might regenerate its Health Points and fill up its Health Bar again. Non-Player Characters will not 'remember' their sustained damage.

Depleting the entire Health Bar is considered slaying, while depleting a part of it and disabling the Non-Player Character through that is considered defeating.

## ***Looting***

After slaying a Non-Player Character, you will be able to gain loot from it. A Loot Window will appear on the left side of the screen, displaying the Items you can loot. Click on each *Item* before its timer has ended to add it to your Inventory (I). You can also click *Loot All* to add all available Items at once. Click *Pass All* or click the X to pass on looting Items. Passed on Items cannot be reclaimed afterwards.

Quest Items are looted automatically, even after defeating a Non-Player Character. These are added to the Quest Items Tab in your Inventory (I).

## ***Skill Deck***

The flow of battle while fighting is defined by your Skill Deck: the layout of your Skills in your Combat Bar. As the Combat Bar will always turn one Tier further with each performed Skill, it is imperative to create a certain order of Skills, maximizing your potential.

## Editing

To edit your Skill Deck, open the Skill Deck (**N**) and the Skill Book (**B**) windows. You can click and drag any of the *Skill Icons* in your Skill Deck or Skill Book, to any of the active Skill Slots on your Skill Deck. Note that as you start the game you will start with two Tiers each with three Columns active giving you six active Skill Slots by default. As your Player Character progresses through the game, you will gain access to more active Skill Slots.



You can use multiple instances of the same Skill in your Skill Deck. Either drag the same Skill Icon from your Skill Book again or copy any Skill in your Skill Deck by holding **Shift** while dragging the already used Skill Icon into another active Skill Slot. Though you can leave active Skill Slots empty, this is strongly discouraged.

Note that though you can use multiple instances of the same Skill, they all share the same

Cooldown. Meaning if you activate one instance, all of them in the Skill Deck will be treated as activated and require to elapse their Cooldown period before being active again. Keep this in mind while editing your Skill Deck.

## Statistics

The effectiveness of both performing and enduring Skills is governed by your Statistics. You can find an overview of your Player Character's Statistics by opening Character Statistics (**C**). There are three types of Statistics: Attributes, Resistances and Affinities.

### Attributes

Attributes define your Player Character's innate strengths and weaknesses. Each Player Character has three Attributes and begins with a Start Value of 10 for each.

As your Player Character develops you will be able to increase your Attributes beyond the Start Values to a new Base Value.

- **Body**  
Body enhances Body type Skills and Rune Affinity.
- **Mind**  
Mind enhances Mind type Skills and Spirit Affinity

### • Focus

Focus enhances Focus type Skills and Soul Affinity.

In general your chosen Archetype and Discipline dictate the majority of your Skill types and thus which Attribute(s) will be most useful to you.

If an Attribute Value is coloured (red/green) it means it has been adjusted from its Base Value. Moving the Cursor over the Value will display a tooltip with the Base Value and the value by which it is increased (green) or decreased (red). Adjusted Attributes can be temporary or persistent, but never permanent and requires the use of Skills and Sigils.

### Attack Resistance

Resistances reduce damage your Player Character takes from Skills of a specific Attack Type. The Attack Type of a Skill can be found in the Skill's Skill Book entry.

- Melee Resistance reduces damage taken from Melee Skills.
- Ranged Resistance reduces the damage taken from Ranged Skills.
- Magic Resistance reduces damage taken from Magic Skills.

Increasing your Resistances is done through Skill and Sigil use.

### Magic Affinity

Magic Affinities reduce damage your Player Character takes from Skills of a specific Magic Type. The Magic Type of a Skill can be found in the Skill's Skill Book entry.

- Rune Affinity is enhanced by the Body Attribute.
- Spirit Affinity is enhanced by the Mind Attribute.
- Soul Affinity is enhanced by the Focus Attribute.

Increasing your Magic Affinities is done temporarily through Skill and Sigil use and permanently by enhancing Attributes.

If applicable, both Resistance and Affinity can affect Skill effects. They are not mutually exclusive.

### States

Your States define the Physique, Morale and Concentration of your Player Character. They both affect your Character as their dealt damage, and as such can tip the balance in or out of your favour during combat.

