

Getting_started



So, ye want to live here on Teiravon, eh? Hope ya taken your decision well and not lightly. Teiravon is different, ye know. Many come here but that doesn't mean everybody likes it. The only thing I can say is that I like it here. I would never say it's all tidy or you gonna meet only friendly people, ya know? But then again, you are going to spend some time here, fair enough to give you some hints to actually survive. So, let me clarify a chunk of things to get things goin'... First things first: When you start the game, hit "play". Now Teiravon can be chosen in the address field of the server selection window, use **cluster1.shardsonline.com:5009**.



When entering Teiravon with your first character, it appears well possible, that you even don't know where to go – and you probably even don't know HOW to go. So, let me explain. There are two ways of movin' around. One is using your W-A-S-D keys and one using your mouse.

Character Selection

You are allowed to create up to four characters but it might be wise to start with only one, maybe two



pe and maybe one crafter type). There is no difference in terms of your attributes if you chose a male or a female character. Also, at this time there is not too much difference which “class” you chose. Your skills etc. will all start the same. It's maybe just the equipment that will be provided that is somewhat different - but honestly, the difference really isn't that big and it will definitely not hinder you if you should chose a different path. After all, character progression takes place in terms of training skills not in terms of choosing a “class” like in other MMOs. However, for beginners starting out, a melee fighter is better than a caster as it is easier to start gaining your first money with melee. As a caster one needs to keep in mind that casting costs reagents and in the beginning your available money actually is not sufficient to pay for the reagents you need. That'll take some time.

Selecting the Starting Town



At the start of Closed Beta there will be four starting towns available. Two of them were already available at final Alpha: Eldair and Valus. The two towns that will be new can be seen in more detail in the recent developer round table that is available on Twitch

TV<https://www.twitch.tv/videos/204521813>. One of the cities will be found in Pyro's Landing in the lower left corner of the world map. The second new town will be found Helm, just to the opposite of the world map, i.e. the upper right corner.

While all of the starting Cities will provide the relevant Shops, trainers and crafting stations the focus of the towns will attract slightly different characters. This is still a tuning subject and even Citadel Studios aren't finally decided yet, which focus which city will have in the end - but there will be some.

Movement and Camera

W-A-S-D keys allow you to move up, left, down, right – independent of the direction you're a facin'. Click two keys at the same time and the character chooses the “middle” direction of the two keys which allows you to go into eight directions – but still that's relative to the camera. You can turn your camera by clicking on the mouse-wheel and moving the mouse left or right – got it? Like this ye'll be able to move into any direction. Scrolling the wheel let's ya zoom in and out. However, 'e may as well hold the right mouse button down and move around freely (you'll see what I mean If only you tried-c'mon). Easy, eh? I hope so!

The Menu



If you want to change things like this, press the escape button on your keyboard and your menu will come up. Optionally, ya can click on the gear-wheel at the bottom of the screen. Click on “Controls”. From here you can change a bunch of things for ya mouse and Keyboard. Not gonna explain all of it, ya will have to learn yourself. Settings gives you control over the sound volume as well as the music volume. It lets you define the scale of the UI items, resolution and some more stuff... When clicking “Help” on the menu there is just a minor remark in the communication window in the lower left corner of the user interface. Basically, it tells you to use the /help command for more info on help. Booooring! But, well, decide yourself. Bug Report is something you may want to use when something in your world in Teiravon appears wrong. Well, this is handmade. There may be some bugs SO WHAT? The more ya let us know the sooner they will be gone, got it? Stuck is something nice.

Besides that item in the menu there’s also the option to type “/stuck” in the Command line interface. If you don’t move for 15 secs afterwards, you will be teleported to another place in the zone. Cool stuff, if ye are really stuck. But man! Even cooler: This is a way of fast travel in this world. So, get to know it and understand which zone has which stuck location. You will never want to miss it in the future, believe me. Finally, there is Logout and Exit Game. Guess what? Logout lets you log out and Exit Game shuts down the game. Whoah! Well, nothing too fantastic here. Your character will stay for some time in Teiravon before he actually will be logged out when you chose any of those two options. Just so ye know. Logout in a safe spot! So far so good for the menu.

