

# Ashen Empires Player's Guide



**Version 1.1**

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On behalf of IWG, I would like to thank the following for taking the time to research and write about the details of our game. It has been a team effort compiling all of this information together and every contribution counted.

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# 1. Introduction

Welcome to the world of Ashen Empires, a classic fantasy role-playing game set in a massive world. There are a variety of activities and a huge amount of things to do in these lands. Whether you prefer smashing the skulls of monsters, crafting and trading with others, or testing your skills against other players, there's something here for everyone to enjoy.

This guide has been written to answer most of your basic questions and to help familiarize you with the game. Many volunteers have contributed to writing this guide. If you don't find your answers here, remember that there are a lot of places to find help.

This guide is broken down into four sections.

- Section one deals with Account and Character creation.
- Section two describes the game and chat interfaces.
- Section three deals with basic gameplay and the things that you will most often face while playing.
- Section four goes through the details of the skills used in combat.
- Section five describes the skills used for crafting and trades.
- Section six deals with how you can leave Valinor and obtain a subscription.

Remember that there are other sources of help. Don't be afraid to ask questions. You will find that there are many people here willing to help you out. Even the most veteran players began by knowing nothing. If you can't find help in the game, you can try the forums located at <http://forums.pixelminegames.com>. There you can ask questions and discuss all the things you encounter in the game.

We hope you find this guide useful and that you enjoy playing Ashen Empires.

## 2. Quick Start Guide

If you just want to jump right into the game, here's a quick way to get playing quickly without the hassle of trying to figure out what to do next.



1. Talk to Duke Randolph on the beach



2. Talk to Lord Trembley



3. Talk to Sage Heritod



4. Talk to a weapon or mage trainer, receive your starter weapon and a series of quests which will give you experience and eventually a better weapon.



5. Talk to a trade skill trainer, if you'd like to practice a trade, receive tools and a series of quests which will give you experience.

6. Head south until you come to the Captain of the Guard; talk to him frequently, as he will give you a series of important quests and ranks.



7. Talk to any NPCs with names you see wandering about. They will give you quests and reward you with armor and clothing.



8. Venture into the cellar to kill dredge spiders and develop your new weapon skill.



9. Venture outside of town, to kill monsters; collect all loot they drop (hit space bar to open loot window), as it will be useful in trade skills or to sell to the stores for gold.



10. Join the “help” channel to meet other players and ask questions.

```
(help) Lady Akianna: what are bf/gf people?
(help) Lady Akianna: lol
(help) Melane: Boyfriend/girlfriend.
```

11. You will eventually want to join a party to take on the powerful bosses Frump the Cook and Bonesnarl, so feel free to chat with other players and make friends.





### 3. Account Creation

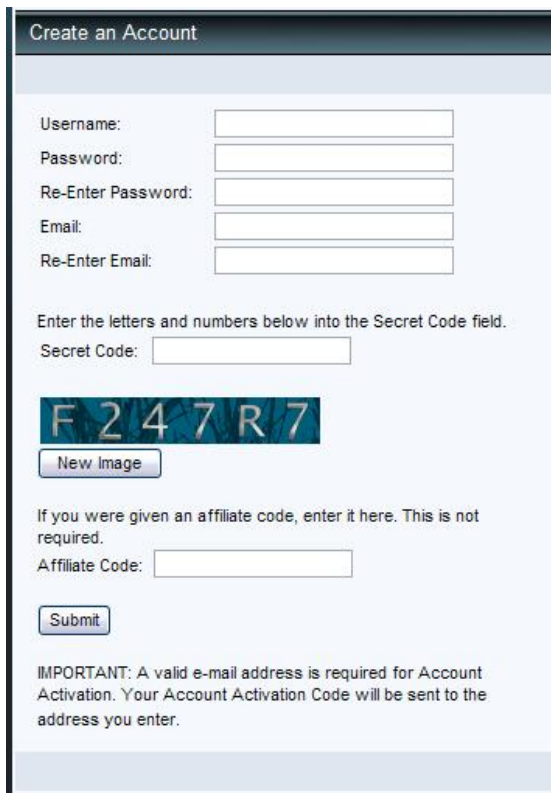
You can create an account by logging on to the Ashen Empires website. To begin, go to <http://www.ashenempires.com> and click on the “Create Account” link underneath the “My Account” heading. This will direct you to the Pixel Mine website, the group that distributes Ashen Empires.



You should now be at a screen like the one below. Click on the “Create an account” link.

A screenshot of a login page. The page has a dark blue header with the text "Log in". Below the header, there are two input fields: "Username:" and "Password:". A "Login" button is positioned below the password field. Underneath the button, there are three links: "Forgot Username or Password?", "Create an account", and "Activate Your account". At the bottom, there is an "Account Security Notice" section with the following text: "Pixel Mine, Inc. will never ask you for your password. Representatives of Pixel Mine, Inc will also never contact you in-game or via messaging programs (such as MSN or ICQ) about your account status."

You should now be looking at a screen like the one below.



**Create an Account**

Username:

Password:

Re-Enter Password:

Email:

Re-Enter Email:

Enter the letters and numbers below into the Secret Code field.

Secret Code:

**F 2 4 7 R 7**

If you were given an affiliate code, enter it here. This is not required.

Affiliate Code:

**IMPORTANT:** A valid e-mail address is required for Account Activation. Your Account Activation Code will be sent to the address you enter.

Take your time to fill out each field. While creating your account, keep in mind to:

**Make your Username and Password UNIQUE.** Do not make them things that are easily guessable by friends or others. A mix of numbers and letters is recommended. (Example: MY290ACCOUNT)

**Make sure your email address is correct.** Pixel Mine will send you a verification email before activating your account. Without it, you will not be able to play.

The numbers and letters you need to enter on this page are not cAsE sEnSiTiVe. You don't have to worry about using capital letters.

**Affiliate codes** help other players by giving them free tokens. If a friend referred you to Ashen Empires, ask for their affiliate code.

Every purchase you make from the online store will help them. When you sign up, you will receive an affiliate code that others may use as well.

Click the Submit button when you are finished. If there is a problem, such as a duplicate email address or account name or a missing field, you will be taken back to correct the problem. Once everything is okay, you will receive a message telling you that your account has been created and is waiting to be activated. You should receive your email immediately. Be aware that some email programs may automatically determine that your activation email might be junk. If it doesn't arrive in a timely fashion, be sure to look in your Junk Mail folder.

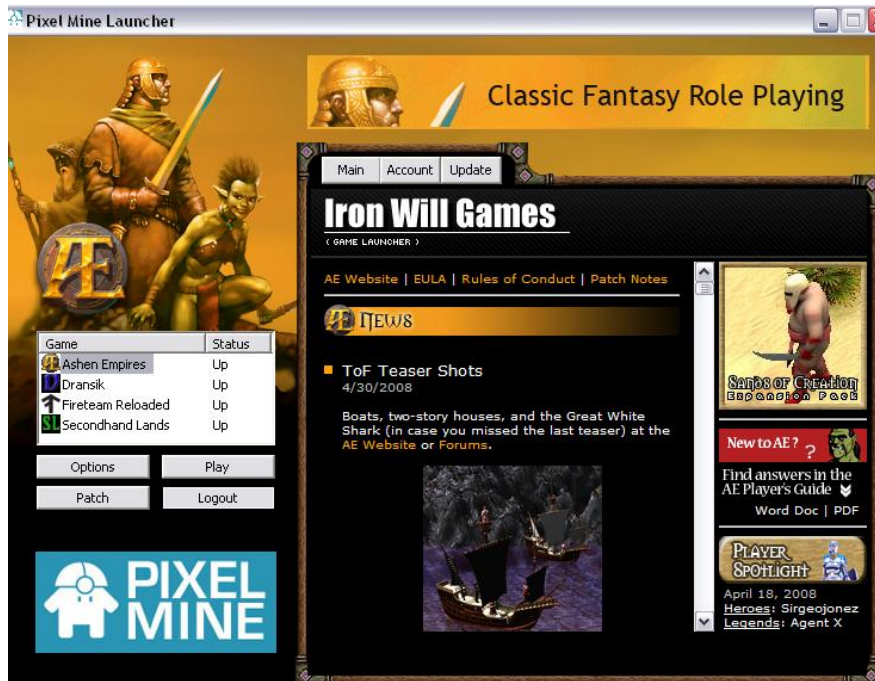
The body of the email should contain a link to activate your account. Once you click on the link, you will be able to log on to your new account.

## The Pixel Mine Launcher

Now that you have your new account, you're ready to start playing. Download the Pixel Mine Installer, which will add the Pixel Mine Launcher application and Pixel Mine folder to your computer. Run the launcher and let it patch. Then, type your user name and password into the two boxes and click Login.



After you login, you will see all of the games on the Pixel Mine Portal, including Ashen Empires. Currently, the only games IWG runs are Ashen Empires and Dransik. Dransik is the predecessor to Ashen Empires (this guide will not cover Dransik). To play, click on Ashen Empires and click on the “Play” button.



You’ll also notice that there is an update tab. Like most massive multiplayer online games, Ashen Empires routinely has updates to introduce new game content and fix existing glitches. When an update is available, you will go to that tab first.





Files that are not up to date will be downloaded while you play. When this happens, you'll see a small lightning bolt in the top left corner of the screen. This may cause small pauses in play while the file downloads. Once a file is downloaded, it won't be downloaded again unless it changes. If you press the "Patch" button, you can avoid this by downloading all the updated and missing files before you play. If you're doing this for the first time, it may take a while to download all the game's content.

Remember that the time it takes for these patches will be dependent upon your internet connection. Users on dial-up connections may want to allow the game to patch while they are playing.

It is recommended that you press the "Patch" button before you begin playing to avoid pauses in gameplay. However, users with slow connections should allow the client to patch itself while playing.

## **4. Character Creation**

Before you can begin playing, you'll need to create a character. When you create a character, you should think about what you want to do when you play *Ashen Empires*. Will you become a warrior who seeks to kill lots of monsters or a craftsman who wants to make a lot of money in the local markets? Are you going to spend most of your time in towns or in the field? How do you want to interact with other players? What race and gender will make the game most enjoyable for you? These are questions you should consider when creating your character. And don't worry about messing up. You can always create a new character or adapt the one you have.



1. The first thing you should do is choose your race. Each race has their own advantages and disadvantages. The three races are:
  - Night Elf – Night Elves have less health than the other races, but can see in the dark and have a naturally higher Armor Class (which factors into how often you are hit).
  - Human – Humans have more stamina than the other races and can gain alignment a bit more rapidly. Humans start with a good reputation.
  - Orcs - Orcs have a much slower reputation gain and begin with neutral alignment. However, they have higher health than the other races.

2. After you select your race, select male or female gender. An orc male has been selected in the picture above. Gender does not affect how your character will react or develop, so there is no disadvantage in choosing either gender.

The random name generator will create a name for your character. If you don't like this name, you can randomly generate more names by clicking on the dice symbol, or type in one of your own. If you choose to use a name of your own, keep in mind that your name can only use letters. Numbers, punctuation, and special characters are not allowed. You cannot have capital letters after the first letter of each word. Your name can only be 26 letters long. Make sure to choose a name that does not violate the [Rules of Conduct](#). Vulgar, sexually explicit, or hateful names are not allowed.

3. Next, you can change the skin color, hair style, and hair color of your character. You cannot change your appearance, so please be careful when choosing how you want to look.
4. Choose which attributes to place your extra orbs. Orbs refer to your character's attributes. You begin the game with 7 free orbs and gain 2 orbs every time you level up that you can distribute anytime you want to. Choose your orbs carefully.
  - Strength (aka: "STR") is the primary stat for a warrior. It contributes to damage, and how much weight you can carry. If you are planning to become a melee weapon warrior you may want to put all seven orbs into strength.
  - Dexterity (aka: "DEX") is one of the secondary stats. This contributes to Armor Class (AC) - it adds one AC for every two dex points. Dex is the primary damage modifier for ranged weapons. It makes it more difficult for players to pass through you while making it easier for you to pass through other players. Dex is also a factor in many of the trade skills. If you are a crafter or an archer, this is the stat for you.
  - Intelligence (aka: "INT") is the primary stat for mages. It contributes to the damage and healing effects on spells, the longevity of buffs and damage over time spells, affects how much stamina (aka: "STAM") you have, and is another main skill for tradeskills. If you are going to be a crafter, combine this with dex. If you are going to be a mage, put all seven orbs into int.
  - Constitution (aka: "CON") is a very important stat. It adds hit/health points, and affects how much stamina you have and how fast you regenerate it. It also affects how effectively you mitigate damage when attacked. The more constitution you have, the better you are at enduring all forms of attack. All players should put at least some orbs into constitution.
5. Click the "Create" button to create your character and to begin playing the game.

## 5. Game Interface

When you first log in to the game, your screen will look very similar to the one below. Take a moment to familiarize yourself with some of the windows.



- Hotbars — These are a list of buttons you can press or click to perform some action. You place spells here to cast them. You can also place weapons and armor here to equip or unequip them. If you place other items (such as potions or tools), then pressing the button will use the item.
- Backpack — This is a list of items you are currently carrying with you.
- Map — This is a miniature map of the world around you. When you start, most of the map will be covered in black. As you explore, your map will be uncovered and you will be able to see more of what's around you.
- Rune Window — These are the current runes you have equipped for spell casting. Clicking on the book will open your spell book from which you can choose which spells you want to cast. Clicking on the checkmark for npc-only mode will prevent you from casting offensive spells on players.















- Paperdoll Window — This shows all the information about you, your current attributes, your current weight, and your current equipment. From here, you can distribute new orbs when you level up.
- Alignment — This is a scale showing your current alignment. Good alignment is on the left while Evil alignment is on the right. You can double click this bar to get a message about your current alignment.
- Health — This shows your current health. The numbers on the top represent your current health (on the left) and your maximum health (on the right).
- Stamina — This shows your current stamina out of 100%. When you are out of stamina, you may find it harder to perform some actions.
- Level — This shows your current level. Double clicking this bar will show your current experience as well as how much experience you need to reach the next level.
- Chat Window — This is the main chat window. From here, you can chat with other players and create new chat windows.

As you play, you'll find that there are other windows that give you a variety of information.

## 6.1 Movement

There are two ways to move around in Ashen Empires. You can use the mouse to move by left-clicking on the screen where you want your character to go. The game uses path finding to figure out the “best” way to get to where you clicked. Sometimes, though, this may lead you to run in front of monsters or into trees. Be very careful where you click.

You can also use your keyboard to move. If you decide to use your keyboard, keep in mind that there’s an option to use the WASD keys to move or the Arrow keys. Using one method or the other will affect some of the other keyboard shortcuts. The following table shows you which keys are affected when you use either scheme.

WASD Controls	Action	Old AE controls
	Move your character up one tile	
	Move your character left one tile	
	Move your character down one tile	
	Move your character right one tile	
	Toggle attack mode	
	Open skills window	

## 6.2 Keyboard Shortcuts

The following is a list of all the keyboard shortcuts.



E – Opens or closes paperdoll window.



R - Reactivates the follow command on someone (Only when you are already following someone, and have moved since).



U - Redoes the last action (i.e., smelting, weaving, mining. Basically any trade-skill).



P - Opens or closes the party window.



G - Opens or closes the guild window (Only when in a guild).



C - Opens or closes the rune window.



