PLAYER'S MANUAL

Britannia Survivors

Up to 25 players. Fifteen minutes. One moongate home.

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CHAPTER I

Welcome to Britannia

The short version

Britannia Survivors is a survival game for up to 25 players in the world of Ultima Online. Monsters pour in from every side and your character fights on its own. Your job is to move, choose your upgrades, collect treasure and decide when to run for the moongate.

1

Prepare

Pick one of ten classes and choose what to carry from your bank. Anything you bring can be lost.

2

Drop in

Up to 25 players start far apart on the edge of a huge land. You have 15 minutes.

3

Grow

Attacks fire on their own. Kill monsters to level up and pick a new reward every level.

4

Loot

Grab weapons, armor, reagents, gems and gold from monsters, chests and champions.

5

Extract

Reach an open moongate and stand in it. Everything you carry goes home to your bank.

The one rule to remember: if you die, you lose everything you brought into the match and everything you found. If you extract, you keep all of it.

Other players are in the same land with you. You can work together, ignore each other, or fight. Your gear, gold, pets and class mastery are saved to your character between matches.

Four realms. Everyone starts in **Britannia**. Slay the great beast at the heart of a realm and the next one opens: **the Frozen Isle**, **the Shadowlands** and finally **the Infernal Isle**. Each is harder than the last, with richer loot and rare crafting materials you can't get anywhere else.

CHAPTER II

Getting Started

Your character and the bank

Make a character

Type a character name and password, then press **Create Character**. Next time, use the same name and password with **Log In**. Your character holds everything: gold, bank, gear for every class, pets and mastery.

The login screen.

The bank screen

Between matches you are at the bank. This is where you pick a class, dress your character and decide what to risk.

1. Choose your class
2. Class details, passive and abilities
3. Your character, wearing your loadout
4. Equipped gear for this class
5. Supply pack: consumables you bring
6. Bank, Vendor, Stable, History and more
7. Your bank box
8. Party code to share with friends
9. Find a match with random players
10. Play only with yourself or your party
11. Your gold
12. Sound effects and music volume

Three ways to play

Find Match

Random matchmaking. Fills the match with up to 25 players: you, your party and anyone else searching. If not enough people are found, the match starts after about 35 seconds anyway.

Start Private Match

Only you, or you and your party. Good for practice, co-op runs with friends, or learning a new class.

Play with friends

Press **Create Party** and share the 5-letter code. Friends type it and press **Join**. The party leader starts the match. Party members can never hurt each other.

You can never be locked out. Every class gets a free *newbie* starting weapon if its weapon slot is empty, and basic supplies (bandages, reagents, arrows, trap parts) are topped up for free before each match. Newbie items can't be sold or looted.

CHAPTER III

Controls

Keyboard, mouse and touch

W A S D	Move. Your attacks fire automatically.
Z X C	Pick a level-up reward (or click the card).
Q	Apply a bandage.
R	Drink a cure potion.
G	Throw an explosion potion at your cursor.
Y	Open the emote menu.
V	Toggle war mode (lets you harm other players).
Alt	Hold to show the names of all loot on the ground.
1 2 3 4	Cast your abilities by hand. Right-click a slot to switch its auto-cast on or off.
M	Switch auto-aim (nearest enemy) and mouse-aim (toward your cursor).
E	Drink a heal potion.
T	Drink a refresh potion.
F	Pick up the nearest item, open a chest, mine or chop a resource node, or trade with a wandering merchant. You can also click them.
Tab I	Open your paperdoll and backpack to swap gear mid-match. To drop something, right-click it and choose Drop (you can drop part of a stack), drag it out of the window onto the ground, or Shift-click it.
Enter	Chat. Players nearby and your party see it.
Mouse wheel	Zoom the camera in and out.

Auto-aim or mouse-aim? Auto-aim swings or shoots at the closest enemy, which is easiest for most players. Mouse-aim fires toward your cursor, which is better for spell placement and fighting other players. Manual ability casts (1–4) always aim at your cursor.

Phones and tablets

The game works on phones and tablets with touch controls. Turn your device sideways for the best view. Tap **FULLSCREEN** to hide the browser bars, or add the game to your home screen (browser menu → *Add to Home Screen*) to open it full screen like an app.

1. Movement stick (anywhere on the left half)
2. Abilities: tap to cast, hold to toggle auto-cast
3. Bandage and potions
4. LOOT: grab the nearest item or open a chest
5. Peace/war, aim, backpack, sound, music, chat, fullscreen
6. Minimap

Move: put your left thumb anywhere on the left half of the screen and slide. The stick follows your thumb, and pushing it only a little walks slowly.

Abilities: tap a round button to cast it at the nearest enemy (or the way you're walking). Press and hold a button to turn its auto-cast on or off.

Loot: tap an item on the ground or a chest, or press **LOOT** to grab the closest one. **LOOT** also mines ore, chops trees and opens a merchant's shop when you stand next to them.

Several things at once: the game reads every finger separately. Keep your thumb on the stick while you tap a potion, cast an ability or press **LOOT** with your other thumb. Buttons react the moment you touch them.

Backpack: tap **PACK**, then tap any item to see its details with Equip, Use and Drop buttons. For stacks you can choose how many to drop.

Level up: tap the card you want. **Zoom:** pinch with two fingers on the right side.

Chat & emotes: tap **CHAT** to type a message, or **EMOTE** to pop an emote over your head.

CHAPTER IV

Reading the Screen

The in-match display

1. Health
2. Mana
3. Active buffs and conditions (poison, slow, root…)
4. Time left in the match
5. Moongate status: when the next ones open, or where the nearest open one is
6. Minimap: moongates (blue), champion altars (squares), bosses and other players
7. Message feed: gates opening, hordes, bosses, deaths
8. Elite monster (gold name)
9. Level-up choices
10. Your four ability slots
11. Bandages and potions with counts
12. War mode, aim mode, backpack, sound and music on/off
13. Experience bar, level and kills

Names and colors

- **Green** names are you, your party and your pets.
- **Blue** names are other players who haven't done anything wrong.
- **Grey** names are criminals. **Red** names are murderers.
- **Gold** names with a glowing ring are elite monsters.
- **Large red** names with a title are bosses.

Numbers

White, orange, blue, green and purple numbers are your damage (physical, fire, cold, poison, energy).

Yellow numbers are critical hits.

Red numbers are damage you take, and the screen flashes red.

When your health is low the edges of the screen pulse red.

Watch the ground. Before big attacks, monsters mark the area. A red circle that fills up is about to explode. A red wedge is a dragon's breath. A red strip is a charge. Step out before it fills.

CHAPTER V

The Match

15 minutes to get rich or die trying

Timeline

Hordes are rings of monsters that close in on every player or group of players at once. Near the lair boss they are much smaller, so the boss stays the real fight. Monsters also get tougher every minute, and late in the match stronger monster types start showing up even in the outer ring.

The land

The Wilds

The grassy outer ring where everyone starts (gold dots). Rats, skeletons, orcs, zombies, spiders, harpies and brigands. The safest place to be.

The Haunted Marches

Swamps and ruins. Ogres, trolls, ettins, elementals, liches, gargoyles and terathans. Better loot, much more danger. The eight champion altars (red squares) are here.

The Burning Wastes

Volcanic ground in the middle. Daemons, dragons, drakes, titans, reapers and balrons. Only for strong, well-equipped characters.

The Wyrm's Lair

The very center. At 7:00 the Ancient Wyrm or the Shadow Wyrm wakes up here.

The land is surrounded by sea. You can't leave the island.

Moongates and extraction

Standing in a moongate. The blue bar is your extraction progress.

Moongates open at **4:00**, **8:00** and **11:30** and stay open for about a minute and a half. The **final gates** open at **13:30** and stay open until the end. Bigger matches get more gates. When they open you hear a ringing bell chord and a banner appears; the top of the screen and the minimap show where they are.

Walk into a gate and stay inside for **3.5 seconds**. Taking damage **slows** your progress (the bar turns orange), so clear the monsters around you if you can, and keep an eye on other players camping the gate.

When you extract, everything you are wearing and carrying goes home with you. Any pets you tamed go to your stable.

A rare **Recall Rune** lets you leave from anywhere: use it, then stand still for 10 seconds without taking damage.

Death

When you die, all of your gear and backpack drops on the ground where you fell, and anyone can pick it up. You go back to the bank with nothing from that run. You still earn half the mastery experience.

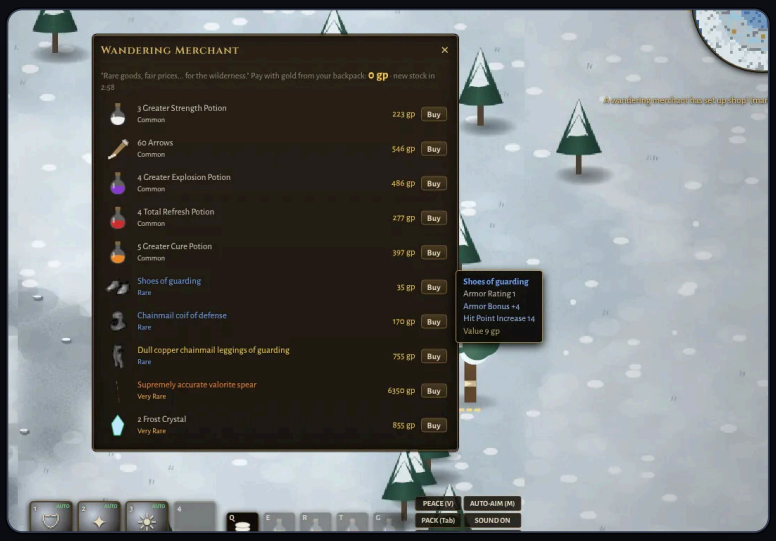
Time running out

At 15:00 the moongates close for good. Anyone still inside is lost to the void and loses everything, just like dying.

Treasure chests

Wooden chests are scattered across the land. Purple chests in the middle hold the best treasure. Press **F** next to one and stand still for about 2 seconds to open it. About one chest in four is **trapped** and explodes for a quarter of your health. Rogues and Trappers open chests almost instantly and never set off traps. Chests contain gold, gear, reagents, gems, potions and sometimes a Recall Rune.

Wandering merchants



A wandering merchant's stock. Colors show how rare each offer is.

From **1:00**, wandering merchants set up shop somewhere in the Marches or the Wilds (one for every six players or so). A gold **$** marks them on your minimap. Walk up and press **F** (or tap **LOOT**) to see what they sell.

Merchants are expensive: supplies cost four to six times the town price. You pay with gold **from your backpack**, so the gold you pick up during the match is what you spend. Their stock comes in four grades: **Common** (potions, bandages, arrows), **Rare** (magic gear, recall runes), **Very Rare** (legendary gear, rare crafting materials) and, now and then, **Extremely Valuable** (an artifact or a Power Scroll).

Every **3 minutes** each merchant packs up, moves somewhere new and restocks. Each item can only be bought once, so whoever pays first gets it. Merchants never fight and can't be harmed.

Champion altars

Eight altars stand in the Haunted Marches, two for each champion. When you come near one, it starts calling monsters from its theme (spiders, lizards, daemons or the undead). Each kill near the altar lights a candle. After **70 kills** the champion appears.

Champions are bosses with special attacks. Beating one drops a pile of rare gear and a **Power Scroll**, which raises your class's mastery cap when you extract with it.

Semidar, Champion of the Abyss, rising from her altar.

The lair

The Ancient Wyrm breathes fire at a Summoner and her daemon.

The lair boss is the toughest fight in the game. It breathes, summons drakes, calls down meteor storms and quakes the ground. It drops the most loot in the match and two Power Scrolls.

> **The key to the next realm.** Everyone who hit the lair boss, or was close by when it fell, unlocks the next realm. You keep the unlock even if you die before reaching a moongate.

CHAPTER VI

The Four Realms

Every realm harder than the last

The game has four realms. Each one is its own land with its own ground, trees, monsters, champions, lair bosses and weather. You pick the realm on the **Play** panel before you start a match. In a party, the leader picks, and every member must have unlocked that realm.

Locked realms show a padlock and what you need to do to open them.

How hard is each realm?

