

Legends of Aria Newplayer Guide Alpha 2

Legends of Aria Community Servers (Alpha)

- ⌚ Arcanima address: cluster1.shardsonline.com:5002 - Roleplaying, NO PVP outside roleplaying
- ⌚ Teiravon address: cluster1.shardsonline.com:5009 - Roleplaying
- ⌚ World of Shards address: cluster1.shardsonline.com:5003 - Vanilla
- ⌚ Dark Haven address: cluster1.shardsonline.com:5014 - Dark Fantasy Perma-Death PVP Server

General Knowledge

- ⌚ Vendors sell items by placing them on desks, tables, or in containers surround them instead of purchasing the items from them; however, if you want to sell items you have to talk to them.
- ⌚ You can have up to 600 skill points in this game and a max of 100 skill points per skill. That being said, you can be a 6x grandmaster (GM) at most. You can also have multiple skills at less than 100 skill points. It is up to you.
- ⌚ It is key to note that each skill levels up individually as you use it instead of your character gaining a total amount of skill points that you can use on whatever you want (like World of Warcraft).
- ⌚ You can also lock and lower skills. You can lock them by clicking the icon that appears after you click on the individual skill until the icon appears as a lock. You can lower them by opening the skill menu and moving the bar to the left and applying the change.
- ⌚ The same raise, lock, and lower method holds true to your characters stats. You can have a total of 225 stats points on your character. The max one stat can be is 100.
- ⌚ Once you leave the town you are able to be killed by anyone and anything and looted by anyone. If you loot someone or attack someone you will turn “gray” for approximately 1 hour. When your name changes to gray you can be killed by other players and they will not suffer a penalty. Furthermore, if you are gray the guards will attempt to kill you if they see you.
- ⌚ Since you can be looted it is important to put your items in the bank. You can do this by going to the bank and left clicking on the npc. Click on the option indicating you want to bank your stuff. Now transfer your items to the bank. Note* you CANNOT buy items unless the currency is in your backpack.
- ⌚ Copper, silver, and gold weigh a lot in this game. The more you collect the heavier it is. That being said, if you want to lower the weight of your currency take it and put it in the bank and all the copper will be transferred to silver and all the silver will be transferred to gold resulting in a lower weight.
- ⌚ To be somewhat effective with melee you need a weapon skill plus vigor. Dueling is needed in order to do the special abilities. 30 Dueling is required for the first special ability. Weapon skill is used for hit chance, channeling for wrestling hit chance and vigor for damage.

Getting Started

- ⌚ Pick your class from the Mayor in the center of the town. Warrior is recommended to start. I picked a bashing (macefighting) because it has a bleed ability and this is important at the beginning because you will miss a lot until you level up some. Once you get your other combat abilities up you can switch to slashing (swordsmanship) or piercing(fencing).
- ⌚ Get a platemail chest plate for additional armor from the blacksmith if you are a warrior.
- ⌚ Buy a skinning knife if you do not already have one (for leather and meat to eat).
- ⌚ Spend rest of money on bandaids (Vendor near Mayor).

- ⌚ Once you get your melee character up and have some currency, this is a good time to make a tamer, crafter, or mage.

Leveling Tips

- ⌚ Fight monsters in the graveyard to the east of the town, or in the sewers under the bank until you get all your combat abilities into the mid 30's to 40's. If you kill stuff in the sewers don't forget to skin them for meat to eat.

OR

- ⌚ “There are training dummies just outside Eldair Village, on the north exit. They can be used to train your combat skills up to a cap of 40. There is also an unguarded PvP arena nearby, anyone can attack you in there, and some players find it useful to spar against others to further gain skills” (Dominus' New Player Guide, http://legendsofaria.gamepedia.com/Dominus%27_New_Player_Guide_-_F.A.Q).
- ⌚ Get a horse
 - Buy animal taming from the vendor (300 copper). Look at the official interactive map for assistance.
 - Head south to the bandit camp. Stay outside and search around until you find at least one horses. You can have up to three horses following you and you riding one. Tame them and head back to town. Note* In order to tame you have to hold left alt and left click.
 - Stable all the horses except one to ride.
 - Continue killing monsters at the graveyard or under the bank.
- ⌚ Try to get a full set of player crafted platemail and a weapon as soon as you get enough money to buy it.
- ⌚ Around 55 head to the bandit camp to the southwest of town. Watch out for archers because they can do a lot of damage so kill them first.
- ⌚ Around 75 head to the goblin camp at the to the northwest of town. The normal goblins are extremely easy, however the Shamas are tough due to their spell casting.
 - Goblins – 20c to 38c per mob, lesser heal potion, cure potion, skinning knives, misc items
 - Goblin captains – 86c to 2s per mob, lesser heal potion, skinning knives, misc items
 - Goblin shamans – 55c – 72c, misc items
- ⌚ Then head to contempt dungeon. Be careful because archers will gang up. Avoid the executioners

Making Money

- ⌚ Farm Goblin Captains
- ⌚ Make and sell aaa, which is crafted by carpenters. Walk around town chopping trees and then make them and sell them to npcs
- ⌚ Sell all gear to NPCs that gives less armor or damage than the player crafted gear (12 defense) or (4 weapon damage) for weapons.