V - Opens and closes the rune window, and the spell book. (Closes the remaining open one when only one of which is open).



B - Opens and closes the backpack window.



M - Toggles the map window.



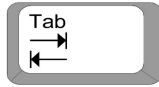
The number keys at the top of your keyboard open up a hotkey bar, in which spells, items, and text macros can be used. The hotkey bar uses the F1-F12 keys.



Num Lock - Toggles auto-walking. When pressed, your character will begin to walk in the direction you are currently facing.



Enter/Return - Enables text input window in current chat box. Also sends inserted text.



Tab - Toggles between text boxes. Also toggles the various channels in a chat box.



+



ALT+ Enter/Return - Toggles full screen mode.



+



ALT+ X - Quits to the Character Select Screen.

### 6.3 The Mini-Map

*Toggling the map window* - As explained, press the M key.

*Resizing the map* - Click an edge of the map window, and drag until desired size is achieved.

*What the icons mean* - The flashing X is your current location. If you die, the big orange X is your body. If you are in a party, the numbers 2-9, and the letter L (for Leader) represent members of your party. The purple X is where a party member's body is located.



#### Example of deaths and of party system

("X's" denote where you or a party member has died. Number 5 denotes location on map of party member number 5)

### 5.3.1 How to create map tags



1. The first step would be to right click the map at the location you would like to create a tag at. While holding the right mouse button, move to the "Create Tag" option, and release the mouse button.



2. The window below will pop up. After you type in the name of the tag, confirm it by clicking the check mark.



3. The final product is shown in yellow letters, with a black background - which allows you to see it against the snow portions of the map.

Both your map and map tags are saved on the computer you are using at the time. They are also character and server specific. That means that your characters on one server will not have the same map as your characters on another server. You should be aware of this if you like to play games from multiple computers.

## 6.4 Game Options



Pressing the escape key in game will bring up a menu where you can customize some parts of the game. Here are some explanations of the sections in the game options window.

## 6.5 Video Setup



- Enable ToolTips – This option toggles the little information windows that show up when your mouse hovers over an item, table, door (etc).
- Show Player Names – Toggles whether or not you can see players names above their heads. If you have ToolTips turned off, you will have to hold down the control key to see their name or right click them to bring up their equipment window.
- Cycle Thru Borders – Clicking this will change the borders around some of the windows in-game.
- Toggle Fullscreen – Toggles whether or not the game will run in full screen or in

a window. For maximum performance, choose to run the game in full screen.

- Resolutions (800x600, 1024x768, etc.) – Clicking on one of these will change what resolution the game is run at. The default resolution is 800x600.

**Note:** Changing to a higher resolution does not change the size of the game window or increase the detail of the game. It will, however, give you more space to use for your windows, hotbars, and map.

## 6.6 Sound Setup



- Music - Turns the in-game music on/off. By default, this is turned off. Use the slider to adjust the volume.
- Sound FX - Turns the in game sound effects on/off. Use the slider to adjust the volume.

## 6.7 Keyboard Mapping



- WASD Movement Keys Enabled (Default) – When enabled, this option uses the WASD keys to move around instead of the arrows. If you disable this, you can only use the arrow keys to move. Some keyboard shortcuts change if you toggle this option. Please see the section on the Game Interface for details.
- New AE Control Scheme (Default)- When enabled, you can move your character using the left mouse button by either clicking the location you want to move too or by holding the button down to move. If you disable this, you use the right mouse button to move by holding it down.

- This also effects how you can get detailed information about an item or monster. If enabled, you can get a detailed popup by holding down the right mouse button over the item or monster you're interested in. If disabled, you can get the same information by holding down the control key and holding your mouse over the item.
- This option also effects leadership training. If enabled, you can tell a pet to attack a monster by holding the right mouse button down over the target. If disabled, you have to hold the control key down and then right click the option.
- Path Find Movement - This option can only be selected if you have "New Ae Control Scheme (Default)" turned off. When enabled, it allows you to use the right mouse button to click where you want to move to. If it's disabled, you will have to hold the right mouse button down to move. "Path Find Movement" has the same effect as the "New AE Control Scheme", except you use the right mouse button instead of the left mouse button.

## 6.8 Help

Clicking the help button will bring up the in-game manual. It shows a list of topics ranging from basic game commands to how to move items. Click the topic you are interested in to bring up the information on it. Clicking the Index button returns you to the list. Hitting the Escape key will bring you back to the options menu.



## 6.9 Game Options Menu

The Game Options screen is divided into three areas: Bug report and Summon GM buttons, Interface and Gameplay Options, and Combat Options.



### 6.9.1 Report a Bug and Summon a GM



- **Report a Bug** — This opens the bug-reporting template in your web browser. If you find a glitch in the game, use this to report it. Be sure to provide screenshots if possible. If you're not sure how to report a bug, visit the forums at <http://forum.ashenempires.com> for help, or page a GM.
- **Summon GM** — GM is an abbreviation for "Game Moderator". GM's are trained to assist players with technical issues regarding game mechanics through a ticket paging system and ensure that licence agreements and rules of conduct are upheld. However, they also offer advice on any other game-related inquiries and seek to moderate community disputes. In addition, GM's are also involved in quality assurance and the planning and handling of community events.

The "Summon a GM" button allows you to enter a short message which will then be received by the GMs. They can then respond to you in game or by email. Keep in mind that you must be online for them to answer you in the game. Please try to provide as much information as possible when sending a page. For example:

"Hi this is Newbman i found a macroer in parian" — Bad example.

"Found a macroer in Parian, name is BadMacroer" — Good example.

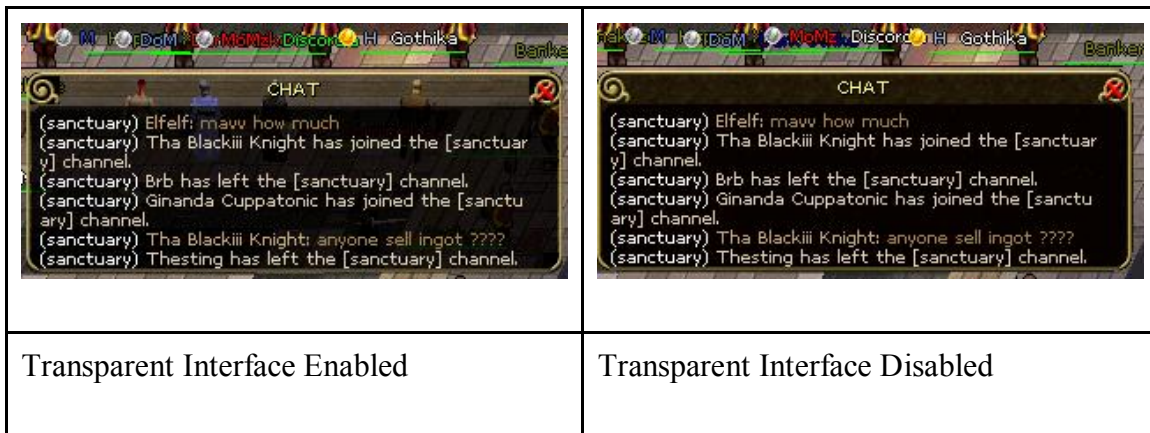
The GMs can always find you easily, but they can't figure out what you need or want unless you tell them about it. Besides reporting trouble, you can also use the Summon GM feature to request help with planning special events.

GMs are not allowed to give players items, so please do not page one to ask for an item. They also do not get involved in player disputes or trades. You cannot buy or trade with a GM. Remember that GMs are here to help everyone. When paging a GM, keep in mind that they can get pretty busy. For this reason, you should not send a page asking to "hang out" or for increasing the monster spawns.

## 6.9.2 Gameplay and Interface Options



- **Transparent Interface** - This toggles the window transparency, allowing you to "see through" them.



- **Movement Prediction** — When enabled, your character will automatically attempt to navigate around objects like trees, players, and walls. Your character will also try to open doors for you automatically.
- **Lock Reputation Raising** — When enabled, it will stop your reputation from rising when you kill monsters. Use this if you would like to stop your reputation from going any further. Keep in mind that you can still lose reputation though, and should turn it off if you want it to raise again.

- **Enable Chat Logging** — When enabled, it will automatically save (log) any chat messages you receive in game to a text file. Logs are saved in your Ashen Empires “User Data” directory, which is typically found at "C:\Program Files\Iron Will Games\Ashen Empires\Data\User\_Data" on your computer. Chat logging is enabled by default.
- **Enable Single Item Usage** — When enabled, you will use only one item at a time when doing refinement trade skills such as smelting, milling, and spinning. When it is turned off, you will automatically do five. Disabling Single Item Usage will yield 5 items at the same pace it would normally require for 1 craft - at the expense of the experience for just 1 craft. If you want to gain the most experience, keep this turned on.

	
Single Item Usage Enabled	Single Item Usage Disabled

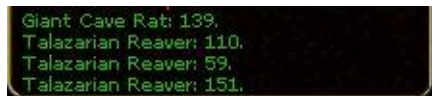
- **Target Protection** — When enabled, it prevents you from doing any hostile actions against another player or friendly NPC. You should disable this if you intend to take part in Player versus Player combat.
- **Text Filter** — When enabled, the text filter will attempt to keep offensive language out of chat messages. The filter is not perfect and may not block all offensive language. The text filter replaces these words with asterisks. However, they are not filtered in the chat logs. Keep in mind that the filter is not there to prevent players from using foul language, nor is it an excuse to use foul language.

### 6.9.3 Combat Options

Each of these toggles an individual message/display which shows up in your Combat text.



Combat-Experience — Enabling this will allow the experience points you get from battling monsters, doing trade skills and quests to show up on the window you have combat message enabled in.



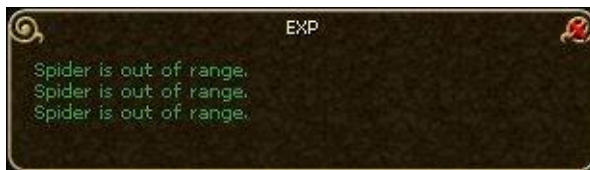
Combat-Damage To Target — Enabling this will allow the hits you do to monsters, non-player controlled (npc) and other players to show up in the window that you have combat messages enabled in.



Combat-Target Missing Me — Enabling this will allow the missed hits you evaded to show up in the window where you have combat messages enabled in.



Combat-My Misses — Enabling this will allow the missed hits you do in combat to show up in the window where the combat messages are enabled in.



Combat-Out Of Range — Enabling this will allow the warning that the target is out of your range to show up in the chat window you have combat messages enabled in.



Combat-Damage To Me — Enabling this will allow the damage done to you by monsters, non-player controlled (npc) and other players to show up in the window you have combat messages enabled in.

Combat-Long Combat Messages — Enabling this will show you more detailed combat messages in the chat window where you have combat messages enabled in. The following are examples of Long Combat Messages and a Short Combat Messages.



Short combat messages

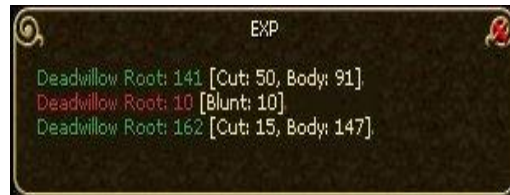


Long combat messages

Combat-Display Damage By Type — Enabling this will tell you what type of damage you deal to monsters, non-player controlled (npc) and other players. Some weapons do multiple types of damage. For those weapons, the type and damage points from each type of damage will show up in the window where you have combat messages enabled in.



Single type of damage from a weapon



Two different types of damage from a single weapon

## 6.10 Resume Game

Pressing the "Resume Game" button will close the options menu and allow you to continue playing. This has the same effect as pressing the escape key.

## 6.11 Exit Game

Pressing the "Exit Game" button will log you out of the game and return you to the character selection screen. If you are not in a safe zone, you will have to wait for a few seconds before your character will exit the world.

## 6.12 Miscellaneous



At the bottom left of the menu, you can see what server you are on as well as what the latest version of Ashen Empires is. In this example, the player is on the Legends server. The last update was on July 16, 2007.

## 6. Chatting

In any multiplayer game, it's important to be able to communicate with the people around you. Ashen Empires is no exception. It may take a little effort to learn the intricacies of the chat system. But once you do, you will find that it is an invaluable tool for finding people to hunt, craft, trade, and make friends with.



### 7.1 Chat Windows



The chat interface in Ashen Empires is very versatile. You can create multiple chat windows to handle different channels. You can resize your windows if they get in your way. You can move them all around the screen. You can even change the transparency of the windows so that you can see through them.

You can access the chat window options by holding down the right-mouse button over a chat window. Doing so brings up the chat window options. To select an option, release the right-mouse button over the menu item. Each item has a different function. Here's a brief explanation of what each option does.

- **Chat (ANY)** — Allows you to enter text into any window.
- **Chat (MAIN)** — Allows you to only enter text in the main window.
- **New Window** — Allows you to create a new chat window.
- **Transparency** — Allows you to change the transparency settings for the window. There are three options.
  - **Opaque** — Makes the window appear solid. You cannot see through it.
  - **Global Settings** — Uses the Transparency settings in Game Options to determine the window's transparency.
  - **Invisible** — Makes the window completely transparent. Chat that shows up in the window will disappear after a few seconds.
- **Standard Channels** — Allows you to toggle whether or not you are listening to the standard channels. There are six options (Guild is not shown).
- **User Channels** — Allows you to toggle whether or not you are listening to a particular user channel. In the picture above, "help" and "legends" are user channels.
- **Join...** — Allows you to join a user channel.
- **Tell->** — Allows you to toggle whether or not you are listening to private messages. There are three options:
  - **New...** — Allows you to set up a dedicated tell channel directly to one player.



- **All (\*)** — Toggles whether or not you receive private messages from any player.
- **Players** — Allows you to turn off a dedicated tell channel.

## 7.2 Local Chat

There are three ways to talk to people in the surrounding area.

```
Tamiya: Hey Emmet.
Tamiya: Long time no see, pal. How's it goin?
Emmet: Hey Tamiya. Not bad at all.
```

1. **Say** — Use say chat to talk to people who are around you. It is the most common way of talking to other people. Say chat appears in your window as white text. Everyone you can see on the screen can hear what you say in this channel.

```
Tamiya: Hey Emmet. Where do I find a weapon?
Emmet: Dude, you passed the trainers.
Emmet: They're back in that hall you came from.
```

2. **Whisper** — Use whisper chat to talk to people who are standing next to you. This is useful if you need to talk in private with someone. Whisper chat appears in your window as grey text. Only people who are standing one tile away from your character can hear you whisper.

```
Tamiya: Hey! Where'd you go?
Emmet: I'll be back. Just sit tight.
```

3. **Shout** — Use shout chat to talk to people in the surrounding area but who are not on your screen. This is great if you are trying to get the attention of someone who just left your screen. Many people use it to get special attention or to sell things to other people. Shout chat appears in your window as light blue text. Be careful while using shout, though. Many people find those who use only shout to talk to be very annoying.

## 7.3 Long Distance Chat

There are four ways to talk to people over long distances.

```
(Emmet) Tamiya: Hey! What time are you going out tonight?
Emmet: About 7:30. Should we meet you there?
(Emmet) Tamiya: yeah, that's cool
```

1. **Tell** — Use tell chat to send a private message to a person. Many people prefer to use tell chat when they have something to say that they don't want others to hear. Tell chat appears in your window as green text. When you send a person a private message, their name appears in parenthesis to let you know who you are talking to.