Realm	Monster health	Monster damage	Experience	Gold	Luck	Mastery XP
Britannia	×1	×1	×1	×1	+0	×1
The Frozen Isle	×1.6	×1.35	×1.3	×1.35	+40	×1.25
The Shadowlands	×2.4	×1.75	×1.65	×1.8	+90	×1.55
The Infernal Isle	×3.4	×2.2	×2.1	×2.4	+150	×1.9

Champions and lair bosses get a smaller boost than ordinary monsters. Your pets and summons also grow stronger in harder realms. Luck improves every item that drops for you.

THE LOST LANDS

Britannia

Rolling grass, dark forests and the dragon lair at the heart of the land. Where every adventurer begins.

Lair boss
The Ancient Wyrm or Shadow Wyrm

Champions
Mephitis, Rikktor, Semidar, Neira the Necromancer, Barracoon the Piper, Lord Oaks

Weather
None

Rare material
None

Unlock
Open to everyone

REALM OF ICE

The Frozen Isle

Snowfields and glaciers ruled by frost trolls, ice wraiths and the White Wyrm. Blizzards sweep the island and slow everyone caught outside.

Lair boss
The White Wyrm or The Frost Colossus

Champions
Glacius the Frozen, Tsukuyomi, Mephitis, Neira the Necromancer

Weather
Blizzards

Rare material
Frost Crystal

Unlock
Help slay the lair boss of Britannia

REALM OF DEATH

The Shadowlands

A rotting marsh under a black sky. Plague beasts, doom knights and the Abyssmal Lord lurk in the dark. Darkness falls in waves and shrinks how far you can see.

Lair boss
The Abyssmal Lord or The Bone Wyrm

Champions
Ilhenir the Stained, Mordrax, Neira the Necromancer, Semidar

Weather
Darkness

Rare material
Shadow Essence

Unlock
Help slay the lair boss of The Frozen Isle

REALM OF FIRE

The Infernal Isle

Ash, obsidian and rivers of lava. Chaos daemons, oni and the Inferno Dragon guard the hottest loot in the world. Meteors rain from the burning sky.

Lair boss
The Inferno Dragon or The Chaos Lord

Champions
Ignaxus the Molten, Akuma, Rikktor, Semidar

Weather
Meteor showers

Rare material
Infernal Ember

Unlock
Help slay the lair boss of The Shadowlands

Weather hazards

Blizzard

The Frozen Isle. Every couple of minutes a storm blows in for about 16 seconds. Everyone moves **22% slower** until it passes.

Darkness

The Shadowlands are always dim. When darkness falls (about 18 seconds) you can only see a small circle around you. Stay close to your party.

Meteor shower

The Infernal Isle. For about 12 seconds, meteors crash down around every player. Each one is marked by a red circle a moment before it lands, so keep moving.

Darkness falls over the Shadowlands.

Meteors falling on the Infernal Isle.

New champions

Each realm has its own champions (some old ones visit the harder realms too). They work the same way: fill the altar with 70 kills and the champion rises.

Barracoon the Piper

Champion of Vermin

The rat king of Britannia. Shoots fast arrows, calls swarms of vermin, blinks and charges.

Lord Oaks

Champion of the Forest

A walking forest. Roots you in place, heals his minions, calls lightning and spreads choking spores.

Glacius the Frozen

Champion of Winter

A giant of living ice. Freezing novas, rings of ice shards and ground-shaking slams that knock you back.

Tsukuyomi

Champion of the Moon

A moon-crazed werewolf lord. Very fast, charges and blinks, and howls up packs of snow wolves.

Ilhenir the Stained

Champion of Plague

A bloated plague daemon. Leaves clouds of plague on the ground, rains poison and spawns plague beasts.

Mordrax

Champion of Bones

A bone horror that charges through crowds, bursts into storms of bone and raises skeleton armies.

Ignaxus the Molten

CHAMPION OF FLAME

A molten daemon wreathed in flame. Burns everything near him, rains meteors and leaves pools of lava.

Akuma

CHAMPION OF THE ONI

The oni warlord. Charges and blinks around the battlefield and summons oni, kitsune and ember fiends.

New lair bosses

The White Wyrm

TERROR OF THE FROZEN ISLE

Lair boss of the Frozen Isle. Frost breath, freezing novas, rings of ice shards and frost drakes.

The Frost Colossus

HEART OF WINTER

Lair boss of the Frozen Isle. A towering ice giant whose slams send you flying, with crystal crawlers and frost trolls at its call.

The Abyssmal Lord

HORROR OF THE SHADOWLANDS

Lair boss of the Shadowlands. Drains life from everyone around it, spreads plague and raises the dead.

The Bone Wyrm

SHADOW OF DEATH

Lair boss of the Shadowlands. A dragon skeleton that breathes frost, bursts into bone storms and calls bone wyverns.

The Inferno Dragon

LORD OF THE INFERNAL ISLE

Lair boss of the Infernal Isle. Fire breath, rings of fire, meteor storms, lava pools and hiryu.

The Chaos Lord

HERALD OF THE ABYSS

Lair boss of the Infernal Isle. A giant armored daemon with a burning aura who charges, rains meteors and opens chaos gates.

Monsters of the Frozen Isle

Outer ring

Frost Ghoul

Frozen Skeleton

Ice Serpent
poisons

Frost Imp
ranged, flies

Frost Spider
ranged

Ghoul

Harpy
flies

Zombie

Savage

Orc

Middle ring

Frost Troll
regenerates

Crystal Crawler

Moon Lycan
charges

Ice Wraith
casts spells

Snow Ogre

Ice Elemental
ranged

Wraith

Skeletal Knight

Ettin

Air Elemental
casts spells

Lich
casts spells

Inner ring

Glacial Brute

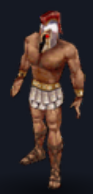
Wanderer of the Void
casts spells

Frost Drake
breathes cold, flies, tameable (2 slots)

Ice Fiend
casts spells, flies

Skeletal Dragon
breathes cold, flies

Elder Dragon
breathes energy, flies



Titan
casts spells

Ogre Lord

Reaper
casts spells

Wildlife

Snow Wolf
tameable (1 slot)

Polar Bear
tameable (2 slots)

Great Hart
tameable (1 slot)

Hind

Frenzied Ostard
tameable (1 slot)

Rune Beetle
casts spells, tameable (2 slots)

Dire Wolf
tameable (1 slot)

Cu Sidhe
tameable (2 slots)

Frost Drake
breathes cold, flies, tameable (2 slots)

Monsters of the Shadowlands

Outer ring

Blood Tick

Bog Thing
poisons, regenerates

Quagmire
ranged

Shade

Skeleton

Zombie

Mongbat
flies

Ghoul

Middle ring

Plague Beast
poisons, splits

Impaler
poisons, charges

Ravager

Naga Sorceress
casts spells

Dark Knight

Lich Lord
casts spells

Wraith

Spectre

Mummy

Bone Knight

Blood Elemental

Dread Spider
casts spells, poisons

Inner ring

Abyssmal Horror
casts spells

Bone Wyvern
breathes cold, flies

Doom Knight
charges

Bone Daemon
casts spells

Reaper
casts spells

Skeletal Dragon
breathes cold, flies

Succubus
casts spells, flies

Balron
casts spells, flies

Wildlife

Giant Rat
tameable (1 slot)

Bog Thing
poisons, regenerates

Alligator
tameable (1 slot)

Giant Toad
tameable (1 slot)

Giant Serpent
poisons, tameable (2 slots)

Hell Hound
breathes fire, tameable (1 slot)

Giant Beetle
tameable (2 slots)

Nightmare
casts spells, tameable (2 slots)

Chimera
breathes fire, tameable (3 slots)

Monsters of the Infernal Isle

Outer ring

Lava Scorpion
poisons

Ember Fiend

Lava Lizard
breathes fire, tameable (1 slot)

Kappa

Imp
casts spells, flies

Hell Hound
breathes fire, tameable (1 slot)

Fire Elemental
casts spells

Middle ring

Fire Naga
casts spells

Magma Crab

Lava Serpent
breathes fire

Wyvern
poisons, flies

Oni
charges

Ember Gargoyle
casts spells, flies

Bone Crawler

Gargoyle
casts spells, flies

Inner ring

Chaos Daemon

Pit Fiend
casts spells, flies

Serpentine Dragon
breathes fire

Hiryu
flies, charges, tameable (3 slots)

Daemon
casts spells, flies

Balron
casts spells, flies

Fire Drake
breathes fire, flies, tameable (2 slots)

Dragon
breathes fire, flies, tameable (3 slots)

Titan
casts spells

Wildlife

Lava Lizard
breathes fire, tameable (1 slot)

Hell Hound
breathes fire, tameable (1 slot)

Bull
charges, tameable (1 slot)

Bake Kitsune
casts spells, tameable (2 slots)

Nightmare
casts spells, tameable (2 slots)

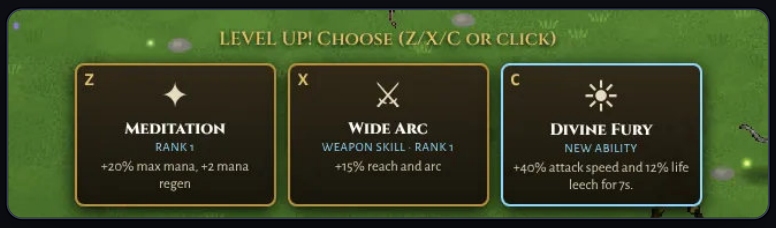
Hiryu
flies, charges, tameable (3 slots)

Chimera
breathes fire, tameable (3 slots)

CHAPTER VII

Leveling Up

Getting stronger during a match



Level-up choices appear above your ability bar.

Killing monsters gives experience, and so does a party member's kill if you are close by (half). Monsters give more experience the later it gets. Each level also makes you a little stronger on its own: **+3% damage** and **+2.5% health** per level, and you recover some health.

Every level offers **three cards** (four once your class mastery reaches 15). Press **Z**, **X** or **C**, or click one. The game keeps running while you choose, and extra levels wait in line.

New Ability

Learn another ability from your class. You can hold four.

Ability Rank

Make an ability stronger, up to rank 5.

Weapon Skill

Upgrade the skill path of the weapon you're holding, up to rank 3 per skill.

Boon

A general upgrade that works with anything.

Boons

- **Might** +8% damage · up to 5×
- **Vitality** +12% max health · up to 5×
- **Swiftness** +6% move speed · up to 4×
- **Focus** -6% cooldowns, +1 mana regen · up to 5×
- **Toughness** +6 armor, +3% all resists · up to 5×
- **Alacrity** +7% attack speed · up to 5×
- **Magnetism** +40% pickup radius · up to 3×
- **Fortune** +60 luck (better loot) · up to 4×
- **Meditation** +20% max mana, +2 mana regen · up to 4×
- **Regeneration** +1.5 health per second · up to 5×

Level-up rerolls come from class mastery: one reroll per match for every 5 mastery levels.

CHAPTER VIII

The Ten Classes

Who will you be?

Each class has its own starting weapon, passive bonus and set of abilities. Any class can use any weapon, but weapons from your class's skills deal **+20% damage** and others deal **25% less**. Each class also keeps its own equipped gear and supply pack, and levels its own mastery.

Spell words. Mages and paladins speak the old words of power when they cast, just like in Britannia. You'll see “Vas Flam” float over an Arcane Mage throwing a fireball, or “In Vas Mani” over a Summoner healing.

TANK WARRIOR

Knight

Plate-clad defender. Huge health, shields that block, holy magic that heals allies and smites undead. Holds the line while others work.

Skills
Swordsmanship · Parry · Chivalry · Tactics

Starts with
Longsword + Wooden Shield

Health / Mana
165 / 40

Passive
Parry: +15% block chance with a shield, +25% max HP, 10% damage reduction.

Best weapons
Swordsmanship, Mace Fighting, Polearms

Begins every match knowing **Shield Bash**.