You can keep track of your States through the State Bars in your Player Character Status. These three coloured bars each track a State. The Physique State is tracked in the top red bar, the Morale State is tracked in the middle blue bar and the Concentration State is tracked in the bottom yellow bar.

### *State Ranks*

When neutral and without effects, the State Bars are half filled they have a State Rank of zero. However, States can be increased or decreased by incurring positive and negative effects either through (your own) Skill use, Consumables or other effects.

Incurring an effect makes the State Bar lose or gain a State Rank. Less State Rank than neutral lowers the State's effect for the Player Character. More State Rank heightens the State's effect for the Player Character. Each State influences the following values:

- Physique State affects Movement Speed
- Morale State affects Damage Output
- Concentration State affects all Attack Resistances

For example: a low Physique State Rank would lower a Player Character's Movement Speed.

While your State Rank can be heightened or lowered while In-Combat, it will slowly fall back to its Base Level while Out-of-Combat: a State Rank of zero by default. All effects are therefore temporary while a Player Character is engaged in combat.

### *State Damage Types*

Some Skills deal special kinds of State Damage. These are influenced by your State Rank. There are three kinds of State Damage: Crushing Damage, Courageous Damage and Calculated damage. Each is linked to an individual State.

- Crushing Damage compares Physique State Ranks between user and target
- Courageous Damage compares Morale State Ranks between user and target
- Calculated Damage compares Concentration State Ranks between user and target

When the Skill-user uses a Skill that deals such Damage, the difference in associated State Ranks dictates whether the Skill-user deals more or less than normal Damage to the target. If the Skill-user would have a high State and the target a low State, the Skill-user would deal more than normal Damage. If the Skill-user would have a low State and the Target a high State, the Skill-user would deal less than normal Damage.

As a result, having a high State Rank in one or more States will give you more effective Skills that deal that kind of State Damage and will also act as a higher defence against such attacks. Likewise, lower State Ranks will decrease the effectiveness of State Damage and leave you wide open to receiving those attacks.

### *Personal Experience Points*

Slaying and defeating adversaries in combat and completing Quests do not only provide you with Fame, they also grant you PeP; Personal Experience Points, a way of defining your combat-experience besides sheer player skill. PeP is tracked in the PeP Sphere underneath the Fame Sphere in your Player Character Status.

Just like gaining enough Fame raises your Fame Level, so gaining enough PeP raises your PeP Rank (to a maximum of 5). With each rank you gain you will enhance certain aspects of your Player Character. They either enhance the Attributes associated with your Archetype or Discipline, or shift your default Base Level for State Ranks of all three State Bars up by one. While the first option will enhance the effectiveness of your associated Skill, the second option will also enhance your Movement Speed, Attack Resistances and various forms of dealt Damage. Each rank influences your Player Character as follows:

- PeP Rank 0 – No effects.
- PeP Rank 1 – Base Level at State Rank +1
- PeP Rank 2 – First Class-based Attribute Bonus
- PeP Rank 3 – Base Level at State Rank +2
- PeP Rank 4 – Second Class-based Attribute Bonus
- PeP Rank 5 – Base Level at State Rank +3

When a Base Level is raised, negative or positive State Points will be incurred on the corresponding State Rank. Likewise, the incurred Points will slowly fall back to the new Base Level's State Rank.

However, unlike Fame Levels you can actually lose PeP Ranks. Each time your Player Character dies, it will suffer a blow to its self-esteem and lose a complete PeP Rank worth of PeP; effectively lowering your PeP Rank by one. Note that you can never have fewer than 0 PeP and a PeP Rank of 0.

### *Bodyslots*

Though the available Skills for the Combat Bar define how a Discipline plays, there is another element influencing this: Bodyslots. Once you reach Fame Level 5 and have chosen your Discipline, the Bodyslot Bar is added to the Interface. The Bodyslot Bar contains five Bodyslots, to be filled with Bodyslot Items. These Items are specific Items catering to the abilities of the Discipline.