To send a tell message, type `/tell` followed by the name of the person you want to talk to and a colon (:). You **must** include the colon in order for the message to work. For example, to send a private message to Mister Bill, type `/tell Mister Bill:Hey! How's it going?` You can use `/t` instead of `/tell` for short.

You can also set up a dedicated channel for private messages by right-clicking on a window and choosing Tell->New... Type the name of the player you want to set up a channel for in the box that shows up. In the chat window, press enter and push the tab key until the player's name shows up in your chat box.

To reply to a tell message, simply type `/reply` followed by your message. You can also use `/r` for short. This will send a message to the last person who sent you a tell message. If you need to carry on multiple conversations with tell, you might want to set up dedicated tell channels with the people you are talking with.

```
(help) Lady Akianna: what are bf/gf people?
(help) Lady Akianna: lol
(help) Melane: Boyfriend/girlfriend.
(help) Silver Falcon: people thinking they can score of girls in game
```

2. **User Channels** — Use a channel to talk to more than one person, no matter where they are in the world. Many players

create and use channels to talk to their friends, conduct trades, and find help. The help channel that you automatically join when creating a new character is an example of a user channel. User channels appear in your window as light brown text.

To join a channel, right-click on the chat window you want the channel to appear. While holding the right mouse button down, select “Join”. In the box that pops up, type the name of the channel and hit the check mark. Then press the enter key to bring up the chat box and press the tab key until the channel name appears. You can also type `/talk ch:` followed by the channel name to switch to the new channel. Once again, you **must** include the colon.

To leave a channel, right-click on the chat window containing the channel. While holding the right mouse button down, select the channel’s name to leave the channel.

```
You have joined Emmet's party.
Emmet: There. Now you'll know where I am.
Tarniya: Cheers mate.
```

3. **Party** — A party is a temporary group of players. Most people use parties to hunt together and share loot and gold. However, it is also a nice way of keeping in touch with players while they are online. Party chat shows up in your window as orange text. You will leave a party when you log out or when there are fewer than two people in the group. A more thorough explanation of parties follows in the Basic Gameplay section.

4. **Guild** — A guild is a group of players who have joined together under a common name. People form guilds with other people who share common interests. Guild chat shows up in your window as dark brown text. Unlike parties, you do not leave a guild when you log off or when there are fewer than two people in the guild. Guilds take a lot of time and patience to form and manage. A more thorough explanation of guilds follows in the Basic Gameplay section.

### 7.3.1 Ignore

Sometimes you might find it useful to ignore what certain players are saying. For this purpose, the game provides an ignore-list, to which you can add character names. All the ignore commands start with `/ignore` or `/i` for short.

To view your current ignore list, type `/ignore w` in the chat box. This will list all the characters you are currently ignoring. If you can't hear a character, or you can still hear a character you thought you ignored, use this command to make sure that they are (or aren't) on your list.

To add a player to the ignore list, type (without the `[]`'s) `/ignore + [character]`, replacing `[character]` with the character's name. Note that this only works for one character at a time. If you ignore one character that does not mean you will also ignore any other character that player may have on the same account.

To remove a player from the ignore list, type (without the `[]`'s) `/ignore - [character]`, replacing `[character]` with the character's name. Like adding people to the list, this will only work on one name at a time and not for all characters on the same account.

After adding or removing a player to the ignore list, it's a good idea to use `/ignore w` to make sure that the ignore list was updated properly.



## 7. Basic Gameplay



There's a lot to do in Ashen Empires. You can hunt monsters for treasure. You can craft powerful weapons and armor. You can spend your days planting fields of crops. You can go on quests for valuable experience and notoriety. But regardless of what you do, there are a few things that you'll always encounter. This section will explain some of the common things that you will do while playing Ashen Empires.

### 8.1 Backpack, Banking, and Weight

Your backpack represents what you are carrying around with you in the world. You can bring your backpack up at any time by clicking on yourself or pressing the 'B' key. Your backpack has room for 16 items. Each item takes up a slot in your backpack.

Some items can be stacked, like arrows and potions. These will usually have a number in parenthesis beside them, letting you know that the item can be stacked and how many items are currently in the stack. If you want to combine two stacks, simply drag one stack on top of the other. If you want to separate a stack into two stacks, hold down the shift key while dragging the item to an empty slot. A window will pop up asking you how many items you want in the new stack.

If you want to carry more than 16 items, you'll need to find a container to put your items in, like a bag or a box. However, when you are using bags or boxes to hold your items, keep in mind the size of the item. You can find out how big an item is by right-clicking on it (or by holding the control key and putting your mouse over the item, if you are using the old movement scheme). Some containers will not hold an item that is too big. There are also containers that are specially made for certain items. These containers will only hold those items. For example, a seed bag will hold only seeds.

Each character also has a bank account. Banks are secure storage that are accessible only by that character. Each bank has space for 32 items. As you play, you'll probably start to run out of room for your things in your bank. You should look for containers for your bank as well. Boxes like Chests and Storage Crates can easily increase your bank space 10 times or more!

Every item, except gold, has a weight associated with it. How much weight you can carry is determined by your strength. You can see this on the paperdoll window by pressing the 'E' key. The number on the left represents how much weight you are currently shouldering while the number on the right represents the maximum amount of weight you can carry. The more strength you have, the more you can carry. Magic

spells, items, and food that boost your strength will help you carry more weight. If, however, you begin to carry more than what your strength can handle, you will be encumbered. While encumbered, you will move at half the normal speed. To become unencumbered, you need to drop some of the items you are carrying in your backpack. You can also save some weight by using containers with weight reduction, like a Bag of Dimension or a featherbox.

## **8.2 Understanding Item Details**

You can get a detailed description of most items by right-clicking on them. If you are using the old keyboard scheme, you have to hold down the control key and put your mouse over the item.

## 8.2.1 Weapons

There are a few details about weapons that should be explained. When you look at the weapon details, you will see things like what skill is required to use it, how fast it is in combat, and what type of damage it does. Damage is shown as a range (for example, 45-80). The number on the left shows what the minimum amount of damage the weapon will hit for while the number on the right shows the maximum amount of damage.

The damage a weapon will inflict is also dependant upon the attributes of the wielder. Melee weapons depend on strength while bows, crossbows, and thrown weapons depend on dexterity. The higher these numbers, the higher both the minimum and maximum damage of the weapon will be (up to a multiplier of 5 for both minimum and maximum damage).



- Name — Name of the weapon.
- Expansion requirement — One of three symbols. Ashen Empires, Talazar's Revenge, or Sands of Creation
- Weapon Details — Various details about the weapons that give you an idea of how it will perform in combat.
  - Skill — Skill required to use the weapon.
  - Speed — Delay between successive attacks, measured in seconds.
  - Damage type — Type of damage the weapon does in combat.
  - Damage — Base damage of the weapon.
- Requirements — What it takes to equip the weapon. Orb requirements require you to have at least that number of orbs without

magical bonuses or buffs. Keep in mind that the level requirement describes what level you need in that weapon's skill in order to wield it.

- Weight — How much the weapon weighs. Heavier weapons require more stamina every time you attack.
- Value — The amount of gold shopkeepers would sell the item for.
- Bonuses — List of bonuses the weapon gives you while you are wielding it.
- Current condition — The current condition of the weapon. The left number tells you what the health of the weapon is currently. The right number tells you the maximum durability. See the section on Death and Degredation for more details.

## 8.2.2 Armor

Armor details are very similar to weapon details. There are only a few differences. Since you can't attack with armor, you see details like protection and resistances. The level requirement refers to your overall level and not a level in a particular skill. Finally, armors come with varying levels of resistances against certain sources of damage. These resistances stack with all the other pieces of armor you wear.



- Protection — Bonus to your overall AC you receive from the item.
- Requirements — What you need in order to wield the item.
- Resistances — The additional resistances you gain against certain types of damage while wearing the item.
- Bonuses — The bonuses you receive while wearing the item.
- Weight — How much the item weighs.
- Value — How much shopkeepers will sell the item for.
- Current Condition — The current condition of the weapon. The left number tells you what the health of the weapon is currently. The right number tells you the maximum durability. See the section on Death and Degredation for more details.

## 8.3 Questing

Ashen Empires gives players the opportunity to earn experience and treasures through various quests. Quests in Ashen Empires are issued by npc's. You can recognize an npc by the green name they have above them. Quest NPC's are usually found in towns, though you may encounter them throughout the land while adventuring. Quests always have some type of reward and are definitely something that every player should try to do.

Quests in Ashen Empires generally fall into one of four forms:

### 8.3.1 Static Quests

Static quests are those that are always the same and never change. They are available to all players and can generally be completed only one time. Many static quests in Ashen Empires will tell you more about the game's story and take quite a while to complete. There are often several mini-rewards along the way while completing a static quest. These are often the most reliable and rewarding quests you will encounter.

### 8.3.2 Dynamic Quests

Ashen Empires has a unique system in place that generates random quests. These dynamic quests can be taken by any player and they usually start in a lawful town. Sometimes, an NPC will ask for help in your chat window. If you click on the NPC, you will receive a small task which will reward you with experience should you complete it. Dynamic quests generally have a time limit associated with them, so you should try your best to solve these quickly. If you log out while on one of these quests, you automatically fail the quest. You cannot take it again until the NPC calls for help.

### 8.3.3 Lotorian and Chaos Knight Quests

Most towns will have an NPC called a Lotorian Knight. Lotorian Knights are emissaries sent by King Lotor to help the people of Dransik by exterminating the local monster populations. You have the opportunity to help them out. A Lotorian Knight will ask you to help him out by giving you a particular monster to kill. After killing enough of those monsters, you can return to the Knight for an experience reward. Unlike static quests, Lotorian Knight quests are repeatable. You can take as many as you want as often as you want.



If you have the Talazar's Revenge expansion pack, you can take quests for the Knights of Chaos as well. These are knights sent by the Gods of Chaos who are trying to win over the people by destroying some of the more rebellious monsters. They work the same as the Lotorian Knights, except that you have the option to apply your rewards into special advanced skills that you can learn in the TR lands.



For both Knights, you have the option to cancel your quest. If the monster they ask you to hunt down is too hard, or you just don't know where to find them, you can click on the Knight to cancel the quest. Doing so means that the next quest you take from them will give you less experience. After cancelling three or more consecutive quests from a Knight, you will receive no additional experience for completing the quest. Keep this in mind when doing quests for either Knight.



### 8.3.4 Patron Quests and Faction



In Krog, Silvest, and Whisperdale, there are special NPCs called Patrons. These are the local leaders of the region and the figureheads for each race in Ashen Empires. Your patron will depend on which town you choose to go to when you leave Valinor.



Patron quests work much like the quests you get from Lotorian Knights and Chaos Knights. However, you cannot cancel a quest that your patron gives you. You must complete the quest before obtaining a new one.



The main difference between Patron quests and the Lotorian and Chaos Knight quests is that you do not earn experience pool for completing a patron quest. Instead, you earn an amount of faction. Faction can be used to obtain special armor that is related to the town you arrived in. This armor is no-drop and can be used at any level. Keep in mind that it may take several deeds for your patron in order to earn these coveted items. You can retrieve your rewards by talking to the patron's wife (Lady Targon, Lady Aelfwyn, and Lady Verzyl) who is usually in a nearby town.

### 8.3.5 Taskmasters



If you're more into tradeskilling than hunting, then you might want to consider doing a few quests for a taskmaster. Taskmasters live at Lotor's Summer Palace and are scattered about looking for skilled tradesmen and women to help them build their latest projects. Taskmasters are masters of their trade and offer tradeskillers a way to make some extra experience in their skills.

When you click on a taskmaster, you will be presented with a list of skills related to that trade. For example, clicking the blacksmithing taskmaster will bring up the option of doing a mining, smelting, or blacksmithing task. These quests are randomly generated and will challenge your abilities as a crafter. You receive a taskmaster lockbox which will collect the items that the taskmaster asks you to return with. As you gather or craft items, they will automatically be stored in the lockbox. Keep in mind, you cannot open the lockbox to retrieve the items that go inside it. These items also will not be returned to you once you give them to the taskmaster.

## 8.4 Experience Pool

When you complete a quest, experience is rewarded to your experience pool. Most players refer to this as "Epool" for short. Your experience pool is a place where you can apply experience directly to a skill. Normally, you gain experience by practicing the skill. For example, you'd have to kill a monster with a long blade to earn experience in

the long blades skill. Using your experience pool is like using a short cut. You can apply it to skills to level them faster. Note, however, that not every skill can be trained with epool. Tradeskills cannot be increased with epool.

You can check the amount of experience you have in your pool by bringing up the skills pane. At the bottom of the pane, you will see how much epool you currently have. You can spend this experience by clicking the small [+] sign\* next to the skill you want to apply the experience pool to. Doing so will bring up a window that will ask you how much of your epool you want to put into the skill. Keep in mind, you can only spend as much experience as you have in your epool. Spending epool is permanent, and cannot be undone. Epool is not transferrable. You cannot give someone experience, nor can you give your unspent epool to another one of your characters.

## 8.5 Death, Degradation, and Spawn Gates

If you aren't dying, you're not playing (or you're tradeskilling). Death is a natural part of any game and Ashen Empires is no exception. Your character will die if he or she takes too much damage. Keep an eye on your health (the red gauge with the heart) and make sure to heal yourself before it reaches zero.



When your character dies, your equipped items will suffer a degradation penalty. Degraded items are less effective than those which are fully repaired. Weapons will be slower and do less damage while armor will provide less protection than it normally would. You can check the state of your items by right-clicking them.\* You can repair your items using tradeskill tools, magic spells, or repair potions. For more details on repairing your items, please see the section on Item repair.

After you die, you will end up at a spawn gate. In Ashen Empires, there are two different types of spawn gates—Order and Chaos. Order spawn gates are white and are usually near lawful towns. Chaos spawn gates are black and are near criminal towns. Which spawn gate you go to depends on your alignment. Evil and criminal players spawn at the chaos gates when they die. Neutral, Good, and Divine players spawn at the ordered gates. You can set your spawn by clicking on the square in the middle of the spawn gate. When you leave Valinor, your spawn gates are automatically set for you. Your Order spawn will be with your faction's patron. Your Chaos spawn will be at the King's jail.

When you die, you leave a corpse behind. Your corpse will contain the contents of your backpack at the time of your death. You also have a chance of dropping a piece of your equipment, depending on your alignment. The less pure your heart, the higher the chance that the Gods will not protect your equipment while you are being reincarnated. While you are on Valinor, you will not drop your equipment or your backpack



when you die. This only happens for players on the mainland. Players have five minutes to retrieve their items from their corpse before the corpse disappears. At that time, the items will be left on the ground and can be retrieved by anyone. You should try to hurry back to your corpse before this happens. If you are playing on the Heroes server and you are killed by a player, the rule changes a little bit. Please see the section on Player vs. Player combat for these changes.

You can recover all your items from your corpse by pressing the space bar. All the items from your corpse will be automatically placed in your backpack. You may leave some things in your corpse if there isn't enough room in your backpack. You are not allowed to loot your own head when you are killed by another player. This prevents you from running out of room in your backpack due to multiple heads. Carving heads is a sport in Ashen Empires. Bounty hunters will like to collect your head, sometimes to turn them in for a reward.