Ability	What it does	Cooldown	Cost
Shield Bash	Bash enemies in front: 140% weapon damage and stun. Ranks: +25% damage, +0.2s stun per rank	7s	free
Provoking Shout	Monsters nearby must attack you; you take 30% less damage for 4s. Ranks: +5% reduction, +60 radius per rank	12s	free
Holy Light *"Dispiro Malas"*	Heal yourself and allies; burn undead and daemons. Ranks: +4% heal, +30 damage per rank	14s	15 mana
Consecrate Weapon *"Consecrus Arma"*	Weapon deals +25% damage (+50% more vs undead/daemons) for 8s. Ranks: +10% damage per rank	18s	10 mana
Charge	Charge forward, smashing and knocking back enemies in your path. Ranks: +20% damage, +40 distance per rank	9s	free
Divine Fury *"Divinum Furis"*	+40% attack speed and 12% life leech for 7s. Ranks: +8% speed per rank	25s	15 mana
Enemy of One *"Forul Solum"*	Consecrate the ground: enemies inside burn every second. Ranks: +12 dps per rank	16s	12 mana

DPS WARRIOR

Weapon Master

Two-handed axes and polearms, special moves like Whirlwind and Armor Ignore. Kills things fast, and sometimes people too.

Skills
Axemanship · Tactics · Anatomy · Bushido

Starts with
Double Axe

Health / Mana
140 / 30

Passive
Anatomy: +15% melee damage, +10% attack speed.

Best weapons
Axemanship, Polearms, Swordsmanship, Fencing, Mace Fighting

Begins every match knowing **Whirlwind Attack**.

Ability	What it does	Cooldown	Cost
Whirlwind Attack	Spin and hit everything around you for 150% weapon damage. Ranks: +25% damage per rank	6s	free
Armor Ignore	Next 3 attacks ignore armor and deal +60% damage. Ranks: +1 hit per rank	9s	free
Bleed Attack	For 6s your hits cause bleeding (50% weapon damage over 4s). Ranks: +15% bleed per rank	12s	free
Mortal Strike	Massive blow to the nearest enemy; target cannot heal for 5s. Ranks: +40% damage per rank	10s	free
Leap	Leap to the aimed spot and crash down in an area. Ranks: +30% damage per rank	11s	free
Berserk	+50% attack speed and +20% damage, but take 15% more damage. Ranks: +10% speed per rank	24s	free
Double Strike	Next 6 attacks strike twice. Ranks: +2 hits per rank	14s	free

PET MASTER

Animal Tamer

Tame the beasts of the wild during a match: wolves, bears, beetles, even drakes and dragons. Extract to keep them in your stable for future runs.

Skills
Animal Taming · Animal Lore · Veterinary · Herding

Starts with
Shepherd's Crook

Health / Mana
130 / 60

Passive
Animal Lore: pets deal +20% damage and have +20% health. 5 follower slots.

Best weapons
Herding, Staff Fighting, Archery

Begins every match knowing **Animal Taming**.

Ability	What it does	Cooldown	Cost
Animal Taming MANUAL	Channel on the nearest tameable creature to make it your pet (keep it by extracting!). Ranks: +10% success, faster taming per rank	2s	free
Veterinary	Heal all your pets by 30% and resurrect fallen pets nearby. Uses a bandage. Ranks: +8% heal per rank	10s	1 Bandages
Feral Roar	Pets gain +40% damage and +30% speed for 8s. Ranks: +10% damage per rank	18s	10 mana
Call of the Wild	Call a pack of wolves for 30s. Ranks: Dire wolves at rank 3, three at rank 5	22s	15 mana
Stampede	A herd of bulls charges through the enemies you aim at. Ranks: +1 bull, +20% damage per rank	16s	12 mana
Alpha Howl	Terrify nearby enemies (they flee) and heal your pets 15%. Ranks: +0.5s fear per rank	20s	10 mana

CONJURER MAGE

Summoner

Magery focused on summoning: Blade Spirits, Energy Vortex, the four Elementals and the dreaded Summon Daemon. Needs reagents.

Skills
Magery · Evaluating Intelligence · Meditation · Spirit Speak

Starts with
Spellbook

Health / Mana
110 / 120

Passive
Meditation: summons have +20% health & damage and last 25% longer. +2 mana regen.

Best weapons
Magery, Staff Fighting

Begins every match knowing **Summon Creature**.

Ability	What it does	Cooldown	Cost
Summon Creature *"Kal Xen"*	5th circle. Summons a random creature to fight for you. Ranks: Stronger creatures per rank	8s	12 mana · Blood Moss, Mandrake Root, Spiders' Silk
Blade Spirits *"In Jux Hur Ylem"*	5th circle. Whirling blades shred everything nearby. Ranks: +1 blade spirit at ranks 3 and 5	12s	14 mana · Black Pearl, Mandrake Root, Nightshade
Energy Vortex *"Vas Corp Por"*	8th circle. A roaming vortex of energy hunts enemies. Ranks: +15 dps per rank	18s	20 mana · Black Pearl, Blood Moss, Mandrake Root, Nightshade
Summon Elemental *"Kal Vas Xen Hur"*	8th circle. Summon an air, earth, fire or water elemental. Ranks: +15% elemental power per rank	22s	22 mana · Blood Moss, Mandrake Root, Spiders' Silk
Summon Daemon *"Kal Vas Xen Corp"*	8th circle. Summon a Daemon. Terrifying. Ranks: +15% daemon power per rank	40s	32 mana · Blood Moss, Mandrake Root, Spiders' Silk, Sulfurous Ash
Greater Heal *"In Vas Mani"*	4th circle. Heal yourself, allies and summons nearby by 30%. Ranks: +6% heal per rank	12s	11 mana · Garlic, Ginseng, Mandrake Root, Spiders' Silk

DARK MAGE

Necromancer

Necromancy: Wither, Poison Strike, Strangle, raise the dead from fresh corpses, and become a Lich. Uses necromancer reagents.

Skills
Necromancy · Spirit Speak · Meditation · Eval Int

Starts with
Necromancer Spellbook

Health / Mana
115 / 110

Passive
Spirit Speak: kills restore 2 mana, +15% spell damage.

Best weapons
Necromancy, Staff Fighting, Polearms

Begins every match knowing **Poison Strike**.

Ability	What it does	Cooldown	Cost
Poison Strike *"In Vas Nox"*	Poison explodes on the target and those around it. Ranks: +12 damage per rank	4s	10 mana · Nox Crystal
Wither *"Kal Vas An Flam"*	A wave of cold death around you. Ranks: +14 damage, +20 radius per rank	7s	14 mana · Nox Crystal, Grave Dust, Pig Iron
Animate Dead *"Uus Corp"*	Raise fresh corpses near you as undead servants. Ranks: +1 corpse per rank; stronger undead	12s	16 mana · Grave Dust, Daemon Blood
Strangle *"In Bal Nox"*	Strangle the nearest enemies: damage over time and slow. Ranks: +7 dps, +1 target per rank	6s	12 mana · Daemon Blood, Nox Crystal
Vengeful Spirit *"Kal Xen Bal Beh"*	Summon a revenant that hunts your foes. Ranks: +1 spirit at ranks 3 and 5	20s	18 mana · Bat Wing, Grave Dust, Pig Iron
Corpse Skin *"In Agle Corp Ylem"*	Enemies around you take +25% damage for 6s. Ranks: +5% per rank	14s	10 mana · Bat Wing, Grave Dust
Vampiric Embrace *"Rel Xen An Sanct"*	Transform: 20% of damage dealt heals you for 12s. Ranks: +5% leech per rank	30s	16 mana · Bat Wing, Nox Crystal, Pig Iron
Lich Form *"Rel Xen Corp Ort"*	Become a Lich: +35% spell damage, +mana regen. Ranks: +8% damage, +2s per rank	45s	20 mana · Grave Dust, Daemon Blood, Nox Crystal

BATTLE MAGE

Arcane Mage

Classic Magery artillery: Fireball, Lightning, Energy Bolt, Explosion, Flamestrike, Chain Lightning, Meteor Swarm. Glass cannon. Needs reagents.

Skills
Magery · Evaluating Intelligence · Meditation · Wrestling

Starts with
Arcane Staff

Health / Mana
105 / 130

Passive
Evaluating Intelligence: +20% spell damage, +15% mana.

Best weapons
Magery, Staff Fighting

Begins every match knowing **Fireball**.

Ability	What it does	Cooldown	Cost
Fireball *"Vas Flam"*	3rd circle. A fireball that bursts on impact. Ranks: +10 damage per rank	1.6s	6 mana · Black Pearl, Sulfurous Ash
Lightning *"Por Ort Grav"*	4th circle. Instant lightning strike on a nearby enemy. Ranks: +12 damage, +1 target per rank	2.2s	8 mana · Mandrake Root, Sulfurous Ash
Energy Bolt *"Corp Por"*	6th circle. Piercing bolt of energy. Ranks: +20 damage per rank	3.5s	12 mana · Black Pearl, Nightshade
Explosion *"Vas Ort Flam"*	6th circle. The target area explodes after a moment. Ranks: +22 damage per rank	5s	14 mana · Blood Moss, Mandrake Root
Flamestrike *"Kal Vas Flam"*	7th circle. A pillar of flame engulfs the target. Ranks: +32 damage per rank	6s	18 mana · Spiders' Silk, Sulfurous Ash
Chain Lightning *"Vas Ort Grav"*	7th circle. Lightning arcs between enemies. Ranks: +15 damage, +1 jump per rank	8s	22 mana · Black Pearl, Blood Moss, Mandrake Root, Sulfurous Ash
Meteor Swarm *"Flam Kal Des Ylem"*	7th circle. Meteors rain over an area. Ranks: +2 meteors, +12 damage per rank	12s	30 mana · Blood Moss, Mandrake Root, Sulfurous Ash, Spiders' Silk
Fire Field *"In Flam Grav"*	4th circle. A field of fire burns enemies standing in it. Ranks: +10 dps per rank	9s	12 mana · Black Pearl, Spiders' Silk, Sulfurous Ash
Teleport MANUAL *"Rel Por"*	3rd circle. Blink toward your aim. (Manual cast) Ranks: -0.6s cooldown, +30 distance per rank	6s	6 mana · Blood Moss, Mandrake Root

ARCHER

Ranger

Bows and crossbows from range: Multishot, Rain of Arrows, Piercing Shot. Uses arrows and bolts. Best kiter in the game.

Skills
Archery · Tactics · Healing · Tracking

Starts with
Bow

Health / Mana
120 / 40

Passive
Moving Shot: no attack penalty while moving, +15% archery damage, +1 pierce.

Best weapons
Archery, Fencing

Begins every match knowing **Multishot**.

Ability	What it does	Cooldown	Cost
Multishot	Loose a fan of 5 arrows. Ranks: +2 arrows per rank	6s	arrows or bolts
Rain of Arrows	Arrows rain down on the target area. Ranks: +4 arrows per rank	12s	arrows or bolts
Piercing Shot	A powerful shot that pierces everything in a line. Ranks: +50% damage per rank	8s	arrows or bolts
Explosive Arrow	An arrow that explodes on impact. Ranks: +30% damage, +10 radius per rank	7s	arrows or bolts
Crippling Shot	Three arrows that root and slow targets. Ranks: +0.5s root per rank	9s	arrows or bolts
Camouflage	Vanish for a moment; your next shot deals triple damage. Ranks: +0.7s per rank	20s	free

THIEF & POISONER

Rogue

Fencing, Poisoning, Hiding, Stealth and Stealing. Hide, then strike for huge crits, or steal loot right out of another player's backpack.

Skills
Fencing · Poisoning · Hiding · Stealth · Stealing

Starts with
Kryss

Health / Mana
115 / 40

Passive
Stealth: +8% move speed. Critical hits deal +50% damage. Poisons are stronger.

Best weapons
Fencing, Swordsmanship, Archery

Begins every match knowing **Hiding**.

Ability	What it does	Cooldown	Cost
Hiding	Hide in the shadows: monsters lose you, players see you only up close. Next attack deals x3. Ranks: +1s, -1s cooldown per rank	14s	free
Poisoning	Coat your weapon: next 10 hits poison. Uses a poison potion for Deadly poison if you have one. Ranks: +3 charges, stronger poison per rank	15s	free
Shadowstep	Step through the shadows behind your target and strike for 200%. Ranks: +40% damage per rank	8s	free
Fan of Knives	Throw daggers in every direction. Ranks: +3 daggers per rank	7s	free
Stealing	Steal an item from a nearby player's backpack, or gold from a monster. Ranks: Better odds, rarer loot per rank	12s	free
Smoke Bomb	Blind enemies around you and slip into hiding. Ranks: +0.5s blind per rank	18s	free
Infectious Strike	A venomous strike that applies strong poison. Ranks: +30% damage per rank	9s	free

SUPPORT & CONTROL

Bard

Musicianship, Provocation, Peacemaking and Discordance. Make monsters fight each other, calm whole crowds, and buff allies.