To add Bodyslot Items to the Bodyslot Bar, you will first need to acquire Bodyslot Items at a Rune, Soul or Spirit Shop. Once acquired, click the *Drawer Button* at the bottom of the Bodyslot Bar to open up your collection of Bodyslot Items. You can drag any new Bodyslot Items from your Inventory into the Drawer. Now click and drag a *Bodyslot Item* from the Drawer into a Bodyslot to equip it. To activate or use them click on a filled *Bodyslot* with the **Left Mouse Button** or press **F1**, **F2**, **F3**, **F4** or **F5** for the correspondingly. Just like Skills, Bodyslot Items have a Cooldown, and their effects can be instant, temporary or persistent. For example: some of them will only affect specific Skills, while others may let you control extra Characters.

Each Discipline in The Chronicles of Spellborn® has its own Bodyslot Item Type and each one can be acquired at Rune, Soul or Spirit Shop according to the Affinity of the Discipline. Bodyslot Items are not sold directly, but instead are sold as a Recipe. Only by completing the Recipe can the Bodyslot Item be acquired in a Shop.

## Combos

Some Skills are special Combo Skills. These Skills have an extra Combo Icon near their Skill Icon. You can use these Skills to build Combo Strings and receive extra bonuses during combat, allowing you to deal more Damage, weaken opponents or enhance allies.

There are two Combo Skills each with a different function:

- **Opener Combo Skill**

Performing this Skill will start a Combo String and applies a bonus effect to the Skill user for the duration of the Combo String.

- **Finisher Combo Skill**

Performing this Skill will end the Combo String and apply either an additional bonus effect to the user or affect enemies with a penalty according to the amount of Combo Points

You create Combos by successfully completing a Combo String. To build one you will need to edit your Skill Deck to include both an Opener Combo Skill and a Finisher Combo Skill. Once done, you can start a Combo String by performing the Opener Combo Skill. This will provide you with a bonus effect depending on the Skill and score one Combo Point.

To build up the Combo String, you then need to perform normal Skills. Each successfully performed normal Skill after the Opener Combo Skill will lengthen the duration of Opener bonus effect until the Combo String ends, and will score an additional Combo Point. These are indicated on the Combo Tracker in-between the Combat Bar and the Combat Indicator.

After you have scored at least 2 or at most 8 Combo Points in total, you can successfully complete the Combo String by performing the Finisher Combo Skill.

This will end the Opener bonus effect and the Finisher effect will take place. The effectiveness of this Finisher effect will be based on the amount of Combo Points scored during the Combo String.

There are limits to building successful Combo Strings and the Combo will break (end prematurely), if one of the following conditions is met:

- The Combat Bar Cooldown Timer is depleted.
- A performed Skill does not hit.
- 9 or more Combo Points are scored.
- A Skill is used a second time within.

When a Combo String breaks, all bonuses and effects will end immediately. Also Opener Combo Skills cannot be used as long as a Combo String is active and Finisher Combo Skills cannot be used unless you scored at least two Combo Points.

The optimal length of Combo Strings and effectiveness of certain Combo Skills depends upon your Player Character's Archetype.

## Status Effects

Certain Skills leave Status Effects, damaging or penalising the target. The effects are temporary and remove themselves after a period of time. Some of the Status Effects are rather special in that they affect your controls:

- **Disarm**

For a period of time Melee Skills cannot be used.

- **Blind**

For a period of time Ranged Skills cannot be used.

- **Silence**

For a period of time Magic Skills cannot be used.

- **Hamstring**

For a period of time lose Health Points through movement.

- **Poison**

For a period of time lose Health Points at a steady rate.

There are many more Status Effects in The Chronicles of Spellborn®, affecting anything from Health regeneration to your States.

## Player vs. Player

By default, Player Characters cannot harm each other or engage in Player vs. Player (PvP) combat. Certain Zones, however, are PvP Enabled. This means that Player Characters will be able to engage combat amongst each other.

When you enter a PvP Enabled Zone, you will receive a warning in the Spellborn Tab of your Chat Bar. When you remain in this area for longer than 30 seconds,

you will be flagged for PvP, meaning that you can be attacked and damaged by other Player Characters. Returning to a PvP Disabled Zone will restore the default inability for PvP.

## **Health Regeneration**

You will replenish Health Points lost during combat automatically when you are Out-of-Combat. You can accelerate this process by Sitting (X). Do note that Sitting will lower your Defence drastically.