## 8.6 Alignment

Your character's reputation is everything. The alignment system in Ashen Empires has a strong affect on how a character interacts with the world around them. Your actions will effect your alignment as well as how npc's will react to you. There are three main categories for alignment.

Evil aligned characters are those that choose to live by their own rules. These are characters that kill npcs and other characters. Lawful guards will chase and try to place evil characters in jail. Therefore, those who choose this path must seek out those havens that cater to those of a more sinister nature. Evil aligned characters can be recognized by their red names. Criminals have a grey name. Scourges have a flashing grey and purple name. Scourges represent the worst of the evil alignment. You become a scourge for being a criminal for 100 Dransik days.



Neutral aligned characters are those that choose to see neither good nor evil. They may kill another for their own purposes, but generally try to stay within the bounds of the law. Neutral characters are welcome in both the lawful cities and criminal strongholds. You can recognize a neutral player by their green name.

Good aligned characters are those who live by the law of the land. They will only kill to defend justice or to make a point to the evil ones. When approaching a criminal town,

the evil guards will try to kill and jail a good character. Good characters have a light green name. Divine characters are considered the "good of the good" and can be recognized by having a white name. Crusaders are the pinnacle of the good alignment and represent the hallmarks of Justice. They have a flashing green and white name. You become a crusader for being divine for 100 Dransik days.

There is a fourth state of alignment called "wanted". All players have a chance to become wanted, regardless of their alignment. Players become wanted for committing a criminal act or aiding a criminal. Attacking a town citizen or non-wanted player or attacking a guard that would normally protect you are considered criminal acts. Wanted players have an increased chance for dropping a piece of equipment.

As you can see, alignment effects a lot of activities. You can improve your alignment by killing monsters. Each monster you kill will lower your alignment, making your character more lawful. Killing players and protected NPCs or helping evil players will raise your alignment, making your character more evil. You can see these changes in your chat window. You can tell what your reputation is by using this scale:

Alignment Title	Range	Name Color
Divine/Crusader	0 - 100	White/Flashing white
Good	101-2999	Bright Green
Neutral	3000-10000	Green
Evil	10001-14999	Red
Criminal/Scourge	15000 or greater	Grey/Flashing grey

## 8.7 Player versus Player Combat

You have the chance to engage in Player versus player (or pvp) while playing. Ashen Empires offers a server that gives players the opportunity to engage in Pvp all the time. However, this does not mean that you cannot fight another player on the non-pvp server. For dueling purposes, you can fight another player using an arena.

On the Heroes server, non-arena pvp combat can only be initiated outside of a safe zone. Attacking a player who isn't wanted is considered a criminal action and you will become wanted by lawful guards. Killing another player will have a severe effect on your alignment. Killing players with lower alignment or lower levels will have more of an effect on your alignment than killing players your own level. Killing a player who isn't wanted is considered a dishonorable kill. Killing a wanted player or a criminal player is considered an honorable kill. You can view how many honorable and dishonorable kills you have in the paperdoll pane.

If you do kill a player, you have a chance to take whatever ends up in their corpse. When a player kills another player, the killer can steal the other player's items after three minutes. If the killer is in a party, everyone in the party has a chance to loot the corpse after three minutes. After five minutes, everyone has a chance to loot the corpse. Also, players who are killed by other players leave a head behind. Heads can be used as trophies to distinguish yourself.

The arena offers players a chance to participate in Pvp without the added consequences of alignment loss or looting. There are two types of arenas. One versus one arenas can be found at Lotor's Castle and Lotor's Summer Palace. These offer players the chance to test their might against another opponent. You do not lose alignment for killing another player and you do not drop anything when you die. Your record of arena wins and losses is kept in your paperdoll pane.

If you own Talazar's Revenge, you can access the guild arena. Portals to the guild arena are scattered across the land. You must be a member of a guild in order to participate in these battles. However, people from multiple guilds can be on the same team. This is a special arena covering a large area and it is a great place to learn group tactics for pvp. Like the one versus one arenas, you do not lose alignment or drop items when engaging in battle here.

## 8.8 Portals

Scattered throughout the world are portals that allow you to travel long distances instantly. In Ashen Empires, there are a lot of portals to get you to places you want to go. Generally, you can tell how far a portal will take you by looking at it.

Small, one-tile portals are usually used for local transport within a dungeon or around a particular area. Some of these portals may not have an exit on the other side, so be careful when using these portals.



Larger, white marble portals are used for travel between major areas. Most of these types of portals lead to and from Lotor's Summer Palace. Lotor's Summer Palace is a neutral area where players can meet up, chat, and trade. It also contains many portals to different areas in the world, making it a worthwhile tool for getting to places quickly and safely. It also has the only portal leading to the Sand of Creation expansion area. You can find portals to Lotor's Summer Palace at each of the starter towns as well as Parian, Josody, Valmond\*, Khafra\*\*, and Rahura\*\*.

*\*Requires the Talazar's Revenge expansion pack.*

*\*\*Requires the Sands of Creation expansion pack.*

Lastly, there are very large portals guarded by neutral guards. These portals offer a quick and easy means of getting around the Ashen Empires mainland. Some may be hidden in forests while others will have roads and paths leading right up to them. Once you find them, be sure to make a note of where they are. Knowing where these portals are and where they lead will definitely help you on your adventure.



## 8.9 Secure Trading



Trading with other players is a great way of obtaining items or money. Every player should be aware of how to trade items. While some players may prefer the old “drop it on the ground” method, there is a better and more secure means of trading items.

To trade securely, first you will need a table. Click on the table, and a reticule will appear, allowing you to select a player to trade with. Click on the player you want to trade with. A paper will appear on the table, letting your trade partner know that you want to trade. When your partner clicks on the paper, the trade interface will pop up.

On the right side, you will see what you have in your backpack that you are able to trade. From here, you can click on the items you want to trade. You won't be able to trade everything you have. Some things you cannot trade include:

- Stolen items (unless the person you are trading with is the person the item was stolen from)
- No-drop items
- Items you need for a quest
- Containers that aren't empty

The lower half of the screen shows you what items you are trading to your partner. If you accidentally put an item that you don't want to trade into this area, you can click it to remove it from the trade. The top half of the screen shows what items your trading partner is trading to you. When you are ready to trade, press the [lock] button in the top right of the pane to lock in your trade. Once your partner has locked in their trade, click the [check] mark to confirm the deal. You can click the [cross] button to cancel the trade if a mistake has been made.



You can also use the [tokens] button to trade tokens from the Ashen Empires Exchange store. For more information about the in-game store, please read the official guide at <http://www.ashenempires.com>.

## 8.10 Leadership and Pet Training

Leadership is a unique skill in Ashen Empires. With it, you are able to train pet followers to help you carry items, fight alongside you, and even protect you in certain cases. Pets are also a lot of fun to have around.



To train a pet, you will need a trainer's whip. These can be made by leatherworkers or bought in most general stores. Once you have your trainer's whip, you need to find an animal or creature that will not attack you. Tamable animals will have a green name instead of the red name associated with most monsters. Walk up to the animal, click on your trainer's whip, and click on the animal. If you are successful in taming the animal, your character will automatically name the animal something. It will also show up in your follower's pane, accessible with the 'F' key.

You can give your pet a variety of commands using the follower menu. Right click on the pet in the follower's pane to give a command to your pet.



- Calm Down — This command tells your pet to return to it's default, loveable self. Use this command if you want to stop your pet from attacking a creature. Note: If your pet is attacked, it will try to defend itself. Telling your pet to calm down while it's defending itself will not work.
- Protect — This command tells your pet to protect you. If something attacks you, your pet will come to the rescue.
- Follow — This command tells your pet to follow you. It will not attack anything unless it is attacked.
- Guard Area — This command tells your pet to stay in a certain spot and defend itself against threats. Your pet will only attack things to defend itself.
- Attack — This command tells your pet to attack the creature that you currently have targeted. You can use this to get a little extra help when dealing with monsters.

You can give these commands to your pet at any time. You can also use the right mouse button on your pet to bring up these commands except "attack". For the attack option, simply right-click on the target you want your pet to attack and choose the "Attack" option.

As you gain experience in leadership, you will be able to tame more powerful creatures. Continue your training, and you can have up to three pets at a single time!



## 8.11 Party Creation and Functions

In any multiplayer game, playing with a group is often more rewarding than playing by yourself. If you find that the going gets tough, or you just want to have some fun with a few of your friends, you should create a party. A party is a temporary group of players generally formed to hunt together and share the burden.



To form a party, bring up the Party pane by pressing the 'P' key. Right click on the party pane and choose the "invite" command. A targeting reticule will appear to select the player you want to invite to your party. Click on the player you want to invite. If they accept your invitation, you will form a party.

To join an existing party, the leader will have to invite you. When you get an invitation, you will be notified in your chat window. Press the 'P' key to bring up the party pane and click the [check] mark beside the name of the person whose party you want to join. You can have multiple invitations in your party window, but you can only join one party at a time.

Members of a party can share both gold and loot while killing monsters. They can also help each other solve quests. In order to share, you must be in the same area as your party mates. Members who are too far away will not get credit for monsters that get killed or receive any of the gold or loot shares.

There are several options in the party pane. Some are available to only leaders while there are others that are available to everyone.

- Group Loot Split\* — Allows the leader to toggle whether or not the party will automatically share loot dropped by monsters. Turning this off will show messages in the party channel about what loot is left in a monster's corpse.
- Group Gold Split\* — Allows the leader to toggle whether or not the party will automatically share gold dropped by monsters.
- Take Loot — Allows you to toggle whether or not you want to share loot dropped by monsters with members of your party. If other members are sharing loot and they are in the area, they will receive the loot that would have gone to you had you been sharing.
- Take Gold — Allows you to toggle whether or not you want to share gold dropped by monsters with members of your party.



- Invite\* — Allows the leader to invite people to join the party.
- Disband\* — Allows the leader to disband the party.
- Assist/Stop Assisting — Allows you to assist another member of your party by showing you what that member has targetted. While assisting, monsters targetted by the person you are assisting will appear in a green box.
- Follow/Stop Following — Allows you to automatically follow a member of your party. You will stop following if you start walking in another direction.
- Leave — Allows you to leave the party. Leaders who leave the party automatically pass leadership to the next person on the list. When there are no other people in the second slot, the party automatically disbands.

*\*-These options are available only to party leaders.*

## 8.12 Guilds



Guilds are a more permanent way to play as a group. Guilds have their own special chat channels as well as a special tag to identify their members. This is an excellent way of meeting new people and getting to know the game. Guild members often share their experiences with new players.

In order to join a guild, the guild leader must present you with a guild deed. You cannot be a member of another guild to receive this invitation. Clicking on the deed will make you a member of the guild. Press the 'G' key to bring up the guild pane. From here, you can see

information about your guild as well as a list of all the members. You can leave the guild at any time by pressing the [leave guild] button.

As a member, you will be able to loot your guildmate's corpses without penalty in case they get into trouble. You can also help your guild's farmers by harvesting crops. These are a few of the fringe benefits of being in a guild.

To form a guild, you need to complete a series of quests for the guild master located just north of the town of Varg. He will only allow characters who have reached level 20 or higher to test their abilities as a leader. He will send you on a search for four books outlining the history of the rune war as well as the formation of the first guilds. From this inspiration and these trials, you will earn the right to form your own guild. New guilds can be formed for a donation of 250,000 gold to the temple of Veldan, located southwest of Parian.

Guild leaders have a few more options in the guild pane to manage their members.

- Name — This command allows you to name your guild. You can only do this once. You should name your guild as soon as you buy the deed.
- Color — This command allows you to change the color of your guild's identifying tag. Be cautious when choosing a color. You can only do this once.
- Invite — This command allows you to invite members to your guild. Keep in mind that you cannot invite people who belong to another guild.
- Kick — This command allows you to kick members from your guild.
- Transfer — This command allows you to transfer leadership of the guild to another member. Only members who have successfully completed the quests for the guild master will be able to take control of the guild.
- Disband — This command allows you to disband the guild. All of your members, including yourself, will be kicked from the guild and you will lose the original deed.

## 8.13 Events

Sometimes, both players and the Ashen Empires staff will host events. These are special occasions where players gather to have fun outside of the normal everyday play. Players are encouraged to host their own events. Most events are announced ahead of time on the Ashen Empires forums. Generally, there are four types of events:



### 8.13.1 Player run

Players are encouraged to host their own events. You do not need to wait for or have approval to run your own event, though your event must follow the Rules of Conduct. You can request assistance for your event by paging a GM. The GMs are happy to help players with their event, though you should page a GM well before the time you plan on hosting it. The better planned your event, the better your event will be.



### 8.13.2 Ticket Events



Event tickets can be bought from the Ashen Empires Exchange for 5 tokens each. Events that require tickets will always give a prize, so they are often competitions of some sort. These events allow you to test your abilities against other players. Prizes can be anything from unique items and trophies to subscription time, store items, and even t-shirts or other real world items.

### 8.13.3 Monster spawns (or Hellspawns)



Sometimes, a GM will host a quick event in which a group of monsters try to take over a town or other area. Players like these events because of the random nature and risk involved. If you decide to attend one of these events, be aware that often the rules for death and alignment loss still apply. That means that if you die, your items will degrade. You should

attend these events at your own risk.

### 8.13.4 Role Play



Some events are story based. In these events, players are encouraged to act as though they were a part of the story themselves. Characters and NPCs may offer clues to what is going on. Then again, they might be there to warn you of imminent danger. These events can be very short or last for a week or more. These events give interested players the opportunity to play roles in circumstances they wouldn't normally encounter. If you decide to attend one of these events, please be courteous to all those involved.

## 8.14 Updates and Bug Reporting

Like in every other game, you will encounter some bugs while playing. The DEV team works on fixing these bugs as soon as possible in order to offer the players a product with the least number of bugs.

Players can help out by reporting the bugs they encounter. To report a bug, you can go to game options and chose the "Report a Bug" option located in the top right corner. This option will direct you to a bug reporting template where you will be able to enter a bug report. You can also access this template by going to the following website: <https://secure.pixelminegames.com/BugReport.aspx>. To reach this page, log in to the Secure Site, click on the "Games" tab, and then look in the bottom left corner for the "Report a Bug" link. Make sure you have chosen the Ashen Empires project from the drop down list.

All of the reported bugs go to a bug database. The DEV team uses this database to keep track of all the existing bugs and all the fixes they have done. Furthermore, players can use the "[Technical Issues and Bugs](#)" section of the forums to discuss non-abusable bugs and problems. Players should never post any abusable bugs on the forums. Instead, use the bug reporting template and PM or page a GM as soon as possible. Abusing a bug while playing is grounds for suspension, so please do not abuse any bug.

The developer team works continuously on fixing existing bugs and adding new features. At times, some bugs can be fixed "on the fly". In that case, a developer can fix a bug without bringing down the servers. The majority of the bug fixes get implemented during scheduled updates or patches. In most cases, the DEV team will announce the date and approximate time of updates and patches on the forums in order to give everyone a fair warning ahead of time. A list of all the fixed bugs is usually posted in the "Game Updates & Patches" section of the forums after each update or patch. This helps players keep track of what was fixed and what is still bugged.

## 8. Combat

One of the easiest ways of making yourself into a hero is to hunt monsters. But combat isn't limited to just monsters. Sometimes, you may face other players and will need to defend yourself. In Ashen Empires, combat is broken down into three major forms. Each has its advantages and disadvantages and it is worth taking the time to learn a little about each way. If you are a new player, we suggest taking the time to find out which style of combat suits you the most.