Skills
Musicianship · Provocation · Peacemaking · Discordance

Starts with
Lute

Health / Mana
120 / 90

Passive
Musicianship: notes bounce +1 time, +15% damage, songs affect pets.

Best weapons
Musicianship, Fencing

Begins every match knowing **Provocation**.

Ability	What it does	Cooldown	Cost
Provocation	Turn nearby monsters against each other. Ranks: +2 targets, +1s per rank	12s	10 mana
Peacemaking	Calm all monsters near you: they stop fighting. Ranks: +0.5s, +30 radius per rank	15s	12 mana
Discordance	Enemies around you take +20% damage and deal 20% less. Ranks: +5% per rank	10s	10 mana
Song of Healing	You, your allies and pets regenerate 4% health per second. Ranks: +1% per rank	16s	12 mana
Song of Valor	Allies deal +25% damage and attack 20% faster. Ranks: +6% per rank	18s	12 mana
Crescendo	A sonic boom that blasts enemies away. Ranks: +16 damage per rank	10s	14 mana
Song of Haste	Allies move 30% faster. Ranks: +6% per rank	14s	8 mana

TINKER & TRAP MAKER

Trapper

Tinkering and Remove Trap. Lays explosion, poison gas, blade and paralysis traps, and builds a clockwork Golem. Uses trap components.

Skills
Tinkering · Remove Trap · Lockpicking · Tactics

Starts with
Tinker's Tools

Health / Mana
125 / 50

Passive
Remove Trap: traps arm instantly and deal +20% damage. Opens chests instantly.

Best weapons
Tinkering, Mace Fighting, Archery

Begins every match knowing **Explosion Trap**.

Ability	What it does	Cooldown	Cost
Explosion Trap	Plant a trap that explodes when enemies come near. Ranks: +25 damage per rank	5s	1 Trap Components
Poison Gas Trap	A trap that releases a lingering poison cloud. Ranks: +7 dps per rank	8s	1 Trap Components
Bear Trap	Snaps shut on the first enemy: damage, root and bleed. Ranks: +20 damage per rank	4s	1 Trap Components
Blade Trap	Spinning blades shred anything nearby for 5s. Ranks: +12 dps per rank	9s	2 Trap Components
Paralysis Trap	Paralyzes everything that walks over it. Ranks: +0.4s per rank	10s	1 Trap Components
Firebomb Trap	Erupts into a ring of fire. Ranks: +9 dps per rank	9s	1 Trap Components
Clockwork Golem	Build a Golem that draws monsters and pounds them. Ranks: +15% golem power per rank	35s	5 Trap Components

Mana and reagents. Spells cost mana, and mage and necromancer spells also use up reagents from your backpack. If you run out of a reagent, that spell won't cast. Gear with *Lower Reagent Cost* gives a chance to keep the reagent. Each class's basic weapon attack is free.

CHAPTER IX

Weapons

Your weapon is your attack

The weapon in your hand decides how you fight. Every weapon type attacks differently and has its own five-skill **skill path** that you upgrade with level-up cards. Swap weapons mid-match from your backpack (**Tab**) to change your whole play style. Two-handed weapons can't be used with a shield.

Swordsmanship

Swings in an arc in front of you. Fast and reliable.

Weapon	Damage	Attacks/s	Hands
Longsword	14–18	1.10	One
Viking Sword	15–20	1.00	One
Katana	11–14	1.45	One
Scimitar	12–15	1.30	One
Cutlass	11–14	1.40	One

Skill path

Keen Edge +12% damage

Fluid Strikes +10% attack speed

Wide Arc +15% reach and arc

Bleeding Cuts Hits bleed for 30% over 3s

Riposte 20% chance to counter-attack when hit

Axemanship

Very wide, heavy swings that cleave crowds. Slower.

Weapon	Damage	Attacks/s	Hands
War Axe	13–17	1.15	One
Double Axe	18–24	0.85	Two
Two Handed Axe	19–25	0.80	Two
Executioner's Axe	20–26	0.78	Two
Large Battle Axe	21–28	0.72	Two

Skill path

Heavy Blade +12% damage

Cleave +15% reach and arc

Bloodlust +3% life leech

Executioner +30% damage to enemies under 35% health

Whirling Axe Every 5th swing is a full spin

Polearms

The longest melee reach. Sweeps a big arc.

Weapon	Damage	Attacks/s	Hands
Halberd	21–27	0.74	Two
Bardiche	19–25	0.80	Two
Scythe	18–24	0.85	Two

Skill path

Reach +15% reach

Sweep +10% attack speed

Impale +5% critical chance

Heavy Head +12% damage

Shockwave Every 4th swing sends a shockwave forward

Mace Fighting

Short swings that can stun. The war hammer slams the ground in front of you.

Weapon	Damage	Attacks/s	Hands
Club	10–13	1.30	One
Mace	12–16	1.20	One
War Mace	15–20	1.00	One
Hammer Pick	14–18	1.10	One
War Hammer	22–29	0.70	Two

Skill path

Crushing Blow +12% damage

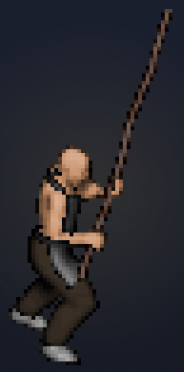
Concussion +6% stun chance

Armor Crush Hits make enemies take +8% damage

Quake Every 4th hit sends a shockwave

Heavy Hand Knock enemies back

Staff Fighting



Two-handed melee with long reach.

Weapon	Damage	Attacks/s	Hands
Quarter Staff	12–16	1.15	Two
Black Staff	14–18	1.05	Two
Gnarled Staff	15–19	1.00	Two

Skill path

Staff Mastery +12% damage

Whirling Staff Every 5th swing is a full spin

Mana Strike Hits restore 1 mana

Long Reach +15% reach

Quick Strikes +10% attack speed

Fencing

Fast thrusts in a straight line that hit 2 or more enemies in a row.

Weapon	Damage	Attacks/s	Hands
Dagger	7–10	2.10	One
Kryss	9–12	1.80	One
War Fork	12–15	1.45	One
Short Spear	12–16	1.40	Two
Spear	15–20	1.10	Two

Skill path

Quick Thrust +10% attack speed

Puncture Thrusts reach further and hit +1 enemy

Infectious +10% chance to poison

Precision +5% critical chance

Flurry +12% chance to strike again

Archery

Shoots arrows or bolts. Needs ammunition in your backpack. Crossbow bolts pierce.

Weapon	Damage	Attacks/s	Hands
Bow	14–19	1.05	Two
Composite Bow	13–17	1.30	Two
Crossbow	18–24	0.85	Two
Heavy Crossbow	25–33	0.60	Two

Skill path

Split Arrow +1 arrow per shot

Rapid Fire +10% attack speed

Piercing +1 pierce

Fire Arrows Arrows ignite enemies

Precision +5% critical chance

Magery

Spellbooks fire Magic Arrows and the Arcane Staff fires arcane bolts. No reagents needed.

Weapon	Damage	Attacks/s	Hands
Spellbook	9–13	1.35	One
Arcane Staff	12–16	1.15	Two

Skill path

Twin Missiles +1 missile per cast

Quick Cast +10% casting speed

Arcane Power +12% damage

Seeking Missiles home in

Overcharge Missiles bounce to another enemy

Necromancy

The necromancer spellbook fires Pain Spikes.

Weapon	Damage	Attacks/s	Hands
Necromancer Spellbook	10–14	1.25	One

Skill path

Twin Spikes +1 spike per cast

Agony +12% damage

Soul Leech +3% life leech

Curse Spikes slow enemies

Quick Cast +10% casting speed

Herding

The shepherd's crook is a reaching melee weapon that boosts pets.

Weapon	Damage	Attacks/s	Hands
Shepherd's Crook	11–15	1.15	Two

Skill path

Shepherd's Might +12% damage

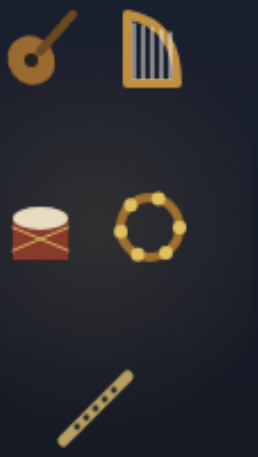
Pack Leader Pets +10% damage

Quick Strikes +10% attack speed

Wide Sweep +15% reach

Stunning Crook +6% stun chance

Musicianship



Instruments play musical notes that fly at enemies and bounce between them.

Weapon	Damage	Attacks/s	Hands
Lute	9–12	1.20	Two
Lap Harp	8–11	1.30	Two
Drum	11–15	0.95	Two
Tambourine	8–10	1.50	One
Bamboo Flute	9–12	1.25	One

Skill path

Harmony Notes bounce +1

Tempo +10% playing speed

Resonance +12% damage

Chorus +1 note per play

Dissonance Notes slow enemies

Tinkering

Tinker's tools set down dart turrets that shoot nearby enemies for a few seconds.

Weapon	Damage	Attacks/s	Hands
Tinker's Tools	12–16	0.80	One

Skill path

Rapid Deploy +10% deploy speed

Overclocked +12% damage

More Darts Dart traps fire more darts

Shrapnel Darts pierce +1

Long Fuse Dart traps last longer, reach further

CHAPTER X

Armor

Armor changes how you fight

Armor protects you, but it also **changes how your attacks behave**. Wear enough pieces of the same type to unlock its set bonus, and more pieces for a second, stronger bonus. Mixing sets is allowed; only the counts matter.

Slots: weapon, shield, head, neck, chest, arms, hands, legs, feet, robe (worn over armor) and ring. Set pieces count from the head, neck, chest, arms, hands and legs slots. Mage garb also counts robes and sandals.

Platemail

3 pieces — Juggernaut: melee hits knock enemies back, reflect 10% melee damage

5 pieces — Every 5th attack releases a shockwave

Heavy: -3% move speed per piece; spells cast 12% slower per piece (unless Mage Armor)

Plate Helm, Bascinet, Norse Helm, Platemail Gorget, Platemail Tunic, Platemail Arms, Platemail Gloves, Platemail Legs

Chainmail

2 pieces — Linked Steel: attacks chain to 1 extra nearby enemy

3 pieces — Chains jump 2 more times and slow

Spells cast 6% slower per piece

Chainmail Coif, Chainmail Tunic, Chainmail Leggings

Ringmail

2 pieces — Riveted: +15% attack speed

4 pieces — Every 3rd attack strikes twice

Spells cast 4% slower per piece

Ringmail Tunic, Ringmail Sleeves, Ringmail Leggings, Ringmail Gloves

Leather

3 pieces — Fleet: +12% move speed, projectiles pierce +1

5 pieces — 15% dodge; after a dodge your next attack crits

Leather Cap, Leather Gorget, Leather Tunic, Leather Sleeves, Leather Gloves, Leather Leggings

Studded Leather

3 pieces — Ambusher: +10% crit chance, attacks from hiding deal x4

5 pieces — Poisons +1 level; crits burst into poison clouds

Studded Gorget, Studded Tunic, Studded Sleeves, Studded Gloves, Studded Leggings

Bone

3 pieces — Ossuary: 4% life leech, your summons and undead +25% damage

5 pieces — Kills explode into bone shards

Spells cast 5% slower per piece

Bone Helmet, Bone Armor, Bone Arms, Bone Gloves, Bone Leggings

Mage Garb

2 pieces Arcane Weave: +2 mana regen, spell areas +20%

3 pieces Spells have 15% chance to echo (cast twice)

Wizard's Hat, Robe, Fancy Robe, Death Shroud, Sandals

Shields

A shield gives a chance to block physical hits, taking only a quarter of the damage. Knights get an extra 15% block chance. Spellcasters attack slower with a shield unless it has *Spell Channeling*.