Inventory



On the lower right side of your UI you will see a backpack. This is your inventory. If not reassigned, ye can open and close the backpack with the “b” hotkey. If you have a look inside, you shall quickly find out that your backpack isn’t really the place where the term “organization” has its real origin. But ye shall find out. Once ya opened it, ya can enlarge it pressing the “+” button below or reduce its size on the UI by pressing the “-” button. The “x” button (who would have guessed that) closes the inventory. You will at some stage realize that it becomes a real mess. And you won't be able to do too much about it. But here comes the magic: In the middle under the backpack (which can be dragged around the UI by the way) is a little triangle formed gem that ye can click to open an itemized overview. This gives ya a much better structure to find things and you can right click the line items to actually pick the respective item in ya backpack. You have different ways of sorting and filtering that should suit all of ya needs.

Please note that there is a limit for the number of items you may store in your backpack. However, if

you pack some of your belongings into a sack inside the backpack, all that stuff in the sack is only considered one item. Guess what: ye can store more items in the backpack utilizing sacks. But then again, that won't let ye become a real hoarder yet. In terms of weight, there's another limit. That limit depends on your strength. It's somewhere 300-370 which is cool, since on the vanilla client it's at least 100 less.

Interaction with items and NPCs

To interact with the world, hover your mouse over items and NPCs and right click them. A radiation menu will come up that allows you to interact, sometimes in many different ways. It actually is really self explanatory. However, sometimes there are also other options, such as

Dead foes can be quick looted when left clicking and pressing "ctrl" at the same time.

The local banker will happily open your banked inventory for you when you just say "bank" in his close vicinity (see also: Banking further down below)

Hold the "shift" key pressed to see mob names and health bars.

Hold the "ctrl" key to see all items names displayed in the vicinity.

Clicking on items in a shop will allow you to buy them. Valid objects will be indicated by a coin purse when hovering the mouse over them. Have a look around as often there are also crates or other containers that contain additional buyable items. Simply click to open the container and look inside.

Targeting some NPC or mob can be done by either left-clicking on it or by using the tab-key (clicking the tab key more than once allows clicking through the different targets in the vicinity. However, be careful with targeting a mob when in combat mode which can be toggled by pressing "space" or the two crossed swords in the lower section of the UI. They have a blue background when not in combat and a red background when in combat mode. Be careful simply because your character will happily attack anything you managed to target (if you're close enough), including NPCs such as the banker. And guess what, they don't like it and in this particular case you will get insta-guard-whacked and drop your inventory. It happened to most of us already.

Ingame communication

The only way to chat with other players in-game is by using the chat window in the lower left corner of the UI. Normally, the only option is to actually "say" something to your vicinity. Click into the command line and type some text. When you hit enter, the text will appear above your head for some time as well as on the chat windows for players in that close vicinity. Clicking into the command line is very important as otherwise the typing will be interpreted as a sequence of hotkeys and again you may end up fighting someone simply because you used the "space" bar which you know toggles the combat mode. So be careful with that. But then that also explains other players doing some weird stuff when actually you would expect them talking to you. They simply might have missed clicking onto the command line before. And unfortunately, pressing the "enter" key before typing doesn't do the trick.

Besides the “say” command, there are a few other options to speak in a group or in a guild. If grouped or gilded, you may switch the option to the left of the command line. However, there seems to be no way (yet) to talk to another player privately like e.g. a tell command in other games. Also shouting or a “/ooc” has not been implemented (yet?).