## **Dying and Respawning**

When your Health Bar is completely depleted and you have zero Health Points or less, your Player Character will die. Falling outside of playable areas will instantly deplete the Health Bar completely. After dying, your Player Character will return to the game at the Spawn Shrine or Spawn Spot designated for the Area it died in.

### **Death Penalty**

Every time your Player Character dies, you will lose an entire PeP Rank worth of PeP. If this would set you back to less than zero PeP, you will stay at zero PeP.

## **Tagging**

Whichever Player Character hits a target first, will Tag it. This means that even if another Player Character slays or defeats the Non-Player Character, the one who Tagged it will gain access to the Loot Items. Tagging is removed when the Player Character who has Tagged the target goes Out-of-Combat.

## **Social**

*"Ya really, really, really should 'ave seen it! It was tuggin' marvellous! The entire Gleamin' Cauldron at Cairnegg loaded to the brim and all of 'em on tables, chairs, anything, really. And they were all goin'... I mean, there're no words for it; they all jus' dropped off their Shards! Shot right through their Carapaces! 'Onestly, now that I do think 'bout it, I really cannae' think of a more apt name for it... The Beaker Incident. Tuggin' good times those were... Tuggin' good times..."*

*- Dockmaster Jeran Bosh, Ringfell Hearth*

Within The Chronicles of Spellborn® you can interact, exchange information and generally socialize with other Player Characters. Not only can this enhance your playing experience, it is sometimes wiser to do so within the game's context making Objectives and personal goals easier to achieve. There are several ways to interact and communicate.

## **Chat**

The Chat Bar enables you to communicate with other Player Characters by sending messages to each other through the Text Pane. You start typing a message either by first clicking on the *Text Bar* or by pressing / followed by **Space**. After either of those options input your message and press **Enter** to send it to the Text Pane.

By default, your message is send to the Local Channel. This channel is used to communicate with Player Character within your direct vicinity. If you move away from other Player Characters, they might fall out of range and not be able to receive your messages in their Text Pane.

You can switch channels to communicate to by clicking on another *Channel Tab* or by pressing the channel shortcut (/L, /Z, /P, /G or /W). After doing so, input a message and press **Enter** to send it to the Text Pane.

Each channel has a different scope for different communications. The Zone Channel is meant to communicate with all Player Characters within a playable area cordoned by Portals and/or Docks. The Party Channel is meant to communicate exclusively with Player Characters in your Party, while the Guild Channel is for Guild-exclusive communications.

The Whisper Channel is meant to directly communicate with another Player Character. In order to do so, first type the shortcut to switch to the Whisper Channel. Then afterwards, type the name of the Player Character before entering a message to send it to that Player Character.

## Emotes

Next to text, you can also let your Player Character express emotions through Emotes. These are special animations and sounds for your Player Character expressing a certain sentiment or to give comments. You can choose the Emote you want to perform by clicking the Chat Bar *Context Menu Tag* and clicking the selected *Emote* in the drop-down menu.

You can also perform Emotes by typing its command, like **/cheer** or **/dance**, in the Text Bar.

## Mail Service

If you want to send a message to a Player Character outside of the chat channels, you can send a Mail. Mail also allows you to send Items to other Player Characters.

To send a Mail, find a Mailbox first. These can be found near civilised areas in-game, such as cities and villages. Interact with a Mailbox and select the *Mail Icon* to open up the Mail Window. Here you can select from two tabs. The *Inbox Tab* displays your received Mail; the *Outbox Tab* displays your sent Mail. If you have new Mail, an indicator near the Mini-Map will also be displayed to notify you of it. Click *Create* to start a new Mail.

Fill out the recipient Player Character's name in the *To Field* and fill out the *Subject* and *Text Fields* with your message. You can add up to four Items, by dragging them from your Inventory (**I**) to the Attachment Slots. Once you are done, click *Send* to finalise it and send it to the recipient Player Character.

## Trading

To trade Items and money with other Player Characters, interact with the Player Character of your choosing and select the *Request Trade Icon*. Once accepted you will be presented with the Trade Window. Drag *Item Icons* from your Inventory into the Trade Window and enter how much money you want to trade. The other Player Character will have to do as well. Once both sides contain the Items agreed upon by both participants, click *Accept* to finalise the trade.