Shield	Armor	Block	Notes
Buckler	3	10%	
Wooden Shield	4	12%	
Bronze Shield	5	14%	
Metal Shield	6	16%	
Wooden Kite Shield	7	18%	Slows attacks 5%
Heater Shield	8	20%	Slows attacks 8%
Order Shield	9	22%	Slows attacks 8%; reflects some missiles

Other wearables

Bear Mask
Pets deal +10% damage

Deer Mask
+4% move speed

Orc Helm
+3 strength

Bandana
+2 dexterity

Wizard's Hat
+3 intelligence; counts as mage garb

Thigh Boots
+2% move speed

Cloak
Worn over armor

Gold Ring
Rings and bracelets carry magic properties

CHAPTER XI

Item Quality

Reading an item name

Every weapon and armor piece you find is rolled at random. Item names follow old Britannian tradition, so you can tell what an item does from its name. Hover over an item to see all of its properties and its value.

Supremely accurate silver valorite katana of vanquishing

accuracy → critical chance **slayer** → huge damage vs one family **material** → damage, armor, color **base weapon** **damage tier**

Rarity

Regular Magic Rare Legendary Artifact Masterwork

Item names and borders are colored by rarity. **Regular** items are plain. **Magic** items have a damage, accuracy or armor tier and maybe one property. **Rare** items have several properties and **Legendary** items have many. **Artifacts** are named, one-of-a-kind items with special powers. Some rare items are *exceptional* (+15% damage or +2 armor). Rare and better loot on the ground shines a beam of light.

Tiers

Tier	Weapon damage		Accuracy	Armor	
1	...of **Ruin**	+10%	Accurate	...of **Defense**	+2
2	...of **Might**	+20%	Surpassingly accurate	...of **Guarding**	+4
3	...of **Force**	+30%	Eminently accurate	...of **Hardening**	+6
4	...of **Power**	+42%	Exceedingly accurate	...of **Fortification**	+8
5	...of **Vanquishing**	+55%	Supremely accurate	...of **Invulnerability**	+11

Ores, leathers and woods

Metal weapons, metal armor and metal shields can be made of colored ore. Better ore means more damage or armor, sometimes resistances, and a distinctive color you'll see on your character.

Iron	Dull Copper	Shadow Iron	Copper	Bronze	Golden	Agapite	Verite	Valorite
+0% dmg · +0 AR	+4% dmg · +1 AR	+7% dmg · +2 AR	+10% dmg · +3 AR	+13% dmg · +4 AR	+15% dmg · +4 AR	+18% dmg · +5 AR	+22% dmg · +6 AR	+26% dmg · +7 AR

Leathers (leather & studded armor)

- **Plain** +0 AR
- **Spined** +2 AR, luck
- **Horned** +3 AR, fire resist
- **Barbed** +4 AR, poison, energy resist

Woods (bows, staves, crooks)

- **Plain** +0% dmg
- **Oak** +5% dmg
- **Ash** +9% dmg
- **Yew** +13% dmg
- **Heartwood** +17% dmg
- **Bloodwood** +21% dmg, life leech
- **Frostwood** +25% dmg, cold resist

Slayers

A slayer weapon deals **75% more damage** to one family of monsters.

- **Silver** vs undead
- **Reptilian Death** vs reptile, dragon
- **Elemental Ban** vs elemental
- **Daemon Dismissal** vs daemon
- **Arachnid Doom** vs arachnid
- **Repond** vs humanoid
- **Vermin** vs vermin

Magic properties

- Swing Speed Increase
- Hit Life Leech
- Hit Lightning
- Hit Fireball
- Hit Harm
- Hit Lower Defense
- Hit Area Damage
- Hit Poison
- Spell Damage Increase
- Faster Casting
- Lower Reagent Cost
- Cooldown Reduction
- Hit Point Increase
- Hit Point Regeneration
- Mana Increase
- Mana Regeneration
- Strength Bonus
- Dexterity Bonus
- Intelligence Bonus
- Fire Resist
- Cold Resist
- Poison Resist
- Energy Resist
- Luck
- Move Speed
- Reflect Physical Damage
- Mage Armor
- Spell Channeling
- Pet Damage
- Critical Chance
- Pickup Radius

Hit properties (Hit Lightning, Hit Fireball, Hit Harm, Hit Lower Defense, Hit Area Damage, Hit Poison) are a percent chance per hit. Resistances cap at 70%. Luck improves the quality of everything that drops.

Artifacts

Axe of the Heavens
Every hit calls a lightning strike
Double Axe

Blade of Insanity
Kills grant stacking attack speed
Katana

Bone Crusher
Shatters armor; undead slayer
War Mace

Titan's Hammer
Slams cause an aftershock
War Hammer

The Berserker's Maul
Massive swing speed
War Hammer

Zyronic Claw
Deals energy damage
Cutlass

Serpent's Fang
Poisoned enemies burst on death
Kryss

The Taskmaster
Applies deadly poison
War Fork

The Dragon Slayer
Reptile slayer
Halberd

Legacy of the Dread Lord
Hits terrify nearby foes
Bardiche

Frostbringer
Arrows freeze and slow
Bow

Heartseeker
Arrows home in on targets
Composite Bow

Staff of the Magi
Archmage staff
Black Staff

Tome of Lost Knowledge
Ancient spellbook
Spellbook

Book of the Dead
Kills feed your mana
Necromancer Spellbook

Arcane Shield
Spell channeling shield
Wooden Shield

Armor of Fortune
Fortune favors you
Studded Tunic

Hat of the Magi
Arcane focus
Wizard's Hat

Helm of Insight
Plate a mage can wear
Plate Helm

Gauntlets of Nobility
Noble strength
Platemail Gloves

Midnight Bracers
Summons and undead +30% damage
Bone Arms

Shadow Dancer Leggings
Move unseen
Leather Leggings

Spirit of the Totem
Pets +30% damage
Bear Mask

Hunter's Headdress
Keen eye
Deer Mask

Tunic of Fire
Burns nearby enemies
Chainmail Tunic

Voice of the Fallen King
Royal resolve
Leather Gorget

Jackal's Collar
Elemental ward
Platemail Gorget

Inquisitor's Resolution
Steadfast
Platemail Gloves

Ornament of the Magician
Reagents rarely consumed
Gold Bracelet

Ring of the Vile
Venom on every strike
Gold Ring

Ring of the Elements
Resist all
Silver Ring

Aegis of Order
Unbreakable
Order Shield

CHAPTER XII

Supplies

Potions, reagents and other things you carry

Gold, reagents, potions, ammo and gems are picked up automatically when you walk near them. Weapons and armor need a press of **F** or a click. Loot from a kill belongs to the killer for the first 8 seconds. Your backpack holds 40 pieces of gear; stackable items don't count against that.

Potions and bandages

Bandages
Q · Heals 28% of your health + 20 over 3.5 seconds. Often cures poison. 7 second wait (5 for Knights, Rangers, Tamers). Tamers also heal nearby pets.

Greater Heal Potion
E · Instantly heals 25% of your health + 20. 9 second wait.

Greater Cure Potion
R · Removes poison.

Total Refresh Potion
T · Restores 35% of your mana.

Greater Strength Potion
+15% damage for 90 seconds.

Greater Agility Potion
+12% attack speed and move speed for 90 seconds.

Greater Explosion Potion
G · Thrown at your cursor (up to a short distance). Explodes after about a second.

Deadly Poison Potion
Coats your weapon with deadly poison for 8 hits. Rogues use it automatically.

Mage reagents

Used by Summoner and Arcane Mage spells.

Black Pearl
Blade Spirits, Chain Lightning, Energy Bolt, Energy Vortex, Fire Field, Fireball

Blood Moss
Chain Lightning, Energy Vortex, Explosion, Meteor Swarm, Summon Creature, Summon Daemon, Summon Elemental, Teleport

Garlic
Greater Heal

Ginseng
Greater Heal

Mandrake Root
Blade Spirits, Chain Lightning, Energy Vortex, Explosion, Greater Heal, Lightning, Meteor Swarm, Summon Creature, Summon Daemon, Summon Elemental, Teleport

Nightshade
Blade Spirits, Energy Bolt, Energy Vortex

Sulfurous Ash
Chain Lightning, Fire Field, Fireball, Flamestrike, Lightning, Meteor Swarm, Summon Daemon

Spiders' Silk
Fire Field, Flamestrike, Greater Heal, Meteor Swarm, Summon Creature, Summon Daemon, Summon Elemental

Necromancer reagents

Bat Wing
Corpse Skin, Vampiric Embrace, Vengeful Spirit

Grave Dust
Animate Dead, Corpse Skin, Lich Form, Vengeful Spirit, Wither

Daemon Blood
Animate Dead, Lich Form, Strangle

Nox Crystal
Lich Form, Poison Strike, Strangle, Vampiric Embrace, Wither

Pig Iron
Vampiric Embrace, Vengeful Spirit, Wither

Ammo, tools and rarities

Arrows
Ammo for bows. Most shots are recovered: a basic shot uses an arrow only 40% of the time (35% for Rangers), and abilities use far fewer than they fire.

Crossbow Bolts
Ammo for crossbows. Recovered just like arrows.

Trap Components
Used by Trapper abilities.

Recall Rune
Escape from anywhere. Stand still 10 seconds without being hurt.

Power Scroll
Extract with it to raise your class mastery cap by 5 (to a maximum of 30).

Gems

Gems do nothing in a match. Bring them home and sell them.

Amber
sells for 12 gp

Citrine
sells for 15 gp

Amethyst
sells for 20 gp

Tourmaline
sells for 22 gp

Sapphire
sells for 30 gp

Emerald
sells for 30 gp

Ruby
sells for 35 gp

Star Sapphire
sells for 55 gp

Diamond
sells for 75 gp

CHAPTER XIII

Gathering & Crafting

Ore, wood, hides and the masterworks only crafters can make

Gathering in a match

Chopping a heartwood tree on the Frozen Isle.

About **150 resource nodes** are spread over every map: **ore veins** (rocks glittering with colored ore) and **harvestable trees** (marked with a fresh axe cut). Walk up to one and press **F** (or tap **LOOT**). Stand still for about 2 seconds and you get 2 to 5 ore or logs. Each node can be used **3 times**, shown by the little bars under it.

Nodes in the middle of the map hold better materials, and harder realms have the best ones: valorite ore and frostwood are common on the Infernal Isle and almost never found in Britannia. Ore veins sometimes give a gem too.

Hides come from animals: most wild animals you kill drop hides, with better hides from tougher animals and harder realms.

Resources are loot like anything else: you only keep them if you extract. They go straight to your bank.

Materials

Ore (Blacksmithing)

Iron Ore	skill 0
Dull Copper Ore	skill 12
Shadow Iron Ore	skill 22
Copper Ore	skill 32
Bronze Ore	skill 42

Logs (Bowcraft & Carpentry)

Logs	skill 0
Oak Logs	skill 15
Ash Logs	skill 28
Yew Logs	skill 42
Heartwood Logs	skill 56

Hides (Tailoring)

Hides	skill 0
Spined Hides	skill 30
Horned Hides	skill 55
Barbed Hides	skill 78

- **Golden Ore** — skill 52
- **Agapite Ore** — skill 62
- **Verite Ore** — skill 72
- **Valorite Ore** — skill 84
- **Bloodwood Logs** — skill 70
- **Frostwood Logs** — skill 84