Mounts

There's the goal to have many different mounts for players to use (even though maybe Ostartds will not be among them). However, currently only horses are mountable. Ye may either find horses out there in the wilderness (it really isn't very tough) and tame them by right clicking and choosing the respective option. But this requires some skill in animal taming. Any character can start taming horses and train the taming skill like this. So, ye will fail a bunch of times before ye actually have the luck and enough skill to get the horse tamed. That said, failing basically doesn't do anything except training the animal taming and the animal lore skill. The horse will be tamable again directly after a failed attempt and it won't become angry or disappear at some stage. Just go on until you're lucky. Normally this should be somewhere around 7-12 taming skill. Currently, the animal lore skill seems not to affect taming a horse at all.

For players that can't be bothered taming a horse for themselves (or simply because they can't waste a single point on animal taming) there's also the option to buy a horse at the next stable of your choice. Simply interact with the stable master or click on one of the horses next to him to buy it. Be aware though that stable masters on Teiravon (as opposed to stable masters on the vanilla Legends of Aria server) also sell pack horses, which are not intended for riding but provide additional inventory capacity, helpful for gatherers on Teiravon.

The final option to obtain a horse would be to buy one from another player. Since horses can be transferred, it is possible to sell / buy them.

Horses have a bunch of attributes as well, ye can see that when you right click them and check their stats. It is said that the Teiravon horses differ but it's left to explore for the players in which way - so I am not going to spoil it here.

Please note that tamed Horses also have HP like any tamed creature does. As such they can be killed by attacking mobs or players, so be careful. Finally, please note that horses like other animals may be healed. However, when using e.g. bandages, this requires the veterinary skill.

Horses can be dismissed and also be released. While the dismissal currently immediately puts a statue of the horse into your inventory to be able to get it back in 1:1 size when needed again. On the other hand, releasing a horse causes the horse to vanish without getting it back, ever. There is no rollback or undo for this, so think twice before doing it.



For all tamed creatures and thus including mounts there is a new command “/pets”. After typing this into the command line (assuming you have at least one unmounted pet with you) a menu comes up that allows you to perform a bunch of commands to your pets. If you have more than one pet, there will also be the option to perform commands on all pets instead of just one selected pet. Also you can see its individual health status (HP) and select individually as your target by clicking on the little picture and thus you are able to keep overview and heal in a fight.

Banking

All towns and townships have a Banker where you can store things that you don't want to or just can't carry around. While in your backpack, depending on your strength, you can only carry a weight of up to 300-350, your Bank account can hold up to a weight of 1500. And the good thing is, wherever you are going to the local banker, he will always open the same account for you, meaning if you are traveling from Eldeir to Valus, all of your items in your bank account are already there! It's one global account, not different local accounts. And they come without a charge - now, that's what I consider service! And of course, it's totally safe, there is no way of stealing for others, as long as it's in your account chest.

When standing close to the banker, opening your bank account can be achieved by either using the banker's dropdown menu or by simply saying "bank" which makes it easy to have a hotkey for it.

Navigating across Teiravon



If ye have a look at the upper right part of the UI, ye will see a mini-map of the area close by with yaself in the center of the map. The map will rotate if ye rotate the camera. A bigger map can be seen when pressing "m". It shows ye where ye are and ye are able to add way-points by clicking the right mouse button at a

specific location on the map. Ye will also be able to see ya house (if ye own one) and any of ya

corpses (if not decayed yet). See the example to the right where the white house on the map indicates ya home and a skull indicates a corpse of ya.

Besides using the maps, ye can also use the `/where` command. It will tell ye the region address (e.g. AzureSky.NewCelador.UpperPlains) and the exact location as three coordinates: west-east (the lower, the more west), height and north-south (the lower the more south). Finally, it tells ye the direction ye are facing (0-360 degrees).

The exact location as a combination of three values is unique across all regions. The location (0, 0, 0) is somewhat near to the `/stuck`-location in central Upper Plains (somewhat southeast of it). The red arrow of the char on the map to the right indicates this exact location (0, 0, 0). `/where` allows for some good navigation. Also, it allows players to inform others about certain places such as a good shop or a certain place of interest.