## Friends

If you want to keep track of friends within the game you can add them to your Friends List (**H**). Click *Add Player* and fill out the name of the Player Character you want to add to your Friends List and click *OK*. Alternatively, interact with a Player Character and select the *Add to Friends Icon* to add someone to your Friends List.

You can use the Friends List to quickly add Player Characters to your Party. To do so click on their names in the Friends List with the **Right Mouse Button** and select *Invite to Party* from the Context Menu.

## Party

You can form Parties within the game to overcome larger obstacles, or generally to socialize while playing.

### Creating a Party

To create a Party, interact with a Player Character and select the *Invite to Party Icon*. Once accepted, the Player Character's statuses will pop-up under your own Player Character Status as a Party Member Status. You can invite up to three Player Characters, giving you a Party with a maximum of four Player Characters total.

All Party Members are visible in the Mini-Map as blips, allowing you to keep track of them.

### Managing a Party

The Party's leader has several options available allowing him to manage the Party. Interact with a *Party Member Status* and select *Kick* to remove a Player Character from a Party. Select *Promote to Leader* to transfer the title of Party Leader to another Player Character.

When Loot Items are earned while in a group, the Items are divided according to the mode set by the Party Leader:

- Group Loot: Standard loot mode. All Loot Items have a Greed, Need and Pass Button allowing Player Characters to choose how much they want an Item. After everybody has selected an opinion, the Loot Items are assigned to Need first, with Greed second.
- Free for All: The player that tagged the adversary first gains any Loot Items it leaves behind.

### Disbanding a Party

By interacting with a Party Member Status and selecting Disband, the Party Leader can disband the entire Party.

When the Party Leader leaves the Party, the Player Characters that got invited first after him will become the leader.

### **Earning Fame while in a Party**

When in a Party, Player Characters will share the earned Fame and PeP evenly amongst the Party Member, but only if they are of the same Fame Level. Otherwise, the Player Character with the higher Fame Levels will gain a greater share of the earned Fame and PeP as opposed to Player Characters with lower Fame Levels, who will receive less.

### **Guilds**

Guilds are a more permanent way of grouping together next to Parties. They allow larger groups of people to communicate and form Parties more easily, or to play the game for common goals. You can find your Guild information by opening the Guild List (G). You will find three Tabs here: the *Management Tab*, the *Listings Tab* and the *Ranks Tab*.

#### **Management**

To create a Guild click *Create* on the Management Tab. Input a Name and select a Guild Emblem. You can also add a Message of the Day, to bring something under the attention of other Guild Members.

#### **Listings**

Here all Guild Members are displayed. To invite a Player Character to a Guild, another Guild Member with the permission to invite Player Characters must interact with the Player Character and select *Invite to Guild*. Once accepted the Player Character will be added to the Listings.

#### **Ranks**

The Guild Leader can provide Ranks to other Guild Members, allowing them a certain status within the Guild and give them permissions to change Guild aspects.

### **Mini-Games**

To play a Mini-Game against another player, interact with another Player Character and select the *Mini-Game Icon*. This will allow you to engage in a game of Chess or International Checkers.

### **The Fall of Aryones Ithkari**

The sound of battle followed him no matter where Andus went. Everywhere he looked, Enclave soldiers were dying. All of them were being pushed back through the hot sands into the gully between the Vhul hive and the dark forests at the Shard's entrance. Coming to Carnyx did not turn out to be one of his best ideas and he cursed the day his father told him to enlist.

Those that joined the ranks of House Maul, swore to protect those that needed protection, not fight winged creatures that reeked of week old droppings and bit with beaks sharpened to a point. The Vhul were stronger; their numbers greater and they fought on their own soil.

The day was lost, but even though this battle was over, it did not mean the war had ended. Somewhere in the thick of the fighting came a war cry that pierced the shrill cries of the birdlike creatures.

Aryones had joined the fight.

With renewed hope and vigour, Andus ran in the direction of the cry, chopping off the wings of a crippled Vhul and stabbing the throat of one that tried to bar his way. Blood spattered on his green armour and in his face, and with the back of his hand, wiped the gore from his beard as he ran towards his leader.