### 9.1 Melee Combat



Often referred to as the skills of a Warrior, Melee combat puts you up close and personal with your opponent. In Ashen Empires, melee combat takes many forms with a variety of weapons. Some weapons are fast and light while others may require two-hands to wield. Whichever form of melee combat you choose, all serve the same purpose and do it well. You will strike down your enemy.

Melee skills are most affected by your STRENGTH. Placing your orbs in strength will allow you to do more damage with your weapon. Strength also affects your accuracy with a melee weapon. As you will most often be the person doing the front line damage, you should probably also invest some of your orbs into CONSTITUTION for increased health and stamina regeneration.

Melee combat is broken down into six categories, each describing a particular type of weapon:

#### 9.1.1 Small Blades



Small blades include daggers, great daggers, small and regular stilettos, poignards, falchions, and some small swords. Most small blades do piercing damage and are very fast, but do light damage.

#### 9.1.2 Large Blades



Large blades include swords, great swords, bastard swords, sabers, rapiers, short swords, and even a few golden swords. With the exception of Great and Bastard Swords, large blades are most often wielded with a shield and do a good amount of cutting damage. Great and Bastard swords are two-handed, and while slower than the one-handed varieties, often do the most damage in a single blow.

### 9.1.3 Axes

Axes in Ashen Empires include hatchets, war axes, battle axes, great axes, pole axes, and even double axes. The lighter axes are one-handed, quick, and can do a pretty good amount of damage. But most masters of the axe prefer the sheer power of the two-handed varieties, such as a great axe or a double axe. Axes do large amounts of cutting damage, but are generally slower than large blades.

### 9.1.4 Blunt Weapons

Blunt weapons include maces, flails, morning stars, clubs, great clubs, and mauls. Most blunt weapons are one-handed, while the most powerful are almost always two-handed. Blunt weapons, as you probably have guessed, do blunt damage.

### 9.1.5 Polearms

Polearms include staffs, battle staffs, spears, glaives, and lances. Many polearms are two-handed, though some are one-handed (which usually have the word "bound" in them). Most polearms do blunt damage, though some spears and lances do piercing damage. Because they are two handed, they are sometimes slower than the lighter blunt weapons. However, Polearms have the unique ability to hit an enemy from 2 squares away instead of 1 square.

### 9.1.6 Unarmed Combat

When all else fails, there's always your bare hands. Unarmed combat is based on a combination of your strength, dexterity, and skill. There are a few weapons made specifically to help you fight unarmed, but you do not need them in order to fight. Unarmed combat does blunt damage.

You can increase your skill in any of these categories by simply picking up a weapon and doing damage with it. As your skill levels increase, more weapons will be available for you to use.

Keep in mind that anytime you die, your equipped weapon will suffer some degradation. This means that your weapon will hit for less damage, be less accurate, and be slower than it would normally be. This does not apply if you are not using a weapon.

The effects of degradation accumulate with every death. In order to cancel these effects, you must repair your weapons. Keep your weapons repaired at all times to get the most out of combat.

## 9.2 Ranged Combat

Commonly referred to as Archers, characters who train themselves in ranged combat are able to do great damage from a distance. Ranged combat in Ashen Empires possesses a unique dynamic. Archers rely on a combination of their weapons and the type of their ammunition. With the right combinations, an archer can be a very powerful ally, able to draw the attention of the enemy while providing lethal force.

Ranged skills are most affected by your DEXTERITY. Dexterity not only affects how often you can hit your target, but also how much damage your bow will inflict. Since monsters tend not to stand idle while being pelted with arrows, you might want to consider spending time developing your CONSTITUTION as well. Not only will this provide more hit points, but it will also help you take less damage and regenerate stamina quicker.

In Ashen Empires, the range of your weapon is the entire screen. If you can see it, you can hit it. However, if there is something between you and your target (such as a rock, a tree, a mountain, a wall, etc.), you won't be able to attack your target. You will need a clear line of sight in order to begin an attack. Therefore, it's often recommended that you try to put as much distance between you and your target before beginning your attack.

Ranged shots are also often blocked from melee distance (1 square). As your skills improve, your enemies won't be able to block as many shots. As you increase your skills, you will be able to handle face to face confrontations better.

Ranged Combat is broken down into three separate skills:

### 9.2.1 Bows



Bows come in a variety of materials and sizes. From the common wooden bow to the more powerful steel bow, different bows have different firing speeds and damage capabilities. Some bows even have unique names, made from monster parts or some other magical qualities.

Bows fire arrows as ammunition and tend to do a fair amount of damage at a fast pace. Arrows come in different types and do different kinds of damage. They include:

- Arrows—A generic, regular arrow. Adds +1 to damage of the bow. No other special properties.
- Elfin Arrows—A magical, elf-made arrow. Adds +5 to the damage of the bow and +5 to hit. Adds +20 to your bow skill (though this cannot be used to equip higher level bows).
- Broadhead Arrows—An arrow that does blunt damage. Adds +6 to the damage of the bow and +10 to hit.
- Piercing Arrows—An arrow designed to pierce. Adds +7 to the damage of the bow and +20 to hit.



- Flame Arrows—An arrow set on fire that does magical body damage. Adds +8 to the damage of the bow and +25 to hit.
- Frost Arrows—An arrow with the magic of ice that does nature damage. Adds +9 to the damage of the bow and +25 to hit.
- Diseased Arrows\*—An arrow seething with disease. Adds +10 to the damage of the bow and +10 to hit.
- Poison Arrows\*—An arrow seething with poison. Adds +10 to the damage of the bow and +8 to hit.

\* *These arrows don't inflict poison or disease status. They simply change the type of damage inflicted.*

### 9.2.2 Crossbows



Crossbows, like bows, also come in a variety of materials and sizes. As your skill increases, you will be able to progress from Light Crossbows to the more powerful Heavy Crossbows. Crossbows use bolts as ammunition and tend to do great amounts of damage at a slow pace. Bolts come in different types and do different kinds of damage. They include:

- Bolts - A regular crossbow bolt. Adds +1 to the damage of the crossbow. No other special properties.
- Broadhead Bolts - A bolt that does blunt damage. Adds +6 to the damage of the crossbow and +10 to hit.
- Piercing Bolts - A bolt designed to pierce. Adds +7 to the damage of the crossbow and +20 to hit.
- Acid Bolts - A bolt coated with poisonous acid and does Soul damage. Adds +8 to the damage of the crossbow and +25 to hit. Adds +10 to your crossbow skill (though this cannot be used to equip higher level crossbows).
- Frost Bolts - A bolt with the magic of ice. This does nature damage and adds +9 to the crossbow's damage and +25 to hit.
- Diseased Bolts\*—A bolt seething with disease. Adds +10 to the damage of the crossbow and +10 to hit.
- Poison Bolts\*—A bolt seething with poison. Adds +10 to the damage of the crossbow and +8 to hit.

\* *These bolts don't inflict poison or disease status. They simply change the type of damage inflicted.*

### 9.2.3

## Thrown Weapons



Thrown Weapons are weapons that rely on your own strength to do damage. In Ashen Empires, thrown weapons include slings and staff slings. These require pebbles as ammunition. Pebbles come in two types of ammo at this time. They include:

- Pebbles - A regular pebble made from crushed rock. These do blunt damage. Adds +1 to the damage of your thrown weapon. No other special properties.
- Obsidian Seekers - A special pebble made from coating obsidian in acid. Adds +5 to the damage of your thrown weapon and +15 to hit.

You can increase your skill in any of these categories by simply picking up a weapon and doing damage with it. As your skill levels increase, more weapons will be available for you to use.

## 9.3 Inflicting Poison and Disease

Melee and Ranged weapons users have an ace up their sleeves when it comes to their weapons. You can cause extra damage if you poison or disease your weapon before attacking with it. These effects are only temporary, but sometimes the added effects are well worth it.







In order to poison or disease your weapon, you will need to find a Poison or Disease potion. These are usually dropped by monsters. However, a skilled alchemist can often make a more powerful version than those you would normally find while hunting. Click on the potion and then click on the weapon you want to enhance. You will see a message in your chat window indicating that you have poisoned the weapon.

While poisoned, your attacks have a chance to inflict poison or disease status on your target. Players suffering from poison or disease cannot regenerate stamina or health. They also suffer continuous damage over time. Poison and disease can be cured by drinking Cure Poison and Cure Disease potions, or by casting the “Cure” or “Cleanse” spells.

## 9.4 Magic

Even though Ashen Empires allows you to gain perfection in all four schools of magic, it's best to tackle one at a time until you get comfortable with the game. Here is some basic information about the four schools of magic.

	<i>Body Magic</i> is the preferred skill for healers.
	<i>Mind Magic</i> provides some of the most powerful attack spells.
	<i>Nature Magic</i> helps with crafting and farming.
	<i>Soul Magic</i> is used to cause damage over a period of time.

**Note:** The above categorization is not really complete. For example, even Body Magic, which is used by healers, provides attack spells. Likewise, Nature Magic offers some healing spells and attack spells. And all classes of magic have a certain set of spells that are used by craftsmen. If you are having trouble to decide, then you can press the <V> key to flip through the spell book, and have a look at all spells in-game. In the beginning, however, you will only be able to cast the first 4-5 spells of the class you choose.

### 9.4.1 Spell Casting



In order to cast spells, you first need to equip a Wand or Mage Staff. The next step is to equip any one of the four class runes. To do so, press the 'C' key to open the Rune Window. Now drag the rune from your backpack into the circular rune-slot inside the Rune Window.

Once you are done with placing the rune into the rune-slot, you need to set a hotkey bar with the spells you wish to use. To do this, press the '1' key above the letter keys on your keyboard; this opens the first of nine hotkey bars that are available to you. Now open the spell book by either pressing 'V', or by clicking the purple book inside the Rune Window.

inside the Rune Window.

Flip through the spell book, and find the first page for the class of magic that you have chosen. Drag the colored icons into the empty slots in your hotkey bar.

*Note: You can flip through the spell book by clicking the folded corners at the top of the book. Clicking the top of the red ribbon takes you back to the category list. Furthermore, you can click on a category text in order to directly jump to the corresponding page.*

You can activate a spell by clicking the corresponding slot in your hotkey bar. Alternatively, you can use the function keys 'F1' through 'F12'.

Once you have activated a spell, you will see either a red or a green glow around your character. A red glow means you are about to cast an offensive spell, while a green glow means you are about to cast a defensive or beneficial spell.

Try to find a spell that makes your character glow red, and then find a monster you wish to attack. Click the monster to attack it with the active spell.

Magery is among the most complex skills in Ashen Empires. It requires some getting used to, but at some point - rather sooner than later - you will find it to be very effective.

## 9.5 Runes

Runes are magic glyphs that feed magic energy to mage weapons. Without this energy, you cannot cast any spells. A rune's energy is limited. Some of that energy is used with every spell you cast, until the energy is depleted and the rune disappears from the Rune Window. To continue casting, you have to place a new rune into the rune slot.





Most of the spells in Ashen Empires require more than one rune and are referred to as multi-rune spells. The most powerful magic requires the use of 7 runes. In order to cast such spells, you need a mage weapon with enough rune slots. You might have noticed that the Rune Window has enough space for up to 7 rune slots. However, these slots will not be used unless your weapon has that number of slots or more.










### 9.5.1 Type of Runes

Runes can be broken down into two categories, the class runes, and the non-class or secondary runes:

#### Class Runes

	<i>Body Magic</i> is the preferred skill for healers.
	<i>Mind Magic</i> provides some of the most powerful attack spells.
	<i>Nature Magic</i> helps with crafting and farming.
	<i>Soul Magic</i> is used to cause damage over a period of time.

#### Non-Class/Secondary Runes

	Rune of Malenox		Rune of Isos*
	Rune of Ulthien		Rune of Mallith*
	Rune of Agon		Rune of Veldan*
	Rune of Kuthos		Rune of Adregard*
	Rune of Sabal		

*\* These runes cannot be bought in shops, unless a player sold them to the shop. You can find these runes from monsters or they can be created by players with the rune crafting skill.*

## 9.6 Rune Placement



In order to cast any spells, you need exactly one class rune in the first rune slot. You cannot equip more than one class rune at a time, which means that you cannot use multiple classes of magic at the same time. You can only cast spells of the class that is represented by the class rune you have equipped.

To cast multi-rune spells, you need to add non-class runes to the rune slots, but you cannot have identical runes in multiple slots. For example, if you wish to cast a 6-rune spell, then you need one class rune, and 5 different non-class runes.

*Note: You can replace equipped runes with other runes. If you do this, then the old rune will be destroyed and replaced by the new one. Also, runes are used from top to bottom. For example, if you have 7 rune slots with runes in them, and you cast a 5-rune spell, then only the first 5 runes will lose energy. Because of this, it makes sense to place the more valuable runes in the bottom slots.*

## 9.7 Intelligence, Rune Skills, and Stamina

Intelligence is a mage's primary attribute. You can see your current intelligence in the paperdoll window. Intelligence has multiple effects. First, it increases the amount of damage you can inflict with harmful spells, and it also increases the amount you can heal for. Secondly, it increases the success rate of casting spells. Finally, it increases your stamina pool.

Every time you cast a spell you use some stamina. You cannot cast a spell without stamina. The amount of stamina you lose differs from spell to spell. If you don't have enough stamina to cast a particular spell, the spell icon in your hotkey bar will turn gray.

Once out of stamina, you will have to regenerate it. There are a number of ways you can do this. You can rest and let your stamina regenerate naturally. You can use a Stamina Potion and regain some stamina immediately. There is a short time limit after you use a stamina potion before you can use another one, so be careful. Also, you can regain stamina if another player casts the Refresh spell on you.

Most of the time, you will regenerate your stamina by simply waiting for it. In such cases make sure that you deactivate the current spell and that you are not in attack mode. Your stamina will regenerate more slowly if you are in attack mode or if a spell is active.

**Note:** Your current stamina is shown as a percentage value in the purple bar on your screen.

There is a skill for each class of magic. You can level those skills by simply using them. For instance, you level the Body skill by casting body spells. Your skill level greatly affects the success rate for casting spells. The higher your skill is, the less your casting attempts will fizzle. In addition to this, skills determine the duration of buffs\*.

\* *Buffs are spells that temporarily change a character's abilities. The Mind spell "Cerebral Thought", for example, temporarily increases your intelligence. The duration of the spell depends on your Mind skill level.*

## 9.8 Mage Weapons

Every weapon that has rune slots is considered a mage weapon, and the game provides many different types of those. Most of them are staves and wands.

Each mage weapon has a certain number of rune slots. Therefore, if you wish to cast multi-rune spells, then you need to have a mage weapon with enough rune slots.

The Mage Weapons skill is important for Mages, but not every mage weapon makes use of this skill. Some wands only have an intelligence requirement, for example.



You can increase your skill in mage weapons in one of two ways. You will automatically gain skill as you cast spells. Or you can attack directly with the weapon by going into attack mode and using your staff as a melee weapon. Keep in mind that only staves can be used as melee weapons.

## 9.9 Miscellaneous

Here are some final notes about the magic system.