Questing

Questing is a topic that has not been addressed in detail yet (neither by Citadel Studios nor by the Teiravon developers). It will, however, most likely come somewhere in the future. Meanwhile, you may want to consider doing some treasure hunting.

Your first fights

Ah, ye have chosen to fight now, get some prestige and ultimately, become famous. Good choice. Get rid of all the nasty scum out there!



For ya first fights ye may want either to find some training dummy where ye should be able to train ya skills up to a level of 20. In Eldeir the training dummies can be found outside Eldeir south of the PVP arena. In Valus they are between the town carpenter and blacksmith.

If ye don't like training dummies at all, there are some chickens in each town which will do the same trick. If that is too boring as well, have a look outside town to find a local cemetery (examples are northeast of Eldeir, south of Valus and south of Oasis). They have some skeletons and ghouls that can be fought rather easily. But still be careful in the beginning, they can add and become an issue for an initiate.

Other examples are the local sewers one can be found in Eldeir next to the bank (look out for some coal trap doors at the eastern wall of the inn) and another in Valus just outer side of the northern wall (head down the wooden stairs like 50m northeast of the Valus banker and enter the pipe).

Target a foe by left clicking on it or using the “tab”-key to switch between the next targets and toggle your combat mode. Ye can do this with ya “space” bar. Keep in mind to have a proper weapon equipped. If ye didn't change anything on the key-bindings yet (which ye can do) ye should have special weapon abilities bound to the “q” and “e” keys. They are quite effective, but they need stamina to use. The weapon ability will trigger with ya next attack if ye have sufficient stamina.

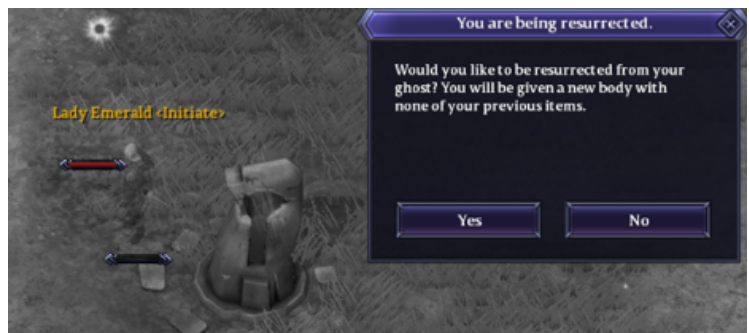
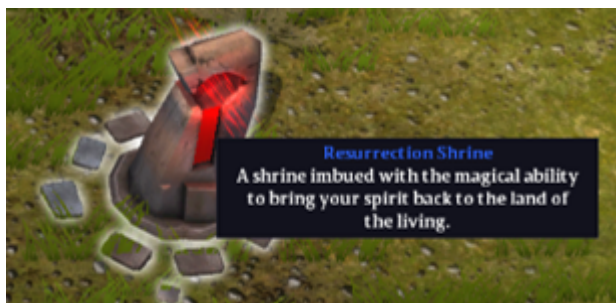
If ye need to heal during the fight, ye may either cast “heal” (if ye are a caster and have the spell available) or use a bandage (each Initiate starts with 5 bandages). However, note that during that time no other attack is possible, and even worse, it may be interrupted by ye opponent.

Don't be too frightened. As long as ye still have the “Initiate” state (whenever ye login ye should still have the little wisp light following ye - once it's not reappearing, ye will have lost the initiate state) it's not a problem at all if ye die. Ye will keep all ya belongings.

If ye need to heal after a fight or even need to flee (ya opponent was too tough), get to a safe spot and maybe create a campfire. Each Initiate starts with a tinderbox with 5 uses. It's really wise to use the campfire in the beginning as healing and gaining mana at a campfire works really quick. Just note that a campfire extinguishes, if there is a fight near - so don't fight next to the campfire or ye will need to make a new one. The good thing is that a campfire lasts for quite some time (1h?).