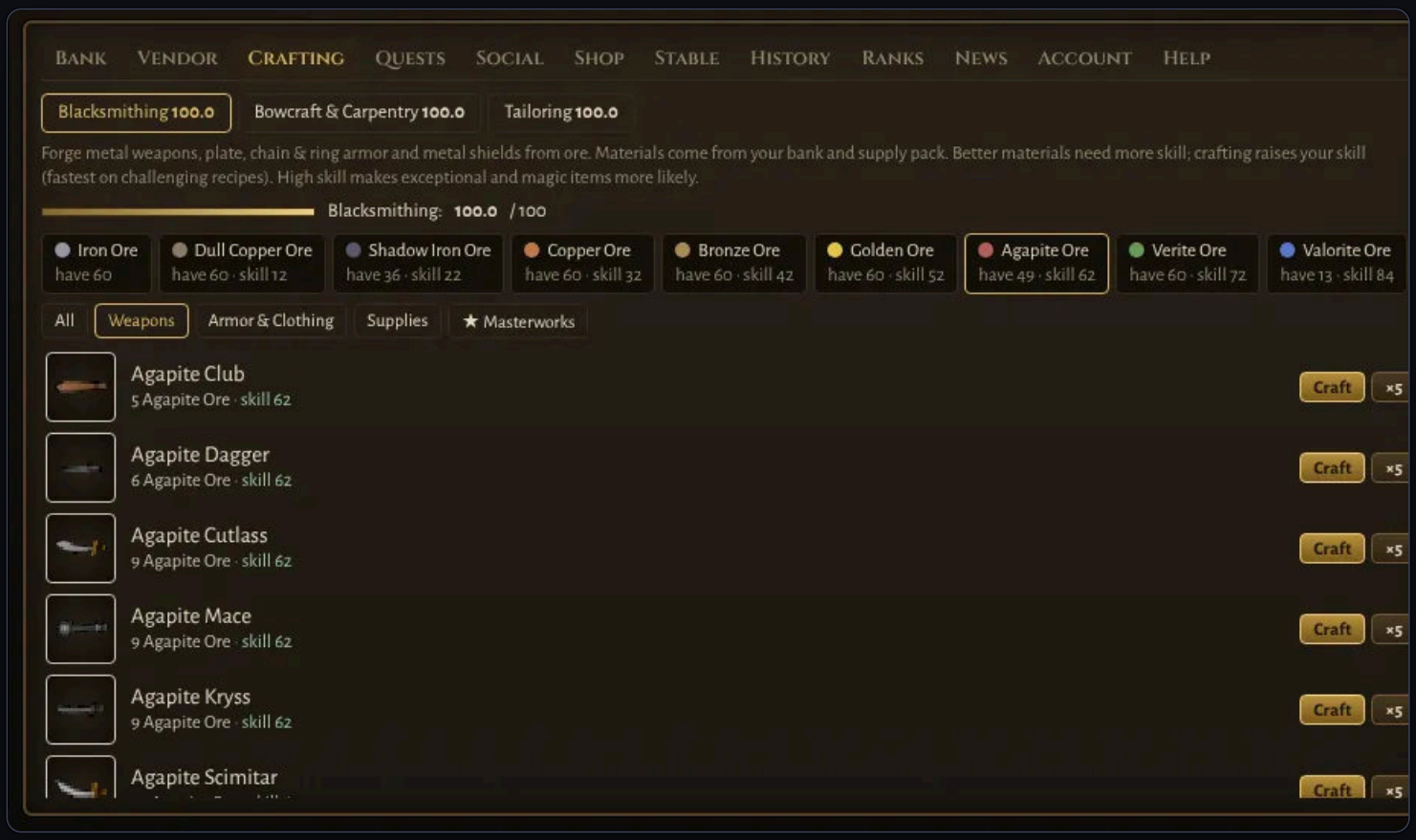
The skill shown is how much crafting skill you need to work that material.

Rare realm materials

Masterworks need materials that only exist outside Britannia. Each gather in a harder realm has a small chance to turn one up, and elites, chests, champions and lair bosses drop them. Wandering merchants sometimes sell a few.

- **Frost Crystal** — The Frozen Isle: ore veins, trees, chests, elites, champions and lair bosses
- **Shadow Essence** — The Shadowlands: same sources
- **Infernal Ember** — The Infernal Isle: same sources
- **Dragon Scale** — Dragons in the Frozen Isle and beyond, especially dragon bosses

The Crafting tab



Blacksmithing with agapite ore selected, showing weapon recipes and how much ore each one needs.

Blacksmithing

Forge metal weapons, plate, chain & ring armor and metal shields from ore.

Bowcraft & Carpentry

Craft bows, crossbows, staves, wooden shields, arrows and bolts from logs.

Tailoring

Sew leather & studded armor, robes, cloaks, hats, boots and bandages from hides.

1. Pick a skill at the top, then pick the material you want to work. Each material shows how many you have and the skill it needs.

2. Pick a recipe and press **Craft** (or **×5** to make five in a row). Materials come from your bank and your supply pack.

3. Gear goes to your bank, marked *Crafted by* you. Arrows, bolts, trap parts and bandages go into your supply pack.

Raising your skill

Every craft raises that skill, from 0 up to 100. The simplest recipes in every skill (such as a Club, Ringmail Gloves, a Buckler, Arrows or leather pieces) need skill 0, so you can start right away. You learn fastest from recipes and materials near the top of what you can manage. Easy recipes teach almost nothing.

Quality

The better your skill, the more often crafted gear comes out **exceptional** (+15% damage or +2 armor) and with magic properties. At high skill, Rare and Legendary pieces become common, all in the colored material you chose.

Supplies

Crafters keep a party stocked: **40 arrows** from 2 logs, **30 bolts** from 3 logs, **15 trap components** from 2 ore and **25 bandages** from 2 hides.

Masterworks

Masterworks are a rarity of their own (shown in teal). They can **only be crafted**: no monster, chest or merchant has them. Each needs a lot of skill, a stack of top-quality material and rare realm materials.

Masterwork	Skill	Materials	Properties
Frostforged Katana Forged in the Frozen Isle. Strikes deal cold damage.	Blacksmithing 80	16 Valorite Ore + 6 Frost Crystal	Hit Harm 35%, Swing Speed Increase 25%, Cold Resist 10%, Critical Chance 5% · …of Power
Shadowsteel Plate Tunic Plate quenched in Shadow Essence.	Blacksmithing 85	24 Shadow Iron Ore + 6 Shadow Essence	Hit Point Increase 30, Reflect Physical Damage 20%, Poison Resist 15%, Hit Point Regeneration 3 · …of Invulnerability
Infernal Warhammer Every blow erupts in flame.	Blacksmithing 95	20 Agapite Ore + 8 Infernal Ember	Hit Fireball 40%, Hit Area Damage 35%, Strength Bonus 8 · …of Vanquishing
Dragonbone Bow Strung with dragon sinew.	Bowcraft & Carpentry 90	18 Bloodwood Logs + 4 Dragon Scale	Critical Chance 10%, Swing Speed Increase 25%, Hit Fireball 30% · …of Vanquishing
Runic Crossbow Bolts crackle with stored lightning.	Bowcraft & Carpentry 85	18 Yew Logs + 6 Shadow Essence	Hit Lightning 40%, Swing Speed Increase 20%, Critical Chance 6% · …of Power
Glacial Staff A staff of living ice.	Bowcraft & Carpentry 80	16 Frostwood Logs + 6 Frost Crystal	Spell Damage Increase 35%, Faster Casting 20%, Mana Regeneration 4, Cold Resist 12% · …of Might
Ember Kite Shield Warm to the touch. Spell channeling.	Bowcraft & Carpentry 75	14 Heartwood Logs + 4 Infernal Ember	Fire Resist 25%, Reflect Physical Damage 15%, Hit Point Increase 20, Spell Channeling · …of Fortification
Nightstalker Tunic Woven from shadow-steeped hides.	Tailoring 80	18 Barbed Hides + 6 Shadow Essence	Critical Chance 10%, Move Speed 8%, Dexterity Bonus 8, Luck 120 · …of Fortification
Winterweave Robe Threads of frost crystal.	Tailoring 70	12 Spined Hides + 5 Frost Crystal	Spell Damage Increase 25%, Mana Regeneration 5, Cooldown Reduction 10%, Cold Resist 15%
Dragonhide Leggings Scaled and nearly fireproof.	Tailoring 95	16 Horned Hides + 5 Dragon Scale	Fire Resist 20%, Hit Point Increase 25, Hit Point Regeneration 3, Move Speed 6% · …of Invulnerability

CHAPTER XIV

Bestiary

What lives out there

Monsters come from every direction, more and stronger as time passes. Their attacks hurt more each minute, and they gain health quickly. Big monsters wind up before they hit, which gives you a moment to step away.

> **Elite monsters** have a gold name and a glowing ring. They are bigger, have about three times the health, hit harder, give five times the experience and are much more likely to drop gear. Each has a trait: **Frenzied** (fast), **Vampiric** (heals by hurting you), **Shielded** (heavily armored), **Venomous** (poisons) or **Ancient** (enormous health).

This chapter covers Britannia. The monsters, champions and lair bosses of the other three realms are in The Four Realms.

The Wilds

Giant Rat
tameable (1 slot)

Mongbat
flies

Zombie

Skeleton

Slime
splits

Headless One

Orc

Orc

Ratman

Ratman Archer
ranged

Giant Spider
poisons

Snake
poisons

Harpy
flies

Ghoul

Lizardman

Giant Toad
tameable (1 slot)

Corpser

Imp
casts spells, flies

Rotting Maggot

Savage

Brigand

The Haunted Marches

Orc Captain

Ogre

Ettin

Troll
regenerates

Troll
regenerates

Skeletal Knight

Bone Knight

Gazer
casts spells, flies

Earth Elemental

Air Elemental
casts spells

Fire Elemental
casts spells

Water Elemental

Lizardman

Gargoyle
casts spells, flies

Stone Gargoyle

Terathan Drone

Terathan Warrior
poisons

Ophidian Apprentice Mage
casts spells

Ophidian Warrior

Lich
casts spells

Wisp
casts spells, flies

Giant Serpent
poisons, tameable (2 slots)

Frost Spider
ranged

Dread Spider
casts spells, poisons

Mummy

Giant Scorpion
poisons

Minotaur
charges

Troglodyte

Blood Elemental

Ice Elemental
ranged

Savage Shaman
casts spells

Wraith

Spectre

Golem

Evil Mage
casts spells

Executioner

The Burning Wastes

Daemon
casts spells, flies

Balron
casts spells, flies

Drake
breathes fire, flies, tameable (2 slots)

Fire Drake
breathes fire, flies, tameable (2 slots)

Dragon
breathes fire, flies, tameable (3 slots)

Elder Dragon
breathes energy, flies

Cyclops
ranged

Titan
casts spells

Reaper
casts spells

Terathan Matriarch
casts spells

Ophidian Matriarch
casts spells

Ice Fiend
casts spells, flies

Skeletal Dragon
breathes cold, flies

Hydra
breathes poison

Ogre Lord

Tormented Minotaur
charges

Succubus
casts spells, flies

Bone Daemon
casts spells

Evil Mage Lord
casts spells

Champions

Mephitis
CHAMPION OF VENOM

A giant spider queen. Fires rings of webs that root you, calls spider swarms and rains poison.

Rikktor
CHAMPION OF THE LIZARDS

A huge red dragon-lizard. Breathes fire, charges, shakes the ground and surrounds himself with rings of fire.

Semidar
CHAMPION OF THE ABYSS

A winged daemon who drains life. Teleports next to her victims, opens daemon gates and drains everyone nearby.

Neira the Necromancer
CHAMPION OF THE DEAD

A necromancer queen. Raises armies of the dead, fires storms of bone and teleports.

Barracoon the Piper

CHAMPION OF VERMIN

The rat king of Britannia. Shoots fast arrows, calls swarms of vermin, blinks and charges.

Lord Oaks

CHAMPION OF THE FOREST

A walking forest. Roots you in place, heals his minions, calls lightning and spreads choking spores.

Lair bosses

The Ancient Wyrm

TERROR OF THE LAIR

Breathes fire, calls down meteor storms, shakes the ground and summons drakes.

Shadow Wyrm

SHADOW OF THE LAIR

Breathes frost, freezes everything around it in a huge nova, teleports and summons drakes.

Wildlife

Animals roam the land. Farm animals and deer run away, some animals ignore you unless you attack, and wolves, panthers, hell hounds and nightmares attack on sight. Most can be tamed by an Animal Tamer.

Timber Wolf
tameable (1 slot)

Black Bear
tameable (1 slot)

Panther
tameable (1 slot)

Great Hart
tameable (1 slot)

Bull
charges, tameable (1 slot)

Gorilla
tameable (1 slot)

Alligator
tameable (1 slot)

Pig

Sheep

Chicken

Hind

Cow

Giant Toad
tameable (1 slot)

Dire Wolf
tameable (1 slot)

Grizzly Bear
tameable (2 slots)

Polar Bear
tameable (2 slots)

Giant Beetle
tameable (2 slots)

Frenzied Ostard
tameable (1 slot)

Hell Hound
breathes fire, tameable (1 slot)

Giant Serpent
poisons, tameable (2 slots)

Nightmare
casts spells, tameable (2 slots)

Cu Sidhe
tameable (2 slots)

Chimera
breathes fire, tameable (3 slots)

Drake
breathes fire, flies, tameable (2 slots)

CHAPTER XV

Other Players

Friend, stranger or prey

Peace and war

Everyone starts in **peace mode**. In peace mode your attacks, spells, traps and pets never hurt other players. Press **V** to switch to **war mode** (a ⚔ appears next to your name). In war mode your attacks can hit any player who isn't in your party.