Getting a house

- ⌚ Start with the house that costs 4 gold. Many players get this house because it offers the best price for the size of the house that is reasonably obtainable at the beginning.
- ⌚ “You can buy housing deeds from the carpenter vendor in town, currently it's one house per account, shared between all your characters. The beginner/cheaper houses will decay if you do not visit them for 7 days, the more expensive houses will decay after 30 days. Just because you locked your door does not mean your house is safe. You still need to lock any boxes in your

house to secure them from wandering thieves” (Dominus' New Player Guide, http://legendsofaria.gamepedia.com/Dominus%27_New_Player_Guide_-_F.A.Q).

- ⌚ Once you get a house you need to put the key on your key ring located on your paperdoll.

Gear List

Durability

- ⌚ Fine, 10 durability
- ⌚ Durable, 20 durability
- ⌚ Crafted, 25 durability
- ⌚ Rugged, 30 durability
- ⌚ Tempered, 40 durability

Weapon Damage

- ⌚ Of Quality, 1 weapon damage
- ⌚ Of Might, 3 weapon damage
- ⌚ Crafted, 4 weapon damage
- ⌚ Of Maiming, 5 weapon damage
- ⌚ Of Power, 7 weapon damage
- ⌚ Of Destruction, 9 weapon damage

Armor

- ⌚ Of Defense, 5 armor
- ⌚ Of Thew, 10 armor
- ⌚ Crafted, 12 armor
- ⌚ Of Fortitude, 15 armor
- ⌚ Of Protection, 20 armor
- ⌚ Of Valor, 25 armor

Note* On July 17, 2017 I did a defense test comparing Fortified scale mail (15 AR bonus) and crafted platemail (12 AR bonus). I let a goblin captain hit me 26 times wearing each set in passive stance while wearing a shield. The outcome was an average (mean) of 6.42 damage per hit while wearing the fortified scalemail and an average (mean) of 5.08 damaged per hit while wearing the crafted platemail.

Character Skills & Builds

Your character has 225 points to distribute between your three stats (Str, agil, and int). Each of these can only get as high as 100. Keep in mind that you need 30 agil to use weapon abilities.

Your character has a total of 600 points to spend and each skill can only get up to 100. Each time an ability reaches 100 it is referred to as grandmaster (GM).

Besides the regular skills you can see, you can also get a prestige scroll for the following four classes: knight, sorcerer, gladiator and fieldmage. As you level one of these classes you unlock more abilities. If you get one of them to 100 (Grandmaster) you have a total of 3 more skills unlocked. Be advised that these prestige skills consume your skill points like the other skills. In order to unlock Sorcerer you need

the following skills at 70: evocation, magic affinity, manifestation, and channeling. In order to unlock Knight you need the following skills at 70: blocking, dueling, healing, vigor.

Warrior Build: Melee ability (100), healing (100), vigor (100), blocking (100) and dueling (100). The last 100 can be put into anything you want. Most traditional warrior build will go with a prestige skill. Str 100, Agil 100, int 25.

Mage Build: Channeling (100), Evocation (100), Magic Affinity (100), Manifestation (100), Prestige (100), and Healing (100). Str 100, Int 95, Agil 30.

Animal Tamer/Mage Build: Channeling (100), Evocation (100), Magic Affinity (100), Manifestation (100), Animal Taming (100) and Animal Lore (100). Str 100, Int 95, 30 agil.

Crafter Builds: This is completely up to the player. You can mix and match these abilities as much as you please, however, keep in mind that it might be beneficial to have the gathering skills (lumberjacking and mining) on a character that is proficient in fighting. Crafting skills: Blacksmithing, Carpentry, Fabrication, Alchemy, Cooking, Fishing, Inscription. Gathering skills: Lumberjack, Mining

Hally/Mage Build w/ prestige: (5xGM + Hybrid): Dueling (30), Channeling (70), Slashing (100), Vigor (100), Manifestation (100), Evocation (100), Magical Affinity (100). Note: Biggest tradeoff with this build is having to drop Healing for Channeling in order to make Prestige work. 100 Str, 95 Int, 30 Agil. (Thanks Stimwalt for the build).

Hally/Mage Build w/o prestige: 100 str, 95 int, 30 agil, Dueling (30), Healing (70), Slashing (100), Vigor (100), Manifestation (100), Evocation (100), Magical Affinity (100). 100 Str, 95 Int, 30 Agil.

Stealth Mage Build: Channeling (100), Evocation (100), Magic Affinity (100), Manifestation (100), Hiding (100) and Stealth (100). 100 Str, 95 Int, 30 Agil