After mere minutes, Andus reached a high-rise and staggered backwards at the sight he beheld before him. Thousands of Vhul were pouring from the canyon hive; thousands were converging on a single group of Enclave survivors, surrounded on all side by hordes of Vhul.

In the middle of the group Andus could easily make out Aryones' armour, glowing bright in the afternoon light. His breath caught in his throat as three groups of Vhul crashed into the defensive line of the Enclave defenders. Swords and axes fell and the screams of dying Vhul strengthened his resolve. The group might just make it!

But his hopes of the group's survival were trampled into the hot sand, as first one and then a second of the defenders fell before the onslaught. More and more Vhul poured from the hive and one by one the group of men were cut down. Aryones screamed in defiance and raised his hammer high above his head. Muttering words of power unknown to Andus, Aryones brought balance to the fight. A wave of brilliant light erupted from the massive war hammer and cascaded out of the group of defenders.

The Vhul screamed in agony as the blast wave hit them head on. Hundreds of the birdlike creatures perished immediately and thousands more were thrown into disarray as their brethren fell on their own weapons. Andus held his breath; this might have well been the turning point in the war. Aryones might have single-

handedly done what no army could do; he pushed the advancing Vhuul back to their hive.

Everywhere he looked the Vhuul were retreating, shouting what Andus believed to be curses in whatever weird tongue the creatures spoke. But out of the corner of his eye, a lone figure stepped through the throng of Vhuul and advanced upon the fallen defenders. A creature dressed in black robes, its features covered by a dark hood pushed its way through the retreating Vhuul.

Within seconds, Aryones and the hooded creature stood face to face. But what Andus expected to be a messy end to a conflict, turned to horror as the creature turned its open palm towards Aryones who fell to his knees, grasping his head in both hands and screamed.

As fast as his legs could carry him Andus ran towards the fallen Aryones. Clambering over rocks and fallen Vhuul he pushed his way through the stunned defenders. As he pushed the last of the defenders aside, Andus staggered back.

Aryones was standing before him, four Vhuul warriors at his side and the dark robed stranger behind him.

"My friends," Aryones said in his familiar yet distant voice. "The time has come to change the corrupted ways of the Enclave. The time has come to be redeemed under the light of Shadow's Hammer!" The remaining defenders looked at each other questioningly, what was Aryones thinking?

Andus felt a cold fear shiver across his back and let his sword fall into the sand. Whatever the black robed stranger had done, it had changed Aryones! Yet there he was, splendid in his shining armour. For a moment all was silent until one of the defenders suddenly started shouting. "For Shadow's Hammer!"

"For Shadow's Hammer!" more echoed him seconds later. And after a while even Andus was chanting the battle cry! All memories of what had just transpired were disappearing from his mind as a strange voice inside his head told him to let go; that it was better this way.

Behind Aryones, the black robed stranger started to laugh, as four piercing blue eyes started to shine with crackling energy: "For Shadow's Hammer... indeed!"

## Credits

What lies hidden, must be found

All the names are listed in alphabetical order.

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  - b) a personal computer, which conforms to the minimum system specifications as made public by SPELLBORN NV on its website ([www.tcos.com](http://www.tcos.com)); and
  - c) a suitable internet connection, which conforms to the minimum specifications as made public by SPELLBORN NV on its website ([www.tcos.com](http://www.tcos.com)).
6. Subject to the granted license in Section 3, you agree that you will not in whole or in part copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, or create derivative works based on *The Chronicles of Spellborn*, or remove any proprietary notices or labels on TCoS. Failure to comply with the restrictions and limitations contained in this Section shall result in immediate, automatic termination of the license granted in this EULA and may subject you to civil and/or criminal liability. Notwithstanding the foregoing, you may make one (1) copy of the Game Client and the Manuals for archival purposes only.
7. In addition to Section 4 you also agree that you shall not, under any circumstance:

- a) sell, distribute, license, translate, sublicense, rent, lease, transmit, provide access electronically, broadcast, grant a security interest in or transfer reproductions of The Chronicles of Spellborn to other parties in any way not expressly authorized herein;
- b) publicly display or publicly perform TCoS to others;
- c) including, but not limited to, use at a cyber café, computer gaming centre or any other location-based site without the express written consent of Licenser;
- d) host, provide or develop matchmaking services for TCoS or intercept, emulate or redirect the communication protocols used by Licenser in any way for any purpose; or
- e) create or maintain any unauthorized connections to TCoS and its related on-line services. All connections to TCoS and/or its related on-line services, whether created by the Game Client or by other tools and utilities, may only be made through methods and means expressly approved by Licenser. Under no circumstances may you connect, or create tools that allow you or others to connect, to the Game's proprietary interface or interfaces other than those expressly provided by Licenser for public use.