If ye managed to kill ya foe, ye can loot its corpse. Right click on the corpse and choose either “open backpack” or “loot all”. Also ye may keep “ctrl” pressed and left click the corpse for quick looting. But note that coins can become very heavy at some stage and ye may not be able to loot more.

Some mobs can be harvested for meat or hides. To be able to do so, ye need a hunting knife in ya backpack. Right clicking the corpse will give the option to harvest, if it is possible.



If ye died, ye will leave ya corpse and become a ghost (ye will realize it easily as ya UI will turn black and white) and before ye can do anything else, ye need either to get resurrected by someone who is experienced enough and can cast resurrection or (most likely) ye need to head to the next resurrection shrine. Look onto ya minimap in the upper right corner of the UI and ye will see a skull representing ya corpse and either a little white gem representing a resurrection shrine or at least one or more blue arrows at the border of the mini map indicating the direction to the next resurrection shrine. Head to the next shrine (no one will fight ye while ye are in that state). Once there, ye will be informed by a small popup window indicating that you can be resurrected now. Click “yes” to get resurrected. If ye are still initiate, all ya stuff will be with ye.

After resurrection, ye will be at full health and stamina, but out of mana. To regain mana, ye've got to wear the right clothes (granting mana over time) or create a campfire. Also, heading to a hearth will work. A campfire created by someone else will not work unless they are part of your group.

At some stage, when the system thinks ye are progressed enough, ye will automatically lose the “initiate” status. At that stage, dying will start to matter as ye will drop most belongings on ya corpse.

It will remain there for 15 mins unless someone else decides to loot it. So be quick.

Commands

All of the commands below can be entered into the window in the lower left part of the UI (i.e. the Command Line).

/help: provides a list of the "/" commands except the emote commands

/help actions: provides a list of all emote commands (or actions)

/allegiance: guild faction chat

/autoharvest: let's you auto harvest resources in the world if you left click on them (default: on)

/bugreport: brings up a window for a bug report

/checkfaction: not operational at the moment

/custom: brings up your custom window which allows you to define your own commands

/deletechar: let's you delete your currently active character (has a safety check to avoid mistakes)

/dig: let's you dig into the floor if you have a shovel equipped (and actually can dig at the current place)

/g: guild chat

/group: toggles your chat window to speak in group chat (if grouped)

/groupautoloot: let's split everything evenly among your group members (you need to be the leader of your current group)

/groupinvite: Invite a player to your group

/guild: Allows you to create your own guild, you need to provide a guild name

/hunger: currently broken, supposed to tell you about your current level of hunger

/invite: Invite a player to your guild (you need to be in a guild)

/karma: Displays your current karma level

/listgroup: list all players in your group (you need to be grouped)

/leavegroup: let your character leave his current group (if grouped)

/options: opens another options window (currently somewhat empty)

/petcheck: Displays your active number of pet slots, lists the pets in stall and the remaining slots in stable

/pets: starts your pets window (if you have any unmounted pets with you)

/playtime: displays the total online time (real world days, minutes, hours) of the current character

/quest: brings up your quest tracker window

/r: reply to a tell

/release: releases your selected pet

/remount: let's you remount your mount (you must have been mounted on that mount during the current session before)

/say: let's you say something to your vicinity

/stats: Displays your character's most important current stats

/tame: let's you try to tame a target

/time: lets you know the in-game day and time

/title: brings up your player title window

/trade: let's you define a near trade partner and starts your trade window

/where: Tells you where your character is: Region and exact location, also in which direction your character is facing

/who: lets you know who is online (temporarily disabled)

101 player guides

Once there are good player guides available, we will add them here. This will most likely also involve Video streams. However, for the time being I have chosen not to provide a stream as the UI will change in beta.

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