### 9.9.1 Reagents

Some spells are so powerful that runes alone are not enough to cast them. For example, Blessing of Arna, a spell which fully restores a player's health, requires an Idol of Arna to be cast. To cast this and other spells, you need to carry the correct reagents in your backpack (must not be in a bag in your back pack, but in an empty back pack slot). You need one reagent per cast, which means that reagents don't last forever. However, these reagents don't get used if you fail casting the spell.

### 9.9.2 Spell Requirements

Beneath each spell in the spell book you will find two numbers (like 2 / 10). These numbers have an important meaning; in this particular case, the “2” stands for the number of runes that are required to cast the spell. The “10” stands for the required skill level. For example, Holy Word is a Body spell that requires 2 runes and level 10 Body to cast the spell.



If you satisfy the requirements for a spell, but still cannot use the spell, then chances are that you need reagents for the spell.

### 9.9.3 Checked — NPC only

Within the Rune Window you will find a checkbox named “Checked—NPC only”. This is an additional target protection for casting spells. When it is checked it means that only Non-Player Characters can be attacked with magic spells. If you try to cast an offensive spell on another player while this box is checked, you will receive a message that you cannot cast the spell on a party member.





## 9.10 Advanced Combat Skills

The “Talazar's Revenge” expansion adds six new skills that are useful in combat. Unlike most other skills, these skills cannot be trained by conventional means. You need to spend Experience Pool on these skills to level them. The skill level determines how often these specials kick in.

Advanced combat skills generally fall into one of three categories. In the descriptions below, the **red skills** are those that generally benefit **Melee** and **Ranged** attacks. The **green skills** are more often sought after by **Magic** users. Finally, the **blue skills** are **defensive skills** and benefit all classes equally.

- **Critical Hit**—Your attacks will do 150% the damage it would have done under normal circumstances.
- **Double Attack**—In a single hit, you will perform two attacks. This is especially handy as the skill improves. This stacks with Critical hit, meaning that you have a chance to perform two Critical Hits in a single attack!
- **Dodge**—Increases your chance to dodge an attack. Dodged attacks do no damage to you.
- **Block**—Increases your chance to block an attack with a shield. Blocked attacks do no damage to you.
- **Critical Blast**—Your offensive spells will do 150% the damage it would have done under normal circumstances.
- **Critical Heal**--Your healing spells and First Aid skill will heal 150% the damage they would have done under normal circumstances.

## 9. Trade Skills

Trade skills form an interesting alternative to hunting monsters. In Ashen Empires, you have the chance to make your own weapons, armor, and tools. Trade skills reward both success and failure. So even if you aren't good at a particular trade skill, you have the opportunity to advance. If your goal is to make money, provide items for your friends, or even just to play in a stress free environment, consider the trade skills as a source of fun.

**A quick note:** By default, the option of “Single Item Usage” is turned on. This restricts some actions to only effecting one item in a stack at a time. For example, if you are milling a stack of 100 logs, you will mill each log one at a time. If you find this too slow (or if you have a LOT of items you want to process), consider disabling single item usage. Press the escape key. Click on the “Game Options” button. On the left side of the window, clear the check mark beside “Enable Single Item Usage”. You will now process stacks of items by 5 instead of 1.

### 10.1 Crafting Knowledge Test



Occasionally, you will see a window pop up in the middle of the screen while you are crafting. This is called the Crafting Knowledge Test. It is there to prevent automated programs from allowing players to gain experience while not at the computer. The test is pretty simple and will appear less often the more you take it.

When the window appears, you will see a row of pictures at the top and a row of pictures at the bottom. Click on the pictures at the bottom of the window that match the pictures in the top row.

If you mess up, you will have to wait 5 minutes before you can continue your trades. So be very careful where you click.

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## 10.2 Alchemy



Alchemy is the process of turning raw materials into something more valuable. In Ashen Empires, alchemy is used to create various potions with different effects. Alchemy is a trade skill that belongs to Magery so it's only fitting that aspiring magic users at least dabble in this art. However, it is a difficult art to learn and even more so to master, borrowing it's abilities from hunting, carpentry, and farming alike.

Alchemy is a lot like Mixing in that you'll need a recipe in order to make something useful. You can find a list of recipes on the Mage's Forum and the Crafter's Forum. The recipes are level specific, so start with small things that require low level ingredients (bat ears, scorpion stings) and work your way up. Most recipes for healing and curative potions require you to have Enchanted Bloodroot. Bloodroot is grown by farmers and then enchanted using the Enchant Flora nature spell.

Once you have your recipe, you'll need a mortar. Mortars are made out of Fine Wood, a resource that can only be obtained once you have level 30 Lumberjacking. You'll also need a skilled carpenter to make one for you. Place your ingredients in your mortar and then use the mortar on a boiling cauldron. Boiling Cauldrons are usually found in magic shops. If the Cauldron is not boiling, click on it to set it boiling. If you are unable to make the potion, you will receive the message "You are not skilled enough to make [your potion]" (where [your potion] will be replaced by the one you're trying to make). This means you need to level up some more before attempting the recipe again. If you are able to make the potion, in a few seconds you'll receive either a message stating that you failed ("You are not skilled enough." Technically, you are.) or you succeeded in brewing a potion. You can brew up to five potions per attempt, depending on your skill level.

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## 10.3 Agriculture:

### Foraging, Planting, Harvesting

Agriculture is the farmer's trade. Without farmers, cooks would not be able to make their foods, brewers would not have their ingredients for beer, tailors would not have cotton (or malacanth) to make clothes from, and alchemists would be hard put to find a good supply of bloodroot. It is an important skill set and one that requires little to no combat.





### 10.3.1 Foraging



Foraging is used to gather seeds for farming. There are a lot of seeds to find and a lot of places to look for them. To forage, you will need a foraging stick. Place it in your backpack and use it on small shrubs, grasses, and flowers. If you receive the message “You cannot forage here.”, then you are not clicking on the right square. If you receive the message “There is nothing to forage here.”, then the spot has no more seeds to give. Each plant can be foraged more than once until “There is nothing to forage here.” appears in your chat window. You can forage up to a maximum of 5 seeds at once.

As you gain skill in Foraging, you will be able to forage magical seeds and components. At level 25, you can forage Malacinch seed which is used for making magical clothing. At level 45, you can forage Dolas Fern (if you have the Talazar's Revenge expansion) which is used to imbue malacinch cloth for more powerful magical clothing. At level 70, you will be able to forage Bitterwood Ash and Mandrake Seeds from the plants that grow in Lava flow areas (like Hell and Scorched Island). These are used to create powerful potions using alchemy.

Magical items that boost your foraging skill include:


	Foraging Smock
	Heavy Foraging Stick
	Enchanted Foraging Stick
	Divining Rod (tells you how many times you can forage a particular area)

### 10.3.2 Planting



Once you have your seeds, you will need to plant them. For this, you will need a shovel and a farming field. Go to a farming field (which looks like a bunch of rows in a bit of dirt) and use your shovel to dig a hole in one of the rows. Then, click on the seed you wish to plant. Finally, click on the hole you just dug. If you succeed, you'll receive the message "A seed has been planted." If you fail, then you'll receive the message "You cannot seem to get the seed planted."

Magical items that boost your planting skill include:



	Farmer's Almanac (only has to be in your backpack to receive the boost)
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### 10.3.3 Harvesting



Most plants can be picked by using the space bar while standing next to it. However, there are a few plants that require you to use a scythe in order to reap the rewards. These are your basic "grain" crops which are Barley, Wheat, Sugar, and Cinnamon. We call them grains because (with the exception of barley) they can be milled into other components used for other skills (mainly for cooking and brewing). Successfully harvested crops will yield exactly one bundle or bushel of your crop along with a few seeds. Grain crops are excellent ways of making money in the beginning.

Magical items that boost your harvesting skill include:

	Farmer's Almanac (only has to be in your backpack to receive the boost)
	Scythe of Ulthien

## 10.4 Blacksmithing:

### Mining, Smelting, Iron Forging, Iron Repair

Blacksmithing is a staple among many MMOs and forms one of the most familiar links to trade skilling for all new players. In Ashen Empires, Blacksmithing is broken down into three different steps. Once you've gone through the process, you'll find that as a Blacksmith you can create some very powerful weapons and armor for yourself and your friends. Only a little amount of combat is involved, although at higher levels it may take a team to ply your trade.

## 10.4.1

**Mining**

The raw material for blacksmithing is Iron Ore. And the only way to get it is to mine for it from the rocks and mountains of the land. To start, you'll need a pickaxe. Take your pickaxe to a mountain or boulder. Click on the Pickaxe and then click on the mountain or boulder. You'll know if you aren't in the right place if you receive the message "You cannot mine there." If the area has no iron ore to offer, you'll receive the message "There is nothing to mine here." If, however, there is something to mine there you will begin to mine. In a few seconds, you'll receive a message telling you whether you have succeeded in finding some ore or whether you failed and found no useful material. You can mine up to 5 Iron ore at a time.

Skilled miners are able to mine magical ores for more powerful weapons and armor. At level 30, you'll be able to mine thrallenite ore. At level 45, you will be able to mine the red crystals in the lava flow areas (such as Hell or Scorched Island) for sulfur and the occasional Brimidian ore. At level 70, you will be able to mine the black crystals in the lava flow areas for obsidian and the occasional Talenite ore. Both sulfur and obsidian are used in alchemy, so save those if you know a good alchemist.



If you have the Talazar's Revenge expansion pack, then you can mine three additional types of ore. Silver ore, Gold ore, and Dark ore are three types of metal used in jewelry making. Silver ore makes up the basis of jewelry making, while Gold ore and Dark ore are both used to make stronger, magical jewelry. Gold ore can be mined at level 45 and Dark ore can be mined at level 70.

Magical tools that increase your mining skill include:

	Stonebiter Pick
	Miner's Helm
	Orc Mining Helm 

## 10.4.2 Smelting



Once you have your ore, it needs to be smelted into ingots before it can be made into useable items. To do this, you will need to find a forge.

Once you have found a forge, click on the bellows to light it. Then click on the iron ore you wish to smelt and use it on the lit forge. In a few seconds, you'll receive the message "You have smelted 1 iron ore." if you succeeded or "You have ruined the material" if you failed. As you develop your smelting skills, you will fail less and less. It is good advice to save your magical ores for a highly skilled smelter.

You can choose whether you want to smelt 1 ore or 5 ore at a time by enabling or disabling single item usage, located in the Game Options menu.

Magical items that increase your smelting skill include:

	Smelter's Gloves
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## 10.4.3 Iron Forging



Now that you have the ingots to work with, you can start making forged items. To do this, you will need a blacksmith's hammer. With your ingots in your backpack, find an anvil (usually located near an iron forge). While standing next to the anvil, click on your blacksmith's hammer and then on your iron ingots. A list of items that you can craft will appear. Click on the item you wish to forge. After a few seconds, you will receive a message whether you have succeeded or failed in crafting the item. The newly crafted item appears in an empty spot in your backpack, so make sure you have some room. If you don't have enough room, the crafting menu will not come up until you make some room.

Crafting magical weapons from Brimidian and Talenite ingots are different. You cannot craft items out of these using a simple anvil. To make things from Brimidian ingots, you will need to find an obelisk. Obelisks are usually in the nooks of mountain valleys or on special islands. To make things from Talenite ingots, you will need to find a Rune Spire. Rune Spires are dangerous places usually surrounded by high level Demons, Hell Spawn, and other nasty monsters. When making things from Talenite, make sure you have a team with you to bring your freshly forged weapons and armors back in one piece.

Magical items that increase your Iron Forging skill include:

	Veldan's Hammer
	Anvil of Veldan

#### 10.4.4 Iron Repair



A good option for repairing your iron or metallic gear is to use your skill in Iron Repair. For this, you will need a blacksmith's hammer. Unless you are trying to repair magical gear, you do not need to be a blacksmith to repair in this manner.

Click on your hammer and then use it on the item you want to repair. If the item cannot be repaired, you will receive the message "This item cannot be repaired with that." If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message "This is not in need of repair."

To repair magical items using iron repair, you will need to use Veldan's Hammer. Monsters like Termigon Warriors and Shamblers are known to drop these as treasure. You will need to have 20 iron forging in order to use Veldan's Hammer, so develop your skills as a blacksmith if you wish to repair your items in this manner.

Magical items that increase your Iron Repair skill include:

	Veldan's Hammer
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#### 10.4.5 Iron Salvaging



If you have the Talazar's Revenge expansion pack, you can salvage metallic items for the ingots they're made out of. This is especially useful for those who want to conserve their iron ingots or obtain magical metal ingots without going through the process of mining and smelting them.

To salvage metal items, you will need metal salvaging tools. Click on the metal item you wish to salvage. These are usually swords and heavy armors. If the item cannot be salvaged, you will receive the message "You cannot use those tools on that." If you can salvage the item, you will begin to hammer at it. After a few seconds, you will receive a message telling you whether you have succeeded in recovering some ingots or if you have destroyed the item. All salvaged items are destroyed after your attempt so be very



careful about what you want to salvage. Powerful items that require high levels will often times give you multiple ingots. To salvage magical items, you will need Veldan's Tongs.

Magical items that increase your Iron Salvaging skill include:

	Veldan's Tongs
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#### 10.4.6 Gold Repair



The only way to repair golden armors and weapons is by using this skill. Gold repair will repair Golden Armor, Golden bows, Golden shields, Golden swords, and *some* jewelry. To start, you'll need a set of Goldsmith tools.

Gold repair works much like Iron repair. Click on the Goldsmith tools and then click on the item you wish to repair. If the item cannot be repaired, you will receive the message "This item cannot be repaired with that." If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message "This is not in need of repair."

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### 10.5 Cooking:

#### Mixing, Baking, Roasting, Brewing

Eating food in Ashen Empires provides bonuses such as extra strength, extra health, and even stamina and health regeneration. Cooking is a good support skill to consider if you like remembering recipes. Best of all, there's hardly any combat involved.

### 10.5.1 Mixing



Mixing is a recipe trade skill. That means in order to make anything useful, you need to know the right recipe in order to make the right products. You can find a list of recipes on some of the spoiler sites along with what you will need. All recipes are combined in a mixing bowl and stirred with a spoon. So you will at least need a mixing bowl and a mixing spoon. Also, buy yourself a bucket and a milk bottle since all the recipes require one of the two liquids.

A quick note about measuring: All the recipes call for one cup portions (i.e. 1 cup of flour mixed with 1 cup of water makes plain bread). All bags of ingredients (flour, sugar, and cinnamon) are exactly one cup. A bucket holds exactly four cups of water. A milk bottle holds exactly four cups of milk. You could buy a measuring cup and pour your ingredients and liquids into a measuring cup before you put them into your mixing bowl if you like. But knowing this can save you the extra steps.

Once you have your recipe, combine the ingredients in a mixing bowl. PLEASE BE CAREFUL TO REMEMBER EXACTLY WHAT YOU'VE PUT INTO YOUR MIXING BOWL AS THERE IS NO WAY TO FIND OUT ONCE THE INGREDIENTS HAVE GONE IN. This is very important, as many a cook has ruined a good beef stew by adding too many potatoes and carrots. If you succeed, you will receive a message like "You have made 1 bread dough." As you improve, you will get more than one food item per bowl (with a maximum of 5). If you fail, you will receive a message that says "You are not skilled enough. You destroy the mixture." It doesn't really mean you can't make the food you want. Rather, it means that you didn't make it this time. So try again.