Damage between players is halved, so fights last long enough to react. Party members and members of your guild can never be hurt by you.

Notoriety

Innocent The normal state.

Criminal You attacked an innocent player, or took loot an innocent player dropped. Lasts 2 minutes.

Murderer You killed an innocent player. Lasts the rest of the match.

Attacking criminals and murderers never makes you a criminal.

Parties

Up to five friends in one party. Party members share half of each other's kill experience when close, show as green, and can't hurt each other. Party members start next to each other.

Looting the fallen

A player who dies drops everything. Their killer gets first claim for 8 seconds, then anyone can take it.

Thieves

Rogues can steal items right out of another player's backpack (not equipped gear). The victim may notice, and a noticed thief becomes a criminal.

CHAPTER XVI

Friends, Parties & Guilds

Nobody survives alone

The Social tab: friends on the left, the guild on the right, and a party waiting on its ready check.

Friends

Open the **Social** tab, type a character name and press **Add friend**. They get a request to accept. Your friends list shows who is online (green dot), who is in a match (gold dot) and who is offline. Press **Invite to party** next to an online friend: they get a pop-up to join you.

Parties & the ready check

Up to five players per party. Make one with **Create Party** and share the code, or invite friends straight from the Social tab. Every member presses **Ready!** on the Play panel. The leader's **Find Match** and **Start Private Match** buttons unlock only once everyone is ready. The leader also chooses the realm.

Guilds

Found a guild for **5,000 gold** with a name and a 2–4 letter tag, or accept an invitation from a guild officer. Your tag shows next to your name in matches, and guildmates are always allies: you can't hurt each other even in war mode.

◆ Guild ranks

Rank	Can do
👑 Leader	Everything: invite, kick, promote and demote members, set the message of the day, hand over leadership, disband the guild.
★ Officer	Invite new members, kick members, set the message of the day.
Member	Chat with the guild and play with guildmates.

Type **/g** followed by a message in any chat box (in town or in a match) to talk to everyone in your guild who is online. If the leader leaves, an officer (or the next member) takes over.

CHAPTER XVII

Between Matches

Bank, vendor, quests, stable and mastery

The summary after a successful escape.

Bank and loadouts

Your bank box starts with room for **150** items (a stack of the same thing takes one slot). When you extract, worn gear stays on that class, consumables go back into its supply pack, and everything else, including crafting materials, goes to the bank. Each class has its own gear and supply pack, so you can keep a ready kit for every class.

Click an item in the bank to equip it, move supplies into your pack, or sell it. The filter menu shows only gear, crafting materials, supplies or gems. **Sell all gems** and **Sell all regular gear** clear out clutter fast (crafted gear is never sold this way).

Quick Stash (next to your supply pack) moves everything in your current supply pack into the bank in one click. Free newbie items stay put.

More bank space: press **+25 slots** in the Bank tab. The first expansion costs 2,500 gold and each one after that costs twice as much (5,000, 10,000…), up to 400 slots. Every weekly quest also adds 10 slots for free.

Vendor

Buy reagents, potions, bandages, arrows, bolts and trap parts in stacks of 10, 50 or 100. They go straight into your current class's supply pack. You can also buy plain weapons, armor and shields. Magic gear can only be found.

The vendor sells supplies and plain gear.

An Animal Tamer with a freshly tamed pet.

Stable and pets

Animal Tamers tame creatures during a match by channeling on them (ability 1). Pets and summoned creatures stay close to you: they follow you around and only fight enemies near you, so they guard you instead of running off. The chance improves with ability rank, mastery and a wounded target. Elite animals are harder, and other classes are poor tamers. A failed attempt can make the animal angry.

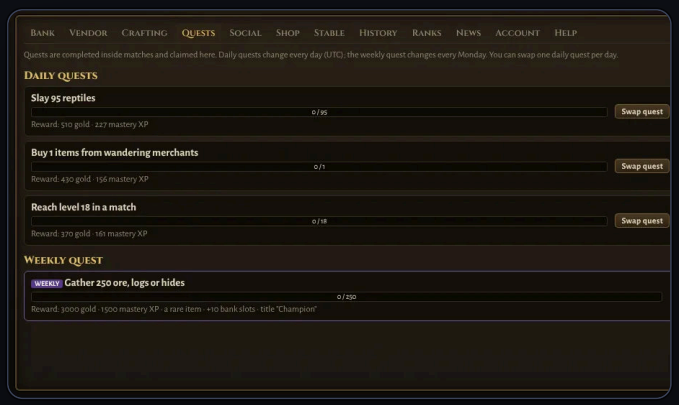
Extract with your pets to keep them in your **stable** (up to 5). Before a match, choose which pets to bring, up to **5 follower slots**. Pets grow stronger as the match goes on. A pet that dies can be revived with Veterinary within about 40 seconds. If you die, or your pet stays dead, it is gone.

Quests

The **Quests** tab gives you **three daily quests** and **one weekly quest**. You pick them up in town and complete them by playing matches: slay a number of monsters (or a type, like undead or daemons), defeat elites, open chests, gather resources, help kill a champion or a lair boss, buy from merchants, reach a level, extract a number of times, extract with gold, or extract from a particular realm.

Progress counts in every match, with any class. A finished quest shows **Claim reward**. Rewards include gold, mastery experience for your current class, rare items, crafting materials, and from the weekly quest, **+10 bank slots** and a **title** to wear.

Daily quests change at midnight (UTC) and the weekly quest every Monday. Once a day you can **swap** a daily quest you don't like for another. Quests from harder realms pay more once you have unlocked them.



Three daily quests and the weekly quest.

Class mastery

Every class earns mastery experience from each match: about a third of the experience you earned in the match (half of that if you die), with a bonus in harder realms and from quests. Mastery is meant to be a long journey. Each mastery level gives that class **+1.5% damage** and **+1% health** for good. Every 5 levels adds a level-up reroll per match, and at mastery 15 you get a fourth card to choose from. Mastery stops at 20 until you raise the cap with Power Scrolls, up to 30.

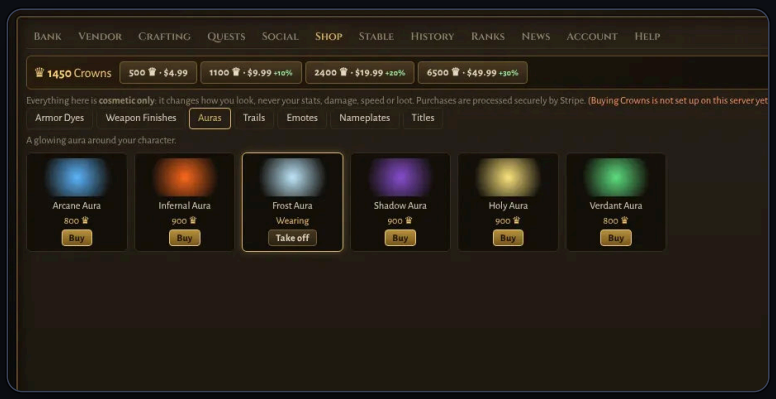
History and leaderboard

The History tab lists your last matches: how you did, what killed you, and what you brought home. The Leaderboard ranks everyone by extractions and kills.

CHAPTER XVIII

The Shop & Your Account

Looking good, and keeping your character safe



Auras in the Shop tab.

The Shop

The **Shop** tab sells cosmetic items for **Crowns**. Everything in the shop is **cosmetic only**. It changes how you look and never your health, damage, speed, loot or anything else that affects play.

★ Class Bundles

A complete matching set for one class: animated armor skin, weapon skin, ability effects, aura, trail and title.

Armor Skins & Dyes

Recolor every piece of armor and clothing you wear. Animated skins make energy flow through your gear.

Weapon Skins

Recolor your weapon and shield. Animated skins make them crackle, burn or shimmer.

Ability Effects

Change the colors and particles of your attacks and abilities.

Auras

A glowing aura around your character.

Trails

Leave a sparkling trail as you move.

Emotes

Pop up an emote above your head during a match.

Nameplates

Change the color of your name over your head.

Titles

A title shown under your name.

Crowns

Crowns are bought with real money through a secure Stripe checkout page. Pick a pack in the Shop tab, pay, and you come straight back to the game with your Crowns added. Bigger packs include bonus Crowns.

500 Crowns $4.99 USD	**1,100 Crowns** $9.99 USD · +10% bonus
2,400 Crowns $19.99 USD · +20% bonus	**6,500 Crowns** $49.99 USD · +30% bonus

If the person running your server hasn't set up payments, the Shop tells you so and nothing is charged.

Wearing cosmetics

Anything you buy is yours forever and is put on straight away. Use **Wear** and **Take off** in the Shop tab to switch. Dyes recolor your armor or weapon, auras glow around you, trails sparkle behind you as you walk, nameplates color your name, and titles appear under your name.

Emotes: press **Y** (or tap **EMOTE**) during a match and pick one. It pops up over your head for everyone nearby to see.

👋 Wave (free) · GG GG (free) · 😂 Laugh · 🎉 Cheer · ❤ Heart · 💀 Skull · 💪 Flex · 👑 Crown · 🔥 On Fire · 😤 Come At Me

A knight wearing a royal blue dye, a frost aura, a golden nameplate and the title "Lord of Britannia", showing off the Crown emote.

Animated skins and class bundles

Animated skins do more than recolor. Energy moves across your gear: lightning crackles through plate, flames lick up a robe, stars drift across a cloak. Armor skins cover everything you wear, and weapon skins cover your weapon and shield. **Ability Effects** recolor your attacks, spell bolts, explosions and abilities to match, with extra sparks, embers or stars. Like everything in the Shop, they never change how strong you are.

Stormforged

Electricity crackles and flows through it.

Hellfire

Living flames lick across the surface.

Glacial

Shimmering ice and drifting frost.

Voidwalker

Swirling shadow smoke that drinks the light.

Celestial

A moving starfield, like wearing the night sky.

Bloodmoon

Glowing veins pulse with every heartbeat.

Soulfire

Ghostly green flames of the restless dead.

Verdant

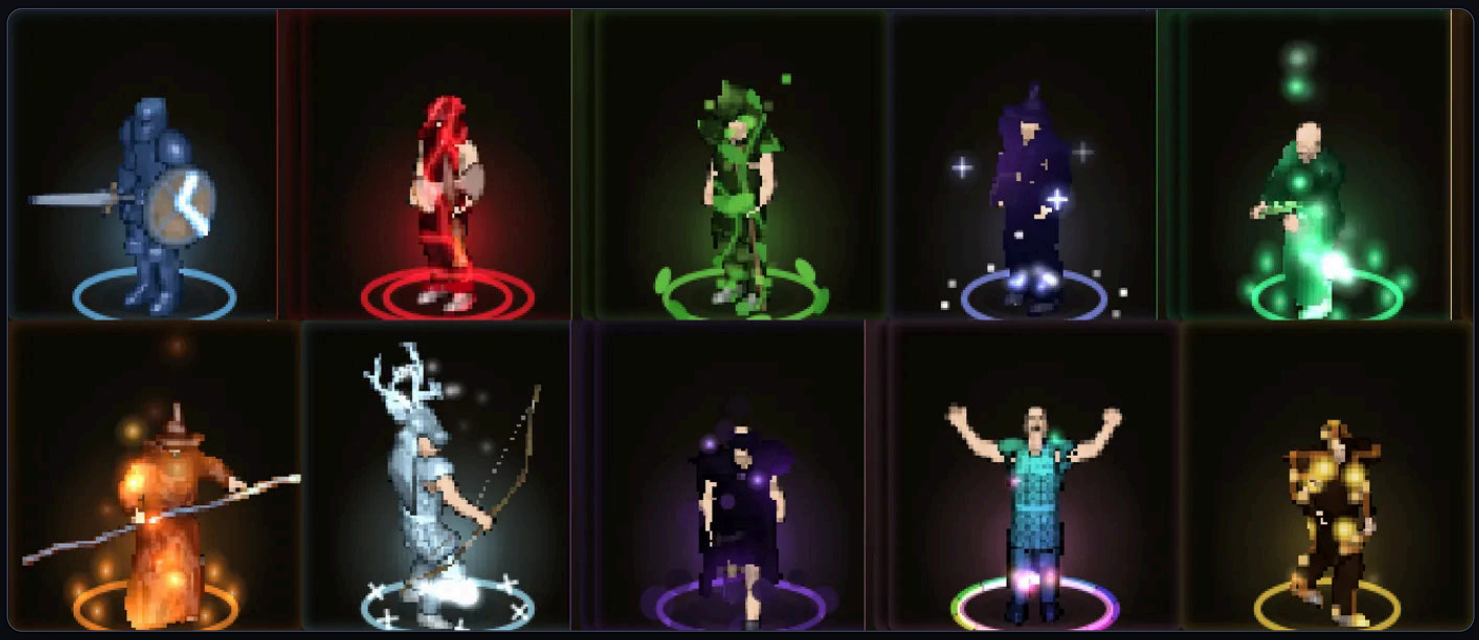
Vines and leaves drift across it.