8. All rights not explicitly granted are reserved by us.

9. We reserve the right to transfer or cease the operation of The Chronicles of Spellborn at any time without notice or refund, for any reason whatsoever, including without limitation if we discontinue to offering TCoS and/or its related on-line services.

10. We reserve the right to terminate your license to access any or all components of The Chronicles of Spellborn at any time, without notice or refund, for any reason whatsoever, including without limitation, as a result of your breach of this EULA, the Terms of Use, or the Code of Conduct, or if we are unable to verify or authenticate any information you provide to us.

11. We reserve the right, at our sole discretion, to change, add to, delete, supplement or modify any terms or conditions in this EULA and/or in the Terms of Use and/or in the Code of Conduct. We recommend that you review the EULA, Terms of Use and Code of Conduct periodically. We will also a post notification of any such changes to this EULA on the The Chronicles of Spellborn website. A printable version of the most recent EULA can be found at ([www.tcos.com](http://www.tcos.com)). Your installation and use of any updated or modifications to TCoS or its related on-line services or your continued use of TCoS or its related on-line services following notice of changes to this EULA as described above will mean you accept any and all such changes. Licenser may change, modify, suspend, or discontinue any aspect of TCoS or its related on-line services at any time. Licenser may also impose limits on certain features or restrict your access to parts or all of TCoS or its related on-line services without notice or liability. You have no interest, monetary or otherwise, in any feature or content contained in the TCoS or its related on-line services.

12. Licensor may deploy or provide patches, updates and modifications to The Chronicles of Spellborn or its related on-line services that must be

installed for the user to continue to play TCoS. Licensor may update the TCoS or its related on-line services remotely, including, without limitation, the Game Client residing on the user's machine, without knowledge or consent of the user, and you hereby grant to Licensor your consent to deploy and apply such patches, updates and modifications to the Game.

13. This EULA does not entitle you to any subsequent releases of The Chronicles of Spellborn without paying applicable charges.

14. You may permanently transfer ownership of The Chronicles of Spellborn and all parts thereof, and all of your rights and obligations under the EULA to another by physically transferring the DVD, all original packaging, and all documentation associated with TCoS, and by removing from all of your home or personal computers and destroying any remaining materials concerning TCoS your possession or control, provided the recipient agrees to the terms of this License Agreement. The transferor (i.e., you), and not the Licenser, agrees to be solely responsible for any taxes, fees, charges, duties, withholdings, assessments, and the like, together with any interest, penalties, and additions imposed in connection with such transfer.

15. Licensor expressly disclaims any warranty for The Chronicles of Spellborn, including the Game Client and all documentation. TCoS, the Game Client and all documentations are provided "AS IS", without warranty of any kind, either express or implied. The entire risk arising out of use or performance of TCoS, the Game Client, the related on-line services and the documentation remains with the user at all times.

16. Licensor does not warrant that access to or use of The Chronicles of Spellborn or the related on-line services will be uninterrupted or error-free, that you will be able to access the on-line services or TCoS at any time or in any geographic area, or that any component of TCoS will meet any particular criteria of performance or quality. Licenser shall therefore not be responsible for any interruption of TCoS or the related on-line services.