Magical items that boost your mixing skill include:

	Silver Spoon
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### 10.5.2 Baking



Once you have your food properly prepared and mixed, you'll find that you can't quite eat it. After all, who wants to eat plain bread dough or uncooked beef stew? Take these partially finished creations to a lit oven. If the oven isn't lit (Cold Oven), click on the oven to light it. Click on the item you wish to bake and then click on the oven. In a few seconds, you'll have piping hot food that you can serve to friends.

Pies and Cakes require you to have a cake knife before serving them. Cake knives can usually be found in any general store (the one with the picture of a bag). Click on the cake knife and then click on the pie or cake you wish to slice. Pies slice into eight slices. Cakes slice into ten slices.

Wedding Cakes are made by baking each cake tier individually. Once you have three Wedding Cake Layers, click on one layer and then click on another layer to combine them. Finally, use the remaining layer on the 2/3 finished wedding cake to make a complete Wedding Cake. Use a cake knife to separate the layers for slicing.

Magical items that boost your baking skill include:

	Chef's Hat
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### 10.5.3 Roasting



If mixing isn't your thing, or you would rather limit your pantry to something you had to kill before you could eat it, then roasting is a good alternative. There are a few creatures in the wild that leave behind meat that you can roast. These include spiders, snakes, bats, bears, deer, rabbits, sheep, and wolverines. You could also try your luck at fishing or oystering. Oysters are Talazar Revenge items.

Once you have your meat, take it to an oven or start a campfire using some kindling. Click on the meat you wish to roast, then on the oven or campfire you wish to roast over. In a few seconds, you'll have some food to chow down on for very little preparation time.

Magical items that boost your roasting skill include:

	Chef's Hat
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### 10.5.4 Brewing



Brewing is an interesting skill and probably one of the most overlooked ones. An accomplished brewer can make the tastiest and most powerful of beers, ales, and stouts that you find in nearly every tavern. Brewing is another recipe trade skill and requires a few more tools to get it working.

To start, you'll need a Brewing Kettle which is found in most tavern stores. All beers require sugar, hops, malt syrup, yeast, and water—particular flavors using varying amounts and types of these. Finding all the different varieties of hops (bitterness, aroma, and flavor hops) will require you to travel between different cities. No one city sells all three varieties of hops (at the moment). Malt syrup can be turned into Barley Malt or Wheat Malt by adding the grain directly to the syrup. Both malt syrup and yeast packets are usually found in the same shops that sell your brew kettles.

Brewing requires a specific order in the way you add your ingredients. To start, first add your water. Then add the hops and malt syrup. Finally, add your sugar and yeast. Once all these ingredients are in, use your brew kettle on a lit oven. If successful, the brewing process will start and you will have a kettle with a metal cap on it. After some time has passed, you will be told that the beer has finished brewing. Click on the brew kettle and you will receive 32 bottles of your swill for your effort. You can drink these, give them to friends, or sell them to the local tavern for a tidy profit!

Magical items that increase your Brewing skill include:

	Drinking Horn
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## 10.6 Jewelry:

### Jewelry Making, Jewelry Repair, Jewelry Salvaging

Weapons and armor provide the basis for all combat. Tools and resources provide the basis for all trade skills. What Jewelry does is offer the player, whether hunter or crafter, bonuses and abilities to help in their skills. Jewelry in Ashen Empires offers players the chance to fine tune their characters for any situation. If you have the Talazar's Revenge expansion pack, you can even make your own jewelry! Whether you need extra resistance to combat damage or a buff to a particular stat, what type of jewelry you wear is often the first place to consider. There is very little combat involved, though jewelry-making closely follows the arts of the blacksmith.

#### 10.6.1 Jewelry Making



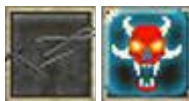
Jewelry Making forms the basis of the Jewelry profession. But in order to make jewelry, you will first have to obtain silver ingots. You can mine for silver in the Talazar's Revenge snow-capped area. Silver ore comes from the dull-green mountains (whereas the regular grey mountains will net you iron ore). Once you have your silver ore, you must smelt it into ingots. Buy yourself a set of Jeweler's Tools, and you're set to start making jewelry.

With your tools and ingots in your backpack, click on the tools and use them on your stack of ingots. A menu will pop up with the items that you can craft. Click on the item you wish to craft. After a few seconds, you will receive a message telling you whether you succeeded or failed in your attempt. If you succeed, the newly crafted item is placed in the first empty slot in your backpack. If you have no empty slots, the crafting menu will not appear. Make sure you have room in your backpack for your creations.

Magical items that increase your Jewelry Making skill include:

	Mystic Jeweler's Tools
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### 10.6.2 Jewelry Repair



Most jewelry can be repaired by magic. But magic isn't the only way to repair jewelry. Unless you are trying to repair gold or dark ore jewelry, you don't need to have skill in Jewelry Making.

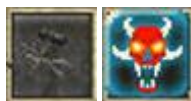
Click on the jeweler's tools and then click on the item you wish to repair. If the item cannot be repaired, you will receive the message "This item cannot be repaired with that." If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message "This is not in need of repair."

To repair gold and dark ore jewelry, you will need to find a set of Mystic Jeweler's Tools. Mystic Jeweler's Tools require you to have 20 Jewelry Making in order for you to use them. If you find that you rely on this way of repairing your items, you should invest some time in Jewelry Making.

Magical items that increase your Jewelry Repair skill include:

	Mystic Jeweler's Tools
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### 10.6.3 Jewelry Salvaging



If you have the Talazar's Revenge expansion pack, you can salvage jewelry for the ingots they're made out of. This is especially useful for those who want to conserve their iron ingots or obtain gold and dark ingots without going through the process of mining and smelting them.

To salvage jewelry, you will need jewelry salvaging tools. Click on the piece of jewelry you wish to salvage. These are usually rings and amulets. If the item cannot be salvaged, you will receive the message "You cannot use those tools on that." If you can salvage the item, you will begin to hammer at it. After a few seconds, you will receive a message telling you whether you have succeeded in recovering some ingots or if you have destroyed the item. All salvaged items are destroyed after your attempt. Powerful items that require high levels will often times give you multiple ingots. To salvage gold and dark ore jewelry, you will need Arna's Gilded Tools.

Magical items that increase your Jewelry Salvaging skill include:

	Arna's Gilded Tools
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## 10.7 Leatherworking:

### Skinning, Tanning, Leather Making, Leather Repair

Leatherworking provides the basis for making things out of the skins of animals. It's a very versatile class, offering skilled leather workers the chance to make bags and small containers, lightweight and medium weight armor, and a few weapons for those who like thrown weapons. It is one of the few trade skills that go hand in hand with hunting. If you like combat and you still want a bit of trade skilling, this may be the path for you.

### 10.7.1 Skinning



All good leather workers first need raw animal hides to work with. To do this, you will need a skinning knife. While you venture throughout the lands, you may notice that some monsters leave a red splat looking thing in their bodies. Some people describe them as a piece of cherry cobbler that got run over by a tank. These are carcasses. Click your skinning knife and then on the carcass to skin the monster. In a few seconds, you'll receive a message telling you if you succeeded and skinned some hides or whether you have failed and damaged your skinning knife. You can skin up to 5 hides at a time.

As your skill at skinning improves, you will be able to skin higher level creatures. These creatures give you a chance at skinning higher quality hides that are used in making magical leather goods. At level 30, you will be able to skin Ogres for hides as well as superior leather hides. At level 45, you will be able to skin Minotaurs and Hell Hounds for a chance at quality leather hides. At level 70, you will be able to skin Horned Devils, Death Tyrants, and even Hellspawn for a chance at flawless leather hides. At level 90, you will be able to skin Wyverns for Wyvern Sinews.

Magical items that increase your Skinning skill include:



Magic Skinning Knife

### 10.7.2 Tanning



Once you have your animal hides, you will need to tan them before you can work with them. Tanning vats are usually found outdoors near Leatherworking shops. Take your hides to one of these tanning vats. Click on your stack of hides and use them on the tanning vat. If you are successful, the hides will turn into leather. If you fail, then you ruin the hides and you'll have to go get more. By default, you will tan one hide at a time. To tan 5 hides at a time, disable Single Item Usage in the Esc->Game Options menu.

An alternative to finding a tanning vat is to use a tanning potion. Tanning potions can be found on the bodies of most monsters that drop other potions. To tan with a tanning potion, click the potion and use it on your skinned hides (instead of using the hides on the vat, as you would with a tanning vat). The advantage to doing this is that you don't need to be at a tanning vat to tan your hides.

Magical items that increase your Tanning skill include:



Potion of Tanning

### 10.7.3 Leatherworking



Now that you have your leather, it's time to shape it into something useful. For this, you will need a set of leather working tools and a leatherworker's bench. Leatherworking benches are usually found in shops that sell leather goods. With your tools and leather in your backpack, stand next to the bench. Click on the tools and use them on your stack of leather. A menu will pop up with the items that you can craft. Click on the item you wish to craft. After a few seconds, you will receive a message telling you whether you succeeded or failed in your attempt. If you succeed, the newly crafted item is placed in the first empty slot in your backpack. If you have no empty slots, the crafting menu will not appear. Make sure you have room in your backpack for your creations.

Crafting magical weapons from Quality and Flawless leather are different. You cannot craft items out of these at a simple leatherworking bench. To make things from Quality leather, you will need to find an obelisk. Obelisks are usually in the nooks of mountain valleys or on special islands. To make things from Flawless leather, you will need to find a Rune Spire. Rune Spires are dangerous places usually surrounded by high level Demons, Hell Spawns, and other nasty monsters. When making things from Flawless leather, make sure you have a team with you to bring your freshly made goods back in one piece.

Magical items that increase your Leather Working skill include:

	Magical Leatherworking Tools
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### 10.7.4 Leather Repair



One of many alternatives to repairing your leather armor and weapons is leather repair. To do this, you will need a set of leather working tools. Unless you are trying to repair magical leather gear, you don't need to be a leather worker to do this. You also do not need to be at a leatherwork bench in order to do leather repair.

Click on the leatherworking tools and then click on the item you wish to repair. If the item cannot be repaired, you will receive the message "This item cannot be repaired with that." If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message "This is not in need of repair."

To repair magical items using leather repair, you will need to use a set of magic leather working tools. Monsters like Termigon Warriors and Shamblers are known to drop these as treasure. You will need to have 20 leather working in order to use magic leather

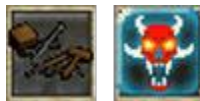


working tools, so develop your skills as a leather worker if you wish to repair your items in this manner.

Magical items that increase your Leather Repair skill include:

	Magical Leatherworking Tools
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### 10.7.5 Leather Salvaging



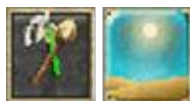
If you have the Talazar's Revenge expansion pack, you can salvage leather items for the leather they're made out of. This is especially useful for those who want to conserve their tanned hides or obtain magical leathers without going through the process of skinning and tanning them.

To salvage leather items, you will need leather salvaging tools. Click on the leather item you wish to salvage. These are usually light and medium armors. If the item cannot be salvaged, you will receive the message "You cannot use those tools on that." If you can salvage the item, you will begin to hammer at it. After a few seconds, you will receive a message telling you whether you have succeeded in recovering some leather or if you have destroyed the item. All salvaged items are destroyed after your attempt. Powerful items that require high levels will often times give you multiple leathers. To salvage magical items, you will need Asha's Auger.

Magical items that increase your Iron Salvaging skill include:

	Asha's Auger
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## 10.8 Runecrafting



Runes are a must have if you are a mage. In the past, you had to rely primarily on stores and various monsters in order to find runes. Now, with the Sands of Creation expansion pack, you can make your own. In addition, skilled runecrafters are also able to create totems that boost certain stats.

Runecrafting uses gemstones as its base resource. You can find gemstones by fighting and looting certain monsters. You also find gems while mining. When you have your gems, you'll need a Gem Mortar, sold in Lotor's Summer Palace, Khafra, or Rahura (the last two towns being accessible only from Lotor's Summer Palace).

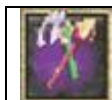


Like Alchemy, Runecrafting is primarily a recipe-based skill. You will need to find and use the right recipes to create the crystals you seek. Once you have your recipe, put the gems you want into the gem mortar by clicking on them and then clicking on the mortar. After adding your gems, click on the mortar and click on a nearby Runecrafting table in order to make a crystal. Once you have your crystals, you can use a runecrafter's tool on them to make runes.



In order to make totems, you need to have a totem mold. Totem molds are made from greater heartwood, so you will need to find a high level lumberjack and carpenter in order to obtain one. Totems also have specific recipes that you have to follow. Click on the crystals you want to use for the totem and then add them to the totem mold. After adding your crystals, click on the mold and then click on nearby Runecrafting table in order to make your totem.

Magical items that increase your Runecrafting skill include:



	Numinous Runecrafting Tools
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## 10.9 Tailoring:

### Spinning, Weaving, Sewing, Cloth Repair

Tailoring is a staple profession in Ashen Empires. Skilled tailors provide clothes for the many peoples of Ashen Empires as well as some magical clothing for wizards and archers. As most of the products are geared towards characters with low strength, it's a nice trade skill to pick up if you think you aren't going to go on the path of a warrior. With very little tools to buy and little to almost no combat involved, it's also a good alternative if you don't plan on hunting monsters for a living.

### 10.9.1 Spinning



Spinning is the first step to making any type of clothing. To spin, you will need cotton, wool, raw silk, or malacanth flax. Cotton can be foraged for and grown by farming. To get wool, you will need a pair of shears. Use the shears on a sheep to get tufts of wool. You can use them on the same sheep over and over. For raw silk, most spider-type creatures drop their raw silk when they die. Most tailors prefer to stick to low level spiders and spider queens for stocks of raw silk. Malacanth flax, used for higher level magical clothes, can only be obtained from skilled farmers. See the farming section about obtaining Malacanth seeds.

Once you have your material, find a spinning wheel. Spinning wheels are found all over the land in houses, general stores, and clothing shops. Stand next to the spinning wheel, click on your material, and use it on the spinning wheel. In a few seconds, you will receive a message telling you whether you have succeeded in turning the material into string (or twine) or if you have failed and destroyed the material. By default, you can spin one piece of material into string at a time. To spin 5 pieces at a time, disable Single Item Usage by going to the Esc->Game Options menu and clearing the check mark beside the option.

### 10.9.2 Weaving



Once you have your string (or twine), you have to weave it into cloth before you can start making clothing out of it. To do this, you will need to find a loom. Looms are usually found in the same rooms as spinning wheels or close by. Stand next to the loom, click on your string, and use it on the loom. The loom will start working. In a few seconds, you will receive a message telling you whether you have succeeded in weaving the string into cloth or if you have failed and destroyed the string. By default, you can weave one string into one cloth at a time. If you want to weave 5 strings at a time, disable Single Item usage.

### 10.9.3 Sewing



Now that you have your cloth, you need a pair of scissors to turn it into clothing. Get yourself a pair of scissors and use them on your stack of cloth. A menu will pop up with the items that you are able to make out of the material that you are using. If you are just starting out, you will not be able to make anything out of wool or silk at least until level 4. Start with cotton cloth.

Once the menu pops up and it displays items that you can craft, click on the item you wish to make. In a few seconds, you will receive a message telling you whether you have succeeded in making your item or if you have failed and destroyed the material. New items are placed in the first available empty slot in your backpack. Make sure you have room in your backpack for your new items, or the menu will not come up.