Prismatic

Every color of the rainbow flowing in waves.

Tesla

Copper circuits with pulses of electricity racing along them.



The ten class bundles in the Shop, as they animate in the preview. Top: Thunderguard, Bloodforged Warlord, Wild Spirit, Astral Conjurer, Deathless King. Bottom: Flamecaller, Frostwind Hunter, Shadowblade, Prismatic Virtuoso, Tesla Tinker.

A **class bundle** is a complete matching set made for one class: an animated armor skin, a weapon skin, ability effects, an aura, a trail and a title. Press **Wear set** to put all of it on at once, or wear the pieces separately and mix them with other cosmetics. Once you own a bundle, its pieces also appear in the other Shop categories.

Class	Bundle	Look
Knight	**Thunderguard** Title: the Thunderguard	Plate armor humming with captured storms. Every swing and holy light crackles with lightning.
Weapon Master	**Bloodforged Warlord** Title: Warlord	Crimson veins pulse through blackened steel and the blade burns with every kill.
Animal Tamer	**Wild Spirit** Title: Spirit of the Wild	Bark and living leaves. Nature itself walks beside your pack.

Class	Bundle	Look
Summoner	**Astral Conjurer** Title: the Astral	Robes woven from the night sky, full of drifting stars and nebulae.
Necromancer	**Deathless King** Title: the Deathless	Ghostly green soulfire burns through bone and shroud.
Arcane Mage	**Flamecaller** Title: Flamecaller	An archmage wreathed in living fire, from robe to staff to spell.
Ranger	**Frostwind Hunter** Title: of the Frostwind	Leathers rimed with glittering frost; every arrow leaves a trail of ice.
Rogue	**Shadowblade** Title: the Unseen	Clothes stitched from living shadow that coils and smokes as you move.
Bard	**Prismatic Virtuoso** Title: the Virtuoso	Every color of the rainbow ripples through your clothes and your music.
Trapper	**Tesla Tinker** Title: the Tesla Tinker	Copper circuits run through your gear with pulses of raw electricity.

In a match: a Thunderguard knight's Charge leaves a blue lightning cone, and a Flamecaller's spells turn to fire.

The people who run your server (admins) can give cosmetics as gifts. If a friend runs the server, they may hand you a bundle or two.

Your account

Your recovery key

When you create a character you are shown a **recovery key** (four groups of four letters and numbers). **Write it down and keep it somewhere safe.** It is only shown once. It's the only way to get back into your character if you forget your password.

Older characters, or anyone who lost their key, can make a new one in the **Account** tab by typing their current password. Making a new key stops the old one from working.

Forgot your password?

On the login screen press **Forgot password?**. Type your character name, your recovery key and a new password. You are logged in straight away, any other devices are signed out, and you are given a **fresh recovery key** (the old one is used up), so write the new one down.

To stop guessing, a name gets only five tries every 15 minutes.

Changing your password

Use the **Account** tab: type your current password and the new one. Your other devices are signed out.

CHAPTER XIX

Survival Tips

From those who made it home

1 Keep moving

Your attacks are automatic. Walk in wide circles so monsters bunch up behind you instead of surrounding you.

2 Read the red

Step out of filling red circles, wedges and strips. Big monsters wind up before they hit, so take a step back when they raise a weapon.

3 Bank the first gate

The 4:00 gates are the safest way out. Extracting early with a few good items beats dying late with a pile of them.

4 Go in, come out

The Marches and the Wastes drop far better loot. Push inward when you are strong, and drift back outward when it gets rough.

5 Build around one idea

Stack a weapon skill path with matching boons and armor set bonuses. A chainmail sword user cleaves through crowds; a cloth-wearing mage echoes spells.

6 Watch your reagents

Mages run dry quickly. Buy reagents in bulk from the vendor and keep the ones you pick up.

7 Carry potions

Heal and cure potions save runs. Explosion potions (G) are great for any class against a crowd.

8 Use your party

Knights taunt and heal, Bards buff and control crowds, Summoners and Tamers bring armies. Stick together and share the experience.

9 Risk what you can lose

Only bring gear you are willing to lose. Newbie gear is free and can never be taken from you.

10 Trust no grey

A grey or red name has already attacked someone. Keep an eye on them, especially near a moongate.

11 Gather on the way

Ore veins and trees are everywhere. Mine and chop as you travel between fights. A few seconds per node adds up to a masterwork.

12 Unlock with friends

Lair bosses are brutal in the harder realms. Bring a full party: everyone who lands a hit unlocks the next realm, even if they die afterwards.

13 Shop with found gold

Merchants take gold from your backpack. A good run can pay for a recall rune or an artifact on the spot.

CHAPTER XX

Patch Notes

Everything that changed, update by update

Every update comes with patch notes. In the game, they pop up the first time you log in after an update and are always in the **News** tab.

Version 1.5.0 · 2026-10-20

Animated Skins & Class Bundles

New Features

- Animated skins: 10 new armor skins and 10 weapon skins with effects that move across your gear: Stormforged (electricity), Hellfire, Glacial, Voidwalker, Celestial (a moving starfield), Bloodmoon, Soulfire, Verdant, Prismatic and Tesla.
- Ability Effects (new Shop category): recolor your attacks, spell bolts, explosions and abilities in the same 10 styles, with extra sparks, embers or stars.
- Class Bundles: one complete matching set for each class: animated armor skin, weapon skin, ability effects, aura, trail and title. "Wear set" puts on all of it at once. Thunderguard (Knight), Bloodforged Warlord (Weapon Master), Wild Spirit (Animal Tamer), Astral Conjurer (Summoner), Deathless King (Necromancer), Flamecaller (Arcane Mage), Frostwind Hunter (Ranger), Shadowblade (Rogue), Prismatic Virtuoso (Bard) and Tesla Tinker (Trapper).
- Bundle auras and trails are themed too: crackling rings, flame tongues, orbiting stars, falling snow and more.
- Animated previews in the Shop, and your loadout character now shows the cosmetics you are wearing.

Bug Fixes

- Blacksmithing could not gain skill at 0 because every recipe needed skill 5 or more. The simplest items in every crafting skill (Club, Ringmail Gloves, Buckler, Trap Components, Wooden Shield, Arrows, leather pieces and more) now need skill 0, and requirements climb more gradually.

System Changes

- Server admins (new Admin tab): give cosmetics, bundles, Crowns or gold to any player, grant admin access and reset a locked-out player's password. Admins can wear every cosmetic, and the Shop has a Gift button on each item.

Version 1.4.2 · 2026-10-20

Lighter Webs

Balance Changes

- Spider webs immobilize for half as long: web shots from spiders and Quagmires, the Web spell (Dread Spiders, Terathan Matriarchs, Mephitis) and Mephitis's web nova. Their slow effect is unchanged.

Version 1.4.1 · 2026-10-19

Dropping Items

New Features

- Drop items during a match. Right-click an item in your backpack (or tap it on a phone) and choose Drop, drag it out of the backpack window onto the ground, or Shift-click it.
- Drop part of a stack: choose how many potions, arrows, gold and so on to drop.
- Drop equipped gear straight from your paperdoll (right-click a slot).

System Changes

- Items you drop are not picked straight back up by your own auto-pickup for a few seconds, so you can hand gold and gear to a friend.

Version 1.4.0 · 2026-10-19

Realms, Crafting & Guilds

New Features

- Three new realms: The Frozen Isle, The Shadowlands and The Infernal Isle. Each has its own terrain, monsters, champions, lair bosses and weather hazard, and each is harder than the last.
- A realm unlocks when you help slay the lair boss in the centre of the realm before it.
- 8 new champions (Barracoon, Lord Oaks, Glacius, Tsukuyomi, Ilhenir, Mordrax, Ignaxus, Akuma) and 6 new lair bosses (White Wyrm, Frost Colossus, Abyssmal Lord, Bone Wyrm, Inferno Dragon, Chaos Lord).
- Over 40 new monsters with new boss attacks: Ice Shards, Plague Cloud, Lava Pools and Summon Minions.
- Gathering: mine ore veins and chop trees in every match, and skin animals for hides.
- Crafting (new Crafting tab): Blacksmithing, Bowcraft & Carpentry and Tailoring, each with its own skill from 0 to 100.
- Masterwork items (a new rarity) can only be crafted. They need high skill and rare realm materials.
- Wandering Merchants appear in every match. They sell supplies and rare goods at steep prices, and their stock changes every few minutes.
- Quests: 3 daily quests and 1 weekly quest, with rewards of gold, mastery XP, items, bank slots and titles.
- Friends list: add players by name, see who is online and invite them to your party.
- Guilds: create or join a guild, with ranks, guild chat, a message of the day and a guild tag in matches. Guildmates are allies in matches.
- Party Ready check: every member marks Ready before the leader can start.
- Cosmetic Shop: armor dyes, weapon finishes, auras, trails, emotes, nameplates and titles. These are cosmetic only and give no gameplay advantage.
- Emotes during matches (Wave and GG are free).
- Account recovery: you get a recovery key when you register (or create one in the Account tab). Use "Forgot password?" on the login screen to set a new password.
- Patch notes now appear in the News tab, and pop up after each update.
- Two new music tracks: a second battle theme in rotation, and boss music that plays near a boss.

Balance Changes

- Mastery XP gains reduced to about 35% of match XP, and the level curve is steeper. Harder realms give more mastery.
- Arrows and bolts last about 2.5× longer: basic shots use ammo 40% of the time (rangers 35%), and abilities use far fewer.

Bug Fixes

- Phones & tablets: on-screen buttons now respond while another finger is on the joystick (for example, drinking a potion while running).

System Changes

- Bank: a new Quick Stash button moves all supplies from your pack to the bank in one tap.
- Bank space can be expanded with gold (+25 slots per purchase, up to 400), and weekly quests award +10 slots.
- Change Password option in the Account tab.

Gameplay Adjustments

- Tamer pets and summons now stay close to their owner and only fight enemies near them, instead of running off.
- Weather hazards: blizzards on the Frozen Isle slow you, darkness in the Shadowlands shrinks your view, and meteors fall on the Infernal Isle.

Version 1.3.0

Phones & Tablets

New Features

- Touch controls: floating joystick, tap to loot, pinch to zoom, auto-aim for spells and thrown potions.
- Installable to the home screen and plays fullscreen.

Bug Fixes

- Inventory no longer flickers on touch screens.

System Changes

- Interface layouts for portrait and short landscape screens.

Version 1.2.0

Bigger World

New Features

- The map is twice as big and holds up to 25 players.
- Moongates play a bell chime when they open.
- Better spell effects, glowing light and terrain detail.

Balance Changes

- More moongates open when more players are in the match.

Bug Fixes

- Fixed a freeze when a horde spawned around the lair boss.
- Your character no longer flickers while moving.

System Changes

- Large performance improvements on the server and in the browser.

Gameplay Adjustments

- Hordes are spawned per group of nearby players, in waves.

Version 1.1.0

Music & Extraction

New Features

- Title screen and battle music.
- Player manual (also available as a PDF).

Balance Changes

- Extraction takes 3.5 seconds (was longer).

Gameplay Adjustments

- Taking damage while extracting slows the gate instead of resetting it.

Version 1.0.0

Launch

New Features

- Britannia Survivors launches with 10 classes, champions, the dragon lair, moongate extraction, taming, the bank, the vendor and parties.

Britannia Survivors · Player's Manual

Creature, character and equipment art from the Ultima Online: Outlands animation catalog.