17. Notwithstanding Section 12, Licensor warrants up to and including 90 days from the date of purchase of The Chronicles of Spellborn (including the Game Client and all documentation), that the media containing the Game Client shall be free from defects in material and workmanship. This does not include any delay or failure to perform resulting from causes outside the reasonable control of Licenser, including without limitation any delay or failure to perform hereunder due to unforeseen circumstances or cause beyond Licenser's control such as acts of God, war, terrorism, riots, embargoes, acts of civil or military authorities, fire, floods, accidents, strikes, or shortages of transportation facilities, fuel, energy, labour or materials. In the event that TCoS (including TCoS, the Game Client and all documentation) proves to be defective during those 90 days, and upon presentation to Licenser of proof of purchase of such defective media, Licenser will at its option:

- a) Correct any defect; or
- b) Provide you with a product of equal or lesser value; or
- c) Refund your money.

1. The foregoing is your sole and exclusive remedy for the express warranty set forth in this Section. Some states do not allow the exclusion or

limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

18. To the maximum extent permitted by applicable law, in no event shall Licensor or its parent, subsidiaries or affiliates be liable in any way for loss or damage of any kind resulting from the use of any component of The Chronicles of Spellborn (including without limitation the related on-line services, the documentation or the Game Client). Any warranty against infringement that maybe provided in applicable law is expressly disclaimed to the maximum extend permitted by applicable law.
19. Licensor shall not be liable in any way for the loss or damage to player characters, account statistics or user profile information stored by The Chronicles of Spellborn and/or the related on-line services.
20. Any use of third party software to change game play in The Chronicles of Spellborn is strictly prohibited.
21. Licensor shall not be liable in any way for loss or damage of any kind due to use of third party software, if you decide to use third party software anyway. Please be ware that using third party software is a violation of Section 20 of this EULA and is a valid reason for us to close your account or take any other actions as described in Section 10.
22. In no event will Licensor be liable to you for any indirect, incidental, special, exemplary or consequential damages. Some countries or states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts. Only in that case will above limitations not apply to you.
23. In no event will Licensor be liable to you for any physical or psychological damage caused in any way for the entire duration of this EULA and thereafter.
24. This EULA is governed by the laws of The Netherlands and the parties consent to exclusive jurisdiction and venue in the courts sitting in The Hague, The Netherlands.
25. The parties hereto have requested that this agreement, and all correspondence and all documentation relating to this agreement, be written in the English language.
26. In the event that any provision of this EULA shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible, and the remaining portions of this EULA shall remain in full force and effect.
27. You agree to indemnify and hold Licensor harmless from any claim, demand, or damage, including reasonable attorneys' fees, asserted by any third party due to or arising out of your use of or conduct in The Chronicles of Spellborn or its related on-line services.
28. You hereby agree that Licensor would be irreparably damaged if the terms of this EULA were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this EULA, in addition to such other remedies as Licensor may otherwise

have available to it under applicable laws. In the event any litigation is brought by either party in connection with this EULA, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

29. This EULA, including the documents expressly incorporated by reference (including without limitation the Terms of Use and the Code of Conduct), and all updates to the same constitute the entire agreement between you and Licensor with respect all components of The Chronicles of Spellborn and its related on-line services, and such agreements supersede all prior or contemporaneous communications, whether electronic, oral or written, between you and Licensor with respect to any or all components of TCoS and its related on-line services. You represent that you have not relied on any such communications in choosing to enter into this EULA. A printed version of this EULA and of any notices given or made available to you in electronic form shall be admissible in judicial or administrative proceeding based upon or relating to this agreement to the same extent and subject to the same conditions as other business documents and records originally generated and maintained in printed form.
30. To the extent that the provisions of this EULA conflict with the provisions of the Terms of Use, the conflicting provisions in the Terms of Use shall govern.
31. This EULA is effective until terminated. You may terminate this EULA at any time, taking effect the first date of the next subscription period.
32. I hereby acknowledge that I have read and understand the foregoing EULA and agree to be bound by the terms and conditions of the EULA contained herein.

*"But that wasn't enough for him! 'Cause then he said "and you spell it without an A!" So that's when I opened my eyes, right? And I jumped up and I punched him clean in the gut. Bam! Just like that. A moment later he was wriggling on the ground crying for his mum!*

*The boulder-tugging scum! Trying to pull fast one on my shift! I think bloody not! Now if there are people that should be ousted by default, it's them! Tugging scholars... Oi! Kaarlo! Where's that second bitter!?"*

*- Cakmeca Raven*

**What Lies Hidden Must Be Found**