Magical items that increase your Sewing skill include:

	Mystic Scissors
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#### 10.9.4 Cloth Repair



An alternative for repairing your cloth items is by using Cloth Repair. While not as fast as magic or potions, it is cheap and easy. And unless you are trying to repair magical cloth items, you do not need to be a tailor in order to repair your items using this method.

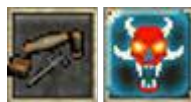
Click on the scissors and then click on the item you wish to repair. If the item cannot be repaired, you will receive the message “This item cannot be repaired with that.” If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message “This is not in need of repair.”

To repair magical cloth items, you will need to find a pair of Mystic Scissors. Mystic Scissors require you to have 20 Sewing in order for you to use them. If you find that you rely on this way of repairing your items, you should invest some time in sewing.

Magical items that increase your Cloth Repair skill include:

	Mystic Scissors
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#### 10.9.5 Cloth Salvaging



If you have the Talazar's Revenge expansion pack, you can salvage cloth items for the cloths they're made out of. This is especially useful for those who want to conserve their cloth or obtain magical fabrics without going through the process of spinning and weaving them.

To salvage cloth items, you will need cloth salvaging tools. Click on the cloth item you wish to salvage. These are usually clothes and light mage armor. If the item cannot be salvaged, you will receive the message “You cannot use those tools on that.” If you can

salvage the item, you will begin to hammer at it. After a few seconds, you will receive a message telling you whether you have succeeded in recovering some cloth or if you have destroyed the item. All salvaged items are destroyed after your attempt. Powerful items that require high levels will often times give you multiple cloths. To salvage magical items, you will need Esabeth's Handloom.

Magical items that increase your Cloth Salvaging skill include:

	Esabeth's Handloom
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## 10.10 Wood Working:

### Lumberjacking, Milling, Carpentry, Wood Repair

Wood working is a vital trade in Ashen Empires. Skilled wood workers are able to make a variety of weapons and arrows, as well as many large containers. There is hardly anyone in the game that hasn't required the services of a good carpenter at some point or another. There will be combat involved, but only while you are trying to gather logs during your lumbering trips. If you like Archery, this might be the trade skill for you.





#### 10.10.1 Lumberjacking

To start with wood working, you'll need wood. And to get wood, you'll need a Lumberjack Axe. With your lumberjack axe in your backpack, find a tree you wish to chop. Click on the lumberjack axe and use it on the base of the tree. If there is wood to chop, you will begin chopping the tree. If there is not, you will receive the message "There is nothing to chop here." If you receive the message "You cannot chop that.", make sure you are using the axe at the base of the tree and that the tree isn't a palm tree (palm wood doesn't make for good weapons). You can chop up to 5 logs at a time.

You can get regular logs from the green and brown trees you see dotted across the land. As you grow in skill, will be able to chop some Fine Wood logs from these trees at level 30. At level 45, you will be able to chop some of the larger trees for Gnarled Logs (which yield double the amount of planks than regular logs) and the occasional Heartwood log. At level 70, master lumberjacks can chop the largest heartwood trees for Greater Heartwood logs.

There are also some trees in the land that appear dead and twisted. Chopping these trees yields kindling instead of logs. Kindling can be used to start a campfire to roast meat over. To start a campfire, place a piece of kindling on the ground and click it. Be careful when picking up kindling; clicking an entire stack of kindling will start a campfire. As it begins to die, you can use kindling from your backpack to keep the fire going.

Magical items that increase your Lumberjacking skill include:

	Felling Axe (doubles the number of logs per chop)
	Logging Axe

### 10.10.2 Milling




Skilled carpenters can make only a few things from logs. For larger weapons, shields, and containers, you will first need to mill your logs into planks. Since you can't make anything out of planks before you are level 5 in carpentry, you might want to wait before milling your logs.

To start, you will need a saw. Click the saw and use it on the logs in your backpack. In a few seconds, you will receive a message saying whether you have succeeded in creating the wood planks or failed and ruined the material. By default, you can saw one log at a time. To saw five logs at a time, disable Single Item Usage by going to the Esc->Game Options menu and clearing the check mark beside the option.

At this point, you might want to enchant your wood planks. Enchanted wood planks are used to make special ammunition for archers. To enchant your wood planks, you will need to have at least level 10 in your nature skill and a 2 rune staff or wand. You can only enchant one wood plank at a time.

Magical items that increase your Milling skill include:

	Two-bladed Saw
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### 10.10.3 Carpentry



After you've gathered your logs and milled them into planks (if you're just starting carpentry, don't mill your logs just yet), you can work with them to produce your goods. For this, you need a set of Carpenter's Tools. With your tools in your backpack, click on the tools and use them on your stack of logs or planks. A menu will pop up with the items that you are able to craft. Click on the item you would like to craft. After a few seconds, you will receive a message telling you whether you succeeded or failed in your endeavor. If you succeed, the new item is placed in the first available empty slot in your backpack. So make sure that you have space in your backpack before you start crafting. Otherwise, the menu will not come up.

Crafting magical items from Heartwood and Greater Heartwood are different. You cannot craft items out of these just anywhere. To make things from Heartwood, you will need to find an obelisk. Obelisks are usually in the nooks of mountain valleys or on special islands. To make things from Greater Heartwood, you will need to find a Rune Spire. Rune Spires are dangerous places usually surrounded by high level Demons, Hell Spawns, and other nasty monsters. When making things from Greater Heartwood, make sure you have a team of skilled friends with you.

Magical items that increase your Carpentry skill include:



Carpentry Toolset

### 10.10.4 Wood Repair



One of your options to repairing your wooden weapons and shields is to use Wood Repair. To utilize this skill, you will need to use a set of carpenter's tools. Unless you are trying to repair magical wooden items, you do not need to be a carpenter to repair items using Wood Repair.

Click on the Carpenter's tools and then click on the item you wish to repair. If the item cannot be repaired, you will receive the message "This item cannot be repaired with that." If you can repair the item, you will begin to hammer at it. After a few seconds, you will receive a message telling whether you have succeeded in repairing the item or whether you have failed and damaged it a little more. Do not worry about failure. This can be fixed with more repairing. Keep repairing the item until you receive the message "This is not in need of repair."

Repairing magical items requires the use of a Magical Carpenter's Toolset. To use one of these, you need to have level 20 Carpentry. If you find that you rely on Wood Repair to repair your items often, consider picking up Carpentry for a trade skill.

Magical items that increase your Wood Repair skill include:

	Carpentry Toolset
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### 10.10.5 Wood Salvaging



If you have the Talazar's Revenge expansion pack, you can salvage wooden items for the planks they're made out of. This is especially useful for those who want to conserve their wood planks or obtain magical wooden planks without going through the process of lumberjacking and milling.

To salvage wooden items, you will need wood salvaging tools. Click on the wooden item you wish to salvage. These are usually shields, polearms, bows and crossbows. If the item cannot be salvaged, you will receive the message "You cannot use those tools on that." If you can salvage the item, you will begin to hammer at it. After a few seconds, you will receive a message telling you whether you have succeeded in recovering some planks or if you have destroyed the item. All salvaged items are destroyed after your attempt. Powerful items that require high levels will often times give you multiple planks. To salvage magical items, you will need Acheron's Miter.

Magical items that increase your Wood Salvaging skill include:

	Acheron's Miter
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## 11. Suggestions for Playing on Valinor

The following are only suggestions and not hard-fact rules to follow. As you develop your character(s) and discover the world of Ashen Empires, you will find different ways of doing things based upon your own experiences, and choose the paths that lead you to your own end goals.

To help start you on your way, here are some very basic suggestions:

1. When you first arrive on the Island, talk to every NPC you see. Some have valuable information about playing the game, some have quests that you can choose to do. Some will even give you weapons, armor, and tools to help get you started. These are invaluable to a new player, so don't miss these free opportunities.
2. Take a few moments to learn about the game interface. Look through the various windows, click a few buttons, and get an idea how to do the basic functions. Experiment with the different options for movement, until you find the option that suits you the best.
3. Hunt what you can kill. Directly south of the castle you will find some low-level creatures to kill. Bats are probably the easiest to kill, so whack a few and get to know how combat works. If you get in trouble, just run back to the castle. The guards will help you. However, you won't get experience points or be able to loot anything off monsters that guards hit.
4. Develop your fighting skills. Regardless of what you want your character to be (fighter/mage/crafter) you are going to need to learn to fight. Even if you only plan to craft, there will be times when you are attacked by monsters while collecting resources. So it's good to have at least one fighting skill. Start off by taking a quest from any of the combat trainers or mage trainers. You are going to be killing monsters anyway, so you might as well get some credit (and a nice quest reward) for it while you're at it!
5. Experiment with different character types. Valinor is the perfect place to decide what you really want to be or do in the game. Experiment with more than one character, using different "builds" (characters with different stats). Remember that you can always delete the characters you don't like before you end up putting too much time into them.
6. Ask for help. Don't be afraid or ashamed to ask for help! If you are having a hard time completing a quest or just can't seem to get those goblins killed (before they kill you)...ask around and see if there is another player that is on the same quest and needs help too! Remember, this is a multiplayer game.

7. Explore as much of Valinor as you can. Explore as much, if not *all* of the map. You will have to do some quests before you can get to the eastern portion of the map, but over there you will find more challenging monsters and even more quests to do, so it is worth your time discovering and doing the quests that will allow your entry to that side of the island.
8. Don't be too anxious to leave too soon. Valinor is a place of learning. Use it to your advantage! Experiment with the different trade skills too. If nothing else, talk to the trainers and get the tools you will need for crafting. Remember too, that you can expand the amount of inventory your bank can hold by crafting some containers. Carpentry and Leatherworking especially have items you can make at very low levels that will give you extra inventory space. Just remember, not every item will fit inside every container!
9. Choose single item usage for greater experience. Although it takes more time, you might want to select single item usage while crafting. You get the same amount of XP (experience points) if you roast 1 bat wing or 5 bat wings at a time. So if you have 20 bat wings, and roast them 1 at a time, you will get the same XP 20 times. But if you roast 5 at a time, you will only get the XP 4 times.
10. Items marked "No Drop" means that you can not drop them, sell them, or trade them to other players or NPC's. On Valinor, most of the items you find will be "No Drop" (such as armor/weapons you may loot from monsters). This was done so that players can't just give new players everything they need and to encourage new players to learn how to get things themselves. Once you leave Valinor and reach the Mainland, most of the treasure you will find is available to trade or sell.
11. Collect and sell all drops for gold. If you are planning on becoming a paying subscriber and leaving Valinor, you will need some gold once you get to the Mainland. The monsters are a bit tougher, and you will want better armor/weapons. These cost money. Usually, 20,000 gold will get you off to a good start on the Mainland. That may sound like a lot, but if you sell all the monster resources (bat wings, spider legs, etc), you will be amazed how quick your gold grows, especially if you roast them. Just remember, there might be a quest or two for these items, so talk to the NPC's around town before you just start selling monster resources.
12. Join a party. It is possible to "solo" your entire way through everything on Valinor (except for the two big Boss Monsters; you will definitely need help killing them). Don't be afraid to ask for help! Besides, this will give you an opportunity to learn how to work with a team, and learn the team window interface.
13. Last but not least, remember, you are here to have fun!!! It can sometimes get frustrating when you are learning a new game. If you are getting frustrated, just relax, come to the bank and have a chat or maybe do some crafting or something.

## 12. Leaving Valinor

Once your character has reached at least level 7, you may journey on to the mainland. All of your belongings and stats will carry over with you, so there is no need to worry about leaving anything behind.

You will find the Valinor Steward in the east part of town. Speak to him and he will ask you which town you would like to travel to – Silvest (Human), Krog (Orc), or Whisperdale (Elf). Once you have made your suggestion, step through the portal and in the blink of an eye, you will find yourself on the mainland. Be sure that you are ready to leave Valinor. Once you have departed, you can never return on that character.

You do not need a paid subscription to leave Valinor. However, playing without a paid subscription will place some limits on your abilities. This is referred to as a “Bronze” level subscription.

Bronze players only earn 10% of the normal experience rate. Bronze players are limited in what they can loot and craft. They cannot trade or party with other players. They cannot engage in player vs. player (PvP) combat unless they are attacked.

Keep in mind that when you leave Valinor, you will lose a few of the protections that the tutorial island provides. When you die on the mainland, any item in your backpack that is not a “No-drop” item will be left in your corpse. You will have to go back to where you died in order to retrieve those items. Also, if you are on the PvP server, you will be open to attack from other players. If you do not want to participate in player versus player combat, please keep this in mind and try the non-player versus player server instead.

## 13. Subscribing to Ashen Empires

Ashen Empires is moving towards a free to play system. We think that this is great for players who want to enjoy our game without having to worry about paying for an annual subscription. With this change in service, Iron Will Games also introduced an in-game store. Through this store, players can make small micro-payments for tiny bits of content that help improve the playing experience.

In this system, players buy tokens. Each token is worth about five cents. Tokens are available in various quantities, allowing players to buy as few or as many tokens they need at a time. They are also transferable, meaning that players can trade their tokens or give them as gifts.

There’s not enough room in this guide to cover everything about tokens and the Ashen Empires store. However, there is a guide available that has more details. You can find the Ashen Empires Store guide at



## 13.1 Purchasing Tokens

You can purchase tokens for your account by going to the Pixel Mine Secure Site. Log in to your account at <https://secure.pixelminegames.com/AccountLogin.aspx> . After you have logged in, click on the “Store” button to purchase tokens from Pixel Mine. Once your purchase is approved, your tokens will be credited to your account. You will see them on your account page as well as at the bottom of the in-game store screen.

To be eligible to purchase tokens, you must validate your email address and update your account information. Until doing so, the store will not allow you to purchase tokens.

## 13.2 Subscriptions

Subscriptions apply towards all characters on an account. There are two places to purchase the subscriptions, from the website or the in game store.

If in game, first click on the amount of time you wish to buy from the store. Then, click the buy button. Once the tokens are deducted, the button  should appear. Click on the  button to use the subscription and add subscribed time to your account.

You can also purchase subscription time from the website. [Log in](#), choose Store, then choose “Browse the Store.” Make sure Ashen Empires is selected as the game, then sort the list by subscriptions available to you at that time. Add the subscription time to your cart, and proceed through the store as directed.

**Note:** Both ways described above will only add time to your account. To set up reoccurring subscriptions, visit this secure site page:

<https://secure.pixelminegames.com/storesubscriptions.aspx>.

Subscriptions currently come in the following amounts:

Subscription Period	Cost (in tokens)
One Day	10
Three Days	25
Seven Days	50
One Month	120
Three Months	345
Six Months	660

### 13.2.1 Subscription Levels

Ashen Empires accounts will be separated into four levels. All levels are represented by an in-game icon next to a player's name. There are no disadvantages to having any subscription level, except for the Bronze level. The icon appears next to all characters on that account.

- Bronze—A Bronze icon indicates a player who does not have an active paid account (Silver or Gold). Bronze players may explore the entire world, including the 2 expansion areas (if they have those expansions active on their account).
- Silver—A silver icon indicates a player who has an active account, but has paid for a period of less than one consecutive month.
- Gold—A gold icon indicates a player with a current active Ashen Empires account with 30 or more consecutive days paid.
- Diamond—A diamond icon indicates a player who has been a subscriber (at gold or silver level) for 6 continuous months. Rock on!